

YEO3-02

In Darkness, Despair

A One-Round D&D LIVING GREYHAWK[®] Yeomanry Regional Adventure

Version 1.0

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A Yeoman March goes missing after investigating a newly uncovered mineshaft thought to belong to a long forgotten dwarven city that plunged into the earth centuries ago. What could be the reason for their disappearance? Stalwart Yeoman adventurers are asked to answer the call. A Yeomanry regional adventure for APLs 2-10.

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 scoring 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.

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

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

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 DM) 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 DM 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 gray boxes. 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.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

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 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.
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.

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

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 you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the

face that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you 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 free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in the Yeomanry. Characters native to the Yeomanry 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.

Is It a Full Moon?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

About the Yeomanry

The Yeomanry is situated in a valley between the Jotens and the Tors in the southwest corner of the Sheldomar Valley. The moderately sized realm is nearly surrounded by the Crystalmists and its spurs, though its eastern border with Keoland is generally regarded as the eastern bank of the Javan across from the county of Cryllor. Its border continues south to where the great river enters the Hool marshes and the lands of the Sea Princes. The climate is hot nearly year-round in the central valley, though the temperature moderates as one approaches the foothills, particularly in late fall and winter. The Yeomanry is a land populated primarily by freemen farmers, who are mostly a Suel-Flan mix.

The Yeomanry is one of the few representative democracies in the Flanaess. Any citizen of majority who has carried a spear for the nation, either now or in the past, is eligible to elect spokesmen on his behalf from his community to serve in the Council of Common Grosspokesmen in Loftwick.

The people of the Yeomanry are rural, cloistered folk with little exposure to either foreigners or magic. They are religious and superstitious, yet reservedly friendly to travelers.

Is this a “military scenario?”

As Yeoman officials consider the events of this scenario important to the defense of the Yeomanry, members of any branch of the Yeoman military may count the TUs spent on this scenario towards any annual TU commitment required by their enlistment.

Is this adventure “*promotion worthy*?”

Heroic deeds in the name of the Yeoman military are possible in this module, and as such, the possibility for promotion exists. In order for a PC to be considered for promotion at the end of this adventure, the PC must do the following:

1. The GM and all PCs that are members of any branch of the Yeomanry military present at the table must **unanimously** agree that the PC has performed an action and behaved in a manner that would make them a good leader of men in their unit. There must be at least two other military PCs playing the scenario besides the PC up for advancement. Only one PC can be nominated for advancement per scenario.
2. The player so nominated must then gather the names and email addresses of all Yeomanry militia players AND THE DM at the table.
3. The player must then submit a small summary of what happened in the adventure and why he or she should be considered for promotion. Email this information to yeomanry-triad@yahoogroups.com.
4. The Triad will then discuss your promotion and determine whether a promotion is granted. You will be notified via email, and a promotion certificate will be sent to you via snail mail.

In order to be considered for promotion, the Yeomanry military PC must have spent a minimum of one year of REAL time as the rank below that being applied for. So in order to be considered for Serjeant, the player must have spent one full year as a Yeoman, and one full year below that as an unranked soldier.

Is this a “Dustdigger Module?”

As this adventure has considerable potential to uncover a number of historical and archaeological facts about Yeoman environs, students of the Academy of Lore and Dustdiggers MAY count this adventure towards any TUs they must spend per year in study. See individual certs for more details.

The Jotens

The Jotens is the largest spur of the Crystalmist mountain chain. The Jotens are known as the legendary hope of numerous tribes of antagonistic hill giants, and scattered bands of cloud and stone giants are known to dwell within the Jotens as well. The southern end of the Jotens is well defended by sturdy Yeomanry spearmen and dwarven irregulars. Fighting between the giants and the people of Sterich continues to the north.

North Reach

North Reach (population 3,700) rests at the meeting point between the Jotens and the Little Hills in the northern part of the Yeomanry. The city originated as a dwarven mining town centuries ago. These dwarves discovered a rich vein of mithral in the nearby mountains

that they quickly began to harvest. As word spread of these bountiful mines, dwarves from the surrounding regions migrated towards them in hopes that they would benefit from this newfound wealth, and the sponsors of the mines decided to protect it with walls and soldiers. Thus North Reach was born, although the original dwarven name for the city has been lost in antiquity.

Despite being a relatively large town in the Yeomanry, North Reach is small and compact in area. Its citizens are tightly packed together within the relative safety of the city's high, formidable walls, which can reach 30 feet in height in some places. Houses and lofts have been built atop one another, and three-and-four story buildings, unusual in other cities, are commonplace in North Reach. A side effect of such construction is that there are a number of dark, winding alleys scattered throughout the city, and a newcomer to North Reach easily can become lost without assistance. Its streets are steep and hilly, further contributing to the city's rather ramshackle appearance.

Centuries of invasion have made citizens quite cautious—even paranoid at times. They are slow to trust others, and they prefer to depend upon themselves and their family first and foremost. While there are exceptions to this rule within the city, the constant stares of the town watch keeps most rabble-rousing in check.

“The Quake”

Year Two of Yeomanry Living Greyhawk adventures (CY 592) are centered around a large earthquake that takes place at the beginning of the year. While not a CY 592 adventure, *In Darkness, Despair* serves as a bridge between the major plot devices of Year Two and Year Three.

Adventure Background

This adventure is intended to introduce Yeoman adventurers to the dangers of the Underdark and the denizens that inhabit that realm. This round also serves to further flesh out the effects of the Landstraad earthquake.

The recent Landstraad was not the most powerful earthquake to rumble through the Yeomanry. A thousand years before, there was a similar event that had dire consequences for a dwarven mining city named Throquzog. Thought to be indestructible due to its adamantite-reinforced walls (which was mined in miles of mines and catacombs below the city) and superior dwarven construction, Throquzog had survived disaster

and invasion time and time again. But that foundation would also prove to be the city's downfall.

In CY -414, an earthquake thought to be even more devastating than the Landstraad struck Throquzog. While the city itself held, the land below it, weakened by centuries of mining, collapsed in on itself, plunging the small city's buildings thousands of feet below the surface. Countless dwarves perished as they were crushed in their mines and dashed against their stone walls, and recorded history of the town immediately ceased.

Despite the loss of life, a number of structures in the city, due to their fantastic engineering, remained nearly intact. Two years after the earthquake, in CY -412, a fleeing tribe of derro discovered the remains of the city. Gurdin, high priest of the tribe, saw this as a gift from Diirinka, the patron deity of the tribe. They moved in and began rebuilding this 'gift' from their god.

Word soon spread within the Derro communities of the Underdark that a safe haven, a holy city, had been found, and soon a small yet thriving community came to be. The Derro renamed the city Diirinkastone and have existed there ever since.

The surface world knows nothing of the existence of Diirinkastone. However, the Landstraad has shifted the earth once again. One side effect is that an old mineshaft of Throquzog has been exposed, providing a direct route between the Underdark and Yeoman lands above. The Derro, or anyone, for that matter, could go from one world to the other, should they so desire.

In the months following the Landstraad, the new mine shaft had been discovered by a Yeoman March (a patrol of 12). The officer in charge of the March, Serjeant Hutchinson, ordered his men to explore the passage and make sure that it was secure. Uninformed about the Derro infestation, they were grossly unprepared for what they found, and were captured by Derro slavers. The Derro (through various means of torture) spent several days attempting to communicate with and get information from the Yeoman soldiers. Having failed in this endeavor, they decide to bring the patrol to Diirinkastone in hopes that more can be learned.

When Hutchinson's March failed to report to North Reach on time, higher-ranking soldiers sensed that something was amiss. A second march, accompanied by a Yeoman Border Guard, tracked Hutchinson's men to the shaft. Not wanting to make the same mistake as his predecessor, the serjeant of this March reported his findings. It was decided that a group of adventurers should be found to delve into the shaft and hopefully recover Hutchinson's March.

The Svirfneblin

The Svirfneblin, or deep gnomes, saw the city fall and felt the concussive backlash as the city landed. Before they could do anything about it, however, it was swarming with derro. The derro, from their newly fortified home, began a greedy campaign to expand their grip in the Underdark, concentrating especially on rooting out the nearby drow. The deep gnomes have been able to keep this in check mainly because the inherent madness of the derro makes them easily fooled by gnomish tactics.

Although the gnomes could never take the city alone, they have been able to thus far keep the derro in check, preventing them from spreading their influence and madness outward into the Svirfneblin-held caves. They could prove to be a valuable ally to the PCs, and ultimately to the Yeomanry, in this adventure.

Adventure Summary

The Adventure begins with the party being summoned by Captain Elkington in North Reach. He informs the PCs of the missing March, and requests that they attempt to find them, or at least bring news of their fate.

Once the PCs arrive at the shaft, they must descend into the highest layers of the Underdark, all the while dealing with darkness, boredom, predators, a twisted riddle, a mysterious substance known as glassrock, and a potential ally.

Eventually, the PCs encounter the Yeoman March and their captors a mere 200 yards from the gates of Diirinkastone. They must defeat the slavers and rescue Hutchinson's men before the entire army of the city can be mustered and escape back to the surface.

Whatever fate waits for the PCs, however, the Derro of Diirinkastone, as well as the Svirfneblin, will know about the surface dwellers living only a few miles from their home. How this bodes for the future of the Yeomanry is anyone's guess.

Introduction

This adventure begins in North Reach, with the party in the office of Captain Hunter Elkington, who has summoned the party for a mission of reconnaissance and possible rescue. Players should come up with their own reasons for being in North Reach, unless they are militia, in which case, they have been ordered to North Reach to aid Grosspokesman Captain Elkington. The DM should allow players time to introduce themselves while they wait in the antechamber of the grosspokesman. Once the

players are satisfied with introductions and descriptions, begin the adventure.

You have been waiting in the antechamber room of Captain Hunter Elkington for fifteen to twenty minutes. His steward has offered plenty of refreshment and has given numerous assurances that the Captain will be with you 'in just a few minutes'.

Eventually, you are summoned into the presence of a grim-looking man of average height and girth with wild, unkempt hair and large, darting eyes. He is in full army regalia, and a number of medals shine on his tabard. He rises from behind his desk and paces nervously before saying, "Greetings and thanks for coming. Please, I must ask you to leave your boots outside. I just had a new Keoish rug delivered and I wouldn't want to spoil it so soon."

He pauses here to make sure everyone in the room complies. If someone does not want to take their boots off, Captain Elkington eyes them suspiciously and asks them to please wait outside.

Elkington continues, "I am grateful for your presence here, for I am in need of some souls not adverse to dangerous situations. A Yeoman March under my command led by a Serjeant by the way of Hutchinson has disappeared."

"He and his men apparently stumbled upon a newly-opened fissure, undoubtedly caused by the Landstraad. Our scouts and trackers tell me that the March went inside, but failed to re-emerge. As of today, they have been in there for at least four days, and we haven't heard peep nor whistle from them. I am starting to worry that something is amiss."

"What troubles me is this—my advisors, as well as the local Academy of Lore consulate, have told me that the cavern where they disappeared is actually an old mineshaft from a really old dwarven citadel that was swallowed by the earth nearly a thousand years ago. I think it is called 'Throck-sock' or something like that."

"Anyway, the dwarves who lived there supposedly had miles and miles of mineshafts all under that citadel. And with these new stories you hear coming from Dark Gate about all sorts of underground critters and weird tunnels...well, you can understand my worry. Why, there could be any kind of creature in those caves, just waiting for a snack to happen by."

"So I need some folks to go down to that shaft, dig around a little, and see if you can find any sign of Hutchinson's patrol, dead or alive. At the same time, we can't have stuff just barrelin' into our lands from

that Under-whatchyadiggy. So we need to plug the hole, too."

"I fear that I may be asking too much of you to have you venture into such a place, but I am prepared to compensate you, even you Yeoman regulars. Consider it 'hazard pay' if you like, for accepting such a dangerous assignment. What say you brave souls?"

If the party accepts the mission, allow them to equip themselves and then proceed to Encounter Two. Anyone who does not accept the mission should score the round and leave the table. For them, this adventure is over.

PCs may wish to ask Captain Elkington a few questions about the mission. He knows the following:

What do you know about the citadel?

"Not a whole lot. Just that there were a lot of dwarves there, and they mined a lot of exotic metals. You might want to talk to Bourne, our local Dustdigger, for more info."

PCs who follow up on this suggestion can meet Bourne in Encounter One.

Who was in the March?

"Well, let's see. Other than Hutchinson, there were eleven others." Elkington then proceeds to go through his ledger and produce these names. They are:

1. Yeoman Jones (male human), second in command
2. Yeoman Ambry (female human)
3. Militiaman Dorgan (male dwarf)
4. Militiaman Thalia (female human)
5. Militiaman Baines (male human)
6. Militiaman Crosby (male dwarf)
7. Militiaman Pruitt (male human)
8. Militiaman Tarpley (male human)
9. Militiaman Hicks (male human)
10. Militiaman Crowe (female human)
11. Militiaman Spreckelmeyer (male human)

Captain Hutchinson can provide decent descriptions of each of these soldiers.

How much pay?

"I can afford 100 gp per person." If PCs ask for more, a Diplomacy check (DC 20) will get Captain Elkington to go to 150 gp per person, but he will be less than happy about this.

What can you tell us about the shaft?

"I know that it's pretty steep in places. You'll certainly need a few things, as precautionary measures, of course. I can furnish you with stuff if you don't already have what is necessary and you give your word that it will be returned." (He can offer climber's kits, a hooded lantern, hemp rope, hammer and pitons, chalk, grappling hooks, and twenty pints of oil, enough to last five days. Characters will have to adjust for the weight, as the oil alone weighs 20 pounds!)

What about the Underdark?

"Again, you'd be better off talking to Bourne, here. All else I know of the Underdark is that it's very dangerous."

When the PCs have completed their questions, go to Encounter One if they wish to speak to Bourne. Otherwise, proceed directly to Encounter Two.

Encounter One: Bourne

Bourne's home is located atop a bluff near the city walls. From this vantage point, the PCs can get a nice view of the entire city of North Reach and its environs. Feel free to insert flavor text to embellish as necessary. The home itself is a small yet sturdily constructed two-story structure. The lower level is constructed of stone, while the upper level is wood reinforced with crisscrossed timbers.

Bourne himself is a halfling—an incredibly short one at that. His graying temples belie his advancing age, but he still appears fit and robust. A corn cob pipe juts constantly out of his clenched teeth. He has a squeaky voice that cracks on occasion.

Bourne can tell the PCs about the basic history of the city of Throquzog, up to the point where it collapsed into the earth. Feel free to paraphrase the appropriate parts from the Adventure Background.

Concerning the Underdark, Bourne knows very little. If asked, he tells the PCs that it is "a dark and evil place, full of creatures who hate the light." As he has never been there, however, this is mere speculation.

If any of the PCs have played in **YEO2-02 Stomping Grounds**, and have possession of the *Tattered Map Fragment* and thinks to show it to Bourne, they are in for a surprise. Bourne tells the PCs that this in fact is a map of one of the deepest layers of the old mines of Throquzog. He happily translates the map for them.

The PCs **MUST** show the map to Bourne before this happens. At the same time, do not give them any hints pertaining to this. Let clever PCs figure it out for

themselves. The map can lead the PCs to the Optional Encounter at the end of this adventure.

Once the discussion with Bourne has been completed, proceed to Encounter Two.

Encounter Two: Entering the Caverns

It is assumed here that in the previous encounters that either Bourne or Captain Elkington tells the PCs where the entrance to the mithral mines of Throquzog begins. It takes about two hours for the party to reach the cave entrance.

Wasting little time, you make the trek north to the Jotens to find the cave Captain Elkington directed you towards. You cross a wide stone bridge, flanked by numerous gargoyles, between North Reach and Fort William. From your vantage point, you can see the dark line marking the beginnings of the Ironwood before you; childhood tales of the elves protecting their territory with a vengeance keep you from moving any closer.

The cave you are directed to is very easy to spot with its red militia warning tag fluttering in the breeze beside it. The entrance looks like a gaping hole, some six or eight feet wide, was ripped into the side of the mountain. Little can be seen past the entranceway, save for a pile of rubble that should aid you in climbing down to the darkness below.

Pause for a moment to allow players to voice concerns and discuss options on entering the cave, should they so desire. The pile of debris is indeed stable enough to allow the PCs to use it as pseudo-stairs; PCs making a Profession (Miner) or Knowledge (architecture and engineering) check (DC 10) can come to this conclusion as can a PC with stonemasonry who makes an Int check (DC 10). Once the players are in the cave, read on:

You enter the stuffy cave, using what light sources you can as you travel the tight passage into the depths. Although the pile of debris you descend seems steady, you tread carefully, making the trek much slower than you want it to be. The alien terrain makes your movements awkward as the jagged floor of the natural cavern dips and rises. A careless step could lead to a broken leg or worse.

All around you is darkness, and eerie silence; the smell of earth and stale air assails your nostrils. As you watch the light of the outside world disappear slowly behind you, you realize you are entering an entirely different world.

You make your way slowly, ever onward, and ever downward. All sorts of odd striations of rock and mineral dominate your view, broken occasionally by the sight of a twisted stalagmite or stalactite. A strange variety of fungus and lichen lines many of the rock formations—some even give off their own glow. You wonder how such life could exist in such a gloomy, oppressive atmosphere.

You move for what seems like hours, but without the sun or moon of the outside world to guide, time becomes a game of guessing and approximation based on remaining fuel for the light source.

The dimming of your light sources, along with your aching muscles, suggest that the time for rest is imminent. After a light meal and a replenishment of light, you continue your walk. After a number of dark, boring hours, you see something new ahead: a split in the tunnels leading four different directions, not including the one you currently travel from.

Continue on to Encounter Three.

Encounter Three: The Split

At this point the party comes to a split in the passage. There are four options available to them, but the order in which they choose is not important. Each of the following encounters is to be run in the order they are presented. This is done to introduce the dangers of the Underdark and to ensure that no part of the adventure is missed out on.

It also gives the illusion that the module is not linear—that the PCs have the choice in determining what they do next.

If the PCs attempt to track the Yeoman March, they will note the difficulty involved in tracking underground immediately. The ground is hard, and it has been over a week since the March came this way. On as successful Track check (DC 29), a character can discover that several different creatures have passed down all of the tunnels and, more importantly, that steps have been taken to sweep these passages of such tracks, making tracking beyond this point impossible. The Svirkneblin, being the paranoid lot they are, often sweep tunnels that they use to conceal their movements.

When the PCs head down the first tunnel, whichever it might be, read or paraphrase the following:

Making your decision, you decide to head down a dark, winding, narrow passageway. The air seems slightly fresher in this direction, but other than that, everything seems the same.

After an hour or so, the footing gets ever more treacherous. The numerous loose stones that served as footholds during your initial descent have all but disappeared. Scanning below, you realize that the ground has the same texture as smooth glass. Its smoky black color reflects your light strangely, creating an eerie glow in the chamber.

PCs with Profession (mining) or Knowledge (geology), as can a PC with stonemasonry who makes an Int check, can make a skill check (DC 20) to recognize this naturally occurring phenomenon known as glassrock. It makes movement extremely hazardous. The next 200 feet of this cavern is all glassrock. Upon reaching the far end of this cave, the party realizes, they have hit a dead end

↗ **Glassrock:** This substance is naturally occurring and very slippery. Unless the PCs move at one-quarter speed, they must make a Reflex save (DC 12) each round or slip and fall for 1d3 points of subdual damage. PCs making a double move or running must make a Reflex save (DC 16) each round or slip and fall and suffer 1d6 damage (not subdual) as they skid and hurtle toward the walls and stalagmites.

Encounter Four: The Nest

The second tunnel that the party chooses leads them into the nest of an Underdark predator, the cloaker (except at APL 2).

As you travel down the second tunnel, the passageway widens to the point where it might be some 20 feet across. Eventually, it opens up into a natural cavern of unknown height—the chamber's ceiling is swallowed in darkness well before you can see it. Your torches and lanterns cannot bridge the gap to see how wide the cavern is either.

You notice also that the ground here is composed of the same slippery glassrock that you encountered in the previous cavern.

The characters enter a roughly-shaped cavern approximately 100' in diameter. It is peppered with stalagmites, large boulders and rocks. The ceiling height in this room is 70'. Near the back of the cavern (about 70 feet from the exit) is the disheveled nest of whatever creatures dwell here.

PCs entering the cavern must deal with movement on the glassrock as in Encounter Three. Please note that all creatures encountered here have fly speeds and can avoid the glassrock hazard accordingly.

Any light sources or loud noises in the cavern (including slipping on the glassrock) will warn those creatures lair here of the PCs' presence. Hungry, they attack

immediately. If the PCs manage to approach quietly and without a light source, they may be able to gain surprise on the inhabitant(s) of the cavern.

APL 2 (EL 3)

☛ **Cockatrice:** hp 27; see *Monster Manual*.

APL 4 (EL 5)

☛ **Cloaker:** hp 45; see *Monster Manual*.

Tactics: If the cloaker is aware of the PCs before they are aware of it, it uses its *Shadow Shift* ability to create *mirror images* as a partial action and begins *moaning* to *Unnerve* the PCs as a free action in the surprise round. When battle commences, it attempts to identify spellcasters and deal with them first. If there are no obvious spellcasters, it goes for the smallest prey. Remember that the cloaker's moan is a free action and can be used in four different ways each round. The cloaker will attempt to incapacitate the PCs from above with its *moan* before it swoops down to *engulf* a target.

APL 6 (EL 7)

☛ **Cloakers (2):** hp 45 each; see *Monster Manual*.

Tactics: Tactics are similar to those of the single cloaker (see above), with the following exception: one cloaker will drop below to *engulf* a victim while the other stays above as long as possible.

APL 8 (EL 9)

☛ **Cloakers (2):** hp 45 each; see *Monster Manual*.

☛ **Cloaker Lord:** hp 85; see Appendix I.

Tactics: At this APL, the two cloakers respond as they did at APL 6. The cloaker lord uses its *improved invisibility* spell as its surprise round partial action. As combat ensues, it casts wizard spells (typically in this order): 1st round: *haste*, *stoneskin*; 2nd round: *shield*, *transmute rock to mud* (dropping the ceiling onto the party; it has 18 ten foot cubes it can direct, so it misses its cloaker minions); 3rd round: *mage armor*, *enervation* (aimed at any obvious clerics or any arcane spellcaster that a cloaker is not *engulfing*); 4th round: *blur*, *wall of ice* (directed at the entrance); 5th round: *protection from arrows*, *shadow evocation* (either a *fireball* or *lightning bolt*, whichever is most advantageous). After this, it swoops down to engage the party, *engulfing* any party members who have fallen prey to the others' moans. It changes up this routine to cast *dispel magic* if necessary, and it uses the rest of its spells at the DM's discretion. Remember that the cloaker

lord can *moan* as a free action, but not during spellcasting.

APL 10 (EL 11)

👁 Cloakers (3): hp 45 each; see *Monster Manual*.

👁 Advanced Cloaker Lord Ghost: hp 90; see Appendix I.

Tactics: The cloakers attack as at APL 6 with two *engulfing* opponents and one staying above. The ghost first tries to use its *malevolence* ability from the Ethereal Plane to possess any obvious fighters. It uses *stoneskin* on itself and then starts attacking party members. After it has been beaten out of its victim, or is unable to possess any party members, it begins casting spells, following a similar routine as the cloaker lord at APL 8, alternating between defense and attack after casting *haste*.

Encounter Five: Across the Chasm

This encounter introduces the PCs to the svirfneblin, a group of underground gnomes with whom the PCs might strike an alliance.

After another weary day of no sunlight and dead ends, you choose yet another passage to explore, hoping that this will bring some kind of sign that you are not just wandering in circles in this devouring darkness.

This new cavern is as boring as previous ones. Time drags on, almost as if the darkness and rock are purposely trying to dull your senses with the boredom and monotony of compacted earth and cold, cold stone.

The silence is eventually broken as you begin to hear strange moaning sounds—not like those emanating from the creatures you encountered earlier, but as if from a howling wind. As you move closer, your light sources reveal that the walls around you have abruptly ended, as well as the floor. Before you looms a gigantic chasm, stretching as far across, up, and down as your light will allow.

The only features you can see are two taut ropes—one above the other, that stretch into darkness. (Pause for a moment for PC reactions)

As you ponder the wisdom of such a crossing, you hear a gravelly, disembodied voice behind you...

The voice first calls out in Gnome; if no one understands that, it repeats its warning in thick, broken Common.

"The people you seek no go there."

Turning towards the source of the sound, you see a short, grey-skinned, bulbous nosed, figure draped in leathers colored to match and blend into the surrounding cave walls. Hesitantly, he exits the shadows, eyeing the group suspiciously before speaking again.

"I, Twillo. I watch you and follow you since you enter here. Your light and footfalls could wake the dead—something I assure you none of us want!" He sneers a mouth full of crooked teeth after his jibe.

"There was another group who acted just like you. You seek them, yes? Or no?"

He eyes you cautiously and waits for your reply.

Twillo is the leader of a small scouting party from a nearby Svirfneblin community that lies a short walk away from the other side of this cavern. The Svirfneblin are a highly distrustful race, constantly on the defensive. The members of this race are borderline paranoid, and do not like the idea of being exposed at all. Twillo is suspicious that the party might be some kind of spy or reconnaissance party sent to locate his community. He is willing to answer questions, but tries to deter the party from going over the chasm, as this will bring them closer to his home. **Under no circumstances will he let the PCs cross the bridge willingly.**

Twillo's company is hiding in a nearby secret corridor. Twillo appears and disappears courtesy of his *shadow jump* ability. If, at any time, the party still tries to cross the chasm, Twillo does not bar their path, but he offers one more warning.

"A rope doesn't do you any good if it's no longer tied to anything."

If the party still tries to cross, Twillo waits until the first PC is on the rope and at least 30' from the ledge; then he will cut the rope, leading to the PC's death unless other measures are taken.

If the PCs attack, he and his nine companions will escape through the secret passage. The PCs will not be able to catch them. Before fleeing, Twillo will make certain the rope bridge is cut.

👁 Twillo, Male Svirfneblin Rog7/ShD6.

👁 Companions, Male Svirfneblin War1 (9).

Furthermore, he will not be there to help the PCs, in Encounter Seven. This will likely result in EVERYONE getting caught by the Derro and getting the *Captured!* status on their ARs.

So long as Twillo is treated civilly and the PCs do not attempt to cross the bridge towards his village, he is more than willing to answer some questions.

Also, circle either *Affinity* or *Enmity* on the AR (and cross the other one out).

Who are you?

"As I said, I am Twillo. I come from a people who appreciate their privacy. We are known as the Svirfneblin."

Why are you following us?

"It is my duty to patrol these caves and keep unwanted visitors out. I have no interest in your business as long as your party does not endanger myself or my home in any way."

What can you tell us about the humans/patrol we seek?

"The group who came before heeded my warnings and turned back. I believe they went deeper underground, possibly into the lair of our hated enemy. They seemed to be a curious sort, and I believe their curiosity has gotten the better of them. They are heading into a place even we dare not tread." He then describes the last passage off the split that the party has yet to search.

Who is this enemy?

"I speak of the Derro. We have fought with them for centuries. The Derro is a race of dwarves who are victims to their own madness. They feed off of it, indeed their city thrives upon it." (If the party asks specific questions, Twillo can provide some more information on the Derro, as the DM sees fit.)

Can you help us find the patrol?

"No." He states bluntly. "As I said before, your concerns are not ours." (Nothing will change Twillo's stance on this.)

What can you tell us of this area?

"I can tell you that you should not be here. Go home, back up to the light. This is not a place where you belong."

When the party is ready to leave, Twillo will confer upon them one last warning.

"If you plan on going to the Derro, you should prepare. They are a merciless and cruel people. You will have to be quick and stealthy if you plan on making it out alive."

With that, Twillo fades into the shadow, and he and his company depart.

Note: More diplomatic PCs might see an opportunity to befriend an underground race. Should one or more PCs try this, go along with it. Allow the PCs to be creative—their diplomacy could have future rewards.

Encounter Six: The Madness Begins

In the final tunnel, the party uncovers the entrance to Throquzog and finds the patrol they are searching for. First, however, they have to overcome the traps and wards placed by the Derro. It takes a day of travel, then read the following:

With only one tunnel left at the crossroads, you try to convince yourselves that this final passage will lead to the lost Yeoman patrol. Steeling yourselves for yet another trek through the darkness, you step forward.

After long hours of travel, you see signs that the corridors have been worked in this area. It is smoother along the walls, ceilings, and floors, and the tunnel has almost turned completely into a hall. You travel through this area for quite some time, and then your light unveils a strange sight.

Tall columns of stone reach from floor to ceiling. These columns are decorated with macabre carvings of ghastly faces crying out in silence. From the mouth of each face hangs a long, barbed leather strap, as if a tongue rolling out to devour anything nearby.

As soon as the party gets within 20 feet (regardless of whether they are touching the ground) the trap activates. The columns begin to spin violently and the barbed straps whip through the air. The process of the straps whistling through the air fills the entire passage with a haunting cacophony of whistling. The eyes of the odd faces glow with an eerie green light, further adding to the discomfort.

A carved sign rests on the cavern wall near the spinning pillars. Those who can understand Dwarven, or those with Decipher Script who make a successful check (DC 17), can understand the sign. It reads:

Unwelcome to Diirinkastone. Trespassers will be Flogged, Survivors will be Killed

Dealing with this trap can prove to be frustrating. It is possible to dance and weave through the columns, but it gets increasingly difficult as one makes his way through (the columns spin faster, and are closer together, the farther one goes). There are a varying number of rows at each APL (each higher APL has all of the rows from the previous APL plus two additional ones), and each row represents approximately ten feet of "trap." The rows are

listed in sequential order. For each row, the person trying to bypass will have to make a Reflex save or take the listed damage.

Disarming the trap is difficult as well. A successful Disable Device check only stops the first 10 feet (or, one row of columns). Furthermore, the trap can only be disabled from the columns themselves. Therefore, a PC must expose himself to the trap in order to disarm it. To represent this in game terms, a PC attempting to disarm the trap may NOT add any Dexterity bonuses to his Reflex save to avoid the trap. At the same time, the DC of disarming the trap increases by 1 for each hit point of damage suffered by the rogue. Once a particular row is disarmed, the process begins again for the second row.

Note: As a number of dice rolls are required here, the DM may want to have the PCs roll a number of Reflex saves before the adventure begins, during the preparation stage. This may save a little time.

APL 2 (EL 2)

✎ Row 1: DC 16 to avoid, DC 18 to disable, damage 2d4.

✎ Row 2: DC 16 to avoid, DC 18 to disable, damage 2d4+1.

APL 4 (EL 4)

✎ Row 3: DC 18 to avoid, DC 20 to disable, damage 2d6.

✎ Row 4: DC 18 to avoid, DC 20 to disable, damage 2d6+1.

APL 6 (EL 7)

✎ Row 5: DC 20 to avoid, DC 22 to disable, damage 2d8.

✎ Row 6: DC 20 to avoid, DC 22 to disable, damage 2d8+1.

APL 8 (EL 10)

✎ Row 7: DC 22 to avoid, DC 24 to disable, damage 2d10.

✎ Row 8: DC 22 to avoid, DC 24 to disable, damage 2d10+1.

APL 10 (EL 14)

✎ Row 9: DC 24 to avoid, DC 26 to disable, damage 2d10+1.

✎ Row 10: DC 24 to avoid, DC 26 to disable, damage 2d10+1.

Attempting to cut the straps with a weapon or to attack the columns will result in an instant disarm attack made by the column against the weapon (at +4 + the APL to the column's attack roll). If the column fails to disarm, the attacker can make a damage roll to damage either the column or straps, halving damage to objects as normal. If the column succeeds in its disarm attack, the disarmed individual can attempt to retrieve its weapon, but he will automatically suffer the damage for that row of columns.

■ **Stone Columns with Straps:** 2 ft. thick; hardness 8; hp 540; Break DC 50; straps (hardness 3; hp 5).

As the passage is completely blocked by the trap, PCs wishing to Tumble through it require a DC of 20 + the APL, and must make one Tumble check for every 20 feet passed through. Failure indicates that the tumbler suffers damage for each row tumbled through.

After navigating this trap, the PCs may move on to Encounter Seven.

Encounter Seven: At the Gates of Throquzog

After the columns, the PCs encounter the entrance to the Derro city and attempt to rescue the Yeoman patrol.

The whirring of the columns echoes softly behind you as your party continues into the cavern. The sick, emerald glow of lichen and phosphorescent fungus lights your way. The cavern continues to widen, when finally it ends in a massive circular chamber. The ceiling is beyond your light, but the gargantuan stalagmite looming before is not. Like a stone rendition of an ancient oak, this geological manifestation seems to draw the eye from all else in the cavern.

A Search check around the stalagmite finds a secret door (DC 22). The door opens into the stalagmite, revealing a stairwell going down. At the very end of the stairwell, the party comes across the biggest cavern they've seen thus far—no walls can be seen whatsoever, other than the floor.

As you exit the stairwell, you come through a naturally occurring archway that leads into a cavern of seemingly infinite proportions. All around you is darkness, as it has been throughout your journey. This time, however, the darkness is interrupted by the muted lights of what seems to be an underground city in the distance ahead.

As your eyes adjust to the strange light in this cavern, it appears that you are in a no-man's land of sorts—

you are in a large, featureless cavern between the corridor and the city walls, hundreds of feet ahead.

The silhouettes of its towers and walls seem to blend in with the shadows around it. Judging by the architecture and the great walls, this must be the fallen city of Throquzog.

Much closer to you, you hear the rattling of chains and the echo of a whip-crack, followed by a cry of pain. From the darkness ahead of you, you hear a scream of rage, and then a commanding bark in a guttural dialect of Dwarven. At the edge of your light, you can see the forms of pale-skinned dwarves emerging, the glint of madness clear in their dark eyes and wide grins. A small group of ragtag humans, some bearing the dirty, tattered remains of Yeoman livery, are chained together near the rear of the dwarf patrol.

Anyone capable of speaking Dwarven can hear the derro say something along the lines of "INTRUDERS! TAKE THEM!" The Yeoman patrol that the PCs seek is with this group of derro. Two are chained to the sorcerer while the others are maimed and held by the warrior.

The fighter drops the chain, and the crippled Yeomen cower on the ground. The two chained to the sorcerer follow his movements as best they can, keeping close, but do not take any offensive gestures toward him. While the party is fighting this battle, the guards atop the city walls will slowly take notice of the combat. After a certain number of rounds, the city guards are upon the PCs, resulting in certain capture.

Refer to the chart to see what actions the Derro guards in Throquzog take. The walls of Throquzog are 250 feet away from the party at the beginning of this combat.

Round Action

- | | |
|----|--|
| 1 | Searchlights are lit. |
| 2 | Searchlights will center on the party, illuminating the battle. |
| 3 | Alarm bells will ring throughout the city. |
| 5 | The party will hear the rumbling of the gates as they open |
| 7 | Derro squads muster and begin quadruple moving toward the party. |
| 10 | The derro close in on the party. At this point, the derro overrun any party members yet to make it up the stairs. Hopefully, by this time the party has grabbed the Yeoman and beaten a hasty retreat. |

The group of derro slavers leading the Yeoman to the city is composed as follows:

APL 2 (EL 4)

☛ H'rak, Male Derro Ftr1: hp 13, see Appendix I.

☛ Sh'tar, Male Derro Sor1: hp 6, see Appendix I.

APL 4 (EL 6)

☛ H'rak, Male Derro Ftr3: hp 30, see Appendix I.

☛ Sh'tar, Male Derro Sor3: hp 15, see Appendix I.

APL 6 (EL 8)

☛ H'rak, Male Derro Ftr3: hp 30, see Appendix I.

☛ Sh'tar, Male Derro Sor3: hp 15, see Appendix I.

☛ Phan, Male Derro Clr5: hp 41, see Appendix I.

APL 8 (EL 10)

☛ H'rak, Male Derro Ftr5: hp 47, see Appendix I.

☛ Sh'tar, Male Derro Sor5: hp 24, see Appendix I.

☛ Phan, Male Derro Clr7: hp 56, see Appendix I.

APL 10 (EL 12)

☛ H'rak, Male Derro Ftr7: hp 64, see Appendix I.

☛ Sh'tar, Male Derro Sor7: hp 33, see Appendix I.

☛ Phan, Male Derro Clr9: hp 71, see Appendix I.

Tactics: H'rak engages in melee as soon as possible while the sorcerer backs him up with spellpower from behind the cover of the Yeomen chained to his belt. The cleric (at higher APL) uses his spells to cause as much damage and harm as possible. The slaves chained to the sorcerer provide him with half cover (+4 AC) and should prevent parties from using area spells. The slaves are within 5 feet of the sorcerer, but always provide the cover bonus since the sorcerer is using them as shields. This does lower the sorcerer's movement to 10 feet, however, as he has to drag the slaves with him if he decides to move.

Remember that these derro are slave-takers and will act as such. If the party breaks off combat and leaves some of their number behind (including the militiamen), this group will not follow, taking what they have and leaving. If any party members are down, the cleric will attempt to stabilize them if at all possible so that the downed PC can be captured. Remember that the cleric may have access to a *bead of force* at higher APLs, too, and he won't

hesitate to use it! Any PCs taken during this encounter will get the *Captured* status on their AR.

Eight of the twelve members of the March survive, including Serjeant Hutchinson. They are grateful for the rescue, and suggest that they return to the surface as quickly as possible.

Treasure: The PCs can recover the equipment of the derro slavers if they are quick enough.

APL 2: L: 105 gp; C: 0 gp; M: *scroll of magic weapon* (2 gp), *scroll of shield* (2 gp), *scroll of mage armor* (2 gp), *scroll of sleep* (2 gp), *wand of glitterdust* (375 gp).

APL 4: L: 219 gp; C: 0 gp; M: *scroll of magic weapon* (2 gp), *scroll of shield* (2 gp), *scroll of mage armor* (2 gp), *scroll of sleep* (2 gp), *wand of glitterdust* (375 gp), *potion of bull's strength* (25 gp), *potion of haste* (63 gp), 2 *scrolls of Melf's acid arrow* (13 gp each), *scroll of blur* (13 gp).

APL 6: L: 391 gp; C: 0 gp; M: *scroll of magic weapon* (2 gp), *scroll of shield* (2 gp), *scroll of mage armor* (2 gp), *scroll of sleep* (2 gp), *wand of glitterdust* (375 gp), *potion of bull's strength* (25 gp), *potion of haste* (63 gp), 2 *scrolls of Melf's acid arrow* (13 gp each), *scroll of blur* (13 gp), *scroll of cure serious wounds* (31 gp).

APL 8: L: 240 gp; C: 0 gp; M: *scroll of magic weapon* (2 gp), *scroll of shield* (2 gp), *scroll of mage armor* (2 gp), *scroll of sleep* (2 gp), *wand of glitterdust* (375 gp), *potion of bull's strength* (25 gp), *potion of haste* (63 gp), *scroll of protection from arrows* (13 gp), *scroll of blur* (13 gp), 2 *scrolls of cure serious wounds* (31 gp each), +1 *full plate* (208 gp), +1 *short sword* (193 gp), *scroll of cure moderate wounds* (13 gp), *bead of force* (167 gp).

APL 10: L: 240 gp; C: 0 gp; M: *scroll of magic weapon* (2 gp), *scroll of shield* (2 gp), *scroll of mage armor* (2 gp), *scroll of sleep* (2 gp), *wand of glitterdust* (375 gp), *potion of bull's strength* (25 gp), *potion of haste* (63 gp), *scroll of protection from arrows* (13 gp), *scroll of blur* (13 gp), 2 *scrolls of cure serious wounds* (31 gp each), +1 *full plate* (208 gp), +1 *short sword* (193 gp), *scroll of cure moderate wounds* (13 gp), *bead of force* (167 gp), 2 *rings of protection* +1 (167 gp each), *cloak of charisma* +2 (333 gp), *scroll of haste* (31 gp), *scroll of flame strike* (58 gp), *potion of fly* (63 gp).

Assuming that the PCs have defeated the slavers before they are overrun by the city guard, proceed to Encounter Eight.

Encounter Eight: The Getaway

This encounter is not designed to be a combat encounter. The DM should play this up to be an 'escape for your life' situation. It is a frantic race to the surface as hordes of derro pour from the Underdark, chasing after the characters.

The DM should discourage PCs from staying and fighting by declaring that literally dozens of Derro are pouring from the city gates. If this does not force the PCs to run, carry out a combat of 'continually replacing' fighters, clerics, and sorcerers appropriate for the APL until all of the PCs are slain or captured.

Fleeing characters can make their way up the staircase and into the labyrinth of tunnels. Remember it has taken them two days to get to this point, so it is a long run. Hopefully, the party has made some allies in the Underdark. Twillo, the Svirfneblin, has been watching the party since their departure from him. As long as the party did not get violent with him, Twillo appears and helps the party escape just as it seems they will falter and fall.

If the PCs were cruel or disrespectful to Twillo, they are, for all practical purposes, on their own as far as reaching the surface is concerned. Continue the chase until the PCs are caught or the Derro give up. This is very open-ended, so the DM must depend on good judgment here. If the PCs are captured, be sure to mark the *Captured* portion of the AR at the end of the adventure. See the Treasure Summary for more information.

As the party runs, they must make Constitution checks if they continuously run at a fast pace. Take into account encumbrance if any are carrying the weakened members of the Yeoman patrol. The dwarves are moving at their move x4; due to their familiarity with the tunnels and their inherent darkvision this is possible. If a PC wants to move at 4x their move, they will have to make Reflex saves (DC 12) or trip and lose a round of running as they pick themselves back up.

A character can run for a number of rounds equal to his/her Constitution score. After this, they must make Constitution checks (DC 10, +1 for each additional check) every round to continue running. A character that fails this must stop running and rest for one minute (see Combat chapter in *PH*). A character can pick up another character and aid him for the run if he falters. Characters assisted in this way take 1d4 subdual per round they try to keep this quick pace.

The characters need only run for 20 rounds. At this point they will come to the Trap Room that guards Throquzog. As they balk at the task of running through the flailing

contraption once more, Twillo makes his appearance. Read the following. If the trap has been disarmed, improvise as necessary.

Gasping for breath and praying for the energy to continue, you finally skid to a halt as the emerald glow of the trapped columns emerge from the dark. Still whirring and spinning, they present yet another obstacle to overcome in your desperate flight for freedom. From behind you, you can still hear the cacophony of the mad dwarves chanting battle hymns of hatred and blasphemy as they pursue.

(Pause for dramatic effect and to allow the players a second to determine if they're brave enough to rush through the trap. After a moment, continue)

A voice to your left catches your ear, "Surface worlders, here." Turning you see Twillo, the Svirkneblin you met before. He is peeking out of a cleverly concealed portal in the wall of the corridor. "Follow me if you want to live." He steps back into the shadow and disappears. The portal awaiting your entry...

The PCs should take Twillo up on his offer and enter the secret tunnel. The door closes behind them, and Twillo will guide them to a different tunnel that leads out to the surface. Halfway to the top, Twillo gives directions on how to get out and then leaves.

"I leave you here. Continue down this tunnel and do not take any turns or the Derro will find you. I am glad you are safe, but it would be wise if you were to stick to your surface world, and leave the darkness to those who dwell in it." With that, Twillo turns and disappears, right before your eyes.

Conclusion

The characters should have only an hour's travel until they see the light of the sun yet again. They should make their way back to North Reach and report to Grosspokesman Captain Elkington. He rewards them for a job well done and states that he may call upon them again some time in the future. If the characters successfully retrieved at least six of the eight survivors, they receive the Influence Point with Grosspokesman Elkington, unless they are participating in the optional encounter (then they may receive the Influence Point as noted below).

If any characters were captured, the DM should circle the *Captured!* passage on the appropriate AR. Also, the PCs do not gain access to the mithral items on the AR unless they successfully complete the optional encounter.

Treasure: The reward from Elkington.
All APLs: L: 0 gp; C: 150 gp; M: 0 gp.

Optional Encounter: The Map

This encounter only occurs if the PCs have shown Bourne the map at the beginning of the adventure. The map shows an area around Throquzog that the PCs will be able to explore at their own discretion. To do so, they must spend 1 extra TU (2 extra TU if PC is not from the Yeomanry) and embark back into the mountains, where they will have no trouble finding the cavern. At first the cavern seems empty, but eventually, they will find something worth their while...

Without the help of the tattered fragment of map you found so long ago under Whirgirn, you would never have found the cave shown on it. After spending a day excavating, you find another dark and damp cavern that you could explore should you so choose...

Again, take note of light sources and other preparations. Then continue:

Going into the cavern you find similar topography and landmarks; the phosphorescent fungus, striations and veins of strange color, and the like. For several hours you follow the directions given on the map, passing a number of side passages in the process. The only sounds you hear are those of your own footfalls.

Suddenly, you realize the footfalls you hear are not only your own—another pair of feet are trodding along ahead of you.

The sound they hear is not that of a person sneaking or skulking. If the PCs call out, a voice answers. The person approaching is Ruskus Domasackus (Do-MO-sa-koos), a self-proclaimed 'hero of the Yeomanry.' He makes it known that his intentions are not hostile.

Stepping into your torchlight is a wildly tattooed elf with a long, slender blade drawn. His armor is a dull grey color and adorned along the shoulders with the skulls of strange beasts. He is filthy and smells unwashed, but smiles at you nonetheless. His grin is almost oafish as he sheathes his blade and addresses you, "Am I glad to see you!"

Ruskus has been lost in the tunnels for days now. All his torches ran out and he's been fumbling blindly and alone through the tunnels until he saw the torches of the PCs. If there are no torches or light sources then everyone just bumps into each other.

If questioned, he claims to be a friend of Theodain Eriason, member of the Circle of Eight. He was charged by Theodain to explore these catacombs and report back.

However, he became lost and feared that he would never return. He has no evidence whatsoever to prove this, however.

Ruskus whines and complains until the PCs help him. He is quite hungry and thirsty, and asks for any assistance the PCs might provide. Other than this, the only thing on his mind is going home.

If the PCs assist him (by feeding him and giving him a copy of their map, for example), he offers a clue to where treasure might be located. Read or paraphrase the following:

"Thank you for your help, friends. Before I leave, this might be of some interest to you."

"About three hours down the passage that way (he points) I passed by an odd-looking patch of rock. It had to be a concealed door or some kind—my elven eyes never miss things like that!"

"Anyway, being the curious type, I opened this door and peeked through. I couldn't see much, but there was a lot of shiny metal stuff lodged in the walls—it could've been ore of some kind, perhaps."

"Not having any kind of picks and whatnot, there was no way I could get at it. And when I heard shuffling and movement around the corner, I thought better of it. But a big group like yourselves, you might want to check it out!"

With this, he heads for the exit, telling the PCs to look him up if they are ever in Loftwick.

The door he describes is very easy to find, now that the PCs know what to look for. The cavern itself is about 150' in diameter. The creatures within the cavern can be surprised as normal.

If they seem adamant not to help the elf, then he wanders off and eventually gets home anyway. Returning to North Reach ahead of the party, Ruskus will make their discourteous behavior widely known. Characters will return to a much colder reception in North Reach and, as word of their unwillingness to help out a fellow Yeoman has reached the Grossspokesman, they will forfeit the Influence Point they might otherwise have earned.

APL 2 (EL 4)

👉 **Troglodytes (4):** hp 13 each; see *Monster Manual*.

APL 4 (EL 6)

👉 **Xorn, Average (1):** hp 45; see *Monster Manual*.

APL 6 (EL 8)

👉 **Xorn, Elder (1):** hp 127; see *Monster Manual*.

APL 8 (EL 11)

👉 **Yrthaks (2):** hp 102 each; see *Monster Manual*.

APL 10 (EL 13)

👉 **Stone Golems (2):** hp 77 each; see *Monster Manual*.

These creatures are here under the command of Magwarth the Aboleth. What they are truly guarding, however, will remain a mystery...

Treasure: The 'shiny metal' Ruskus speaks of is a large vein of mithral that can be mined out with relative ease by the PCs. The amount available varies by APL.

APL 2: L: 0 gp; C: 200 gp; M: 0 gp.

APL 4: L: 0 gp; C: 300 gp; M: 0 gp.

APL 6: L: 0 gp; C: 400 gp; M: 0 gp.

APL 8: L: 0 gp; C: 600 gp; M: 0 gp.

APL 10: L: 0 gp; C: 1,000 gp; M: 0 gp.

In addition, Ruskus, through his adventuring, knows a dwarven smith of the highest skill named Zog. Ruskus makes Zog available to construct mithral items for the PCs if they were friendly towards him.

Zog can make any of the following items for the PCs (at normal cost): *mithral chain shirt*, *elven chain*, *dwarven plate*, or *mithral large shield*, or a very unusual item, the *mithral undershirt*.

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 Four

Defeat the creature(s) of the nest

APL 2 – 90 xp;

APL 4 – 150 xp;

APL 6 – 210 xp;

APL 8 – 270 xp;

APL 10 – 330 xp.

Encounter Five

Get hostile with Twillo –25 xp per APL

-OR-

Be diplomatic with Twillo

APL 2 – 30 xp;
APL 4 – 60 xp;
APL 6 – 90 xp;
APL 8 – 120 xp;
APL 10 – 150 xp.

Encounter Six

Disarm or get past the trap

APL 2 – 60 xp;
APL 4 – 120 xp;
APL 6 – 210 xp;
APL 8 – 300 xp;
APL 10 – 390 xp.

Encounter Seven

Defeat the derro

APL 2 – 120 xp;
APL 4 – 180 xp;
APL 6 – 240 xp;
APL 8 – 300 xp;
APL 10 – 360 xp.

Encounter Eight

Get the prisoners to safety

APL 2 – 60 xp;
APL 4 – 75 xp;
APL 6 – 90 xp;
APL 8 – 105 xp;
APL 10 – 120 xp.

Total Possible Experience (without optional encounter)

APL 2 – 360 xp;
APL 4 – 585 xp;
APL 6 – 840 xp;
APL 8 – 1,095 xp;
APL 10 – 1,350 xp.

Optional Encounter

Assist Ruskus and defeat the creatures

APL 2 – 120 xp;
APL 4 – 180 xp;
APL 6 – 240 xp;
APL 8 – 330 xp;
APL 10 – 390 xp.

Total Possible Experience (with optional encounter)

APL 2 – 480 xp;
APL 4 – 765 xp;
APL 6 – 1,080 xp;
APL 8 – 1,425 xp;
APL 10 – 1,740 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 (sell value)

Encounter Seven:

APL 2: L: 105 gp; C: 0 gp; M: 383 gp.

APL 4: L: 219 gp; C: 0 gp; M: 510 gp.

APL 6: L: 391 gp; C: 0 gp; M: 541 gp.

APL 8: L: 240 gp; C: 0 gp; M: 765 gp.

APL 10: L: 240 gp; C: 0 gp; M: 1,584 gp.

Conclusion:

All APLs: L: 0 gp; C: 150 gp; M: 0 gp

Total Possible Treasure (Maximum Reward Allowed) without optional encounter

APL 2: L: 105 gp; C: 150 gp; M: 383 gp - Total: 638 gp (400 gp).

APL 4: L: 219 gp; C: 150 gp; M: 510 gp - Total: 879 gp (600 gp).

APL 6: L: 391 gp; C: 150 gp; M: 541 gp - Total: 1,082 gp (800 gp).

APL 8: L: 240 gp; C: 150 gp; M: 765 gp - Total: 1,155 gp (1,155 gp).

APL 10: L: 240 gp; C: 150 gp; M: 1,584 gp - Total: 1,974 gp (1,974 gp).

Optional Encounter:

APL 2: L: 0 gp; C: 200 gp; M: 0 gp.

APL 4: L: 0 gp; C: 300 gp; M: 0 gp.

APL 6: L: 0 gp; C: 400 gp; M: 0 gp.

APL 8: L: 0 gp; C: 600 gp; M: 0 gp.

APL 10: L: 0 gp; C: 1,000 gp; M: 0 gp.

Total Possible Treasure (Maximum Reward Allowed) with optional encounter

APL 2: L: 105 gp; C: 350 gp; M: 383 gp - Total: 838 gp (600 gp).

APL 4: L: 219 gp; C: 450 gp; M: 510 gp - Total: 1,179 gp (900 gp).

APL 6: L: 391 gp; C: 550 gp; M: 541 gp - Total: 1,482 gp (1,200 gp).

APL 8: L: 240 gp; C: 750 gp; M: 765 gp - Total: 1,755 gp (1,755 gp).

APL 10: L: 240 gp; C: 1,150 gp; M: 1,584 gp - Total: 2,974 gp (2,974 gp).

Special

☛ *Captured!*

You have been captured by derro slavers. You must spend an additional 4 TUs working in the derro mines

before you can escape. You lose half of your material wealth in the escape attempt (your choice). As a result of the torturous practices of the derro upon your mind and body, you permanently lose one point of Wisdom as well (Will save DC 20 to avoid). This loss of Wisdom cannot be restored by magical means other than *limited wish*, *wish*, or *miracle*.

☛ *Enmity/Affinity of the Svirfneblin*

Your actions have earned either the respect or the disdain of a Svirfneblin clan in the Underdark. During any future encounters with deep gnomes, all Diplomacy checks will be made with either a +2 (Affinity) or -2 (Enmity) circumstance bonus.

☛ *Influence Point with Grosspokesman Elkington*

By saving the lives of so many of your fellow countrymen and showing your willingness to help out, your actions have earned you an influence point with Grosspokesman Captain Elkington.

☛ *Wand of Glitterdust*

Caster Level: 3rd; *Prerequisites:* Craft Wand, *glitterdust*; *Market Price:* 4,500 gp; *Weight:* - lbs.

From *PH*, page 209.

☛ *Mithral Undershirt*

This unusual item was crafted by the master dwarven blacksmith, Zog. It is so light and small that it can be worn under any other armor for protection, or even under normal clothing. It gives a +1 armor bonus to AC that stacks with any existing armor or shield bonus. The bonus from two of these items will NOT stack. The undershirt is considered masterwork and can be made into magic armor; however, no enhancements or special abilities of magical versions of this undershirt function if worn under other magical armor. It is considered light armor, permits a maximum Dex bonus of +10, has no armor check penalty, and has no arcane spell failure chance.

Market Price: 4,310 gp; *Weight:* 5 lbs.

Items for the Adventure Record

Item Access

APL 2:

- ❖ *Wand of Glitterdust* (*Adventure*, 3rd level caster, see above)
- ❖ *Mithral Chain Shirt* (*Regional*, *DMG*)
- ❖ *Elven Chain* (*Regional*, *DMG*)
- ❖ *Dwarven Plate* (*Regional*, *DMG*)

- ❖ *Mithral Large Shield (Regional, DMG)*
- ❖ *Mithral Undershirt (Regional, see above)*

APL 4 (APL 2 Items plus):

- ❖ *Potion of Haste (Adventure, 5th level caster, DMG)*

APL 8 (APL 2 & 4 Items plus):

- ❖ *Bead of Force (Adventure, DMG)*

APL 10 (APL 2 & 4 & 8 Items plus):

- ❖ *Cloak of Charisma +2 (Adventure, DMG)*
- ❖ *Scroll of Flame Strike (Adventure, 7th level caster, DMG)*
- ❖ *Potion of Fly (Adventure, 5th level caster, DMG)*

Appendix I: NPCS

Encounter Four:

APL 8

Cloaker Lord: CR 7; Huge Aberration; HD 9d8+45; hp 85; Init +5 (Dex, Improved Init.); Spd 10ft., Fly 50 ft. (average); AC 17 (touch 9, flat-footed 16) [-2 size, +1 Dex, +8 natural]; Atk +12 melee (2d6+8, tail snap) and +7 melee (2d4+4, bite); Face/Reach 15 ft. by 15 ft./10 ft. (5 ft. with bite); SA moan, engulf, spellcasting, dominate cloaklers; SQ shadow shift, plane shift; SR 18; AL CN; SV Fort +8, Ref +6, Will +9; Str 26, Dex 13, Con 20, Int 18, Wis 17, Cha 15.

Skills and Feats: Hide +3, Knowledge (arcana) +13, Move Silently +10, Spellcraft +13, Spot +12; Blind-Fight, Combat Reflexes, Expertise, Improved Initiative, Lightning Reflexes.

Moan (Ex): As a free action, a cloaker lord can emit a dangerous subsonic moan at will, as long as it does not use its bite attack in the same round. By varying the frequency and intensity of the moan, a cloaker lord can create one of four different effects:

Unnerve: All within 90 feet of the cloaker lord suffer a -2 morale penalty on attack and damage rolls. Those forced to hear this sound for 6 consecutive rounds must make a Will save (DC 16) or enter a trance and become unable to attack or defend themselves until the moaning stops. Opponents who successfully save must repeat the save next round if the moaning continues.

Fear: All within 40 feet of the cloaker lord must make a Will save (DC 16) or flee in terror for two rounds.

Nausea: Everyone in a 40 foot cone must make a Fort save (DC 16) or become overcome with nausea and weakness. Affected characters fall to the ground and are unable to take any actions, including defending themselves, for 1d4+1 rounds.

Stupor: A single individual no more than 50 feet from the cloaker lord must make a Fort save (DC 16) or be affected as by a *hold monster* spell for 6 rounds. A cloaker lord can affect only one victim at a time with this ability, so if it decides to affect one character while another is still under the effect of the stupor, the previous effect is cancelled.

Engulf (Ex): A cloaker lord can try to wrap a foe of Large size or smaller in its body. The cloaker lord makes a grapple attack that does not provoke an attack of opportunity. If the cloaker lord achieves a hold, it is free to use its whiplike tail to strike at another target while it gnaws on an engulfed victim. The cloaker lord can bite an engulfed foe with a +4 attack bonus. Attacks made on an engulfing cloaker lord deal half their damage to the monster and half to the trapped victim.

Dominate Cloakers (Ex): Cloaker lords have a natural power of domination over ordinary cloaklers, allowing them to rule as the unquestioned leaders in cloaker communities.

Shadow Shift (Su): Cloaker lords have the ability to manipulate shadows. This power is effective only in shadowy areas and has several possible effects:

Obscure Vision: The cloaker gains one-quarter concealment for 1d4 rounds.

Dancing Images: This duplicates the effect of a *mirror image* spell cast by a 9th level sorcerer.

Silent Image: This duplicates the effect of a *silent image* spell cast by a 9th level sorcerer.

Plane Shift (Sp): Cloaker lords can travel to and from the Plane of Shadow at will. Once per day, they can bring up to seven cloaklers along with them on such a journey, as the spell *plane shift*.

Spellcasting: Cloaker lords have the spellcasting ability of 9th level wizards (and this ability improves as they advance in size and Hit Dice). They are considered specialists in spells of the shadow subschool. Cloaker lords cast all their spells with verbal components only:

Spells Prepared (4/5+1/5+1/4+1/3+1/1+1; base DC = 14 + spell level): 0—[*flare*, *mage hand*, *prestidigitation*, *resistance*]; 1st—[*expeditious retreat*, *mage armor*, *magic missile* (2), *ray of enfeeblement**, *shield*]; 2nd—[*blindness/deafness* (2), *blur**, *protection from arrows*, *scare*, *web*]; 3rd—[*dispel magic* (2), *gaseous form**, *haste*, *vampiric touch*]; 4th—[*enervation**, *improved invisibility*, *stoneskin*, *wall of ice*]; 5th—[*shadow evocation**, *transmute rock to mud*].

APL 10

Advanced Cloaker Lord Ghost: CR 10; Huge Undead (incorporeal); HD 13d12; hp 90; Init +6 (Dex, Improved Init.); Spd 10ft., Fly 50 ft. (perfect); AC ethereal: 18 (touch 10, flat-footed 16) [-2 size, +2 Dex, +8 natural], manifest: 14 (touch

14, flat-footed 12) [-2 size, +2 Dex, +4 deflection]; Atk (against ethereal opponents only) +15 melee (2d6+8, tail snap) and +10 melee (2d4+4, bite); Face/Reach 15 ft. by 15 ft./10 ft. (5 ft. with bite); SA moan, engulf, spellcasting, dominate cloak, manifestation, corrupting gaze, malevolence; SQ shadow shift, plane shift, incorporeal, rejuvenation, turn resistance +4; SR 18; AL CN; SV Fort +4, Ref +7, Will +11; Str 26, Dex 14, Con -, Int 18, Wis 17, Cha 19.

Skills and Feats: Hide +12, Knowledge (arcana) +17, Listen +11, Move Silently +11, Search +12, Spellcraft +17, Spot +20; Blind-Fight, Combat Reflexes, Expertise, Improved Initiative, Lightning Reflexes, Spell Focus (transmutation).

Moan (Ex): As a free action, a cloaker lord can emit a dangerous subsonic moan at will, as long as it does not use its bite attack in the same round. By varying the frequency and intensity of the moan, a cloaker lord can create one of four different effects:

Unnerv: All within 90 feet of the cloaker lord suffer a -2 morale penalty on attack and damage rolls. Those forced to hear this sound for 6 consecutive rounds must make a Will save (DC 20) or enter a trance and become unable to attack or defend themselves until the moaning stops. Opponents who successfully save must repeat the save next round if the moaning continues.

Fear: All within 40 feet of the cloaker lord must make a Will save (DC 20) or flee in terror for two rounds.

Nausea: Everyone in a 40 foot cone must make a Fort save (DC 20) or become overcome with nausea and weakness. Affected characters fall to the ground and are unable to take any actions, including defending themselves, for 1d4+1 rounds.

Stupor: A single individual no more than 50 feet from the cloaker lord must make a Fort save (DC 20) or be affected as by a *hold monster* spell for 6 rounds. A cloaker lord can affect only one victim at a time with this ability, so if it decides to affect one character while another is still under the effect of the stupor, the previous effect is cancelled.

Engulf (Ex): A cloaker lord can try to wrap a foe of Large size or smaller in its body. The cloaker lord makes a grapple attack that does not provoke an attack of opportunity. If the cloaker lord achieves a hold, it is free to use its whiplike tail to strike at another target while it gnaws on an engulfed victim. The cloaker lord can bite an engulfed foe with a +4 attack bonus. Attacks made on an engulfing cloaker lord deal half their damage to the monster and half to the trapped victim.

Dominate Cloakers (Ex): Cloaker lords have a natural power of domination over ordinary cloak, allowing them to rule as the unquestioned leaders in cloaker communities.

Shadow Shift (Su): Cloaker lords have the ability to manipulate shadows. This power is effective only in shadowy areas and has several possible effects:

Obscure Vision: The cloaker gains one-quarter concealment for 1d4 rounds.

Dancing Images: This duplicates the effect of a *mirror image* spell cast by a 13th level sorcerer.

Silent Image: This duplicates the effect of a *silent image* spell cast by a 13th level sorcerer.

Plane Shift (Sp): Cloaker lords can travel to and from the Plane of Shadow at will. Once per day, they can bring up to seven cloak along with them on such a journey, as the spell *plane shift*.

Manifestation (Su): As ethereal creatures, ghosts cannot affect or be affected by anything in the material world. When they manifest, ghosts become visible but remain incorporeal. However, a manifested ghost can strike with its touch attack or a ghost touch weapon (if it has one). A manifested ghost remains on the Ethereal Plane but can be attacked by opponents on both the Material and Ethereal planes. When a spellcasting ghost is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells can also affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells only work on ethereal targets.

Corrupting Gaze (Su): The ghost can blast living things with a glance, at a range of 30 feet. Creatures that meet the ghost's gaze must succeed at a Fortitude save (DC 20) or suffer 2d10 points of damage and 1d4 points of permanent Charisma drain.

Malevolence (Su): Once per round, an ethereal ghost can merge its body with a creature on the Material Plane. This ability is similar to *magic jar* as cast by a 13th level sorcerer, except that it does not require a receptacle. If the attack succeeds, the ghost's body vanishes into the opponent's body. The target can resist the attack with a successful Will save (DC 19). A creature that successfully saves is immune to that ghost's malevolence for one day.

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat. The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + ghost's HD) against DC 16.

Spellcasting: Cloaker lords have the spellcasting ability of 9th level wizards (and this ability improves as they advance in size and Hit Dice; this one has the ability of a 13th level wizard). They are considered specialists in spells of the shadow subschool. Cloaker lords cast all their spells with verbal components only:

Spells Prepared (4/5+1/5+1/5+1/5+1/3+1/2+1/1+1; base DC = 14 + spell level, 16 + spell level for transmutation spells): 0—[*flare*, *mage hand*, *prestidigitation*, *resistance*]; 1st—[*expeditious retreat*, *mage armor*, *magic missile* (2), *ray of enfeeblement**, *shield*]; 2nd—[*blindness/deafness* (2), *darkness**, *protection from arrows*, *scare*, *web*]; 3rd—[*dispel magic* (2), *gaseous form**, *haste*, *slow*, *vampiric touch*]; 4th—[*enervation**, *Evard's black tentacles*, *improved invisibility*, *minor globe of invulnerability*, *stoneskin*, *wall of ice*]; 5th—[*cone of cold*, *mind fog*, *shadow evocation**, *transmute rock to mud*]; 6th—[*disintegrate*, *greater dispelling*, *greater shadow evocation**]; 7th—[*phase door**, *spell turning*].

Encounter Six:

APL 2

H'rak: Male Derro Ftr1; CR 2; Medium Humanoid (dwarf); HD 1d10+3; hp 13; Init +1 (Dex); Spd 15 ft.; AC 18 (touch 11, flat-footed 17) [+1 Dex, +1 shield, +6 armor]; Atk +5 melee (1d6+3/19-20, mw short sword) or +3 ranged (1d8/19-20 plus poison, repeating crossbow); SA poisoned crossbow bolts (2d6 Str/2d6 Str, Fort save DC 14 resists); SQ dwarven traits, darkvision 30', sunlight vulnerability; SR 18; AL CE; SV Fort +5, Ref +1, Will -1; Str 17, Dex 12, Con 16, Int 13, Wis 8, Cha 8.

Skills and Feats: Listen +1, Spot +1; Blind-Fight, Exotic Weapon Proficiency (repeating crossbow), Weapon Focus (repeating crossbow).

Sunlight Vulnerability (Ex): Derro take 1 point of temporary Con damage for every hour they are exposed to sunlight, dying when their Con reaches 0. Lost Con pts are recovered at the rate of 1 per day out of the sun.

Possessions: banded mail, buckler, repeating crossbow, mw short sword.

Sh'tar: Male Derro Sor1; CR 2; Medium Humanoid (dwarf); HD 1d4+2; hp 6; Init +2 (Dex); Spd 20 ft.; AC 12 (touch 12, flat-footed 10) [+2 Dex]; Atk +1 melee (1d4/19-20, mw dagger) or +2 ranged (1d8/19-20 plus poison, repeating crossbow); SA spells, poisoned crossbow bolts (2d6 Str/2d6 Str, Fort save DC 14 resists); SQ dwarven traits, darkvision 30', sunlight vulnerability; SR 18; AL CE; SV Fort +2, Ref +2, Will +4; Str 10, Dex 14, Con 14, Int 13, Wis 14, Cha 16.

Skills and Feats: Concentration +6, Knowledge (arcana) +5, Spellcraft +5; Blind-Fight, Exotic Weapon Proficiency (repeating crossbow).

Sunlight Vulnerability (Ex): Derro take 1 point of temporary Con damage for every hour they are exposed to sunlight, dying when their Con reaches 0. Lost Con pts are recovered at the rate of 1 per day out of the sun.

Possessions: repeating crossbow, mw dagger, *scroll of magic weapon*, *scroll of shield*, *scroll of mage armor*, *scroll of sleep*, *wand of glitterdust*.

Spells Known (5/4; base DC = 13 + spell level): 0—[*dancing lights*, *mage hand*, *ray of frost*, *resistance*]; 1st—[*charm person*, *magic missile*].

APL 4

H'rak: Male Derro Ftr3; CR 4; Medium Humanoid (dwarf); HD 3d10+9; hp 30; Init +1 (Dex); Spd 15 ft.; AC 20 (touch 11, flat-footed 19) [+1 Dex, +1 shield, +8 armor]; Atk +8 melee (1d6+3/19-20, mw short sword) or +5 ranged (1d8/19-20 plus poison, repeating crossbow); SA poisoned crossbow bolts (2d6 Str/2d6 Str, Fort save DC 14 resists); SQ dwarven traits, darkvision 30', sunlight vulnerability; SR 18; AL CE; SV Fort +6, Ref +2, Will +0; Str 17, Dex 12, Con 16, Int 13, Wis 8, Cha 8.

Skills and Feats: Listen +3, Spot +3; Blind-Fight, Exotic Weapon Proficiency (repeating crossbow), Point Blank Shot, Weapon Focus (repeating crossbow, short sword).

Sunlight Vulnerability (Ex): Derro take 1 point of temporary Con damage for every hour they are exposed to sunlight, dying when their Con reaches 0. Lost Con pts are recovered at the rate of 1 per day out of the sun.

Possessions: full plate, buckler, repeating crossbow, mw short sword, *potion of bull's strength*, *potion of haste*.

Sh'tar: Male Derro Sor3; CR 4; Medium Humanoid (dwarf); HD 3d4+6; hp 15; Init +2 (Dex); Spd 20 ft.; AC 12 (touch 12, flat-footed 10) [+2 Dex]; Atk +2 melee (1d4/19-20, mw dagger) or +3 ranged (1d8/19-20 plus poison, repeating crossbow);

SA spells, poisoned crossbow bolts (2d6 Str/2d6 Str, Fort save DC 14 resists); SQ dwarven traits, darkvision 30', sunlight vulnerability; SR 18; AL CE; SV Fort +3, Ref +3, Will +5; Str 10, Dex 14, Con 14, Int 13, Wis 14, Cha 16.

Skills and Feats: Concentration +8, Knowledge (arcana) +7, Spellcraft +7; Blind-Fight, Combat Casting, Exotic Weapon Proficiency (repeating crossbow).

Sunlight Vulnerability (Ex): Derro take 1 point of temporary Con damage for every hour they are exposed to sunlight, dying when their Con reaches 0. Lost Con pts are recovered at the rate of 1 per day out of the sun.

Possessions: repeating crossbow, mw dagger, *scroll of magic weapon*, *scroll of shield*, *scroll of mage armor*, *scroll of sleep*, *wand of glitterdust*, 2 *scrolls of Melf's acid arrow*, *scroll of blur*.

Spells Known (6/6; base DC = 13 + spell level): 0—[*dancing lights*, *detect magic*, *mage hand*, *ray of frost*, *resistance*]; 1st—[*charm person*, *grease*, *magic missile*].

APL 6

H'rak: Male Derro Ftr3; CR 4; Medium Humanoid (dwarf); HD 3d10+9; hp 30; Init +1 (Dex); Spd 15 ft.; AC 20 (touch 11, flat-footed 19) [+1 Dex, +1 shield, +8 armor]; Atk +8 melee (1d6+3/19-20, mw short sword) or +5 ranged (1d8/19-20 plus poison, repeating crossbow); SA poisoned crossbow bolts (2d6 Str/2d6 Str, Fort save DC 14 resists); SQ dwarven traits, darkvision 30', sunlight vulnerability; SR 18; AL CE; SV Fort +6, Ref +2, Will +0; Str 17, Dex 12, Con 16, Int 13, Wis 8, Cha 8.

Skills and Feats: Listen +3, Spot +3; Blind-Fight, Exotic Weapon Proficiency (repeating crossbow), Point Blank Shot, Weapon Focus (repeating crossbow, short sword).

Sunlight Vulnerability (Ex): Derro take 1 point of temporary Con damage for every hour they are exposed to sunlight, dying when their Con reaches 0. Lost Con pts are recovered at the rate of 1 per day out of the sun.

Possessions: full plate, buckler, repeating crossbow, mw short sword, *potion of bull's strength*, *potion of haste*.

Sh'tar: Male Derro Sor3; CR 4; Medium Humanoid (dwarf); HD 3d4+6; hp 15; Init +2 (Dex); Spd 20 ft.; AC 12 (touch 12, flat-footed 10) [+2 Dex]; Atk +2 melee (1d4/19-20, mw dagger) or +3 ranged (1d8/19-20 plus poison, repeating crossbow); SA spells, poisoned crossbow bolts (2d6 Str/2d6 Str, Fort save DC 14 resists); SQ dwarven traits, darkvision 30', sunlight vulnerability; SR 18; AL CE; SV Fort +3, Ref +3, Will +5; Str 10, Dex 14, Con 14, Int 13, Wis 14, Cha 16.

Skills and Feats: Concentration +8, Knowledge (arcana) +7, Spellcraft +7; Blind-Fight, Combat Casting, Exotic Weapon Proficiency (repeating crossbow).

Sunlight Vulnerability (Ex): Derro take 1 point of temporary Con damage for every hour they are exposed to sunlight, dying when their Con reaches 0. Lost Con pts are recovered at the rate of 1 per day out of the sun.

Possessions: repeating crossbow, mw dagger, *scroll of magic weapon*, *scroll of shield*, *scroll of mage armor*, *scroll of sleep*, *wand of glitterdust*, 2 *scrolls of Melf's acid arrow*, *scroll of blur*.

Spells Known (6/6; base DC = 13 + spell level): 0—[*dancing lights*, *detect magic*, *mage hand*, *ray of frost*, *resistance*]; 1st—[*charm person*, *grease*, *magic missile*].

Phan: Male Derro Clr5 of Diirinka; CR 6; Medium Humanoid (dwarf); HD 5d8+15; hp 41; Init +1 (Dex); Spd 15 ft.; AC 20 (touch 11, flat-footed 19) [+1 Dex, +8 armor, +1 shield]; Atk +6 melee (1d4+2/19-20, mw dagger) or +5 ranged (1d8/19-20 plus poison, repeating crossbow); SA spells, rebuke undead, poisoned crossbow bolts (2d6 Str/2d6 Str, Fort save DC 14 resists); SQ dwarven traits, darkvision 30', sunlight vulnerability; SR 18; AL CE; SV Fort +7, Ref +3, Will +7; Str 14, Dex 14, Con 16, Int 15, Wis 16, Cha 13.

Skills and Feats: Concentration +11, Knowledge (arcana) +10, Knowledge (religion) +10, Spellcraft +10; Blind-Fight, Combat Casting, Exotic Weapon Proficiency (repeating crossbow).

Sunlight Vulnerability (Ex): Derro take 1 point of temporary Con damage for every hour they are exposed to sunlight, dying when their Con reaches 0. Lost Con pts are recovered at the rate of 1 per day out of the sun.

Possessions: full plate, buckler, repeating crossbow, mw dagger, *scroll of cure serious wounds*.

Spells Prepared (5/4+1/3+1/2+1; base DC = 13 + spell level): 0—[*cure minor wounds* (2), *detect magic*, *guidance*, *resistance*]; 1st—[*bane*, *deathwatch*, *inflict light wounds**, *protection from good*, *shield of faith*]; 2nd—[*death knell*, *hold person*, *invisibility**, *silence*]; 3rd—[*bestow curse*, *contagion**, *dispel magic*].

*Domain spell. *Domains:* Trickery (Bluff, Disguise, and Hide are class skills.); Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to your cleric level (if you hit). You must declare the smite before making the attack. It is usable once per day.).

APL 8

H'rak: Male Derro Ftr5; CR 6; Medium Humanoid (dwarf); HD 5d10+15; hp 47; Init +1 (Dex); Spd 15 ft.; AC 21 (touch 11, flat-footed 20) [+1 Dex, +1 shield, +9 armor]; Atk +11 melee (1d6+7/19-20, +1 *short sword*) or +7 ranged (1d8/19-20 plus poison, repeating crossbow); SA poisoned crossbow bolts (2d6 Str/2d6 Str, Fort save DC 14 resists); SQ dwarven traits, darkvision 30', sunlight vulnerability; SR 18; AL CE; SV Fort +7, Ref +2, Will +0; Str 18, Dex 12, Con 16, Int 13, Wis 8, Cha 8.

Skills and Feats: Listen +5, Spot +5; Blind-Fight, Exotic Weapon Proficiency (repeating crossbow), Point Blank Shot, Weapon Focus (repeating crossbow, short sword), Weapon Specialization (short sword).

Sunlight Vulnerability (Ex): Derro take 1 point of temporary Con damage for every hour they are exposed to sunlight, dying when their Con reaches 0. Lost Con pts are recovered at the rate of 1 per day out of the sun.

Possessions: +1 *full plate*, buckler, repeating crossbow, +1 *short sword*, *potion of bull's strength*, *potion of haste*.

Sh'tar: Male Derro Sor5; CR 6; Medium Humanoid (dwarf); HD 5d4+10; hp 24; Init +2 (Dex); Spd 20 ft.; AC 12 (touch 12, flat-footed 10) [+2 Dex]; Atk +3 melee (1d4/19-20, mw dagger) or +4 ranged (1d8/19-20 plus poison, repeating crossbow); SA spells, poisoned crossbow bolts (2d6 Str/2d6 Str, Fort save DC 14 resists); SQ dwarven traits, darkvision 30', sunlight vulnerability; SR 18; AL CE; SV Fort +3, Ref +3, Will +6; Str 10, Dex 14, Con 14, Int 13, Wis 14, Cha 17.

Skills and Feats: Concentration +10, Knowledge (arcana) +9, Spellcraft +9; Blind-Fight, Combat Casting, Exotic Weapon Proficiency (repeating crossbow).

Sunlight Vulnerability (Ex): Derro take 1 point of temporary Con damage for every hour they are exposed to sunlight, dying when their Con reaches 0. Lost Con pts are recovered at the rate of 1 per day out of the sun.

Possessions: repeating crossbow, mw dagger, *scroll of magic weapon*, *scroll of shield*, *scroll of mage armor*, *scroll of sleep*, *wand of glitterdust*, *scroll of protection from arrows*, *scroll of blur*.

Spells Known (6/7/5; base DC = 13 + spell level): 0—[*dancing lights*, *detect magic*, *mage hand*, *open/close*, *ray of frost*, *resistance*]; 1st—[*charm person*, *grease*, *magic missile*, *protection from good*]; 2nd—[*blindness/deafness*, *Melf's acid arrow*].

Phan: Male Derro Clr7 of Diirinka; CR 8; Medium Humanoid (dwarf); HD 7d8+21; hp 56; Init +1 (Dex); Spd 15 ft.; AC 20 (touch 11, flat-footed 19) [+1 Dex, +8 armor, +1 shield]; Atk +8 melee (1d4+2/19-20, mw dagger) or +7 ranged (1d8/19-20 plus poison, repeating crossbow); SA spells, rebuke undead, poisoned crossbow bolts (2d6 Str/2d6 Str, Fort save DC 14 resists); SQ dwarven traits, darkvision 30', sunlight vulnerability; SR 18; AL CE; SV Fort +8, Ref +4, Will +8; Str 14, Dex 14, Con 16, Int 15, Wis 16, Cha 13.

Skills and Feats: Concentration +13, Knowledge (arcana) +12, Knowledge (religion) +12, Spellcraft +12; Blind-Fight, Combat Casting, Exotic Weapon Proficiency (repeating crossbow), Spell Focus (enchantment).

Sunlight Vulnerability (Ex): Derro take 1 point of temporary Con damage for every hour they are exposed to sunlight, dying when their Con reaches 0. Lost Con pts are recovered at the rate of 1 per day out of the sun.

Possessions: full plate, buckler, repeating crossbow, mw dagger, 2 *scrolls of cure serious wounds*, *scroll of cure moderate wounds*, *bead of force*.

Spells Prepared (6/5+1/4+1/3+1/1+1; base DC = 13 + spell level, 15 + spell level for enchantment spells): 0—[*cure minor wounds* (3), *detect magic*, *guidance*, *resistance*]; 1st—[*bane*, *command*, *deathwatch*, *inflict light wounds**, *protection from good*, *shield of faith*]; 2nd—[*death knell*, *hold person*, *invisibility**, *silence*, *sound burst*]; 3rd—[*bestow curse*, *contagion**, *dispel magic*, *magic vestment*]; 4th—[*confusion**, *poison*].

*Domain spell. *Domains:* Trickery (Bluff, Disguise, and Hide are class skills.); Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to your cleric level (if you hit). You must declare the smite before making the attack. It is usable once per day.).

APL 10

H'rak: Male Derro Ftr7; CR 8; Medium Humanoid (dwarf); HD 7d10+21; hp 64; Init +1 (Dex); Spd 15 ft.; AC 22 (touch 12, flat-footed 21) [+1 Dex, +1 shield, +9 armor, +1 ring]; Atk +13/+8 melee (1d6+7/19-20, +1 *short sword*) or +9/+4 ranged (1d8+2/19-20 plus poison, repeating crossbow); SA poisoned crossbow bolts (2d6 Str/2d6 Str, Fort save DC 14 resists); SQ dwarven traits, darkvision 30', sunlight vulnerability; SR 18; AL CE; SV Fort +8, Ref +3, Will +1; Str 18, Dex 12, Con 16, Int 13, Wis 8, Cha 8.

Skills and Feats: Listen +7, Spot +7; Blind-Fight, Exotic Weapon Proficiency (repeating crossbow), Point Blank Shot, Power Attack, Weapon Focus (repeating crossbow, short sword), Weapon Specialization (repeating crossbow, short sword).

Sunlight Vulnerability (Ex): Derro take 1 point of temporary Con damage for every hour they are exposed to sunlight, dying when their Con reaches 0. Lost Con pts are recovered at the rate of 1 per day out of the sun.

Possessions: +1 full plate, buckler, repeating crossbow, +1 short sword, *potion of bull's strength*, *potion of haste*, *ring of protection* +1.

Sh'tar: Male Derro Sor7; CR 8; Medium Humanoid (dwarf); HD 7d4+14; hp 33; Init +6 (Dex, Improved Init.); Spd 20 ft.; AC 13 (touch 13, flat-footed 11) [+2 Dex, +1 ring]; Atk +4 melee (1d4/19-20, mw dagger) or +5 ranged (1d8/19-20 plus poison, repeating crossbow); SA spells, poisoned crossbow bolts (2d6 Str/2d6 Str, Fort save DC 14 resists); SQ dwarven traits, darkvision 30', sunlight vulnerability; SR 18; AL CE; SV Fort +4, Ref +4, Will +7; Str 10, Dex 14, Con 14, Int 13, Wis 14, Cha 17 (19).

Skills and Feats: Concentration +12, Knowledge (arcana) +11, Spellcraft +11; Blind-Fight, Combat Casting, Exotic Weapon Proficiency (repeating crossbow), Improved Initiative.

Sunlight Vulnerability (Ex): Derro take 1 point of temporary Con damage for every hour they are exposed to sunlight, dying when their Con reaches 0. Lost Con pts are recovered at the rate of 1 per day out of the sun.

Possessions: repeating crossbow, mw dagger, *scroll of magic weapon*, *scroll of shield*, *scroll of mage armor*, *scroll of sleep*, *wand of glitterdust*, *scroll of protection from arrows*, *scroll of blur*, *ring of protection* +1, *cloak of charisma* +2, *scroll of haste*.

Spells Known (6/7/7/5; base DC = 14 + spell level): 0—[*dancing lights*, *detect magic*, *mage hand*, *open/close*, *ray of frost*, *read magic*, *resistance*]; 1st—[*burning hands*, *charm person*, *grease*, *magic missile*, *protection from good*]; 2nd—[*blindness/deafness*, *Melf's acid arrow*, *web*]; 3rd—[*dispel magic*, *slow*].

Phan: Male Derro Clr9 of Diirinka; CR 10; Medium Humanoid (dwarf); HD 9d8+27; hp 71; Init +1 (Dex); Spd 15 ft.; AC 20 (touch 11, flat-footed 19) [+1 Dex, +8 armor, +1 shield]; Atk +9/+4 melee (1d4+2/19-20, mw dagger) or +8/+3 ranged (1d8/19-20 plus poison, repeating crossbow); SA spells, rebuke undead, poisoned crossbow bolts (2d6 Str/2d6 Str, Fort save DC 14 resists); SQ dwarven traits, darkvision 30', sunlight vulnerability; SR 18; AL CE; SV Fort +9, Ref +5, Will +9; Str 14, Dex 14, Con 16, Int 15, Wis 17, Cha 13.

Skills and Feats: Concentration +17, Knowledge (arcana) +14, Knowledge (religion) +14, Spellcraft +14; Blind-Fight, Combat Casting, Exotic Weapon Proficiency (repeating crossbow), Skill Focus (concentration), Spell Focus (enchantment).

Sunlight Vulnerability (Ex): Derro take 1 point of temporary Con damage for every hour they are exposed to sunlight, dying when their Con reaches 0. Lost Con pts are recovered at the rate of 1 per day out of the sun.

Possessions: full plate, buckler, repeating crossbow, mw dagger, 2 *scrolls of cure serious wounds*, *scroll of cure moderate wounds*, *bead of force*, *scroll of flame strike*, *potion of fly*.

Spells Prepared (6/5+1/5+1/4+1/2+1/1+1; base DC = 13 + spell level, 15 + spell level for enchantment spells): 0—[*cure minor wounds* (3), *detect magic*, *guidance*, *resistance*]; 1st—[*bane*, *command*, *deathwatch*, *inflict light wounds**, *protection from good*, *shield of faith*]; 2nd—[*death knell*, *hold person* (2), *invisibility**, *silence*, *sound burst*]; 3rd—[*bestow curse*, *contagion**, *dispel magic*, *magic vestment*, *prayer*]; 4th—[*confusion**, *freedom of movement*, *poison*]; 5th—[*circle of doom**, *flame strike*].

*Domain spell. *Domains:* Trickery (Bluff, Disguise, and Hide are class skills.); Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to your cleric level (if you hit). You must declare the smite before making the attack. It is usable once per day.).