

MOON1-3

BLACK GOLD

A DUNGEONS & DRAGONS® *LIVING* *FORGOTTEN REALMS* ADVENTURE

BY LEONARD LOGAN

REVIEWED BY JP CHAPLEAU & SHAWN MERWIN

PLAYTESTED BY MIKE BARNES, JEFF BARNES, KEVIN LAWSON, JORDAN
CONRAD, SHAWN MERWIN, MIKE LEE, THOM LITTLE, DAN PEERY, SCOTT
ANDERSON, JETHRO BARGER, JOSHUA VANCE, CLAYTON GRIFFON

Dirty Barnison got his treasure, a mysterious, metallic stone. A visiting noble from a faraway land now asks you to help him find some more of it, and he is willing to pay for your efforts. A *Living Forgotten Realms* adventure set in The Moonshae Isles for characters levels 7-10.

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Andy Collins, Rob Heinsoo, and James Wyatt.

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This adventure retires from RPGA-sanctioned play on December 31 2011.

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PREPARING FOR PLAY

In order to play this adventure, you'll need copies of the following D&D 4th Edition rulebooks: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*. Any other rules referenced in this adventure will be noted in the **New Rules Items** section at the end of the adventure.

Throughout this adventure, text in bold italics provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text.

Along with this adventure, you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your Senior GM directly after play.

READING MONSTER STAT BLOCKS

Most of the information should be easy to understand, as it mirrors the information presented in the *Monster Manual*. Attacks have a letter next to them designating the type: M for melee, R for ranged, C for close, and A for area. A lower-case letter (used only in some melee and ranged attacks) denotes that the attack can be used as a basic attack.

IMPORTANT DM INFORMATION

As the DM of the session, you have the most important role in facilitating the enjoyment of the game for the players. You take the words on these pages and make them come alive. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

Make decisions and adjudications that enhance the fun of the adventure when possible.

To reinforce this golden rule, keep in mind the following:

- **You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure.** This is especially important and applicable outside of combat encounters, but feel free to use the "scaling the encounter" advice (usually for adjusting to different-sized groups) to adjust combat encounters for groups that are having too easy or too hard of a time in an adventure.
- **Don't make the adventure too easy or too difficult for a group.** Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a "chance to shine."
- **Be mindful of pacing, and keep the game session moving along appropriately.** Watch for stalling, as play loses momentum when this happens. At the same time, make sure that the players don't finish the adventure too early; provide them with a full play experience. *Living Forgotten Realms* adventures are designed to be played within 3.5 - 4 hours; try to be very aware

of running long or short. Adjust the pacing accordingly.

- **Give the players appropriate hints so they can make informed choices about how to interact with their environment.** Players should always know when enemies are affected by conditions and are bloodied. They should be given clues about how to interact with their surroundings so they can tackle skill challenges, combats, and puzzles without getting too frustrated over lack of information. This helps to encourage immersion in the adventure and gives players “little victories” for figuring out a good choice from a clue.

In short, being the DM for a *Living Forgotten Realms* adventure isn't about following every word on the page; it's about creating a fun, challenging game environment for the players. A great deal of good information on being a DM for a D&D game can be found in Chapters 1-2 of the *Dungeon Master's Guide*.

APPROPRIATE CHARACTER LEVELS

This adventure is designed for player characters (PCs) levels 7-10. Characters that fall outside of the level range may not participate in the adventure. Make certain to check the levels of the PCs before beginning play to ensure that they are the proper level.

Each adventure has a low-level version and a high-level version. The low level is meant for a group whose levels, on average, fall in the first two levels of the adventure's level spread. The high level is meant for a group whose levels, on average, fall in the last two levels of the adventure's level spread.

A group may decide to play riskier and play the high level when their levels are more suited to the low level if everyone in the group is in agreement to do so; however, some of the rewards may not be available to them. Conversely, a group may decide to play the low level when their levels are more suited to the high level if everyone in the group is in agreement to do so; however, some of the rewards may be less than what they'd ideally want from the adventure.

Reading the Numbers: Each encounter will have a level and other values (such as XP or sometimes skill checks) listed with two numbers divided by a slash. The number before the slash is always the value for the low-level version of the adventure; the number after the slash is the value for the high-level version of the adventure.

FAILING TO DEFEAT AN ENCOUNTER

If a group fails to defeat an encounter – that is, if they have to flee from a combat because it's too tough or they reach the predetermined number of failures in a skill challenge before reaching success – they are only awarded half experience points (round down) for the encounter. If they manage to tackle the encounter later on and defeat it, award them the other half of the experience points for the encounter.

CHARACTER DEATH

If a PC dies during the course of the adventure, the player of that character and the rest of the group have two options, provided that they have access to the Raise Dead ritual (either a PC has it and can use it or the characters return back to civilization), they have access to the body, and it is possible to return the dead PC to life.

- **Pay the component cost for the ritual.** If the group chooses this option, the cost should be divided evenly amongst the group (500 gp for heroic tier, 5,000 gp for paragon tier, and 50,000 gp for epic tier). Using a source outside the group to cast the ritual costs 20% more than the component cost. Total cost when using an outside source is 600 gp for heroic tier, 6,000 gp for paragon tier, and 60,000 gp for epic tier. A PC that dies and chooses this method of return gains full (or half, if the party was defeated) experience points from the encounter in which the character died, but no experience points for any encounters that were missed while the character was dead. If there's still more of the adventure remaining, the PC continues to earn experience as normal, and receives a normal cut of the rewards at the end of the adventure.
- **Invoke the Death Charity clause.** If the group cannot afford to pay for the ritual (or doesn't desire to do so), the PC can choose to return back to life at the end of the adventure. Doing so forfeits all rewards (including treasure and story rewards) earned for the adventure except experience points gained prior to the character's death (the character receives the experience point award for the encounter in which they died). The PC cannot participate in the same adventure a second time.

MILESTONES

No matter if the characters succeed or fail in an encounter, they reach a milestone if it is the second encounter they've had since the start of the adventure or

their last extended rest. Encounters that do not give out experience points do not count for purposes of reaching a milestone. Make certain to mention this information to the players when applicable, as it gives each PC another action point and affects how some magic item powers are used.

ADVENTURE BACKGROUND

The Moonshae Isles have had a connection to the Fey Realm since time immemorial. Lesser known is the connection to the Underdark regions of the Fey Realm called the Feydark. One such connection exists under the hills far above Warlsbry on the Isle of Alaron.

It is in these hills that Dirty Barnison, a prospector of no repute and terrible hygiene, happened upon the body of a dead troglodyte while exploring a cave. The troglodyte was victim of a cave-in that occurred a few days before. It is fortunate for Barnison that he hardly noticed the odor from the troglodyte due to his own pungent aroma. Barnison uncovered the body and relieved it of its unneeded possessions, including a piece of “black gold.”

Barnison sensed the black gold was valuable, taking it to town to scrounge some food and drink from curious townsfolk. He meets a merchant from Amn who buys a grubstake interest in Barnison’s cave, which he hopes will lead him to the Feydark and the black gold’s source.

The adventurers become involved when this merchant needs protection on his way to untold riches.

BLACK GOLD

Black gold is a rare ore existing only in the Feydark and around portals to the Feydark. The stone around such areas turns dark and shiny, similar to obsidian or onyx, but is much more malleable. The biggest problem is that black gold dissolves into nothing after extended exposure to light. It is highly prized by creatures living in the Underdark, fey-pact warlocks, and magic items crafters.

THE FISHERMAN

In this adventure, “the Fisherman” is introduced. This person is on Snowdown and encourages banditry, chaos and mayhem on the other islands, particularly Alaron. The Fisherman features prominently in future Moonshae adventures. It is important to know that Coltin does not know who the Fisherman is. Coltin assumes the Fisherman is a rival merchant.

PLAYER’S INTRODUCTION

Read or paraphrase the following to the players:

Your ship has docked in Warlsbry on the island of Alaron. The small village, nestled between the mountains, the Sea of Moonshae, verdant fields and deep woods is a common place for adventurers.

Today, a drenching, heavy rain falls upon Alaron. The streets are deserted as everyone heads for cover. The Once Dry Toad Inn is one of the best places in town to avoid the rain that falls almost constantly on the village and to get a warm meal and some refreshing ale. Locals, travelers and foreigners use this establishment.

The stage at the Dry Toad has seen better acts than the three boring buffoons, apparently the rage on the Dragon Coast. They slap, poke and punch each other, then grimace with grotesque faces to elicit reactions from the audience of twenty locals and travelers. Only the drunks seem to enjoy their antics.

Sitting at your table are other adventurers waiting for the storm to end.

Have the PCs introduce themselves at this time. Visiting PCs from far-off lands are mixed in the crowd gathered here today. Nearly all of the locals are human of mixed Ffolk and Northlander heritage.

At the DM’s discretion, if a PC is a performer, he/she could be featured here instead of the three buffoons on stage.

DM’S INTRODUCTION

One patron is Coltin Mesawe, a human merchant from Amn, Coltin is interested in making money in the Moonshae. A natural distrust of all things from Amn in the Moonshaes might cause the PCs to hesitate in taking employment with Coltin. Do your best to assure the PCs he is not working against the Moonshaes.

Also, Task 3 from the “Zhentarim Infiltration” Player Reward Card can be completed if the PCs spare one of the Zhent mercenaries in Encounter 4. Be sure to give the PCs clues that these mercenaries are members of the Zhentarim.

ENCOUNTER 1: THE CRAFTY MERCHANT

SETUP

Coltin Mesawe, an Amnian merchant, recognizes the value of the black gold Dirty Barnison carries when the prospector enters the inn. No one else in Warlsbry has any knowledge of what the stone is. Barnison asks for a silver piece to let anyone see the black gold for a very short time (as he does not want it to dissolve).

Coltin offers to support Barnison's mining for a part ownership of the mine: this is called a "grubstake." Barnison realizes that he was lucky in finding the stone on a troglodyte body, but he knows the value of coin of any denomination and accepts a generous benefactor. Having struck a deal, Coltin asks the party to protect Barnison while Coltin puts together a team of miners and guards to establish a larger mining operation.

Coltin is a polite, educated man with a clean accent while Barnison is a poorly educated drunk who speaks very bad Common. The DM cannot over-emphasize the poor hygiene and the stench that emanates from Barnison. Barnison does not realize his own shortcomings. Have fun with it, but keep it tasteful and funny.

Important NPCs: Coltin Mesawe (Diplomacy +9, Nature +9, History +9).

The front door swings opens, revealing the loud cackling of a broken and bedraggled prospector with a filthy stench that precedes his physical entrance. Even the pouring rain, it seems, cannot completely wash the man's odor.

The filthy man sidles up to the bar with his hands cupped as if holding something precious. He lays his cupped hands atop the surface with a thunk as something hard hits the wooden bar.

"Thar she is", he claims as many gather around.

"What are you saying? There ain't nuthin there but a worthless rock, Dirty Barnison," says Seamus the Innkeeper. "If you are trying to scam a free drink with another tall tale, find yourself another crowd." Just as another patron brings a light closer, you catch the slightest gleam before Barnison cups his hands abruptly, pulling them close to his body. He turns and says, "Bah! Ye ain't fer believing, then you ain't fer rewarding. I'll take me treasure elsewhere."

As Barnison leaves, several of the local patrons talk about how he's finally gone mad, seeing imaginary

treasures and such. One well-dressed patron slips out the door shortly after Barnison.

If none of the PCs go outside to listen in on the two men's conversation, proceed to **"Waiting Inside."**

If any of the PCs follow Barnison or Coltin outside, they hear the discussion as described in **Handout 1**. Allow the PCs to read the handout aloud, or read it to them, until they try to interrupt the conversation. At that time, take the handout away or stop reading. The two men ask to be left alone so they can finish their business, and they move away from the PCs.

In short, Coltin thinks he is taking advantage of Barnison and Barnison thinks he is taking advantage of Coltin. And neither wants to have intruders mess up this good deal.

WAITING INSIDE

If the PCs wait inside then read this:

Barnison returns and heads to the bar while the stranger looks about the room until he sees you. He approaches briskly.

"Adventurers, I am in need of your assistance and offer good coin for job. I am Coltin Mesawe, and I have just obtained a grubstake from Barnison over there. I ask that you protect him for two days when I shall return with supplies and recruits for his mining endeavor. Do we have an agreement?"

The PCs may have questions for either of the men. A grubstake is a share in a mining operation, usually the one who provides the equipment to get the mining operation started.

QUESTIONS FOR COLTIN

- **How much does it pay?** "I will offer you each 20 gp for three days' work. There might be more in it for you when we set up the mine."
- **Where are you from?** "I am from Amn. But please don't hold that against me."
- **What is he mining for?** "A valuable and malleable ore that I have heard called 'black gold.'"
- **Why do you want this ore?** "I should say that is quite obvious. It is valuable."
- **What is the stone?** "It is a raw ore that can be processed into metal by a skilled craftsman, not unlike gold. However, it is known for being both lustrous and very dark."
- **What should we expect?** "Any sort of natural hazards or beasts." [Looks around suspiciously.] "Or ones driven by the greed of men."

- **Why does he need to be protected?** “He must show me exactly where he found the stone. I do not want anything terrible happening to him while I get the mining operation set up.”
- **Can we have some of this stone?** “If this venture proves fruitful, I will see what can be arranged.”
- **I didn’t see anything in his hands!** “The light inside is less than adequate for seeing such a dark ore.”

QUESTIONS FOR BARNISON

- **Can I see the stone?** “Sure, for a silver.”
- **What is it made out of?** “I’m not sure, but it must be valuable if yer willing to pay a silver to see it.”
- **Where did you find it?** “In my mine.”
- **Is there more?** “That’s what we’re gonna find out.”
- **Why did you agree to work for Coltin?** “Cause he gots money.”
- **What do you know about him?** “He gots money.”
- **Where is your mine?** “Up in the hills where only I know about.”
- **Wouldn’t you rather stay at the Inn?** “What fer? It costs money fer a bed. And beds make me itch.”

ENDING THE ENCOUNTER

Proceed to Encounter 2 once Coltin hires the PCs and they follow Barnison to his camp in the hills.

TREASURE

Coltin pays 20 gp up front for the first three days of guarding Barnison.

ENCOUNTER 2: ROCK AND A HARD PLACE

ENCOUNTER LEVEL 5/6 (900/1200 XP)

SETUP

This encounter includes the following creatures.

1 galeb duhr earthbreaker

2 wyverns

Barnison leads the PCs on a rugged path through trees that eventually opens to a steep and craggy hillside. The path shows only the slightest hint of Barnison's descent, but the PCs can look back and see he is leaving a clear trail. Barnison intends for a path to remain clear if Coltin is to bring more money and equipment to support him. Barnison leads the way, occasionally knocking loose rocks that tumble down the precipitous slope. He tries to ensure that the PCs have no difficulty following him.

The PCs arrive at the site of Barnison's lean-to just as night falls. However, some creatures been drawn by the Feydark portal now exposed.

Barnison first comments that the place is not the same—there are many more broken rocks around the area than before. He hides as soon as combat starts and does not come out of his hole until the combat is over.

The broken ground is caused by the galeb duhr, who used its *hurl stones* power.

FEATURES OF THE AREA

Illumination: It is dim light when the PCs arrive at the lean-to. The rain worsens as the combat progresses. The encounter starts with a visibility of 10 squares. Every round, visibility drops by one, to a minimum of 3 squares. Creature beyond this distance gain concealment even with bright light.

Sloped, Rocky Ground: All of the terrain is difficult except for the two areas of dirt trail. Each square costs 2 squares of movement, except rocks and trees which cost 3 to move into.

Logs: Squares marked with logs are impassable terrain.

Puddle: The puddle is shallow and acts as difficult terrain. Any creature entering a puddle square must make a DC 18 Acrobatics check or fall prone.

TACTICS

The galeb duhr starts close to the lean-to (in the squares with the boulders) and the wyverns are perched on the crests of the cliffs on the north (top) of the map.

The galeb duhr tries to attack from range using *hurl stones*. If approached in melee, it uses *shock wave* whenever it can.

The wyverns attempt to isolate a PC (preferably a striker) who is separated from the rest of the party. They use *flyby attacks* to harass melee strikers, or fly in and surround ranged strikers. One can fly in and knock an opponent prone with a *claws* attack, and then the other can follow up with a *sting* attack when the PC is prone.

Any enemies reduced to 5 hp or less flee.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove one wyvern.

Six PCs: Add one galeb duhr earthbreaker.

ENDING THE ENCOUNTER

Once the monsters are defeated, proceed to the next encounter.

EXPERIENCE POINTS

The characters receive 180/240 experience points for defeating monsters.

ENCOUNTER 2: ROCK AND A HARD PLACE STATISTICS (LOW LEVEL)

Galeb Duhr Earthbreaker (level 7)		Level 7 Artillery
Medium elemental humanoid (earth)		XP 300
Initiative +4	Senses Perception +12; tremorsense 10	
HP 67; Bloodied 33		
AC 21; Fortitude 22, Reflex 17, Will 19		
Speed 4 (earth walk), burrow 6		
m Slam (standard; at-will)		
+12 vs. AC; 1d8+6 damage		
A Hurl Stones (standard; at-will)		
Area burst 1 within 10; +12 vs. AC; 1d10+6 damage. All squares in the area become difficult terrain. The earthbreaker can create stones to throw when none are present.		
C Shock Wave (standard; recharge 5 6)		
Close Burst 2; +11 vs. Fortitude; 1d6+6 damage, and the target is pushed 1 square and knocked prone.		
Alignment Unaligned		Languages Dwarven, Giant
Skills Stealth +9		
Str 23 (+9)	Dex 10 (+3)	Wis 16 (+6)
Con 19 (+7)	Int 12 (+4)	Cha 12 (+4)

Wyvern (level 7)		Level 7 Skirmisher
Large natural beast (mount, reptile)		XP 300
Initiative +9	Senses Perception +11, low-light vision	
HP 82; Bloodied 41		
AC 21; Fortitude 21, Reflex 17, Will 16		
Speed 4, fly 8 (hover); see also <i>flyby attack</i>		
m Bite (standard; at-will)		
Reach 2; +12 vs. AC; 1d8+6 damage		
m Claws (standard; at-will)		
The wyvern can attack with its claws only while flying; +12 vs. AC; 1d6+6 damage, and the target is knocked prone.		
M Sting (standard; at-will) ♦ Poison		
Reach 2; +12 vs. AC; 1d6+3 damage, and the wyvern makes a secondary attack against the same target. <i>Secondary Attack</i> : +10 vs. Fortitude; ongoing 10 poison damage (save ends).		
M Flyby Attack (standard; at-will)		
The wyvern flies up to 8 squares and makes one basic melee attack at any point during that movement. The wyvern does not provoke attacks of opportunity when moving away from the target of the attack.		
Aerial Agility +2 (while mounted by a rider of 10 th level or higher; at-will) ♦ Mount		
While flying, the wyvern grants its rider a +2 to all defenses,		
Alignment Unaligned		Languages -
Str 24 (+10)	Dex 17 (+6)	Wis 15 (+5)
Con 18 (+7)	Int 2 (-1)	Cha 8 (+2)

ENCOUNTER 2: ROCK AND A HARD PLACE STATISTICS (HIGH LEVEL)

Galeb Duhr Earthbreaker (level 9)		Level 9 Artillery
Medium elemental humanoid (earth)		XP 400
Initiative +4 Senses Perception +12; tremorsense 10		
HP 79; Bloodied 39		
AC 23; Fortitude 24, Reflex 19, Will 21		
Speed 4 (earth walk), burrow 6		
m Slam (standard; at-will)		
+14 vs. AC; 1d8+6 damage		
A Hurl Stones (standard; at-will)		
Area burst 1 within 10; +14 vs. AC; 1d10+6 damage. All squares in the area become difficult terrain. The earthbreaker can create stones to throw when none are present.		
C Shock Wave (standard; recharge 5 6)		
Close Burst 2; +13 vs. Fortitude; 1d6+6 damage, and the target is pushed 1 square and knocked prone.		
Alignment Unaligned Languages Dwarven, Giant		
Skills Stealth +9		
Str 23 (+10)	Dex 10 (+4)	Wis 16 (+7)
Con 19 (+8)	Int 12 (+5)	Cha 12 (+5)

Wyvern (level 9)		Level 9 Skirmisher
Large natural beast (mount, reptile)		XP 400
Initiative +10 Senses Perception +12, low-light vision		
HP 98; Bloodied 49		
AC 23; Fortitude 23, Reflex 19, Will 18		
Speed 4, fly 8 (hover); see also <i>flyby attack</i>		
m Bite (standard; at-will)		
Reach 2; +14 vs. AC; 1d8+7 damage		
m Claws (standard; at-will)		
The wyvern can attack with its claws only while flying; +14 vs. AC; 1d6+7 damage, and the target is knocked prone.		
M Sting (standard; at-will) ♦ Poison		
Reach 2; +14 vs. AC; 1d6+4 damage, and the wyvern makes a secondary attack against the same target. <i>Secondary Attack:</i> +12 vs. Fortitude; ongoing 10 poison damage (save ends).		
M Flyby Attack (standard; at-will)		
The wyvern flies up to 8 squares and makes one basic melee attack at any point during that movement. The wyvern does not provoke attacks of opportunity when moving away from the target of the attack.		
Aerial Agility +2 (while mounted by a rider of 10 th level or higher; at-will) ♦ Mount		
While flying, the wyvern grants its rider a +2 to all defenses,		
Alignment Unaligned Languages -		
Str 24 (+11)	Dex 17 (+7)	Wis 15 (+6)
Con 18 (+8)	Int 2 (+0)	Cha 8 (+3)

ENCOUNTER 2: ROCK AND A HARD PLACE MAP

Ruins of the Wild

Stream / Crevasse	8x2	x2
Cabin / Field w/Trees	8x8	x1
Stonehenge / Field w/Pond	8x8	x1
Field / Skeleton	4x8	x1
Mound / Hobbit Hole	4x4	x3
Hill / Stairs Down	4x4	x2
Ruined Wagon / Briar	4x2	x1
Covered Wagon / Field w/Log	4x2	x1
Field w/Statue / Muddy Pond	4x2	x1
Field / Rock Outcropping	4x2	x2
Field / Road	8x2	x3



The top is sheer cliff rising above and a rocky ridge is on the left.

ENCOUNTER 3: ROUGHING IT

SKILL CHALLENGE LEVEL 7/9, COMPLEXITY 2 (600/800 XP)

SETUP

Number of Successes: 6

Number of Failures: 3

Primary Skills: Athletics, Dungeoneering, Endurance, Nature.

Important NPCs: Dirty Barnison

After dealing with the creatures at Barnison's camp, all that can be seen of his lodging is lean-to: a worn piece of cloth draped over a branch that is held in place with rocks and sticks. While looking like it could tumble down the hill if not for the tree, it is a cleverly disguised entrance to Barnison's "mine" (DC 30 Perception check to see the hole and tunnel leading into the mountainside, but only if they enter the lean-to).

Following Barnison, you find his home is no more than a lean-to against a scraggly bristlecone pine with a scrap of cloth for a door. The place will require some work to be usable for anything.

"We'll wait 'ere a couple days. Coltin and 'is mining stuff should be here then."

Barnison tells the PCs they are to wait for Coltin and his supplies here. If the PCs insist on finding or entering the mine now, Barnison refuses, argues, and insists the PCs clean up the place since they've got nothing better to do. He tells them that the mine entrance isn't nearby, and he is not going to take them to it until the rest of the entourage arrives.

The PCs have to camp in the area surrounding Barnison's lean-to to protect him as they were hired to do. The PCs find that the land here is not hospitable to waiting. Barnison says if they want to make themselves useful, they can clean up area and make themselves shelters for the night. If the PCs cannot be convinced, this counts as a failure in the skill challenge, see "Ending the Encounter."

If the PCs are foolish enough to leave Barnison alone for the night, he is killed by mercenaries in the employ of the Fisherman, and you can feel free to end the adventure at this point.

SKILL CHALLENGE

All of the area is difficult terrain, except for the dirt tracks that are the only semi-flat ground, not actual roads. The area is not accommodating to campers, and the PCs are challenged to avoid being fatigued by the experience while waiting for Coltin to arrive.

For a map of the area, see Encounter 2. The goal of this skill challenge is for the PCs to make the area more hospitable. It is nearly impossible to tolerate the stench that emanates from Barnison's lean-to, which is where he happily sleeps.

The squares within 6 of Barnison's lean-to are the only areas that can be improved (each success clears a 2x2 area, of the PCs' choice). The rest is too uneven to be made flat.

Primary skills can be used over and over again. Secondary skills can only garner a limited number of successes. Reward creativity, as long as what the PCs do increases their comfort, their defenses or the hospitality of the area.

Of those, the Dungeoneering skill is the only one that should not be mentioned up-front to the PCs. Although it is obvious that the PCs are going to fight some more on this map, the PCs should be the one thinking about setting up defenses.

Athletics (DC 17/19): PCs can physically manipulate the terrain to make it more hospitable. In order to gain more than one success in this way, however, the PC performing this check, including anyone assisting, must pass an Endurance check (DC 15/17). Failing that check results in the PC losing a healing surge.

Dungeoneering (DC 15/17): PCs create protective areas of cover and concealment that helps shelter them from outside assaults.

Nature (DC 19/21): PCs with outdoor survival skills can significantly aid in their comfort in this rugged terrain. Allow for creative use of terrain features that can be made into flat spots or cushioned in some manner. One PC must succeed at a Nature check each round to provide food and proper care, unless the PCs have sufficient food.

SECONDARY SKILLS

Magic (Auto-Success): PCs may have magic that can alter the terrain to their benefit. Up to two successes can be gathered through magic.

Perception (DC 17/19): PCs spot hazards and flaws (loose rocks, etc.) in the terrain that would affect their comfort. Only one success can be gathered through the use of Perception.

Thievery (DC 19/21): PCs stretch their knowledge of hazardous traps to create protective traps or warning devices. Only one success can be earned using this skill.

ENDING THE ENCOUNTER

Survival in the rough only affects their readiness and reaction to combat until they have succeeded in a survival challenge.

Success: The PCs successfully live off the wild, somewhat comfortably, making a suitable bivouac that allows them good nights' rest and provides watches for protection with no penalty.

Failure: The PCs are fatigued, taking -2 to all attack rolls, saving throws and skill checks at the start of the next encounter. Also, they were not able to get a full extended rest.

Failure (by not doing the skill challenge): This type of failure happens if the PCs decide not to clean up the area or try to make themselves more comfortable. They suffer fatigue, as listed above. Also, in every encounter following this one, the enemies should be given advantageous position at the start of all subsequent encounters.

This situation lasts until the PCs attempt the skill challenge as written.

EXPERIENCE POINTS

The PCs gain 120/160 experience points each for successfully completing this skill challenge.

If the PCs fail because they refuse to make the skill challenge, they receive no experience points from this encounter. If the PCs later return to complete the skill challenge, they should be granted experience as normal.

ENCOUNTER 4: TIN ROOF, RUSTED

ENCOUNTER LEVEL 8/10 (1750/2500 XP)

SETUP

This encounter includes the following creatures.

3 human archers (Zhent mercenaries)

1 tiefling wizard (Zhent mercenaries)

4 human lackeys (Zhent mercenaries)

At sunrise, Dirty Barnison comes out of his lean-to and builds a campfire for breakfast. Zhent mercenaries, hired by the mysterious figure called “the Fisherman,” are intent on gaining control of the mine before Coltin arrives. They attack the camp as the PCs are settling in for a meager meal on the second day. The noise of their approach is covered by the rain and the crackling of the wet and sappy wood burning in the campfire (passive Perception DC 21/23 to avoid surprise).

The PCs should be placed around the campfire unless they are specifically working on a personal task. Adjust the following read-aloud text (which assumes a surprise attack) based on the situation. If the PCs have done something to avoid a surprise attack, alter the text and the combat situation:

After a night of roughing it, Barnison’s crackling campfire cooks a meager breakfast. Suddenly several cloaked men surround your camp and attack. A combination of the crackling fire, drizzling rain, and ample cover allowed them to sneak into your perimeter unnoticed.

Barnison slips into his lean-to at the first opportunity to avoid combat. Any area of effect spell that includes the lean-to only reveals the cave opening but has no effect on Barnison since he has slipped into the save tunnel.

FEATURES OF THE AREA

Combat occurs on a steep hillside that is difficult terrain unless the PCs have taken measures to flatten terrain in the previous skill challenge. For the map, see Encounter 2.

Illumination: The rain obscures the area. Within 4 squares, the area is unchanged. From 5-10 squares away, targets gain concealment. Beyond 10 squares, a

target gains total concealment. All penalties to vision also affect hearing due to the rain.

Sloped, Rocky Ground: All of the terrain is difficult except for the two areas of dirt trail. Each square costs 2 squares of movement, except rocks and trees which cost 3 to move into.

Logs: Squares marked with logs are impassable terrain.

Puddle: The puddle is shallow and acts as difficult terrain. Any creature entering a puddle square must make a DC 18 Acrobatics check or fall prone.

TACTICS

The bandits try to remain 2 squares from each other at all times. The wizard uses cover to protect himself. They surrender if defeat is imminent.

Be sure to make it clear that all the attackers wear the black cloaks and symbols of the Zhentarim.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove one human archer.

Six PCs: Add one human archer and two lackeys.

ENDING THE ENCOUNTER

Victory: Captured mercenaries claim to work for a heavily bearded fisherman who gives them missions to complete about once or twice a month. They don’t know where he lives, as he always finds them. By sparing a Zhent mercenary, the PCs qualify for Task 3 of the “Zhentarim Infiltration” Player Reward Card.

Defeat: When the PCs recover consciousness, they find the Zhent mercenaries and tiefling have been killed (by a troglodyte scouting party) and Barnison unconscious near his lean-to.

Barnison scrambled through rock and debris in the cave only to flee back out after finding living troglodytes who follow him. Seeing Barnison emerge from the cave, the mercenaries knocked him unconscious for questioning. In turn, the mercenaries were killed by the troglodytes. The troglodytes returned to the cave.

EXPERIENCE POINTS

The characters receive 350/500 experience points for defeating the Amnian bandits.

TREASURE

Each character collects 50/75 gold pieces from the mercenaries and a *staff of storms* +2 from the tiefling.

ENCOUNTER 4: TIN ROOF, RUSTED STATISTICS (LOW LEVEL)

Human Lackey (level 8)		Level 8 Minion
Medium natural humanoid		XP 88
Initiative +4	Senses Perception +5	
HP 1; a missed attack never damages a minion.		
AC 20; Fortitude 18, Reflex 15, Will 16; see also <i>mob rule</i>		
Speed 6		
m Club (standard; at-will) ♦ Weapon		
+13 vs. AC; 6 damage		
Mob Rule		
The human lackey gains a +2 power bonus to all defenses while at least two other human lackeys are within 5 squares of it.		
Alignment Unaligned		Languages Common
Str 16 (+7)	Dex 11 (+4)	Wis 12 (+5)
Con 14 (+6)	Int 10 (+4)	Cha 13 (+5)
Equipment leather armor, club		

Human Archers		Level 7 Artillery
Medium natural humanoid		XP 300
Initiative +6	Senses Perception +4	
HP 62; Bloodied 31		
AC 22; Fortitude 18, Reflex 19, Will 17		
Speed 6		
m Club (standard; at-will) ♦ Weapon		
+12 vs. AC; 1d6+2 damage		
r Crossbow (standard; at-will) ♦ Weapon		
Ranged 15/30; +14 vs. AC; 2d8 + 3 damage.		
R Bullseye Bolt (standard; recharge 5 6) ♦ Weapon		
Ranged 15/30; +14 vs. AC; 3d8+3 damage and the target is dazed (save ends).		
Alignment Unaligned		Languages Common
Str 14 (+5)	Dex 16 (+6)	Wis 12 (+4)
Con 14 (+5)	Int 12 (+4)	Cha 13 (+4)
Equipment club, crossbow, 20 bolts		

Tiefling Wizard (level 6)		Level 6 Elite Artillery
Medium natural humanoid		XP 500
Initiative +5 Senses Perception +6; low-light vision		
HP 102; Bloodied 51		
AC 19; Fortitude 15, Reflex 16, Will 19		
Resist 11 fire		
Speed 6		
Saving Throws +2		
Action Points 1		
m Quarterstaff (standard; at-will) ♦ Weapon		
+8 vs. AC; 1d8 + 3 damage.		
r Magic Missile (standard; at-will) ♦ Force, Implement		
Ranged 20; +10 vs. Reflex; 2d4 + 7 force damage.		
R Dancing Lightning (standard; encounter) ♦ Implement, Lightning		
The wizard makes a separate attack against three different targets: Ranged 10; +10 vs. Reflex; 1d6+7 lightning damage.		
A Thunder Burst (standard; encounter) ♦ Implement, Thunder		
Area burst 1 within 10; +10 vs. Fortitude; 1d8 + 7, and the target is dazed (save ends).		
Dimension Door (move, encounter)		
Teleport 10 squares. The wizard cannot take other creatures with it.		
A Fireball (standard; encounter) ♦ Arcane, Fire, Implement		
Area burst 3 within 20; +10 vs. Reflex; 3d6 + 7. Miss: Half damage.		
C Color Spray (standard; encounter) ♦ Arcane, Implement, Radiant		
Close blast 5; +10 vs. Will; 1d6 + 7, and the target is dazed until the end of the wizard's next turn.		
Infernal Wrath (minor, encounter)		
The tiefling's next attack against a target that has hit him since his last turn gains a +1 power bonus to the attack roll and pushes the target 1 square if it hits.		
Bloodhunt		
A tiefling gains a +1 racial bonus to attack rolls against bloodied foes.		
Second Wind (standard; encounter) ♦ Healing		
May spend a healing surge and regain 25 hit points. He gains a +2 bonus to all defenses until the start of his next turn.		
Staff of Storms (free, daily) ♦ Lightning, Thunder		
After resolving a power that has the lightning or thunder keyword, the staff deals 1d8 lightning and thunder damage to every creature in a close blast 3.		
Alignment Unaligned		Languages Common, Draconic
Skills Arcana +12		
Str 10 (+5)	Dex 14 (+7)	Wis 17 (+7)
Con 12 (+6)	Int 18 (+10)	Cha 12 (+7)
Equipment robes, +2 staff of storms		

ENCOUNTER 4: TIN ROOF, RUSTED STATISTICS (HIGH LEVEL)

Human Lackey (level 11)	Level 11 Minion
Medium natural humanoid	XP 150
Initiative +5 Senses Perception +6	
HP 1; a missed attack never damages a minion.	
AC 23; Fortitude 21, Reflex 18, Will 19; see also <i>mob rule</i>	
Speed 6	
m Club (standard; at-will) ♦ Weapon	
+15 vs. AC; 7 damage	
Mob Rule	
The human lackey gains a +2 power bonus to all defenses while at least two other human lackeys are within 5 squares of it.	
Alignment Unaligned	Languages Common
Str 16 (+8) Dex 11 (+5) Wis 12 (+6)	
Con 14 (+7) Int 10 (+5) Cha 13 (+6)	
Equipment leather armor, club	

Human Archer (level 9)	Level 9 Artillery
Medium natural humanoid	XP 400
Initiative +7 Senses Perception +5	
HP 74; Bloodied 37	
AC 24; Fortitude 20, Reflex 21, Will 19	
Speed 6	
m Club (standard; at-will) ♦ Weapon	
+14 vs. AC; 1d6+3 damage	
r Crossbow (standard; at-will) ♦ Weapon	
Ranged 15/30; +16 vs. AC; 2d8 + 4 damage.	
R Bullseye Bolt (standard; recharge 5 6) ♦ Weapon	
Ranged 15/30; +16 vs. AC; 3d8+4 damage and the target is dazed (save ends).	
Alignment Unaligned	Languages Common
Str 14 (+6) Dex 16 (+7) Wis 12 (+5)	
Con 14 (+6) Int 12 (+5) Cha 13 (+5)	
Equipment club, crossbow, 20 bolts	

Tiefling Wizard (level 8)	Level 8 Elite Artillery
Medium natural humanoid	XP 700
Initiative +6 Senses Perception +7; low-light vision	
HP 126; Bloodied 63	
AC 21; Fortitude 17, Reflex 18, Will 21	
Resist 11 fire	
Speed 6	
Saving Throws +2	
Action Points 1	
m Quarterstaff (standard; at-will) ♦ Weapon	
+10 vs. AC; 1d8 + 4 damage.	
r Magic Missile (standard; at-will) ♦ Force, Implement	
Ranged 20; +12 vs. Reflex; 2d4+9 force damage.	
R Dancing Lightning (standard; encounter) ♦ Implement, Lightning	
The wizard makes a separate attack against three different targets: Ranged 10; +12 vs. Reflex; 1d6+9 lightning damage.	
A Thunder Burst (standard; encounter) ♦ Implement, Thunder	
Area burst 1 within 10; +12 vs. Fortitude; 1d8 + 9, and the target is dazed (save ends).	
Dimension Door (move, encounter)	
Teleport 10 squares. The wizard cannot take other creatures with it.	
A Fireball (standard; encounter) ♦ Arcane, Fire, Implement	
Area burst 3 within 20; +12 vs. Reflex; 3d6 + 9. <i>Miss</i> : Half damage.	
C Color Spray (standard; encounter) ♦ Arcane, Implement, Radiant	
Close blast 5; +12 vs. Will; 1d6 + 9, and the target is dazed until the end of the wizard's next turn.	
Infernal Wrath (minor, encounter)	
The tiefling's next attack against a target that has hit him since his last turn gains a +1 power bonus to the attack roll and pushes the target 1 square if it hits.	
Bloodhunt	
A tiefling gains a +1 racial bonus to attack rolls against bloodied foes.	
Second Wind (standard; encounter) ♦ Healing	
May spend a healing surge and regain 31 hit points. He gains a +2 bonus to all defenses until the start of his next turn.	
Staff of Storms (free, daily) ♦ Lightning, Thunder	
After resolving a power that has the lightning or thunder keyword, the staff deals 1d8 lightning and thunder damage to every creature in a close blast 3.	
Alignment Unaligned	Languages Common, Draconic
Skills Arcana +13	
Str 10 (+6) Dex 14 (+8) Wis 17 (+8)	
Con 12 (+7) Int 18 (+11) Cha 12 (+8)	
Equipment robes, +2 <i>staff of storms</i>	

ENCOUNTER 5: MIND THE MINE

ENCOUNTER LEVEL 9/11 (2,000/3,000 XP)

SETUP

This encounter includes the following creatures and traps. (At high level there is an extra troglodyte warrior, for a total of 3).

cave-in hazard (T)

1 blade spider (S)

1 troglodyte curse chanter (C)

2 troglodyte impalers (I)

2/3 troglodyte warriors (W, one is mounted on the spider)

Later that morning, Coltin arrives with mining supplies and eight brawny local miners with large pack lizards to help Barnison. He asks the PCs to make a foray into the mine and instructs the others to prepare mining sleds and sort the equipment used in hauling ore. Coltin offers an additional retainer (30 gp each) to convince the adventurers to investigate the mine for him, just to make sure everything is safe.

The entrance to the mine is obscured by Barnison's lean-to. Barnison's hut covers the entrance to the cave so cleverly that no one would notice it without a thorough search of his abode (DC 30 Perception check). He clears the way into the cave so that the PCs can get to work. A foul stench that only slightly overpowers Barnison's own emanates from the cave.

The PCs remove a lot of rubble and uncover a dead troglodyte (the one that carried the ore Barnison "mined"). The troglodyte has a number of runes and other symbols tattooed on its body. None of those tattoos are magical, and they seem to have no real meaning to the PCs.

Once the PCs enter the cave, they encounter troglodytes in the main room of the cavern. The troglodytes are all aware of the PCs' approach due to the noise of clearing the cave-in, and they are intent on retrieving the body that was uncovered by the PCs in the rubble.

PARLEY WITH THE TROGLODYTES

It is possible for the PCs to parley with the troglodytes instead of simply fighting them. This is only possible, however, if one of the PCs speaks Draconic.

Doing so requires a DC 22 Diplomacy check that can be assisted. Gifts of food and/or items constitute a +2 to the check. Offering the dead body to them with an explanation of the death (cave-in) gives a +10 to the check. If the PCs are successful, the troglodytes leave the area with their dead comrade. If asked why they need the body, they only say it still has a destiny to fulfill.

The troglodytes know the following information they are willing to share:

- They know where a lot of black gold can be found. It is "close to the dark gate."
- They are surprised that the surface dwellers have not attacked them and are curious as to why.
- They are willing to trade some of the black gold with the surface dwellers.

Any action that could be perceived as hostile (such as aggressively brandishing weapons or activating hostile powers) triggers combat. If no combat takes place, the PCs and the troglodytes can both report having made friendly contact with each other.

FEATURES OF THE AREA

The troglodyte cavern contains areas of rubble that cost 2 squares of movement to pass through.

Cave-in: The cave-in hazard creates additional rubble terrain that costs 2 squares of movement. Make note of any blocking terrain that creates unlit areas and/or provides cover. The tunnel ends in a 150' drop that is inaccessible at this time.

Illumination: The only light is what the PCs have with them.

The "Water Tile": This tile has no water in it. Instead of water there is a 30-foot-deep pit.

TACTICS

The troglodytes are initially unfriendly but not hostile unless attacked first. The troglodytes are prepared to fight the PCs and delay until the PCs enter the hazard area, which they are aware of and actively avoid.

Only one troglodyte warrior, the curse chanter and the impaler are initially visible. The curse chanter uses *tunnel grace* and *cavern curse* first (*poison ray* if target not in range). The warrior is ready to protect the chanter. The impaler uses *impaling shot* until out of javelins.

The other warrior is mounted on a spider in a hole in the ceiling that grants total concealment at the time. The mounted warrior automatically triggers the trap as he exits the hole. He delays until the trap can catch at least some of the PCs in its effect.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove the curse chanter.

Six PCs: Add one impaler.

ENDING THE ENCOUNTER

If the PCs defeat the troglodytes or if they successfully parley with them, they gain more of the ore as well as a map of the tunnels for Coltin to use.

The troglodytes also have an item on them that belonged to a dead adventurer they ran across several weeks ago. This item can be taken from their bodies or traded for with the body of their comrade.

If the PCs parleyed with the troglodytes, proceed to Encounter 6. If the PCs defeated the troglodytes, proceed to Encounter 7.

EXPERIENCE POINTS

The characters receive 400/600 experience points if they defeat the troglodytes. If they parley, they do not receive any experience points here. They are ambushed by the miners above in Encounter 5 for the same experience points.

TREASURE

Coltin offers the PCs 30 gp to help set up the mine.

The troglodytes have a *blackshroud weapon* +2 and/or *shadowflow armor* +3 (high level).

If the PCs defeat the troglodytes, they find on one of them a map showing the way to a portal to the Feydark, but the portal is currently inactive and where it leads is beyond the scope of this adventure. If the PCs parley and ask about the layout of the tunnels or the location of more black gold, the troglodytes gives them basic information on the location, but NOT the map itself. Each character collects 50/75 gold pieces from the troglodytes if they kill them.

ENCOUNTER 5: MIND THE MINE STATISTICS (LOW LEVEL)

Troglodyte Curse Chanter	Level 8 Controller (Leader)
Medium natural humanoid (reptile)	XP 350
Initiative +5	Senses Perception +13; darkvision
Troglodyte Stench aura 1; living enemies in the aura take a –2 penalty to attack rolls.	
HP 93; Bloodied 46	
AC 23; Fortitude 22, Reflex 17, Will 22	
Speed 5	
m Quarterstaff (standard; at-will) ♦ Weapon	
+12 vs. AC; 1d8 + 2 damage.	
m Claw (standard; at-will)	
+10 vs. AC; 1d4 + 2 damage.	
R Poison Ray (standard; at-will) ♦ Poison	
Ranged 10; +11 vs. Fortitude; 1d6 + 5 poison damage, and the target is weakened (save ends).	
R Cavern Curse (standard; recharge 3 4 5 6) ♦ Necrotic	
Ranged 5; +11 vs. Fortitude; the target takes ongoing 5 necrotic damage and is slowed (save ends both).	
C Tunnel Grace (minor 1/round; recharge 4 5 6)	
Close burst 10; all allies in the burst gain +5 speed until the end of the troglodyte shaman's next turn.	
C Chant of Renewal (standard; encounter) ♦ Healing	
Close burst 5; bloodied allies in the burst regain 15 hit points.	
Alignment Chaotic evil	Languages Draconic
Skills Dungeoneering +13, Endurance +14, Religion +9	
Str 15 (+6)	Dex 12 (+5)
Con 21 (+9)	Int 10 (+4)
	Cha 14 (+6)
Equipment robes, quarterstaff, skull mask	

Troglodyte Impaler (Level 6)	Level 6 Artillery
Medium natural humanoid	XP 250
Initiative +5	Senses Perception +9; darkvision
Troglodyte Stench aura 1; living enemies in the aura take a –2 penalty to attack rolls.	
HP 63; Bloodied 31	
AC 21; Fortitude 21, Reflex 18, Will 17	
Speed 5	
m Spear (standard; at-will) ♦ Weapon	
+10 vs. AC; 1d8 + 4 damage.	
m Claw (standard; at-will)	
+8 vs. AC; 1d4 + 4 damage.	
r Javelin (standard; at-will) ♦ Weapon	
Ranged 10/20; +11 vs. AC; 1d6 + 4 damage.	
R Impaling Shot (standard; recharge 3 4 5 6) ♦ Weapon	
Requires javelin; ranged 10; +12 vs. AC; 2d6 + 4 damage, and the troglodyte impaler makes a secondary attack against the same target. <i>Secondary Attack:</i> +10 vs. Fortitude; the target is restrained (save ends).	
Alignment Chaotic evil	Languages Draconic
Skills Athletics +12, Endurance +13	
Str 19 (+7)	Dex 14 (+5)
Con 21 (+8)	Int 7 (+1)
	Cha 9 (+2)
Equipment spear, quiver of 6 javelins	

Cave-In (level 11)	Level 11 Lurker
Hazard	XP 600
Hazard: When triggered, rocks and debris fall from above to fill the area with attacks.	
Perception	
♦ DC 30: The character sees that the ceiling is unstable.	
Additional Skill: Dungeoneering	
♦ DC 25: Same as Perception, above.	
Trigger	
The trigger for the cave-in is the troglodyte riding the spider. On the troglodyte's turn, the cave-in attacks the squares marked T.	
Attack	
Targets: All creatures in T squares.	
Attack: +14 vs. Reflex	
Hit: 2d12 + 7 damage	
Miss: Half damage	
Effect: The squares becomes difficult terrain	
Countermeasure	
♦ A PC making a DC 30 Dungeoneering check as a minor action can determine the squares the trap attacks.	

Blade Spider	Level 10 Brute
Large natural beast (mount, spider)	XP 500
Initiative +9	Senses Perception +7; tremorsense 10
HP 130; Bloodied 65	
AC 22; Fortitude 21, Reflex 20, Will 18	
Speed 6, climb 6 (spider climb)	
m Claw (standard; at-will) ♦ Poison	
+13 vs. AC; 1d8 + 5 damage, and the target takes ongoing 5 poison damage and is weakened (save ends both).	
M Double Attack (standard; at-will) ♦ Poison	
The blade spider makes two claw attacks.	
M Combined Attack (while mounted by a friendly rider of 10 th level or higher; at-will) ♦ Mount, Poison	
When the blade spider's rider makes a melee attack, the blade spider makes a claw attack as a free action against the same target.	
Alignment Unaligned	Languages —
Skills Stealth +14	
Str 20 (+10)	Dex 18 (+9)
Con 20 (+10)	Int 1 (+0)
	Wis 15 (+7)
	Cha 10 (+5)

Troglodyte Warriors (level 11)	Level 11 Minion
Medium natural humanoid (reptile)	XP 150
Initiative +6	Senses Perception +5; darkvision
Troglodyte Stench aura 1; living enemies in the aura take a –2 penalty to attack rolls.	
HP 1; a missed attack never damages a minion.	
AC 24; Fortitude 24, Reflex 21, Will 20	
Speed 5	
m Club (standard; at-will) ☒ Weapon	
+14 vs. AC; 7 damage.	
Alignment Chaotic evil	Languages Draconic
Skills Athletics +14, Endurance +13	
Str 18 (+9)	Dex 12 (+6)
Con 16 (+8)	Int 6 (+3)
	Wis 11 (+5)
	Cha 8 (+4)
Equipment light shield, club	

ENCOUNTER 5: MIND THE MINE STATISTICS (HIGH LEVEL)

Troglodyte Curse Chatter	Level 10 Controller (Leader)
Medium natural humanoid (reptile)	XP 500
Initiative +6	Senses Perception +14; darkvision
Troglodyte Stench aura 1; living enemies in the aura take a –2 penalty to attack rolls.	
HP 109; Bloodied 54	
AC 25; Fortitude 24, Reflex 19, Will 24	
Speed 5	
m Quarterstaff (standard; at-will) ♦ Weapon	
+14 vs. AC; 1d8 + 3 damage.	
m Claw (standard; at-will)	
+12 vs. AC; 1d4 + 3 damage.	
R Poison Ray (standard; at-will) ♦ Poison	
Ranged 10; +13 vs. Fortitude; 1d6 + 6 poison damage, and the target is weakened (save ends).	
R Cavern Curse (standard; recharge 3 4 5 6) ♦ Necrotic	
Ranged 5; +13 vs. Fortitude; the target takes ongoing 5 necrotic damage and is slowed (save ends both).	
C Tunnel Grace (minor 1/round; recharge 4 5 6)	
Close burst 10; all allies in the burst gain +5 speed until the end of the troglodyte shaman's next turn.	
C Chant of Renewal (standard; encounter) ♦ Healing	
Close burst 5; bloodied allies in the burst regain 15 hit points.	
Alignment Chaotic evil	Languages Draconic
Skills Dungeoneering +14, Endurance +15, Religion +10	
Str 15 (+7)	Dex 12 (+6) Wis 18 (+9)
Con 21 (+10)	Int 10 (+5) Cha 14 (+7)
Equipment robes, quarterstaff, skull mask	

Troglodyte Impaler (Level 9)	Level 9 Artillery
Medium natural humanoid	XP 400
Initiative +6	Senses Perception +10; darkvision
Troglodyte Stench aura 1; living enemies in the aura take a –2 penalty to attack rolls.	
HP 81; Bloodied 40	
AC 21; Fortitude 21, Reflex 18, Will 17	
Speed 5	
m Spear (standard; at-will) ♦ Weapon	
+13 vs. AC; 1d8 + 5 damage.	
m Claw (standard; at-will)	
+11 vs. AC; 1d4 + 5 damage.	
r Javelin (standard; at-will) ♦ Weapon	
Ranged 10/20; +14 vs. AC; 1d6 + 5 damage.	
R Impaling Shot (standard; recharge 3 4 5 6) ♦ Weapon	
Requires javelin; ranged 10; +14 vs. AC; 2d6 + 5 damage, and the troglodyte impaler makes a secondary attack against the same target. <i>Secondary Attack</i> : +12 vs. Fortitude; the target is restrained (save ends).	
Alignment Chaotic evil	Languages Draconic
Skills Athletics +13, Endurance +14	
Str 19 (+8)	Dex 14 (+6) Wis 13 (+5)
Con 21 (+9)	Int 7 (+2) Cha 9 (+3)
Equipment spear, quiver of 6 javelins	

Cave-In (level 13)	Level 13 Lurker
Hazard	XP 800
Hazard : When triggered, rocks and debris fall from above to fill the area with attacks.	
Perception	
♦ DC 31: The character sees that the ceiling is unstable.	
Additional Skill : Dungeoneering	
♦ DC 26: Same as Perception, above.	
Trigger	
The trigger for the cave-in is the troglodyte riding the spider. On the troglodyte's turn, the cave-in attacks the squares marked T.	
Attack	
Targets : All creatures in T squares.	
Attack : +16 vs. Reflex	
Hit : 2d12 + 8 damage	
Miss : Half damage	
Effect : The squares becomes difficult terrain	
Countermeasure	
♦ A PC making a DC 30 Dungeoneering check as a minor action can determine the squares the trap attacks.	

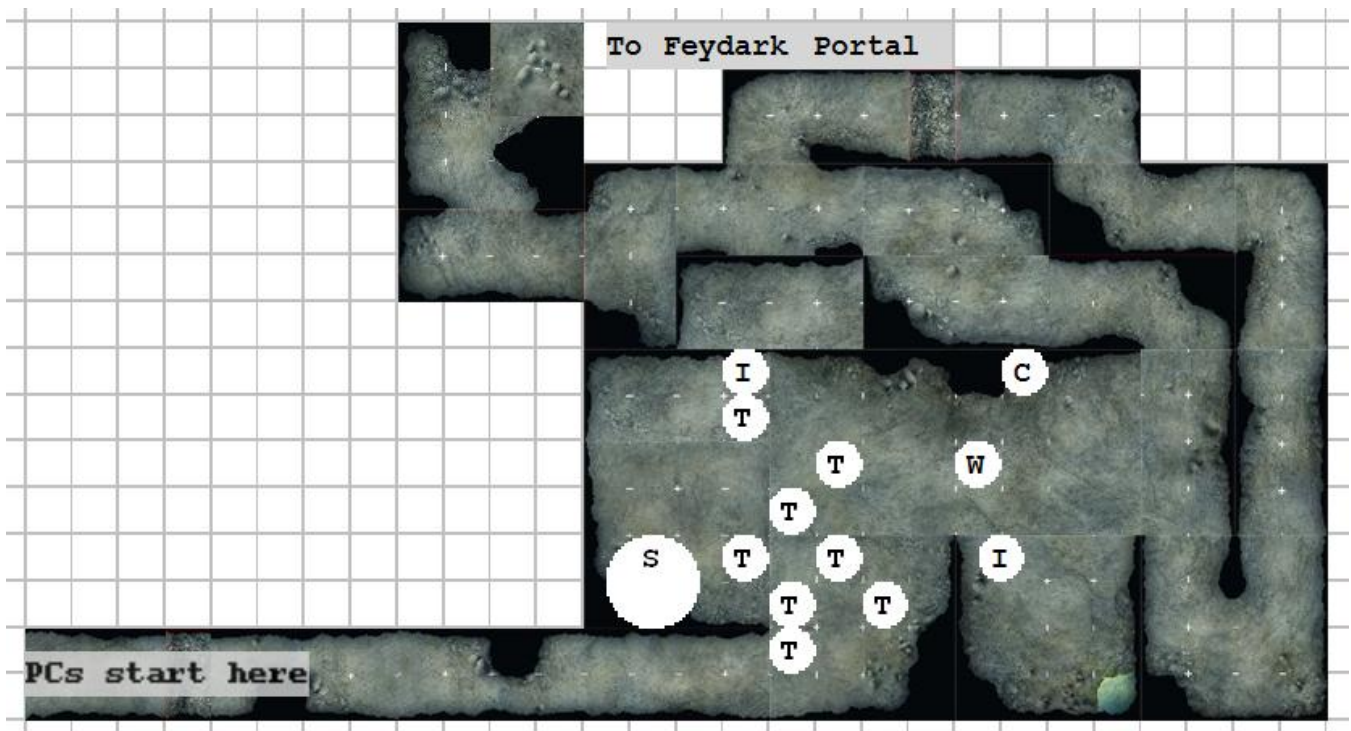
Blade Spider (level 12)	Level 12 Brute
Large natural beast (mount, spider)	XP 700
Initiative +10	Senses Perception +8; tremorsense 10
HP 150; Bloodied 75	
AC 24; Fortitude 23, Reflex 22, Will 20	
Speed 6, climb 6 (spider climb)	
m Claw (standard; at-will) ♦ Poison	
+15 vs. AC; 1d8 + 6 damage, and the target takes ongoing 5 poison damage and is weakened (save ends both).	
M Double Attack (standard; at-will) ♦ Poison	
The blade spider makes two claw attacks.	
M Combined Attack (while mounted by a friendly rider of 12 th level or higher; at-will) ♦ Mount, Poison	
When the blade spider's rider makes a melee attack, the blade spider makes a claw attack as a free action against the same target.	
Alignment Unaligned	Languages —
Skills Stealth +15	
Str 20 (+11)	Dex 18 (+10) Wis 15 (+8)
Con 20 (+11)	Int 1 (+1) Cha 10 (+6)

Troglodyte Warriors (level 13)	Level 13 Minion
Medium natural humanoid (reptile)	XP 200
Initiative +6	Senses Perception +5; darkvision
Troglodyte Stench aura 1; living enemies in the aura take a –2 penalty to attack rolls.	
HP 1; a missed attack never damages a minion.	
AC 26; Fortitude 26, Reflex 23, Will 22	
Speed 5	
m Club (standard; at-will) ♦ Weapon	
+16 vs. AC; 7 damage.	
Alignment Chaotic evil	Languages Draconic
Skills Athletics +14, Endurance +13	
Str 18 (+9)	Dex 12 (+6) Wis 11 (+5)
Con 16 (+8)	Int 6 (+3) Cha 8 (+4)
Equipment light shield, club	

ENCOUNTER 5: MIND THE MINE MAP

Lost Caverns of the Underdark

Cave Offshoot / Tunnel End	4x4	x1
Tunnel / Tunnel	4x2	x1
Floor / Tunnel w/Gravel	2x1	x2
Floor w/Debris / Cave Pillar	2x2	x1
Floor / Tunnel	8x2	x2
Cave Corner / Tunnel Bend	4x4	x1
Cave Corner / Lava Pit	4x2	x2
Tunnel / L-Tunnel	4x2	x2
Cave Wall / Tunnel Bend	4x8	x1
Tunnel End w/Water / U-Tunnel	4x4	x2
Cave Wall / Tunnel	4x2	x1
Cave Wall / Tunnel	4x2	x1
Cave Corner / L-Tunnel	4x2	x2
Cave Wall / Tunnel	4x2	x2
Cave Corner / Gorge	4x2	x2
Cave Corner / Tunnel Intersection	4x2	x1



ENCOUNTER 6: OUT OF THE MINE

ENCOUNTER LEVEL 9/11 (2,000/3,000 XP)

SETUP

This encounter takes place only if the PCs parleyed with the troglodytes in Encounter 5. If they fought the troglodytes, proceed to Encounter 7 instead.

This encounter includes the following creatures.

2 rage drake (pack lizards)
2 berserker savages

Some of Coltin's hired help have prepared to ambush the adventurers when they come out of the mine, unless they have already fought the troglodytes within the mine. This combat only occurs if the PCs did not fight the troglodytes.

Barnison and Coltin are both tied up on a nearby ridge, and the other miners have been killed.

FEATURES OF THE AREA

The area is the same as Encounter 3. When the PCs return, the lean-to has been removed.

Illumination: The area is dimly lit by overcast skies.

Sloped, Rocky Ground: All of the terrain is difficult except for the two areas of dirt trail. Each square costs 2 squares of movement, except rocks and trees which cost 3 to move into.

Logs: Squares marked with logs are impassable terrain.

Puddle: The puddle is shallow and acts as difficult terrain. Any creature entering a puddle square must make a DC 18 Acrobatics check or fall prone.

TACTICS

The miners attack depending on the PCs outcome in the previous encounter. The savages charge with the rage drakes using their *raking charge* at the first two PCs to exit the cave.

The following rounds they use the *raging mount* benefit to get the +2 to attacks and damage with their great axes. They hope to focus on one target at a time with the PCs bottlenecked in the cave.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove one rage drake

Six PCs: Add two rage drakes.

ENDING THE ENCOUNTER

The savages work for the Fisherman but do not know the previous group of mercenaries. They do not know more about him than the previous group did. They respect the PCs' power and report back to the Fisherman if able.

Their mission was to assure that the area was clear of monsters. When the PCs parleyed, they assumed the area was no longer clear.

Proceed to Encounter 7.

EXPERIENCE POINTS

The characters receive 400/600 experience points if they defeat the savages.

TREASURE

Each character collects 50/75 gold pieces from the savages.

ENCOUNTER 6: OUT OF THE MINE STATISTICS (LOW LEVEL)

Rage Drake (level 7)		Level 7 Brute
Large natural beast (mount, reptile)		XP 300
Initiative +4	Senses Perception +4	
HP 97; Bloodied 48; see also <i>bloodied rage</i> .		
AC 19; Fortitude 19, Reflex 17, Will 17		
Immune fear (while bloodied only)		
Speed 8		
m Bite (standard; at-will)		
+11 vs. AC; 1d10 + 5 damage; see also <i>bloodied rage</i> .		
M Claw (standard; at-will)		
+10 vs. AC; 1d6 + 5 damage; see also <i>bloodied rage</i> .		
M Raking Charge (standard; at-will)		
When the rage drake charges, it makes two claw attacks against a single target.		
Bloodied Rage (while bloodied)		
The rage drake gains a +2 bonus to attack rolls and deals an extra 5 damage per attack.		
Raging Mount (while bloodied and mounted by a friendly rider of 7 th level or higher; at-will) ♦ Mount		
The rage drake grants its rider a +2 bonus to attack rolls and damage rolls with melee attacks.		
Alignment Unaligned		Languages —
Str 19 (+7)	Dex 13 (+4)	Wis 13 (+4)
Con 17 (+6)	Int 3 (–1)	Cha 12 (+4)

Berserker Savage		Level 8 Elite Brute (Leader)
Medium natural humanoid		XP 700
Initiative +5		Senses Perception +4
HP 212; Bloodied 106		
Regeneration 5		
AC 19; Fortitude 22, Reflex 18, Will 18		
Saving Throws +2		
Speed 5		
Action Points 1		
m Greataxe (standard; at-will) ♦ Weapon		
+11 vs. AC; 1d12 + 6 damage (crit 1d12 + 18).		
R Handaxe (standard; at-will)		
Ranged 5/10; +9 vs. AC; 1d6+5 damage.		
M Battle Fury (free; when first bloodied; encounter)		
The berserker savage makes a melee basic attack with a +4 bonus to the attack roll and deals an extra 1d6 damage on a hit.		
Murderous Frenzy		
The berserker savage gains 1 action point the first time it reduces a foe to 0 hit points in an encounter.		
Savage Rebuke (immediate reaction, when hit by a melee attack; recharge 5 6)		
The berserker savage makes a basic melee attack.		
Alignment Unaligned		Languages Common
Skills Athletics +11, Endurance +11		
Str 17 (+7)	Dex 12 (+5)	Wis 11 (+4)
Con 16 (+7)	Int 10 (+4)	Cha 12 (+5)
Equipment hide armor, greataxe, 2 handaxes		

ENCOUNTER 6: OUT OF THE MINE STATISTICS (HIGH LEVEL)

Rage Drake (level 7)		Level 7 Brute
Large natural beast (mount, reptile)		XP 300
Initiative +4 Senses Perception +4		
HP 97; Bloodied 48; see also <i>bloodied rage</i> .		
AC 19; Fortitude 19, Reflex 17, Will 17		
Immune fear (while bloodied only)		
Speed 8		
m Bite (standard; at-will)		
+11 vs. AC; 1d10 + 5 damage; see also <i>bloodied rage</i> .		
M Claw (standard; at-will)		
+10 vs. AC; 1d6 + 5 damage; see also <i>bloodied rage</i> .		
M Raking Charge (standard; at-will)		
When the rage drake charges, it makes two claw attacks against a single target.		
Bloodied Rage (while bloodied)		
The rage drake gains a +2 bonus to attack rolls and deals an extra 5 damage per attack.		
Raging Mount (while bloodied and mounted by a friendly rider of 7 th level or higher; at-will) ♦ Mount		
The rage drake grants its rider a +2 bonus to attack rolls and damage rolls with melee attacks.		
Alignment Unaligned	Languages —	
Str 19 (+7)	Dex 13 (+4)	Wis 13 (+4)
Con 17 (+6)	Int 3 (–1)	Cha 12 (+4)

Berserker Savage (Level 11)		Level 11 Elite Brute (Leader)
Medium natural humanoid		XP 1200
Initiative +5 Senses Perception +4		
HP 272; Bloodied 136		
Regeneration 5		
AC 21; Fortitude 25, Reflex 21, Will 21		
Saving Throws +2		
Speed 5		
Action Points 1		
m Greataxe (standard; at-will) ♦ Weapon		
+14 vs. AC; 1d12 + 8 damage (crit 1d12 + 20).		
R Handaxe (standard; at-will)		
Ranged 5/10; +12 vs. AC; 1d6+7 damage.		
M Battle Fury (free; when first bloodied; encounter)		
The berserker savage makes a melee basic attack with a +4 bonus to the attack roll and deals an extra 1d6 damage on a hit.		
Murderous Frenzy		
The berserker savage gains 1 action point the first time it reduces a foe to 0 hit points in an encounter.		
Savage Rebuke (immediate reaction, when hit by a melee attack; recharge 5 6)		
The berserker savage makes a basic melee attack.		
Alignment Unaligned	Languages Common	
Skills Athletics +12, Endurance +12		
Str 17 (+8)	Dex 12 (+6)	Wis 11 (+5)
Con 16 (+8)	Int 10 (+5)	Cha 12 (+6)
Equipment hide armor, greataxe, 2 handaxes		

ENCOUNTER 6: OUT OF THE MINE MAP

Dungeon Tiles

Spiral Stairs / Floor	2x2	x1
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Ruins of the Wild

Stream / Crevasse	8x2	x2
Cabin / Field w/Trees	8x8	x1
Stonehenge / Field w/Pond	8x8	x1
Field / Skeleton	4x8	x1
Mound / Hobbit Hole	4x4	x3
Hill / Stairs Down	4x4	x2
Ruined Wagon / Briar	4x2	x1
Covered Wagon / Field w/Log	4x2	x1
Field w/Statue / Muddy Pond	4x2	x1
Field / Rock Outcropping	4x2	x2
Field / Road	8x2	x3



ENCOUNTER 7: BACK TO WARLSBRY

SETUP

After a few more days of mining and hard work, Coltin and Barnison have gathered a few nuggets of black gold. Coltin asks the PCs to accompany him back to Warlsbry. The return trip is uneventful.

Important NPCs: Coltin Mesawe (Diplomacy +9, Nature +9, History +9).

Use this encounter to allow the PCs to talk with Coltin a little more. There is no inherent difficulty or particular checks linked to this encounter.

At this time, Coltin should explain what the black gold is to the PCs and why it is so valuable.

If the PCs discovered the looming threat of the “Fisherman” and discuss it with Coltin, he tells the following.

- He does not know who this “Fisherman” is.
- He knows many of his kinsmen are VERY interested in the Moonshaes and their resources.
- He is not surprised.
- He prefers to do things “the right way” to avoid alienating people.
- He tells them to be on their guard and to keep an eye open because Amn is not part of the “Lands of Intrigue” for nothing.

CONCLUSION

Coltin wastes no time in Warlsbry. He hires a number of additional miners, pack animals and mining supplies. He thanks the PCs before heading back to the nascent mine. He promises to keep the PCs updated on how things go at the mine.

Coltin tells the PCs of a local wizard and gives them a bit of black gold. “If you give it to him, he will be very happy!” he says to the PCs. PCs who meet with the wizard gain access to a *cloak of resistance* +3, a ritual scroll with Wizard’s Sight and either *helm of the eagle* (low-level only) or *goggles of night* (high-level only)

REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn experience points, treasure, and possibly story awards. All totals listed here are per PC. A number before the slash is the low-level value; after the slash is the high-level value.

IMPORTANT DM INFORMATION

It is critical that you enter the PC rewards accurately on the tracking form, and ensure that the information is reported and entered online in a timely manner. While players will be able to track their character's information on paper, the online information serves as an important backup and verification of play.

EXPERIENCE POINTS

Give PCs a full award for each encounter they successfully completed, and a half award if they were unsuccessful. Give no award if the characters did not play the encounter at all.

Note that the PCs should only fight through encounter 4 OR 5, not both.

Encounter 2: Rock and a Hard place

180/240 XP

Encounter 2: Roughing It

120/160 XP

Encounter 3: Tin Roof, Rusted

350/500 XP

Encounter 4: Mind the Mine

400/600 XP

Or

Encounter 5: Out of Mine

400/600 XP

Total Possible Experience

1050/1500 XP

TREASURE

Each PC receives treasure in the form of gold pieces as well as one share from a treasure bundle. The treasure bundle may give the PC more gold, a magic item, or some other item of value. Each player makes one selection for their character; players may choose the same treasure bundle.

If characters buy or sell magic items or other gear during the adventure (or pay for services) add or subtract that amount from the total gold the PC receives at the end of the adventure. You can have a negative

number and enter that negative online. PCs receive 20% of a magic item's purchase price for any item they sell.

If a player selects a magic weapon, shield, or suit of armor for their PC that is not specific on the type of item listed, they must select the exact item at the time they choose that bundle. For example, if a +1 *duelist's weapon* is listed as a choice in a bundle, a player selects the form of the weapon amongst the choices possible for that magic item (light blades). If the player selects the item as a +1 *duelist's dagger*, the player writes that information down on the PC's adventure log and the item is forever after that specific weapon.

An asterisk next to a magic item means that it is an item that appears in the **New Rules** section.

Gold per PC

150/200 gp

(Encounter 1: 20/20 gp, Encounter 4: 50/75 gp, Encounter 5: 30/30 gp or 80/105 gp, Encounter 6: 50/75 gp)

Bundle A: *helm of the eagle* (low-level version only)

Found in Encounter 7

Bundle B: *blackshroud weapon* +2 (low-level version only)

Found in Encounter 5

Bundle C: *staff of storm* +2

Found in Encounter 4

Bundle D: *cloak of resistance* +3

Found in Encounter 7

Bundle E: *shadowflow armor* +3 (high-level version only)

Found in Encounter 5

Bundle F: *goggles of night* (high-level version only)

Found in Encounter 7

Bundle G: ritual scroll of Wizard's Sight

Found in Encounter 7

More Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add 350/500 gp to their total gold per PC.

STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. Pass out certificates to the players for their story awards. If a PC earns three

awards, they may only have 2 of them and must pick which two they want before ending the session.

Note that MOON05 and MOON06 are mutually exclusive. MOON05 is only available if the PCs successfully parleyed with the troglodytes while MOON06 requires the PCs to defeat them. The PCs can only gain one or the other.

All PCs who take part in this adventure earn the MOON07 reward and the major quest that goes with it.

MOON05 Friendly Contact with the Troglodytes

You have successfully parleyed and made peaceful contact with a tribe of Troglodytes on Alaron. The troglodytes are “curious” and “surprised” at your actions.

MOON06 Map to the Feydark

On the corpses of the troglodyte, you found a crude map. This troglodyte map details the way to reach a “Dark Gate.” No doubt this leads to the Feydark.

MOON07 Enmity of the Fisherman

You have foiled the plans of the Fisherman and his attention is now on you. Further inquiries in Warlsbry reveals that this “Fisherman” is involved in a number of Amnian plots to gather resources from the Moonshaes. This is the first part of “The Fisherman” major quest.

ADVENTURE QUESTIONS

Mark the answers to the following adventure questions on the tracking form.

1. Did the PCs discover the Fisherman’s involvement in the adventure?

- a. No
- b. From the mercenaries only.
- c. From the savages only.
- d. From both groups.

2. How did the PCs deal with the troglodytes?

- a. They fought them.
- b. They tried to parley, but failed.
- c. They now have smelly friends.
- d. They never got that far.

3. According to you (the DM), how interested were the PCs in finding out or exploring the Feydark?

- a. They wanted to go.
- b. They did not care.
- c. They did not want to explore further at this time.
- d. They never got far enough to learn about the Feydark.

NEW RULES

Blackshroud Weapon +2

Level 10

Whenever this weapon snuffs out the life force of an enemy, it grants a boon in return.

Price: 5000gp

Weapon: Axe, Heavy Blade, Light Blade

5000gp

Enhancement: +2 on attack rolls and damage.

Critical: Gain 2d8 temporary hit points.

Property: Whenever an attack with this weapon reduces a target to 0 hit points or fewer, you gain concealment until the end of your next turn.

Reference: *Adventurer's Vault*, page 64.

HANDOUT 1

The following exchange takes place between Coltin, a well-groomed and obviously educated man and Dirty Barnison whose stench the rain cannot dispel.

Coltin: *Please good fellow, stop so that I may ask a favor of you, in return for a favor for you* (jingles his coin pouch).

Barnison: *I'm not sellin me treasure but I will give a closer look'see for a bit o coin.*

Coltin: *Yes, please I would like a look at it, uh, for a silver?*

Barnison: *Sure mister, look all ye want for a silver, but don't think o keeping it fer yerself* (pulls out something from his pocket).

Coltin: *Ah, yes* (looking it over quickly and then replacing in its rag for Barnison to put away). *Please keep it safe. I have a different proposition for you, are you interested?*

Barnison: *Yer coin seems good enough fer me* (biting the coin with ruined teeth). *What're ye wantin'?*

Coltin: *You have found this rock mining in the nearby hills, yes?*

Barnison: *Sure did.*

Coltin: *Would you be interested in continuing to mine for more of the stone if I were to provide financial backing?*

Barnison: *If yer payin fer it, then sure mister, I got nuthin better to do.*

Coltin: *Would you be willing to share ownership of this mine with me for an even share of the profits?*

Barnison: *Well, I guess so, since yer footin' the bill.*

Coltin: *Put your mark here and we have a deal* (pulls paper out and has Barnison sign it). *This is between you and me. You might want to keep your treasure safe. I have to get some supplies and more labor so I will be back soon. I will need directions to your mine for when I return.*

Barnison: *A pleasure doin business with ya. I think I'll get me that drink now.*