

ULP3-03

Even Further Downward

A Two-Round Continuous D&D LIVING GREYHAWK[®] Principality of Ulek Regional Adventure

Version 1.1

by Christopher Reed

You are asked to go deeper into Urgo's Mine, an abandoned mine in the Lortmil Hills. A two-round continuous Principality of Ulek regional adventure for APLs 4-12.

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.

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 fact 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 Principality of Ulek. Characters native to the Principality of Ulek 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.

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	

Adventure Summary and Background

This is the twenty-third scenario for the Principality of Ulek in the RPGA Living Greyhawk Campaign. Below is some general background information.

- While a dwarf rules the Principality of Ulek, and all of the nobles are dwarves, the Principality consists of more humans than any other race.
- The Principality of Ulek is presently at war with the Pomarj and especially those under the command of an unknown creature known as the Warlord. The territory east of the Lortmil Hills is currently contested, and a large number of the Principality of Ulek's residents, have been forced to flee their homes due to the humanoid invaders of the Pomarj.
- The Pomarj is a humanoid state, composed mainly of orcs, goblins, and the like.

The PCs begin the adventure having just entered the gnomish village of Treehome. Treehome lies in the northern portion of the Principality of Ulek on the edge of the Lortmil Hills. Parts of **ULP1-04 Downward** took place here.

In **ULP1-04 Downward**, several adventurers learned about the presence of a group of Derro of unknown size in a place called Urgo's Mine. Several of the Derro's slaves (three dwarfs and one gnome) were freed. The gnome, Dimble "Cloak" Beren, is a member of the Mine Rangers, a special organization that serves in the protection and investigation of mines within the Principality of Ulek.

The Derro have also set up an alliance with a tribe of goblins, known as the Dark Ones, who are under the Warlord's control. The goblins are to provide the Derro protection, while the Derro supply items to help the goblin's tribe. The goblins have also been supplying the Derro with a number of slaves, especially human and dwarven ones.

Currently, the Derro are seeking to expand their area of control and are using the goblins as a buffer between them and the surface dwellers. Additionally, the Derro are working on several monstrous creations and hope to use these to aid their cause.

In **ULP2-02 Further Downward**, several adventurers continued further into Urgo's Mine. While they were able to gather more ingredients for the Derro poison antidote and some valuable information, they were unable to free any slaves. This unsuccessful mission is now the task the PCs are asked to do by Dimble "Cloak" Beren.

Meanwhile, the Derro have completed construction of several monstrous creatures (flesh golems and half-flesh golems) plus captured and contained several rust monsters along with a lavish amount of slaves. Some of these slaves are PCs who were captured in previous scenarios.

The PCs start the adventure having just entered the gnomish village of Treehome, at a late afternoon hour. Mine Ranger PCs have been summoned to Treehome as part of their organizational duty. The Badgers Refuge Tavern and Inn is an obvious place the PCs could go for an evening meal, a place to rest for the day and/or converse with a number of other folks.

At the Badgers Refuge Tavern and Inn is Dimble "Cloak" Beren, a member of the Mine Rangers. He first converses with Mine Ranger PCs then asks those he remembers (those who already have a *Recommendation of the Mine Rangers* cert) about (another) possible mission. Next, he gathers several others he deems might be helpful to the mission. Once Dimble has gathered each of the PCs, he informs them that he has been requested to seek several heroes and ask them to go (return) to Urgo's Mine, where the Derro currently reside, and go deeper into the caverns to free numerous slaves that the Mine Rangers believe are currently being held by the Derro.

In the morning the PCs head out to Urgo's Mine. They arrive without any complications.

At the entrance to the cave leading to Urgo's Mine, the PCs could find there has been some activity here. Both goblin-sized and human-sized footprints can be found. The goblins that once resided here had a deal with the Derro to guard the entrance but were captured (or killed off) by a small group of Slavers.

Entering the cave and proceeding downward, the PCs find a small room with signs of several battles (from past scenarios) including bits of bone and flesh.

Proceeding further, the PCs finally reach the first major intersection. The map given to them by Dimble indicates for them to proceed to the left. If the PCs go to the right, they have the possibility of encountering a former grick lair and/or a gray ooze hidden within a huge cavern.

Heading down the left tunnel from the first major intersection, the PCs who have played either **ULP1-04 Downward** or **ULP2-02 Further Downward** might expect to encounter several Derro guards. However, the Derro have moved back some of their exterior guard posts due to the advances of the adventurers in past scenarios.

Moving onward, the PCs might discover, depending on how they proceed, that the cultivated plants and mosses that once grew in one cavern have been burned and killed beyond the ability to revive them even through the strongest magic. With several of the plants and mosses being an ingredient for an antidote to the Derro's poison, the Derro opted to destroy them when they moved back some of their exterior guard posts.

If the PCs continue forward, they finally come upon an open area with four possible tunnels to continue down. Using the map provided to them by Dimble, the PCs should continue to follow the desired route. Deciding to go off the path to investigate, not heeding Dimble's advice, the PCs encounter one (or more) Umber Hulks. This encounter is to teach players that advice is often not to be taken lightly.

Moving along on the path, the PCs come to yet another area where the tunnels split. The PCs encounter several Derro guards ready with repeating crossbows. Behind the Derro guards are three tunnels. The left tunnel leads to where the Derro dump their refuse. The center tunnel leads the PCs to the home of several shriekers plus numerous violet fungi. The PCs should realize that the Derro could not continue on this path without dealing with the shriekers and violet fungi. The PCs can, of course, continue onward if they so desire, but they encounter nothing noteworthy. Meanwhile, the right tunnel leads the PCs closer to the Derro.

After bypassing two known Derro traps, the PCs run into another split in the tunnel with three different routes to choose from. Heading down the left tunnel leads the PCs to a lair of hungry hook horrors. Heading down the center tunnel leads the PCs to a flock of stirges. Heading down the right-most tunnel leads the PCs into another encounter with several Derro guards and a spell-casting conjurer Derro. All three tunnels then converge again into one main tunnel.

This main tunnel takes the PCs to the underground Derro city. Once there, a strange voice fills their head. A mind flayer (illithid), with several grimlock guards, seeks to speak with the PCs. The mind flayer is willing to give the PCs information on the location of the Derro slaves but only in return for a future favor. The mind flayer also has information on where the PCs could gain ingredients for a Derro antidote but explains they must focus on their current task (free the slaves) and that the ingredients will need to wait for another day (a future Principality of Ulek scenario). This is intended to be a role-playing encounter where the PCs either accept the mind flayer's agreement or decide to head back to the surface. The PCs could opt to foolishly attack the mind flayer and his well-trained

grimlock guards. This will lead to a difficult combat and will have permanent negative implications.

If the PCs make an agreement with the mind flayer, they are directed to a side cave. During their nerve-wracking trek there, they encounter nothing.

The PCs eventually arrive at the cave entrance the mind flayer spoke of. It is guarded by a magic trap that activates to those who passing it without speaking the magical word.

Inside the cave are several Derro guards that the PCs must quickly dispatch before more Derro guards enter the fray. Behind the Derro guards, deeper in the cave are three contained areas. The first hosts several rust monsters, the second several unfortunate dwarfs who have been experimented on and turned into half-flesh golems and the third which houses several flesh golems. The latter group is guarding the Derro prisoners the PCs seek.

Once the PCs have freed the slaves, they hopefully are able to escape from the Derro.

NOTE: This adventure is a Mine Ranger mission.

Introduction

Before starting the adventure, check to see which PCs are members of the Mine Ranger Principality of Ulek meta-gaming organization. Give those PCs **Player Handout #1**. Once they, if any, have been given a chance to read the handout, continue with the following:

The past year within the Principality of Ulek has not gone well. While the Royal Army was able to hold off the first aggressive push by the creature known only as the Warlord a year ago, the second offensive was more than they could handle. Thus, travel along the eastern edge of the Lortmil Hills is now extremely dangerous and avoided whenever possible due to possible attacks and/or raids.

Thus, you have made your way along an alternative route that leads through the gnomish village of Treehome. It is in the late afternoon hours that you approach Treehome. After passing the gnomish guards patrolling the village's perimeter, you realize that this would be a good place to rest for the evening before heading onward.

The gnomish village of Treehome contains an odd assortment of underground and above ground dwellings. The most notable place to eat and rest for the evening is the Badgers Refuge Tavern and Inn.

Encounter One: Treehome

Allow the PCs to briefly roam the gnomish village of Treehome. The PCs have the opportunity to visit the following shops:

- ❖ Doubleshot's Delicious Drinks
- ❖ Fonkin Fumbleberry Folkor's Fabulous War Gizmos
- ❖ Niddle Namfoodle Nack-Nack Nee Noodle Ningel's Gems and Jewels
- ❖ Addy Argo Apper Ashheart's Alchemy Items

Dusk quickly arrives and with it many of the shops close for the evening due to the mandatory curfew. The curfew has been placed due to the war with the Warlord and Pomarjian forces, the nearby Derro and a number of neighboring villages having mysteriously turned up empty.

Doubleshot's Delicious Drinks

Deebo "Doubleshot" Daergel runs this liquor store. He is a quite energetic, bouncing around as he speaks with a potential customer. He also loves to play jokes on folks. If asked about recent events, he informs the PCs that the last shipment of goods is now a week overdue. He deduces that forces under the Warlord's control overcame the caravan.

The store is set within a large burrow in the side of an average-sized hill within Treehome. The smell of alcohol assails anyone's nose that enters this establishment.

Various beers, ales and meads can be purchased here ranging from 2 gp per gallon (cheap or weak) to 5 gp per gallon (good or strong). Deebo also has six gallons of gnome golden light beer (10 gp per gallon) along with twelve bottles of mushroom wine (100 gp per bottle). These last two items appear on this adventure's AR (see the Treasure Summary).

🧙 **Deebo "Doubleshot" Daergel, Merchant:** male gnome Exp4; Alchemy +10, Gather Information +7, Innuendo +5, Knowledge (Geography) +5, Knowledge (History) +5, Knowledge (Local) +5, Knowledge (Nature) +6, Listen +7, Perform (Dance) +5, Profession (Brewer) +8; speaks Gnome, Common, Dwarven, Halfling.

Description: Deebo is a young gnome having just reached adulthood (40 years old). He stands a hair over 3 feet tall and weighs 40 pounds. He has dark tan skin and dark blue eyes. He wears a finely decorated outfit of earth tone color. He is a quite energetic, bouncing around as he speaks with a potential customer. He also loves to play jokes on folks.

Fonkin Fumbleberry Folkor's Fabulous War Gizmos

Fonkin Fumbleberry Folkor runs this weapon's store. He is utterly obsessed with weapons, not with the pain and death they cause, but about the weapons themselves. If asked about recent events, he informs the PCs that sales have been good, as several local gnomes have purchased weapons before going to enlist in the Royal Army.

The store is within a sizable burrow in the side of a small hill within Treehome. The smell of oil and grease assails anyone's nose that enters this establishment.

Any simple or martial weapon from the *Player's Handbook* is available here along with the following items (these four items appear on this adventure's AR, see the Treasure Summary):

- ❖ +1 light crossbow of exhausting
- ❖ Gnome Battlepick
- ❖ Gnome Calculus
- ❖ Gnome Crossbow Sight

🧙 **Fonkin Fumbleberry Folkor, Merchant:** male gnome Exp4; Alchemy +10, Gather Information +7, Innuendo +5, Knowledge (Geography) +5, Knowledge (History) +5, Knowledge (Local) +5, Knowledge (Nature) +6, Listen +7, Perform (Dance) +5, Profession (Brewer) +8; speaks Gnome, Common, Dwarven, Halfling.

Description: Fonkin is a gnome of just over 100 years old. He is nearly 3 1/2 feet tall and quite bulky. He has dark tan skin and medium blue eyes. He wears a leathery outfit. He is utterly obsessed with weapons, not with the pain and death they cause, but about the weapons themselves.

Niddle Namfoodle Nack-Nack Nee Noodle Ningel's Gems and Jewels

Niddle Namfoodle Nack-Nack Nee Noodle Ningel runs this gem and jewels shop. Niddle is quite proud of his gnomish name. But he is always willing to add to it. He greatly covets gems and jewels of all types. He gained a number of his current collection from his adventuring days but has long since retired.

The store is within a small burrow in the side of an average-sized hill (the same one as Doubleshot's Delicious Drinks) within Treehome.

Gems and jewels of various prices (up to 5,000 gp) can be found here. Additionally, he has the one *bead of force* for sale (DMG price).

☛ **Niddle Namfoodle Nack-Nack Nee Noodle Ningel, Merchant:** male gnome Ill4; Alchemy +10, Gather Information +7, Innuendo +5, Knowledge (Geography) +5, Knowledge (History) +5, Knowledge (Local) +5, Knowledge (Nature) +6, Listen +7, Perform (Dance) +5, Profession (Brewer) +8; speaks Gnome, Common, Dwarven, Halfling.

Description: Niddle is a 200 year-old gnome. He is two inches over three feet tall and slightly chunky. He has dark tan skin and light blue eyes. He wears a wonderfully decorated outfit of earth tone color with several fine gems woven into it. Niddle is quite proud of his gnomish name. But he is always willing to add to it. He greatly covets gems and jewels of all types. He gained a number of his current collection from his adventuring days but has long since retired.

Addy Argo Apper Ashheart's Alchemy Items

Addy Argo Apper Ashheart runs this alchemy shop. Addy loves to make and create various alchemy items. Everything he sells, he has personally made. He learned several of his alchemy secrets from his father and has passed them onto his son, Oddo, who helps Addy run the shop.

The store is a deep burrow on the side of a large hill on the edge of Treehome. The walls are charcoal colored and burnt, due to projects or experiments that have gotten out of hand.

Currently, only Addy is at the shop. Any special substances and items from the *PH* can be purchased here. If asked about other alchemy items, he informs the PCs that he does not have such item now but might in the coming months.

☛ **Addy Argo Apper Ashheart Ningel, Merchant:** male gnome Exp10; Alchemy +19, Craft (pottery) +15, Craft (sculpture) +7, Craft (stonemasonry) +4, Decipher Script +7, Disable Device +7, Gather Information +13, Knowledge (nature) +9, Listen +4, Open Lock +5, Profession (herbalist) +5, Sense Motive +13; speaks Gnome, Common, Draconic, Dwarven, Elven, Giant, Goblin, Halfling, Kobold, Orc.

Description: Addy is a 350 year-old gnome. He is a hair short of three feet tall and resembles a walnut due to his round size and woody brown skin. His eyes are a fair blue. His plain earthly toned clothes are covered in soot from his work. Addy loves to make and create various alchemy items. Everything he sells, he has personally made. He learned several of his alchemy secrets from his father and has passed them onto his son, Oddo, who helps Addy run the shop.

Encounter Two: Badgers Refuge Tavern and Inn

When the PCs go to the Badgers Refuge Tavern and Inn, continue with the following:

Approaching the Badgers Refuge Tavern and Inn, it looks to be a most welcoming sight, if a bit odd. The lower portion of the building seems rather normal but its upper stories sit up within three large trees that are intertwined. There are wooden walkways and steps that lead up from the main building into the small buildings that you guess are rooms for guests. This seems peculiar, as these three trees are the only large trees in the area.

As you enter the establishment, you see a beautiful young half-elf gracefully waiting on the patrons here while a tall gnome, likely the owner of the tavern, managing the affairs of the place.

Allow the PCs to role-play with the NPCs noted below (Tavern Workers) along with the common patrons who supply the rumors (noted below).

Those PCs who have played **ULP2-02 Further Downward** should make a Spot check (DC 10) to notice Dimble "Cloak" Beren, a gnomish member of the Mine Rangers, a special organization that serves in the protection and investigation of mines within the Principality of Ulek. Players who played the **ULP1-04 Downward** may remember Dimble, having saved him from the Derro located in Urgo's Mine. Players who played **ULP2-02 Further Downward** should remember Dimble, as it was him who requested they investigate further into Urgo's Mine. Dimble remembers any Mine Ranger PCs or those who have a *Recommendation of the Mine Rangers* cert, and seeks their aid first for an upcoming mission.

Dimble informs each of the PCs that the Mine Rangers requested that he seek several heroes and ask them to go (return) to Urgo's Mine, where the Derro currently reside. They'll be going deeper into the caverns and tunnels to free the slaves currently held by the Derro. If the PCs are also able to harvest a certain type of purplish-fluorescent moss that is an ingredient for a known Derro poison antidote (as noted on **Player Handout #3**) and gather more information on the Derro, that would prove helpful but is not the main objective of their mission.

Dimble provides the PCs with three maps (give the players **Player Handout #2, #3, and #4**); one has the location of Urgo's Mine, while the other two maps provide some details of the mines themselves including the location of the purplish-fluorescent moss, the

direction that they should take through the tunnels plus several traps the Derro have set.

Treasure: Additionally, he provides the PCs with six sunrods and six doses of Enhanced Derro Poison Antidote (see the Treasure Summary).

APL 4: L: 78 gp; C: 0 gp; M: 0 gp.

APL 6: L: 78 gp; C: 0 gp; M: 0 gp.

APL 8: L: 78 gp; C: 0 gp; M: 0 gp.

APL 10: L: 78 gp; C: 0 gp; M: 0 gp.

APL 12: L: 78 gp; C: 0 gp; M: 0 gp.

If asked about payment, he has nothing to offer save the sunrods and Antidote that might benefit the PCs in the mission. He states that he will gladly put in a good word for them with the Mine Rangers however.

If asked about Locc Bloomgem, the gnome who asked several heroes to first enter Urgo's Mine in **ULP1-04 Downward**, Dimble explains that the cultists of the Earth Dragon have been searching for him (as seen in **ULP1-07 Spyder's Quest**). He is still in hiding, thus his aid is currently not available.

If asked about Locc's grandson Ebernie, Dimble explains that he is with his grandfather Locc.

If the PCs accept the mission, Dimble conveys to them that he has taken care of their food and sleeping arrangements for the evening. He suggests they leave in the morning after a night of rest.

Any PC that stays in the tavern to learn of any rumors and uses the Gather Information skill has the opportunity (DC 10) to learn of some gossip. For every two over a PC gets on their check, allow them an extra roll on the following chart (re-roll any duplicates):

1. The Derro from Urgo's Mine are still gathering slaves for their malevolent experiments. (True)
2. The Dark Ones, a local goblin tribe under the control of the Warlord, are supplying slaves to the Derro. (True)
3. The Derro are planning to help the Warlord invade the Principality of Ulek taking control from the young Prince Corond. (Unconfirmed)
4. Prince Olinstaad Corond's son is really a doppelganger. (False)
5. Several villages have been utterly destroyed by the raging humanoids under the Warlord's control. (True)
6. The bodies of the fallen from various battles between the Principality of Ulek and the Warlord's

humanoids have been collected by those loyal to the Warlord. (True)

7. Several merchant caravans have been attacked and enslaved, being hauled into the Pomarj to be used as slaves. (Unconfirmed)
8. A small little unusual looking human man has been inquiring about a legendary warhammer with a bane against dragons. (True)
9. Young Prince Volimar is planning on increasing the War Tax due to several losses sustained by the Royal Army. (False)
10. Former Prince Olinstaad was seen alive at both battles known as the Invasions of the Lortmils. (Unconfirmed)

TAVERN WORKERS:

🧝 **Oleonn Greeneye, Tavern Owner:** male gnome Rgr1/Ill2; Animal Empathy +4, Craft (bowmaking) +6, Craft (leatherworking) +4, Handle Animal +4, Hide +2, Move Silently +2, Profession (innkeeper) +6, Wilderness Lore +4.

Description: Oleonn, a tall gnome, is the owner of the tavern. He wears a green apron over his black breeches and shirt, which match his emerald green eyes. He has a confident look about him and an ever-watchful eye for trouble.

🧝 **Imma Greeneye:** female gnome Com1; Craft (weaving) +4, Listen +2, Profession (innkeeper) +4, Spot +2.

Description: Imma is Oleonn's wife. She keeps a constant eye on their daughter Umara. She has a very pleasant smile, one that even eases the roughest of folks.

🧝 **Umara Greeneye:** female gnome Com1; Handle Animal +4, Ride +4.

Description: Umara is the daughter of Oleonn and Imma. She is quite young, only having been able to walk for several years now. Despite this, she often tries to help out whenever possible especially if it involves animals.

🧝 **Tragie Aurgite:** female half-elf Rgr1; Animal Empathy +4, Handle Animal +4, Intuit Direction +2, Ride +2, Swim +2, Use Rope +2.

Description: Tragie is the tavern's waitress. She is a beautiful young half-elf who has been working for Oleonn for nearly four years now. She is intent on learning more from both Oleonn and Rathus, especially their adventures and past travels, as she hopes to start an adventuring career of her own one day.

🧝 **Rathus Kilnor:** male human Ftr3; Climb+2, Handle Animal +3, Jump +2, Ride +3, Profession (cook) +6, Swim +2.

Description: Rathus is an aging human male, who used to adventure with Olenn back when they were both younger. He has the reputation of making anything taste good with his specialty being roast boar with thick gravy.

Encounter Three: Trek to Uργο's Mine

You are awoken by the smells of maple syrup and fresh berries. After readying yourself for the day, you are able to finally feast upon the hot morning meal.

Soon you realize it is time to depart for Uργο's Mine and begin freeing the slaves from the grasp of the Derro that reside there.

Following the first map given to you by Dimble, your trip takes you two days and into the northeast portion of the Province of Corond. Surprisingly, you encounter no resistance as you near your destination, not even a band of goblin scouts that have been rumored to be in the area.

Allow the players to take any precautions before continuing with the next encounter.

Encounter Four: Uργο's Mine

Coming to the entrance of Uργο's Mine, you see that the front area has been cleared but appears to be unguarded.

Determine what the PCs are doing at this point. A PC with the Track feat that makes a successful Wilderness Lore check (DC 13) finds several goblin-sized footprints that appear to lead into the mine. The footprints were made several days ago. Those with the Track feat that makes a successful Wilderness Lore check (DC 18) discover several human-sized footprints that have been hastily covered up. A PC can also make a Search check at the same DCs above to notice the tracks, but will not be able to follow them or identify them.

The goblin footprints came from goblins of the Dark Ones tribe, who were guarding the passageway further down (Encounter Five). However, they were captured (or killed off) by a small group of human loyal to the Pomarj, who created the other footprints. The specific details on why they enslaved these goblins will be revealed sometime in the future.

The entrance to the mine is roughly ten feet wide and about eight feet high. With the exception of the vegetation cavern, detailed later in the adventure, little plant life exists in the tunnels the PCs are traveling

through, thus the use of the *entangle* spell and other plant spells will prove unsuccessful.

When the PCs decide to enter the mine, make sure to get a marching order, then continue with the next encounter. Please use the maps in **DM Aids #1, #2, and #3** as a reference for this and future encounters.

Encounter Five: The Dead

Entering the dark interior of the dwarven crafted mineshaft, you see a long tunnel that slopes slightly downward.

Anyone looking for additional tracks notices that the wooden rails used to assist with getting the mine carts to the mine's entrance are now cracked, rotting, and broken; pieces littering the floor here and there. It is quite obvious that these rails have not been used in some time.

The tunnel continues for several hundred yards. Every fifty yards or so, it levels off where several metal rings can be found in the walls.

The level areas were spots where the carts could be left if the miners needed to rest for a moment, while the metal rings were used to ensure that the cart did not get away and roll back down the tunnel.

The tunnel leads, after about thirty minutes, into a small room, about 20 feet wide by 20 feet long by 8 feet tall where the miners used to load the carts with the ore they found in the mine. Within the room are the naked bodies of three goblins (from the Dark Ones tribe). Two goblins have wounds from a pick and this fact can be determined with a successful Heal check (DC 5), Wilderness Lore (DC 5) or an appropriate Profession check (DC 10).

There are also bloodstains and bone fragments from a choker and several gricks who once resided here but were killed by a group of adventurers who previously came through this tunnel. PCs with the Track feat that make a successful Wilderness Lore check (DC 30) discover several human-sized footprints that have been hastily covered up. A PC can also make a Search check at the same DCs above to notice the tracks, but will not be able to follow them or identify them.

Nothing else of interest or value lies here.

Encounter Six: Which Way to Go

Continuing onward, heading deeper into the mines, you travel for two hours down the same tunnel, which has been mined with extreme care. It continues to slope down but even steeper than before. On one side of the tunnel is a series of ropes with

pulleys, which appears to have been used to aid in the process of getting the gems that had been mined to the surface.

Eventually you start to get into the natural part of the mine. It is quite moist now but bearable. You come to several small side passages, but looking down them, you see nothing of interest. A bit further down, the tunnel splits in two different directions.

Those PCs with the Track feat that makes a successful Wilderness Lore check (DC 20) notice tracks (mainly goblin but some dwarven and human tracks too) that head down the left tunnel while there are no traces whatsoever to the passage on the right. A PC can also make a Search check at the same DCs above to notice the tracks, but will not be able to follow them or identify them.

Additionally, those who make a Spot check (DC 25), notice a couple of hairs and a bent copper coin in the passage on the left while the right passage shows no sign of use.

If the PCs head down the passage to the right, continue with Encounter Seven. If the PCs head down the passage to the left, continue with Encounter Ten.

Encounter Seven: Which Way to Go II

Having chosen to travel down the passage to the right, you continue onward. The moisture in the air thickens as you continue. The tunnel curves slightly, restricting your view.

Soon you come to another split in the tunnel.

If the PCs head down the passage to the left, continue with Encounter Eight. If the PCs head down the passage to the right, continue with Encounter Nine.

Encounter Eight: Empty Lair

Taking the left passage, you travel onward. Several small passages lead from the tunnel you are currently moving down but they are too small to investigate. After a few minutes, you find yourself in a cavern with several stalactites and stalagmites. It is now deathly silent.

This area used to be the lair of a several gricks, but a group of adventurers came down into these tunnels and eradicated them. If the PCs investigate the cavern, they find nothing of value (signs of the missing Mine Rangers, treasure, etc.).

Encounter Nine: Ooze

Taking the passage to the right, you press onward. The tunnel continues to curve slightly, restricting your view.

After a walk of about a hundred yards, the tunnel opens up into a cavern filled with stalactites and stalagmites. Off on the far side of the cavern are two pools filled with milky water, one on either side.

The pool to the left is in fact water that is slowly dripping from the cavern's ceiling. If the PCs actively look for it, allow them a chance to see water dripping from the ceiling into the pool with a successful Spot check (DC 30).

The pool to the left is actually gray ooze. PCs who get too close are in for a nasty surprise. Likewise, if the PC turns their back to the creature, it slithers slowly toward them until it is within striking distance. Once it attacks it fights until killed.

APL 4 (EL 4)

☛ **Gray Ooze:** hp 30; see *Monster Manual*.

APL 6 (EL 6)

☛ **Advanced Gray Ooze:** hp 53; see Appendix I.

APL 8 (EL 8)

☛ **Advanced Gray Ooze:** hp 89; see Appendix I.

APL 10 (EL 10)

☛ **Advanced Gray Oozes (2):** hp 89 each; see Appendix I.

APL 12 (EL 12)

☛ **Advanced Gray Oozes (4):** hp 89 each; see Appendix I.

Besides the gray ooze, there is nothing else of interest here.

Encounter Ten: Old Derro Guard Post

You head down the passage to the left, following the map given to you by Dimble. A dank, musty smell surrounds you, as does the silence of the tunnels.

This area used to be the outer edges of the Derro's territory but they have since retreated (slightly).

PCs who have previously explored these tunnels might expect a combat at this point. Don't hesitate to ask the PCs for a Spot and Listen check just to keep them on edge.

From here, the PCs can either head into the vegetation cavern, where they are to pick up some additional ingredients for an antidote to the Derro's strength poison (Encounter Eleven) or head further towards the Derro's area of control (Encounter Twelve).

Encounter Elven: Vegetation Cavern

The passage to the left is dark and dank. The walls are covered with charcoal scorch marks. Gazing into the cavern noted on your map as holding the needed ingredient for the Derro antidote that you seek, you see it is oval-shaped with the greatest length being one hundred feet and the width being about fifty feet. The ceiling lies fifty feet above at its highest point. The entire room is devoid of any signs of life including the plants and other vegetation you had expected to be located here.

The vegetation that once grew here was made up of various edible and poisonous plants, mushrooms and moss with vibrant colors or other strange characteristics. All of this plant life only grows deep underground.

The Derro previously tended to this area daily but due to two intrusions by groups of adventurers, all the plant life here was destroyed. The PCs should easily be able to discern that the vegetation was burned. Only the greatest of magic (*wish*) is able to bring the vegetation back to life.

If necessary, make sure the PCs realize the loss that has occurred here and how it could have an effect on future dealings with the Derro.

Besides the knowledge that future ingredients will not come from this cavern, nothing else of value lies here.

Encounter Twelve: Deeper Still

Continuing down the dark dank tunnels, you pass by numerous side tunnels which after investigation are nothing more than small passageways that end only a short distance from the main tunnel. The stillness of the tunnels is a bit eerie and the only sound you hear besides the shuffle of your feet is the occasional water droplet falling from the ceiling to the floor. The humidity here is so thick that you see a light mist hanging over everything.

Two hours after leaving the last major intersection, you finally reach the cavern with four tunnels as indicated on the map Dimble supplied you with.

If the PCs are using any type of normal flame, such as a torch, they begin to notice that it flickers slightly due to the humidity. Lighting a torch without the use of a tindertwig takes two full rounds from this point until the PCs reach near the Derro underground city (Encounter Twenty-Four). Thus the sunrods that Dimble supplied the PCs will likely come in handy. Also, all damage caused by normal fire (not magical or alchemistic fire) is reduced by one point per die.

Additionally, animals (such as riding dogs) that are not familiars, animal companions or a paladin's mount start to feel a bit skittish about being here, thus any PC who wants the animal to attack receives a -4 circumstance penalty to their Handle Animal or Charisma check.

When the PCs finally make it to the area with five passages (four new ones and the one they came from), the area is empty. Using the map provided to them by Dimble, the PCs should continue to follow the desired route. If the PCs decide to investigate other tunnels, go to Encounter Thirteen. Continuing along the planned route leads them to Encounter Fourteen.

PCs with the Track feat that makes a successful Wilderness Lore check (DC 23) notice an old set (at least several months old) of Derro tracks leading to and from the route that leads to Encounter Fourteen. A PC can also make a Search check at the same DCs above to notice the tracks, but will not be able to follow them or identify them.

Encounter Thirteen: Off Course

If the PCs decide to investigate one of the three tunnels found on the map but not suggested by Dimble, proceed with the following:

You start to head down one of the side passages to investigate where it may lead. As you travel onward, the tunnel curves to the left and right several times, nearly causing you to lose what direction you came from.

Check to see what the PCs do at this point in time. If they turn back, see where they go from there. If they proceed onward, continue with the following:

Traveling further down the tunnel as it zigzags back and forth, you start to hear a low rumble coming from the ground itself. Suddenly the ground about sixty feet in front of you almost seems to erupt as a massive creature rips through the rock from a self-created

tunnel. The creature stands just over eight feet tall and is powerfully built looking something like a cross between a great ape and beetle.

The umber hulk(s) attack the PCs hoping to prevent them from leaving, but does not make an extended chase of it.

APL 4 (EL 7)

☛ **Umbur Hulk:** hp 72; see *Monster Manual*.

APL 6 (EL 9)

☛ **Umbur Hulks (2):** hp 72 each; see *Monster Manual*.

APL 8 (EL 10)

☛ **Umbur Hulks (3):** hp 72 each; see *Monster Manual*.

APL 10 (EL 11)

☛ **Umbur Hulks (4):** hp 72 each; see *Monster Manual*.

APL 12 (EL 12)

☛ **Umbur Hulks (5):** hp 72 each; see *Monster Manual*.

Encounter Fourteen: Derro Guards

When the PCs head down the passage Dimble suggested proceed with the following:

Deciding to press onward, you head down the passageway suggested to you by Dimble "Cloak" Beren. The air is still quite humid, but you carry on with the task at hand. You discover various small side passages but you quickly discern that they dead-end, and hasten forward.

Soon, you find the walls have been lined with a strange alchemical paste that gives off a dull glow allowing you to see before you without the need of a torch, sunrod or other illumination device.

After about thirty minutes, at the edge of your vision, you can barely make out several short humanoid figures, which seemingly have noticed your presence. Behind them the tunnel splits three ways.

Guarding this area are several Derro. They attack, attempting to use their repeating crossbows if possible, until killed.

The area is dimly lit by some type of alchemy paste that has been placed on the walls in this area. The Derro created this paste to help aid them due to their limited

darkvision. The light is quite dim and does not have a negative effect on the Derro. The paste only lasts for eight hours and thus any attempt by the PCs to collect and keep it after leaving Urgo's Mine will prove pointless.

Behind the Derro, the path the PCs are currently traveling down divides into three separate tunnels. The map given to the PCs states they should travel down the right passage.

If the PCs wish to search the area, they may do so. PCs with the Track feat that makes a successful Wilderness Lore check (DC 18) find tracks leading to and from the tunnels on the left, right and the one they just passed through. These tracks range in size from human size to gnome size. The Derro and their slaves traveling about made these tracks. A PC can also make a Search check at the same DCs above to notice the tracks, but will not be able to follow them or identify them.

If the PCs decide to take the tunnel to the left, proceed with Encounter Fifteen. If they take the center tunnel, proceed with Encounter Sixteen. Finally, if they proceed down the right tunnel, proceed with Encounter Seventeen.

APL 4 (EL 7)

☛ **Derro (4):** Male Derro Ftr2; hp 20 each; see Appendix I.

APL 6 (EL 9)

☛ **Derro (4):** Male Derro Ftr4; hp 39 each; see Appendix I.

APL 8 (EL 11)

☛ **Derro (4):** Male Derro Ftr6; hp 59 each; see Appendix I.

APL 10 (EL 13)

☛ **Derro (7):** Male Derro Ftr6; hp 59 each; see Appendix I.

APL 12 (EL 15)

☛ **Derro (13):** Male Derro Ftr6; hp 59 each; see Appendix I.

Treasure: The PCs can claim the derros' gear.

APL 4: L: 92 gp; C: 0 gp; M: 0 gp.

APL 6: L: 92 gp; C: 0 gp; M: 0 gp.

APL 8: L: 92 gp; C: 0 gp; M: 0 gp.

APL 10: L: 161 gp; C: 0 gp; M: 0 gp.

APL 12: L: 299 gp; C: 0 gp; M: 0 gp.

Encounter Fifteen: Place of Refuse

Heading down the left tunnel, the smell of compost and muck assaults your noses.

PCs with the Track feat that makes a successful Wilderness Lore check (DC 18) find tracks that range in size from human to gnome here. These tracks head in both directions and resemble those found in previous encounters. Additionally, the tracks of a cart are also found but which way it was headed is impossible to determine. A PC can also make a Search check at the same DCs above to notice the tracks, but will not be able to follow them or identify them.

If the PCs continue down this tunnel for about ten minutes, it bends sharply to the left, opening up into a small grotto. Previously living in the cave was an otyugh, but a group of adventurers came upon the creature and exterminated it. The creature's dead body still lies here.

Nonetheless, the Derro continue to dump their refuse here.

Nothing of value or interest lies here.

Encounter Sixteen: Plant Life

Proceeding down the center tunnel, you quickly find that it is a long and winding tunnel. A sharp turn here and a set of zigzags a few minutes later. An hour passes as you ramble down the tunnel checking the small side passageways that quickly dead-end.

As the PCs are moving down the tunnel, check to see if they are using a light source. If so, as they round one of the corners, a shrieker starts to emit a piercing sound that lasts for 1d3 rounds. It does this in the surprise round, while the PCs get no action.

If no light source is being used, have the lead PC make a Spot check (DC 10) to notice the shrieker just as he rounds a corner. If that PC successfully notices the shrieker, he may take an action in the surprise round. If the PC that made the Spot check also makes a successful Knowledge (nature) or Wilderness Lore check (DC 20), they recognize the shrieker for what it is, and get a partial action to attack the creature before it starts to make a sound.

APL 4 (EL 4)

☛ **Shrieker:** hp 14; see *Monster Manual*.

☛ **Violet Fungi:** hp 17; see *Monster Manual*.

APL 6 (EL 6)

☛ **Shriekers (2):** hp 14 each; see *Monster Manual*.

☛ **Violet Fungi (2):** hp 17 each; see *Monster Manual*.

APL 8 (EL 8)

☛ **Shriekers (4):** hp 14 each; see *Monster Manual*.

☛ **Violet Fungi (4):** hp 17 each; see *Monster Manual*.

APL 10 (EL 10)

☛ **Shriekers (8):** hp 14 each; see *Monster Manual*.

☛ **Violet Fungi (8):** hp 17 each; see *Monster Manual*.

APL 12 (EL 12)

☛ **Shriekers (13):** hp 14 each; see *Monster Manual*.

☛ **Violet Fungi (13):** hp 17 each; see *Monster Manual*.

After fighting the shriekers and violet fungi, the PCs should realize that the Derro could not have continued on this path without dealing with these plant creatures themselves. The PCs can, of course, continue onward if they so desire. They encounter nothing but make them sweat and use precise time if possible as they eventually need to rest and regain spells and so forth.

Encounter Seventeen: Bolt Trap

Taking the right tunnel, you notice that the ground here is filled with loose dirt rather than stone causing your footwear to get soiled, and leaving distinct prints as you walk along.

As you continue onward, you travel for about twenty minutes before you start to near the area on the map where the first of two Derro traps were previously discovered.

The Derro have trapped a ten-foot square area in this tunnel. Any PC that weighs more than fifty pounds sinks just enough (4 inches) into the rigged-ground causing a poison-tipped bolt to be fired at them.

This trap should easily be avoided since the PCs are aware of its presence before triggering it.

APL 4 (EL 4)

☛ **Bolt Trap:** CR 4; mechanical; location trigger; manual reset; Atk +10 ranged (1d8/19-20 plus poison, bolt); poison (Derro poison, Fort save [DC 14] resists, 2d6 Str/2d6 Str); Search (DC 20); Disable Device (DC 20).

APL 6 (EL 4)

↗ **Bolt Trap:** CR 4; mechanical; location trigger; manual reset; Atk +13 ranged (1d8/19-20 plus poison, bolt); poison (Derro poison, Fort save [DC 14] resists, 2d6 Str/2d6 Str); Search (DC 22); Disable Device (DC 22).

APL 8 (EL 5)

↗ **Bolt Trap:** CR 5; mechanical; location trigger; manual reset; Atk +16 ranged (1d8/19-20 plus poison, bolt); poison (Derro poison, Fort save [DC 14] resists, 2d6 Str/2d6 Str); Search (DC 24); Disable Device (DC 24).

APL 10 (EL 7)

↗ **Bolt Trap:** CR 7; mechanical; location trigger; manual reset; Atk +18 ranged (1d8/19-20 plus poison, bolt); poison (Derro poison, Fort save [DC 14] resists, 2d6 Str/2d6 Str); Search (DC 26); Disable Device (DC 26).

APL 12 (EL 8)

↗ **Bolt Trap:** CR 8; mechanical; location trigger; manual reset; Atk +20 ranged (1d8/19-20 plus poison, bolt); poison (Derro poison, Fort save [DC 14] resists, 2d6 Str/2d6 Str); Search (DC 28); Disable Device (DC 28).

PCs searching for the trap with the use of the map Dimble gave them gain a +15 circumstance bonus to their Search check to find the location of the trap.

PCs might, with a successful Spot check (DC 20), see a marking on the other side of the trapped area that might cause them to search the area before crossed the trapped area. This marking is used by the Derro to note where the trap is located.

Possible ways to avoid this trap are to jump over the trapped area, climb the ceiling or walls or place a large board over the trapped area and then walk across. Though most parties won't have a long board handy for just such an occasion.

Encounter Eighteen: Pit Trap

Getting past the nasty bolt trap, you continue further down the passage. The humidity is still thick in these parts but you are able to manage.

After about a thirty-minute trek, you near the second Derro trap as noted on the map that Dimble provided you.

This trap is a ten-foot wide by ten-foot long pit that covers the width of the entire passageway and is set off when more than fifty pounds of weight is put on it. The depth of the pit depends entirely on the APL currently being played. At the bottom of the pit are several spikes.

This trap should also be easily avoided since the PCs are aware of its presence before triggering it.

APL 4 (EL 4)

↗ **Poisoned Spike Pit Trap:** CR 4; mechanical; location trigger; repair reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (all targets within a 10-ft. by 10-ft. area); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 plus poison); poison (greenblood oil, Fort save [DC 13] resists, 1 Con/1d2 Con); Search (DC 20); Disable Device (DC 20).

APL 6 (EL 5)

↗ **Poisoned Spike Pit Trap:** CR 5; mechanical; location trigger; repair reset; DC 20 Reflex save avoids; 40 ft. deep (4d6, fall); multiple targets (all targets within a 10-ft. by 10-ft. area); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+4 plus poison); poison (greenblood oil, Fort save [DC 13] resists, 1 Con/1d2 Con); Search (DC 20); Disable Device (DC 20).

APL 8 (EL 5)

↗ **Poisoned Spike Pit Trap:** CR 5; mechanical; location trigger; repair reset; DC 20 Reflex save avoids; 60 ft. deep (6d6, fall); multiple targets (all targets within a 10-ft. by 10-ft. area); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 plus poison); poison (greenblood oil, Fort save [DC 13] resists, 1 Con/1d2 Con); Search (DC 20); Disable Device (DC 20).

APL 10 (EL 6)

↗ **Poisoned Spike Pit Trap:** CR 6; mechanical; location trigger; repair reset; DC 20 Reflex save avoids; 80 ft. deep (8d6, fall); multiple targets (all targets within a 10-ft. by 10-ft. area); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 plus poison); poison (greenblood oil, Fort save [DC 13] resists, 1 Con/1d2 Con); Search (DC 20); Disable Device (DC 20).

APL 12 (EL 7)

↗ **Poisoned Spike Pit Trap:** CR 7; mechanical; location trigger; repair reset; DC 20 Reflex save avoids; 100 ft. deep (10d6, fall); multiple targets (all targets within a 10-ft. by 10-ft. area); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 plus poison); poison (greenblood oil, Fort save [DC 13] resists, 1 Con/1d2 Con); Search (DC 20); Disable Device (DC 20).

PCs searching for the trap with the use of the map Dimble gave them gain a +15 circumstance bonus to their Search check to find the location of the trap.

If the pit trap is triggered a large cloud of dirt rises from the floor and has the effect of an *obscuring mist* spell for three rounds.

Possible ways to avoid the pit are to jump over the trapped area, climb the ceiling or walls or place a large board over the trapped area and then walk across.

Encounter Nineteen: More Choice

Having passed the two traps noted on Dimble's map, you continue onward following the tunnel as it takes a ninety degree turn to the right and then meanders seemingly aimlessly. As you move along, the beauty of the stalactites and stalagmites catches your eyes. Some of them have a diameter of nearly a foot. They glisten and gleam with the deep underground water. Every minute or so you hear a droplet of water hitting the rocky ground.

Additionally, you come across several small side passages that upon investigation dead end. While unimportant to your mission, they various rock formations are quite impressive.

After thirty minutes or so, the tunnel splits in three different ways with the choice of your continued movement in your hands.

Those PCs with the Track feat that makes a successful Wilderness Lore check (DC 15) notice tracks (mainly Derro) that head down the right tunnel while there are no traces what-so-ever to the other passages. A PC can also make a Search check at the same DCs above to notice the tracks, but will not be able to follow them or identify them.

If the PCs head down the passage to the left, continue with Encounter Twenty. If the PCs head down the center passage, continue with Encounter Twenty-One. Finally, if the PCs head down the passage to the right, continue with Encounter Twenty-Two.

Encounter Twenty: Hungry Hook Horror

Heading down passage to the left, you press onward as the tunnel curves slightly back and forth from the right to the left. The alchemy paste that has been coated on many of the walls within the Derro's territory does not exist here.

Several side passages exist and many of them contain a small amount of vegetation. You even see several small animals feasting on the plant life here.

After about twenty minutes, up ahead you see the tunnel turns to the right where several bones lie scattered upon the ground.

Just around the bend is a cavern that is the lair of one (or more) hook horrors. The hook horrors feast upon the small animals that live in this area. Additionally, the Derro cruelly force unproductive slaves down this passageway knowing the hook horrors will feast upon the slave. Thus, the Derro co-exist with the hook horrors much like they used to with the now dead otyugh.

In combat the hook horrors attack the nearest PC. If there are multiple hook horrors (APL 6 or higher), each of them attacks a different PC. They fight to the death.

If the PCs are looking for a place to rest, the hook horror's cavern would be an ideal spot for it as the Derro do not patrol this area regularly.

APL 4 (EL 6)

☛ Hook Horror: hp 75; see Appendix I.

APL 6 (EL 8)

☛ Hook Horrors (2): hp 75 each; see Appendix I.

APL 8 (EL 9)

☛ Hook Horrors (3): hp 75 each; see Appendix I.

APL 10 (EL 11)

☛ Hook Horrors (5): hp 75 each; see Appendix I.

APL 12 (EL 13)

☛ Hook Horrors (10): hp 75 each; see Appendix I.

Encounter Twenty One: Blood Suckers

Heading down the center passage, you press onward as the tunnel majestically curves back and forth.

Several side passages exist and many of them contain a small amount of vegetation. You even see several small animals flitting through the plant life here.

After about fifteen minutes, you come to a gaping area with the ceiling about thirty feet up. Most of the room contains a shallow but large pool of guano.

Hiding at the top of this area (thirty feet up) are several (number depends on APL) stirges. The stirges feast upon the small animals that live in this area. Additionally, the Derro cruelly free unproductive slaves down this

passageway knowing the stirges will feast upon the slave. Thus, the Derro co-exist with the stirges much like they used to with the hook horrors and the now dead otyugh.

In combat the stirges attack the nearest PC, swarming them until they drop from Constitution drain. (At higher APLs, the two-head pyro stirges first breathe then move into melee). Move the stirges one at a time and space them out when first encountered to avoid one area effect spell from quickly wiping them out.

If the PCs are looking for a place to rest, the stirges' cavern would be an ideal spot for it as the Derro do not patrol this area regularly.

APL 4 (EL 4)

☛ Stirges (8): hp 8 each; see *Monster Manual*.

APL 6 (EL 6)

☛ Stirges (12): hp 8 each; see *Monster Manual*.

APL 8 (EL 8)

☛ Stirges (12): hp 8 each; see *Monster Manual*.

☛ Two-Headed Stirges (6): hp 25 each; see Appendix I.

APL 10 (EL 10)

☛ Stirges (12): hp 8 each; see *Monster Manual*.

☛ Two-Headed Stirges (6): hp 25 each; see Appendix I.

☛ Two-Headed Pyro Stirges (6): hp 25 each; see Appendix I.

APL 12 (EL 12)

☛ Stirges (12): hp 8 each; see *Monster Manual*.

☛ Two-Headed Stirges (12): hp 25 each; see Appendix I.

☛ Two-Headed Pyro Stirges (12): hp 25 each; see Appendix I.

Encounter Twenty Two: More Derro

While you are hundreds perhaps thousands of feet underground with no chance of seeing natural light, you know it is in the evening hour as your body twinges from today's wear and tear.

Regardless of how your feet ache, your arms pulse or head throbs, you continue onward looking for an advantageous place to rest for the evening.

The tunnel you travel down splits only to regroup back into one main tunnel once again.

Guarding the regrouping of the two tunnels is a squad of Derro guards. They attack using their repeating crossbows until killed or disabled.

APL 4 (EL 7)

☛ Derro (4): Male Derro Ftr2; hp 20 each; see Appendix I.

APL 6 (EL 9)

☛ Derro (4): Male Derro Ftr4; hp 39 each; see Appendix I.

APL 8 (EL 11)

☛ Derro (4): Male Derro Ftr6; hp 59 each; see Appendix I.

APL 10 (EL 13)

☛ Derro (7): Male Derro Ftr6; hp 59 each; see Appendix I.

APL 12 (EL 15)

☛ Derro (13): Male Derro Ftr6; hp 59 each; see Appendix I.

Treasure: The PCs can claim the derros' gear.

APL 4: L: 92 gp; C: 0 gp; M: 0 gp.

APL 6: L: 92 gp; C: 0 gp; M: 0 gp.

APL 8: L: 92 gp; C: 0 gp; M: 0 gp.

APL 10: L: 161 gp; C: 0 gp; M: 0 gp.

APL 12: L: 299 gp; C: 0 gp; M: 0 gp.

Encounter Twenty Three: Derro Conjurer

Having bypassed the two known traps, then selecting one of the three paths and moving down it, you come to a tunnel that seemingly is the reconnecting point for all three tunnels.

So you press onward delving deeper into Derro territory than likely any other surface dweller has done before. As you continue down the jagged tunnel, you notice that the moisture is still heavy in the air, but not enough to stop effects of the alchemy paste that has been placed on the walls to partially illuminate your path. During your trek, you notice several side passages but after some searching, you are

able to discern that they are merely dead-ends filled with beautiful and aged stalactites and stalagmites.

After about an hour, with much of this time spent searching the side dead-end passages, you see up ahead that the tunnel you are traveling down comes to a T-intersection.

This area is dimly lit by some type of alchemy paste that has been placed on the walls in this area. The Derro created this paste to help aid them due to their limited darkvision. The light is quite dim and does not negatively affect the Derro. The paste only lasts for eight hours and thus any attempt by the PCs to collect and keep it after leaving Urgo's Mine will prove pointless.

Have each PC make a Spot check (DC 20) to notice several small holes on either side of the tunnel about fifteen feet from the T-intersection. Two invisible Derro guards are scouting through the holes, one on each side. When the Derro guards spot the PCs, they immediately fire their poisoned repeating crossbows at them and let out a yell (free action). The holes provide the Derro guards 90% cover from anyone attacking them from the main tunnel. The yell is to inform the Derro savant(s) that there are intruders in the area. Thus, the Derro savant(s) first casts *haste* followed by *invisibility* and then *shield* and a *summon monster* spell. Then each of the following rounds, he (they) casts one defensive spell and one *summon monster* spell attempting to place the creature in the main tunnel to keep the PCs trapped there. Use the chart below to determine which monsters are summoned for each spell level:

Level	Summoned Creature
1 st Level	Fiendish Hawk
2 nd Level	Fiendish Hyena (treat as wolf)
3 rd Level	Fiendish Leopard
4 th Level	Howler
5 th Level	Fiendish Girallon

APL 4 (EL 8)

☛ **Derro (2):** Male Derro Ftr2; hp 20 each; see Appendix I.

☛ **Derro Savant:** Male Derro Sor6; hp 36; see Appendix I.

APL 6 (EL 10)

☛ **Derro (2):** Male Derro Ftr4; hp 39 each; see Appendix I.

☛ **Derro Savant:** Male Derro Sor8; hp 48; see Appendix I.

APL 8 (EL 12)

☛ **Derro (2):** Male Derro Ftr6; hp 59 each; see Appendix I.

☛ **Derro Savant:** Male Derro Sor10; hp 60; see Appendix I.

APL 10 (EL 14)

☛ **Derro (2):** Male Derro Ftr6; hp 59 each; see Appendix I.

☛ **Derro Savants (2):** Male Derro Sor10; hp 60 each; see Appendix I.

APL 12 (EL 16)

☛ **Derro (2):** Male Derro Ftr6; hp 59 each; see Appendix I.

☛ **Derro Savants (5):** Male Derro Sor10; hp 60 each; see Appendix I.

Treasure: The PCs can claim the derros' gear.

APL 4: L: 46 gp; C: 0 gp; M: *potion of gaseous form* (63 gp), *potion of heroism* (75 gp), *potion of cure serious wounds* (63 gp), *potion of fly* (63 gp), *ring of feather falling* (183 gp), *wand of summon monster II* (375 gp).

APL 6: L: 46 gp; C: 0 gp; M: *potion of gaseous form* (63 gp), *potion of heroism* (75 gp), *potion of cure serious wounds* (63 gp), *potion of fly* (63 gp), *ring of feather falling* (183 gp), *wand of summon monster II* (375 gp), *gloves of arrow snaring* (333 gp).

APL 8: L: 46 gp; C: 0 gp; M: *potion of gaseous form* (63 gp), *potion of heroism* (75 gp), *potion of cure serious wounds* (63 gp), *potion of fly* (63 gp), *ring of feather falling* (183 gp), *wand of summon monster II* (375 gp), *gloves of arrow snaring* (333 gp), *staff of charming* (1,000 gp).

APL 10: L: 102 gp; C: 0 gp; M: *potion of gaseous form* (63 gp), *potion of heroism* (75 gp), 8 *screaming bolts* (22 gp each), *potion of cure serious wounds* (63 gp), *potion of fly* (63 gp), *ring of feather falling* (183 gp), *wand of summon monster II* (375 gp), *gloves of arrow snaring* (333 gp), *staff of charming* (1,000 gp), *hand of the mage* (83 gp), *scroll of summon monster VII* (190 gp), *wand of slow* (938 gp).

APL 12: L: 102 gp; C: 0 gp; M: *potion of gaseous form* (63 gp), *potion of heroism* (75 gp), 8 *screaming bolts* (22 gp each), *potion of cure serious wounds* (63 gp), *potion of fly* (63 gp), *ring of feather falling* (183 gp),

wand of summon monster II (375 gp), gloves of arrow snaring (333 gp), staff of charming (1,000 gp), hand of the mage (83 gp), scroll of summon monster VII (190 gp), wand of slow (938 gp).

Encounter Twenty Four: A Deal

Having dealt with the latest Derro guard post, you head onward and quickly discover several small side caverns but nothing to provide you enough room and cover to safely keep out of sight from the Derro that are roaming the area.

The tunnel starts to widen slightly and you find a small circular area off to your right. After a few dozen more steps, the tunnel suddenly opens up to a colossal underground cavern that lies mainly below you. Stepping forward to get a better look, you see a large underground city, likely built by the Derro. As you peer for a moment longer in awe of just how massive this place is, you see several Derro moving about in the underground city below you. The Derro look like ants providing you with a better understanding of just how far down the underground Derro city is.

You unconsciously take several steps back when you suddenly hear a strange voice fill your head. "Greetings surface dwellers. Please do not be alarmed."

NOTE: This is intended to be a role-play encounter. Combat should only occur if provoked by the PCs.

The voice comes from Melavelonce, a mind flayer who dwells in a nearby underground area. He is dreadfully mysterious but non-confrontational. The increasing Derro presence has brought trouble to his society. Thus, he is willing to supply information that will aid the PCs with their main mission (saving the slaves) as such a disturbance could slightly disrupt the Derro's plans for a short time. In Melavelonce's mind, even a slight disruption is good, especially when it comes at little trouble or danger to him.

However, this aid only comes if the PCs are willing to agree to owe Melavelonce a future favor. This debt is noted on this scenario's AR, see the Treasure Summary. Melavelonce does not know when this favor will be collected so details cannot be given. With the help of his two grimlock companions he has been able to determine the location of the slaves the PCs seek. Melavelonce knows a route they can take to get to the cave entrance the slaves are being held without any problems, provided he creates a small distraction. Additionally, he knows of a

widely unknown route back to the surface that the PCs should use if they wish to escape the grip of the Derro.

If the PCs refuse to make the agreement (exchange of favors) but do not attack, he bids them farewell. If the PCs attack Melavelonce and/or his grimlock companions, Melavelonce uses various enchantment spells or his mind blast to control the PCs while the grimlocks viciously attack. Once all the PCs have been killed or contained they are eaten, the brains by Melavelonce and the bodies by the grimlocks, Grimstone and Brittlelock.

Melavelonce does not try to provoke the PCs into attacking him. Their demise will do little to help his cause. However, he does find enjoyment in spooking the PCs. If the PCs attack or gravely insult Melavelonce, they will gain his Enmity (see the Treasure Summary).

Melavelonce is currently invisible, due to the use of an *improved invisibility* spell, to avoid a potential conflict with the PCs who may have already encountered a hostile mind flayer (also called illithids) in the past. He will not show himself unless the PCs make the agreement to owe him a favor (a debt) later on in exchange for aid in finding the slaves and they request it of him. Otherwise, he simply keeps invisible and the PCs will learn the full details about their new ally in the future.

All APLs (EL 21)

☛ **Grimstone:** Male Grimlock Rng10; hp 114; see Appendix I.

☛ **Brittlelock:** Male Grimlock Rog7/ShD3; hp 89; see Appendix I.

☛ **Melavelonce:** Male Mind Flayer Mnk1/Wiz11; hp 132; see Appendix I.

Encounter Twenty Five: Nervous Trek

You bid farewell to your new ally, Melavelonce. With the new information you have learned from him, you now know the location of where the Derro slaves are being kept. Future information to aid against the Derro seems likely.

The trek from your current location to the underground cave Melavelonce informed you the Derro slaves are being kept, looks to be difficult but with Melavelonce's small distraction, you should be able to make it.

The trek from the tunnel the PCs came down to cave the Derro slaves are being held will take the PCs five minutes.

Have each PC make both a Hide and Move Silently check (DC 0). If any PC fails both checks, they are noticed by a group of wandering Derro guards that are four hundred feet away from the PCs current location. Use the combat from Encounter Fourteen for these Derro.

If each PC is successful with at least one of the two checks, they managed to get to the cave entrance without being noticed.

Encounter Twenty Six: Underground Cave

Peering into the cave entrance that Melavelonce informed you about, you see the tunnel inside is ten feet wide and twenty feet high and is lit with the same alchemy paste that you have seen in many of the Derro tunnels on your trudge to get to your present location.

Carved onto the wall to the left of the cave entrance are some strange markings.

The cave entrance has a magical ward placed upon the ground by the Derro to keep intruders out. Meanwhile, the strange markings are actually a password (*Diirinka*) written in Undercommon. Thus speaking the password in Undercommon while stepping over the ward prevents the trap from being set off.

Any person who steps over the magical ward and does not utter the word in Undercommon is blasted by sonic damage. If this trap is set off, the Derro guards ahead (Encounter Twenty-Seven) then become fully aware of a potential attack and can only be surprised with the utmost care by the PCs.

APL 4 (EL 4)

↗ **Glyph of Warding (Blast):** CR 4; spell; spell trigger; no reset; spell effect (*glyph of warding* [blast], 5th level cleric, Reflex save [DC 14] half damage, 2d8 sonic); multiple targets (all within 5 ft.); Search (DC 28); Disable Device (DC 28).

APL 6 (EL 5)

↗ **Glyph of Warding (Blast):** CR 5; spell; spell trigger; no reset; spell effect (*glyph of warding* [blast], 7th level cleric, Reflex save [DC 14] half damage, 3d8 sonic); multiple targets (all within 5 ft.); Search (DC 28); Disable Device (DC 28).

APL 8 (EL 6)

↗ **Glyph of Warding (Blast):** CR 6; spell; spell trigger; no reset; spell effect (*glyph of warding* [blast], 9th level cleric, Reflex save [DC 14] half damage, 4d8 sonic); multiple targets (all within 5 ft.); Search (DC 28); Disable Device (DC 28).

APL 10 (EL 7)

↗ **Greater Glyph of Warding (Blast):** CR 7; spell; spell trigger; no reset; spell effect (*greater glyph of warding* [blast], 11th level cleric, Reflex save [DC 19] half damage, 5d8 sonic); multiple targets (all within 5 ft.); Search (DC 31); Disable Device (DC 31).

APL 12 (EL 8)

↗ **Greater Glyph of Warding (Blast):** CR 8; spell; spell trigger; no reset; spell effect (*greater glyph of warding* [blast], 13th level cleric, Reflex save [DC 19] half damage, 6d8 sonic); multiple targets (all within 5 ft.); Search (DC 31); Disable Device (DC 31).

Encounter Twenty Seven: Derro Slave Guards

Heading down the passage, you travel for a brief time before you see several Derro standing guard.

If the PCs set off the *glyph of warding* trap in the previous encounter, then the Derro are ready for a possible attack. If not, the PCs might have an opportunity to surprise the Derro guards.

APL 4 (EL 5)

☛ **Derro (2):** Male Derro Ftr2; hp 20 each; see Appendix I.

APL 6 (EL 7)

☛ **Derro (4):** Male Derro Ftr2; hp 20 each; see Appendix I.

APL 8 (EL 9)

☛ **Derro (4):** Male Derro Ftr4; hp 39 each; see Appendix I.

APL 10 (EL 11)

☛ **Derro (4):** Male Derro Ftr6; hp 59 each; see Appendix I.

APL 12 (EL 13)

👉 **Derro (7):** Male Derro Ftr6; hp 59 each; see Appendix I.

Treasure: The PCs can claim the derros' gear.

APL 4: L: 46 gp; C: 0 gp; M: *potion of fire breath* (75 gp), *potion of tongues* (63 gp).

APL 6: L: 92 gp; C: 0 gp; M: *potion of fire breath* (75 gp), *potion of tongues* (63 gp).

APL 8: L: 92 gp; C: 0 gp; M: *potion of fire breath* (75 gp), *potion of tongues* (63 gp).

APL 10: L: 92 gp; C: 0 gp; M: *potion of fire breath* (75 gp), *potion of tongues* (63 gp).

APL 12: L: 357 gp; C: 0 gp; M: *potion of fire breath* (75 gp), *potion of tongues* (63 gp), 7 *potions of cure moderate wounds* (25 gp each), 7 *potions of haste* (63 gp each).

Encounter Twenty Eight: Rust Monsters

Having dealt with a magical trap and a small group of Derro guards, you press onward looking for the prisoners Melavelonce informed you were located into this cave. After about a hundred feet or so, you see a side tunnel branching off to your left. It extends for about sixty feet before it abruptly ends with a large round stone door.

Behind the large unlocked door are several ravenous rust monsters. Due to their extreme hunger, PCs must make a Spot check (DC 10) to avoid beginning surprised by the rust monsters when they open the door.

The rust monsters target the largest metal object available, striking first at armor, then shields and smaller items. The creature prefers ferrous metals (steel or iron) over precious metals (such as gold or silver).

These creatures are the pets of the Derro and are being held for possible use.

APL 4 (EL 5)

👉 **Rust Monsters (2):** hp 38 each; see *Monster Manual*.

APL 6 (EL 7)

👉 **Rust Monsters (4):** hp 38 each; see *Monster Manual*.

APL 8 (EL 9)

👉 **Rust Monsters (7):** hp 38 each; see *Monster Manual*.

APL 10 (EL 11)

👉 **Advanced Rust Monsters (4):** hp 124 each; see Appendix I.

APL 12 (EL 12)

👉 **Advanced Rust Monsters (6):** hp 124 each; see Appendix I.

Encounter Twenty Nine: Tunnel Split

Heading even further down the tunnel, it finally splits with two tunnels hooking out of side, one to the left and another to the right.

The tunnel to the left leads to Encounter Thirty. The tunnel to the right leads to Encounter Thirty-One. Both tunnels are heavily used and this fact can be determined by a successful Wilderness Lore check (by someone with the Track feat) or Search check (DC 11).

Encounter Thirty: Half-Golems

Heading down the left tunnel, you quickly discover that it curves around to the right resembling a question mark in a way. As you round the curve, you see a large iron door blocking further passage.

Behind the large locked (Open Lock DC 25) iron door is one (or more) unfortunate dwarfs who have been experimented on and turned into half-flesh golems. Due to their ill-fated state, they attack any living creature they see.

Nothing else of interest lies with this area.

APL 4 (EL 4)

👉 **Flesh Half-Golem:** hp 8; see Appendix I.

APL 6 (EL 6)

👉 **Flesh Half-Golems (2):** hp 8 each; see Appendix I.

APL 8 (EL 8)

👉 **Flesh Half-Golems (2):** hp 25 each; see Appendix I.

APL 10 (EL 10)

👉 **Flesh Half-Golems (4):** hp 25 each; see Appendix I.

APL 12 (EL 13)

👉 **Flesh Half-Golems (4):** hp 48 each; see Appendix I.

Treasure: The PCs can claim the half-golems' gear.

APL 4: L: 16 gp; C: 0 gp; M: 0 gp.

APL 6: L: 32 gp; C: 0 gp; M: 0 gp.

APL 8: L: 32 gp; C: 0 gp; M: 0 gp.

APL 10: L: 64 gp; C: 0 gp; M: 0 gp.

APL 12: L: 164 gp; C: 0 gp; M: 0 gp.

Encounter Thirty One: The Slaves

Heading down the right tunnel, you quickly discover that it curves around to the left resembling a question mark in a way. Near the end of the curving tunnel, there are numerous huddled humanoid masses cowering with [determine number below based on APL] creature(s) standing guard over them. Behind the cowering masses and the hideous ghoulish creature(s), you can see that the tunnel dead-ends.

The huddled humanoid masses are the slaves the PCs seek. Guarding them are one (or more) flesh golems. (On APL 10 and higher, the flesh golems are advanced. And on APL 12, there are also two clay golems.) The golems attack until destroyed.

Once the golems are defeated, the PCs are able to determine that there are two dozen slaves located here. These are not all the slaves the Derro have but its all those that Melavelonce and these slaves are aware of.

Of the two dozen slaves, twelve are human (two are Mine Rangers), eight are dwarf (two are Mine Rangers), three are gnome (one is a Mine Ranger) and one is halfling. Each of them was captured in various goblin ambushes by the Dark Ones tribe and sold/given to the Derro. They are able to tell the PCs many horrid stories about how some prisoners are taken away never to return. (Some were fed to the hook horrors or stirges while others were experimented on.)

They are all in a weakened condition due to overwork, but have been fed. They are unable to fight or carry anything over a light load. Merely making the trek to the surface via the path Melavelonce suggested will be a hardship enough on them.

APL 4 (EL 7)

👉 **Flesh Golem:** hp 68; see *Monster Manual*.

APL 6 (EL 9)

👉 **Flesh Golems (2):** hp 68 each; see *Monster Manual*.

APL 8 (EL 11)

👉 **Flesh Golems (4):** hp 68 each; see *Monster Manual*.

APL 10 (EL 13)

👉 **Advanced Flesh Golems (4):** hp 135 each; see Appendix I.

APL 12 (EL 15)

👉 **Advanced Flesh Golems (4):** hp 135 each; see Appendix I.

👉 **Clay Golems (2):** hp 83 each; see *Monster Manual*.

Encounter Thirty Two: Escaping From the Derro

Once the PCs have freed the slaves and began to leave the Derro's world via the path Melavelonce informed them about, continue with the following:

You've freed the slaves from the Derro's grip and now it is time to quickly return to the surface. You can only hope that Melavelonce was correct about the new tunnel reaching the surface.

The trek from up the tunnel takes the PCs several hours.

Have each PC make several Hide and Move Silently checks to put them on edge. If anyone rolls a set of bad rolls, hum and haw for a few moments while they wonder what might come for them next.

Fortunately, the tunnel Melavelonce spoke of is quite safe and the PCs encounter no hostile forces upon their trek back to the surface.

Encounter Thirty Three: Wrong Choice

If the characters decide to foolishly attack the Derro city, proceed with the following:

Having seen the Derro city, you decide to attack it directly.

If the PCs decide to attack the Derro city directly, they are quite foolish and should pay the price for such a decision. First allow them to reconsider their decision. If they press onward, throw as many Derro (warriors and savants) as needed, using the stat blocks from this scenario as a guild, to either kill them or cause them to retreat.

Conclusion

You exit Urgo's Mine and travel back to the village of Treehome using the tunnel Melavelonce informed you about. With you are the Derro slaves you have freed, some valuable information and a new ally.

If the characters managed to save any of the slaves (from Encounter Thirty-One), Dimble "Cloak" Beren thanks them repeatedly. He also explains how he hopes the characters will consider joining the Mine Rangers and pledges to personally recommend them if needed. The PCs gain the recommendation to join the Mine Rangers if their home region is the Principality of Ulek.

If the characters did not manage to save any of the slaves, Dimble thanks them for their attempt and wishes them well on whatever they face next.

Treasure: The PCs can claim a reward from the freed slaves.

APL 4: L: 0 gp; C: 100 gp; M: 0 gp.
APL 6: L: 0 gp; C: 200 gp; M: 0 gp.
APL 8: L: 0 gp; C: 300 gp; M: 0 gp.
APL 10: L: 0 gp; C: 400 gp; M: 0 gp.
APL 12: L: 0 gp; C: 500 gp; M: 0 gp.

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 One & Two

Good roleplaying

APL 4 – 90 xp;
APL 6 – 120 xp;
APL 8 – 150 xp;
APL 10 – 180 xp;
APL 12 – 210 xp.

Encounter Fourteen

Defeat the derro

APL 4 – 210 xp;
APL 6 – 270 xp;
APL 8 – 330 xp;
APL 10 – 390 xp;
APL 12 – 450 xp.

Encounter Twenty Two

Defeat the derro

APL 4 – 210 xp;
APL 6 – 270 xp;
APL 8 – 330 xp;
APL 10 – 390 xp;
APL 12 – 450 xp.

Encounter Twenty Three

Defeat the derro

APL 4 – 240 xp;
APL 6 – 300 xp;
APL 8 – 360 xp;
APL 10 – 420 xp;
APL 12 – 480 xp.

Encounter Twenty Four

Good roleplaying

APL 4 – 90 xp;
APL 6 – 120 xp;
APL 8 – 150 xp;
APL 10 – 180 xp;
APL 12 – 210 xp.

Encounter Twenty Six

Disarm or survive the trap

APL 4 – 120 xp;
APL 6 – 150 xp;
APL 8 – 180 xp;
APL 10 – 210 xp;
APL 12 – 240 xp.

Encounter Twenty Seven

Defeat the derro

APL 4 – 150 xp;
APL 6 – 210 xp;
APL 8 – 270 xp;
APL 10 – 330 xp;
APL 12 – 390 xp.

Encounter Thirty One

Defeat the half-golems

APL 4 – 120 xp;
APL 6 – 180 xp;
APL 8 – 240 xp;
APL 10 – 300 xp;
APL 12 – 390 xp.

Encounter Thirty One

Defeat the golems

APL 4 – 210 xp;
APL 6 – 270 xp;
APL 8 – 330 xp;
APL 10 – 390 xp;
APL 12 – 450 xp.

Discretionary Roleplaying Award

Judge may allocate up to the following for good roleplaying

- APL 4 – 90 xp;
- APL 6 – 120 xp;
- APL 8 – 150 xp;
- APL 10 – 180 xp;
- APL 12 – 210 xp.

Total Possible Experience (Maximum Reward Allowed)

- APL 4 – 1,630 xp (1,350 xp);
- APL 6 – 2,010 xp (1,800 xp);
- APL 8 – 2,490 xp (2,250 xp);
- APL 10 – 2,970 xp (2,700 xp);
- APL 12 – 3,480 xp (3,150 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 Two:

All APLs: L: 78 gp; C: 0 gp; M: 0 gp.

Encounter Fourteen:

APL 4: L: 92 gp; C: 0 gp; M: 0 gp.
APL 6: L: 92 gp; C: 0 gp; M: 0 gp.
APL 8: L: 92 gp; C: 0 gp; M: 0 gp.
APL 10: L: 161 gp; C: 0 gp; M: 0 gp.
APL 12: L: 299 gp; C: 0 gp; M: 0 gp.

Encounter Twenty Two:

APL 4: L: 92 gp; C: 0 gp; M: 0 gp.
APL 6: L: 92 gp; C: 0 gp; M: 0 gp.
APL 8: L: 92 gp; C: 0 gp; M: 0 gp.
APL 10: L: 161 gp; C: 0 gp; M: 0 gp.
APL 12: L: 299 gp; C: 0 gp; M: 0 gp.

Encounter Twenty Three:

APL 4: L: 46 gp; C: 0 gp; M: 822 gp.
APL 6: L: 46 gp; C: 0 gp; M: 1,155 gp.
APL 8: L: 46 gp; C: 0 gp; M: 2,155 gp.
APL 10: L: 102 gp; C: 0 gp; M: 3,542 gp.
APL 12: L: 102 gp; C: 0 gp; M: 3,542 gp.

Encounter Twenty Seven:

APL 4: L: 46 gp; C: 0 gp; M: 138 gp.
APL 6: L: 92 gp; C: 0 gp; M: 138 gp.
APL 8: L: 92 gp; C: 0 gp; M: 138 gp.
APL 10: L: 92 gp; C: 0 gp; M: 138 gp.
APL 12: L: 357 gp; C: 0 gp; M: 754 gp.

Encounter Thirty:

APL 4: L: 16 gp; C: 0 gp; M: 0 gp.
APL 6: L: 32 gp; C: 0 gp; M: 0 gp.
APL 8: L: 32 gp; C: 0 gp; M: 0 gp.
APL 10: L: 64 gp; C: 0 gp; M: 0 gp.
APL 12: L: 164 gp; C: 0 gp; M: 0 gp.

Conclusion:

APL 4: L: 0 gp; C: 100 gp; M: 0 gp.
APL 6: L: 0 gp; C: 200 gp; M: 0 gp.
APL 8: L: 0 gp; C: 300 gp; M: 0 gp.
APL 10: L: 0 gp; C: 400 gp; M: 0 gp.
APL 12: L: 0 gp; C: 500 gp; M: 0 gp.

Total Possible Treasure (Maximum Reward Allowed)

APL 4: L: 370 gp; C: 100 gp; M: 960 gp - Total: 1,430 gp (1,200 gp).
APL 6: L: 432 gp; C: 200 gp; M: 1,293 gp - Total: 1,925 gp (1,600 gp).
APL 8: L: 432 gp; C: 300 gp; M: 2,293 gp - Total: 3,025 gp (2,500 gp).
APL 10: L: 658 gp; C: 400 gp; M: 3,680 gp - Total: 4,738 gp (4,200 gp).
APL 12: L: 1,299 gp; C: 500 gp; M: 4,296 gp - Total: 6,095 gp (6,000 gp).

Special

☛ *Derro Slave*

The Derro of Urgo's Mine have captured this character. The character is out of play until future notice. When the character is rescued, details of the results will be listed in a future scenario or a public announcement will be made. Additionally, to aid the Principality of Ulek Triad, please write fltriad@aol.com and let them know what has happened to your character. Please include your real name, RPGA number, character's name, class(es), level and any additional relevant information.

☛ *Debt to Melavelonce*

This signifies that this PC owes one favor (a debt) to Melavelonce, which can be claimed at Melavelonce's choosing. The debt will be claimed at a future time.

☛ *Enmity of Melavelonce*

This PC attacked or gravely insulted Melavelonce causing Melavelonce and his kind to feel a great enmity.

☛ *Recommendation for the Mine Rangers*

Dimble "Cloak" Beren has given you his personal recommendation to join the Mine Rangers, a special organization that serves in the protection and investigation of the mines of the Principality of Ulek. The use of this recommendation will appear in a future scenario or meta-gaming opportunity. The full benefits and responsibilities will be detailed at that time but also some additional prerequisites will also need to be met before the character can officially join.

☛ *Enhanced Derro Poison Antidote*

Drinking this antidote cures 2d4 points of temporary Strength ability damage (in the same way that a lesser

restoration spell does) but only does so if the damage was done by a poison of Derro make. It does not cure damage or neutralize effects of other poisons. This antidote spoils two years from when this event was played. Only one antidote may be purchased.

Market Price: 150 gp; *Weight:* 1 lb.

☛ *Mushroom Wine*

This wine was created by the gnomish clan of Daergel, who resides in the caves of the northern Lortmil Hills within the Principality of Ulek.

Market Price: 100 gp (per bottle); *Weight:* 1 lb.

☛ *Gnome Golden Light*

A fine, lightweight beer with flowery accents, this is a favorite trade item with humans and halflings.

Market Price: 10 gp (per gallon); *Weight:* 1 lb.

☛ *Gnome Battlepick*

A gnome battlepick is crafted and weighted to be used by creatures of Small size. A Small character can use a gnome battlepick two-handed as a martial weapon.

Market Price: 10 gp; *Weight:* 5 lb; *Damage:* 1d6/x4; *Type:* Piercing.

☛ *Gnome Calculus*

This oversized sling is made to fire flasks filled with liquid. Common ammunition includes, alchemist's fire and other alchemical substances. Alchemical ammunition deals damage according to its properties, but it gains the range increment of the gnome calculus (50 ft.).

Market Price: 50 gp; *Weight:* 2 lb.

☛ *Gnome Crossbow Sight*

This device comes in two parts: an eyepiece that attaches to the stock of a crossbow and a sight that is affixed to the end of the weapon. When calibrated properly, the sights allow the user to focus more carefully on a target. The user treats the targets as if they were two range increments closer. It has no effect on targets within the first two range increments.

Market Price: 150 gp; *Weight:* 1 lb.

☛ *+1 Light Crossbow of Exhausting*

This light crossbow deals +1d6 points of additional damage with each successful hit. However, all the damage it deals (normal amount for weapon plus all applicable bonuses) is subdual rather than normal damage. The exhausting effect is bestowed upon the light crossbow's ammunition.

Market Price: 8,335 gp; *Weight:* 6 lb.

Items for the Adventure Record

Item Access

APL 4:

- ❖ *Enhanced Derro Poison Antidote (Adventure, see above)*
- ❖ *Gnome Battlepick (Adventure, see above)*
- ❖ *Gnome Calculus (Adventure, see above)*
- ❖ *Gnome Crossbow Sight (Adventure, see above)*
- ❖ *+1 Light Crossbow of Exhausting (Adventure, see above)*
- ❖ *Gnome Golden Light (Adventure, see above)*
- ❖ *Mushroom Wine (Adventure, see above)*
- ❖ *Bead of Force (Adventure, DMG)*
- ❖ *Potion of Cure Serious Wounds (Adventure, DMG)*
- ❖ *Potion of Fire Breath (Adventure, DMG)*
- ❖ *Potion of Fly (Adventure, DMG)*
- ❖ *Potion of Gaseous Form (Adventure, DMG)*
- ❖ *Potion of Heroism (Adventure, DMG)*
- ❖ *Potion of Tongues (Adventure, DMG)*
- ❖ *Ring of Feather Falling (Adventure, DMG)*
- ❖ *Wand of Summon Monster II (Adventure, 3rd level caster, DMG)*

APL 6 (APL 4 Items plus):

- ❖ *Gloves of Arrow Snaring (Adventure, DMG)*

APL 8 (APL 4, 6 Items plus):

- ❖ *Staff of Charming (Adventure, DMG)*

APL 10 (APL 4, 6, 8 Items plus):

- ❖ *Hand of the Mage (Adventure, DMG)*
- ❖ *Screaming Bolt (Adventure, DMG)*
- ❖ *Scroll of Summon Monster VII (Adventure, 13th level caster, DMG)*
- ❖ *Wand of Slow (Adventure, 5th level caster, DMG)*

APL 12 (APL 4, 6, 8, 10 Items plus):

- ❖ *Potion of Haste (Adventure, DMG)*

Appendix I: NPCs

Encounter Nine

APL 6

Gray Ooze: Medium-size ooze; HD 6d10+10; hp 53; Init -5 (Dex); Spd 10 ft.; AC 5 (touch 5, flat-footed 5); Atks +5 melee (1d6+1 and 1d6 acid, slam); SA Improved grab, acid, corrosion, constrict 1d6+1 and 1d6 acid; SQ Blindsight, cold and fire immunity, ooze, camouflage; AL N; SV Fort +2, Ref -3, Will -3; Str 12, Dex 1, Con 11, Int -, Wis 1, Cha 1.

APL 8, 10, 12

Gray Ooze: Large ooze; HD 9d10+28; hp 89; Init -5; Spd 10 ft.; AC 6 (touch 4, flat-footed 6); Atks +10/+5 melee (1d8+5 and 1d6 acid, slam); SA Improved grab, acid, corrosion, constrict 1d8+5 and 1d6 acid; SQ Blindsight, cold and fire immunity, ooze, camouflage; AL N; SV Fort +5, Ref -2, Will -2; Str 20, Dex 1, Con 15, Int -, Wis 1, Cha 1.

Encounters Fourteen & Twenty Two

APL 4

Derro: Male Derro Ftr2; Medium-size humanoid (dwarf); HD 2d10+6; hp 20 each; Init +3 (Dex); Spd 20 ft.; AC 16 (touch 13, flat-footed 13); Atks +1 melee (1d4-1 [crit 19-20], dagger) or +6 ranged (1d8 plus poison [crit 19-20], repeating crossbow); SA Poison; SQ Darkvision 30 ft., stonecunning, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus to attack rolls against orcs and goblinoids, +4 dodge bonus against giants, sunlight vulnerability; SR 18; AL CE; SV Fort +6, Ref +3, Will +1; Str 9, Dex 17, Con 16, Int 12, Wis 12, Cha 6.

Skills and Feats: Climb +4, Jump +3, Listen +2, Spot +3; Blind-Fight, Exotic Weapon Proficiency (repeating crossbow), Point Blank Shot, Weapon Focus (repeating crossbow).

Poison (bolts): Derro substance; injury DC 14; Initial damage 2d6 Str; Secondary damage 2d6 Str.

Possessions: studded leather armor, repeating crossbow, 3 cases of 5 bolts each, dagger.

APL 6

Derro: Male Derro Ftr4; Medium-size humanoid (dwarf); HD 4d10+12; hp 39 each; Init +4 (Dex); Spd 20 ft.; AC 17 (touch 14, flat-footed 13); Atks +3 melee (1d4-1 [crit 19-20], dagger) or +9 ranged (1d8+2 plus poison [crit 19-20], repeating crossbow); SA Poison; SQ Darkvision 30 ft.,

stonecunning, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus to attack rolls against orcs and goblinoids, +4 dodge bonus against giants, sunlight vulnerability; SR 18; AL CE; SV Fort +7, Ref +5, Will +2; Str 9, Dex 18, Con 16, Int 12, Wis 12, Cha 6.

Skills and Feats: Climb +4, Jump +3, Listen +3, Spot +4, Tumble +5; Blind-Fight, Exotic Weapon Proficiency (repeating crossbow), Point Blank Shot, Precise Shot, Weapon Focus (repeating crossbow), Weapon Specialization (repeating crossbow).

Poison (bolts): Derro substance; injury DC 14; Initial damage 2d6 Str; Secondary damage 2d6 Str.

Possessions: studded leather armor, repeating crossbow, 3 cases of 5 bolts each, dagger.

APL 8, 10, 12

Derro: Male Derro Ftr6; Medium-size humanoid (dwarf); HD 6d10+18; hp 59 each; Init +8 (Dex, Improved Initiative); Spd 20 ft.; AC 17 (touch 14, flat-footed 13); Atks +5/+0 melee (1d4-1 [crit 19-20], dagger) or +11/+6 ranged (1d8+2 plus poison [crit 19-20], repeating crossbow); SA Poison; SQ Darkvision 30 ft., stonecunning, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus to attack rolls against orcs and goblinoids, +4 dodge bonus against giants, sunlight vulnerability; SR 18; AL CE; SV Fort +8, Ref +6, Will +5; Str 9, Dex 18, Con 16, Int 12, Wis 12, Cha 6.

Skills and Feats: Climb +5, Listen +2, Jump +5, Tumble +1; Blind-Fight, Exotic Weapon Proficiency (repeating crossbow), Improved Initiative, Iron Will, Point Blank Shot, Precise Shot, Weapon Focus (repeating crossbow), Weapon Specialization (repeating crossbow).

Poison (bolts): Derro substance; injury DC 14; Initial damage 2d6 Str; Secondary damage 2d6 Str.

Possessions: studded leather armor, repeating crossbow, 3 cases of 5 bolts each, dagger.

Encounter Twenty

Hook Horror: Large aberration; HD 10d8+20; hp 75; Init +3 (Dex); Spd 20 ft., climb 20 ft.; AC 22 (touch 12, flat-footed 19); Atks +13 melee (1d6+7, 2 claws), +8 melee (2d6+3, bite); Face/Reach 5 ft. by 5 ft./10 ft.; SA Improved grab, power sunder, rending bit; SQ Blindsight 60 ft., light vulnerability; AL N; SV Fort +5, Ref +6, Will +8; Str 24, Dex 17, Con 14, Int 7, Wis 12, Cha 9.

Skills and Feats: Climb +16, Hide +16, Jump +15, Listen +13; Cleave, Improved Trip, Power Attack.

Improved Grab (Ex): If a hook horror hits an opponent that is at least one size category smaller than itself with both claw attacks, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +18). If it gets a hold, it automatically hits with its rending bite attack on the same round. (This replaces its normal bite attack for that round.) There after, the hook horror has the option to conduction the grapple normally, or simply use its claws to hold the opponent (-20 penalty on grapple check but the hook horror is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals damage for both claw attacks and a rending bit.

Power Sunder (Ex): A hook horror attempting to strike a foe's weapon or shield does not incur an attack of opportunity. On a successful power sunder attack, a hook horror deals double damage.

Rending Bite (Ex): A hook horror can automatically bit a grabbed foe for 3d6+10 points of damage.

Blindsight (Ex): A hook horror emits high-frequency sounds, inaudible to most other creatures, that bounce off nearby objects and creatures. This ability enables it to discern objects and creatures within 60 feet. The hook horror usually does not need to make Spot or Listen checks to notice a creature within range of its blindsight. A *silence* spell negates this ability and forces the hook horror to rely on its weak vision, which has a range of 10 feet.

Light Sensitivity (Ex): Exposure to bright light (such as sunlight or a *daylight* spell) imposes a -2 penalty on a hook horror's attack rolls.

Encounter Twenty One

Two-Headed Stirge: Tiny Beast; HD 3d10+3; hp 25; Init +4 (Dex); Spd 10 ft., fly 40 ft. (average); AC 17 (touch 16, flat-footed 13); Atks +8 melee (1d3-4, 2 touches); SA Attach, blood drain; AL N; SV Fort +4, Ref +7, Will +2; Str 3, Dex 19, Con 12, Int 1, Wis 12, Cha 6.

Skills and Feats: Listen +3, Hide +16, Search -3, Spot +3; Weapon Finesse (touch).

Two-Headed Pyro Stirge: Tiny Beast (Fire); HD 3d10+3; hp 25; Init +4 (Dex); Spd 10 ft., fly 40 ft. (average); AC 17 (touch 16, flat-footed 13); Atks +8 melee (1d3-4, 2 touches); SA Attach, blood drain, fire breath, SQ Fire Subtype; AL N; SV Fort +4, Ref +7, Will +2; Str 3, Dex 19, Con 12, Int 1, Wis 12, Cha 6.

Skills and Feats: Listen +3, Hide +16, Search -3, Spot +3; Weapon Finesse (touch).

Fire Breath: A two-headed pyro stirge can breath jets of fire 10 feet high, 10 feet wide and 20 feet long. All heads breathe once every 1d4 rounds and each jet deals

3d6 points of fire damage per head. A successful Reflex save (DC 12) halves the damage.

Fire Subtype: A multihead pyro stirge is immune to fire damage and takes a -10 penalty on saves against cold attacks. If a cold attack does not allow a saving throw, the creature takes double damage instead.

Encounter Twenty Three

APL 4

Derro: Male Derro Ftr2; Medium-size humanoid (dwarf); HD 2d10+6; hp 20 each; Init +3 (Dex); Spd 20 ft.; AC 16 (touch 13, flat-footed 13); Atks +1 melee (1d4-1 [crit 19-20], dagger) or +6 ranged (1d8 plus poison [crit 19-20], repeating crossbow); SA Poison; SQ Darkvision 30 ft., stonecunning, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus to attack rolls against orcs and goblinoids, +4 dodge bonus against giants, sunlight vulnerability; SR 18; AL CE; SV Fort +6, Ref +3, Will +1; Str 9, Dex 17, Con 16, Int 12, Wis 12, Cha 6.

Skills and Feats: Climb +4, Jump +3, Listen +2, Spot +3; Blind-Fight, Exotic Weapon Proficiency (repeating crossbow), Point Blank Shot, Weapon Focus (repeating crossbow).

Poison (bolts): Derro substance; injury DC 14; Initial damage 2d6 Str; Secondary damage 2d6 Str.

Possessions: studded leather armor, repeating crossbow, 3 cases of 5 bolts each, dagger, *potion of gaseous form* (Derro #1 only), *potion of heroism* (Derro #2 only).

Derro Savant: Male Derro Sor6; Medium-size humanoid (dwarf); HD 6d4+24; hp 36; Init +6 (Dex, Improved Initiative); Spd 20 ft.; AC 12 (touch 12, flat-footed 10); Atks +2 melee (1d4-1 plus poison [crit 19-20], dagger); SA Poison; SQ Darkvision 30 ft., stonecunning, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus to attack rolls against orcs and goblinoids, +4 dodge bonus against giants, sunlight vulnerability; SR 18; AL CE; SV Fort +6, Ref +4, Will +6; Str 8, Dex 14, Con 18, Int 12, Wis 12, Cha 16.

Skills and Feats: Alchemy +10, Concentration +17, Spellcraft +10; Augment Summoning, Blind-Fight, Combat Casting, Improved Initiative.

Spells Known (6/7/6/4; base DC = 13 + spell level): 0 – *arcane mark, daze, detect magic, detect poison, guidance, mage hand, read magic*; 1st – *grease, mage armor, shield, summon monster I*; 2nd – ~~*invisibility (pre-cast three times)*~~, *summon monster II*; 3rd – *haste*.

Poison (dagger): Derro substance; injury DC 14; Initial damage 2d6 Str; Secondary damage 2d6 Str.

Possessions: dagger (poisoned), *potion of cure serious wounds*, *potion of fly*, *ring of feather falling*, *wand of monster summoning II*.

Familiar (Toad): Diminutive magical beast; HD 8d8; hp 26; Init +1 (Dex); Spd 5 ft.; AC 19 (touch 15, flat-footed 18); Atks -1 (touch attack); Face/Reach 1 ft. by 1 ft./0 ft.; SQ Alertness, improved evasion, share spells, empathic link, touch, speak with master, speak with animals of its type; AL CE; SV Fort +2, Ref +3, Will +8; Str 1, Dex 12, Con 11, Int 9, Wis 14, Cha 4

Skills: Hide +21, Listen +5, Spot +5.

APL 6

Derro: Male Derro Ftr4; Medium-size humanoid (dwarf); HD 4d10+12; hp 39 each; Init +4 (Dex); Spd 20 ft.; AC 17 (touch 14, flat-footed 13); Atks +3 melee (1d4-1 [crit 19-20], dagger) or +9 ranged (1d8+2 plus poison [crit 19-20], repeating crossbow); SA Poison; SQ Darkvision 30 ft., stonecunning, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus to attack rolls against orcs and goblinoids, +4 dodge bonus against giants, sunlight vulnerability; SR 18; AL CE; SV Fort +7, Ref +5, Will +2; Str 9, Dex 18, Con 16, Int 12, Wis 12, Cha 6.

Skills and Feats: Climb +4, Jump +3, Listen +3, Spot +4, Tumble +5; Blind-Fight, Exotic Weapon Proficiency (repeating crossbow), Point Blank Shot, Precise Shot, Weapon Focus (repeating crossbow), Weapon Specialization (repeating crossbow).

Poison (bolts): *Derro substance*, injury DC 14; Initial damage 2d6 Str; Secondary damage 2d6 Str.

Possessions: studded leather armor, repeating crossbow, 3 cases of 5 bolts each, dagger, *potion of gaseous form* (Derro #1 only), *potion of heroism* (Derro #2 only).

Derro Savant: Male Derro Sor8; Medium-size humanoid (dwarf); HD 8d4+32; hp 48; Init +6 (Dex, Improved Initiative); Spd 20 ft.; AC 12 (touch 12, flat-footed 10); Atks +3 melee (1d4-1 plus poison [crit 19-20], dagger); SA Poison; SQ Darkvision 30 ft., stonecunning, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus to attack rolls against orcs and goblinoids, +4 dodge bonus against giants, sunlight vulnerability; SR 18; AL CE; SV Fort +6, Ref +4, Will +7; Str 8, Dex 14, Con 18, Int 12, Wis 13, Cha 16.

Skills and Feats: Alchemy +12, Concentration +19, Spellcraft +12; Augment Summoning, Blind-Fight, Combat Casting, Improved Initiative.

Spells Known (6/7/7/6/3; base DC = 13 + spell level): 0 – *arcane mark*, *daze*, *detect magic*, *detect poison*, *guidance*, *mage hand*, *read magic*, *resistance*; 1st – *color spray*, *grease*, *mage armor*, *shield*, *summon monster I*; 2nd – *invisibility (pre-cast three times)*, *summon monster II*,

web; 3rd – *haste*, *summon monster III*; 4th – *summon monster IV*.

Poison (dagger): *Derro substance*, injury DC 14; Initial damage 2d6 Str; Secondary damage 2d6 Str.

Possessions: dagger (poisoned), *gloves of arrow snaring*, *potion of cure serious wounds*, *potion of fly*, *ring of feather falling*, *wand of monster summoning II*.

Familiar (Toad): Diminutive magical beast; HD 8d8; hp 26; Init +1 (Dex); Spd 5 ft.; AC 19 (touch 15, flat-footed 18); Atks -1 (touch attack); Face/Reach 1 ft. by 1 ft./0 ft.; SQ Alertness, improved evasion, share spells, empathic link, touch, speak with master, speak with animals of its type; AL CE; SV Fort +2, Ref +3, Will +8; Str 1, Dex 12, Con 11, Int 9, Wis 14, Cha 4

Skills: Hide +21, Listen +5, Spot +5.

APL 8

Derro: Male Derro Ftr6; Medium-size humanoid (dwarf); HD 6d10+18; hp 59 each; Init +8 (Dex, Improved Initiative); Spd 20 ft.; AC 17 (touch 14, flat-footed 13); Atks +5/+0 melee (1d4-1 [crit 19-20], dagger) or +11/+6 ranged (1d8+2 plus poison [crit 19-20], repeating crossbow); SA Poison; SQ Darkvision 30 ft., stonecunning, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus to attack rolls against orcs and goblinoids, +4 dodge bonus against giants, sunlight vulnerability; SR 18; AL CE; SV Fort +8, Ref +6, Will +5; Str 9, Dex 18, Con 16, Int 12, Wis 12, Cha 6.

Skills and Feats: Climb +5, Listen +2, Jump +5, Tumble +1; Blind-Fight, Exotic Weapon Proficiency (repeating crossbow), Improved Initiative, Iron Will, Point Blank Shot, Precise Shot, Weapon Focus (repeating crossbow), Weapon Specialization (repeating crossbow).

Poison (bolts): *Derro substance*, injury DC 14; Initial damage 2d6 Str; Secondary damage 2d6 Str.

Possessions: studded leather armor, repeating crossbow, 3 cases of 5 bolts each, dagger, *potion of gaseous form* (Derro #1 only), *potion of heroism* (Derro #2 only).

Derro Savant: Male Derro Sor10; Medium-size humanoid (dwarf); HD 10d4+40; hp 60; Init +6 (Dex, Improved Initiative); Spd 20 ft.; AC 12 (touch 12, flat-footed 10); Atks +4 melee (1d4-1 plus poison [crit 19-20], dagger); SA Poison; SQ Darkvision 30 ft., stonecunning, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus to attack rolls against orcs and goblinoids, +4 dodge bonus against giants, sunlight vulnerability; SR 18; AL CE; SV Fort +7, Ref +5, Will +9; Str 8, Dex 14, Con 18, Int 12, Wis 14, Cha 16.

Skills and Feats: Alchemy +14, Concentration +23, Spellcraft +14; Augment Summoning, Blind-Fight,

Combat Casting, Improved Initiative, Skill Focus (Concentration).

Spells Known (6/7/7/7/5/3; base DC = 13 + spell level): 0 – *arcane mark, daze, detect magic, detect poison, guidance, mage hand, ray of frost, read magic, resistance*; 1st – *color spray, grease, mage armor, shield, summon monster I*; 2nd – *glitterdust, invisibility (pre-cast three times), summon monster II, web*; 3rd – *haste, hold person, summon monster III*; 4th – *Evard's black tentacles, summon monster IV*; 5th – *summon monster V*.

Poison (dagger): Derro substance, injury DC 14; Initial damage 2d6 Str; Secondary damage 2d6 Str.

Possessions: dagger (poisoned), *gloves of arrow snaring, potion of cure serious wounds, potion of fly, ring of feather falling, staff of charming, wand of monster summoning II*.

Familiar (Toad): Diminutive magical beast; HD 8d8; hp 26; Init +1 (Dex); Spd 5 ft.; AC 19 (touch 15, flat-footed 18); Atks –1 (touch attack); Face/Reach 1 ft. by 1 ft./0 ft.; SQ Alertness, improved evasion, share spells, empathic link, touch, speak with master, speak with animals of its type; AL CE; SV Fort +2, Ref +3, Will +8; Str 1, Dex 12, Con 11, Int 9, Wis 14, Cha 4

Skills: Hide +21, Listen +5, Spot +5.

APL 10

Derro: Male Derro Ftr6; Medium-size humanoid (dwarf); HD 6d10+18; hp 59 each; Init +8 (Dex, Improved Initiative); Spd 20 ft.; AC 17 (touch 14, flat-footed 13); Atks +5/+0 melee (1d4-1 [crit 19-20], dagger) or +12/+7 ranged (1d8+2 plus poison [crit 19-20], repeating crossbow); SA Poison; SQ Darkvision 30 ft., stonemancing, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus to attack rolls against orcs and goblinoids, +4 dodge bonus against giants, sunlight vulnerability; SR 18; AL CE; SV Fort +8, Ref +6, Will +5; Str 9, Dex 18, Con 16, Int 12, Wis 12, Cha 6.

Skills and Feats: Climb +5, Listen +2, Jump +5, Tumble +1; Blind-Fight, Exotic Weapon Proficiency (repeating crossbow), Improved Initiative, Iron Will, Point Blank Shot, Precise Shot, Weapon Focus (repeating crossbow), Weapon Specialization (repeating crossbow).

Poison (bolts): Derro substance, injury DC 14; Initial damage 2d6 Str; Secondary damage 2d6 Str.

Possessions: studded leather armor, masterwork repeating crossbow, 3 cases of 5 bolts each, 4 *screaming bolts*, dagger, *potion of gaseous form* (Derro #1 only), *potion of heroism* (Derro #2 only).

Derro Savant: Male Derro Sor10; Medium-size humanoid (dwarf); HD 10d4+40; hp 60; Init +6 (Dex, Improved Initiative); Spd 20 ft.; AC 12 (touch 12, flat-footed 10); Atks +4 melee (1d4-1 plus poison [crit 19-20],

dagger); SA Poison; SQ Darkvision 30 ft., stonemancing, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus to attack rolls against orcs and goblinoids, +4 dodge bonus against giants, sunlight vulnerability; SR 18; AL CE; SV Fort +7, Ref +5, Will +9; Str 8, Dex 14, Con 18, Int 12, Wis 14, Cha 16.

Skills and Feats: Alchemy +14, Concentration +23, Spellcraft +14; Augment Summoning, Blind-Fight, Combat Casting, Improved Initiative, Skill Focus (Concentration).

Spells Known (6/7/7/7/5/3; base DC = 13 + spell level): 0 – *arcane mark, daze, detect magic, detect poison, guidance, mage hand, ray of frost, read magic, resistance*; 1st – *color spray, grease, mage armor, shield, summon monster I*; 2nd – *glitterdust, invisibility (pre-cast three times), summon monster II, web*; 3rd – *haste, hold person, summon monster III*; 4th – *Evard's black tentacles, summon monster IV*; 5th – *summon monster V*.

Poison (dagger): Derro substance, injury DC 14; Initial damage 2d6 Str; Secondary damage 2d6 Str.

Possessions: dagger (poisoned), *gloves of arrow snaring* (Savant #1 only), *hand of the mage* (Savant #2 only), *potion of cure serious wounds* (Savant #1 only), *potion of fly* (Savant #1 only), *ring of feather falling* (Savant #1 only), *scroll of monster summoning VII* (Savant #2 only), *staff of charming* (Savant #1 only), *wand of monster summoning II* (Savant #1 only), *wand of slow* (Savant #2 only).

Familiar (Toad): Diminutive magical beast; HD 8d8; hp 26; Init +1 (Dex); Spd 5 ft.; AC 19 (touch 15, flat-footed 18); Atks –1 (touch attack); Face/Reach 1 ft. by 1 ft./0 ft.; SQ Alertness, improved evasion, share spells, empathic link, touch, speak with master, speak with animals of its type; AL CE; SV Fort +2, Ref +3, Will +8; Str 1, Dex 12, Con 11, Int 9, Wis 14, Cha 4

Skills: Hide +21, Listen +5, Spot +5.

APL 12

Derro: Male Derro Ftr6; Medium-size humanoid (dwarf); HD 6d10+18; hp 59 each; Init +8 (Dex, Improved Initiative); Spd 20 ft.; AC 17 (touch 14, flat-footed 13); Atks +5/+0 melee (1d4-1 [crit 19-20], dagger) or +12/+7 ranged (1d8+2 plus poison [crit 19-20], repeating crossbow); SA Poison; SQ Darkvision 30 ft., stonemancing, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus to attack rolls against orcs and goblinoids, +4 dodge bonus against giants, sunlight vulnerability; SR 18; AL CE; SV Fort +8, Ref +6, Will +5; Str 9, Dex 18, Con 16, Int 12, Wis 12, Cha 6.

Skills and Feats: Climb +5, Listen +2, Jump +5, Tumble +1; Blind-Fight, Exotic Weapon Proficiency

(repeating crossbow), Improved Initiative, Iron Will, Point Blank Shot, Precise Shot, Weapon Focus (repeating crossbow), Weapon Specialization (repeating crossbow).

Poison (bolts): Derro substance, injury DC 14; Initial damage 2d6 Str; Secondary damage 2d6 Str.

Possessions: studded leather armor, masterwork repeating crossbow, 3 cases of 5 bolts each, 4 *screaming bolts*, dagger, *potion of gaseous form* (Derro #1 only), *potion of heroism* (Derro #2 only).

Derro Savant (3): Male Derro Sor10; Medium-size humanoid (dwarf); HD 10d4+40; hp 60; Init +6 (Dex, Improved Initiative); Spd 20 ft.; AC 12 (touch 12, flat-footed 10); Atks +4 melee (1d4-1 plus poison [crit 19-20], dagger); SA Poison; SQ Darkvision 30 ft., stonecunning, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus to attack rolls against orcs and goblinoids, +4 dodge bonus against giants, sunlight vulnerability; SR 18; AL CE; SV Fort +7, Ref +5, Will +9; Str 8, Dex 14, Con 18, Int 12, Wis 14, Cha 16.

Skills and Feats: Alchemy +14, Concentration +23, Spellcraft +14; Augment Summoning, Blind-Fight, Combat Casting, Improved Initiative, Skill Focus (Concentration).

Spells Known (6/7/7/7/5/3; base DC = 13 + spell level): 0 – *arcane mark*, *daze*, *detect magic*, *detect poison*, *guidance*, *mage hand*, *ray of frost*, *read magic*, *resistance*; 1st – *color spray*, *grease*, *mage armor*, *shield*, *summon monster I*; 2nd – *glitterdust*, *invisibility* (~~pre-cast three times~~), *summon monster II*, *web*; 3rd – *haste*, *hold person*, *summon monster III*; 4th – *Evard's black tentacles*, *summon monster IV*; 5th – *summon monster V*.

Poison (dagger): Derro substance, injury DC 14; Initial damage 2d6 Str; Secondary damage 2d6 Str.

Possessions: dagger (poisoned), *gloves of arrow snaring* (Savant #1 only), *hand of the mage* (Savant #2 only), *potion of cure serious wounds* (Savant #1 only), *potion of fly* (Savant #1 only), *ring of feather falling* (Savant #1 only), *scroll of monster summoning VII* (Savant #2 only), *staff of charming* (Savant #1 only), *wand of monster summoning II* (Savant #1 only), *wand of slow* (Savant #3 only).

Familiar (Toad): Diminutive magical beast; HD 8d8; hp 26; Init +1 (Dex); Spd 5 ft.; AC 19 (touch 15, flat-footed 18); Atks -1 (touch attack); Face/Reach 1 ft. by 1 ft./0 ft.; SQ Alertness, improved evasion, share spells, empathic link, touch, speak with master, speak with animals of its type; AL CE; SV Fort +2, Ref +3, Will +8; Str 1, Dex 12, Con 11, Int 9, Wis 14, Cha 4

Skills: Hide +21, Listen +5, Spot +5.

Encounter Twenty Four

Grimstone: Male Grimlock Rng10; Medium-Size Monstrous Humanoid; HD 2d8+10d10+36; hp 114; Init +8 (Dex, Improved Initiative); Spd 30 ft.; AC 18 (touch 14, flat-footed 14); Atks +17/+12 melee (1d8+6 [crit x3], battleaxe); SA Blindsight; SQ Immunities, scent, favored enemies (1-derro, 2-drow, 3-vermin); AL NE; SV Fort +10, Ref +10, Will +7; Str 18, Dex 18, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +9, Hide +32, Listen +21, Move Silently +17, Search +5, Spot +18; Ambidexterity (B), Combat Reflexes, Dodge, Improved Initiative, Mobility, Spring Attack, Track (B), Two-Weapon Fighting (B).

Spells Known (2/1; base DC = 11 + spell level): 1st – *delay poison*, *pass without trace*; 2nd – *cure light wounds*.

Possessions: masterwork stone battleaxe.

Brittlelock: Male Grimlock Rog7/ShD3; Medium-Size Monstrous Humanoid; HD 2d8+7d6+3d8+36; hp 89; Init +9 (Dex, Improved Initiative); Spd 30 ft.; AC 19 (touch 15, flat-footed 14); Atks +13/+8 melee (1d8+4 [crit x3], battleaxe); SA Blindsight, sneak attack (+4d6); SQ Immunities, scent, evasion, uncanny dodge, hide in plain sight, shadow illusion, summon shadow; AL NE; SV Fort +6, Ref +16, Will +7; Str 16, Dex 20, Con 16, Int 10, Wis 12, Cha 4.

Skills and Feats: Balance +8, Climb +8, Hide +33, Jump +13, Listen +21, Move Silently +18, Perform +7, Search +18, Spot +18, Tumble +15; Combat Reflexes, Dodge, Improved Initiative, Mobility, Spring Attack.

Possessions: masterwork stone battleaxe.

Melavelonce: Male Mind Flayer Mnk1/Wiz12; Medium-size aberration; HD 8d8+1d8+11d4+60; hp 132; Init +8 (Dex, Improved Initiative); Spd 30 ft.; AC 26 (touch 23, flat-footed 22); Atks +1 melee (1d4, 4 tentacles); SA Mind blast, psionics, improved grab, extract, unarmed strike, stunning attack; SQ telepathy, evasion; SR 25; AL LE; SV Fort +11, Ref +12, Will +21; Str 10, Dex 18, Con 16, Int 28 (24 w/o *fox's cunning*), Wis 20, Cha 18.

Skills and Feats: Alchemy +19, Bluff +15, Concentration +31, Hide +16, Intimidate +15, Knowledge (Arcana) +31, Knowledge (b) +30, Knowledge (c) +19, Knowledge (d) +19, Knowledge (e) +19, Listen +21, Move Silently +16, Scry +19, Spellcraft +19, Spot +18, Tumble +10; Alertness, Brew Potion, Combat Casting, Dodge, Extend Spell, Greater Spell Focus (Enchantment), Improved Initiative, Leadership, Mobility, Scribe Scroll (B), Silent Spell, Spell Focus (Enchantment), Weapon Finesse.

Spells Known (4/6/6/6/4/4/3; base DC = 19 + spell level): 0 – *daze*, *detect magic*, *detect poison*, *read magic*; 1st – *charm person*, ~~*endure elements [fire]*~~ (~~pre-cast: 20~~

~~hours left), endure elements [sonic] (pre-cast: 20 hours left), hypnotism, mage armor (pre-cast: 20 hours left), shield; 2nd – blindness/deafness, darkness, detect thoughts, fox's cunning (pre-cast: 11 hours left), glitterdust, web; 3rd – arcane sight (pre-cast: 11 minutes left), clairaudience/clairvoyance (used), dispel magic, haste, nondetection (pre-cast: 11 hours left), suggestion; 4th – charm monster, improved invisibility (pre-cast: 11 minutes left), minor globe of invulnerability, stonewall (pre-cast: 118 minutes left); 5th – dominate person, dominate person, feeblemind, mind fog; 6th – geas/quest, mass suggestion, true seeing (pre-cast: 11 minutes left).~~

Possessions: robe, bone dagger.

Encounter Twenty Seven

APL 4

Derro: Male Derro Ftr2; Medium-size humanoid (dwarf); HD 2d10+6; hp 20 each; Init +3 (Dex); Spd 20 ft.; AC 16 (touch 13, flat-footed 13); Atks +1 melee (1d4-1 [crit 19-20], dagger) or +6 ranged (1d8 plus poison [crit 19-20], repeating crossbow); SA Poison; SQ Darkvision 30 ft., stonewall, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus to attack rolls against orcs and goblinoids, +4 dodge bonus against giants, sunlight vulnerability; SR 18; AL CE; SV Fort +6, Ref +3, Will +1; Str 9, Dex 17, Con 16, Int 12, Wis 12, Cha 6.

Skills and Feats: Climb +4, Jump +3, Listen +2, Spot +3; Blind-Fight, Exotic Weapon Proficiency (repeating crossbow), Point Blank Shot, Weapon Focus (repeating crossbow).

Poison (bolts): Derro substance, injury DC 14; Initial damage 2d6 Str; Secondary damage 2d6 Str.

Possessions: studded leather armor, repeating crossbow, 3 cases of 5 bolts each, dagger, *potion of fire breath* (Derro #1 only), *potion of tongues* (Derro #2 only).

APL 6

Derro: Male Derro Ftr2; Medium-size humanoid (dwarf); HD 2d10+6; hp 20 each; Init +3 (Dex); Spd 20 ft.; AC 16 (touch 13, flat-footed 13); Atks +1 melee (1d4-1 [crit 19-20], dagger) or +6 ranged (1d8 plus poison [crit 19-20], repeating crossbow); SA Poison; SQ Darkvision 30 ft., stonewall, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus to attack rolls against orcs and goblinoids, +4 dodge bonus against giants, sunlight vulnerability; SR 18; AL CE; SV Fort +6, Ref +3, Will +1; Str 9, Dex 17, Con 16, Int 12, Wis 12, Cha 6.

Skills and Feats: Climb +4, Jump +3, Listen +2, Spot +3; Blind-Fight, Exotic Weapon Proficiency (repeating

crossbow), Point Blank Shot, Weapon Focus (repeating crossbow).

Poison (bolts): Derro substance, injury DC 14; Initial damage 2d6 Str; Secondary damage 2d6 Str.

Possessions: studded leather armor, repeating crossbow, 3 cases of 5 bolts each, dagger, *potion of fire breath* (Derro #1 only), *potion of tongues* (Derro #4 only).

APL 8

Derro: Male Derro Ftr4; Medium-size humanoid (dwarf); HD 4d10+12; hp 39 each; Init +4 (Dex); Spd 20 ft.; AC 17 (touch 14, flat-footed 13); Atks +3 melee (1d4-1 [crit 19-20], dagger) or +9 ranged (1d8+2 plus poison [crit 19-20], repeating crossbow); SA Poison; SQ Darkvision 30 ft., stonewall, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus to attack rolls against orcs and goblinoids, +4 dodge bonus against giants, sunlight vulnerability; SR 18; AL CE; SV Fort +7, Ref +5, Will +2; Str 9, Dex 18, Con 16, Int 12, Wis 12, Cha 6.

Skills and Feats: Climb +4, Jump +3, Listen +3, Spot +4, Tumble +5; Blind-Fight, Exotic Weapon Proficiency (repeating crossbow), Point Blank Shot, Precise Shot, Weapon Focus (repeating crossbow), Weapon Specialization (repeating crossbow).

Poison (bolts): Derro substance, injury DC 14; Initial damage 2d6 Str; Secondary damage 2d6 Str.

Possessions: studded leather armor, repeating crossbow, 3 cases of 5 bolts each, dagger, *potion of fire breath* (Derro #1 only), *potion of tongues* (Derro #4 only).

APL 10

Derro: Male Derro Ftr6; Medium-size humanoid (dwarf); HD 6d10+18; hp 59 each; Init +8 (Dex, Improved Initiative); Spd 20 ft.; AC 17 (touch 14, flat-footed 13); Atks +5/+0 melee (1d4-1 [crit 19-20], dagger) or +11/+6 ranged (1d8+2 plus poison [crit 19-20], repeating crossbow); SA Poison; SQ Darkvision 30 ft., stonewall, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus to attack rolls against orcs and goblinoids, +4 dodge bonus against giants, sunlight vulnerability; SR 18; AL CE; SV Fort +8, Ref +6, Will +5; Str 9, Dex 18, Con 16, Int 12, Wis 12, Cha 6.

Skills and Feats: Climb +5, Listen +2, Jump +5, Tumble +1; Blind-Fight, Exotic Weapon Proficiency (repeating crossbow), Improved Initiative, Iron Will, Point Blank Shot, Precise Shot, Weapon Focus (repeating crossbow), Weapon Specialization (repeating crossbow).

Poison (bolts): Derro substance, injury DC 14; Initial damage 2d6 Str; Secondary damage 2d6 Str.

Possessions: studded leather armor, repeating crossbow, 3 cases of 5 bolts each, dagger, *potion of fire breath* (Derro #1 only), *potion of tongues* (Derro #4 only).

APL 12

Derro: Male Derro Ftr6; Medium-size humanoid (dwarf); HD 6d10+18; hp 59 each; Init +8 (Dex, Improved Initiative); Spd 20 ft.; AC 17 (touch 14, flat-footed 13); Atks +5/+0 melee (1d4-1 [crit 19-20], dagger) or +12/+7 ranged (1d8+2 plus poison [crit 19-20], repeating crossbow); SA Poison; SQ Darkvision 30 ft., stonecunning, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus to attack rolls against orcs and goblinoids, +4 dodge bonus against giants, sunlight vulnerability; SR 18; AL CE; SV Fort +8, Ref +6, Will +5; Str 9, Dex 18, Con 16, Int 12, Wis 12, Cha 6.

Skills and Feats: Climb +5, Listen +2, Jump +5, Tumble +1; Blind-Fight, Exotic Weapon Proficiency (repeating crossbow), Improved Initiative, Iron Will, Point Blank Shot, Precise Shot, Weapon Focus (repeating crossbow), Weapon Specialization (repeating crossbow).

Poison (bolts): Derro substance, injury DC 14; Initial damage 2d6 Str; Secondary damage 2d6 Str.

Possessions: studded leather armor, masterwork repeating crossbow, 3 cases of 5 bolts each, dagger, *potion of cure moderate wounds*, *potion of fire breath* (Derro #1 only), *potion of haste*, *potion of tongues* (Derro #4 only).

Encounter Twenty Eight

APL 10, 12

Advanced Rust Monster: Large Aberration; HD 15d8+45; hp 124 each; Init +2 (Dex); Spd 40 ft.; AC 18 (touch 11, flat-footed 16); Atks +15/+10/+5 melee (rust, antennae touch), +10 (1d3+2, bite); Face/Reach 5 ft. by 10 ft./10 ft.; SA Rust; SQ Scent; AL N; SV Fort +8, Ref +7, Will +12; Str 18, Dex 15, Con 17, Int 2, Wis 13, Cha 8.

Skills and Feats: Listen +19, Spot +19; Alertness, Combat Reflexes, Iron Will.

Encounter Thirty

APL 4

Flesh Half-Golem: Medium-size Construct; HD 1d10; hp 8; Init +2 (Dex); Spd 15 ft. (cannot run); AC 22 (touch 12, flat-footed 20); Atks +8 melee (1d10+9 plus poison [crit x3], dwarven waraxe); SA Poison; SQ Berserk, DR 5/silver, magic immunity (as flesh golem), Darkvision 60 ft., stonecunning, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial

bonus to attack rolls against orcs and goblinoids, +4 dodge bonus against giants; AL NE; SV Fort +4, Ref +2, Will +2; Str 22, Dex 14, Con -, Int 2, Wis 14, Cha 1.

Skills and Feats: Spot +4; Blind-Fight, Weapon Focus (dwarven waraxe).

Poison (dwarven waraxe): Derro substance, injury DC 14; Initial damage 2d6 Str; Secondary damage 2d6 Str.

Possessions: chainmail armor, dwarven waraxe.

APL 6

Flesh Half-Golem: Medium-size Construct; HD 1d10; hp 8; Init +2 (Dex); Spd 15 ft. (cannot run); AC 22 (touch 12, flat-footed 20); Atks +8 melee (1d10+9 plus poison [crit x3], dwarven waraxe); SA Poison; SQ Berserk, DR 5/silver, magic immunity (as flesh golem), Darkvision 60 ft., stonecunning, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus to attack rolls against orcs and goblinoids, +4 dodge bonus against giants; AL NE; SV Fort +4, Ref +2, Will +2; Str 22, Dex 14, Con -, Int 2, Wis 14, Cha 1.

Skills and Feats: Spot +4; Blind-Fight, Weapon Focus (dwarven waraxe).

Poison (dwarven waraxe): Derro substance, injury DC 14; Initial damage 2d6 Str; Secondary damage 2d6 Str.

Possessions: chainmail armor, dwarven waraxe.

APL 8

Flesh Half-Golem: Medium-size Construct; HD 3d10+3; hp 25; Init +2 (Dex); Spd 15 ft. (cannot run); AC 22 (touch 12, flat-footed 20); Atks +10 melee (1d10+9 plus poison [crit x3], dwarven waraxe); SA Poison; SQ Berserk, DR 5/silver, magic immunity (as flesh golem), Darkvision 60 ft., stonecunning, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus to attack rolls against orcs and goblinoids, +4 dodge bonus against giants; AL NE; SV Fort +5, Ref +3, Will +3; Str 22, Dex 14, Con -, Int 2, Wis 14, Cha 1.

Skills and Feats: Listen +4, Spot +7; Alertness, Blind-Fight, Toughness, Weapon Focus (dwarven waraxe).

Poison (dwarven waraxe): Derro substance, injury DC 14; Initial damage 2d6 Str; Secondary damage 2d6 Str.

Possessions: chainmail armor, dwarven waraxe.

APL 10

Flesh Half-Golem: Medium-size Construct; HD 3d10+3; hp 25; Init +2 (Dex); Spd 15 ft. (cannot run); AC 22 (touch 12, flat-footed 20); Atks +10 melee (1d10+9 plus poison [crit x3], dwarven waraxe); SA Poison; SQ Berserk, DR 5/silver, magic immunity (as flesh golem), Darkvision 60 ft., stonecunning, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus to attack rolls against orcs and goblinoids, +4

dodge bonus against giants; AL NE; SV Fort +5, Ref +3, Will +3; Str 22, Dex 14, Con -, Int 2, Wis 14, Cha 1.

Skills and Feats: Listen +4, Spot +7; Alertness, Blind-Fight, Toughness, Weapon Focus (dwarven waraxe).

Poison (dwarven waraxe): *Derro substance*, injury DC 14; Initial damage 2d6 Str; Secondary damage 2d6 Str.

Possessions: chainmail armor, dwarven waraxe.

APL 12

Flesh Half-Golem: Medium-size Construct; HD 6d10+3; hp 48; Init +6 (Dex, Improved Initiative); Spd 15 ft. (cannot run); AC 22 (touch 12, flat-footed 20); Atks +14 melee (1d10+11 plus poison [crit x3], dwarven waraxe); SA Poison; SQ Berserk, DR 5/silver, magic immunity (as flesh golem), Darkvision 60 ft., stonecunning, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus to attack rolls against orcs and goblinoids, +4 dodge bonus against giants; AL NE; SV Fort +7, Ref +4, Will +4; Str 22, Dex 14, Con -, Int 2, Wis 14, Cha 1.

Skills and Feats: Jump +7, Listen +4, Spot +8; Alertness, Blind-Fight, Improved Initiative, Power Attack, Toughness, Weapon Focus (dwarven waraxe), Weapon Specialization.

Poison (dwarven waraxe): *Derro substance*, injury DC 14; Initial damage 2d6 Str; Secondary damage 2d6 Str.

Possessions: chainmail armor, masterwork dwarven waraxe.

Encounter Thirty One

APL 10, 12

Advanced Flesh Golem (4): Large Construct; HD 18d10; hp 135 each; Init -1 (Dex); Spd 30 ft. (cannot run); AC 18 (touch 8, flat-footed 18); Atks +18/+13/+8 melee (2d8+5, 2 slams); Face/Reach 5 ft. by 5 ft./10 ft.; SA Berserk; SQ Scent; AL N; SV Fort +6, Ref +5, Will +6; Str 21, Dex 9, Con -, Int -, Wis 11, Cha 1.

Player Handout #1: Note for Mine Ranger PCs

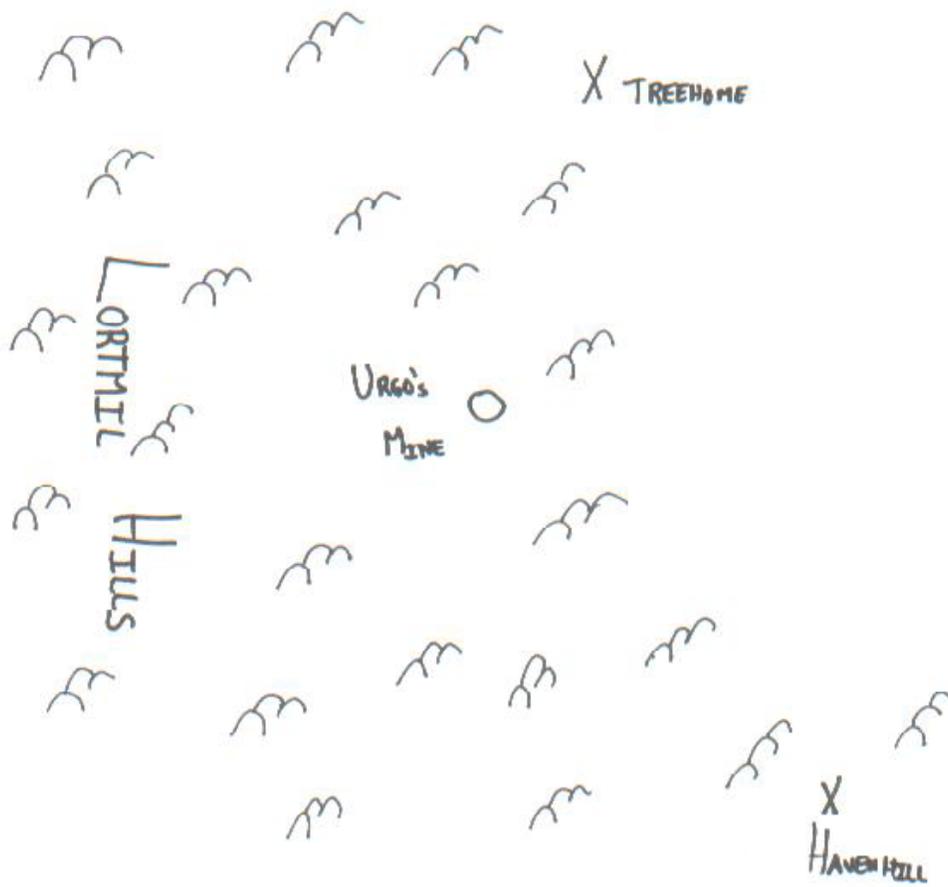
Dear Noted Member of the Mine Rangers,

Kindly meet me in the Guomish village of Treehome as quickly as possible. The freedom of numerous slaves is at issue and with your assistance they may be able to breathe free again.

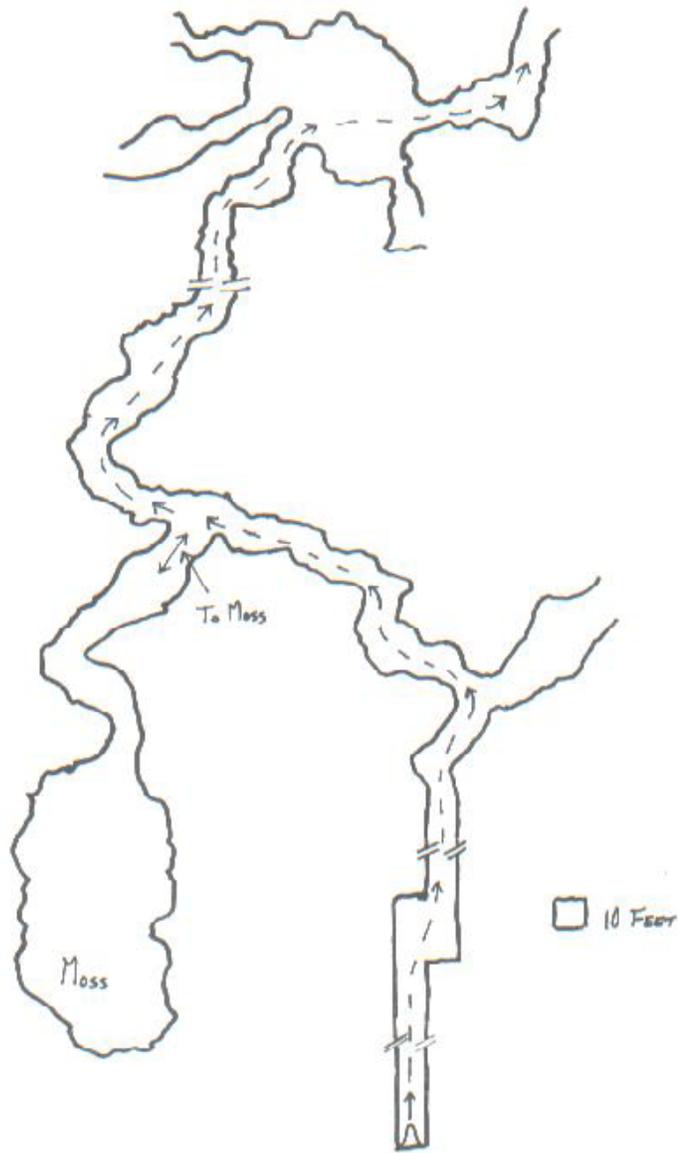
Safe journeys to you,

Dimble "Cloak" Beren

Player Handout #2: Map of Lortmil Hills



Player Handout #3: Derro Mine Part I



Player Handout #4: Derro Mine Part II

[MAP FORTHCOMING]

DM Aid #1: Derro Mine Level 1

[MAP FORTHCOMING]

DM Aid #2: More Derro Mines

[MAP FORTHCOMING]

DM Aid #3: Even More Derro Mines

[MAP FORTHCOMING]

Even Further Downward
Critical Events Summary
for use at WiPoU #3

1) Did the PCs free the slaves? YES NO

2) How did the PCs react to Melavelonce, the mind flayer (illithid)?

3) What creatures did the PCs encounter?

4) Did any PC receive the recommendation to the Mine Rangers?

YES NO

If so, who? [List name, PC name, RPGA #]

5) Did any PC get captured and enslaved by the Derro?

YES NO

If so, who? [List name, PC name, RPGA #]

If you are running this scenario at the premiere, please turn this summary in with your packets. The convention coordinator should then email these results to Christopher Reed, PoU Triad, at fltriad@aol.com. These results will affect future scenarios. Thanks.