ULP3-08

Lost Dwarves

A One-Round D&D® LIVING GREYHAWK®
Principality of Ulek Regional Adventure

By Dawn Coakley

You, a loyal adventurer to the Principality of Ulek, have been asked to participate in a top-secret mission. What exactly does it entail? A Royal Army and Mine Ranger adventure for PCs level 10-16.

This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time being around three hours. The rest of the time is spent in preparation before game play, reward distribution 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, print this scenario. This scenario was created to support double-sided printing, but printing it single sided works 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 running the event. Take time to review 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's 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 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. 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 both the players and the DM to keep track of who is playing what character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. But, as the DM, you can bar the use of even Core Rulebooks during certain times of play. For example, usually 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.

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and non-player character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end of the adventure. You should review all of these statistics before the game starts to refresh you memory of the creatures' abilities.

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

1) Determine the character level for each character participating in the adventure.

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.

4) If you are running a table of six characters, add one to that average.

By following these four steps, you have determined the modified APL. Throughout this adventure, APLs categorize the level of challenge that the characters 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 an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at playing 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 two 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. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see *DUNGEON MASTER'S Guide* Chapter 2: Characters) 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. All in-region characters pay one Time Units to participate in the adventure, while out-of-region characters pay two Time Units. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp.

Adventure Summary and Background

This is the twenty-eighth 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.

Located on the eastern edge of the Lortmil Hills near the Disputed Territories sits one of the Prince's hidden adamantine mines. The mine, the Sovereign Mine, is heavily guarded by the Royal Army and Mine Rangers, and rarely encounters problems. However, an intoxicated delver has passed through the mine causing old tunnels to collapse and new tunnels to open in the surrounding area.

Five squads of miners currently work in the lower adamantine mine have been trapped by the various tunnel collapses caused by the intoxicated delver. The occupants in the upper level mine heard the collapse, but have been unable to penetrate a magical adamantine door. The adamantine door was created to protect access to the lower mine.

The mine is a major source of adamantine for the Principality of Ulek. A permanent loss could have an impact on the war with the humanoids in the Disputed Territory and the Pomarj itself. Ensuring the miners are safe and the mines can still be reached is important not only to the Royal Army and the Mine Rangers but to the country as a whole (for those who know of it's existence).

The PCs begin the adventure journeying towards the city of Thunderstrike. Royal Army and Mine Ranger PCs have been informed by their organizational sources that their presence is needed there. Non-Royal Army and non-Mine Ranger PCs have heard that their might be

opportunities for adventurer work with the current situation in the Principality of Ulek.

A senmurv, who represents the Principality of Ulek Royal Army, approaches the PCs and presents them with a parchment of a confidential mission. If they take an oath of secrecy, she leads them to the mine; however, she does not disclose the mission.

Agent(s) loyal to the Warlord ambush the PCs as the group travels to the mine.

The senmurv escorts the PCs to Commander Ulfwar Forgestone of the Royal Army, who is in charge of the hidden adamantine mine, which is heavily guarded. Commander Forgestone requests a second oath of secrecy as to the location of the hidden adamantine mine. The mission is not offered if the PCs do not accept the oath.

Commander Forgestone tells the PCs that less than a day ago, there was a horrible earthquake-like shock from down deep in the mines. Five squads of miners were working in the lower mine. The miners have not been heard from since this time. Commander Forgestone, who is also a member of the Mine Rangers, asks the PCs for their assistance to find the miners.

To enter the mine, the PCs must pass by the tunnel's guardian and find the five opening keys hidden within the upper mines to a special adamantine door to the lower mine. This special adamantine door was created to ensure the safety and security of the hidden adamantine mine. Commander Forgestone tells the PCs the password for the guardian and which tunnel to follow to get to the magical adamantine door. There are five unique mineral keys hidden in the upper portion of the mine and only the five squad leaders know where they are to prevent unauthorized access into the mine. These keys must be placed into the special adamantine door to enter the lower mines, which is a major source of adamantine for the Principality of Ulek. Upon use, the keys teleport back into their original hiding place. Commander Forgestone also warns that there may be other guardians in the tunnels below, but he does not believe they will activate unless the PCs take something from the mines.

The PCs have the opportunity to explore eight different tunnels; five of which have the keys they seek to bypass the special adamantine door. The tunnel to get to the special adamantine door is a ninth tunnel. This special adamantine door guards the lower (adamantine) mines.

Once the keys are secured, the PCs must pass several carytid columns guardians. As long as the PCs, state "For Prince and Country" in dwarven the carytid columns do not animate and attack the PCs. They are then free to open the door into the lower mines. The door contains five slits each with a different gem. PCs place the key with coordinating gemstone into the appropriate keyhole, the door opens and the keys teleport back to their original hiding place.

Continuing down the tunnel, the PCs may be surprised that the passage down into the lower mines is blocked by a hidden tunnel terror that has entered into the mines from the new passageways.

Proceeding onward, the PCs encounter a caved in area and hear clanging from the other side. The PCs may dig or use other methods to assist the miners. Some of the miners are already dead, while others are gravely wounded. The amount of time taken to extract the rescue results in the number of miners saved.

The PCs may choose to rid the caverns of the delver as an optional encounter. The PCs track down the tunnels to find the delver and defeat it.

Royal Army and Mine Ranger PCs receive commendations or promotions, while other PCs receive recommendations to these organizations. Additionally, the PCs are offered item access to several items based on their level of success.

NOTE: This adventure is a both a Royal Army and Mine Ranger mission.

Introduction

The past few months have seen a reversal of fortunes for the Principality of Ulek. Thus, travel along the eastern edge of the Lortmil Hills is not as dangerous and avoided as it recently has been. Some of you have been conscripted to report to the eastern Lortmils by your organizations, while others of you have heard the call for stalwart adventurers in the city of Thunderstrike.

The PCs begin the adventure journeying towards the city of Thunderstrike. Royal Army PCs and Mine Ranger PCs have been informed by their organizational sources that their presence is needed there. Non-Royal Army and non-Mine Ranger PCs have heard that their might be opportunities for adventurer work with the current situation in the Principality of Ulek in the city of Thunderstrike. Allow for character introductions at this time and then continue with the next encounter.

Encounter 1: Messenger

It is nearing dusk and your party is within a day's travel to Thunderstrike. It has been a monotonous journey through the Lortmil Hills, when a large beast appears in the darkening eastern sky. The creature's head and body are that of a large canine and its mighty wings sport vibrant maroon and indigo feathers. A large adamantine amulet encircles its right claw arm. Its ruby red eyes come to bear on your group. You are sure that it has spotted you as it descends in your direction.

The creature is Vulfarara Volphbite, a female senmurv in the employ of the Royal Army, who is looking to deliver her parchment to the PCs. Allow PCs to make a Spot check (DC 36), due to distance and size, to notice a parchment in her left claw. If PCs prefer to study the amulet she wears, PCs may make a Spot check (DC 36) to notice a Principality of Ulek shield emblem on the amulet. Should the PCs cast *detect magic* on the amulet, it detects as magic (abjuration); however, Vulfara does not look favorably upon spells cast upon her, even harmless ones, without her permission.

Determine what the PCs are doing at this point. Vulfara approaches the PCs at full movement of four hundred and forty feet (240) feet. She arrives at their location by the end of the second round. If she is attacked, she flees, thus ending the scenario.

She delivers the parchment with the following preferences: highest-ranking member of either the Royal Army or Mine Rangers, dwarf, halfling, gnome, human, half-elf, elf, and half-orc. She prefers female over male PCs. Please provide them Player's Handout #1 (for Royal Army PCs), Player's Handout #2 (for Mine Ranger PCs) or Player's Handout #3 for other PCs. After the parchment has been delivered, allow the PCs to role-play as they see fit. Vulfara understands common; however she only speaks Sylvan. Vulfara is very loyal to the Principality of Ulek Royal Army. She knows that time is of the essence and anxiously awaits their vow of secrecy.

If any PCs harass Vulfara, she leaves. By failing to interact with Vulfara and not taking the vow of secrecy, PCs miss their possible mission thus ending the event for them.

Once the PCs accept the mission, allow PCs to assemble in marching order and take any precautions before proceeding to the next encounter.

Vulfara (1): female senmurv; hp 28; see Appendix 1: NPCs.

Encounter 2: Ambush

Continuing onward, you make your way through the hills with Vulfara flying above you leading the way. As the sun continues to lower in the sky, the shadows around you grow in size.

Some six hundred feet northeast, agent(s) of the Warlord have spotted Vulfara's descent. The agent(s) have hidden behind large hills and are waiting to ambush any party that should pass.

Due to the aid of Vulfarara Volphbite, the effective EL of the fight is lowered by one. If she is injured she withdraws from combat, as she is critical to the PCs mission.

APL 10 (EL 13)
Hill Giants (6): hp 114 each; see *Monster Manual*.

Dire Wolves (4): hp 51 each; see *Monster Manual*.

APL 12 (EL 15)
Hill Giants (9): hp 114 each; see *Monster Manual*.

Dire Wolves (4): hp 51 each; see *Monster Manual*.

APL 14 (EL 17)
Shadow Giant (1): hp 243; see Appendix 1: NPCs.

APL 16 (EL 19)
Shadow Giant (2): hp 261 each; see Appendix 1: NPCs.

If the PCs encounter hill giants (APL 10 and 12), they throw rocks and then close in melee combat. The dire wolves that accompany the hill giants, move directly into melee combat while the giants throw their rocks.

If the PCs encounter the shadow giant(s) (APL 14 and 16), the shadow giant(s) with use of their *ring of chameleon power* along with their *hide in plain sight* ability to study its (their) victims to perform their *death attack* with its (their) huge morningstar in melee. The shadow giant(s) then cast *blur* and attempt to sneak attack the PCs.

Once the PCs have defeated the giants, continue with the next encounter.

Encounter 3: Arriving at the Sovereign Mine

Continuing onward, Vulfara leads your party deeper into the Lortmils away from the direction of Thunderstrike. Darkness has fallen for several hours. The stars appear particularly dim this evening and offer very little light. To make it worse, a thick fog from seemingly nowhere is rolling in.

If PCs would like to make any preparations, allow them to do so at this point in time.

The PCs are entering a *hallucinatory terrain*, which is approximately two hundred and ten square feet and leads to the mine entrance. If a PC should choose to interact with the terrain (Ex: light a torch to burn off the fog) allow the PC a Will save (DC 16) to possibly disbelieve the true terrain.

A dozen halfling fighters protect the entrance to the mine, all Principality of Ulek Royal Army Scouts Division Corporals armed with adamantine short swords. The fog of the hallucinatory terrain hides them. To spot the unmoving halflings requires a Spot check (DC 40).

As PCs approach the mine entrance, an *improved alarm* spell creates a humming noise. Vulfara's amulet simultaneously takes on a soft glow. The glowing amulet identifies her party as friendly to the Principality of Ulek. The humming noise is the halfling's que to surround the party. To notice the surrounding halflings requires a Spot or Listen check (DC 30).

When the PCs proceed through the fog, continue with reading or paraphrasing the following:

Vulfara seems not to take notice of the fog and continues at full speed into the gloom. You must hurry forward to keep pace with her. As you make your way through the fog, Vulfara's amulet begins to glow. Your ears prick up to a low humming noise.

Halfling scouts in the garb of the Royal Army of the Principality of Ulek surround your party from out of nowhere. Their adamantine short swords are drawn and pointing in your direction.

Vulfara utters several short barks as she takes several steps forward. The halflings lower their weapons and step back. A doorway appears in a large boulder that was not there before. The glow on the amulet matches the soft red glow of the stone door as it swings inward. Vulfara motions for you to follow her and steps into the darkness within the doorway.

If PCs understand Sylvan, they know that Vulfara uttered the words, "Hail Sovereign of Ulek! May her adamantine heart forever beat!"

Vulfara has entered the Sovereign Mine. If the PCs do not follow her, the halflings do not allow any PCs to leave but force them to follow her or subdue any PC. This is one of the most highly protected areas in the Principality of Ulek and its secrecy is protected by all means possible. Do not hesitate to use a middle level Royal Army cleric or wizard NPC to stop a PC from leaving. Any resistant PC is taken into questioning at a cost of 26 Time Units (TUs) and after being released is considered an enemy of the Principality of Ulek. They also receive a *mark of justice* (-6 Constitution) cast at 19th level that activates should the PC ever communicate information about the Sovereign Mine.

Once the PCs enter the cave, they are lead by several heavily armed dwarves wearing full adamantine plate mail through caves of dwarven hewn. They arrive at a large stone, which depicts a large flaming warhammer with an adamantine plaque above the door written in dwarven, "Office of Commander Ulfwar Stoneforge." Vulfara barks loudly. The PCs hear a loud "**Come in!**" spoken in dwarven. Vulfara motions for the PCs to open the door and go inside. She will not accompany the PCs into the room. Read or paraphrase the following:

The room is dimly lit. The smell of old cigar smoke fills your nostrils. As your eyes become adjusted to the poorly lit room, you can see this is a fairly barren office. In the southwest corner of the room is a masterful dwarven suit of adamantine full-plate. In the northwest corner stands a large stone desk that appears to have been carved from the cave itself. On the desk sits a small oil lamp, several papers, a pen, an inkwell, a full ashtray, and a finely crafted adamantine warhammer. Behind the desk sits a well-groomed but tired-looking white haired dwarf. He is in full Royal Army military dress and wears the badge of the Mine Rangers. His beard is immaculate and appears to shimmer along with his bright blue eyes in the faint light. A closer look at the dwarven commander reveals cigar-stained fingers and shiny malachite gems woven into his beard. His loud stern voice sounds, "It's taken you long enough to get here!

Lives are in danger. Hurry up! Come in and close the door behind you."

"We have miners' and mine rangers' lives at stake. Less than a day ago, there was a horrible earthquake-like shock from down deep in the mines. Five squads of miners were working in the lower mine with their mine ranger guards. The miners have not been heard from since this time. I need your assistance to find the miners and maintain the secrecy of this mine. Provide me your oath and than I will continue with the matter at hand."

Stoneforge waits for their oath and does not begin until each PC swears an oath of secrecy. Any resistant PC is taken into questioning at a cost of 26 Time Units (TUs) and after being released is considered an enemy of the Principality of Ulek and receives a *mark of justice* (-6 Constitution) cast at 19th level that activates should the PC ever communicate information about the Sovereign Mine.

Read or paraphrase the following once all PCs have taken the oath:

"To enter the mine, you must pass the tunnel's guardian and locate the five opening keys hidden within the upper mines to a unique adamantine door that leads to the lower mines. This adamantine door was created to ensure the safety and security of the hidden adamantine mine. It is both trapped and fortified magically. The safest and most secure way through this door is to obtain the five keys.

"The guardians are carytid columns that stand before the doorway, most beautifully carved lassies. The password for the guardian is 'For Prince and Country' spoken only in dwarven. Head due north from my doorway until you reach a trap door. Descend down from the trap door. Follow the south tunnel to get to the adamantine door as it is due south of the trap door. There are five unique mineral keys hidden in the upper portion of the mine and only the five squad leaders know where they are located to prevent unauthorized access into the mine. These keys must be placed into a corresponding keyhole in the adamantine door to enter the lower mines, which is a major source of adamantine for the Principality of Ulek. Upon use, the keys teleport back into their original hiding place. There may be other guardians in the tunnels below, but I do not believe they will activate unless something is taken from the mines."

The PCs likely will have questions at this point, which might include:

Q - What caused the earthquake-like shock?
A - *"Unknown; once the miners are rescued perhaps that may be determined."*

Q - Who is trapped in the mine?
A - *"Five squads consisting of six miners, one master sergeant, and one colonel. All are dwarves. Their names are not important at this time."*

Q - Will divinatory aids or spells be of use locating the keys or miners?
A - *"Possibly; the keys are unique items, thus without having personal knowledge of them makes it very difficult. The mines are considered construction, therefore, commune with nature cannot see within the mine."*

Q - Why not teleport or use extra-planar travel down into the mines to by-pass the door?
A - *"First, there is a possibility of arriving within a collapsed area. Second, there is not sufficient information on the terrain of the lower mines required for a greater teleport. Third, there are dimensional lock and forbiddance spells in place to avoid extra-planar travel."*

Q - Why not burrow through the floor to reach the mines or use Passwall?
A - *"First, there is a wall of force to prohibit entry. Second, there is a chance this may cause further collapse."*

Q - Why not attempt to dispel the enchantments protecting the lower mines?
A - *"First, there are layers of enchantments over layers of enchantment on both the adamantine door and the walls. Floors, ceiling surrounding the mine. The layer of enchantments is known to be in the dozens, therefore would require multiple dispels. Two, this may also leave the mines vulnerable to raiders who may steal our adamantine."*

Q - Why not just use a knock spell to open the adamantine door?
A - *"First, the spell traps would have to be removed from the door. Secondly the door has five locks which open a sixth lock, therefore, six*

knock **spells would be required to open the door once the traps were removed."**

Q - Could the locks be disabled?
A - *"Of course, but first you must disable the traps. Opening these locks would skill that would rival the Prince's Jewels."*

Q - What traps and spells protect the door?
A - *"I do not know."*

Q - Would a shrink object or polymorph object spell affect the adamantine door?
A - *"No. It is a magical object."*

Q - Why not disintegrate the *wall of force*?
A - *"The wall of force is protected by symbols of death every sixty feet. The symbols trigger from being covered or spellcasting upon the wall of force. Even if both the wall and symbol are dispelled, the forbiddance and dimension lock remain. In addition, spells have been multi-layered to avoid enemy penetration. This is a* <u>*high security*</u> *facility!"*

Q - Can this wait until tomorrow so I can refresh/change my spells?
A - *"Didn't you hear me! Lives are at stake. Take care of things NOW!"*

When the PCs have no further questions and are ready to continue, proceed with the next encounter.

Encounter 4: Entering the Mine

As the PCs descend through the trap door, they have the opportunity to explore eight different tunnels; five of which have the keys they seek to bypass the magical adamantine door. Each tunnel is approximately fifteen feet wide and ten feet high. There are no light sources in the tunnels. Clues to which tunnels might net the best chances to hold one of the five keys are available which the PCs might discover via a variety of skill checks or divinatory spells (see each individual sub-encounter for details). Each tunnel is various in length. The time it takes to traverse to the key or the end of each tunnel is noted in each individual sub-encounter. **Time must be carefully tracked from this point on**, as this impacts the number of

surviving miners. Use Judge Aid # 1 to track time spent.

Encounter 4A: Area A

A successful Survival check (DC 20) to find tracks reveals that a solitary medium-size booted bipedal creature traversed this tunnel within the last twenty-four hours.

This area holds the first key. This key, which holds a ruby, is within the shield hand gauntlet of a dread guard. Four other dread guards accompany the key holder. They are located at the very far end of the tunnel.

The time it takes to get to the key depends on the PC's movement rate, as noted below. (Thus, heading back takes the same amount of time.) If the PCs stick together, the movement rate will be that of the slowest PC. If the PCs are actively looking for tracks or traps this time is doubled.

Movement Rate	Time (in minutes)
15	40
20	30
30	20
40	15

If the key is taken, the guardians activate to attack unless the password is spoken in dwarven. The password is "The gleam in the eye."

<u>All APLs (EL 6)</u>
Dread Guardian (5): hp 34 each; see Appendix 1: NPCs.

The equipment on the dread guardians in the property of the Mine Rangers and thus cannot be sold.

Encounter 4B: Area B

A successful Track check (DC 30) reveals that this cave has not been traveled in weeks. PCs can hear the echoing sounds of movement with a successful Listen check (DC 30).

This tunnel leads to a freshly opened area with the only entrance being the one the PCs took to get here. This area is the lair to a cluster of carrion crawlers and one or more rust monsters. The carrion crawlers hungrily attack any living flesh, while the rust monsters seek to feast upon any metal items. No key resides here.

The time it takes to get to the end of the tunnel depends on the PC's movement rate, as noted below. (Thus, heading back takes the same amount of time.) If the PCs stick together, the movement rate will be that of the slowest PC. If the PCs are actively looking for tracks or traps this time is doubled.

Movement Rate	Time (in minutes)
15	20
20	15
30	10
40	7.5

APL 10 (EL 6)
Carrion Crawlers (2): hp 19 each; see *Monster Manual*.

Rust Monsters (1): hp 27; see *Monster Manual*.

APL 12 (EL 7)
Carrion Crawlers (3): hp 19 each; see *Monster Manual*.

Rust Monsters (1): hp 27; see *Monster Manual*.

APL 14 (EL 9)
Carrion Crawlers (5): hp 19 each; see *Monster Manual*.

Rust Monsters (2): hp 27; see *Monster Manual*.

APL 16 (EL 11)
Carrion Crawlers (5): hp 19 each; see *Monster Manual*.

Advanced Rust Monster (3): hp 137 each; see Appendix 1: NPCs.

Encounter 4C: Area C
A successful Track check (DC 20) reveals that a solitary medium-size booted bipedal traversed this tunnel within the last twenty-four hours.

This area holds the second key. This key, which holds a bloodstone, is within a concealed compartment of a magically trapped and locked metal box (hardness 10, hp 30, Open Lock DC 30). To locate the concealed compartment requires a Search check (DC 20).

The trap activates only if the opener of the metal box is not of lawful good alignment. The key for the lock is with the missing squad leader, who is of lawful good alignment.

All APLs (EL 7)
Symbol of Weakness **Trap:** CR 7; magic device; touch trigger; automatic reset; spell effect (*symbol of weakness*, 13th-level cleric, 3d6 strength, DC 20 Fortitude negates; multiple targets (all targets within 60 ft.); Search (DC 32); Disable Device (DC 32).

The time it takes to get to the key depends on the PC's movement rate, as noted below. (Thus, heading back takes the same amount of time.) If the PCs stick together, the movement rate will be that of the slowest PC. If the PCs are actively looking for tracks or traps this time is doubled.

Movement Rate	Time (in minutes)
15	20
20	15
30	10
40	7.5

Encounter 4D: Area D
It does not appear this cave has been traveled in weeks, which can be determined with a successful Track check (DC 30).

This tunnel leads to an area with a false mine. Nothing of interest, including a key lies here.

The time it takes to get to the end of the tunnel depends on the PC's movement rate, as noted below. (Thus, heading back takes the same amount of time.) If the PCs stick together, the movement rate will be that of the slowest PC. If the PCs are actively looking for tracks or traps this time is doubled.

Movement Rate	Time (in minutes)
15	40
20	30
30	20
40	15

Encounter 4E: Area E

A successful Track check (DC 20) reveals that a solitary medium-size booted bipedal traversed this tunnel within the last twenty-four hours.

This area holds the third key. This key, which holds an emerald, is located under an old cloth in a mining cart. It requires a successful Search check (DC 20) to find. To get to the mining cart, the PCs must bypass an *illusory wall* spell that has been placed to appear as the cave ending. Another successful Track check (DC 20) reveals that the tracks continue into the wall.

Anyone not of lawful good alignment who passes through the *illusory wall* sets off a trap that has been set here. The missing squad leader who knows of the location of this key is of lawful good alignment.

All APLs (EL 5)

***Symbol of Pain* Trap:** CR 5; magic device; touch trigger; automatic reset; spell effect (*symbol of weakness*, 13th-level cleric, 3d6 strength, DC 17 Fortitude negates; multiple targets (all targets within 60 ft.); Search (DC 32); Disable Device (DC 32).

The time it takes to get to the key depends on the PC's movement rate, as noted below. (Thus, heading back takes the same amount of time.) If the PCs stick together, the movement rate will be that of the slowest PC. If the PCs are actively looking for tracks or traps this time is doubled.

Movement Rate	Time (in minutes)
15	26.7
20	20
30	13.3
40	10

Encounter 4F: Area F

A successful Track check (DC 20) reveals that a solitary medium-size booted bipedal traversed this tunnel within the last 24 hours.

This area contains not only the fourth key but also a fresh opening that occurred due to the earthquake-like shock. This key, which contains an amethyst, is now in the in the possession of several mogrelfolk. The PCs must find a way to get the key from them. Several options are:

- Ask the mogrelfolk, who speak Common, to give them the key. This requires a

successful Diplomacy or Intimidate check (DC 20).
- Trade with the mogrelfolk for the key. They require little but take their time in this option.
- Kill the mogrelfolk and take the key.

The mongrelfolk are hideous creatures descended from generations of crossbreeding among the worst examples of many species. They vary widely in appearance, but they ten toward a generic humanoid form and display the most terrible features of their many ancestral races. Their ears are long, wide, and sharply pointed, their noses flat and broad, their foreheads sharply sloped and their eyes large and bright. Their hides are typically covered in hair ranging from thick patches on their shoulders and bellies to very light covering on the arms and legs. Their teeth are invariably sharp, crooked and rotten.

They have come to investigate the new opening but do not engage the PCs in combat. If the PCs threaten them, they use their mimicry ability to attempt to scare away the PCs. If this does fails, they flee down from where they came. If the PCs give chase, another "earthquake" occurs causing the tunnel before the PCs, but behind the mongrel men, to collapse.

ALL APLs (EL 3)

Mongrelfolk (8): hp 6; see see Appendix 1: NPCs.

The time it takes to get to the key depends on the PC's movement rate, as noted below. (Thus, heading back takes the same amount of time.) If the PCs stick together, the movement rate will be that of the slowest PC. If the PCs are actively looking for tracks or traps this time is doubled.

Movement Rate	Time (in minutes)
15	40
20	30
30	20
40	15

Encounter 4G: Area G

A successful Track check (DC 30) indicates that no one has traveled down this tunnel for many weeks. A successful Listen check (DC 30) reveals dripping noises from deep within the cave.

This tunnel dead-ends into a small damp cave. Inside this small cave are several sections of damp stone. One of these sections is actually a gray ooze.

All APLs (EL 4)
Gray Oozes (1): hp 31; see *Monster Manual*.

The time it takes to get to the end of the tunnel depends on the PC's movement rate, as noted below. (Thus, heading back takes the same amount of time.) If the PCs stick together, the movement rate will be that of the slowest PC. If the PCs are actively looking for tracks or traps this time is doubled.

Movement Rate	Time (in minutes)
15	10
20	7.5
30	5
40	3.75

Encounter 4H: Area H
A successful Track check (DC 20) reveals that a solitary medium-size booted bipedal traversed this tunnel within the last twenty-four hours.

This area contains not only the fifth key but also a fresh opening that occurred due to the earthquake-like shock. This key, which contains a diamond, now lies upon the ground. Also, lying on the ground is a creature that looks like a sickly green man-of-war jellyfish. The dead creature is in fact an ocularon that was killed when it triggered a trap that was once located here. The trap no longer exists but several live ocularons still do (numbers based on APL).

As the PCs investigate the scene, a successful Spot check allows the PCs to notice one of the ocularons watching (with its blindsight ability) from eighty feet away. Unless the PCs immediately leave and without the key, the ocularon(s) attacks.

Each ocularon has six captured eyeballs.

APL 10 (EL 12)
Ocularon (1): hp 90; see Appendix 1: NPCs.

APL 12 (EL 14)
Ocularon (2): hp 90 each; see Appendix 1: NPCs.

APL 14 (EL 16)
Ocularon (4): hp 90 each; see Appendix 1: NPCs.

APL 16 (EL 18)
Ocularon (8): hp 90 each; see Appendix 1: NPCs.

If any PC losses their eyes, please ensure to make not of this on their AR if they do not fix the situation by the end of the scenario.

The time it takes to get to the key depends on the PC's movement rate, as noted below. (Thus, heading back takes the same amount of time.) If the PCs stick together, the movement rate will be that of the slowest PC. If the PCs are actively looking for tracks or traps this time is doubled.

Movement Rate	Time (in minutes)
15	33.3
20	25
30	16.7
40	12.5

Encounter 5: The Door to Below
A successful Track check (DC 15) is needed to find tracks revealing that over four dozen medium-size booted bipedal traversed this tunnel within the last twenty-four hours.

This tunnel is of dwarven construction and the time it takes to get to the next encounter depends on the PC's movement rate, as noted below. (Thus, heading back takes the same amount of time.) If the PCs stick together, the movement rate will be that of the slowest PC. If the PCs are actively looking for tracks or traps this time is doubled.

Movement Rate	Time (in minutes)
15	40
20	30
30	20
40	15

The magical adamantine door lies horizontally at the end of this tunnel. An adamantine archway stands one hundred from the door with a carytid columns flanking each side of the archway. The PCs must speak the password, "For Prince and

Country" in dwarven to avoid the carytid columns animating and attack the PCs.

ALL APLs (EL 8)
Carytid Columns (2): hp 53; see Appendix 1: NPCs.

The horizontal door opens downward into the lower mines. Besides being adamantine the door is magical in nature. Upon the door are five key slits, each with a fixed gem (ruby, bloodstone, emerald, amethyst, and diamond) below it. It has no handle. Inscribed in Dwarven upon the edges of the door reads, "The hills and mountains are sacred and beautiful places, whether on the surface or within tunnels." The PCs must place the five keys, each of which has a small corresponding gem in its handle, in the slots with the appropriate gem. Once the PCs place the keys into the door, the door opens into the lower mine and the keys teleport back into their respective hiding places. The door remains open for five minutes.

To unlock the door (hardness 20, hp 120, Open Lock DC 40) without the keys requires six successful Open Lock checks.

Should the PCs incorrectly attempt to open the door (ie. open locks checks), cast spells upon the door, or tamper with the door in way other than placing the keys into the door, the following trap activates.

ALL APLs (EL 8)
***Symbol of Insanity* Trap:** CR 8; magic device; touch trigger; automatic reset; spell effect (*symbol of insanity*, 15th-level cleric, permanent insanity, DC 22 Will negates; multiple targets (all targets within 60 ft.); Search (DC 33); Disable Device (DC 33).

Encounter 6: Lower Mines
The door opens into a five-foot wide spiral stairway of carved stone. There are no light sources within the staircase or the tunnel below. The staircase descends five hundred feet into the depths of the lower mines, ending in a tunnel to the north. The tunnels here reflect the impact of the earthquake-like shock. Walls have collapsed in various places and rubble strewn about the floor; however the collapsed areas are not enough to impede the parties movement through the tunnel. The tunnels are fifteen feet by fifteen feet.

The recent earthquake-like shock has opened the tunnels to a tunnel terror residing nearby. The

tunnel terror has expanded his lair and has blocked the entrance to the adamantine mine. Since a tunnel terror looks like part of the tunnel, it takes a Spot check (DC 20) to notice it before it attacks. Dwarves can use stonecunning to notice a tunnel terror.

All APLs (EL 15)
Tunnel Terror (1): hp 171; see *Fiend Folio.*

On APL 10, the tunnel terror is aging and thus receives a -2 to all die rolls, including attack rolls, damage rolls, saves, skill checks and ability checks. Additionally, it automatically rolls a 1 on the die for initiative thus giving it an initiative of 7.

Once the tunnel terror is defeated, the PCs must choose between two tunnels. One heads north, the other west. A successful Survival or Search check (DC 10) allows the PCs to discern between the lair of the tunnel terror and the actual mine tunnel.

Once the PCs have dealt with the tunnel terror, the time it takes to get to either the rubble before the miners or the tunnel terror's lair depends on the PC's movement rate, as noted below. (Thus, heading back takes the same amount of time.) If the PCs stick together, the movement rate will be that of the slowest PC. If the PCs are actively looking for tracks or traps this time is doubled.

Movement Rate	Time (in minutes)
15	13.3
20	10
30	6.7
40	5

Encounter 7: The Miners
After following the northern tunnel for seven hundred feet, leads to a caved-in area. The sound of clanging echoes from the other side. The PCs may dig or use other methods to assist the miners. The miners have been digging for some time and there is only about ten feet of rubble remaining. To clear ten feet of rubble by digging takes approximately four to eight minutes depending on the tools used.

Ten miners are dead due to collapse. Others are gravely wounded. There are thirty remaining miners and squad leaders. The amount of time taken to extract the rescue results in the number of miners saved as the air supply is running dangerously low due to the tunnel collapse. See

the chart below for the timetable for rescuing miners:

Time	Number Alive	
(In Hours)	Officers	Miners
< 5.0	10	20
5.0 - 5.5	8	16
5.5 - 6.0	6	12
6.0 - 6.5	4	8
6.5 - 7.0	2	4
7.0 - 7.5	1	2
> 7.5	0	0

If at least two officers and one miner are still alive, they give the PCs the following three magical items:

- *Ring of Improved Climbing*
- *Ring of Improved Jumping*
- *Stone of Good Luck (Luckstone)*

Rumbling noises sound from the adamantine mine. Any of the surviving miners do not know what the noise is but it has been sounding ever since the collapse. The PCs may choose to escort the miners to the upper mines or investigate the cause of the earthquake-like shock and/or rumbling noises.

If the PCs investigate, continue to the next encounter. Otherwise, continue with the conclusion.

Encounter 8: The Delver (Optional Encounter)

If the PCs choose to delve deeper into the mines to determine the cause of the rumbling noises or what might have caused the earthquake-like shock, first ensure the players understand that this is an optional encounter that will cost their PC additional Time Units (one for in-region PCs, two for out-of-region PCs). If they still proceed, continue with the following

Heading on to check on what might be causing the rumbling noises or what might have caused the earthquake-like shock, you proceed onward.

Should the PCs push further into the mine to explore the collapse, an intoxicated delver is feasting upon the adamantine within the mine. A

neutralize poison spell removes the intoxication from the delver. If the intoxicants are removed prior any aggressive actions, the delver wanders away harmlessly.

Once the delver notices the PCs it attacks immediately.

All APLs (EL 9)

Delver (1): hp 145; see *Monster Manual.*

Nothing else of interest lies here.

Conclusion

There are four possible conclusions, which include:

- All (30) miners saved. (Great Success)
- Some (3-24) miners saved. (Intermediate Success)
- No miners saved but bodies recovered. (Mild Success)
- No miners saved and bodies not recovered. (Failure)

Great Success

You stand before Commander Forgestone. He smiles and salutes you, "Well done! I'll be sure you are rewarded for your courage, bravery and outstanding success."

The PCs receive the *Recommendation from Principality of Ulek Royal Army and Mine Rangers*. Additionally, they receive *Great Success* as it appears on the AR.

If the PCs defeated the delver, they are able to purchase one *Vial of Delver Slime*. Doing so required the PCs to spend additional Time Units.

Intermediate Success

You stand before Commander Forgestone. He smiles and salutes you, "Well done! I'll be sure you are rewarded for your courage, bravery and success."

The PCs receive the *Recommendation from Principality of Ulek Royal Army and Mine Rangers*. Additionally, they receive *Intermediate Success* as it appears on the AR.

If the PCs defeated the delver, they are able to purchase one *Vial of Delver Slime*. Doing so required the PCs to spend additional Time Units.

Mild Success

You stand before Commander Forgestone. He smiles and salutes you, "Well, you did what you could! I'll be sure you are rewarded for your courage and bravery."

The PCs receive the *Recommendation from Principality of Ulek Royal Army and Mine Rangers*. Additionally, they receive *Mild Success* as it appears on the AR.

If the PCs defeated the delver, they are able to purchase one *Vial of Delver Slime*. Doing so required the PCs to spend additional Time Units.

Failure

You stand before Commander Forgestone. He looks down glumly at your boots, and begins, "This has been a disappointment. Perhaps you'll have better luck on your next assignment, which I don't expect to be very soon. Dismissed!"

The PCs get nothing but a cold shoulder.

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 to each character.

Encounter 2: Ambush

Defeat giants.

APL 10	300 XP
APL 12	360 XP
APL 14	510 XP
APL 16	570 XP

Encounter 4A: Area A

Defeat dread guardians.

APL 10	30 XP
APL 12	30 XP
APL 14	30 XP
APL 16	30 XP

Encounter 4C: Area C

Disable trap.

APL 10	30 XP
APL 12	30 XP
APL 14	30 XP
APL 16	30 XP

Encounter 4E: Area E

Disable trap.

APL 10	30 XP
APL 12	30 XP
APL 14	30 XP
APL 16	30 XP

Encounter 4H: Area H

Defeat ocularons.

APL 10	330 XP
APL 12	390 XP
APL 14	420 XP
APL 16	450 XP

Encounter 6: Lower Mines

Defeat tunnel terror.

APL 10	360 XP
APL 12	420 XP
APL 14	420 XP
APL 16	420 XP

Role-play Experience

Good role-play.

APL 10	270 XP
APL 12	315 XP
APL 14	360 XP
APL 16	405 XP

Total Possible Experience (Without Optional Encounter)

APL 10	1350 XP
APL 12	1575 XP
APL 14	1800 XP
APL 16	1935 XP

Encounter 8: The Delver (Optional Encounter)

Defeat delver.

APL 10	270 XP
APL 12	270 XP
APL 14	270 XP
APL 16	270 XP

Total Possible Experience (With Optional Encounter)

APL 10	1620 XP
APL 12	1845 XP

APL 14   2070 XP
APL 16   2205 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 treasurer.

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 minute 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 (that is, 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 piece 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 treasures from each encounter add it up and that is 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.

Treasure Key:

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

Encounter 2: Ambush

Sell giant's gear.

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

APL 12: L: 15 gp; C: 0 gp; M: 0.

APL 14: L: 82 gp; C: 0 gp; M: *ring of chameleon power* (Value 1058 gp per character); *ring of protection +4* (Value 2667 gp per character); *universal solvent* (Value 4 gp per character).

APL 16: L: 164 gp; C: 0 gp; M: *ring of chameleon power* (Value 1058 gp per character); *ring of chameleon power* (Value 1058 gp per character); *ring of protection +4* (Value 2667 gp per character); *ring of protection +4* (Value 2667 gp per character); *universal solvent* (Value 4 gp per character); *universal solvent* (Value 4 gp per character).

The Miners

Reward from the miners.

APL 10: L: 0 gp; C: 0 gp; M: *ring of improved climbing* (Value 833 gp per character); *ring of improved jumping* (Value 833 gp per character); *stone of good luck* (Value 1667 gp per character).

APL 12: L: 0 gp; C: 0 gp; M: *ring of improved climbing* (Value 833 gp per character); *ring of improved jumping* (Value 833 gp per character); *stone of good luck* (Value 1667 gp per character).

APL 14: L: 0 gp; C: 0 gp; M: *ring of improved climbing* (Value 833 gp per character); *ring of improved jumping* (Value 833 gp per character); *stone of good luck* (Value 1667 gp per character).

APL 16: L: 0 gp; C: 0 gp; M: *ring of improved climbing* (Value 833 gp per character); *ring of improved jumping* (Value 833 gp per character); *stone of good luck* (Value 1667 gp per character).

Total Possible Treasure

APL 10: L: 10 gp; C: 0 gp; M: 3333 gp;
Total: 3343 gp (2100 gp)

APL 12: L: 15 gp; C: 0 gp; M: 3333 gp;
Total: 3348 gp (3000 gp)

APL 14: L: 82 gp; C: 0 gp; M: 7062 gp;
Total: 7144 gp (6000 gp)

APL 16: L: 164 gp; C: 0 gp; M: 10791 gp;
Total: 10955 gp (9000 gp)

Special

These items may appear on the Adventure Record. They should be crossed out if the PC did not encounter or earn them in the adventure.

Mark of Justice

This PC has refused to protect the secrets of the Principality of Ulek. This PC is taken for questioning at a cost of 26 Time Units (TUs) and after being released will be considered an enemy of the Principality of Ulek. They receive a *mark of justice* (-6 Constitution) cast at 19th level that activates should the PC ever communicate information about the Sovereign Mine. In addition to the normal penalties incurred from a *mark of justice*, this mark appears as a broken dwarven axe on the PCs forehead and incurs a -6 charisma modifier when interacting with any dwarf or resident of the Principality of Ulek.

Loss of Eyes
This PC has lost both eyes to an ocularon, a strange creature that looks like a sickly green man-of-war jellyfish. Thus, this PC is permanently blinded until a *regenerate* spell is cast upon him. A blinded character is unable to see and takes a -2 penalty to Armor Class, loses his Dexterity bonus to AC (if any), moves at half spped, and takes a -4 penalty on Search checks and on most Strength- and Dexterity-based skill checks. All checks and activities that rely on vision (such as reading and Spot checks) automatically fail. All opponents are considered to have total concealment (50% miss chance) relative to the blinded character.

Recommendation from Principality of Ulek Royal Army and Mine Rangers
For successfully assisting in handling a great potential threat to the Principality of Ulek, you have received a recommendation from Commander Forgestone of the Principality of Ulek Royal Army and a member of the Mine Rangers.

Great Success
Due the PC's great success at the Sovereign Mine, this PC has earned regional access to the any one adamantine weapon **and** one adamantine suit of armor of their choice. Additionally, they may upgrade any one weapon or suit of armor to a +2 or +3 enhancement bonus. Those PCs in either the Royal Army or Mine Rangers also earn regional access to the axiomatic, holy and mighty cleaving weapon enhancement. The PC must pay all costs of the item/upgrade.

Intermediate Success
Due the PC's intermediate success at the Sovereign Mine, this PC has earned regional access to one adamantine weapon **or** armor of their choice. Additionally, they may upgrade any one

weapon or suit of armor to a +2 enhancement bonus. Those PCs in either the Royal Army or Mine Rangers also earn regional access to the mighty cleaving weapon enhancement. The PC must pay all costs of the item/upgrade.

Mild Success
Due the PC's mild success at the Sovereign Mine, this PC has earned regional access to adamantine dagger. The PC must pay all costs of the item.

Vial of Delver Slime
This glass vial of mucus-like slime contains a highly corrosive substance. It can be thrown as grenade-like weapon. A successful hit deals 2d6 points of acid damage to organic creatures or objects. Against metallic creatures or objects, the delver slime deals 4d8 points of acid damage, and against stony creatures (including earth elementals) or objects it deals 8d10 points of acid damage. All creatures within 5 feet of where the vial lands take 1d6 points of acid damage from the splash, but objects within 5 feet are not affected. *Market Price*: 150 gp; *Weight*: 1 lb.

Items for the Adventure Record

Item Access

APL 10
- *improved ring of climbing (Adventure, DMG)*
- *improved ring of jumping (Adventure, DMG)*
- *stone of good luck (Adventure, DMG)*
- *vial of delver slime (Adventure, Special)*

APL 14 (plus APL 10)
- *ring of chameleon power (Adventure, DMG)*
- *ring of protection +4 (Adventure, DMG)*

Appendix I: NPCs

Encounter 1

All APLs

Vulfara (1): Female senmurv; Large Magical Beast; HD 3d10+12; hp 28; Init +3 (Dex); Spd 30 ft., fly 60 ft. (average); AC 15 (Touch 13, Flat-footed 12); Atks +8 melee (1d8+9, bite) or +8 melee (1d6+6, 2 claws); Space/Reach 10 ft./10 ft.; SA Rend 2d6+6, smite evil, spell-like abilities; SQ Darkvision 60 ft., low-light vision, scent; AL LG; SV Fort +7, Ref +6, Will +2; Str 22, Dex 16, Con 19, Int 9, Wis 13, Cha 16.

Skills and Feats: Hide +0, Jump +18, Listen +2, Move Silently +4, Sense Motive +2, Spot +2; Flyby Attack, Improved Initiative.

Rend (Ex): If a senmurv hits a single target with both claws, it latches onto the opponent's body and tears the flesh. This attack deals 2d6+6 points of damage.

Smite Evil (Su): Once per day a senmurv can make a normal attack to deal additional 3 points of damage against an evil foe.

Spell-Like Abilities: At will -- *detect good, detect evil*.

Scent (Ex): A senmurv can detect approaching enemies, sniff out hidden foes and track by sense of smell.

Encounter 2

APL 14 (EL 17)

Shadow Giant (1): Huge Giant; HD 18d8+144; hp 243; Init +7 (Dex); Spd 50 ft.; AC 32 (Touch 15, Flat-footed 29); Atks +25/+20/+15 melee (2d8+19 [crit 19-20], huge morningstar) or +14/+9/+4 ranged (2d6+4, huge mighty composite shortbow) or +15 ranged (1d6+13, rock); Space/Reach 15 ft./15 ft.; SA Death attack (DC 19), rock throwing, sneak attack (+4d6), spell-like abilities; SQ Blindsight 60 ft., hide in plain sight, light sensitivity, low-light vision, rock catching; AL LE; SV Fort +19, Ref +9, Will +8; Str 36, Dex 17, Con 26, Int 11, Wis 14, Cha 19.

Skills and Feats: Diplomacy +6, Hide +26, Jump +18, Listen +9, Move Silently +8, Sense Motive +7, Spot +9; Alertness, Cleave, Combat Reflexes, Improved Initiative, Point Blank Shot, Power Attack, Precise Shot.

Possessions: masterwork huge morningstar, huge mighty composite shortbow (+4 Str bonus), 2 rocks, *ring of chameleon power*, *ring of protection +4*, *universal solvent*.

Death Attack (Ex): If a shadow giant studies its victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (giant's choice). While studying the victim, the shadow giant can undertake other actions so long as its stays focused on the target and the target does not detect the assassin or recognize the assassin as an enemy. If the victim of such an attack fails its Fortitude saving throw (DC 19) against the death effect, it dies. If the saving throw fails against the paralysis effect, the victim becomes helpless and unable to act for 1d6 rounds plus 9 rounds. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the shadow giant has completed the 3 rounds of study, it must make the death attack within the next 3 rounds. If a death attack is attempted and fails (the target makes the save) or the shadow giant does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before the giant can attempt another death attack.

Spell-Like Abilities: At will -- *blur, deeper darkness, shades, shadow evocation, shadow walk*. Caster level 18th; save DC 14 + spell level.

Blindsight (Ex): A shadow giant maneuvers and fights not only by sight, but also by using hearing and smell to ascertain its surroundings. This ability enables it to discern objects and creatures within 60 feet. A shadow giant usually does not need to make Spot or Listen checks to notice creatures within range of blindsight.

Hide in Plain Sight (Su): As long as a shadow giant is within 10 feet of some sort of shadow, it can hide itself from view in the open without anything to actually hide behind. It cannot, however, hide in its own shadow.

Skills: A shadow giant has a +4 racial bonus on Hde checks. In shadowy areas, this bonus rises to +8.

APL 16 (EL 20)

Shadow Giant (2): Huge Giant; HD 18d8+144; hp 261 each; Init +7 (Dex); Spd 50 ft.; AC 32 (Touch 15, Flat-footed 29); Atks +25/+20/+15 melee (2d8+19 [crit 19-20], huge morningstar) or +14/+9/+4 ranged (2d6+4, huge mighty composite shortbow) or +15 ranged (1d6+13, rock); Space/Reach 15 ft./15 ft.; SA Death attack

(DC 19), rock throwing, sneak attack (+4d6), spell-like abilities; SQ Blindsight 60 ft., hide in plain sight, light sensitivity, low-light vision, rock catching; AL LE; SV Fort +19, Ref +9, Will +8; Str 36, Dex 17, Con 26, Int 11, Wis 14, Cha 19.

Skills and Feats: Diplomacy +6, Hide +26, Jump +18, Listen +9, Move Silently +8, Sense Motive +7, Spot +9; Alertness, Cleave, Combat Reflexes, Improved Initiative, Point Blank Shot, Power Attack, Precise Shot.

Possessions: masterwork huge morningstar, huge mighty composite shortbow (+4 Str bonus), 2 rocks, *ring of chameleon power*, *ring of protection +4*, *universal solvent*.

Death Attack (Ex): If a shadow giant studies its victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (giant's choice). While studying the victim, the shadow giant can undertake other actions so long as its stays focused on the target and the target does not detect the assassin or recognize the assassin as an enemy. If the victim of such an attack fails its Fortitude saving throw (DC 19) against the death effect, it dies. If the saving throw fails against the paralysis effect, the victim becomes helpless and unable to act for 1d6 rounds plus 9 rounds. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the shadow giant has completed the 3 rounds of study, it must make the death attack within the next 3 rounds. If a death attack is attempted and fails (the target makes the save) or the shadow giant does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before the giant can attempt another death attack.

Spell-Like Abilities: At will -- *blur, deeper darkness, shades, shadow evocation, shadow walk*. Caster level 18th; save DC 14 + spell level.

Blindsight (Ex): A shadow giant maneuvers and fights not only by sight, but also by using hearing and smell to ascertain its surroundings. This ability enables it to discern objects and creatures within 60 feet. A shadow giant usually does not need to make Spot or Listen checks to notice creatures within range of blindsight.

Hide in Plain Sight (Su): As long as a shadow giant is within 10 feet of some sort of shadow, it can hide itself from view in the open without anything to actually hide behind. It cannot, however, hide in its own shadow.

Skills: A shadow giant has a +4 racial bonus on Hide checks. In shadowy areas, this bonus rises to +8.

Encounter 4A

Dread Guardian (6): Medium-Size Construct; HD 5d10; hp 27 each; Init +0; Spd 20 ft. (cannot run); AC 17 (Touch 10, Flat-footed 17); Atks +7 melee (1d8+3 [crit 19-20], longsword); SQ Cold resistance 10, construct traits, fire resistance 10; AL N; SV Fort +1, Ref +1, Will +2; Str 17, Dex 11, Con --, Int 6, Wis 13, Cha 2.

Possessions: masterwork banded mail, masterwork light steel shield, masterwork longsword.

Encounter 4B

Advanced Rust Monster (6): Large Aberration; HD 15d8+45; hp 137 each; Init +2 (Dex); Spd 40 ft.; AC 18 (touch 11, flat-footed 16); Atks +15/+10/+5 melee (rust, antennae touch), +10 melee (1d3+2, bite); Space/Reach 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 4F

Mongrelfolk (8): Medium-Size Humanoid (Mongrelfolk); HD 1d8+2; hp 6 each; Init +0; Spd 20 ft.; AC 13 (touch 10, flat-footed 13); Atks +0 melee (1d6, club) or +0 ranged (1d4, sling); SQ Emulate race, sound imitation; AL LN; SV Fort +2, Ref +2, Will +0; Str 10, Dex 11, Con 14, Int 9, Wis 10, Cha 7.

Skills and Feats: Hide +9, Sleight of Hand +9; Endurance.

Emulate Race (Ex): Because of their radically mixed heritage, mongrelfolk can use magic items that only function for a user of a certain race. This ability works like a emulate race function of the Use Magic Device skill. A mongrelfolk can automatically emulate any humanoid race, with no need for a skill check. Mongrelfolk that have the Use Magic Device skill have a +4 racial bonus on attempts to emulate nonhumanoid races using the skill.

Sound Imitation (Ex): A mongrelfolk can mimic any voice or sound it has heard. Listeners must succeed on a Will save (DC 16) to detect the ruse.

Possessions: hide armor, club, sling, 20 sling stones.

Encounter 4F

Ocularon: Large Aberration; HD 12d8+8+36; hp 90 each; Init +2 (Dex); Spd 10 ft. fly 90 ft. (perfect); AC 21 (touch 11, flat-footed 19); Atks +13 melee (2d6+4, 4 tendrils), +11 ranged touch (3d6 plus poison, 5 animate eyeball); Space/Reach 10 ft./5 ft.; SA Animate eyeballs, death throes, improved grab, poison, spell-like abilities, steal eyes; SQ Acid immunity, all-around vision, blindsight 80 ft., darkvision 60 ft., DR 10/magic, poison immunity, regeneration 4; AL CE; SV Fort +7, Ref +8, Will +10; Str 18, Dex 15, Con 17, Int 19, Wis 14, Cha 16.

Skills and Feats: Hide +13, Listen +17, Move Silently +17, Search +19, Spot +17, Survival +2; Combat Reflexes, Deflect Arrows, Lightning Reflexes, Weapon Focus (exploding arcane eye), Weapon Focus (tendril).

Animate Eyeballs (Su): An ocularon can control up to six captured eyeballs at one time, as if they were levitating eyes like those created by a *prying eyes* spell. These eyes are filled with the ocularon's toxic gas while skewered on the creature's barbed tendrils, and the ocularon can also use them as weapons. It can make a ranged touch attack against any opponent within 80 feet. Success indicates the eye impacts on the victim and explodes. Such characters take 3d6 points of damage and are exposed to the ocularon's poison.

Death Throes (Ex): When killed, an ocularon explodes in a cloud of toxic gas that deals 3d6 points of damage to everything within 20 feet and exposes those victims to its poison.

Improved Grab (Ex): If an ocularon hits an opponent that is at least one size category smaller than itself with a tendril attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +17). If it gets a hold, it can attempt to remove the opponent's eyes on the following round. Thereafter, the ocularon has the option to conduct the grapple normally, or simply use its tendril to hold the opponent (-20 penalty on grapple check). In either case, each successful grapple check it makes during the successive rounds automatically deals tendril damage.

Poison (Ex): An ocluaron delivers it poison (Fort DC 19 negates) on each successful attack with an arcane eye or in its death throes. Initial and secondary damage are the same (1d4 Str plus 1d4 Con).

Spell-Like Abilities: At will -- *arcane eye**; 3/day -- *darkness*, *invisibility*, *passwall*, *true seeing**. Caster level 12th; save DC 13 + spell level.

*The ocularon can only use its *arcane eye* and *true seeing* spell-like ability if it has eyes on its tendrils available to be used as arcane eyes.

Steal Eyes (Ex): Once an opponent has been grappled for 1 round, an ocularon can attempt to forcibly remove its eyes. It must make an opposed grapple check to do so. If it is successful, the victim must make a Fortitude save (DC 20) or be permanently blinded, its eyeballs removed from its sockets. The eyeballs are now impaled on the ocularon's barbed tendrils and will fill with gas in 3 rounds, ready to be used as weapons.

All-Around Vision (Ex): An ocularon can see in all directions at once. Because of this, it has a +4 racial bonus on Search and Spot checks and it cannot be flanked. An ocularon only benefits from this ability when it has eyes attached to its tendrils.

Blindsight (Ex): An ocularon is effectively blind, but it maneuvers and fights well as a sighted creature by using its other sense (mostly hearing and scent) but also by noticing vibration and other environmental clues). This ability enables it to discern objects and creatures within 90 feet. The ocularon usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight. The ocularon relies on its blindsight only if it runs out of eyes attached to its tendrils, which negates its all-around vision.

Regneration (Ex): An ocularon takes normal damage from silver and keen weapons. Attack forms that don't deal hit point damage ignore regeneration and an ocularon does not restore hit points lost from starvation, thirst or suffocation.

Encounter 5

Caryatid Column (2): Medium-Size Construct; HD 6d10; hp 53 each; Init +3; Spd 30 ft.; AC 22 (touch 13, flat-footed 19); Atks +12 melee (1d10+9, *+2 bastard sword*); SQ Break weapon, column form, construct traits, hardness 8, magic weapon; AL N; SV Fort +2, Ref +5, Will -3; Str 20, Dex 16, Con --, Int 6, Wis 1, Cha 1.

Skills and Feats: Diplomacy -3, Sense Motive +4; Improved Sunder, Power Attack, Weapon Focus (bastard sword).

Break Weapon (Ex): A caryatid column is imbued with a super-natural defense against weapon attacks. Whenever a creature strikes a caryatid column with a melee weapon, the weapon must succeed on a Fortitude save (DC 13) or break and become useless, dealing no damage to the caryatid column. As usual, a magic weapon uses either the wielder's save bonus or its save bonus, which ever is better.

Nonmagic ranged weapons automatically shatter upon hitting the caryatid column, dealing no damage. Magic ranged weapons receive a Fortitude save (DC 13) to resist this effect.

Hardness (Ex): Like a animated object made of stone, a caryatid column has a hardness of 8.

Magic Weapon: A magic weapon is incorporated into a caryatid column at the time of creation. This weapon is usually a *+2 bastard sword*, functions in all respects like a normal magic weapon of its type, with one exception: Whenever it is out of the caryatid's column's hands, it reverts to stone and becomes a nonmagical sculpture. Should the caryatid column then pick up the weapon, it regains its normal form and magical qualities.

If a caryatid column needs both hands free, it can stow its weapon by simply pressing it against its side; the weapon then merges with the caryatid column's body and can be retrieved by the caryatid column as any character would draw a weapon.

Encounter 6

Tunnel Terror: Huge Aberration; HD 18d8+90; hp 171; Init +6; Spd 20 ft., climb 10 ft.; AC 18 (touch 10, flat-footed 16); Atks +20 melee (1d8+9, 2 tentacle slaps); Space/Reach 15 ft./10 ft.; SA Engulf, psionics, suffocating constriction 1d8+10; SQ Camouflage, darkvision 60 ft., tremorsense 60 ft.; AL NE; SV Fort +13, Ref +10, Will +12; Str 28, Dex 15, Con 20, Int 11, Wis 13, Cha 16.

Skills and Feats: Climb +17, Hide +10, Listen +11, Move Silently +12, Spot +11; Alertness, Great Fortitude, Improved Initiative, Lightning Reflexes, Power Attack, Skill Focus (Hide), Skill Focus (Move Silently).

Engulf (Ex): A tunnel terror can engulf one Large or smaller foe that has stepped into its body by making a successful grabble attempt against its foe. This move does not provoke an attack of opportunity. Engulfed victims are entangled and automatically take damage from suffocating constriction. If the tunnel terror gets a hold, it is free to use it tentacles to strike at other targets while it constricts. Attacks made on an engulfing tunnel terror deal half damage to the monster and half to the trapped victim.

Psionics (Sp): At will -- *arcane eye*, *bear's endurance*, *bull's strength*, *cat's grace*, *prying eyes*, *stone shape*, *telekinesis*, *wall of stone*. Caster level 12th; save DC 13 + spell level.

Suffocating Constriction (Ex): An engulfed creature takes 1d8+13 points of damage bludgeoning damage, has no air to breathe, and begins to suffocate.

Camouflage (Su): Since a tunnel terror looks like a part of the tunnel when at rest, it takes a successful Spot check (DC 20) to notice it before it attacks. Dwarves can use stonecunning to notice tunnel terror.

Tremorsense (Ex): Tunnel terrors can automatically sense the location of anything within 60 feet that is in contact with the groun.

Skills: Tunnel terrors have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Player's Handout 1: Royal Army Message

Loyal member of the Royal Army,

Your services are required without delay. The location that you are required to come to must remain a secret. Please take an oath of secrecy to immediately to Vulfara. Follow her and she will guide you to us.

Time is of the essence!

Commander Ulfwar Soulforge

(Seal of the Principality of Ulek Royal Army)

Player's Handout 2: Mine Ranger Message

Loyal member of the Mine Rangers,

Your services are required without delay. The location that you are required to come to must remain a secret. Please take an oath of secrecy to immediately to Vulfara. Follow her and she will guide you to us.

Time is of the essence!

Commander Ulfwar Soulforge

(Seal of the Principality of Ulek Mine Rangers)

Adventurer,

Your services are needed on a mission of utmost secrecy and importance to the Principality of Ulek.

Provide an oath of secrecy to Private Vulfara and follow her immediately.

Time is of the essence!

Commander Ulfwar Soulforge

Judge Aid #1

AREA EXPLORED	TIME SPENT
Mine Area 4A	
Mine Area 4B	
Mine Area 4C	
Mine Area 4D	
Mine Area 4E	
Mine Area 4F	
Mine Area 4G	
Mine Area 4H	
Mine Area 4I	
Encounter 5	
Encounter 6	
Encounter 7	
Other	
Total Time Spent:	

Please note that time spent in combat, spellcasting and other activities requiring time must also be tracked.

STORY SUMMARY
for use at HUKANY Con.

Please fill out the following and the convention coordinator, who should e-mail the results of each table to Christopher Reed at fltriad@aol.com.

1. Were the PCs able to reach the mining area of the lower mines?   YES   NO

2. How many miners were saved?

   _____
   _____

3. Provide Real Name, PC Name and RPGA #:

   _____
   _____
   _____
   _____
   _____
   _____