

ULP4-03

Dark Trade

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

Version 1.1

by Tom Kunzen

A frantic Mine Ranger returns with a horrific account of his team's abduction while exploring an old mineshaft. What sinister forces are at work beneath Ulek's Lortmil Hills? A Principality of Ulek Regional adventure for APLs 2-10.

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

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Introduction

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

Preparation

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

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

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

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

Keep in mind that you must have at least four 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.

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

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

Living Greyhawk Levels of Play

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

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 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit.

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. 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. 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.

Adventure Background and Summary

This is the twenty-third regional 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 creature known as the Warlord continues to hold his grip over the eastern provinces of the Principality of Ulek after breaking his allegiance to the Despot Turrosh Mak of the Pomarj. With considerable forces and resources at his command, the Warlord continues to pose a threat to the rest of the Principality of Ulek, as well as resists any attempts by Turrosh Mak to eliminate the Warlord and bring the eastern provinces back under his control. While the Warlord has established himself as a major independent player in the Pomarj-Ulekian war, he has suffered the consequences of striking out on his own, as the Warlord no longer receives the troops, weapons, and supplies from the Pomarj that he once did.

To alleviate this problem, the Warlord contacted a duergar merchant company, which had previously supplied weapons to Turrosh Mak's Pomarian army, and offered the duergar a better deal than they were getting from Turrosh Mak. The duergar merchant company took up the Warlord's offer, and began to redirect its shipments to the Warlord instead. Thus the Warlord's army would receive a steady supply of duergar-crafted weapons in exchange for Ulekian citizens who would be sold into slavery. The duergar had sent out trading parties to several locales within the Warlord's territory via a vast network of subterranean caverns and tunnels that eventually connect to a distant duergar city. One of these exchange locations is in an abandoned mineshaft located in an eastern spur of the Lortmil Hills.

All of the above information is unknown to anyone in the Principality of Ulek and should not be given to the players, even those with numerous ranks in various Knowledge skills or Bardic Knowledge. Instead, they should learn this information through game play.

Entirely by chance, a Mine Ranger team from Havenhill arrived at the mineshaft two days before the scheduled

trade meeting on a routine survey mission. As the Mine Ranger team conducted their survey in the mineshaft, the Warlord's hobgoblin trade delegation, along with three dozen slaves, entered the mine and surprised the Mine Rangers during the night, taking most of them prisoner and intending to trade them off with the rest of the slaves. However, the Mine Ranger team's wizard, a human named Tyrral Samish, was able to use his spells to escape the hobgoblins, retrieve his mount, and flee back to Havenhill, hoping to report what happened and rescue the Mine Ranger.

The PCs begin the adventure in the Stuck Pig, a tavern in the dwarven city of Havenhill. Here the PCs are approached by a messenger from the Mine Rangers bidding them to come to their offices as soon as possible.

Once at the Mine Ranger office, the PCs are presented with the mission to rescue the Mine Ranger team and the other slaves by Captain Oberth Linderhoff. The PCs may receive some supplies and additionally speak with Tyrral, if they wish.

After setting out from Havenhill, the PCs find the entrance to the mineshaft, which is guarded by a pair of bugbears. Descending into the mine, the PCs run into the hobgoblins who have just returned from their trade meeting with the duergar. The hobgoblins are carrying a load of duergar-crafted weapons, and they also have a prisoner, a halfling from the Mine Ranger team, who can give the PCs information on the situation.

The PCs then must descend deeper into the mine to attempt to overtake the duergar. In order to catch up to the duergar, the PCs have to enter into a forced march for a variable amount of time, based upon certain factors.

Once the PCs overtake and defeat the duergar, they can free the slaves from their chains and return them all to Havenhill and report the situation to Captain Linderhoff.

DM NOTE: This adventure counts as a Mine Ranger mission.

Introduction

As you stare down at your breakfast of porridge, sausage, cornbread, and hot cider, you rub your eyes and attempt to clear the lingering cobwebs in your head. Looking around you, you notice a similarly groggy group of fellow adventurers at your table looking as distant as you. You vaguely recall that you are in a tavern called the Stuck Pig, which resides in the city of Havenhill. However, you are having trouble recalling the events of the previous night.

Rugdenner and his wife run the Stuck Pig. Rugdenner is a dwarf who served many years in the military before his graying beard and aging knees finally caught up to him. He is still able to run the tavern; barking at the serving wenches and cooks to keep them moving at all times.

Elves in the party find that they are generally ignored by other patrons and treated with no disrespect from any of the serving staff but neither are they treated kindly. Half-orcs are looked upon with caution and given cool looks but nothing ever comes of it; this includes a general lack of verbal comments.

Allow some time here for character descriptions and introductions, if necessary, and then continue with the following:

Your ruminations are interrupted as a group of dwarven laborers noisily enter the establishment and push towards the bar for a morning pint. Their boisterous racket almost causes you to miss a human boy in his teens, whose eyes scan the room intently before meeting your gaze and approaching your table.

“Captain Oberth Linderhoff told me to find him some adventurers right quick, and you all look like the sort he needs. Come on, he’ll be wanting to speak to you right away!” he says, waiting for you to follow him.

The lad is Laydart, a 15-year-old human boy, who does little errands for the Mine Rangers. While he is not an official member, he hopes to do so when he is older.

Any PC who is a member of the Mine Rangers or who successfully makes a Knowledge (local - Sheldomar Valley MR) or Bardic Knowledge check (DC 15) recognizes the aforementioned Captain Oberth Linderhoff as the chief of Havenhill’s Mine Ranger office.

The boy waits a few minutes for the PCs to follow him, but leaves sullenly if the PCs are not interested. In this case, a half-drunken patron wanders over to the PCs and asks them why they didn’t take the opportunity for a little adventure. If the PCs then try to catch up with Laydart, they easily find him just outside the Stuck Pig. If the PCs do not heed this second call of opportunity, the PCs begin to hear whispers amongst the other patron of the cowardice of the PCs. Rugdenner will act very cold to the PCs after this, as their presence is now dampening the mood in the tavern. Eventually, the boy is sent back a second time to try to bring the PCs back with him. If all this fails to motivate the PCs, the adventure is over.

If the PCs do agree to follow him, he leads them out of the Stuck Pig and down the streets to the Mine Ranger office, but not before the PCs have squared away their tab with Rugdenner, the dwarven barkeep and proprietor of the Stuck Pig. Laydart will not give away any details of why the PCs are wanted, but a Diplomacy check (DC 10 + APL) can convince Laydart to admit that he honestly does not know, but he did notice that Captain Oberth Linderhoff seemed very upset when he sent Laydart out to find some adventurers.

Encounter One: Mine Ranger Office

Laydart leads your group through the streets of Havenhill, its industrious residents already bustling to their morning labors. You eventually come to a stop at a squat two-story masonry building, identified by a sign above the door as the Havenhill branch office of the Mine Rangers. Entering the front door, Laydart indicates a few rows of benches for you to sit in the lobby, while he announces your presence to the Mine Ranger at the front desk, “These are the adventurers Captain Linderhoff wanted me to get,” he says. The clerk nods and jerks his head towards the back of the building. Laydart guides you a short ways down a hallway before knocking at a door. Hearing a gruff “Enter!” from the other side, he opens the door for you. Peering inside, you see a dwarf in his later years with a thick gray beard, intense black eyes and the uniform of an officer of the Mine Rangers sitting behind a wooden desk. He does not rise from his seat, but motions for you to sit before he begins.

“Superb, Laydart! Thanks for your assistance today.” Laydart shuts the door as the dwarf continues, “Now then, I’m Captain Oberth Linderhoff of the Mine Rangers. I need your assistance on a most urgent mission.”

If there are any PCs in the party who belong to the Mine Rangers, have Linderhoff say the following to them:

“You’re a Mine Ranger, there, so you’ll of course, be going on this mission. Pay attention while I brief your associates, then.”

Continue with the following for all PCs:

“Three days ago, I sent out one of my teams on a field survey of an old mine. We’re exploring lots of old mines to see if they’re worth the trouble to reopen once the war’s done. The Prince is going to have to pay for the war somehow, see? Anyway, sounds simple enough. Just this morning, though, Tyrral Samish, the team’s arcane specialist, barged into the building and collapsed on the floor! He was wild-eyed, saying he rode hard all day and all night to get back here. He said his whole team was attacked by hobgoblins while they were camped in the mine for the night, and he escaped to find help. What’s even stranger, Tyrral said he saw the hobgoblins leading a train of at least thirty captives behind them – humans, dwarves, halflings, and other good folk. What these hobgoblins were up to is anyone’s guess, but it can’t be good, and I don’t take kindly to my Rangers being attacked, and I certainly don’t like good folk being prisoners of goblin-types. What do you say?”

Linderhoff attempts to answer as many questions as he can. Possible questions (with answers) might include:

Q - Why don't you just send out another team of Mine Rangers?

A - *"Most of my Mine Rangers are doing work in the field, like they're supposed to be. All the personnel I have here are Laydart, a few administrative staff, and some instructors and trainees. I suppose I could cobble together a group of them, but they don't have much in the way of combat experience. As for me, well...forget it."*

If the PCs press Linderhoff as to why he would not go to rescue the Mine Rangers, he becomes evasive and tries to change the subject. A successful Sense Motive check (DC 12) reveals that Linderhoff is hiding something. If any PC persists in this line of questioning, Linderhoff knocks twice on his left leg, making it apparent that he has a wooden leg. He glares for a moment at the offending PC before continuing.

Q - What will be the payment?

A - *"Twelve gold forges. And of course you can sell back or keep the weapons and armor of any of those hobgoblins you kill. Also, for those of you into that sort of thing, you can collect and sell the hobgoblin's ears."*

Q - What aid can we get from you?

A - *"You'll be needing to make the trip in a hurry, so I can loan, but not give, you all some stout horses. I can also draw you a map indicating the location of the mine in question and the best route there. I'll also have our quartermaster provide you with torches, rope, rations, and any other basic supplies that you think you may need, within reason."*

Q - When should we leave?

A - *"Right away! There's no telling what might happen to my Mine Rangers or those prisoners the longer we delay."*

Q - Can we speak with Tyrral?

A - *"If you accept the mission, of course you can. But keep it to the point, he's recovering right now."*

Q - Do you fault Tyrral for running away?

A - *"Not really. Part of me wants to blame him for abandoning his team, but I'm glad he did, otherwise they would all have been captured and we wouldn't have been any the wiser and you would be out of work right now. He probably did the right thing."*

Q - Who was in the team?

A - *"Six personnel altogether. Tyrral, who I spoke of before; Bressia, a female human cleric of Ulaa; the dwarves Filbar and Augra, husband and wife, and experienced rangers; Snookerbill, the gnomish engineer; and Crespin, the team's scout, a halfling. Good people, all of them."*

Q - "Where is the mine located?"

A - *"The mine is located on an eastern spur of the Lortmil Hills, about a day and a half's ride to the east of Havenhill. The map I'll be giving you will show you the exact location."*

If any of the PCs ask about Dimble "Cloak" Beren, a gnome Mine Ranger NPC who has appeared in all the Principality of Ulek "Downward" regional scenarios, Oberth explains that Dimble is part of a survey mission to the south of Havenhill and isn't due back for another week. Oberth offers to convey the inquiring PCs' regards to Beren, though.

If the PCs wish to speak with Tyrral, Oberth nods his head and rises painfully from his seat. He walks out the door and down the hall with a pronounced limp, opening the last door on the right side of the hall. It appears to be the infirmary, as a gaunt-looking human man is laying on a cot, while a dwarven woman is wiping his brow with cold, wet towels as Laydart looks on with concern.

"That there is Rosenild, our nurse. She's been tending to Tyrral ever since he got here, and he's still in bad shape, so be quick."

Tyrral is exhausted (see DMG) and is currently has 1 hit point. Bandages are wrapped around his left shoulder, and he talks to the PCs with a weak voice. Despite reassurances from Oberth, Tyrral is very sensitive about the fact that he left his team behind, even if it was for a good reason. He responds to any forceful inquiry about his perceived cowardice by breaking down into sobs, and this causes Oberth to step in and abruptly end the interview with a harsh glare at the offending PC.

Tyrral's tale is as follows:

"We had just laid camp for the night. Crespin and I took first watch, and everything seemed all right until we started hearing voices and footsteps from higher in the mine coming towards us. We went to wake up Filbar and Augra, and then the hobgoblins were upon us! We were all trying to fight the hobgoblins off, but Bressia fell with a javelin in her chest, then the dwarves were knocked out cold with the hilt of the leader's sword right to their heads. I had a choice: stay with my team and die or be taken captive, or try and make a run for help. I found a spot behind some rocks, cast an invisibility spell on myself, and then created some illusory lights further down the mine tunnel to distract them. I ran out of there as fast as I could, and I noticed that the hobgoblins were leading at least thirty folks, all chained by their ankles and wrists. I wanted to help

them so much, but I had to get out of there and find help if I was to have any hope of rescuing any of them. I dashed for the entrance to the mine, only to see that there were more hobgoblins and bugbears guarding the entrance! I cast a ghost sound spell to lead them away from the entrance, then made a dash for my horse. Thank Ulaa the foul creatures hadn't killed our mounts yet. I leaped on my horse, grabbed the reins, and started to speed away when I caught a javelin in the shoulder. I rode the rest of that night, all day and all night yesterday, and got back to Havenhill early this morning. I nearly passed out from the pain and exhaustion."

Once the PCs are finished talking with Tyrral, Oberth ushers them out of the room, saying that Tyrral needs his rest. Oberth then summons Ulee, the office's gnome quartermaster, who unlocks the supply room and dispenses items at Oberth's request. Oberth authorizes the dispensation of three sunrods per PC, one 50-foot length of rope per PC, and seven days' worth of trail rations per PC. Oberth then presents the PCs with a map with directions to the mine (no handout) and sends Ulee away with instructions to bring the promised horses to the front of the building.

On the way out of the building, Oberth leans close to you, looks around as if to make sure no one else is listening, and says, "Hobgoblins just don't lead trains of prisoners down into abandoned mines for no reason. If at all possible, find out what the hobgoblins were doing down there in the first place. I fear that my Rangers may have stumbled upon something far greater than them. I shudder to think what fate awaits those prisoners of the hobgoblins led deep beneath the earth."

Oberth leads you out the front door of the building, where Ulee, the office's quartermaster, has brought out several mounts for those of you who have need of one. As you prepare to depart, Oberth calls out to you, "May Dumathoin protect you and keep you safe." He stands outside of the Mine Ranger office with his hands on his hips, watching intently as you ride away.

Encounter Two: Arrival upon the Scene

Venturing forth from the gates of Havenhill, you notice the last wisps of morning fog fading away in the warm light of the sun as it crests over the hilltops.

Be sure to get a marching order from the PCs at this point.

You spend the rest of the day riding through the rolling landscape of the Lortmil Hills without being harried by evil humanoids or other foul creatures. Perhaps Ulaa smiles upon you this day and guides you safely through her domain. Her blessings

continue to be with you, as the night passes by uneventfully.

You resume your journey in the morning, finally approaching the hill marked on the map as the location of the mine you seek by late morning. From your vantage point, you can see that the southern face of the hill has been worked into a sheer rock wall. A large field of boulders and rocks litters the ground in front of the wall, while a dirt path snakes its way through the rocks, leading to an opening set into the wall, guarded by several humanoid figures.

Groups with a movement rate of 30 take two hours to get to this location from their campsite. Groups with a movement rate of 20 take three hours.

See **DM Aids: Map #1** for a diagram showing the PCs' vantage point and the mine entrance. There is approximately 500 feet of horizontal distance between the PCs' position and the mine entrance. However, there is a small lightly forested valley in between the two points. Thus the PCs can use the cover provided by the trees to approach to within 100 feet of the mine entrance, at which point the trees give way to the rock field. The rocks are unstable, and PCs cannot charge or run on the rocks. Movement is limited to one-half of base speed, but a successful Balance check (DC 20) allows a full move. Failing the check by 5 or more causes the PC to fall prone. The humanoid guards generally try to stay on the dirt path, avoiding the rock field if they can.

The entrance is guarded by two bugbears. They fight to the death but if captured, may divulge some information. Any PC who makes a successful Intimidate check (DC 20) or Diplomacy check (DC 25) gets the hobgoblins to admit to being loyal to the Warlord and to being on a trading mission. A second successful Intimidate check (DC 25) or Diplomacy check (DC 30) gets the hobgoblins to admit to trading slaves for weapons. These humanoids know nothing specific about the Mine Ranger team, as they were posted to guard the mine entrance since the arrival of the trading party. They also have had no contact with the rest of their party since their arrival there. But they say that the presence of several mounts outside the mine entrance upon the goblinoids' arrival tipped them off to the presence of someone in the mine.

APL 2 (EL 3)

☛ Bugbears (2): hp 21 each; see *Monster Manual*.

APL 4 (EL 5)

☛ Bugbears (2): Male Bugbear Rogi; hp 32 each; see Appendix One.

APL 6 (EL 7)

👉 **Bugbears** (2): Male Bugbear Rog3; hp 45 each; see Appendix One.

APL 8 (EL 9)

👉 **Bugbears** (2): Male Bugbear Rog5; hp 59 each; see Appendix One.

APL 10 (EL 11)

👉 **Bugbears** (2): Male Bugbear Rog7; hp 72 each; see Appendix One.

Any PC who makes a successful Search check or Survival check (DC 10) locates the tracks of thirty to forty humanoids leading up the dirt path and into the mine. A successful Survival check by someone with the Track feat (DC 11) allows the PCs to follow the trail, but this is unnecessary at this point, as while the mine tunnel does have several side passageways, they are minor and can easily be checked out with only a few minutes of the PCs' time.

Encounter Three: What Are You Doing Here?

A chilly draft wafts up from the mine entrance as you draw nearer to it. What may once have been a sign carved in dwarven runes lies above the entryway arch; it is now too worn by time and elements to be legible. The tunnel stretches ten feet wide and eight feet high; two parallel ruts three feet apart in the tunnel floor show where mine carts laden with ore once traveled up and down the tunnel. For a second, you can almost hear the rhythmic ping of picks impacting stone and the bawdy miners' shanties echoing through your mind like some specter of the past. But you snap out of your reverie remembering the urgency of the task at hand.

Before allowing the PCs to descend into the mine, take note of their marching order, movement rate and their sources of illumination.

After about three hours of travel (for groups with a movement rate of 30), down the tunnel, have the PCs make Listen checks (DC 20). (Groups with a movement rate of 20 take four and a half hours). Those PCs who are successful hear booted footsteps, raucous laughter, and speech in some harsh language. This is the main force of the hobgoblin trading party, which is on its way back to the surface after a successful trade meeting with the duergar. At this point, roll Listen checks for the hobgoblins as well. Unless the PCs make efforts to keep quiet, then the hobgoblins should also have a chance to hear the footsteps of the PCs approaching them. However, due to the amount of noise the hobgoblins

themselves are making, they are considered distracted thus giving them a -5 penalty to this check above the distance penalty modifier.

The hobgoblin party consists of a burly-looking ranger (Gurn), a cleric of Maglubiyet (Baurak), two hobgoblin warriors and eight goblins who are carrying sacks full of the weapons that were just obtained from the duergar. The goblins have been brutally cowed by the hobgoblins, are armed with only a single javelin. They only fight if cornered by the PCs, instead attempting to escape.

If the hobgoblin party hears the PCs, they immediately cease all movement and talking, waiting until the PCs come upon them.

Of particular interest in this encounter is the fact that the hobgoblin ranger (Gurn) has custody of Crespin, the halfling from the Mine Ranger team, who is bound at the wrists and ankles with manacles. Gurn has a particular hatred of halflings, and Crespin's defiant attitude after his capture led the ranger to decide to keep the halfling for his own amusement instead of trading him off with the rest of the captives. Since he was first captured, Crespin has had all of his toes and fingers broken, and Gurn plans to fillet Crespin alive when they all get back to the hobgoblin camp on the surface, but not before putting the halfling through many more hours of gruesome torture. Gurn has been taunting Crespin about all of the horrible things that are going to happen to him for days. The verbal abuse, combined with the agony from every pained step, has left Crespin a nervous wreck. He does not attempt to flee the combat between the hobgoblins and the PCs, fearing what may happen to him if the hobgoblins win.

👉 **Crespin**: Male Halfling Rgr2; hp 15 (currently 5); see Appendix One.

APL 2 (EL 4)

👉 **Gurn**: Male Hobgoblin Rgr2; hp 17; see Appendix One.

👉 **Baurak**: Male Hobgoblin Clr1; hp 8; see Appendix One.

👉 **Hobgoblins** (2): hp 8 each; see *Monster Manual*.

APL 4 (EL 6)

👉 **Gurn**: Male Hobgoblin Rgr4; hp 33; see Appendix One.

👉 **Baurak**: Male Hobgoblin Clr3; hp 23; see Appendix One.

👉 **Hobgoblins** (2): hp 8 each; see *Monster Manual*.

APL 6 (EL 8)

👉 **Gurn**: Male Hobgoblin Rgr6; hp 50; see Appendix One.

☛ **Baurak:** Male Hobgoblin Clr5; hp 38; see Appendix One.

☛ **Hobgoblin War3 (2):** hp 23 each; see Appendix One.

APL 8 (EL 10)

☛ **Gurn:** Male Hobgoblin Rgr8; hp 66; see Appendix One.

☛ **Baurak:** Male Hobgoblin Clr7; hp 53; see Appendix One.

☛ **Hobgoblin War5 (2):** hp 38 each; see Appendix One.

APL 10 (EL 12)

☛ **Gurn:** Male Hobgoblin Rgr10; hp 83; see Appendix One.

☛ **Baurak:** Male Hobgoblin Clr9; hp 67; see Appendix One.

☛ **Hobgoblin War7 (2):** hp 53 each; see Appendix One.

Crespin hobbles over to the PCs once the fight is done. He tightly hugs the closest PC, but won't talk to the PCs. Instead he sobs uncontrollably until the PCs succeed at a Diplomacy check (DC 20). Add a +2 circumstance bonus to the check if the PCs attempt to heal Crespin, and add another +2 circumstance bonus if any of the PCs identify themselves as Mine Rangers or as working on behalf of Captain Linderhoff.

Once the PCs have calmed Crespin down, continue with the following:

"Thank you! Thank you so much! That one hobgoblin was going to do horrible things to me like you wouldn't believe!" The halfling then stiffens up and offers a salute. "Private Crespin of the Mine Rangers, at your service, and in your debt. I assume that Tyrral somehow got away and sent you to help? Well, the rest of my team is still in trouble, not to mention three dozen civilian prisoners! The hobgoblins led everyone down here and traded them all off to some gray dwarves in exchange for all those sacks full of weapons that you see. We have to go back for them, or else they'll be slaves of the gray dwarves for the rest of their natural lives!"

Crespin asks for the PCs to heal his broken fingers and toes, if they have not done so already; it takes 10 points of magical healing to do this. Once he is healed, Crespin offers to accompany the PCs to follow the duergar and retrieve the slaves, and stresses the need to not linger more than necessary. If the PCs ask for more information or for Crespin's story about being taken captive, Crespin agrees to tell them the whole story, but only once they all start moving (see below for his story).

If the hobgoblins are captured, they respond to questions or threats with grim-faced stoicism unless the PCs

succeed at a successful Intimidate check (DC 30). Once sufficiently intimidated in this manner, the hobgoblins identify themselves as members of the Black Fang tribe in service to the Warlord. They admit to being involved in a weapons deal with the duergar, but the hobgoblins do so in a circumlocutory manner, hoping to avoid directly talking about the fact that slaves are being exchanged for the weapons. A second successful Intimidate check (DC 20) leads the hobgoblins to be more forthcoming with regards to the slaves. They then inform the PCs that there were thirty-six prisoners in their slave train, not including the Mine Rangers, and that these slaves are a mix of civilian captives from the Disputed Territory and prisoners of war from the Royal Army. The hobgoblins were given orders to descend into the mine with the slaves, await the arrival of the duergar, trade the slaves for the weapons, and return home; they know nothing of the grand scale of the trade agreement between the Warlord and the duergar. If asked about the attack on the Mine Rangers, the hobgoblins say that when they arrived at the mine entrance, they were tipped off to the presence of the Mine Rangers in the mine due to the fact that their mounts were tied up outside.

The weapons that the hobgoblins gained through trade with the duergar can be found in the various sacks. The weapons include twenty-four masterwork cold iron longswords.

The party may wish to rest after these two fights with the goblinoids. Crespin advises against it, once again reminding the party of the need to track down the duergar as soon as possible, but he relents if the PCs insist on resting.

Once the PCs set out after the duergar, or as they begin to set up camp to rest, Crespin relates his version of events, as he promised. He picks up the story where Tyrral left off, at the point where Tyrral escaped the hobgoblin attack.

"After Bressia was slain and the dwarves were knocked out, only Tyrral, Snookerbill, and myself were left, and it was looking grim. I saw Tyrral duck behind a stalagmite and cast a spell, after which he winked out of sight. I guessed what Tyrral had in mind, so I charged the big hobgoblin and tried to distract him as best I could so Tyrral would have a chance to get away. I was knocked flat, and the last thing I saw was the brute's fist rushing toward my face.

"When I woke up, I found myself shackled at the wrists and ankles, sitting on a cold stone floor in the dark up against a wall. I couldn't see a thing, but I felt myself huddled with other people who also were chained up, and I could hear the footsteps of the hobgoblins as they kept guard over us. I speak the Goblin tongue, though, so I could overhear some of their conversations. I pieced together that I was thrown in with a group of prisoners, and that we were going to be traded off to some gray dwarves for

weapons. I could also tell that the hobgoblins were unhappy at having to wait for the gray dwarves; I think these dwarves may have been late. The big hobgoblin decided it would be fun to pass the time by breaking my fingers. When I cursed him out in Goblin, he decided it would be even better to break my toes too. He beat me frequently after that, and he told me that he wouldn't trade me off with the rest of the prisoners, that he'd rather take me back to his camp so he could fillet me alive! This went on for what seemed like forever. It was impossible for me to tell time in the dark, so I can't say how long it really was. Finally the hobgoblins heard someone coming from deeper in the mine – the gray dwarves. Neither party was particularly interested in exchanging pleasantries; they got right down to business. The hobgoblins lit some torches and brought all of the prisoners forward for inspection. The gray dwarves looked everyone over and seemed satisfied, then they took out a big bag, opened it, and from it, they pulling out several sacks full of weapons. The thing is, the sacks they were pulling out of the bag were each as big as the bag itself! Some sort of magic, I'll bet. The hobgoblins opened some of the sacks to inspect the weapons; I saw multiple longswords, all of very fine quality. The hobgoblins seemed pleased with the merchandise, so they had some words with the gray dwarves and then ordered their goblin servants to start hauling the sacks, while the gray dwarves started to round up the prisoners and arrange them into a queue. The gray dwarves began to proceed back down the mine tunnels, and the hobgoblin brute gave me the most evil, savage smile before snuffing out the last torch and grabbing me while giving out the order to move out. Each step I took was pure agony, and we marched up for what seemed like a few hours before we ran into you all."

Encounter Four: Locked in Pursuit

Thanks to Crespin's dire assessment of the events of the past few days, you are now fully aware of the nature of the dark trade being conducted between the humanoid in service to the Warlord and the deep-dwelling gray dwarves.

The pace you maintain is strenuous and fatigue starts to sap you of your will to move on. But you are reminded of the fates of the three dozen slaves and trudge on for their sakes.

At this point, in order to free the slaves, the PCs must catch up to the duergar, who have a modest (four hours) head start down the mine tunnel (or possibly more if the PCs ignored Crespin's advice about not resting after the combat in Encounter Three). However, the PCs do have a good chance of achieving this. The duergar do not know they are being pursued, and are not traveling at a

faster-than-normal pace and taking short rests when needed. Being duergar, they also have a base movement of 20 feet. Thus they have traveled for four hours at a movement rate of 20 (80 Movement Units). At this point, the duergar rest for eight hours before continuing their journey.

In order for the PCs to catch the duergar, they will need to press on. Any time spent moving from when they woke up (see Encounters Two and Three) should be noted. Groups with a movement rate of 30 have likely already traveled for 5 hours. While those groups with a movement rate of 20 likely have already traveled for 7 ½ hours. Once a group starts to exceed eight hours of travel in one day, they need to undergo a forced march (see PHB) for a certain period of time in order to catch up to the duergar. For each hour on the forced march, PCs must make a Constitution check (DC 10, +2 for every extra hour) or take 1d6 points of nonlethal damage. PCs with the Endurance feat gain a +4 bonus to their checks. PCs taking nonlethal damage from the march becomes fatigued, making running or charging impossible and imposing a -2 penalty to Strength and Dexterity. Curing the nonlethal damage also eliminate the fatigues.

The PCs need to make up the 80 Movement Units in order to reach the duergar and slaves. (The number of Movement Units can be determined by multiplying a group's movement rate by the number of hours traveled.) They must also do this within the eight hours the duergar are resting or the duergar continue onward at a movement rate of 20 (20 Movement Units per hour). Thus, if the PCs take nine hours to go 80 Movement Units, the duergar will still be 20 Movement Units away.

Once, the duergar have reached 200 total Movement Units (or six hours of travel after their rest), the PCs will be unable to locate them.

During this encounter, have the PCs make several skill checks, such as Spot and Listen to put them in a state of unease.

Encounter Five: Duergar Slavers

The quick pace the PCs must keep to catch up with the duergar generally precludes any attempts to move with any degree of stealth. PCs wishing to make Move Silently checks may do so at a -12 penalty (-10 for the fast movement, -2 for the hard stone floors). Make opposed Listen checks for the duergar but they get a -5 penalty due to being distracted by the slaves. In most cases, the duergar should be able to hear the approach of at least one of the PCs and prepare for them. However, to be fair, the PCs may think to use something to muffle their approach (a *silence* spell, for example), so do not automatically prepare the duergar against the PCs.

Due to the fact that the duergar are leading thirty slaves and using some light to prevent their captives from

stumbling or bashing their heads, the PCs do not need to make Spot or Listen checks when they near the duergar.

There are three duergar in the group, herding the three dozen captives along the left side of the 10-ft wide passage. The captives are all wearing a pair of wrist manacles, and are all chained together by the right ankle to ensure that no one bolts off. The duergar themselves are traveling along the right side of the passage, keeping 20 feet of space between each other, with the fighter in the lead, the wizard in the center, and the ranger in the rear.

The slaves do not interfere in the fight due to their fear of the duergar.

APL 2 (EL 5)

☛ **Skorrrp**: male duergar Ftr1; hp 10, see Appendix One.

☛ **Burlick**: male duergar Rgr1; hp 8, see Appendix One.

☛ **Davik**: male duergar Wiz1; hp 9; see Appendix One.

APL 4 (EL 7)

☛ **Skorrrp**, male duergar Ftr3; hp 30, see Appendix One.

☛ **Burlick**, male duergar Rgr3; hp 22, see Appendix One.

☛ **Davik**, male duergar Wiz3; hp 25, see Appendix One.

APL 6 (EL 9)

☛ **Skorrrp**, male duergar Ftr5; hp 49, see Appendix One.

☛ **Burlick**, male duergar Rgr5; hp 29, see Appendix One.

☛ **Davik**, male duergar Wiz5; hp 42, see Appendix One.

APL 8 (EL 11)

☛ **Skorrrp**, male duergar Ftr5/Lshr2; hp 69, see Appendix One.

☛ **Burlick**, male duergar Rgr5/DvtdDfndr2; hp 39, see Appendix One.

☛ **Davik**, male duergar Wiz6/Mndbndr1; hp 64, see Appendix One.

APL 10 (EL 13)

☛ **Skorrrp**, male duergar Ftr5/Lshr4; hp 88, see Appendix One.

☛ **Burlick**, male duergar Rgr5/DvtdDfndr4; hp 58, see Appendix One.

☛ **Davik**, male duergar Wiz6/Mndbndr3; hp 87, see Appendix One.

Once the PCs have been detected, Skorrrp and Burlick take up positions side-by-side in the 10-foot wide passage

ensuring the slavers are at least two feet behind them deeper within the underground passage. At the lower APLs (APLs 2-6), Skorrrp backs up 5 feet before using his whip in melee to avoid provoking attacks of opportunity.

But at the higher APLs (APLs 8 & 10), he does not provoke attacks of opportunity thanks to the *close combat* special ability, and does not back up each round. Skorrrp attempts to trip PCs if they are within 5 feet of Burlick, so as to cause the PC to take a -4 penalty to AC, but refrains from attempting to trip dwarves.

Burlick always stays within 5 feet of Skorrrp, so as to be able to attack any PCs Skorrrp trips and to take advantage of his Devoted Defender special abilities should Skorrrp be attacked. He does not split his attacks among different PCs, preferring to focus all of his attacks on the PC within melee range that threatens Skorrrp the most.

Davik stays 15 feet behind the line formed by Skorrrp and Burlick, and aids his companions in combat by casting mind-affecting spells against the PCs. Davik targets these spells at the fighter-type PCs who are engaged in melee with Skorrrp and Burlick, and prefers to target humans before targeting dwarves or elves (because of those races' resistance to mind-affecting spells). Davik uses his *wand of magic missile* as a last resort if he runs out of spells or if the mind-affecting spells do not appear to be working.

If captured, the PCs are taken as *Duergar Slaves* (see the Treasure Summary).

Conclusion

If the PCs were **NOT** successful in retrieving the slaves from the duergar, continue with the following:

You have failed in your attempts to rescue the captured slaves. What will become of them, time can only time.

If the PCs were successful in retrieving the slaves from the duergar, continue with the following:

Having defeated the duergar slavers, a great clamor rises from the chain of captives, as they all erupt into a rousing cheer for their rescuers and shake the chains of their manacles, begging for release. Crespin surges forward from behind your group to hug a couple of haggard dwarves and a gnome, and the Mine Rangers have a tearful reunion.

Thankfully, all of the captives appear to be free of any major injury or sickness, and while at first it seems as though you may have a problem feeding such a large group, a quick search of the duergars' belongings reveal a bag of holding containing waterskins, jerked meat, and dried mushrooms.

You make your trip back to Havenhill unmolested by evil humanoid or other potential dangers. The guards at the city gates of Havenhill are at first befuddled by the arrival of three dozen tired refugees, but you are quickly passed through the

gate and provided with an escort to the Mine Ranger office. Captain Oberth Linderhoff meets you in the entry hall of the building with Tyrral at his side. Both of them give you their thanks, that of the Mine Rangers and for the country as a whole.

Non-Mine Ranger PCs earn the *Recommendation for the Mine Rangers*, while Mine Ranger PCs earn the *Commendation for the Mine Rangers* (see the Treasure Summary).

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 Two

Defeat the bugbear guards

- APL 2 – 90 xp.
- APL 4 – 150 xp.
- APL 6 – 210 xp.
- APL 8 – 270 xp.
- APL 10 – 330 xp.

Encounter Three

Defeat the hobgoblins

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

Encounter Five

Defeat the duergar slavers

- APL 2 – 150 xp.
- APL 4 – 210 xp.
- APL 6 – 270 xp.
- APL 8 – 330 xp.
- APL 10 – 390 xp.

Discretionary Roleplaying Award

Judge may allocate up to the following for good roleplaying

- APL 2 – 90 xp.
- APL 4 – 135 xp.
- APL 6 – 180 xp.
- APL 8 – 225 xp.
- APL 10 – 270 xp.

Total Possible Experience

- APL 2 – 450 xp.
- APL 4 – 675 xp.
- APL 6 – 900 xp.
- APL 8 – 1,125 xp.
- APL 10 – 1,350 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:

APL 2: L: 4 gp; C: 0 gp; M: 0 gp.

APL 4: L: 72 gp; C: 0 gp; M: *eyes of the eagle* (208 gp), *boots of the winterlands* (208 gp).

APL 6: L: 72 gp; C: 0 gp; M: *eyes of the eagle* (208 gp), *boots of the winterlands* (208 gp), 2 *javelins of lightning* (125 gp each).

APL 8: L: 72 gp; C: 0 gp; M: *eyes of the eagle* (208 gp), *boots of the winterlands* (208 gp), 2 *javelins of lightning* (125 gp each), *ring of climbing* (208 gp), *ring of jumping* (208 gp).

APL 10: L: 72 gp; C: 0 gp; M: *eyes of the eagle* (208 gp), *boots of the winterlands* (208 gp), 2 *javelins of lightning* (125 gp each), *ring of climbing* (208 gp), *ring of jumping* (208 gp), *boots of striding and springing* (458 gp), *vest of escape* (433 gp).

Encounter Three:

APL 2: L: 759 gp; C: 0 gp; M: 2 *potions of barkskin* +3 (50 gp each), *potion of protection from arrows 10/magic* (25 gp).

APL 4: L: 759 gp; C: 0 gp; M: 2 *potions of barkskin* +4 (75 gp each), *potion of owl's wisdom* (25 gp), *wand of cure light wounds – 1st level caster* (63 gp), *potion of protection from arrows 15/magic* (125 gp).

APL 6: L: 809 gp; C: 0 gp; M: 2 *oils of keen edge* (63 gp each), 4 *oils of greater magic weapon +1* (63 gp each), 2 *potions of barkskin +5* (100 gp each), *potion of owl's wisdom* (25 gp), *wand of cure light wounds – 1st level caster* (63 gp), *oil of magic vestment +1* (63 gp), *potion of protection from arrows 15/magic* (125 gp), *goggles of minute seeing* (104 gp).

APL 8: L: 809 gp; C: 0 gp; M: 2 *oils of keen edge* (63 gp each), 4 *oils of greater magic weapon +2* (100 gp each), 2 *potions of shield of faith +5* (75 gp each), 2 *potions of barkskin +5* (100 gp each), *potion of owl's wisdom* (25 gp), *wand of cure light wounds – 1st level caster* (63 gp), *oil of magic vestment +2* (100 gp), *ring of protection +1* (166 gp), *potion of protection from arrows 15/magic* (125 gp), *goggles of minute seeing* (104 gp), *rope of climbing* (250 gp).

APL 10: L: 809 gp; C: 0 gp; M: 2 *oils of keen edge* (63 gp each), 4 *oils of greater magic weapon +3* (150 gp each), 2 *potions of shield of faith +5* (75 gp each), 2 *potions of haste* (63 gp each), 2 *potions of heroism* (63 gp each), 2 *potions of barkskin +5* (100 gp each), *potion of owl's wisdom* (25 gp), *wand of cure moderate wounds – 3rd level caster* (375 gp), *oil of magic vestment +3* (150 gp), *ring of protection +1* (166 gp), *potion of protection from arrows 15/magic* (125 gp), *goggles of minute seeing* (104 gp), *rope of climbing* (250 gp), *slippers of spider climbing* (400 gp), *Keoghtom's ointment* (333 gp).

Encounter Five:

APL 2: L: 82 gp; C: 0 gp; M: *Davik's spellbook I* (46 gp), *wand of magic missile – 1st level caster* (63 gp), *bag of holding – type II* (417 gp), *Heward's handy haversack* (167 gp), *ring of protection +1* (167 gp).

APL 4: L: 107 gp; C: 0 gp; M: *Davik's spellbook I* (46 gp), *wand of magic missile – 3rd level caster* (188 gp), *bag of holding – type II* (417 gp), *Heward's handy haversack* (167 gp), *ring of protection +1* (167 gp), *potion of haste* (63 gp), 2 *oils of greater magic weapon +1* (63 gp each), *silversheen* (21 gp).

APL 6: L: 107 gp; C: 0 gp; M: *Davik's spellbook I* (46 gp), *Davik's spellbook II* (113 gp), *wand of magic missile – 5th level caster* (313 gp), *bag of holding – type II* (417 gp), *Heward's handy haversack* (167 gp), *ring of protection +1* (167 gp), *potion of haste* (63 gp), *horn of fog* (167 gp), 2 *oils of greater magic weapon +2* (100 gp each), *silversheen* (21 gp).

APL 8: L: 140 gp; C: 0 gp; M: *Davik's spellbook I* (46 gp), *Davik's spellbook II* (113 gp), *wand of magic missile – 7th level caster* (438 gp), *bag of holding – type II* (417 gp), *Heward's handy haversack* (167 gp), *ring of protection +1* (167 gp), *potion of haste* (63 gp), *horn of fog* (167 gp), *immovable rod* (417 gp), 2 *oils of greater magic weapon +3* (150 gp each), *silversheen* (21 gp), *golembane scarab* (208 gp).

APL 10: L: 56 gp; C: 0 gp; M: *Davik's spellbook I* (46 gp), *Davik's spellbook II* (113 gp), *wand of magic missile – 9th level caster* (563 gp), *bag of holding – type II* (417 gp), +2 *mighty whip dagger [+4 Str bonus]* (735 gp), +1 *cold iron warhammer* (360 gp), *Heward's handy haversack* (167 gp), *ring of protection +1* (167 gp), *potion of haste* (63 gp), *horn of fog* (167 gp), *immovable rod* (417 gp), *necklace of fireballs – type IV* (450 gp), 2 *oils of greater magic weapon +4* (200 gp each), *silversheen* (21 gp), *golembane scarab* (208 gp), *horn of goodness/evil* (542 gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 845 gp; C: 0 gp; M: 985 gp – Total: 1,830 gp (450 gp).

APL 4: L: 938 gp; C: 0 gp; M: 1,974 gp – Total: 2,912 gp (650 gp).

APL 6: L: 988 gp; C: 0 gp; M: 3,298 gp – Total: 4,286 gp (900 gp).

APL 8: L: 1,021 gp; C: 0 gp; M: 5,315 gp – Total: 6,336 gp (1,300 gp).

APL 10: L: 937 gp; C: 0 gp; M: 10,065 gp – Total: 11,002 gp (2,300 gp).

Items for the Adventure Record

Special

☛ Duergar Slave

This PC was captured by a group of duergar slavers. The PC must spend an additional 2 TUs beyond the standard cost for this adventure (representing their time imprisoned by the duergar before their escape). The PC does not have to pay Lifestyle costs for these additional TUs, but loses all possessions save what she noted at the beginning of the adventure as being left at home. If this PC lost everything, she may choose to invoke the Charity of Friends clause of the LGCS.

☛ Recommendation for the Mine Rangers

Captain Oberth Linderhoff has given you his personal recommendation to join the Mine Rangers, a special organization that serves to protect and investigate the mines of the Principality. The use of this recommendation will appear in future scenarios or meta-organization documentation. Please contact the PoU Triad for further details.

☛ Commendation from the Mine Rangers

Captain Oberth Linderhoff has given you his personal commendation for the Mine Rangers, a special organization that serves to protect and investigate the

mines of the Principality. The PC may take advantage of this commendation (mark it as used) to gain access (Frequency: Adventure) to purchase a collapsible grappling hook (A&EG) and up to 10 burrowing pitons (A&EG).

☛ Davik's Spellbook I

1st – charm person, grease, mage armor, magic missile, sleep; 2nd – glitterdust, scare, Tasha's hideous laughter.

Market Price: 550 gp; Weight: 3 lbs.

☛ Davik's Spellbook II

3rd – deep slumber, fireball, hold person, suggestion, ray of exhaustion; 4th – confusion, crushing despair, enervation.

Market Price: 1,350 gp; Weight: 3 lbs.

Item Access

APL 2:

- ❖ Bag of Holding – Type II (Adventure, DMG)
- ❖ Davik's Spellbook I (Adventure, see above)
- ❖ Heward's Handy Haversack (Adventure, DMG)
- ❖ Masterwork Whip Dagger (Adventure, A&EG)
- ❖ Potion of Barkskin +3 (Adventure, DMG)
- ❖ Wand of Magic Missile (Adventure, 1st level caster, DMG)

APL 4 (APL 2 Items plus):

- ❖ Boots of the Winterlands (Adventure, DMG)
- ❖ Eyes of the Eagle (Adventure, DMG)
- ❖ Oil of Greater Magic Weapon +1 (Adventure, DMG)
- ❖ Potion of Barkskin +4 (Adventure, DMG)
- ❖ Potion of Haste (Adventure, DMG)
- ❖ Potion of Owl's Wisdom (Adventure, DMG)
- ❖ Potion of Protection from Arrows 15/magic (Adventure, DMG)
- ❖ Silversheen (Adventure, DMG)
- ❖ Wand of Cure Light Wounds (Adventure, 1st level caster, DMG)
- ❖ Wand of Magic Missile (Adventure, 3rd level caster, DMG)

APL 6 (APL 2, 4 Items plus):

- ❖ Davik's Spellbook II (Adventure, see above)
- ❖ Goggles of Minute Seeing (Adventure, DMG)
- ❖ Horn of Fog (Adventure, DMG)

- ❖ Javelin of Lightning (Adventure, DMG)
- ❖ Oil of Greater Magic Weapon +2 (Adventure, DMG)
- ❖ Oil of Keen Edge (Adventure, DMG)
- ❖ Oil of Magic Vestment +1 (Adventure, DMG)
- ❖ Potion of Barkskin +5 (Adventure, DMG)
- ❖ Wand of Magic Missile (Adventure, 5th level caster, DMG)

APL 8 (APL 2, 4, 6 Items plus):

- ❖ Masterwork Mighty Whip Dagger [+3 Str bonus] (Adventure, A&EG)
- ❖ Oil of Greater Magic Weapon +3 (Adventure, DMG)
- ❖ Oil of Magic Vestment +2 (Adventure, DMG)
- ❖ Potion of Shield of Faith +5 (Adventure, DMG)
- ❖ Ring of Climbing (Adventure, DMG)
- ❖ Ring of Jumping (Adventure, DMG)
- ❖ Rod, Immovable (Adventure, DMG)
- ❖ Rope of Climbing (Adventure, DMG)
- ❖ Scarab, Golembane (Adventure, DMG)
- ❖ Wand of Magic Missile (Adventure, 7th level caster, DMG)

APL 10 (APL 2, 4, 6, 8 Items plus):

- ❖ +2 Mighty Whip Dagger [+4 Str bonus] (Adventure, A&EG)
- ❖ Boots of Striding and Springing (Adventure, DMG)
- ❖ Horn of Goodness/Evil (Adventure, DMG)
- ❖ Keoghtom's Ointment (Adventure, DMG)
- ❖ Necklace of Fireballs – Type IV (Adventure, DMG)
- ❖ Oil of Greater Magic Weapon +4 (Adventure, DMG)
- ❖ Oil of Magic Vestment +3 (Adventure, DMG)
- ❖ Portable Winch [Str 18] (Adventure, A&EG)
- ❖ Potion of Heroism (Adventure, DMG)
- ❖ Slippers of Spider Climbing (Adventure, DMG)
- ❖ Vest of Escape (Adventure, DMG)
- ❖ Wand of Cure Moderate Wounds (Adventure, 3rd level caster, DMG)
- ❖ Wand of Magic Missile (Adventure, 9th level caster, DMG)

Appendix One: NPCs

Encounter Two

APL 4

Bugbears (2): Male Bugbear Rog1; CR 3; Medium humanoid (goblinoid); HD 3d8+1d6+12; hp 32 each; Init +3; Spd 30 ft.; AC 19, touch 13, flat-footed 16 (+3 Dex, +3 natural, +2 armor, +1 shield); Base Atk +2, Grp +6; Atk +8 melee (1d8+4, morningstar) or +5 ranged (1d6+4, javelin); Full Atk +8 melee (1d8+4, morningstar) or +5 ranged (1d6+4, javelin); SA sneak attack +1d6; SQ darkvision 60 ft., scent, trapfinding; AL CE; SV Fort +4, Ref +8, Will +2; Str 18, Dex 17, Con 16, Int 10, Wis 12, Cha 10.

Skills and Feats: Balance +9, Climb +4, Hide +5, Jump +7, Listen +6, Move Silently +7, Spot +6, Tumble +7; Alertness, Weapon Focus (morningstar).

Possessions: leather armor, light wooden shield, masterwork morningstar, 3 javelins, tanglefoot bag, thunderstone, alchemist fire, *eyes of the eagle* (bugbear #1), *boots of the winterlands* (bugbear #2).

APL 6

Bugbears (2): Male Bugbear Rog3; CR 5; Medium humanoid (goblinoid); HD 3d8+3d6+18; hp 45 each; Init +7; Spd 30 ft.; AC 19, touch 13, flat-footed 16 (+3 Dex, +3 natural, +2 armor, +1 shield); Base Atk +4; Grp +8; Atk +10 melee (1d8+4, morningstar) or +7 ranged (1d6+4, javelin); Full Atk +10 melee (1d8+4, morningstar) or +7 ranged (1d6+4, javelin); SA sneak attack +2d6; SQ darkvision 60 ft., evasion, scent, trap sense +1, trapfinding; AL CE; SV Fort +5, Ref +9, Will +5; Str 18, Dex 17, Con 16, Int 10, Wis 12, Cha 10.

Skills and Feats: Balance +10, Climb +6, Hide +7, Jump +10, Listen +8, Move Silently +9, Spot +8, Tumble +11; Alertness, Iron Will, Weapon Focus (morningstar).

Possessions: leather armor, light wooden shield, masterwork morningstar, 3 javelins, tanglefoot bag, thunderstone, alchemist fire, *eyes of the eagle* (bugbear #1), *boots of the winterlands* (bugbear #2), *javelin of lightning*.

APL 8

Bugbears (2): Male Bugbear Rog5; CR 7; Medium humanoid (goblinoid); HD 3d8+5d6+24; hp 59 each; Init +8; Spd 30 ft.; AC 20, touch 14, flat-footed 16 (+4 Dex, +3 natural, +2 armor, +1 shield); Base Atk +5, Grp +9; Atk +11 melee (1d8+4, morningstar) or +9 ranged (1d6+4, javelin); Full Atk +11 melee (1d8+4, morningstar) or +9 ranged (1d6+4, javelin); SA sneak attack +3d6; SQ darkvision 60 ft., evasion, scent, trap sense +1, trapfinding, uncanny dodge; AL CE; SV Fort +5, Ref +11, Will +5; Str 18, Dex 18, Con 16, Int 10, Wis 12, Cha 10.

Skills and Feats: Balance +12, Climb +8, Hide +8, Jump +12, Listen +10, Move Silently +11, Spot +10, Tumble +13; Alertness, Iron Will, Weapon Focus (morningstar).

Possessions: leather armor, light wooden shield, masterwork morningstar, 3 javelins, tanglefoot bag,

thunderstone, alchemist fire, *eyes of the eagle* (bugbear #1), *boots of the winterlands* (bugbear #2), *javelin of lightning*, *ring of climbing* (bugbear #1), *ring of jumping* (bugbear #2).

APL 10

Bugbears (2): Male Bugbear Rog7; CR 9; Medium humanoid (goblinoid); HD 3d8+7d6+30; hp 72 each; Init +8; Spd 30 ft.; AC 20, touch 14, flat-footed 16 (+4 Dex, +3 natural, +2 armor, +1 shield); Base Atk +7; Grp +11; Atk +13 melee (1d8+4, morningstar) or +11 ranged (1d6+4, javelin); Full Atk +13/+8 melee (1d8+4, morningstar) or +11/+5 ranged (1d6+4, javelin); SA sneak attack +4d6; SQ darkvision 60 ft., evasion, scent, trap sense +2, trapfinding, uncanny dodge; AL CE; SV Fort +6, Ref +12, Will +6; Str 18, Dex 18, Con 16, Int 10, Wis 12, Cha 10.

Skills and Feats: Balance +14, Climb +10, Hide +11, Jump +14, Listen +11, Move Silently +13, Spot +12, Tumble +15; Alertness, Dodge, Iron Will, Weapon Focus (morningstar).

Possessions: leather armor, light wooden shield, masterwork morningstar, 3 javelins, tanglefoot bag, thunderstone, alchemist fire, *eyes of the eagle* (bugbear #1), *boots of the winterlands* (bugbear #2), *javelin of lightning*, *ring of climbing* (bugbear #1), *ring of jumping* (bugbear #2), *boots of striding and springing* (bugbear #1), *vest of escape* (bugbear #2).

Encounter Three

All APLs

Crespin: Male Halfling Rgr2; CR 2; Small humanoid (halfling); HD 2d8+2; hp 15 (currently 5); Init +3; Spd 20 ft.; AC 13, touch 13, flat-footed 10 (+3 Dex); Base Atk +2; Grp -2; AL NG; SV Fort +5, Ref +7, Will +3; Str 10, Dex 16, Con 12, Int 12, Wis 14, Cha 12.

Skills and Feats: Climb +2, Hide +14, Jump +2, Knowledge (Dungeoneering) +6, Knowledge (Nature) +6, Listen +9, Move Silently +12, Spot +7, Survival +7; Stealthy.

Possessions: none.

APL 2

Gurn: Male Hobgoblin Rgr2; CR 2; Medium humanoid (goblinoid); HD 2d8+6; hp 17; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14 (+3 Dex, +4 armor); Base Atk +2, Grp +5; Atk +7 melee (1d8+3/19-20, longsword) or +5 ranged (1d6+3, javelin); Full Atk +5 melee (1d8+3/19-20, longsword) and +4 melee (1d6+1/19-20, short sword) or +5 ranged (1d6+3, javelin); SQ darkvision 60 ft., favored enemy (halflings +2), wild empathy; AL LE; SV Fort +6, Ref +6, Will +1; Str 16, Dex 16, Con 16, Int 10, Wis 12, Cha 8.

Skills and Feats: Heal +6, Hide +8, Listen +6, Move Silently +8, Spot +6, Survival +6; Track^B, Two-Weapon Fighting^B, Weapon Focus (longsword).

Possessions: chain shirt, masterwork longsword, masterwork short sword, javelin, wooden holy symbol (Maglubiyet), *potion of barkskin* +3, *potion of protection from arrows* 10/magic.

Baurak: Male Hobgoblin Clr1; CR 1; Medium humanoid (goblinoid); HD 1d8+2; hp 8; Init +1; Spd 20 ft.; AC 17, touch 11, flat-footed 16 (+1 Dex, +4 armor, +2 shield); Base Atk +0, Grp +2; Atk +3 melee (1d8+2, morningstar) or +1 ranged (1d6+2, javelin); Full Atk +3 melee (1d8+2, morningstar) or +1 ranged (1d6+2, javelin); SQ darkvision 60 ft.; AL LE; SV Fort +4, Ref +1, Will +5; Str 14, Dex 12, Con 14, Int 10, Wis 16, Cha 12.

Skills and Feats: Concentration +6, Spellcraft +4; Combat Casting.

Spells Known (3/2+1; base DC = 13 + spell level): 0 – create water, detect magic, resistance; 1st – bless, doom, protection from good*.

*Domain spell. *Domains:* Destruction (Smite ability); Evil (+1 caster level for evil spells).

Possessions: scale mail, heavy steel shield, masterwork morningstar, javelin, wooden holy symbol of Maglubiyet, *potion of barkskin* +3.

APL 4

Gurn: Male Hobgoblin Rgr4; CR 4; Medium humanoid (goblinoid); HD 4d8+12; hp 33; Init +3; Spd 30 ft.; AC 18, touch 13, flat-footed 15 (+3 Dex, +4 armor, +1 shield); Base Atk +4, Grp +7; Atk +9 melee (1d8+3/19-20, longsword) or +7 ranged (1d6+3, javelin); Full Atk +7 melee (1d8+3/19-20, longsword) and +6 melee (1d6+1/19-20, short sword) or +7 ranged (1d6+3, javelin); SQ darkvision 60 ft., favored enemy (halflings +2), wild empathy, animal companion (dire rat); AL LE; SV Fort +7, Ref +7, Will +2; Str 17, Dex 16, Con 16, Int 10, Wis 12, Cha 8.

Skills and Feats: Heal +8, Hide +10, Listen +8, Move Silently +10, Spot +8, Survival +8; Endurance^B, Track^B, Two-Weapon Defense, Two-Weapon Fighting^B, Weapon Focus (longsword).

Animal Companion: Dire Rat: small animal; HD 1d8+1; hp 7, Init +3; Spd 40 ft., climb 20 ft.; AC 15, touch 14, flat-footed 12; BA/Grp +0/-4; Atk/Full Atk bite +4 melee (1d4 plus disease); SA disease; SQ low-light vision, scent, link, share spells; AL N; SV Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4. *Skills/Feats:* Climb +11, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11; Alertness, Weapon Finesse^B.

Spells Known (1; base DC = 11 + spell level): 1st – summon nature's ally I.

Possessions: chain shirt, masterwork longsword, masterwork short sword, javelin, wooden holy symbol (Maglubiyet), *potion of barkskin* +4, *potion of protection from arrows* 15/magic.

Baurak: Male Hobgoblin Clr3; CR 3; Medium humanoid (goblinoid); HD 3d8+6; hp 23; Init +1; Spd 20 ft.; AC 17, touch 11, flat-footed 16 (+1 Dex, +4 armor, +2 shield); Base Atk +2, Grp +4; Atk +6 melee (1d8+2, morningstar) or +3 ranged (1d6+2, javelin); Full Atk +6 melee (1d8+2,

morningstar) or +3 ranged (1d6+2, javelin); SQ darkvision 60 ft.; AL LE; SV Fort +5, Ref +2, Will +6; Str 14, Dex 12, Con 14, Int 10, Wis 16, Cha 12.

Skills and Feats: Concentration +8, Spellcraft +6; Combat Casting, Weapon Focus (morningstar).

Spells Known (4/3+1/2+1; base DC = 13 + spell level): 0 – create water, detect magic, detect poison, resistance; 1st – bless, cure light wounds, doom, protection from good*; 2nd – cure moderate wounds, hold person, shatter*.

*Domain spell. *Domains:* Destruction (Smite ability); Evil (+1 caster level for evil spells).

Possessions: scale mail, heavy steel shield, masterwork morningstar, javelin, wooden holy symbol of Maglubiyet, *potion of barkskin* +4, *potion of owl's wisdom*, *wand of cure light wounds* (1st level caster).

APL 6

Gurn: Male Hobgoblin Rgr6; CR 6; Medium humanoid (goblinoid); HD 6d8+18; hp 50; Init +3; Spd 30 ft.; AC 18, touch 13, flat-footed 15 (+3 Dex, +4 armor, +1 shield); Base Atk +6/+1, Grp +9; Atk +11 melee (1d8+3/19-20, longsword) or +9 ranged (1d6+3, javelin); Full Atk +9/+4 melee (1d8+3/19-20, longsword) and +9/+4 melee (1d6+1/19-20, short sword) or +9 ranged (1d6+3, javelin); SQ darkvision 60 ft., favored enemy (halflings +4, elves +2), wild empathy, animal companion (dire rat); AL LE; SV Fort +8, Ref +8, Will +3; Str 17, Dex 16, Con 16, Int 10, Wis 12, Cha 8.

Skills and Feats: Heal +10, Hide +12, Listen +10, Move Silently +12, Spot +10, Survival +10; Endurance^B, Improved Two-Weapon Fighting^B, Track^B, Two-Weapon Defense, Two-Weapon Fighting^B, Weapon Focus (longsword), Weapon Focus (short sword).

Animal Companion: Dire Rat: small animal; HD 3d8+3; hp 21, Init +3; Spd 40 ft., climb 20 ft.; AC 18, touch 15, flat-footed 14; BA/Grp +2/-2; Atk/Full Atk bite +8 melee (1d4 plus disease); SA disease; SQ low-light vision, scent, link, share spells, evasion; AL N; SV Fort +4, Ref +6, Will +4; Str 11, Dex 18, Con 12, Int 1, Wis 12, Cha 4. *Skills/Feats:* Climb +11, Hide +10, Listen +4, Move Silently +6, Spot +4, Swim +11; Alertness, Weapon Focus (bite), Weapon Finesse^B.

Spells Known (2; base DC = 11 + spell level): 1st – magic fang, summon nature's ally I.

Possessions: chain shirt, masterwork longsword, masterwork short sword, javelin, wooden holy symbol (Maglubiyet), *potion of barkskin* +5, *potion of protection from arrows* 15/magic, *oil of greater magic weapon* +1, *goggles of minute seeing*.

Baurak: Male hobgoblin Clr5; CR 5; Medium humanoid (goblinoid); HD 5d8+10; hp 38; Init +1; Spd 20 ft.; AC 17, touch 11, flat-footed 16 (+1 Dex, +4 armor, +2 shield); Base Atk +3, Grp +5; Atk +6 melee (1d8+2, morningstar) or +3 ranged (1d6+2, javelin); Full Atk +6 melee (1d8+2, morningstar) or +3 ranged (1d6+2, javelin); SQ darkvision 60 ft.; AL LE; SV Fort +6, Ref +2, Will +7; Str 14, Dex 12, Con 14, Int 10, Wis 17, Cha 12.

Skills and Feats: Concentration +10, Spellcraft +8; Combat Casting, Weapon Focus (morningstar).

Spells Known (5/4+1/3+1/2+1; base DC = 13 + spell level): o – create water, cure minor wounds, detect magic, detect poison, resistance; 1st – bless, cause fear, cure light wounds, doom, protection from good*; 2nd – bull's strength, cure moderate wounds, hold person, shatter*; 3rd – bestow curse, contagion*, cure serious wounds.

*Domain spell. Domains: Destruction (Smite ability); Evil (+1 caster level for evil spells).

Possessions: scale mail, heavy steel shield, masterwork morningstar, javelin, wooden holy symbol of Maglubiyet, *potion of barkskin* +5, *potion of owl's wisdom*, *wand of cure light wounds* (1st level caster), *oil of greater magic weapon* +1, *oil of magic vestment* +1.

Hobgoblin Warrior (2): Male Hobgoblin War3; CR 2; Medium humanoid (goblinoid); HD 3d8+6; hp 23 each; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14 (+1 Dex, +3 armor, +1 shield); Base Atk +3, Grp +4; Atk +6 melee (1d8+1/19-20, longsword) or +4 ranged (1d6+1, javelin); Full Atk +6 melee (1d8+1/19-20, longsword) or +4 ranged (1d6+1, javelin); SQ darkvision 60 ft.; AL LE; SV Fort +6, Ref +2, Will +0; Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 8.

Skills and Feats: Hide +3, Listen +4, Move Silently +3, Spot +4; Alertness, Weapon Focus (longsword).

Possessions: studded leather armor, light wooden shield, masterwork longsword, javelin, *oil of keen edge*, *oil of greater magic weapon* +1.

APL 8

Gurn: Male Hobgoblin Rgr8; CR 8; Medium humanoid (goblinoid); HD 8d8+24; hp 66; Init +3; Spd 30 ft.; AC 18, touch 13, flat-footed 15 (+3 Dex, +4 armor, +1 shield); Base Atk +8/+3, Grp +12; Atk +14 melee (1d8+4/19-20, longsword) or +11 ranged (1d6+4, javelin); Full Atk +12/+7 melee (1d8+4/19-20, longsword) and +12/+7 melee (1d6+2/19-20, short sword) or +11 ranged (1d6+4, javelin); SQ darkvision 60 ft., favored enemy favored enemy (halflings +4, elves +2), swift tracker, wild empathy, woodland stride, animal companion (dire rat); AL LE; SV Fort +9, Ref +9, Will +3; Str 18, Dex 16, Con 16, Int 10, Wis 12, Cha 8.

Skills and Feats: Heal +12, Hide +14, Listen +12, Move Silently +14, Spot +12, Survival +12; Endurance^B, Improved Two-Weapon Fighting^B Track^B, Two-Weapon Defense, Two-Weapon Fighting^B, Weapon Focus (longsword), Weapon Focus (short sword).

Animal Companion: **Dire Rat**: small animal; HD 3d8+3; hp 21, Init +3; Spd 40 ft., climb 20 ft.; AC 18, touch 15, flat-footed 14; BA/Grp +2/-2; Atk/Full Atk bite +8 melee (1d4 plus disease); SA disease; SQ low-light vision, scent, link, share spells, evasion; AL N; SV Fort +4, Ref +6, Will +4; Str 11, Dex 18, Con 12, Int 1, Wis 12, Cha 4. *Skills/Feats*: Climb +11, Hide +10, Listen +4, Move Silently +6, Spot +4, Swim +11; Alertness, Weapon Focus (bite), Weapon Finesse^B.

Spells Known (2; base DC = 11 + spell level): 1st – *magic fang*, *summon nature's ally* I.

Possessions: chain shirt, masterwork longsword, masterwork short sword, javelin, wooden holy symbol

(Maglubiyet), *potion of barkskin* +5, *potion of protection from arrows* 15/magic, *oil of greater magic weapon* +2, *goggles of minute seeing*, *rope of climbing*.

Baurak: Male hobgoblin Clr7; CR 7; Medium humanoid (goblinoid); HD 7d8+14; hp 53; Init +1; Spd 20 ft.; AC 18, touch 12, flat-footed 17 (+1 Dex, +4 armor, +2 shield, +1 ring); Base Atk +5, Grp +7; Atk +10 melee (1d8+2, morningstar) or +6 ranged (1d6+2, javelin); Full Atk +10 melee (1d8+2, morningstar) or +6 ranged (1d6+2, javelin); SQ darkvision 60 ft.; AL LE; SV Fort +7, Ref +3, Will +8; Str 14, Dex 12, Con 14, Int 10, Wis 17, Cha 12.

Skills and Feats: Concentration +12, Spellcraft +10; Combat Casting, Spell Focus (Evocation), Weapon Focus (morningstar).

Spells Known (6/5+1/4+1/3+1/1+1; base DC = 13 + spell level, evocation 14 + spell level): o – create water, cure minor wounds, detect magic, detect poison, guidance, resistance; 1st – bless, cause fear, cure light wounds, doom, doom, protection from good*; 2nd – bull's strength, cure moderate wounds, hold person, sound burst, shatter*; 3rd – bestow curse, cure serious wounds, searing light, contagion*; 4th – divine power, unholy blight*.

*Domain spell. Domains: Destruction (Smite ability); Evil (+1 caster level for evil spells).

Possessions: scale mail, heavy steel shield, masterwork morningstar, javelin, wooden holy symbol of Maglubiyet, *potion of barkskin* +5, *potion of owl's wisdom*, *wand of cure light wounds* (1st level caster), *oil of greater magic weapon* +2, *oil of magic vestment* +2, *ring of protection* +1.

Hobgoblin Warrior (2): Male Hobgoblin War5; CR 4; Medium humanoid (goblinoid); HD 5d8+10; hp 38 each; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14 (+1 Dex, +3 armor, +1 shield); Base Atk +5, Grp +7; Atk +9 melee (1d8+2/19-20, longsword) or +6 ranged (1d6+2, javelin); Full Atk +9 melee (1d8+2/19-20, longsword) or +6 ranged (1d6+2, javelin); SQ darkvision 60 ft.; AL LE; SV Fort +6, Ref +2, Will +0; Str 14, Dex 13, Con 14, Int 10, Wis 9, Cha 8.

Skills and Feats: Hide +3, Listen +6, Move Silently +3, Spot +6; Alertness, Weapon Focus (longsword).

Possessions: studded leather armor, light wooden shield, masterwork longsword, javelin, *oil of keen edge*, *oil of greater magic weapon* +2, *potion of shield of faith* +5.

APL 10

Gurn: Male Hobgoblin Rgr10; CR 10; Medium humanoid (goblinoid); HD 10d8+30; hp 83; Init +7; Spd 30 ft.; AC 18, touch 13, flat-footed 15 (+3 Dex, +4 armor, +1 shield); Base Atk +10/+5, Grp +14; Atk +14 melee (1d8+4/19-20, longsword) or +13 ranged (1d6+4, javelin); Full Atk +14/+9 melee (1d8+4/19-20, longsword) and +14/+9 melee (1d6+2/19-20, short sword) or +13 ranged (1d6+4, javelin); SQ darkvision 60 ft., favored enemy favored enemy (halflings +4, elves +4, humans +2), swift tracker, wild empathy, woodland stride, animal companion (dire rat); AL LE; SV Fort +10, Ref +10, Will +4; Str 18, Dex 16, Con 16, Int 10, Wis 12, Cha 8.

Skills and Feats: Heal +14, Hide +16, Listen +14, Move Silently +16, Spot +14, Survival +14; Endurance^B, Improved Initiative, Improved Two-Weapon Fighting^B, Track^B, Two-Weapon Defense, Two-Weapon Fighting^B, Weapon Focus (longsword), Weapon Focus (short sword).

Animal Companion: Dire Rat: small animal; HD 3d8+3; hp 21, Init +3; Spd 40 ft., climb 20 ft.; AC 18, touch 15, flat-footed 14; BA/Grp +2/-2; Atk/Full Atk bite +8 melee (1d4 plus disease); SA disease; SQ low-light vision, scent, link, share spells, evasion; AL N; SV Fort +4, Ref +6, Will +4; Str 11, Dex 18, Con 12, Int 1, Wis 12, Cha 4. *Skills/Feats:* Climb +11, Hide +10, Listen +4, Move Silently +6, Spot +4, Swim +11; Alertness, Weapon Focus (bite), Weapon Finesse^B.

Spells Known (2/1; base DC = 11 + spell level): 1st – *magic fang, summon nature's ally I*; 2nd – *barkskin*.

Possessions: chain shirt, masterwork longsword, masterwork short sword, javelin, wooden holy symbol (Maglubiyet), *potion of barkskin* +5, *potion of protection from arrows* 15/magic, *oil of greater magic weapon* +3, *goggles of minute seeing, rope of climbing, slippers of spider climbing, Keoghtom's ointment*.

Baurak: Male Hobgoblin Clr9; CR 9; Medium humanoid (goblinoid); HD 9d8+18; hp 67; Init +1; Spd 20 ft.; AC 18, touch 12, flat-footed 17 (+1 Dex, +4 armor, +2 shield, +1 ring); Base Atk +6/+1, Grp +8; Atk +11 melee (1d8+2, morningstar) or +7 ranged (1d6+2, javelin); Full Atk +11/+6 melee (1d8+2, morningstar) or +7 ranged (1d6+2, javelin); SQ darkvision 60 ft.; AL LE; SV Fort +8, Ref +4, Will +10; Str 14, Dex 12, Con 14, Int 10, Wis 18, Cha 12.

Skills and Feats: Concentration +14, Spellcraft +12; Combat Casting, Greater Spell Focus (Evocation), Spell Focus (Evocation), Weapon Focus (morningstar).

Spells Known (6/5+1/5+1/4+1/3+1/1+1; base DC = 14 + spell level, evocation 16 + spell level): 0 – *create water, cure minor wounds, detect magic, detect poison, guidance, resistance*; 1st – *bless, cause fear, cure light wounds, doom, doom, protection from good**; 2nd – *bear's endurance, bull's strength, cure moderate wounds, hold person, sound burst, shatter**; 3rd – *bestow curse, cure serious wounds, prayer, searing light, contagion**; 4th – *cure critical wounds, divine power, poison, unholy blight**; 5th – *flame strike, dispel good**.

*Domain spell. *Domains:* Destruction (Smite ability); Evil (+1 caster level for evil spells).

Possessions: scale mail, heavy steel shield, masterwork morningstar, javelin, wooden holy symbol of Maglubiyet, *potion of barkskin* +5, *potion of owl's wisdom, wand of cure moderate wounds* (3rd level caster), *oil of greater magic weapon* +3, *oil of magic vestment* +3, *ring of protection* +1.

Hobgoblin Warrior (2): Male Hobgoblin War7; CR 6; Medium humanoid (goblinoid); HD 7d8+14; hp 53 each; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14 (+1 Dex, +3 armor, +1 shield); Base Atk +7, Grp +8; Atk +11 melee (1d8+2/19-20), longsword or +8 ranged (1d6+2, javelin); Full Atk +11/+6 melee (1d8+2/19-20), longsword or +8 ranged (1d6+2, javelin); SQ darkvision 60 ft.; AL LE; SV Fort +7, Ref +3, Will +1; Str 14, Dex 13, Con 14, Int 10, Wis 9, Cha 8.

Skills and Feats: Hide +3, Listen +8, Move Silently +3, Spot +8; Alertness, Power Attack, Weapon Focus (longsword).

Possessions: studded leather armor, light wooden shield, masterwork longsword, javelin, *oil of keen edge, oil of greater magic weapon* +3, *potion of shield of faith* +5, *potion of haste, potion of heroism*.

Encounter Five

APL 2

Skorrp: Male Duergar Ftr1; CR 2; Medium humanoid (dwarf); HD 1d10+3; hp 10; Init +2 (Dex); Spd 20 ft.; AC 18, touch 12, flat-footed 16 (+2 Dex, +5 armor, +1 shield); Base Atk +1, Grp +4; Atk +6 melee (1d6/19-20, whip dagger); Full Atk +6 melee (1d6/19-20, whip dagger); SQ darkvision 120 ft., duergar traits; AL LE; SV Fort +5, Ref +2, Will +0; Str 16, Dex 14, Con 16, Int 12, Wis 10, Cha 6.

Skills and Feats: Craft (leatherworking) +5, Intimidate +2, Use Rope +4; Exotic Weapon Proficiency (whip), Weapon Focus (whip).

Possessions: chainmail, light steel shield, masterwork whip dagger, *Heward's Handy Haversack*.

Whip-Dagger: Unlike standard whips, the whip-dagger's ability to deal damage is unhindered by armor bonuses and natural armor bonuses. Although you keep it in hand, the whip-dagger is treated as a ranged weapon with a maximum range of 15 feet and no range penalties. Because the whip-dagger can warp around an enemy's leg or other limb, you can make trip attacks with it. If you are tripped during your own attempt, you can drop the whip-dagger to avoid being tripped. You get a +2 bonus on your opposed attack roll when attempting to disarm an opponent (including the roll to keep from being disarmed yourself if you fail to disarm your opponent).

Davik: Male Duergar Wiz1; CR 2; Medium humanoid (dwarf); HD 1d4+6; hp 8; Init +2; Spd 20 ft.; AC 12, touch 12, flat-footed 10 (+2 Dex); Base Atk +0, Grp -1; Atk -1 melee (1d4-1/19-20, dagger) or +2 ranged (1d8/19-20, light crossbow); Full Atk -1 melee (1d4-1/19-20, dagger) or +2 ranged (1d8/19-20, light crossbow); SQ darkvision 120 ft., duergar traits; AL LE; SV Fort +3, Ref +2, Will +3; Str 8, Dex 14, Con 16, Int 16, Wis 12, Cha 6.

Skills and Feats: Bluff +0, Concentration +5, Diplomacy +0, Intimidate +0, Sense Motive +3, Spellcraft +5; Scribe Scroll^B, Spell Focus (enchantment), Toughness^B.

Spells Prepared (3/2; base DC = 13 + spell level, enchantment 14 + spell level): 0 – *acid splash, daze, flare*; 1st – *mage armor, sleep*.

Possessions: dagger, light crossbow, 10 bolts, *Davik's Spellbook I, wand of magic missile* (1st-level caster), *bag of holding* [type II], toad familiar.

Burlick: Male Duergar Rgr1; CR 2; Medium humanoid (dwarf); HD 1d8+3; hp 9; Init +2; Spd 20 ft.; AC 18, touch 13, flat-footed 16 (+2 Dex, +4 armor, +1 shield, +1 ring); Base Atk +1, Grp +4; Atk +6 melee (1d8+3/x3, warhammer) or +3 ranged (1d8/19-20, light crossbow);

Full Atk +6 melee (1d8+3/x3, warhammer) or +3 ranged (1d8/19-20, light crossbow); SA favored enemy (aberrations +2); SQ darkvision 120 ft., duergar traits, wild empathy; AL LE; SV Fort +5, Ref +4, Will +1; Str 16, Dex 14, Con 16, Int 10, Wis 12, Cha 4.

Skills and Feats: Hide +6, Listen +5, Search +2, Sense Motive +3, Spot +5, Survival +5; Track^B, Weapon Focus (warhammer).

Possessions: chain shirt, light steel shield, masterwork warhammer, light crossbow, 10 bolts, *ring of protection* +1.

APL 4

Skorrp: Male Duergar Ftr3; CR 4; Medium humanoid (dwarf); HD 3d10+9; hp 30; Init +6; Spd 20 ft.; AC 18, touch 12, flat-footed 16 (+2 Dex, +5 armor, +1 shield); Base Atk +3, Grp +6; Atk +8 melee (1d6/19-20, whip dagger); Full Atk +8 melee (1d6/19-20, whip dagger); SQ darkvision 120 ft., duergar traits; AL LE; SV Fort +6, Ref +3, Will +3; Str 16, Dex 14, Con 16, Int 12, Wis 10, Cha 6.

Skills and Feats: Craft (leatherworking) +7, Intimidate +4, Use Rope +5; Improved Initiative Exotic Weapon Proficiency (whip), Iron Will, Weapon Focus (whip).

Possessions: chainmail, light steel shield, masterwork whip dagger, *Heward's Handy Haversack*, *potion of haste*.

Whip-Dagger: Unlike standard whips, the whip-dagger's ability to deal damage is unhindered by armor bonuses and natural armor bonuses. Although you keep it in hand, the whip-dagger is treated as a ranged weapon with a maximum range of 15 feet and no range penalties. Because the whip-dagger can warp around an enemy's leg or other limb, you can make trip attacks with it. If you are tripped during your own attempt, you can drop the whip-dagger to avoid being tripped. You get a +2 bonus on your opposed attack roll when attempting to disarm an opponent (including the roll to keep from being disarmed yourself if you fail to disarm your opponent).

Davik: Male Duergar Wiz3; CR 4; Medium humanoid (dwarf); HD 3d4+9; hp 22; Init +2 (Dex); Spd 20 ft.; AC 12, touch 12, flat-footed 10 (+2 Dex); Base Atk +1, Grp +0; Atk +0 melee (1d4-1/19-20, dagger) or +3 ranged (1d8/19-20, light crossbow); Full Atk +0 melee (1d4-1/19-20, dagger) or +2 ranged (1d8/19-20, light crossbow); SQ darkvision 120 ft., duergar traits; AL LE; SV Fort +4, Ref +3, Will +4; Str 8, Dex 14, Con 16, Int 16, Wis 12, Cha 6.

Skills and Feats: Bluff +1, Concentration +6, Diplomacy +1, Intimidate +1, Sense Motive +4, Spellcraft +6; Greater Spell Focus (enchantment), Scribe Scroll^B, Spell Focus (enchantment), Toughness^B.

Spells Prepared (4/3/2; base DC = 13 + spell level, 15 + spell level if Enchantment): 0 – *acid splash*, *daze* (2x), *flare*; 1st – *charm person*, *mage armor*, *sleep*; 2nd – *glitterdust*, *Tasha's hideous laughter*.

Possessions: dagger, light crossbow, 10 bolts, *Davik's Spellbook I*, *wand of magic missile* (3rd-level caster), *bag of holding* [type II], toad familiar.

Burlick: Male duergar Rgr3; CR 4; Medium humanoid (dwarf); HD 3d8+9; hp 25; Init +2; Spd 20 ft.; AC 17, touch 13, flat-footed 15 (+2 Dex, +4 armor, +1 ring); Base

Atk +3, Grp +6; Atk +6 melee (1d8+3/x3, warhammer) or +5 ranged (1d8/19-20, light crossbow); Full Atk +6 melee (1d8+3/x3, warhammer) and +5 melee (1d6+1/x3, hand axe) or +5 ranged (1d8/19-20, light crossbow); SA favored enemy (aberrations +2); SQ darkvision 120 ft., duergar traits, wild empathy; AL LE; SV Fort +6, Ref +5, Will +2; Str 16, Dex 14, Con 16, Int 10, Wis 12, Cha 4.

Skills and Feats: Hide +8, Listen +9, Search +3, Sense Motive +3, Spot +9, Survival +7; Alertness, Endurance^B, Track^B, Two-Weapon Fighting^B, Weapon Focus (warhammer).

Possessions: chain shirt, masterwork warhammer, masterwork hand axe, light crossbow, 10 bolts, *ring of protection* +1, *silversheen*, 2 *oils of greater magic weapon* +1.

APL 6

Skorrp: Male Duergar Ftr5; CR 6; Medium humanoid (dwarf); HD 5d10+15; hp 49; Init +2; Spd 20 ft.; AC 18, touch 12, flat-footed 16 (+2 Dex, +5 armor, +1 shield); Base Atk +5, Grp +8; Atk +10 melee (1d6+2/19-20, whip dagger); Full Atk +10 melee (1d6+2/19-20, whip dagger); SQ darkvision 120 ft., duergar traits; AL LE; SV Fort +7, Ref +3, Will +3; Str 17, Dex 14, Con 16, Int 12, Wis 10, Cha 6.

Skills and Feats: Craft (leatherworking) +9, Intimidate +6, Use Rope +6; Combat Reflexes, Exotic Weapon Proficiency (whip), Iron Will, Weapon Focus (whip), Weapon Specialization (whip).

Possessions: chainmail, light steel shield, masterwork whip dagger, *Heward's Handy Haversack*, *potion of haste*, *horn of fog*.

Whip-Dagger: Unlike standard whips, the whip-dagger's ability to deal damage is unhindered by armor bonuses and natural armor bonuses. Although you keep it in hand, the whip-dagger is treated as a ranged weapon with a maximum range of 15 feet and no range penalties. Because the whip-dagger can warp around an enemy's leg or other limb, you can make trip attacks with it. If you are tripped during your own attempt, you can drop the whip-dagger to avoid being tripped. You get a +2 bonus on your opposed attack roll when attempting to disarm an opponent (including the roll to keep from being disarmed yourself if you fail to disarm your opponent).

Davik: Male Duergar Wiz5; CR 6; Medium humanoid (dwarf); HD 5d4+18; hp 29; Init +2; Spd 20 ft.; AC 12, touch 12, flat-footed 10 (+2 Dex); Base Atk +2, Grp +1; Atk +1 melee (1d4-1/19-20, dagger) or +3 ranged (1d8/19-20, light crossbow); Full Atk +1 melee (1d4-1/19-20, dagger) or +3 ranged (1d8/19-20, light crossbow); SQ Darkvision 120 ft., duergar traits; AL LE; SV Fort +4, Ref +3, Will +5; Str 8, Dex 14, Con 16, Int 17, Wis 12, Cha 6.

Skills and Feats: Bluff +2, Concentration +7, Diplomacy +2, Intimidate +2, Sense Motive +5, Spellcraft +7; Craft Wand^B, Greater Spell Focus (enchantment), Scribe Scroll^B, Spell Focus (enchantment), Toughness^B.

Spells Prepared (4/4/3/2; base DC = 13 + spell level, enchantment 15 + spell level): 0 – *acid splash*, *daze*, *daze*, *flare*; 1st – *charm person*, *mage armor*, *magic missile*, *sleep*; 2nd –

glitterdust, scare, Tasha's hideous laughter; 3rd – *hold person, suggestion*.

Possessions: dagger, light crossbow, 10 bolts, *Davik's Spellbook I, Davik's Spellbook II, wand of magic missile* (5th-level caster), *bag of holding* [type II], toad familiar.

Burlick: Male duergar Rgr5; CR 6; Medium humanoid (dwarf); HD 5d8+15; hp 42; Init +2; Spd 20 ft.; AC 17, touch 13, flat-footed 15 (+2 Dex, +4 armor, +1 ring); Base Atk +5, Grp +8; Atk +10 melee (1d8+3/x3, warhammer) or +7 ranged (1d8/19-20, light crossbow); Full Atk +8 melee (1d8+3/x3, warhammer) and +7 melee (1d6+1/x3, hand axe) or +7 ranged (1d8/19-20, light crossbow); SA favored enemy (aberrations +4, dwarves +2); SQ darkvision 120 ft., duergar traits, wild empathy, animal companion (dire rat); AL LE; SV Fort +7, Ref +6, Will +2; Str 17, Dex 14, Con 16, Int 10, Wis 12, Cha 4.

Skills and Feats: Hide +10, Listen +11, Search +4, Sense Motive +5, Spot +11, Survival +9; Alertness, Endurance^B, Track^B, Two-Weapon Fighting^B, Weapon Focus (warhammer).

Animal Companion: Dire Rat: small animal; HD 1d8+1; hp 7, Init +3; Spd 40 ft., climb 20 ft.; AC 15, touch 14, flat-footed 12; BA/Grp +0/-4; Atk/Full Atk bite +4 melee (1d4 plus disease); SA disease; SQ low-light vision, scent, link, share spells; AL N; SV Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4. Skills/Feats: Climb +11, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11; Alertness, Weapon Finesse^B.

Spells Known (1; base DC = 11 + spell level): 1st – *longstrider*.

Possessions: chain shirt, masterwork warhammer, masterwork hand axe, light crossbow, 10 bolts, *ring of protection* +1, *silversheen*, 2 oils of greater magic weapon +2.

APL 8

Skorrp: Male Duergar Ftr5/Lshr2; CR 8; Medium humanoid (dwarf); HD 7d10+21; hp 69; Init +6; Spd 20 ft.; AC 18, touch 12, flat-footed 16 (+2 Dex, +5 armor, +1 shield); Base Atk +7, Grp +10; Atk +12 melee (1d6+5/19-20, whip dagger); Full Atk +12/+7 melee (1d6+5/19-20, whip dagger); SA close combat, whip sneak attack +1d6, whip lash, wound, third hand; SQ darkvision 120 ft., duergar traits; AL LE; SV Fort +7, Ref +6, Will +3; Str 17, Dex 14, Con 16, Int 12, Wis 10, Cha 6.

Skills and Feats: Craft (leatherworking) +11, Intimidate +8, Use Rope +8; Exotic Weapon Proficiency (whip), Improved Initiative, Improved Trip^B, Iron Will, Power Attack, Weapon Focus (whip), Weapon Specialization (whip dagger).

Close Combat: The lasher can attack an opponent in a threatened square with a whip or whip dagger and not provoke an AoO.

Wound: A lasher can use a normal whip to deal regular damage to an opponent, at her option. This allows the lasher to inflict damage on creatures with an armor bonus of +1 or better or a natural armor bonus of +3 or better. If using the whip to deal nonlethal damage, it deals no damage to creatures with an armor bonus of +1 or better or a natural armor bonus of +3 or better. Lashers

using a whip dagger always deal regular damage to opponents.

Whip Lash: The lasher can make attacks of opportunity with his whip or whip dagger against foes within 5 feet.

Third Hand: The lasher can use her whip or whip dagger like a third hand, as a standard action. Depositing a lashed object into your hand is a move action.

Possessions: chainmail, light steel shield, masterwork mighty whip dagger [+3 Str bonus], *Heward's Handy Haversack, potion of haste, horn of fog, immovable rod*.

Whip-Dagger: Unlike standard whips, the whip-dagger's ability to deal damage is unhindered by armor bonuses and natural armor bonuses. Although you keep it in hand, the whip-dagger is treated as a ranged weapon with a maximum range of 15 feet and no range penalties. Because the whip-dagger can wrap around an enemy's leg or other limb, you can make trip attacks with it. If you are tripped during your own attempt, you can drop the whip-dagger to avoid being tripped. You get a +2 bonus on your opposed attack roll when attempting to disarm an opponent (including the roll to keep from being disarmed yourself if you fail to disarm your opponent). A mighty whip-dagger is made with especially heavy material that allows a strong user to take advantage of an above-average Strength score. The mighty whip-dagger allows you to add your Strength bonus to damage, up to the maximum bonus indicated.

Davik: Male Duergar Wiz6/Mindbender1; CR 8; Medium humanoid (dwarf); HD 7d4+24; hp 39; Init +2; Spd 20 ft.; AC 12, touch 12, flat-footed 10 (+2 Dex); Base Atk +3, Grp +2; Atk +2 melee (1d4-1/19-20, dagger) or +4 ranged (1d8/19-20, light crossbow); Full Atk +2 melee (1d4-1/19-20, dagger) or +4 ranged (1d8/19-20, light crossbow); SQ darkvision 120 ft., duergar traits, telepathy; AL LE; SV Fort +5, Ref +4, Will +8; Str 8, Dex 14, Con 16, Int 17, Wis 12, Cha 6.

Skills and Feats: Bluff +5, Concentration +9, Diplomacy +2, Intimidate +2, Sense Motive +8, Spellcraft +9; Craft Wand^B, Greater Spell Focus (enchantment), Leadership, Scribe Scroll^B, Spell Focus (enchantment), Toughness^B.

Telepathy (Su): The mindbender can communicate telepathically with any creature within 100 feet that has language.

Spells Prepared (4/5/4/3/1; base DC = 13 + spell level, enchantment 15 + spell level): 0 – *acid splash, daze, daze, flare*; 1st – *charm person, grease, mage armor, magic missile, sleep*; 2nd – *glitterdust, scare, Tasha's hideous laughter, Tasha's hideous laughter*; 3rd – *hold person, fireball, suggestion*; 4th – *confusion*.

Possessions: dagger, light crossbow, 10 bolts, *Davik's Spellbook I, Davik's Spellbook II, wand of magic missile* (7th-level caster), *bag of holding* [type II], toad familiar.

Burlick: Male duergar Rgr5/Devoted Defender2; CR 8; Medium humanoid (dwarf); HD 5d8+2d12+21; hp 64; Init +2; Spd 20 ft.; AC 17, touch 13, flat-footed 15 (+2 Dex, +4 armor, +1 ring); Base Atk +7, Grp +10; Atk +12 melee

(1d8+3/x3, warhammer) or +9 ranged (1d8/19-20, light crossbow); Full Atk +10/+5 melee (1d8+3/x3, warhammer) and +9 melee (1d6+1/x3, hand axe) or +9 ranged (1d8/19-20, light crossbow); SA favored enemy (aberrations +4, dwarves +2); SQ darkvision 120 ft., defensive strike, duergar traits, harm's way, wild empathy, animal companion (dire rat); AL LE; SV Fort +10, Ref +9, Will +2; Str 17, Dex 14, Con 16, Int 10, Wis 12, Cha 4.

Skills and Feats: Hide +10, Listen +12, Search +4, Sense Motive +7, Spot +12, Survival +9; Alertness, Endurance^B, Two-Weapon Defense, Track^B, Two-Weapon Fighting^B, Weapon Focus (warhammer).

Defensive Strike: You can make an AoO against any adjacent opponent who attacks your charge in melee. You gain a +1 bonus to this attack for every two levels after 2nd.

Harm's Way: Anytime you are within 5 feet of your charge, and your charge suffers an attack, you may switch places with your charge and receive the attack in his place. You must declare this before the attack roll is made. You select your charge when you roll Initiative, and it is a free action to do so. You may not change your charge for the duration of that combat.

Animal Companion: Dire Rat: small animal; HD 1d8+1; hp 7, Init +3; Spd 40 ft., climb 20 ft.; AC 15, touch 14, flat-footed 12; BA/Grp +0/-4; Atk/Full Atk bite +4 melee (1d4 plus disease); SA disease; SQ low-light vision, scent, link, share spells; AL N; SV Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4. **Skills/Feats:** Climb +11, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11; Alertness, Weapon Finesse^B.

Spells Known (1; base DC = 11 + spell level): 1st – longstrider.

Possessions: chain shirt, masterwork warhammer, masterwork hand axe, light crossbow, 10 bolts, ring of protection +1, silversheen, 2 oils of greater magic weapon +3, golembane scarab.

APL 10

Skorrp: Male duergar Ftr5/Lshr4; CR 10; Medium humanoid (dwarf); HD 9d10+27; hp 88; Init +6; Spd 20 ft.; AC 18, touch 12, flat-footed 16 (+2 Dex, +5 armor, +1 shield); Base Atk +7, Grp +10; Atk +16 melee (1d6+10/19-20, whip dagger); Full Atk +16/+11 melee (1d6+10/19-20, whip dagger); SA close combat, crack of fate, whip sneak attack +1d6, whip lash, wound, third hand, lashing whip; SQ darkvision 120 ft., duergar traits; AL LE; SV Fort +8, Ref +7, Will +4; Str 18, Dex 14, Con 16, Int 12, Wis 10, Cha 6.

Skills and Feats: Craft (leatherworking) +13, Intimidate +10, Use Rope +10; Blind-Fight, Exotic Weapon Proficiency (whip), Improved Initiative, Improved Trip^B, Iron Will, Power Attack, Weapon Focus (whip), Weapon Specialization (whip dagger).

Close Combat: The lasher can attack an opponent in a threatened square with a whip or whip dagger and not provoke an AoO.

Wound: A lasher can use a normal whip to deal regular damage to an opponent, at her option. This allows the lasher to inflict damage on creatures with an armor bonus of +1 or better or a natural armor bonus of +3 or better. If using the whip to deal nonlethal damage, it deals no damage to creatures with an armor bonus of +1 or better or a natural armor bonus of +3 or better. Lashers using a whip dagger always deal regular damage to opponents.

Whip Lash: The lasher can make attacks of opportunity with his whip or whip dagger against foes within 5 feet.

Third Hand: The lasher can use her whip or whip dagger like a third hand, as a standard action. Depositing a lashed object into your hand is a move action.

Crack of Fate: The lasher can take one extra attack per round with a whip or whip dagger. The attack is at the lasher's highest BAB, but each attack suffers a -2 penalty. The lasher must use the full attack action to use crack of fate.

Lashing Whip: The lasher adds a +2 damage bonus to her whip and/or whip dagger.

Possessions: chainmail, light steel shield, +2 mighty whip dagger [+4 Str bonus], portable winch [Str 18], Heward's Handy Haversack, potion of haste, horn of fog, immovable rod, necklace of fireballs – type IV.

Portable Winch [Str 18]: This is a hand-cranked winch, plus 50 feet of hemp rope (or wire) and a small hook. To be effective, the winch must be bolted or nailed down to a secure surface. This one can lift/drag 600 lbs.

Whip-Dagger: Unlike standard whips, the whip-dagger's ability to deal damage is unhindered by armor bonuses and natural armor bonuses. Although you keep it in hand, the whip-dagger is treated as a ranged weapon with a maximum range of 15 feet and no range penalties. Because the whip-dagger can warp around an enemy's leg or other limb, you can make trip attacks with it. If you are tripped during your own attempt, you can drop the whip-dagger to avoid being tripped. You get a +2 bonus on your opposed attack roll when attempting to disarm an opponent (including the roll to keep from being disarmed yourself if you fail to disarm your opponent). A mighty whip-dagger is made with especially heavy material that allows a strong user to take advantage of an above-average Strength score. The mighty whip-dagger allows you to add your Strength bonus to damage, up to the maximum bonus indicated.

Davik: Male Duergar Wiz6/Mindbender3; CR 10; Medium humanoid (dwarf); HD 9d4+27; hp 58; Init +2; Spd 20 ft.; AC 12, touch 12, flat-footed 10 (+2 Dex); Base Atk +4, Grp +3; Atk 3 melee (1d4-1/19-20, dagger) or +5 ranged (1d8/19-20, light crossbow); Full Atk +3 melee (1d4-1/19-20, dagger) or +5 ranged (1d8/19-20, light crossbow); SQ darkvision 120 ft., duergar traits, mindread, suggestion, telepathy; AL LE; SV Fort +6, Ref +5, Will +9; Str 8, Dex 14, Con 16, Int 18, Wis 12, Cha 6.

Skills and Feats: Bluff +5, Concentration +11, Diplomacy +2, Intimidate +2, Sense Motive +8, Spellcraft +11; Combat Casting, Craft Wand, Greater Spell Focus

(enchantment), Leadership, Scribe Scroll, Spell Focus (enchantment).

Telepathy (Su): The mindbender can communicate telepathically with any creature within 100 feet that has language.

Suggestion (Su): The mindbender can influence the actions of a living creature of size Large or smaller twice per day. This is a mind-affecting ability that suggest a course of activity, limited to a sentence or two. A target within 100 feet must succeed at a Will save (DC 17) to resist the suggestion. The effect lasts until the target accomplishes what it was asked to do or after 6 hours, whichever occurs first. Otherwise it is identical to the suggestion spell.

Mindread (Su): The mindbender can read the surface thoughts of a living creature, twice per day as a mind-affecting ability. He can choose a target within 100 feet, which must make a Will save (DC 17) to resist the effect. Reading the mind of a creature requires concentration but draws no AoO. Creatures of animal Int (1 or 2) have simple, instinctual thoughts. The ability can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. The effect lasts for 10 minutes, or when the mindbender ceases concentration.

Spells Prepared (4/5/4/4/3; base DC = 14 + spell level, 16 + spell level if Enchantment): 0 – acid splash, daze, daze, flare; 1st – charm person, grease, mage armor, magic missile, sleep; 2nd – glitterdust, scare, Tasha's hideous laughter, Tasha's hideous laughter; 3rd – deep slumber, hold person, fireball, ray of exhaustion; 4th – confusion, crushing despair, enervation.

Possessions: dagger, light crossbow, 10 bolts, Davik's Spellbook I, Davik's Spellbook II, wand of magic missile (9th-level caster), bag of holding [type II], toad familiar.

Burlick: Male duergar Rgr5/Devoted Defender4; CR 10; Medium humanoid (dwarf); HD 5d8+4d12+27; hp 87; Init +2; Spd 20 ft.; AC 17, touch 13, flat-footed 15 (+2 Dex, +4 armor, +1 ring); Base Atk +9, Grp +13; Atk +15 melee (1d8+5/x3, warhammer) or +11 ranged (1d8/19-20, light crossbow); Full Atk +13/+8 melee (1d8+5/x3, warhammer) and +12 melee (1d6+2/x3, hand axe) or +11 ranged (1d8/19-20, light crossbow); SA favored enemy (aberrations +4, dwarves +2); SQ darkvision 120 ft., defensive strike +1, deflect attack +1, duergar traits, harm's way, wild empathy, animal companion (dire rat); AL LE; SV Fort +11, Ref +10, Will +3; Str 18, Dex 14, Con 16, Int 10, Wis 12, Cha 4.

Skills and Feats: Hide +10, Listen +13, Search +4, Sense Motive +9, Spot +13, Survival +9; Alertness, Dodge, Endurance^B, Two-Weapon Defense, Track^B, Two-Weapon Fighting^B, Weapon Focus (warhammer).

Deflect Attack: You can attempt to parry a melee attack against your charge. You must be within 5 feet of your charge to attempt this and holding a melee weapon or shield to deflect the attack. Once per round when your charge is attacked, you may make an opposed attack roll. You gain the competence bonus indicated. If you beat the attacker, you deflect the blow. You must be aware of the attack before hand and not be flat-footed.

Defensive Strike: You can make an AoO against any adjacent opponent who attacks your charge in melee. You gain a +1 bonus to this attack for every two levels after 2nd.

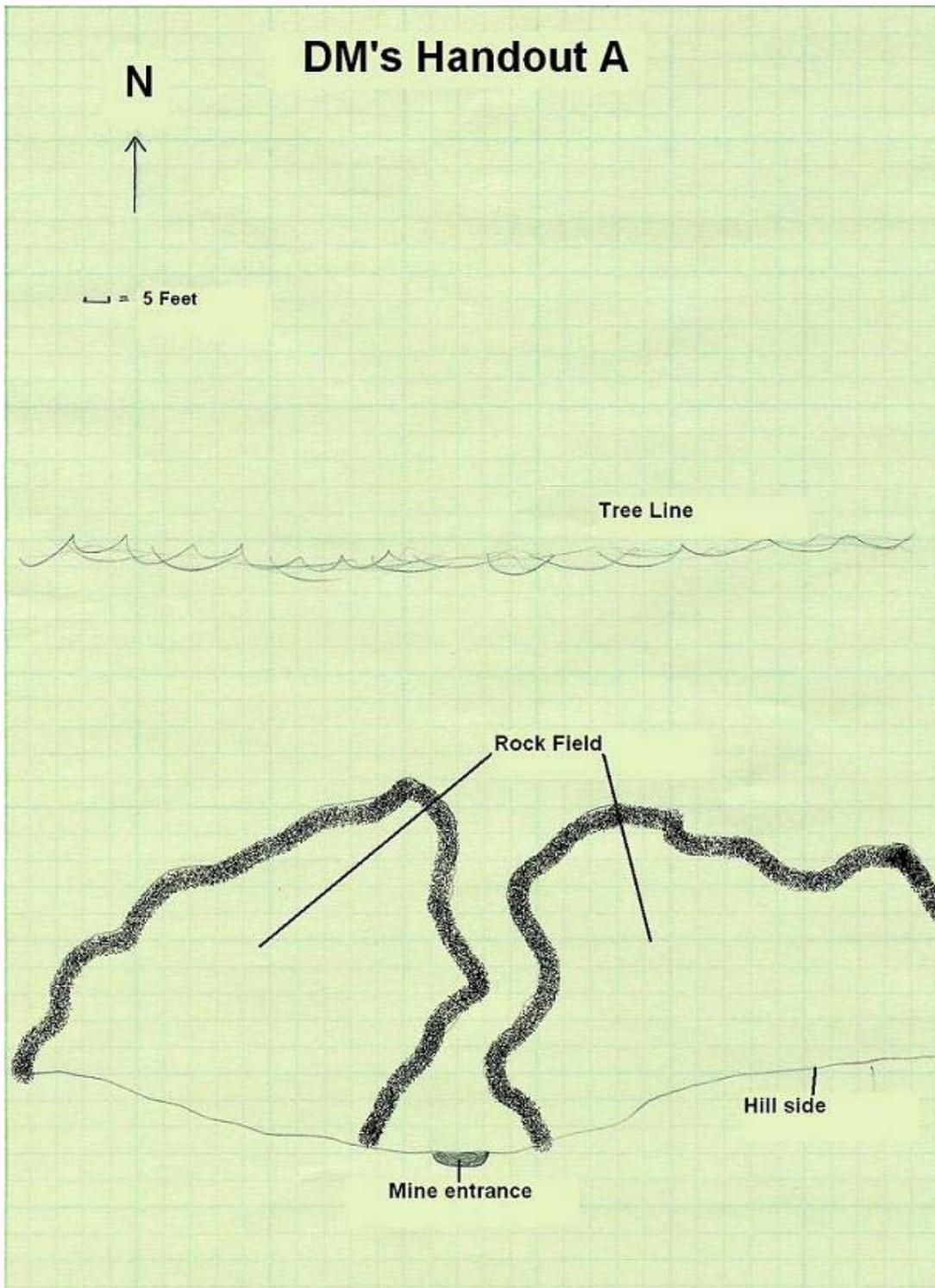
Harm's Way: Anytime you are within 5 feet of your charge, and your charge suffers an attack, you may switch places with your charge and receive the attack in his place. You must declare this before the attack roll is made. You select your charge when you roll Initiative, and it is a free action to do so. You may not change your charge for the duration of that combat.

Animal Companion: Dire Rat: small animal; HD 1d8+1; hp 7, Init +3; Spd 40 ft., climb 20 ft.; AC 15, touch 14, flat-footed 12; BA/Grp +0/-4; Atk/Full Atk bite +4 melee (1d4 plus disease); SA disease; SQ low-light vision, scent, link, share spells; AL N; SV Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4. Skills/Feats: Climb +11, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11; Alertness, Weapon Finesse^B.

Spells Known (1; base DC = 11 + spell level): 1st – longstrider.

Possessions: chain shirt, +1 cold iron warhammer, masterwork hand axe, light crossbow, 10 bolts, ring of protection +1, silversheen, 2 oils of greater magic weapon +4, golembane scarab, horn of goodness/evil.

DM Aids: Map #1



Critical Event Summary

For Use at Clearwater Conclave

Please fill out the following and return the results to Christopher Reed at fltriad@aol.com.

- | | | | | |
|----|---|--------|----------|---------|
| 1. | Did the PCs rescue the slaves from the duergar? | YES | NO | |
| 2. | What happened to each of the three duergar? | | | |
| | a) Skorrp | KILLED | CAPTURED | ESCAPED |
| | a) Davik | KILLED | CAPTURED | ESCAPED |
| | a) Burlick | KILLED | CAPTURED | ESCAPED |