

Dig Deeper

A One Round Dungeons & Dragons® Living Greyhawk™ Sunndi Regional Adventure

Version 1.0

by Bobo Boom

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Playtesters:

There's trouble at the mines, and it's not just one of the crossbeams gone out askew on the treadle. The Dwarven silverminers at the edge of the Rieuwood may never have been appreciated by the neighboring elves, and there have always been minor troubles, but now there have been disappearances as well. Can you discover what has happened, and appease both neighbors before things get out of hand? A one-round Sunndi Regional scenario for character levels 3-13 (APLs 4-12).

Resources for this adventure [and the authors of those works] include *Complete Arcane* [Richard Baker], *Complete Divine* [David Noonan], *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *Monster Manual II* [Ed Bonny, Jeff Grubb, Rich Redman, Skip Williams, Steve Winter], and *Spell Compendium* [Matthew Sernett, Jeff Grubb, Mike McArtor].

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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Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D® campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL™ gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First, it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second, players and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2008.

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PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D rule books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

Along with this adventure, you'll find a RPGA Session Tracking sheet. If you're playing this adventure

as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR). You need one copy of this for each participating player.

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL).
2. Sum the results of step 1 and divide by the number of characters playing in the adventure. Round to the nearest whole number.
3. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs 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 and gold a PC can gain at the end of the adventure. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them and fight for them.

These APL calculation rules reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing

this adventure in 2008, check the current version of the LGCS and follow any updated rules presented within.

TIME UNITS AND UPKEEP

This is a standard one-round Core adventure, set in Sunndi. Characters native to Sunndi 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. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

Near Mergal, a small Dwarven trading outpost on the border of the Glorioles, lays a silver mine. Over time, this mine has been the source of a few disputes, as its operations disturb the wildlife in the adjoining Rieuwood. The local druid, a rather xenophobic elf by the name of Merigon D'rissalin, has been especially adamant in her demands that the mining operations be ceased. She claims that the dwarven operation has an evil influence on the land.

As of recent, the miners have been plagued by setbacks. For a while they have suffered equipment gone missing and mining carts breaking down unexpectedly. Now there have been a number of disappearances as well. The rumor has been going that the elves of the Rieuwood might have a hand in this.

A few months ago, the miners discovered an existing tunnel in the mountain. While the tunnel was very crude, it was clearly artificial. The dwarves did find some ancient runes scribed into the walls of the cave, but they did not investigate closely, as the tunnel seemed unstable.

Two necromancers of the Bleak Academy heard of the tunnel, and knew this was likely the entry point to a burial chamber, containing the grave of Ser Malthar Atheros, a general-commander of Aerdy around CY 356. They secretly entered the mine and found the hidden passage leading down to the burial chamber. They found

the grave room to be a node of power, as their research had indicated. Since then, they have been working to create a negative energy tap from the power node.

The druid Merigon, meanwhile, has indeed been interfering with the mining operation. Using her animal form, she stole equipment and sabotaged mining carts at night. She has also sensed that dark powers are being used within the mines, though she is not sure what they entail. While she has had nothing to do with any of the missing people, she feels certain she will be blamed for it. Therefore, she plans to ambush and destroy any authority figures coming for her.

Meanwhile, a third party has taken interest in the mine and its hidden power. They intend to see the mine emptied and shut down, so they can access the power source freely. To this end, they have enchanted a monster, and lured it to the deeper parts of the mine. This creature has been roaming the tunnels in a carefully controlled fashion, and is responsible for the missing miners.

ADVENTURE SUMMARY

Introduction: Depending on the party's composition, they are asked to investigate the problems at the mine by either the Rieuwood Warders, or by the mayor of Mergal.

Encounter 1 [Investigation]: The PCs can question the miners and investigate the mining site. The PCs can learn about D'rissalin and the disappearances. They may also discover sabotaged equipment, and may discover tracks leading them to D'rissalin. If they do not discover any leads, the PCs are likely to investigate inside the mine, where the miners have disappeared.

Encounter 2 [Into the Mine]: The mines themselves are not very interesting. The network of tunnels is rather extensive, and intersects with natural caverns at several points.

Investigating the areas where the mining parties have gone missing does not yield much. A good tracker might notice the places where there was a struggle, with a huge creature involved. Following tracks is impossible on the hard rock.

If the party investigates the uncovered tunnel, they discover Old Oeridian writing, signifying that this is the last resting-place of General Atheros. There is a secret door near the writings, which might be discovered by the party, leading to Encounter 3.

Encounter 3 [Chamber of the Ancient Dead]: Behind the secret door, a long shaft with worn-out handholds leads down to a small corridor. At the end of the corridor there is a solid wooden door, protected by a foul shield of negative energy.

Inside, two necromancers from the Academy are performing an empowering ritual, focusing negative energy into a dark gem. Because of the chanting, the

necromancers and their undead guards are easy to surprise.

The necromancers fight to the death, knowing no mercy awaits them in Glorvardum.

Encounter 4 [Druid assault]: Eventually, the PCs are likely to try and visit the druid D'rissalin. They find her in ambush, trying to stop the PCs from arresting or executing her. If the PCs missed or ignored the clues leading to D'rissalin, she is waiting in ambush for them as they return to the village, after visiting the mine.

If the PCs manage to convince her that they are not there to arrest her, or if they subdue her, she confesses her actions, and tells the party about the burial of General Malthar Atheros, which she witnessed in her youth. If asked, she also promises to stop bothering the miners, provided the PCs can stop the dark influences in the mine.

Encounter 5 [Success?]: After the PCs have found the Necromancers, neutralizing the dark influence over the area, and have either pacified or killed D'rissalin, it is assumed the necromancers were responsible for the missing miners, and all is well again. The party is congratulated and rewarded by the mayor. If D'rissalin is still alive, the Rieuwood Warders are also grateful. The PCs are invited to stay for a feast, but can leave if they insist.

The next morning, it is found that all problems are not solved. Another pair of miners has gone missing, this time above ground. Fortunately, this time there is an eyewitness, who describes a huge monster attacking the miners. The PCs are asked to slay this beast before it kills more.

Encounter 6 [Monster in the Hills]: The PCs can easily find the monster in the forested hills surrounding the mine. If they do not have a good tracker, the monster may be able to ambush them. If the PCs investigate the monster after defeating it, they find strange magical markings on its body. If the appropriate skills are at hand, they may discover them to be a focus for some kind of mind-control magic. However, there is no clue as to who might have placed these symbols.

Conclusion: A standard wrap up of the loose ends in the adventure.

PREPARATION FOR PLAY

Check if any PCs are members of the Sunndi Meta-organizations Grey Scouts, Warders of the Rieuwood, citizens of Glorvardum or members of any of the three meta-organizations associated with Glorvardum (the Barakadar, the Olsamman and the Samryntar).

Make note of any elves in the party, and their search modifiers. Elves may find the secret door in Encounter 3 by passing it, and get a favorable diplomacy modifier in

Encounter 4. Also note which PCs are human, as non-humans are favored in Encounter 6.

NEW RULE ITEMS

Core adventures often utilize new rules items—including new classes, prestige classes, races, feats, spells, and equipment (including magic items)—that do not appear in any of the three core D&D books (*Player's Handbook*, *Dungeon Master's Guide*, or *Monster Manual*). The full write-up of any featured feats, spells, or equipment appears in Appendix 2. Information on featured classes, prestige classes, and races appears in the relevant creature's stat block. This adventure includes all the information required to run these characters. The DM should double-check that he fully understands any new rule items presented in this adventure before play begins.

INTRODUCTION

If any PCs in the party are members of the Grey Scouts or the Warders of the Rieuwood meta-organization, they have received a summons from Elran Woodstride of the Warders, requesting them to come to the Broken Stone inn in the Dwarven trading outpost of Mergal. There are problems at the mine, and tensions between the elves of the wood and the dwarves are rising.

Also, Isobel Rocksalt, the mayor of Mergal, has sent out runners to all heroes in the vicinity to find aid in her troubles. The PCs were in the neighborhood, either by coincidence or because they were summoned by Elran, and have received the mayor's message. Most should be curious enough to at least go see what is going on.

Mergal is part of the dwur kingdom of Glorvardum. As such the attitude of the locals is significantly different from Sunndi. Glorvardum is a lawful neutral nation and most of the dwur inhabitants of this land share that attitude. They do not like vigilantes or adventurers, seeing these as agents of chaos who cause more trouble than any criminal or monster they might destroy. In a town like Mergal though there are many caravan guards of all races, so the PCs do not draw that much attention or scrutiny from the guards. Still, the players should be aware that crimes are punished quickly and, by Sunndi standards, harshly. They should be even more aware that much more things constitute as a crime in Glorvardum. They also distrust all spellcasters, who need to register with the local authorities or face criminal charges for even casting a cantrip. They also suffer a -4 penalty on all social skill checks. Members of the Samryntar (church of the dwarf pantheon) or the Olsamman (dwarf wizard guild) are exempted.

Read aloud or paraphrase the following:

Whether acting on orders, on a drive to bring aid, or out of curiosity, you travel the forested road towards Mergal, each of you for their own reasons. The sun is sinking towards the horizon in the west as you reach the crest of yet another hilltop. There, you see

the small outpost of Mergal cradled in a small valley, the crimson rays of the setting sun illuminating the quiet cobblestone streets. A few children are playing around the fountain in the village square, and an old dwarf is resting on a bench in front of an inn, soaking up the last remaining warmth of the day. To the north lies a gate in the mountain face, presumably leading to the underground part of the town.

Allow the PCs to introduce themselves to each other as they walk towards the village. The adventure starts with the PCs arriving at the outpost. The PCs likely want to speak with the mayor and with Elran Woodstride. They may also want to gather information in the village. The PCs can speak with the following people:

- Mayor Rocksalt
- Elran Woodstride, Keeper of the Rieuwood
- Old Congar, the old dwarf always sitting in front of the inn
- Arkhan Samryntar, the head cleric at the local temple of Moradin

Other than that, the PCs can make a Gather Information check when chatting with the other villagers, which may reveal a number of other rumors.

Isobel Rocksalt

🗡️ **Isobel Rocksalt:** Female dwarf fighter 1/aristocrat 3 (Sense Motive +8).

Appearance: Mayor Isobel Rocksalt is a middle-aged woman, looking (to other dwarves) to be about 150 year old. She has short, auburn hair, and what looks like an arrow scar on her left cheek.

Personality: Isobel is a charming woman, always ready with a smile and a compliment. She is polite, and respectful to the locals and visitors. She doesn't like adventurers overmuch, but is wise enough to realize when the village forces are out of their depths.

If the PCs visit her, they are immediately brought into her office:

"Thank you so much for coming. It is not my habit to wantonly impose on brave adventurers like you, but we do not seem to be able to resolve these problems on our own.

Let me start at the beginning. Ever since we opened the mine here there has been some tension between the operators of the mine and the elves of the Rieuwood. They fear our operation will disturb the wildlife of the forest. For some time, the mining operation has suffered small setbacks; broken carts, missing equipment, nothing too serious. However, there have been rumors about the elves being responsible for some of the setbacks, trying to interfere. This has caused a great amount of tension.

And now, a few days ago, several miners have gone missing.

We need to find out what has happened to the missing workers, and prevent hostilities between the miners and the elves. Will you help us?

Below are some of the questions the PCs may ask, and the answers to them. Feel free to adapt these to the situation and actual questions of the PCs.

Where is the mine? "The mine is located about eight miles west of here, at the border of the Rieuwood. There is a forest path leading there"

What kind of mine is it? "We mine for silver here. The vein in these hills is not very rich, but we manage to turn a small profit still"

Who operates the mine? "The mine is operated by the Morndyr clan. The foreman is Thadur Morndyr. He can be found at the mining camp".

Missing miners? "I don't know the details of the case. Thadur, the foreman at the mine, will be able to fill you in."

Hostilities? "So far, nothing worse than a few shouting matches has happened. However, we worry that if things do not get better quick, fights may start to break out. It is vital we do nothing to aggravate the elves of the Rieuwood further"

So, is there a reward for this? "The Morndyr clan has offered a reward of (12.5 gp x APL) gold pieces per head to those who find out what happened to the missing miners. Other than that, we have little more to offer than our gratitude."

Elran Woodstride

🗡️ **Elran Woodstride** currently resides at the Broken Stone inn.

Elran Woodstride: Male elf ranger 3 (Sense Motive +1).

Appearance: Elran is a tall, muscled gray elf with long black hair, a pale skin and deep blue eyes. When on duty he wears the practical uniform of the Grey Scouts, including the batch denoting him as a lieutenant in the Sunndian army. Otherwise he wears a soft leather outfit in subdued forest colors.

Personality: Elran has an order mind, who prefers to keep things structured and clean. He does not really understand the dwarves' lust for gold, let alone how they can stand staying underground, but he respects their rights to live their lives as they wish. He is well aware the dwarves and elves have a lot in common, and that a conflict between these two races would only serve the humans of Sunndi.

If the PCs have come because the Warders or the Grey Scouts asked them to, read or paraphrase the following:

"Thank you for coming on such short notice. I am Keeper Elran Woodstride. I have asked you to come here because I fear the friction caused by the problems the dwarves have in their mine may lead to problems if unchecked. To avoid this, I would ask you to go see mayor Rocksalt. She can tell you more about the problems at the mine."

Otherwise, read the following:

"Greetings, travellers. I am Elran Woodstride, Keeper of the Rieuwood. How might I be of service?"

Elran doesn't know much more about the situation, except that some of the dwarves seem to be blaming their troubles on the elves. He tells the PCs that this is obviously nonsense, though he admits that there are a number of militant elves that dislike the presence of the mine. Most of them are incited by Merigon D'rissalin. Merigon is an elder druid who has lived in these woods for hundreds of years, and she takes a great dislike to strangers in her wood. She has declared the dwarven operation to exert an evil influence over the woods, and a lot of elves follow her in this belief. Elran, however, has his doubts. Merigon's excessive xenophobia has caused trouble before, though she needs to be handled with great care because of her respected position.

Old Congar

Old Congar can almost always be found in front of the Broken Stone inn.

An old dwarf is sitting slumped on a bench in front of the inn. He holds a mostly full mug of ale in his wrinkled hand. There is some foam sticking to his beard, and his vision seems blurred. As he finally notices you, he bellows out to you, his strong voice belying his feeble outlook: "Hail, adventurers! Come to share some tales of your campaigns with Old Congar, have you? Or have you come to hear of my resounding adventures of the past?"

Congar is a retired campaigner, who did a fair amount of traveling and adventuring in his time. His deeds weren't particularly memorable, but that doesn't really matter, as he has forgotten most of it anyway. His mind has faded over the years, and there is little sense or coherence left in the tales he now tells, though the local children are still fascinated by them. He is more than willing to tell the PCs about how the local elves can turn themselves into trees, and how a flood of mice once erupted from the mines, or how the Lammasu Corilan once aided him in a fire-fight, but none of his tales bears any relevance to current events.

❖ **Old Congar:** Male dwarf warrior 5.

Arkhan Samryntar

Arkhan Samryntar is the priest at the local dwarven temple of Moradin. The temple is situated in the underground part of the village, just beyond the gate.

Arkhan Samryntar is short, even for a dwarf, with a fatherly face that has deep furrows lining it above the dark eyebrows. He is clearly not in his youth anymore, but his eyes sparkle with energy. He greets you warmly as you enter the temple: "Welcome travelers, to the house of Moradin. How can I be of service?"

Arkhan has arrived only recently, and doesn't know much about the history between the dwarves and elves here. He does recognize that the mine may hamper the prized woods of the elves, though he reckons the effect should be minimal. He does hope that real trouble between elf and dwarf can be avoided, as there are plenty of greater problems for people to focus their energies on.

He is able to provide the PCs with scrolls and potions of 1st level spells as per the DMG at regular prices, and is willing to cast spells for the PCs, also at regular prices.

❖ **Arkhan Samryntar:** Male dwarf cleric 3.

Gather Information

A Gather Information check yields the following results, depending on the DC reached:

- DC 5 - An elf named Elran Woodstride, a Keeper of the Rieuwood, has been staying at the Broken Stone inn since last week. It is rumored that he and mayor Rocksalt have been working together trying to keep both sides from starting trouble.
- DC 10 - The miners used to come into the village a lot to drink and talk, but lately they are all sticking to the mining camp. Afraid of more disappearances, no doubt.
- DC 15 - The elf most fiercely opposing the mine is an elder druid named Merigon D'rissalin. While she is revered and respected by the elves, even they consider her to be a bit extreme and xenophobic.
- DC 25 - While the village is now a relatively peaceful place, it has been the site of a grand battle once, hundreds of years ago.

ENCOUNTER 1: INVESTIGATION

The mining site is a large, semicircular clearing on the edge of the woods. On the far side, half a dozen simple wooden shacks are standing on the dusty ground. On the other side, a single larger structure stands, with a dark stone chimney. Between the buildings stand a few mining carts, and under a small tiled roof stands a rack containing picks and

shovels. Another four mining carts stand on a narrow pair of rails that lead into the dark, gaping mouth of the mine. A bit to the side of the opening lay a number of carts that seem to have broken wheels, or are otherwise damaged. Next to it lays quite a stack of damaged and broken mining equipment. There seems to be no activity, and the grounds are empty.

The large building contains a large dining room with a few kegs of beer in the corner and a large hearth, where the miners spend most of their free time playing cards and drinking. In the back of the building are the administration offices. Four of the other buildings are sleeping bunks with six beds each. The last two buildings are used for storing ore and supplies.

Investigating the pile of discarded equipment shows all sorts of breakage, though most of the equipment doesn't seem to be all that old or worn. Most of it has been lying outside for a while. When investigating the mining tools, have the PCs roll a Search check. A result making DC 20 shows that the equipment has indeed been tampered with. A DC 20 Knowledge (architecture and engineering) check or a DC 15 Disable Device or Craft (blacksmithing) check shows the same.

Investigating the mining carts allows for the same checks as above, showing that some of the carts have been sabotaged. Also, a DC 20 Search check reveals claw marks on the side of one of the carts. The marks look like a large animal of some kind made them.

When a character with the Track feat investigates the perimeter, a DC 10+APL Survival check (there has been more rain at higher APLs) shows large animal tracks moving into and out of the mining area. Following these tracks leads the PCs to Encounter 4. If there is no PC with Track, or if the check failed, the PCs only find a lot of dwarf boot tracks.

Searching the six smaller buildings yields little of interest. During the day, no one is there. At every bed is a locked chest, containing some personal belongings of the miners. Two of the huts are missing two trunks each. The storage and ore buildings contain crates of ore, and one of them stores food rations and a number of heavy beer kegs.

The large building has a number of windows, showing the common room crowded with tough-looking dwarves with disgruntled faces. A window at the rear looks out on foreman Thadur's personal quarters, which are Spartan. Another window reveals an office, where Thadur, a middle-aged dwarf with a flowing brown beard is sitting at a sturdy wooden desk, studying some papers. There is only a single entrance to the building.

When the players enter the common room, read or paraphrase:

The main room consists of at least three-quarters of the whole building. The slanted roof rises about twenty feet over six simple wooden benches, all of which appear to be overcrowded with dwarves. Most of them wear worrisome frowns and stare at their

mugs with brooding looks, or they quietly whisper to their neighbors. Occasionally someone tells a joke, or does something funny. One or two people laugh, but their laughing sounds hollow and desperate, and they quickly return to their gloomy mood. On one side of the building, there is a big hearth, with a warm fire roaring. On the other side of the room stand a few kegs, where the dwarves regularly fill their mugs. In the back of the room is a wooden door lined with small iron studs.

The PCs can question the miners about the recent events. Most of them are quite drunk, and none of them are really in a mood to talk. Still, with some friendly coaxing and asking, they talk about their sorrows.

They complain about troubles they have had with their equipment. And now, four days ago, a pair of miners disappeared in one of the lower tunnels. Two days later, another pair went missing in another tunnel. Work in the mines has been ceased since then by order of the foreman Thadur. Most of the miners fear for their jobs, as profits were already marginal before, and this might shut the operation down. The ongoing trouble with those meddlesome elves in the forest doesn't help one bit either. Some of them aren't so bad, but too many listen to that fanatic druid among them, called Merigon-something. They wouldn't be surprised if she's behind all of these problems! Some of them also claim to have seen a large shape walking across the terrain at night from the woods. That might have something to do with the missing dwarves as well.

If asked if anything else happened recently, the dwarves tell that little exciting happens in mining, although they did discover an existing tunnel a while ago with funny markings on the wall. Didn't look all too stable though, might collapse any moment.

If the PCs indicate they want to talk with the foreman, Thadur, they point them to the office door in the back.

❖ **Thadur Morndyr:** Male dwarf expert 3.

The foreman's office has plain wooden walls, and is simply furnished. Two cabinets stand on one side of the room, beside a door standing ajar. Behind the door, you can just see a glimpse of an unmade bed. There is no hearth in the room, but enough heat leaks from the common-room fire to keep the office cozy.

In the centre of the room sits a middle-aged dwarf behind a polished wooden desk. He absent-mindedly strokes his long brown beard, and his heavy brow is wrinkled with sorrow. As you enter, he looks up at you, and his eyes seem to lighten a little. His posture becomes more energetic, and he beckons you to take seats, although there are only two other chairs in the room.

"Welcome, welcome! I take it you have come by request of mayor Rocksalt, to assist us in resolving these troubles? How can I be of assistance?"

The PCs can ask Thadur questions, which he eagerly answers, although he doesn't know much more than is in the answers below. He gladly aids the PCs in any way he can, although he has no monetary resources as his disposal.

Below are some of the questions the PCs may ask:

What has happened here? "Well, we've had our share of troubles. Somehow our equipment seems to wear out ridiculously fast, and so far the yield from the mine has been somewhat disappointing. But over the past four days, four of my workers have gone missing. After the second pair went missing, I immediately stopped the work in the mine. I can't afford to lose any more workers, and morale is already devastated."

How did the miners go missing? "We generally work in pairs, and two of those pairs have gone missing, both in different sections of the lower tunnels. We have no clue what happened to them. I can ask one of the workers to show you the area they disappeared in, though."

We've heard rumors about strange writings? Yes, a couple of lads tunneled across an existing cave of some sort, about two months ago. There was a funny bit of writing on one of the walls. I don't think the tunnel is all too stable, so I've not allowed anyone in.

Equipment problems? "Yes, for some reason we have had an enormous amount of breakage ever since we started out here. Cartwheels keep snapping off, pick handles break, or the head comes flying off. Also, items seem to be misplaced rather often, the inventory hardly ever adds up. We try to keep everything in good repair, but it doesn't seem to make much of a difference. There's even talk of sabotage among the men, but I think that's just paranoia."

How long has this mine been operational? "We've started the dig about two years ago, but we've only been running production for a little less than a year."

We've heard the miners talk about trouble with elves? "The elves have been trying to stop this operation from the beginning. Some of them seem rather worried their forest will wither away because of one small mining operation. That Merigon woman is rousing them to it, too."

"Who is this Merigon?" "Merigon D'rissalin. Ah, she's a piece of work all right. She has been some sort of guardian of these here woods for ages now, probably since before I was born. She is a bit of a nut-job, but a lot of the elves revere her, and her advice is listened to by quite a few."

Unfortunately she rather dislikes our operation here, says it has a dark influence and whatnot. She'd love to see us leaving, but I don't think she's responsible for the people gone missing. Even if only because she hates being underground.

Development: From here, the PCs may decide to investigate the mine. If they ask, Thadur can give them a guide along, so they won't get lost in the twisted tunnels. The guide can also show them the area's where the miners went missing. This is Encounter 2.

The PCs may also decide to investigate the tracks into the forest, or to visit Merigon. This is Encounter 4.

ENCOUNTER 2: INTO THE MINE

As you enter the wide opening to the silver mine, your footsteps echo against the roughly hewn walls. The main tunnel is over twenty feet wide, and in the middle a narrow pair of tracks runs down the cave, disappearing into the darkness. There are many sideways and shafts, and at times the mine intersects a natural cave or tunnel.

The network of tunnels and caves forming the mine is vast. The PCs can wander around on their own, or they can bring a miner to guide them. In either case, there are only two points of interest in the mine. A guide can lead the PCs to the area where miners have disappeared, deep inside the mine.

If the PCs investigate the sites where the mining parties vanished, all PCs may make a DC 25 Search check. PCs with the Track feat may make a DC 15 Survival check instead. If they succeed, they notice signs of a struggle, indicating that something very large trashed around here. Following the tracks on the hard rock is impossible. The PCs may attempt the checks on both sites, yielding similar results.

The other place of interest is the recently discovered hallway. If the PCs have heard rumors of this hallway, they may ask the guide to lead them there. Otherwise, have the PCs make a Spot check after they have wandered the mine for some time, to have them notice the hallway. Whoever gets the highest result notices the small runes carved in the walls of a side-tunnel. If the PCs have a guide, she warns them that the tunnel may be unstable. She does not follow.

If the PCs decide to enter, read or paraphrase the following:

A small entrance at the side of the main tunnel leads to a dark hallway. The walls are very rough, but marks of mining instruments can be seen at some points, as if an existing fissure was enlarged. On a section of the wall, small runes are carved in a strange language.

The tunnel is, in fact, a lot more stable than it seems at first sight, and there is no actual risk of collapse. A DC 20 Knowledge (dungeoneering) or Knowledge (engineering) check reveals this.

The carvings are written in Old Oeridian. It consists of a long formal funeral recitation, indicating that this is the last resting-place of Malthar Apheros. A successful DC 25 Knowledge (history) check or a DC 20 Bardic Knowledge check reveals that Apheros was a magician-general of the Aerdy armies, around CY 360.

If the PCs decide to search the area around the inscription, and succeed in a DC 25 Search check, they discover a secret door. If the PCs know there is a secret door from Merigon, lower the DC by 5. The door can also be found with a *detect evil* spell, showing a faint evil radiating around the edges of the secret door, or a *detect magic* spell showing faint Necromancy around the edges. The door is less than 60 ft. away from the entrance of the 'unstable' cave, so it can be detected even from outside the cave. Finally, chanting can be heard through the secret door with a DC 40 Listen check.

The secret door can safely be opened, but you might want to let the PCs declare their positions around the door before opening it anyway, to keep them on their toes. If the PCs open the secret door proceed with Encounter 3.

Troubleshooting: If the PCs don't find the secret door at once, or do not enter the cave, they may receive information from Merigon D'rissalin in Encounter 4. If they do not get the information there, or still don't find the secret door, simply skip Encounter 3, and proceed with the rest of the adventure.

ENCOUNTER 3: CHAMBER OF THE ANCIENT DEAD

After the PCs have opened the secret door in Encounter 2, read or paraphrase:

Behind the door, a corridor paved in pale blue tiles stretches for about thirty feet. The walls are smooth, except where detailed with a line of tiny figurines, embossed in the wall about eight inches from the floor. The arched ceiling reaches up to ten feet at the centre. The area carries a musty smell, and some of the tiles are cracked, but the hallway seems to be in decent condition overall.

At the end of the hallway, there is a circular hole about eight feet in diameter, with a shaft descending into the darkness.

There is a map of the area in Appendix 3.

If a PC with the Track feat wants to look for tracks, a DC 20 Survival check discovers traces of disturbed dust between the doorway and the hole, provided the PCs

haven't walked over them. These traces seem to be several weeks old. If the PC makes DC 30, she can determine that there were two pairs of boots entering last, and two pairs of 'other' footsteps of indeterminate origin (APL4: one pair of 'other' footsteps instead of two).

The hole in the floor is a 50-ft. shaft, plunging straight down into another hallway. A faint evil may be detected radiating from the hole. There are handholds carved in the surface of the shaft, but they seem worn out. Climbing up or down using the handholds requires a DC 10 Climb check. There is no place in the hall to easily affix a rope.

If the PCs descend the shaft, they end up in a similar corridor:

At the bottom of the shaft lies a corridor similar to the one above. The same carvings line the wall, and the tiles are once again blue. About twenty-five feet down the hall, there appears to be a semi-transparent field of wriggling strands of color, dark red and black, with an occasional flash of blue. The field seems to pulsate slowly with a malevolent energy. Behind the field, a sturdy-looking wooden door with iron bands can be seen, about five feet further down the hall.

The field is a *rune shield*, a blockade of dark energy the necromancers have created using the powers of the node. Touching the shield causes a crackle of dark energy, inflicting a Strength penalty as a *ray of enfeeblement* spell (no attack roll) with a caster level equal to APL. Moving through the shield is possible, but doing so inflicts the *ray of enfeeblement* effect on the creature passing through as if empowered by the Empower Spell feat. Note that the penalties inflicted by multiple *ray of enfeeblement* effects do not stack. Also note that undead are not immune to the effect of the shield.

The shield can be lowered for five minutes by targeting it with any Necromantic spell. Using a touch spell for this does not trigger the enfeeblement effect. The *rune shield* can also be dispelled as if cast by an evil caster with caster level 25. A DC 26 Disable Device check permanently disables the shield. Destroying the gem in the grave-room also removes the *rune shield*.

The shield, and its methods of removal, can be discovered with a successful DC 20 Knowledge (arcana), Knowledge (religion) check, or a Bardic Knowledge check. Merigon D'rissalin also knows the trigger when the shield is described to her, as this was a rather commonly used ward in Ivid's time.

The door behind the shield is locked with a simple lock (DC 20 Open Locks). With a successful DC 15 Listen check, chanting can be heard behind the door. A DC 30 Listen check result also reveals occasional shuffling footsteps much nearer to the door.

■ **Iron-banded Wooden Door:** 2 in. thick; hardness 5; hp 20; AC 5; DC 23 Break.

Unless the PCs cut down the door, or have been extremely noisy otherwise, the necromancers and undead inside the room are surprised by the PCs entering.

The grave-room is a rather large, rectangular room, about twenty foot high, with a pointed ceiling. The walls contain three deep niches on each side, about two foot square in size. Some of these appear to contain wooden coffins. In the back of the room stands a large stone coffin. On top of the coffin, a small pedestal is placed, on top of which lies a large black gem, pulsating with a vague red light. Next to the coffin, two humans in black robes, one man and one woman, stand chanting in a strange language.

The language is in Infernal.

When the PCs enter, the undead and the necromancers attack and fight to the death, expecting (correctly) that no mercy awaits them if captured.

The gem on the pedestal is the focus in which the necromancers were gathering energy from the node. It is only partially finished, but it already has some power. Undead within 60 ft. of the pearl gain turn resistance +4. The gem's effect can be recognized with a successful DC 20 Knowledge (arcana) or Knowledge (religion) check, and can easily be destroyed by dealing 2 points of damage to it. It radiates strong evil, and *detect magic* shows a strong Necromancy aura. If the empowering ritual is interrupted for more than twenty-four hours, the pearl loses its power and crumbles to black dust.

APL 4 (EL 6)

- 🔥 **Ogre Zombie:** hp 55 each; see *Monster Manual* 267.
- 🔥 **Lorena:** female human (Oeridian) wizard 4; hp 17; see Appendix 1.
- 🔥 **Isamil:** male human (Baklunish) wizard 2; hp 9; see Appendix 1.

APL 6 (EL 8)

- 🔥 **Ogre Zombies (2):** hp 55 each; see *Monster Manual* 267.
- 🔥 **Lorena:** female human (Oeridian) wizard 6; hp 24; see Appendix 1.
- 🔥 **Isamil:** male human (Baklunish) wizard 4; hp 18; see Appendix 1.

APL 8 (EL 10)

- 🔥 **Mummies (2):** hp 55 each; see *Monster Manual* 190.
- 🔥 **Lorena:** female human (Oeridian) wizard 6/blood magus 2; hp 46; see Appendix 1.
- 🔥 **Isamil:** male human (Baklunish) wizard 6; hp 27; see Appendix 1.

APL 10 (EL 10)

- 🔥 **Advanced Mummies (2):** hp 107 each; see Appendix 1.

- 🔥 **Lorena:** female human (Oeridian) wizard 6/blood magus 4; hp 77 (with *false life*); see Appendix 1.
- 🔥 **Isamil:** male human (Baklunish) wizard 8; hp 49 (with *false life*); see Appendix 1.

APL 12 (EL 10)

- 🔥 **Advanced Mummies (2):** hp 153 each; see Appendix 1.
- 🔥 **Lorena:** female human (Oeridian) wizard 8/blood magus 4; hp 100 (with *false life*); see Appendix 1.
- 🔥 **Isamil:** male human (Baklunish) wizard 10; hp 70 (with *false life*); see Appendix 1.

Tactics: The undead are standing close to the door, guarding it. The wizards try to keep the undead between them and the party as much as possible. They try to immobilize the party as much as possible using *blindness/deafness*, *burning blood* and *spiritwall*, and by using *haste* on the undead. They tend to focus firepower on anyone who manages to get past the undead guardians first. Note that Isamil has both Point Blank Shot and Precise Shot, both of which help his ray spells. If mummies are present, the wizards do not suffer from their despair effect, as they either made or failed their saves in the morning, and are now immune for 24 hours.

Treasure: The PCs can loot both wizards, as well as the locked chests in the room. Don't forget to cross the Large weapon and armor off of the AR if playing on APLs higher than 6.

APL 4: Loot: 190 gp; Coin: 83 gp; Magic: 520 gp; Lorena: cloak of resistance +1 (83 gp), ring of protection +1 (167 gp), potion of cure light wounds (4 gp); Isamil: bracers of armor +1 (83 gp), hand of the mage (75 gp), cloak of resistance +1 (83 gp), potion of cure moderate wounds (25 gp); Total: 793 gp.

APL 6: Loot: 293 gp; Coin: 83 gp; Magic: 874 gp; Lorena: cloak of resistance +1 (83 gp), ring of protection +1 (167 gp), headband of intellect +2 (333 gp), potion of cure moderate wounds (25 gp); Isamil: bracers of armor +1 (83 gp), hand of the mage (75 gp), cloak of resistance +1 (83 gp), potion of cure moderate wounds (25 gp); Total: 1250 gp.

APL 8: Loot: 410 gp; Coin: 116 gp; Magic: 1290 gp; Lorena: cloak of resistance +1 (83 gp), ring of protection +1 (167 gp), headband of intellect +2 (333 gp), lesser rod of extend (250 gp), pearl of power 1 (83 gp), potion of cure moderate wounds (25 gp); Isamil: bracers of armor +1 (83 gp), hand of the mage (75 gp), cloak of resistance +1 (83 gp), pearl of power 1 (83 gp), potion of cure moderate wounds (25 gp); Total: 1816 gp.

APL 10: Loot: 560 gp; Coin: 166 gp; Magic: 2243 gp; Lorena: cloak of resistance +2 (333 gp), ring of protection +1 (167 gp), headband of intellect +2 (333 gp), lesser rod of extend (250 gp), amulet of health +2 (333 gp), pearl of power 1 (83 gp), potion of cure serious wounds (62 gp); Isamil: bracers of armor +1 (83 gp), hand of the mage (75 gp), cloak of resistance +1 (83 gp), pearl of power 1 (83 gp), gloves of dexterity +2 (333 gp), potion of cure moderate wounds (25 gp); Total: 2969 gp.

APL 12: Loot: 743 gp; Coin: 500 gp; Magic: 3576 gp; Lorena: *cloak of resistance* +2 (333 gp), *ring of protection* +1 (167 gp), *headband of intellect* +2 (333 gp), *lesser rod of extend* (250 gp), *amulet of health* +4 (1333 gp), *pearl of power* 1 (83 gp each), *potion of cure serious wounds* (62 gp); Isamil: *bracers of armor* +1 (83 gp), *hand of the mage* (75 gp), *cloak of resistance* +1 (83 gp), *pearl of power* 1 (83 gp), *gloves of dexterity* +2 (333 gp), *headband of intellect* +2 (333 gp), *potion of cure moderate wounds* (25 gp); Total: 4819 gp.

Detect Magic Results: *amulet of health* (Moderate Transmutation), *bracers of armor* (Moderate Conjuration), *cloak of resistance* (Faint Abjuration), *gloves of dexterity* (Moderate Transmutation), *hand of the mage* (Faint Transmutation), *headband of intellect* (Moderate Transmutation), *lesser rod of extend* (Strong, no school), *pearl of power* (Strong Transmutation), *potions* (Faint Conjuration), *ring of protection* (Faint Abjuration), *focus gem* (Strong Necromancy).

Development: If the necromancers are questioned after their defeat, a successful Intimidate check according to the rules found in PHB page 76, or a DC 35 Diplomacy check yields some information.

They are members of the Bleak Academy, and came here after research indicated a power node might have formed here. They were intending to channel the energy into gems and use them as a weapon. They didn't have any plan yet as to where and when. They have been working on this for a little over a month now. They cannot divulge their local contact (in fact, there is none, they communicate via pick-up points, given to them by a monthly *sending* spell).

They adamantly deny killing anyone recently, and certainly not one of the workers working in the mine. However, searching the room uncovers dwarven bones lying in one of the niches, which seem to be much less old than the bones in the graves. The necromancers claim they brought those with them for study (which is true).

There are also two sturdy, locked (simple lock, DC 20) chests in the room. Lorena has the keys. When asked, the necromancers claim they contain nothing important, which is in fact true. One chest is half filled with 40 trail rations, while the other contains 12 empty water skins, eight filled ones, clean robes and soap.

Troubleshooting: If the PCs haven't gone into the forest to follow tracks or find D'rissalin before this encounter, and return to the village without checking the forest, they are ambushed by D'rissalin on the way back to the village, triggering Encounter 4. In this case, include the pathway the PCs are walking on in the encounter.

ENCOUNTER 4: DRUID ASSAULT

When the PCs venture into the woods to find the druid Merigon D'rissalin, either following directions or following tracks, Merigon is certain they have come to

take her into custody, and she does not intend to go peacefully. She has laid an ambush in a thickly grown part of the wood. All ground in the combat area is considered difficult terrain, and about one third is near impassable (movement reduced to 5 ft.), except to creatures with woodland stride. Creatures in this near-impassable overgrowth have concealment when within 10 ft. from the edge, and full concealment further in.

If the PCs have completed Encounter 3, and return to the village without investigating D'rissalin or the tracks, this ambush takes place on the path back to the village instead. In this case, the encounter terrain is similar as above, but a 10-ft.-wide clear path (the road from the village to the mine) passes through the area. The path is not in a straight line, so it isn't possible to run or charge more than 30 or 40 ft.

The druid surprises the party from hiding if not spotted first. Use Merigon's Hide check result for all creatures, and apply a +5 circumstance modifier for choosing a perfect ambush spot.

The characters can try to calm Merigon down. This requires a rushed Diplomacy check as a full-round action, with a -10 penalty to the check. To stop the battle, the druid's attitude must be turned from either Unfriendly (APL 4-6: DC 25) or Hostile (APL 8-12: DC 35) to Friendly. If none of the PCs have weapons drawn, grant a +5 bonus to the check. If the PCs have defeated the evil necromancers, and mention them during the Diplomacy check, grant a +8 bonus to the check. Elves get a +2 to the check, as do Royal Warders. All these modifiers stack. If Merigon has been injured by the PCs, apply a -10 (injuring the animals doesn't matter).

If the PCs spot Merigon before she spots them, it is obvious from her position and attitude that she plans to ambush whoever comes for her. If the PCs try to speak to her and calm her down before being spotted themselves, they can make Diplomacy checks as above, but without the -10 penalty for rushed diplomacy.

APL 4 (EL 5)

- **Black Bear:** hp 19; see *Monster Manual* 269.
- **Merigon D'rissalin:** female high elf druid 4; hp 22; see Appendix 1.
- **Irigon (black bear, animal companion):** hp 19; see Appendix 1.

APL 6 (EL 7)

- **Brown Bear:** hp 51; see *Monster Manual* 269.
- **Merigon D'rissalin:** female high elf druid 6; hp 33; see Appendix 1.
- **Irigon (black bear, animal companion):** hp 42; see Appendix 1.

APL 8 (EL 9)

- **Advanced Dire Boar:** hp 123; see Appendix 1.
- **Merigon D'rissalin:** female high elf druid 8; hp 44; see Appendix 1.
- **Irigon (brown bear, animal companion):** hp 51; see Appendix 1.

APL 10 (EL 11)

- **Advanced Dire Bear:** hp 145; see Appendix 1.
- **Merigon D'rissalin:** female high elf druid 10; hp 55; see Appendix 1.
- **Irigon (brown bear, animal companion):** hp 76; see Appendix 1.

APL 12 (EL 13)

- **Elite Legendary Bear:** hp 290; see Appendix 1.
- **Merigon D'rissalin:** female high elf druid 12; hp 66; see Appendix 1.
- **Irigon (brown bear, animal companion):** hp 95; see Appendix 1.

Tactics: Merigon tries to remain in the near-impassable overgrowth, supporting the animals with her spells. At APL 8 and higher, the combination of *entangle* and an animal with *freedom of movement* can be an effective tactic.

If both animals are killed or disabled, or if Merigon is reduced to hit points or less, she yields to the PCs if they allow that option. If Merigon is incapacitated, the animals flee once they are down to one-fourth of their hit point total. While Merigon is alive, they fight as long as Merigon does. Merigon does not flee of her own accord.

Treasure: If the PCs kill Merigon, they can loot her. However, this earns them the dislike of the Warders, and the PCs only get adventure access to Merigon's equipment. If Merigon is kept alive, and the PCs loot her, she demands her equipment returned. If they refuse, the Warders later make the same request. If they still refuse, the PCs receive the same dislike. If the PCs let Merigon keep her equipment, and gain the favor of the Rieuwood Warders later on, Merigon makes her equipment available for sale to the PCs, effectively giving them regional access to her items.

APL 4: Loot: 26 gp; Magic: 325 gp; *heavy wooden shield* +1 (96 gp), *leather armor* +1 (96 gp), *cloak of resistance* +1 (83 gp), 2 *potions of cure moderate wounds* (25 gp each); Total: 351 gp.

APL 6: Magic: 421 gp; *heavy wooden shield* +1 (96 gp), +1 *scimitar* (192 gp), +1 *leather armor* (96 gp), *cloak of resistance* +1 (83 gp), 2 *potions of cure moderate wounds* (25 gp each); Total: 421 gp.

APL 8: Magic: 933 gp; *heavy wooden shield* +1 (96 gp), +1 *scimitar* (192 gp), +1 *leather armor* (96 gp), *cloak of resistance* +1 (83 gp), *pearl of power* 1 (83 gp), 2 *potions of cure moderate wounds* (25 gp each), *periapt of wisdom* +2 (333 gp); Total: 933 gp.

APL 10: Magic: 1195 gp; *heavy wooden shield* +1 (96 gp), +1 *scimitar* (192 gp), +1 *dragonhide fullplate* (358 gp), *cloak of resistance* +1 (83 gp), *pearl of power* 1 (83 gp), 2 *potions of cure moderate wounds* (25 gp each), *periapt of wisdom* +2 (333 gp); Total: 1195 gp.

APL 12: Magic: 2195 gp; *heavy wooden shield* +1 (96 gp), +1 *scimitar* (192 gp), +1 *dragonhide fullplate* (358 gp), *cloak of resistance* +1 (83 gp), *pearl of power* 1 (83 gp), 2 *potions*

of cure moderate wounds (25 gp each), *periapt of wisdom* +4 (1333 gp); Total: 2195 gp.

Detect Magic Results: *cloak of resistance* (Faint Abjuration), +1 *dragonhide fullplate* (Faint Abjuration), +1 *heavy wooden shield* (Faint Abjuration), +1 *leather armor* (Faint Abjuration), *pearl of power* (Strong Transmutation), *periapt of wisdom* (Moderate Transmutation), *potions* (Faint Conjunction), +1 *scimitar* (Faint Evocation)

Development: If Merigon is still alive after the combat, the PCs may ask her questions. She does not hold the death of her animal friends, if any, against the PCs. She is a haughty elder elf, and she is quite upset if the PCs defeated her, but as soon as she is convinced that the PCs have stopped or are willing to stop the evil in the mine, she becomes quite helpful.

Merigon has lived in the forest for several centuries, and thus she can tell a lot of what has happened around here. She may tell the PCs the following, if asked:

- She admits to sabotaging some mining equipment, but she has nothing to do with the disappearances.
- She harassed the miners because she felt something unnatural and evil stirring in the mine, though she does not know what it is.
- About two hundred years ago, a battle was fought here by the armies of Aerdy. The commander of the Aerdy forces was a warlock by the name of Malthar Apheros. While his forces were victorious, Malthar was slain by a stray arrow.
- Malthar's grave was never discovered, but she saw the coffin being carried into the caves at night. It is rumored his tomb is still somewhere in the caves, hidden behind a concealed door.
- Malthar possessed powerful magic, and was said to be an advanced student of necromancy. His grave may very well be a place of potency.
- If the PCs describe the *rune shield*, Malthar recognized it immediately as a fairly common ward used in older, darker times. She tells everything described in Encounter 3 about the shield.

If the PCs promise to investigate and stop the evil, or have already done so, she grudgingly promises not to harass the miners anymore.

If Merigon is defeated, the PCs may loot her, or decide not to. If they resolved the matter diplomatically, they cannot loot her. In either case, if the PCs do not loot Merigon, and manage to defeat the necromancers in Encounter 3, she is willing to sell the PCs some of the items she carries, if they want. This means that the PCs get adventure access to Merigon's equipment even if she was not looted.

Troubleshooting: If the PCs kill Merigon, they may miss out on some vital information. Merigon is not willing to be raised, though *speak with dead* may still force some information out of her.

ENCOUNTER 5: SUCCESS?

This encounter occurs after the PCs have dealt with Merigon one way or another, and have either dealt with the necromancers or were utterly unable to find them.

If the necromancers were found and defeated, they are assumed to be responsible for the disappearances. The mayor rewards the PCs [APL x 12.5] gold pieces, whether they asked for them or not. Also, if the necromancers were defeated, a representative of the Olsamman sends word that they are pleased by the removal of this necromantic infestation on Dwarven territory, and that the PCs may call upon them later if they are in need of something. If Merigon is still alive, the Rieuwood Warders also grant the PCs a favor, for removing the suspicion of murder from Merigon, and thereby restoring the reputation of the elves in this village.

If the PCs have not encountered the necromancers, the mayor assumes all troubles were the work of Merigon, and still rewards the players the gold for completing their mission. However, the players do not receive the favor of the Olsamman, and the Warder's aren't too happy about the outcome either.

If the PCs killed Merigon, the Rieuwood Warders are very angry. They are unable to charge the PCs with murder, because it is rather clear Merigon attacked first. But they believe the PCs should have acted more carefully and should not have provoked Merigon like they did. The townspeople generally disagree, and mayor Rocksalt can only just stop a fight from breaking out. The PCs have the dislike of the Rieuwood Warders now. Also, the relationship between the elves and the dwarves on the Rieuwood border have been severely disrupted, which may have consequences in future modules.

Regardless of the outcome, the village is giving a great feast, and they try to persuade the PCs to stay and enjoy the banquet and stay for the night. If the PCs do not wish to feast or stay, and insist, the villagers are disappointed but respect their decision. Also, Arkhan Samryntar, the Priest of Moradin, offers to heal the PCs free of charge, if necessary.

If the PCs remain in the village, a miner comes running into the village the next morning, when the PCs are at breakfast.

While enjoying your breakfast in the morning sun, a dwarf appears from the direction of the mine at a running pace. The dwarven woman seems very distressed, and the sweat running from her face has cut curved lines in the dust covering her forehead. She is wearing a miner's outfit, and she has her pick still in her hand. The mayor comes out to see what is going on, and as soon as the dwarf sees her, and has caught her breath, she stammers:

"It's terrible! Borin and Thuran, it got 'em! It just swept them up like them was nothin'. I tell ya, it's not natural, what are we gonna tell their

families? Poor Borin's kid is only twenty-eight, how do we tell him his dad's dead?"

After a bit, the dwarf can be calmed enough to get a somewhat coherent tale out of her. The dwarf is named Darella, and she's a miner in the nightshift. She had just finished the first shift in the mine since the troubles were solved. She and two other dwarves in her shift, Borin and Thuran, went into the woods to enjoy their breakfast with the sun rising. While they enjoyed their meal, an enormous beast came running towards them. It killed Borin and knocked Thuran out with a single blow. When it started eating Borin, she ran, and didn't stop until just now.

If the PCs have already left the village, a rider comes after them, telling them what happened and asking for help. If the PCs cannot be found (for example, because they teleported away), Arkhan uses his scroll of *sending* to ask the PCs to aid the village.

The PCs can ask Darella about what happened. She is scared to death, and doesn't know too much about what happened. She can describe the place where the monster attacked to the PCs, though she won't go into the woods herself. She can also tell what direction it came from. If asked to describe the creature, she tells them it was bigger than a house, armored, and terrible looking. Despite her meager description, a DC 27 Knowledge (arcana) check identifies the creature as a bulette. At APL 10 or higher, a DC 27 Knowledge (dungeoneering) check reveals that the creature is likely to be spellwarped, and reveals the abilities of a spellwarped creature like a regular Knowledge check (one extra fact for each 5 points the Knowledge check is exceeded).

The mayor begs the PCs to help the village out once more by finding and destroying the beast. If the PCs have no tracker and point this out, the mayor says that surely a creature this size is not hard to find. However, real heroes are needed to slay it. The village does not have enough money to offer another reward, but they will be very grateful if the PCs help. If the PCs really want a specific reward, Arkhan Samryntar, who, like most of the village, has come to see what the commotion is, suggests that Moradin's church is always willing to give freely to those who aid a village of dwarves in need.

ENCOUNTER 6: MONSTER IN THE HILLS

The bulette, which was hiding in the deep parts of the mine, didn't roam the higher levels because the dark forces generated by the necromantic ritual instinctively repelled it. Now the necromancers have been defeated (or if the PCs never found them, have ceased their activity to avoid detection) and the bulette is hungry. It has come all the way up, and is now roaming the forest.

All PCs, with or without the Track feat, may follow the bulette's trail by making a DC 10 Survival check. After a few hours, PCs with the Track feat, if they make

DC 24, can also determine that the tracks at that point are only a few minutes old, and the bulette must be nearby. This allows the PCs to prepare for the encounter.

About two minutes later, the PCs near the bulette. The forest is overgrown with vines and brambles, and the going is difficult. Ahead lays a clearer area with only a few trees and bushes, where the bulette is waiting for unsuspecting prey. The bulette is partly above ground, but immobile, and pretty hard to spot.

Despite its size, the bulette can be rather difficult to spot in the dense woods, and the base Spot DC to see it is 15. If any PC made the DC 24 check earlier, the DC for spotting the Bulette is lowered by 5, as its location is easier to determine from subtle signs in the tracks.

Have the PCs make a Spot check to determine the distance at which the PCs see the bulette (10 ft. per point exceeding the DC). Also, have the PCs all roll a Move Silently check. The bulette makes a Listen check against the lowest Move Silently result of the PCs. Use the same method to determine the distance at which the bulette notices the PCs.

The encounter starts at the distance where one side first becomes aware of the other. The side that is aware first gets a surprise round. If both sides notice each other at the same moment, there is no surprise. If neither side notices the other, the PCs practically bump into the bulette, and the encounter starts at 20 ft. with no surprise round.

APL 4 (EL 7)

🐉 **Bulette:** hp 94; see *Monster Manual* 30.

APL 6 (EL 9)

🐉 **Advanced Bulette:** hp 157; see Appendix 1.

APL 8 (EL 11)

🐉 **Advanced Bulette:** hp 243; see Appendix 1.

APL 10 (EL 13)

🐉 **Spellwarped Advanced Bulette:** hp 279; see Appendix 1.

APL 12 (EL 15)

🐉 **Spellwarped Advanced Bulette:** hp 396; see Appendix 1.

Tactics: The bulette carries a sigil on the side of its head (DC 30 Spot check to notice in combat). This sigil controls the bulette's impulses. The mark is an effect similar to *dominate monster* cast by an 18th level caster. As long as the mark is there, the bulette fights to the death. Also, it prefers to attack the non-humans in the party when it has an equal choice, but it does not endanger itself or reduce its efficiency in order to do so. This preference is part of the compulsion of the mark.

The mark can be dispelled. If this happens, the bulette reverts to normal behavior, fleeing if reduced to one-fourth of its hp, or when it loses half its hp in a single attack.

Detect Magic Results: Thrall mark (Strong Enchantment).

Development: If the PCs examine the bulette after defeating it, they may notice the strange marking on the side of the bulette's head (DC 20 Search check to spot on dead bulette, when examined). The sign only radiates faint enchantment after the bulette dies, and after 1d6x10 minutes it ceases to be magical. A DC 29 Spellcraft check reveals that the mark is some kind of compulsion effect, similar to *dominate monster*.

CONCLUSION

If the PCs did not kill and loot Merigon in Encounter 4, and the party did defeat the necromancers, she is willing to sell items she owns to the PCs as a sort of apology. Thus, the PCs still get adventure access to Merigon's equipment.

The PCs get the **Favor of the Olsamman** if the necromancers were killed or delivered to the authorities.

The PCs get the **Favor of the Rieuwood Warders** if they defeated the necromancers, and did not kill or loot Merigon.

The PCs get the **Dislike of the Rieuwood Warders** if they killed or looted Merigon D'rissalin.

The PCs get the **Favor of the Church of Moradin** only if the bulette was killed. They get the XP for the encounter if it flees, but not the favor.

The PCs get the **Necromancer's spellbook** if they looted the necromancers in Encounter 3. See Appendix 2 for information on new spells in the spellbooks found.

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 3: Chamber of the Ancient Dead

Stop the ritual

| | |
|-------|--------|
| APL4 | 180 XP |
| APL6 | 240 XP |
| APL8 | 300 XP |
| APL10 | 360 XP |
| APL12 | 420 XP |

Encounter 4: Druid Assault

Stop Merigon's interference with the miners.

| | |
|-------|--------|
| APL4 | 150 XP |
| APL6 | 210 XP |
| APL8 | 270 XP |
| APL10 | 330 XP |
| APL12 | 390 XP |

Encounter 6: Monster in the Hills

| | |
|-------|--------|
| APL4 | 210 XP |
| APL6 | 270 XP |
| APL8 | 330 XP |
| APL10 | 390 XP |
| APL12 | 450 XP |

Discretionary Role-playing Award

| | |
|-------|--------|
| APL4 | 135 XP |
| APL6 | 180 XP |
| APL8 | 225 XP |
| APL10 | 270 XP |
| APL12 | 315 XP |

Total Possible Experience:

| | |
|-------|----------|
| APL4 | 675 XP |
| APL6 | 900 XP |
| APL8 | 1,125 XP |
| APL10 | 1,350 XP |
| APL12 | 1,575 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.

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

Encounter 3: Chamber of the Ancient Dead

| |
|---|
| APL 4: Loot: 190 gp; Coin: 83 gp; Magic: 520 gp |
| APL 6: Loot: 293 gp; Coin: 83 gp; Magic: 875 gp |
| APL 8: Loot: 410 gp; Coin: 116 gp; Magic: 1,291 gp |
| APL 10: Loot: 560 gp; Coin: 166 gp; Magic: 2,245 gp |
| APL 12: Loot: 743 gp; Coin: 500 gp; Magic: 3,662 gp |

Encounter 4: Druid Assault

| |
|-----------------------------------|
| APL 4: Loot: 26 gp; Magic: 326 gp |
| APL 6: Magic: 519 gp |
| APL 8: Magic: 936 gp |
| APL 10: Magic: 1,197 gp |
| APL 12: Magic: 2,197 gp |

Encounter 5: Success?

| |
|----------------------|
| APL 4: Coin: 50 gp |
| APL 6: Coin: 75 gp |
| APL 8: Coin: 100 gp |
| APL 10: Coin: 125 gp |
| APL 12: Coin: 150 gp |

Treasure Cap

| |
|------------------|
| APL 4: 650 gp |
| APL 6: 900 gp |
| APL 8: 1,300 gp |
| APL 10: 2,300 gp |
| APL 12: 3,300 gp |

Total Possible Treasure

APL 4: Loot: 216 gp; Coin: 133 gp; Magic: 846 gp -
Total: 1,195 gp

APL 6: Loot: 293 gp; Coin: 133 gp; Magic: 1,394 gp -
Total: 1,820 gp

APL 8: Loot: 410 gp; Coin: 166 gp; Magic: 2,227 gp -
Total: 2,803 gp

APL 10: Loot: 560 gp; Coin: 216 gp; Magic: 3,442 gp -
Total: 4,218 gp

APL 12: Loot: 743 gp; Coin: 550 gp; Magic: 5,859 gp -
Total: 7,152 gp

ADVENTURE RECORD ITEMS

Favor of the Olsamman: You are allowed to copy any one arcane spell up to 7th level from the Olsamman's library. Normal price for writing the spell in one's spellbook is still required. This spell must be a non-illegal spell from the PHB (excluding Necromantic spells). Members of the Olsamman, the Samryntar, or the Barakadar can pick two spells.

Favor of the Rieuwood Royal Warders: This favor can be spent to gain one-time access to the following items: *boots of elvenkind*, *cloak of elvenkind* or upgrading a bow with the *seeking* or *distance* enhancement. Members of the Royal Warders and the Grey Scouts instead gain Regional access.

Dislike of the Rieuwood Warders: Joining or gaining rank with any Royal Warders branch requires an additional favor. Keepers are reduced to Warders. All Regional access below is changed to Adventure access.

Favor of the church of Moradin: For aiding the outpost of Mergal, a priest of the church of Moradin casts one spell up to level five for free. Material components must still be paid.

Necromancer's Spellbook: On every APL two spell books are available, containing:

APL 4 - *blindness/deafness*, *cause fear*, *false life*, *grease*, *lesser orb of electricity* (SC), *mage armor*, *magic missile*, *mount*, *ray of enfeeblement*, *scorching ray*, *web*.

APL 6 - As above, and *ray of exhaustion*, *vampiric touch*, *heroism*, *haste*.

APL 8 - As above, and *burning blood* (SC), *enervation*, *animate dead*, *polymorph*.

APL 10 - As above, and *spiritwall* (SC), *feeblemind*, *cloudkill*, *magic jar*.

APL 12 - As above, and *greater dispel magic*, *disintegrate*, *analyze dweomer*, *create undead*.

APL 6 (All of APL 4 plus the following)

- *Necromancer's spellbook* (Adventure; 1,450 gp; See above)

APL 8 (All of APLs 4-6 plus the following)

- *Necromancer's spellbook* (Adventure; 2,250 gp; See above)
- *Pearl of power* (1st level) (Regional; DMG)
- *Rod of extend, lesser* (Adventure; DMG)

APL 10 (All of APLs 4-8 plus the following)

- *+1 dragonhide fullplate* (Regional; DMG)
- *Necromancer's spellbook* (Adventure; 3,250 gp; See above)

APL 12 (All of APLs 4-10 plus the following)

- *Necromancer's spellbook* (Adventure; 4,450 gp; See above)

ITEM ACCESS

APL 4

- *Hand of the mage* (Adventure; DMG)
- *Necromancer's spellbook* (Adventure; 850 gp; See above)

APPENDIX 1: APL 4

3: CHAMBER OF THE ANCIENT DEAD

LORENA

CR 4

Female human (Oeridian) wizard 4

LE Medium humanoid (human)

Init +2; **Senses** Listen +1, Spot +1

Languages Common, Oeridian, Ancient Suel, Infernal

AC 13, touch 13, flat-footed 11

(+2 Dex, +1 deflection)

hp 19 (4 HD)

Fort +3, **Ref** +4, **Will** +6

Speed 30ft. (6 squares)

Melee dagger +3 (1d4/19-20)

Ranged dagger +5 (1d4/19-20)

Base Atk +2; **Grp** +2

Combat Gear alchemist fire, *potion of cure light wounds*

Wizard Spells Prepared (CL 4th):

2nd—*blindness/deafness* (DC 16), *scorching ray*, *web* (DC 15).

1st—*mage armor*, *magic missile*, *ray of enfeeblement*, *grease* (DC 14).

0—*detect magic* (2), *light* (2).

Abilities Str 10, Dex 14, Con 12, Int 16, Wis 13, Cha 8

Feats Scribe Scroll, Diehard, Toughness, Spell Focus (necromancy)

Skills Concentration +8, Decipher Script +4, Knowledge (arcana) +10, Knowledge (history) +10, Knowledge (religion) +10, Spellcraft +12

Possessions combat gear plus masterwork dagger, Onyx worth 500gp, *cloak of resistance* +1, *ring of protection* +1

Spellbook spells prepared plus 1st—*lesser orb of electricity*, *mount*, *cause fear*; 2nd—*false life*.

ISAMIL

CR 2

Male human (Baklunish) wizard 2

NE Medium humanoid (human)

Init +1; **Senses** Listen +0, Spot +0

Languages Common, Baklunish, Ancient Suel, Undercommon

AC 12, touch 11, flat-footed 11

(+1 Dex, +1 armor)

hp 10 (2 HD)

Fort +3, **Ref** +2, **Will** +4

Speed 30 ft.

Ranged light crossbow +3 (1d8/19-20)

Base Atk +1; **Grp** +0

Combat Gear flask of acid, *potion of cure moderate wounds*.

Atk Options Point Blank Shot, Precise Shot

Wizard Spells Prepared (CL 2nd):

1st—*grease* (DC 13), *lesser orb of electricity*, *ray of enfeeblement*.

0—*detect magic* (2), *light* (2).

Abilities Str 8, Dex 13, Con 14, Int 15, Wis 10, Cha 12

Feats Scribe Scroll, Point Blank Shot, Precise Shot

Skills Bluff +3, Concentration +7, Knowledge (arcana) +7, Spellcraft +7, Tumble +3

Possessions combat gear plus masterwork light crossbow, 40 bolts; *bracers of armor* +1, *hand of the mage*, *cloak of resistance* +1

4: DRUID ATTACK

MERIGON D'RISSALIN

CR 4

Female high elf druid 4

N Medium humanoid (elf)

Init +2; **Senses** Listen +5, Spot +12; Low-light vision

Languages Common, Elven

AC 18, touch 12, flat-footed 16

(+2 Dex, +3 armor, +3 shield)

hp 22 (4 HD);

Immune to sleep

Fort +5, **Ref** +3, **Will** +7 (+2 against enchantment spells and effects, +4 against fey)

Speed 30 ft.; Trackless step, Woodland stride

Melee scimitar +4 (1d6+1)

Base Atk +3; **Grp** +4

Combat Gear 2 *potions of cure light wounds*

Druid Spells Prepared (CL 4th):

2nd—*bark skin*, *heat metal* (DC 15), *resist energy*

1st—*cure light wounds*, *entangle* (2) (DC 14), *longstrider*

0—*cure minor wounds* (3), *guidance* (2)

Abilities Str 13, Dex 14, Con 12, Int 11, Wis 16, Cha 7

SQ Nature sense, resist nature's lore, wild empathy

Feats Stealthy, Combat Casting

Skills Heal +7, Hide +7, Knowledge (nature) +9, Listen +5, Move Silently +4, Search +2, Spot +12, Survival +9,

Possessions combat gear plus masterwork scimitar, +1 *heavy wooden shield*, +1 *leather armor*, *cloak of resistance* +1

IRIGON (ANIMAL COMPANION)

CR -

Male black bear

N Medium animal

Init +1; **Senses** Listen +4, Spot +4, Low-light vision, Scent

AC 13, touch 11, flat-footed 12

(+1 Dex, +2 natural)

hp 19 (3 HD);

Fort +5, **Ref** +4, **Will** +4

Speed 50 ft. (10 squares), base movement 40 ft; *longstrider*

Melee 2 Claw +6 (1d4+4) and Bite +1 (1d6+2)

Base Atk +2; **Grp** +6

Abilities Str 19, Dex 13, Con 15, Int 2, Wis 12, Cha 6

Feats Endurance, Run

Skills Climb+4, Listen +4, Spot +4, Swim +8.

3: CHAMBER OF THE ANCIENT DEAD

LORENA

CR 6

Female human (Oeridian) wizard 6

LE Medium humanoid (human)

Init +2; **Senses** Listen +1, Spot +1

Languages Common, Oeridian, Ancient Suel, Infernal

AC 17, touch 13, flat-footed 15

(+2 Dex, +1 deflection, +4 Mage Armor)

hp 24 (6 HD)

Fort +6, **Ref** +5, **Will** +7

Speed 30ft. (6 squares)

Melee dagger +4 (1d4/19-20)

Ranged dagger +6 (1d4/19-20)

Base Atk +3; **Grp** +3

Combat Gear alchemist fire, *potion of cure moderate wounds*

Wizard Spells Prepared (CL 6th):

3rd—*empowered ray of enfeeblement*, *vampiric touch*, *haste*.

2nd—*blindness/deafness* (DC 17), *false life*, *scorching ray*, *web* (DC 16).

1st—*mage armor*(3, 1 remaining), *magic missile*

0—*detect Magic* (2), *light* (2);

Abilities Str 10, Dex 14, Con 12, Int 18, Wis 13, Cha 8

Feats Scribe Scroll, Diehard, Toughness, Spell Focus (necromancy), Great Fortitude, Empower Spell.

Skills Concentration +10, Decipher Script +6, Knowledge (arcana) +12, Knowledge (history) +12, Knowledge (religion) +12, Spellcraft +14

Possessions combat gear plus masterwork dagger, Onyx worth 500gp, *cloak of resistance* +1, *ring of protection* +1, *headband of intellect* +2

Spellbook spells prepared plus 1st—*lesser orb of electricity* (SC), *mount*, *cause fear*; *grease*, *ray of enfeeblement*; 3rd—*ray of exhaustion*, *heroism*

ISAMIL

CR 4

Male human (Baklunish) wizard 4

NE Medium humanoid (human)

Init +6; **Senses** Listen +0, Spot +0

Languages Common, Baklunish, Ancient Suel, Undercommon

AC 13, touch 12, flat-footed 11

(+2 Dex, +1 armor)

hp 18 (4 HD)

Fort +4, **Ref** +4, **Will** +5

Speed 30 ft.

Ranged light crossbow +5 (1d8/19-20)

Base Atk +2; **Grp** +1

Combat Gear flask of acid, *potion of cure moderate wounds*

Atk Options Point Blank Shot, Precise Shot

Wizard Spells Prepared (CL 4th):

2nd—*blindness/deafness* (DC14), *scorching ray*, *web* (DC14)

1st—*lesser orb of electricity*, *ray of enfeeblement*, *mage armor*, *magic missile*

0—*detect magic* (2), *light* (2);

Abilities Str 8, Dex 14, Con 14, Int 15, Wis 10, Cha 12

Feats Scribe Scroll, Point Blank Shot, Precise Shot, Improved initiative

Skills Bluff +4, Concentration +9, Knowledge (arcana) +9, Spellcraft +9, Tumble +5

Possessions combat gear plus masterwork light crossbow, 40 bolts; *bracers of armor* +1, *hand of the mage*, *cloak of resistance* +1

Spellbook spells prepared plus 1st—*mount*, *cause fear*, *grease*; 2nd—*false life*;

4: DRUID ATTACK

MERIGON D'RISSALIN

CR 6

Female high elf druid 6

N Medium humanoid (elf)

Init +2; **Senses** Listen +5, Spot +14; Low-light vision

Languages Common, Elven

AC 18, touch 12, flat-footed 16

(+2 Dex, +3 armor, +3 shield)

hp 33 (6 HD);

Immune to sleep

Fort +7, **Ref** +5, **Will** +9 (+2 against enchantment spells and effects, +4 against spell-like abilities of fey)

Speed 30 ft.; Trackless step, Woodland stride

Melee scimitar +6 (1d6+1)

Base Atk +4; **Grp** +5

Combat Gear 2 *potions of cure moderate wounds*

Druid Spells Prepared (CL 6th):

3th—~~*greater magic fang*~~, *sleet storm*, *vigor* (SC)

2nd—*bark skin*, *heat metal* (DC 15), *resiste energy*, *warp wood*;

1st—*cure light wounds*, *entangle* (2) (DC 14), ~~*longstrider*~~;

0—*cure minor wounds*, *detect magic*, *guidance* (2), *know direction*;

Abilities Str 13, Dex 14, Con 12, Int 11, Wis 16, Cha 7

SQ Nature sense, resist nature's lore, wild empathy, wild shape (2/day)

Feats Stealthy, Combat Casting, Natural Spell

Skills Heal +8, Hide +8, Knowledge (nature) +13, Listen +5, Move Silently +4, Search +2, Spot +14, Survival +10,

Possessions combat gear plus +1 *scimitar*, +1 *heavy wooden shield*, +1 *leather armor*, *cloak of resistance* +1

IRIGON (ANIMAL COMPANION)

CR -

Male black bear

N Medium animal

Init +1; **Senses** Listen +4, Spot +4, Low-light vision, Scent

AC 16, touch 12, flat-footed 14
(+2 Dex, +4 natural)
hp 37 (5 HD);
Fort +7, **Ref** +6, **Will** +2

Speed 50 ft. (10 squares), base movement 40 ft.;
longstrider
Melee 2 Claw +9 (1d4+6) and Bite +4 (1d6+3)
Space 5 ft.; **Reach** 5 ft.
Base Atk +3; **Grp** +8

Abilities Str 20, Dex 14, Con 16, Int 2, Wis 12, Cha 6
Feats Endurance, Run
Skills Climb+5, Listen +4, Spot +4, Swim +11,

Stats above include *longstrider* and *greater magic fang* cast by Merigon.

6: MONSTER IN THE HILLS

ADVANCED BULETTE **CR 9**
N Huge magical beast
Init +2; **Senses** Listen +12, Spot +3

AC 22, touch 10, flat-footed 20
(-2 size, +2 Dex, +12 natural)
hp 157 (15 HD);
Fort +14, **Ref** +11, **Will** +8

Speed 40 ft. (8 squares), base movement 40 ft.,
Burrow 10 ft.;
Melee Bite +22 (2d8+8) and 2 Claws +16 [(2d6+4)
Space 15 ft.; **Reach** 10 ft.
Base Atk +15; **Grp** +31
Atk Options Leap

Abilities Str 27, Dex 15, Con 21, Int 2, Wis 13, Cha 6
SQ
Feats Alertness, Iron Will, Track, Weapon Focus
(Bite), Power Attack, Cleave
Skills Jump +21, Listen +12, Spot +3

Leap (Ex): A bulette can jump into the air during combat. This allows it to make four claw attacks instead of two, each with a +21 attack bonus, but it cannot bite.

3: CHAMBER OF THE ANCIENT DEAD**LORENA****CR 8**

Female human (Oeridian) wizard 6/blood magus 2

LE Medium humanoid (human)

Init +2; **Senses** Listen +1, Spot +1**Languages** Common, Oeridian, Ancient Suel, Infernal**AC** 17, touch 13, flat-footed 15

(+2 Dex, +1 deflection, +4 mage armor)

hp 46 (8 HD)**Fort** +9, **Ref** +5, **Will** +7**Speed** 30ft. (6 squares)**Melee** dagger +5 (1d4/19-20)**Ranged** dagger +7 (1d4/19-20)**Base Atk** +4; **Grp** +4**Combat Gear** alchemist fire, *potion of cure moderate wounds*, *scar of vampiric touch* (CL6)**Wizard Spells Prepared** (CL 8th):4th—*burning blood* (2) (DC 19), *enervation*3rd—*empowered ray of enfeeblement*, *vampiric touch*, *haste*, *ray of exhaustion* (DC 18)2nd—*blindness/deafness* (DC 17), *false life* (2), *scorching ray*.1st—~~*mage armor*~~(5)0—*detect magic* (2), *light* (2);**Abilities** Str 10, Dex 14, Con 12, Int 19, Wis 13, Cha 8**Feats** Scribe Scroll, Diehard, Toughness, Spell Focus (necromancy), Great Fortitude, Empower Spell.**Skills** Concentration +12, Decipher Script +7, Knowledge (arcana) +13, Knowledge (history) +13, Knowledge (religion) +13, Spellcraft +17, Heal +9**Possessions** combat gear plus masterwork dagger, Onyx worth 700gp, *cloak of resistance* +1, *ring of protection* +1, *headband of intellect* +2, *lesser rod of extend* (Used up), *pearl of power* 1 (Used)**Spellbook** spells prepared plus 1st—*lesser orb of electricity* (SC), *mount*, *cause fear*; *grease*, *ray of enfeeblement*, *magic missile*; 2nd—*web*; 3rd—*heroism*; 4th—*animate dead*, *polymorph***Blood Component (Su):** A blood magus can substitute a drop of his own blood for a spell's material components, if any, and in doing so increase the spell's power. The pinprick or minor knife cut to draw the requisite blood is a free action (just like using material components) that becomes a normal part of casting the spell. Using this ability deals 1 point of damage to the blood magus but raises the spell's caster level by 1. If a spell has no material component, a blood magus can still use this ability to enhance the spell if he desires.**Durable Casting (Ex):** For the purpose of making a Concentration check to cast, concentrate on, or direct a spell when he might be distracted, a blood magus subtracts his level from any hit point damage dealt to him during the action. A blood magus still takes all the damage dealt to him, but the damage is less likely to affect his ability to cast. Because of this ability, damage a blood magus

takes from using his blood component special ability never requires him to make a Concentration check to finish the spell he is casting.

Scarification (Ex): At 2nd level, a blood magus learns how to inscribe spells on his own skin for later use. Effectively, he gains the Scribe Scroll feat (see page 99 of the Player's Handbook) using an alternative medium. All rules, XP costs, and expenses that apply to Scribe Scroll also apply to this ability. Likewise "reading" a scar follows the same rules as reading a scroll, but only a blood magus can decipher his own scars. A blood magus can have only six of these scars at any one time.**Stanch (Ex):** A blood magus automatically becomes stable when his hit points drop below 0. He still dies if he reaches -10 hit points or lower.**ISAMIL****CR 6**

Male human (Baklunish) wizard 6

NE Medium humanoid (elf)

Init +6; **Senses** Listen +0, Spot +0**Languages** Common, Baklunish, Ancient Suel, Undercommon**AC** 16, touch 12, flat-footed 14

(+2 Dex, +1 armor, +4 mage armor)

hp 27 (6 HD)**Fort** +5, **Ref** +5, **Will** +6**Speed** 30 ft.**Ranged** light crossbow +6 (1d8/19-20)**Base Atk** +3; **Grp** +2**Combat Gear** flask of acid, *potion of cure moderate wounds*.**Atk Options** Point Blank Shot, Precise Shot**Wizard Spells Prepared** (CL 6th):3rd—*empowered ray of enfeeblement*, *ray of exhaustion* (DC 15)2nd—*blindness/deafness* (DC14), *scorching ray* (2), *false life*1st—*lesser orb of electricity*, *mage armor* (3)0—*detect magic* (2), *light* (2);**Abilities** Str 8, Dex 14, Con 14, Int 15, Wis 10, Cha 12**Feats** Scribe Scroll, Point Blank Shot, Precise Shot, Improved initiative, Extend Spell, Empower spell**Skills** Bluff +5, Concentration +11, Knowledge (arcana) +11, Spellcraft +11, Tumble +6**Possessions** combat gear plus masterwork light crossbow, 40 bolts; *bracers of armor* +1, *hand of the mage*, *cloak of resistance* +1, *pearl of power* 1;**Spellbook** spells prepared plus 1—*mount*, *cause fear*, *grease*, *magic missile*, *ray of enfeeblement*; 2nd—*false life*, *web*; 3rd—*vampiric touch*, *haste*, *heroism***4: DRUID ATTACK****MERIGON D'RISSALIN****CR 8**

Female high elf druid 8

N Medium humanoid (elf)

Init +2; **Senses** Listen +6, Spot +17; Low-light vision
Languages Common, Elven

AC 18, touch 12, flat-footed 16
(+2 Dex, +3 armor, +3 shield)

hp 44 (8 HD);

Immune to sleep

Fort +8, **Ref** +5, **Will** +10 (+2 against enchantment spells and effects, +4 against spell-like abilities of fey)

Speed 30 ft.; Trackless step, Woodland stride

Melee scimitar +8/+3 (1d6+2)

Base Atk +6/+1; **Grp** +7

Combat Gear 2 *potions of cure moderate wounds*

Druid Spells Prepared (CL 8th):

4th—*cure serious wounds*, *flame strike* (DC 18),
freedom of movement;

3th—*greater magic fang* (2), *sleet storm*, *vigor* (SC)

2nd—*bark skin*, *heat metal* (DC 16), *resist energy*,
warp wood; *obscuring mist*

1st—*cure light wounds*, *entangle* (2) (DC 15),
longstrider;

0—*cure minor wounds*, *detect magic*, *guidance* (2),
know direction;

Abilities Str 13, Dex 14, Con 12, Int 11, Wis 19, Cha 7

SQ Nature sense, resist nature's lore, wild empathy, wild shape (3/day, Large)

Feats Stealthy, Combat Casting, Natural Spell

Skills Heal +10, Hide +9, Knowledge (nature) +15, Listen +6, Move Silently +4, Search +2, Spot +17, Survival +12,

Possessions combat gear plus +1 *cimitar*, +1 *heavy wooden shield*, +1 *leather armor*, *cloak of resistance* +1, *pearl of power* 1, *periapt of wisdom* +2

IRIGON (ANIMAL COMPANION)

CR -

Male brown bear

N Large animal

Init +1; **Senses** Listen +4, Spot +7, Low-light vision, Scent

AC 15, touch 10, flat-footed 14
(-1 size, +1 Dex, +5 natural)

hp 51 (6 HD);

Fort +9, **Ref** +6, **Will** +3

Speed 50 ft. (10 squares), base movement 40 ft.;
longstrider

Melee 2 Claw +12 (1d8+9) and Bite +7 (2d6+5)

Space 10 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +16

Abilities Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6

SQ Evasion

Feats Endurance, RunTrack

Skills Listen +4, Spot +7, Swim +12,

Stats above include *longstrider* and *greater magic fang* cast by Merigon.

ADVANCED DIRE BOAR

CR 6

N Large animal

Init +0; **Senses** Listen +11, Spot +11, Low-light vision, Scent

AC 15, touch 9, flat-footed 15
(-1 size, +6 natural)

hp 123 (13 HD);

Fort +12, **Ref** +8, **Will** +11

Speed 40 ft. (8 squares), base movement 40 ft.,

Melee Gore +19 (1d8+15)

Space 10 ft.; **Reach** 5 ft.

Base Atk +9; **Grp** +22

Abilities Str 28, Dex 10, Con 18, Int 2, Wis 13, Cha 8

Feats Endurance, Alertness, Improved Toughness, Iron Will, Power Attack

Skills Listen +11, Spot +11

Ferocity (Ex): A dire boar is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

Stats above include *greater magic fang* cast by Merigon.

6: MONSTER IN THE HILLS

ADVANCED BULETTE

CR 11

N Gargantuan magical beast

Init +2; **Senses** Listen +14, Spot +9

AC 24, touch 8, flat-footed 22
(-4 size, +2 Dex, +16 natural)

hp 243 (18 HD);

Fort +19, **Ref** +13, **Will** +9

Speed 40 ft. (8 squares), base movement 40 ft.,
Burrow 10 ft.;

Melee Bite +27 (3d8+12) and 2 Claws +21 (2d8+6)

Space 20 ft.; **Reach** 15 ft.

Base Atk +18; **Grp** +42

Atk Options Leap

Abilities Str 35, Dex 15, Con 26, Int 2, Wis 13, Cha 6
SQ

Feats Alertness, Iron Will, Track, Weapon Focus (Bite), Power Attack, Cleave, Improved Toughness

Skills Jump +26, Listen +14, Spot +3

Leap (Ex): A bulette can jump into the air during combat. This allows it to make four claw attacks instead of two, each with a +26 attack bonus, but it cannot bite.

3: CHAMBER OF THE ANCIENT DEAD

LORENA

CR 10

Female human (Oeridian) wizard 6/blood magus 4

LE Medium humanoid (human)

Init +2; **Senses** Listen +1, Spot +1

Languages Common, Oeridian, Ancient Suel, Infernal

AC 17, touch 13, flat-footed 15

(+2 Dex, +1 deflection, +4 mage armor)

hp 62 (8 HD) extended false life (+15 Temp hp)

Fort +12, **Ref** +7, **Will** +9

Speed 30ft. (6 squares)

Melee dagger +6 (1d4/19-20)

Ranged dagger +8 (1d4/19-20)

Base Atk +5; **Grp** +5

Combat Gear alchemist fire, *potion of cure serious wounds*, *scar of vampiric touch* (CL8), *scar of false life* (CL8), *blood draught of heroism* (CL5)

Wizard Spells Prepared (CL 10th):

5th—*spiritwall* (DC 20), *cloudkill* (DC 19)

4th—*burning blood* (2) (DC 19), *enervation*, *empowered scorching ray*

3rd—*empowered ray of enfeeblement*, *vampiric touch*, *haste*, *ray of exhaustion* (DC 18)

2nd—*blindness/deafness* (2) (DC 17), *false life*, *scorching ray*, *web* (DC 16)

1st—~~*mage armor*~~ (3), *magic missile*, *ray of enfeeblement*

0—*detect magic* (2), *light* (2);

Abilities Str 10, Dex 14, Con 14, Int 19, Wis 13, Cha 8

Feats Scribe Scroll, Diehard, Toughness, Spell Focus (necromancy), Great Fortitude, Empower Spell, Improved Toughness

Skills Concentration +15, Decipher Script +7, Knowledge (arcana) +13, Knowledge (history) +13, Knowledge (religion) +15, Spellcraft +19, Heal +13

Possessions combat gear plus masterwork dagger, Onyx worth 1000gp, *cloak of resistance* +2, *ring of protection* +1, *headband of intellect* +2, *lesser rod of extend* (used up), *pearl of power* 1 (used), *amulet of health* +2

Spellbook spells prepared plus 1st—*lesser orb of electricity* (SC), *mount*, *cause fear*; *grease*, *magic missile*; 3rd—*heroism*; 4th—*animate dead*, *polymorph*; 5th—*feeblemind*, *magic jar*;

Blood Component (Su): A blood magus can substitute a drop of his own blood for a spell's material components, if any, and in doing so increase the spell's power. The pinprick or minor knife cut to draw the requisite blood is a free action (just like using material components) that becomes a normal part of casting the spell. Using this ability deals 1 point of damage to the blood magus but raises the spell's caster level by 1. If a spell has no material component, a blood magus can still use this ability to enhance the spell if he desires.

Blood Draught (Ex): At 4th level, a blood magus learns how to store spells up to 3rd level in his own

blood. Effectively, he gains the Brew Potion feat (see page 89 of the Player's Handbook) using an alternative medium. All rules, XP costs, and expenses that apply to Brew Potion also apply to this ability, with the following exceptions: Once "brewed", a blood draught remains in circulation within a magus' body. If he is ever slain, all draughts are immediately ruined. Blood draughts are never accidentally lost through blood loss. To consume a draught, a blood magus pricks his skin, automatically bringing forth the desired effect. This is a standard action that provokes attacks of opportunity.

Death Knell (Sp): At 3rd level and higher, a blood magus has the ability to use death knell as the spell once per day.

Durable Casting (Ex): For the purpose of making a Concentration check to cast, concentrate on, or direct a spell when he might be distracted, a blood magus subtracts his level from any hit point damage dealt to him during the action. A blood magus still takes all the damage dealt to him, but the damage is less likely to affect his ability to cast. Because of this ability, damage a blood magus takes from using his blood component special ability never requires him to make a Concentration check to finish the spell he is casting.

Scarification (Ex): At 2nd level, a blood magus learns how to inscribe spells on his own skin for later use. Effectively, he gains the Scribe Scroll feat (see page 99 of the Player's Handbook) using an alternative medium. All rules, XP costs, and expenses that apply to Scribe Scroll also apply to this ability. Likewise "reading" a scar follows the same rules as reading a scroll, but only a blood magus can decipher his own scars. A blood magus can have only six of these scars at any one time.

Stanch (Ex): A blood magus automatically becomes stable when his hit points drop below 0. He still dies if he reaches -10 hit points or lower.

ISAMIL

CR 8

Male human (Baklunish) wizard 8

NE Medium humanoid (human)

Init +7; **Senses** Listen +0, Spot +0

Languages Common, Baklunish, Ancient Suel, Undercommon

AC 17, touch 13, flat-footed 14

(+2 Dex, +1 armor, +4 mage armor)

hp 36 (8 HD) false life (+13 Temp hp)

Fort +5, **Ref** +6, **Will** +7

Speed 30 ft.

Ranged light crossbow +8 (1d8/19-20)

Base Atk +4; **Grp** +3

Combat Gear flask of acid, *potion of cure moderate wounds*.

Atk Options Point Blank Shot, Precise Shot

Wizard Spells Prepared (CL 8th):

4th—*burning blood* (DC 17) (SC), *enervation*

3rd—*empowered ray of enfeeblement, ray of exhaustion (2) (DC 16), ~~extended false life~~*
2nd—*blindness/deafness (DC15), scorching ray, false life, ~~extended mage armor~~*
1st—*lesser orb of electricity (2) (SC), mage armor, grease (DC14), ray of enfeeblement*
0—*detect magic (2), light (2);*

Abilities Str 8, Dex 16, Con 14, Int 16, Wis 10, Cha 12

Feats Scribe Scroll, Point Blank Shot, Precise Shot, Improved initiative, Extend Spell, Empower spell

Skills Bluff +6, Concentration +13, Heal +1, Knowledge (arcana) +14, Spellcraft +14, Tumble +8

Possessions combat gear plus masterwork light crossbow, 40 bolts; *bracers of armor +1, hand of the mage, cloak of resistance +1, pearl of power 1;*

Spellbook spells prepared plus 1st—*mount, cause fear, magic missile*; 2nd—*web*; 3rd—*vampiric touch, haste, heroism*; 4th—*animate dead, polymorph*

ADVANCED MUMMY

CR 7

LE Medium undead

Init +0; **Senses** Listen +12, Spot +12; Darkvision 60 ft.

Languages Common

AC 24, touch 10, flat-footed 24 (+4 mage armor, +10 natural)

hp 107 (16 HD); DR 5/-

Immune Undead immunities

Fort +7, **Ref** +5, **Will** +12

Weakness Fire

Speed 20 ft. (4 squares), base movement 20 ft.;

Melee Slam +16 (1d8+12 plus mummy rot)

Space 5 ft.; **Reach** 5 ft.

Base Atk +8; **Grp** +16

Abilities Str 24, Dex 10, Con -, Int 6, Wis 14, Cha 15

SQ Despair

Feats Alertness, Great Fortitude, Toughness, Ability Focus(Despair), Improved Natural Attack, Power Attack

Skills Hide +11, Listen +12, Move silently +11, Spot +12

Despair (Su): At the mere sight of a mummy, the viewer must succeed on a DC 22 Will save or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. The save DC is Charisma-based.

Mummy Rot (Su): Supernatural disease - slam, Fortitude DC 20, incubation period 1 minute; damage 1d6 Con and 1d6 Cha. The save DC is Charisma-based.

4: DRUID ATTACK

MERIGON D'RISSALIN

CR 10

Female high elf druid 10

N Medium humanoid (elf)

Init +2; **Senses** Listen +6, Spot +19; Low-light vision

Languages Common, Elven

AC 23, touch 11, flat-footed 22

(+1 Dex, +9 armor, +3 shield)

hp 55 (10 HD);

Immune to sleep, poison

Fort +9, **Ref** +6, **Will** +11 (+2 against enchantment spells and effects, +4 against spell-like abilities of fey)

Speed 30 ft.; Trackless step, Woodland stride

Melee scimitar +8/+3 (1d6+2)

Base Atk +7/+2; **Grp** +8

Combat Gear 2 *potions of cure moderate wounds*

Druid Spells Prepared (CL 10th):

5th—*animal growth, baleful polymorph (DC 19)*

4th—*cure serious wounds, flame strike (2) (DC 18), freedom of movement;*

3th—*~~greater magic fang (2)~~, sleet storm, vigor (SC)*

2nd—*bark skin, heat metal (DC 16), resist energy (2), warp wood;*

1st—*cure light wounds, entangle (2) (DC 15), ~~longstrider~~; obscuring mist*

0—*cure minor wounds (2), detect magic, guidance (2), know direction;*

Abilities Str 13, Dex 14, Con 12, Int 11, Wis 19, Cha 7

SQ Nature sense, resist nature's lore, wild empathy, wild shape (4/day, Large)

Feats Stealthy, Combat Casting, Natural Spell, Elephant's Hide (CD)

Skills Heal +11, Hide +10, Knowledge (nature) +17, Listen +6, Move Silently +4, Search +2, Spot +19, Survival +13,

Possessions combat gear plus +1 *scimitar*, +1 *heavy wooden shield*, +1 *dragonhide fullplate*, *cloak of resistance +1, pearl of power 1, periapt of wisdom +2*

IRIGON (ANIMAL COMPANION)

CR -

Male brown bear

N Large animal

Init +1; **Senses** Listen +4, Spot +9, Low-light vision, Scent

AC 17, touch 10, flat-footed 16

(-1 size, +1 Dex, +7 natural)

hp 76 (8 HD);

Fort +11, **Ref** +8, **Will** +3

Speed 50 ft. (10 squares), base movement 40 ft.; *longstrider*

Melee 2 Claw +15 (1d8+10) and Bite +10 (2d6+5)

Space 10 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +19

Abilities Str 28, Dex 14, Con 20, Int 2, Wis 12, Cha 6

SQ Evasion

Feats Endurance, Run, Track,

Skills Listen +4, Spot +7, Swim +12,

Stats above include *longstrider* and *greater magic fang* cast by Merigon.

ADVANCED DIRE BEAR**CR 8**

N Large animal

Init +1; **Senses** Listen +13, Spot +11, Low-light vision, Scent**AC** 17, touch 10, flat-footed 16

(-1 size, +1 Dex +7 natural)

hp 145 (15 HD);**Fort** +13, **Ref** +10, **Will** +10**Speed** 40 ft. (8 squares), base movement 40 ft.,**Melee** 2 Claw +22 (2d4+11) and Bite +17 (2d8+6)**Space** 10 ft.; **Reach** 5 ft.**Base Atk** +9; **Grp** +22**Abilities** Str 31, Dex 13, Con 19, Int 2, Wis 12, Cha 10**SQ** Improved Grab**Feats** Endurance, Alertness, Improved Toughness, Run, Toughness, Weapon Focus (Claw)**Skills** Listen +13, Spot +11, Swim +14**Ferocity (Ex):** A dire bear is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.Stats above include *greater magic fang* cast by Merigon.*Endurance:* The spellwarped creature gains a +4 enhancement bonus to Constitution for 1 minute.*Life:* The spellwarped creature gains temporary hit points equal to 5x the level of the failed spell.*Speed:* The spellwarped creature's base speed increases by a number of feet equal to 5x the level of the failed spell.*Resistance:* The spellwarped creature gains resistance 10 to one energy type (acid, cold, electricity, fire, or sonic)**6: MONSTER IN THE HILLS****SPELLWARPED ADVANCED BULETTE** **CR 13**

NE Gargantuan aberration

Init +3; **Senses** Listen +14, Spot +3, Darkvision 60ft.

Tremorsense 60 ft.

AC 27, touch 9, flat-footed 24

(-4 size, +3 Dex, +18 natural)

hp 279 (18 HD);**SR** 29**Fort** +21, **Ref** +14, **Will** +9**Speed** 40 ft. (8 squares), base movement 40 ft., Burrow 10 ft.;**Melee** Bite +29 [(3d8+14) and 2 Claws +23 [(2d8+7)**Space** 20 ft.; **Reach** 15 ft.**Base Atk** +18; **Grp** +44**Atk Options** Leap**Abilities** Str 39, Dex 17, Con 30, Int 6, Wis 13, Cha 6**SQ** Spell absorption**Feats** Alertness, Iron Will, Track, Weapon Focus (Bite), Power Attack, Cleave, Improved Toughness**Skills** Jump +28, Listen +14, Spot +3**Leap (Ex):** A bulette can jump into the air during combat. This allows it to make four claw attacks instead of two, each with a +28 attack bonus, but it cannot bite.**Spell Absorption (Ex):** Whenever a spell fails to penetrate a spellwarped creature's spell resistance, the creature gains one of the following benefits, chosen at the time that the spell resolves.*Might:* The spellwarped creature gains a +4 enhancement bonus to Strength for 1 minute.*Agility:* The spellwarped creature gains a +4 enhancement bonus to Dexterity for 1 minute.

3: CHAMBER OF THE ANCIENT DEAD**LORENA****CR 12**

Female human (Oeridian) wizard 8/blood magus 4

LE Medium humanoid

Init +2; **Senses** Listen +1, Spot +1**Languages** Common, Oeridian, Ancient Suel, Infernal**AC** 17, touch 13, flat-footed 15

(+2 Dex, +1 deflection, +4 Mage Armor)

hp 85 (10 HD) extended false life (+15 Temp hp)**Fort** +13, **Ref** +7, **Will** +10**Speed** 30ft. (6 squares)**Melee** dagger +7 (1d4/19-20)**Ranged** dagger +9 (1d4/19-20)**Base Atk** +6; **Grp** +6**Combat Gear** alchemist fire, *potion of cure serious wounds*, *scar of vampiric touch* (CL10), *scar of false life* (CL10), *scar of enervation* (CL7), *blood draught of heroism* (CL5)**Wizard Spells Prepared** (CL 12th):6th—*greater dispel magic*, *disintegrate* (DC 21)5th—*spiritwall* (DC 21), *cloudkill* (DC 20), *quicken lesser orb of electricity* (SC), *quicken magic missile*;4th—*burning blood* (2) (DC 20), *enervation*, *empowered scorching ray*3rd—*empowered ray of enfeeblement*, *vampiric touch*, *heroism*, *haste*, *ray of exhaustion* (DC 19)2nd—*blindness/deafness* (2) (DC 18), *false life*, *scorching ray*, *web* (DC 17)1st—*mage armor* (2), *magic missile* (2), *lesser orb of electricity* (SC), *grease* (DC 16)0—*detect magic* (2), *light* (2);**Abilities** Str 10, Dex 14, Con 16, Int 20, Wis 13, Cha 8**Feats** Scribe Scroll, Diehard, Toughness, Spell Focus (necromancy), Great Fortitude, Empower Spell, Improved Toughness, Quicken Spell**Skills** Concentration +18, Decipher Script +8, Knowledge (arcana) +14, Knowledge (history) +14, Knowledge (religion) +20, Spellcraft +22, Heal +13**Possessions** combat gear plus masterwork dagger, Onyx worth 1500gp, *cloak of resistance* +2, *ring of protection* +1, *headband of intellect* +2, *lesser rod of extend* (Used up), *pearl of power* 1 (2) (Used both), *amulet of health* +4**Spellbook** spells prepared plus 1st—*mount*, *cause fear*, *ray of enfeeblement*; 4th—*animate dead*, *polymorph*; 5th—*feeblemind*, *magic jar*; 6th—*create undead*, *analyze dweomer***Blood Component (Su):** A blood magus can substitute a drop of his own blood for a spell's material components, if any, and in doing so increase the spell's power. The pinprick or minor knife cut to draw the requisite blood is a free action (just like using material components) that becomes a normal part of casting the spell. Using this ability deals 1 point of damage to the blood magus but raises the spell's caster level by 1. If a spell has no material

component, a blood magus can still use this ability to enhance the spell if he desires.

Blood Draught (Ex): At 4th level, a blood magus learns how to store spells up to 3rd level in his own blood. Effectively, he gains the Brew Potion feat (see page 89 of the Player's Handbook) using an alternative medium. All rules, XP costs, and expenses that apply to Brew Potion also apply to this ability, with the following exceptions: Once "brewed", a blood draught remains in circulation within a magus' body. If he is ever slain, all draughts are immediately ruined. Blood draughts are never accidentally lost through blood loss. To consume a draught, a blood magus pricks his skin, automatically bringing forth the desired effect. This is a standard action that provokes attacks of opportunity.**Death Knell (Sp):** At 3rd level and higher, a blood magus has the ability to use death knell as the spell once per day.**Durable Casting (Ex):** For the purpose of making a Concentration check to cast, concentrate on, or direct a spell when he might be distracted, a blood magus subtracts his level from any hit point damage dealt to him during the action. A blood magus still takes all the damage dealt to him, but the damage is less likely to affect his ability to cast. Because of this ability, damage a blood magus takes from using his blood component special ability never requires him to make a Concentration check to finish the spell he is casting.**Scarification (Ex):** At 2nd level, a blood magus learns how to inscribe spells on his own skin for later use. Effectively, he gains the Scribe Scroll feat (see page 99 of the Player's Handbook) using an alternative medium. All rules, XP costs, and expenses that apply to Scribe Scroll also apply to this ability. Likewise "reading" a scar follows the same rules as reading a scroll, but only a blood magus can decipher his own scars. A blood magus can have only six of these scars at any one time.**Stanch (Ex):** A blood magus automatically becomes stable when his hit points drop below 0. He still dies if he reaches -10 hit points or lower.**ISAMIL****CR 10**

Male human (Baklunish) wizard 10

NE Medium humanoid (human)

Init +7; **Senses** Listen +0, Spot +0**Languages** Common, Baklunish, Ancient Suel, Undercommon**AC** 18, touch 14, flat-footed 14

(+4 Dex, +1 armor, +4 mage armor)

hp 55 (10 HD) false life (+15 Temp hp)**Fort** +6, **Ref** +7, **Will** +8**Speed** 30 ft.**Ranged** light crossbow +9 (1d8/19-20)**Base Atk** +5; **Grp** +4**Combat Gear** flask of acid, *potion of cure moderate wounds*.**Atk Options** Point Blank Shot, Precise Shot

Wizard Spells Prepared (CL 10th):

5th—*split empowered ray of enfeeblement, split ray of exhaustion* (DC 17)
 4th—*burning blood* (DC 18) (SC), *enervation* (2), *empowered scorching ray*
 3rd—*empowered ray of enfeeblement, ray of exhaustion* (2) (DC 17), ~~*extended false life*~~, *haste*
 2nd—*blindness/deafness* (DC16), *scorching ray* (3), ~~*extended Mage Armor*~~
 1st—*lesser orb of electricity* (3) (SC), *grease* (DC14), *ray of enfeeblement*
 0—*detect magic* (2), *light* (2);

Abilities Str 8, Dex 18, Con 14, Int 18, Wis 10, Cha 12

Feats Scribe Scroll, Point Blank Shot, Precise Shot, Improved initiative, Extend Spell, Empower spell, Improved Toughness, Split Ray

Skills Bluff +7, Concentration +15, Heal +2, Knowledge (arcana) +17, Spellcraft +17, Tumble +9

Possessions combat gear plus masterwork light crossbow, 40 bolts; *bracers of armor* +1, *hand of the mage*, *cloak of resistance* +1, *pearl of power* 1, *gloves of dexterity* +2, *headband of intellect* +2;

Spellbook spells prepared plus 1st—*mount, cause fear, magic missile, mage armor*; 2nd—*web, false life*; 3rd—*vampiric touch, heroism*; 4th—*animate dead, polymorph* 5th—*spiritwall* (SC), *feeblemind, cloudkill, magic jar*

ADVANCED MUMMY**CR 9**

LE Large undead

Init -1; **Senses** Listen +16, Spot +16;

Darkvision 60 ft.

Languages Common

AC 24, touch 10, flat-footed 24
 (+4 mage armor, +10 natural)

hp 153 (20 HD); DR 5/-

Immune Undead immunities

Fort +8, **Ref** +5, **Will** +14

Weakness Fire

Speed 20 ft. (4 squares), base movement 20 ft.;

Melee Slam +21 (2d6+18 plus mummy rot)

Space 10 ft.; **Reach** 10 ft.

Base Atk +10; **Grp** +26

Abilities Str 34, Dex 8, Con -, Int 6, Wis 14, Cha 16

SQ Despair

Feats Alertness, Great Fortitude, Toughness, Ability Focus(Despair), Improved Natural Attack, Power Attack, Improved Toughness

Skills Hide +6, Listen +16 , Move silently +10, Spot +16

Despair (Su): At the mere sight of a mummy, the viewer must succeed on a DC 25 Will save or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. The save DC is Charisma-based.

Mummy Rot (Su): Supernatural disease - slam, Fortitude DC 23, incubation period 1 minute; damage 1d6 Con and 1d6 Cha. The save DC is Charisma-based.

4: DRUID ATTACK**MERIGON D'RISSALIN****CR 12**

Female high elf druid 12

N Medium humanoid (elf)

Init +2; **Senses** Listen +8, Spot +23; Low-light vision

Languages Common, Elven

AC 23, touch 11, flat-footed 22
 (+1 Dex, +9 armor, +3 shield)

hp 66 (12 HD);

Immune to sleep, Poison

Fort +10, **Ref** +7, **Will** +15 (+2 against enchantment spells and effects, +4 against spell-like abilities of fey)

Speed 30 ft.; Trackless step, Woodland stride

Melee scimitar +11/+6 (1d6+2)

Base Atk +9/+4; **Grp** +10

Combat Gear 2 *potions of cure moderate wounds*

Druid Spells Prepared (CL 12th):

6th—*antilife shell, mass bull's strength, empowered flame strike* (DC 20)

5th—*animal growth, balefull polymorph* (DC 21), *call lightning storm* (DC 21), *empowered poison* (DC 22)

4th—*cure serious wounds, flame strike* (2) (DC 20), *freedom of movement*;

3th—~~*greater magic fang*~~ (2), *sleet storm, vigor* (2) (SC)

2nd—*bark skin, heat metal* (DC 18), *resist energy* (2), *warp wood, tree shape*;

1st—*cure light wounds* (2), *entangle* (2) (DC 17), ~~*longstrider*~~; *obscuring mist, goodberry*;

0— *cure minor wounds* (2), *detect magic, guidance* (2), *know direction*;

Abilities Str 13, Dex 14, Con 12, Int 11, Wis 22, Cha 7

SQ Nature sense, resist nature's lore, wild empathy, wild shape (4/day, Large, Tiny, Plant)

Feats Stealthy, Combat Casting, Natural Spell, Elephant's Hide (CD), Empower Spell

Skills Heal +16, Hide +10, Knowledge (nature) +17, Listen +8 , Move Silently +4, Search +2 , Spot +23, Survival +16,

Possessions combat gear plus +1 *scimitar*, +1 *heavy wooden shield*, +1 *dragonhide fullplate*, *cloak of resistance* +1, *pearl of power* 1, *periapt of wisdom* +4

IRIGON (ANIMAL COMPANION)**CR -**

Male brown bear

N Large animal

Init +1; **Senses** Listen +4, Spot +11, Low-light vision, Scent

AC 19, touch 10, flat-footed 18
 (-1 size, +1 Dex, +9 natural)

hp 95 (10 HD);

Fort +12, Ref +9, Will +6

Speed 50 ft. (10 squares), base movement 40 ft.;
longstrider

Melee 2 Claw +16 (1d8+10) and Bite +11 (2d6+5)

Space 10 ft.; **Reach** 5 ft.

Base Atk +7; Grp +20

Abilities Str 29, Dex 15, Con 20, Int 2, Wis 12, Cha 6

SQ Evasion

Feats Endurance, RunTrack, Iron Will

Skills Listen +4, Spot +11, Swim +13,

Stats above include *longstrider* and *greater magic fang* cast by Merigon.

ELITE LEGENDARY BEAR

CR 10

N Large animal

Init +3; **Senses** Listen +11, Spot +11, Low-light vision, Scent

AC 22, touch 12, flat-footed 19
(-1 size, +3 Dex +10 natural)

hp 290 (20 HD);

Fort +21, Ref +15, Will +16

Speed 50 ft. (10 squares), base movement 50 ft.,

Melee 2 Claw +31 (2d6+16) and Bite +28 (4d6+7)

Space 10 ft.; **Reach** 5 ft.

Base Atk +15; Grp +34

Abilities Str 40, Dex 17, Con 29, Int 2, Wis 18, Cha 11

SQ Improved grab

Feats Endurance, Alertness, Improved Toughness, Run, Power attack, Weapon Focus (Claw), Multiattack

Skills Listen +11, Spot +11, Swim +20

Improved Grab (Ex): To use this ability, a legendary bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Stats above include *greater magic fang* cast by Merigon.

Feats Alertness, Iron Will, Track, Weapon Focus (Bite), Power Attack, Cleave, Improved Toughness, Improved Bullrush, Awesome Blow

Skills Jump +31, Listen +17, Spot +3

Leap (Ex): A bulette can jump into the air during combat. This allows it to make four claw attacks instead of two, each with a +34 attack bonus, but it cannot bite.

Spell Absorption (Ex): Whenever a spell fails to penetrate a spellwarped creature's spell resistance, the creature gains one of the following benefits, chosen at the time that the spell resolves.

Might: The spellwarped creature gains a +4 enhancement bonus to Strength for 1 minute.

Agility: The spellwarped creature gains a +4 enhancement bonus to Dexterity for 1 minute.

Endurance: The spellwarped creature gains a +4 enhancement bonus to Constitution for 1 minute.

Life: The spellwarped creature gains temporary hit points equal to 5x the level of the failed spell.

Speed: The spellwarped creature's base speed increases by a number of feet equal to 5x the level of the failed spell.

Resistance: The spellwarped creature gains resistance 10 to one energy type (acid, cold, electricity, fire, or sonic)

6: MONSTER IN THE HILLS

SPELLWARPED ADVANCED BULETTE **CR 15**

NE Gargantuan aberration

Init +3; **Senses** Listen +17 Spot +3, Darkvision 60ft. Tremorsense 60 ft.

AC 27, touch 9, flat-footed 24
(-4 size, +3 Dex, +18 natural)

hp 396 (24 HD);

SR 35

Fort +25, Ref +17, Will +11

Speed 40 ft. (8 squares), base movement 40 ft., Burrow 10 ft.;

Melee Bite +35 [(3d8+14) and 2 Claws +29 [(2d8+7)

Space 20 ft.; **Reach** 15 ft.

Base Atk +24; Grp +50

Atk Options Leap

Abilities Str 39, Dex 17, Con 32, Int 6, Wis 13, Cha 6

SQ Spell Absorption

APPENDIX 2: NEW RULES ITEMS

SPELLS

Burning Blood

Necromancy

Level: Sorcerer/Wizard 4

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature; see text

Duration: 1 round/level (D)

Saving Throw: Fortitude partial

Spell Resistance: Yes

You taint a living creature's blood with a hot, corrosive infusion, dealing 1d8 points of acid damage, and 1d8 points of fire damage per round. The subject can attempt a Fortitude save each round to negate the damage, but a successful save does not prevent damage in further rounds. Searing pain limits the subject to a single move action in any round where it fails its Fortitude save.

Burning blood does not affect creatures of the construct, elemental, ooze, plant, or undead types.

Source: *Spell Compendium* 40

Lesser Orb of Electricity

Conjuration (Creation) [Electricity]

Level: Sorcerer/Wizard 1, Warmage 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One orb of Electricity

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

An orb of electricity about 2 inches across shoots from your palm at its target, dealing 1d8 points of electricity damage. You must succeed on a ranged touch attack to hit your target.

For every two caster levels beyond 1st, your orb deals an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th level or higher.

Source: *Spell Compendium* 151

Spiritwall

Necromancy [Fear, Mind-affecting]

Level: Sorcerer/Wizard 5

Components: V, S, M

Casting Time: 1 standard action

Effect: Swirling wall whose area is up to one 10-ft. square/level, or a sphere or hemisphere with a radius of up to 1 ft./level

Duration: 1 min./level (D)

Saving Throw: See text

Spell Resistance: No

This spell creates an immobile, swirling mass of greenish-white forms resembling tortured spirits. One side of the wall, selected by you, emits a low groaning that causes creatures within 60 feet of that side to make a Will save or flee in panic for 1d4 rounds. Any living creature that merely touches the wall takes 1d10 points of damage as its life force is disrupted. A living creature passing through the wall takes 1d10 points of damage, as above, and must make a successful fortitude save or gain one negative level.

The barrier is semi material and opaque, providing cover and total concealment against physical attacks, and it blocks magical effects (including spells, spell-like abilities and supernatural abilities).

Source: *Spell Compendium* 203

Vigor

Conjuration (Healing)

Level: Cleric 3, druid 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 10 rounds + 1 round/level (max 25 rounds)

Saving throw: Will negated (harmless)

Spell resistance: Yes (harmless)

With a touch of your hand, you boost the subject's life energy, granting him or her the fast healing ability for the duration of the spell. The subject heals 2 hit points per round of such damage until the spell ends and is automatically stabilized if he or she begins dying from hit point loss during that time. *Vigour* does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow or attach lost body parts.

The effects of multiple vigour spells do not stack; only the highest-level effect applies. Applying a second *vigour* spell of equal level extends the first spell's duration by the full duration of the second spell.

Source: *Spell Compendium* 229

FEATS

Elephant's Hide [wild]

You can thicken your skin to the toughness of an elephant.

Prerequisite: Ability to wild shape into a Large creature.

Benefit: You can spend one wild shape to give yourself a natural armor bonus of +7. This does not stack with any natural armor you currently have. The effect lasts for 10 minutes.

Source: *Complete Divine* 81

Improved Toughness

You are significantly tougher than normal

Prerequisite: Base Fortitude save bonus +2

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

Special: A fighter may select Improved Toughness as one of his fighter bonus feats.

Source: *Complete Warrior* 101

Split Ray [metamagic]

Your ray spells can affect an additional target

Prerequisite: Any metamagic feat.

Benefit: You can cause any ray spell to fire one additional ray beyond the number normally allowed. The additional ray requires a separate ranged touch attack roll to hit and deals damage as normal. It can be fired at the same target as the first ray, or at a different target, but all rays must be aimed at targets within 30 feet of each other and fired simultaneously.

A split ray spell uses a spell slot two levels higher than the spell's actual level.

Source: *Complete Arcane* 83

ENCOUNTER 3: MAP OF THE GRAVE ROOM

