

VEL7-01

Beneath the Rock

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

by Ben Mazur

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Natural disasters have a way of undermining the most careful of preparations. Thus, despite extensive planning, a sudden earthquake has left members of the dwarven Clan Rockhammer trapped in their own mines in the Lortmils. Which brave souls will don helmet and pickax on this mission to extract the excavators? An underground Veluna regional adventure for APLs 2-12.

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

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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 determine this modified Average Party Level (APL) follow the steps below:

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

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

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for 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.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

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.

TIME UNITS AND UPKEEP

This is a standard 1-round Regional adventure, set in Veluna. PCs native to Veluna pay 1 Time Unit per round. All others pay 2 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

The rise of a second Mount Drachenkopf has vast geological consequences across the area. For the dwarves of Clan Rockhammer in the Lortmils south of Veluna, it has thrown their lives into chaos. The vast warren of tunnels that Clan Rockhammer calls home was badly damaged by the resulting earthquake, and many dwarves were injured.

In the resulting state of emergency, the dwarves were unable to personally deal with one consequence of the earthquake. Clan Rockhammer protocol specifies that in such an earthquake, workers in the silver mines remain in a series of safe rooms until the mine is deemed clear of hazards. Four groups of miners now remained trapped underground.

Unfortunately for the miners, the earthquake and resulting chaos has allowed a dire threat access to the mines. A twisted and evil duergar priest of Laduguer has been waiting patiently for the opportunity to strike, and in the wake of the earthquake, he and several of his minions attacked the mine and captured several groups of the dwarven miners.

Followers of Laduguer toil ceaselessly to unearth ancient evils, and the duergar priest follows this pattern in his own peculiar fashion. The limestone in the deepest section of the dwarven mines contains deposits of the fossilized bones of ancient creatures, and the duergar, aided by his dwarven slaves seeks to unearth and reanimate these creatures.

The adventurers must eventually confront the duergar priest as well as the results of his amateur paleontology in order to free the captured miners.

PREPARATION FOR PLAY

It may be helpful to have the players pre-roll several sets of Spot and Listen checks before play. These checks can be used against the hidden creatures in Encounter 2 and Encounter 8.

INTRODUCTION

As the adventure begins, the PCs are assumed to be traveling through the snow-covered backroads south of the city of Valkurl.

Your last adventure only recently over, you stand in the company of an impromptu group at snow-covered crossroads in the southern backcountry of Valkurl diocese.

Suddenly, a cry from the south attracts your attention. Moving noiselessly across the top of the snowbanks, you see three black-and-gray horses swiftly bearing a trio of compact figures in your direction. The lead figure calls out again "Ho, travelers!" as he reins his horse to a halt in front of you.

From this distance, you can make out the three figures as that of dwarves wearing thick gray cloaks over leather armor. The lead figure gives a gesture to one of his companions, who immediately rides off, his horse moving at fantastic speed across the top of the snow.

Of the two dwarves that are left, one is a female, tall for a dwarf, who appears to have a brown owl nestled within her cloak. The other, the one who called to you, is an older male dwarf with dark hair and a braided beard.

As he looks down at you, a look of amazement crosses his weatherbeaten face. "Wait, don't tell me," he says, grinning. "Adventurers?"

The dwarf is Durson, an experienced scout from the Rockhammer clan. His companion is Bolirid, also from Clan Rockhammer. Should the PCs respond, he has a proposition for them.

All APLs:

Durson Rockhammer: male dwarf ranger 2/bard 2.

Bolirid Rockhammer: female dwarf druid 1.

The dwarf looks you over in an appraising fashion. "And are you reliable sorts, willing to take on a task where lives depend on your success?"

Again, if the PCs respond positively, he continues:

"Well, perhaps you've saved me several hours off my journey. I was prepared to ride all the way to Valkurl town and beyond seeking persons of your caliber. Allow me to explain. I am Durson and this is my companion Bolirid, dwarves of Clan Rockhammer."

"Our brethren dwell within the mountains to the south of here where we have suffered a grave emergency. An earthquake of unexplained origin has devastated large portions of our clan hall and mines. The specific mission I seek your help with involves

rescuing several teams of miners trapped in the mines by the earthquake."

"You'll have more explained to you when we get to the clan halls. Do you have any other questions? Are you interested in this mission?"

Durson pauses to answer any questions the party may have. Some answers are outlined below.

- What are we doing again? "You'll be heading into our mines to rescue some miners trapped by the earthquake. More will be explained when we arrive at the clan halls."
- Why us? "The triage committee has determined that the clan does not have the resources internally to tackle the rescue mission amid the other catastrophes we face at the moment. To be honest, contacting adventurers is our third or fourth contingency plan for this situation."
- How will we get there? "I will create mounts for you like the one I am riding. Then, if you follow me, we can be at the clan halls in a matter of hours."
- But we have mounts already! "Unless they can keep up with me, I fear they may not be very useful. If you like, Bolirid will take any mounts to Valkurl where you can fetch them once your mission is over."
- Centaurs? "Ah, yes, I see the problem there. Well, I suppose you should accompany Bolirid to Valkurl, where we can arrange to have you teleported to the clan halls along with some supplies we've requisitioned. Keep in mind that you'll be displacing your weight in food and medical supplies."
- Can we all go to town and be teleported? "No. Please understand that due to the disaster, we must stick closely to our plans to minimize the loss of life."
- What does this mission pay? "I can assure you that you will be properly compensated."

Once the PCs are done questioning Durson, it's time to head off to the halls of Clan Rockhammer. Unless the PCs have a faster transit option in mind (200' per round), Durson will use his wand of *rapid phantom steed* to produce mounts for each PC.

Durson draws a nondescript wand from his cloak and begins gesturing with it in the air. A black ghostly form begins to take shape. As the dwarf continues his ritual, the black form takes the shape of a horse, identical to the one Durson himself is perched on. After a minute, the horse is complete, bit, bridle, saddle and all.

"I'll create one of these phantom steeds for each of you," Durson explains. "They move at supernatural speed right over the snow, so we should be at the clan halls within hours, instead of the days it would normally take. If you have anything you don't need to take to the mines, leave it in Bolirid's care, and she will take it to Valkurl."

With that, the dwarf busies himself with the wand again.

Durson's *phantom steeds* move at a speed of 200 feet per round, and can use their *water walk* ability to travel over the top of the snow.

Bolirid will take any mounts or large equipment with her to Valkurl, where the PCs may retrieve after the mission. She will also escort any centaurs, or other characters unable to ride, to the town, where they will be teleported along with food and other supplies.

1: CLAN ROCKHAMMER

As promised, the journey to the Rockhammer clan halls goes swiftly. Mile after mile of snow-covered countryside moves by in a blur, and you are well into the mountains when you see the yawning entrance into the tunnels of Clan Rockhammer.

Only once you dismount and enter the clan halls does the devastation become evident. Cracks mar the surface of nearly every wall, ruining murals and filling the hallways with loose debris. As Durson sweeps you through the hallways, you pass what must have once been a feast hall. Now, bandaged dwarves lie on cots, turning the hall into an impromptu infirmary.

Durson's destination is a nondescript office, deep within the tunnel complex. A sign above the door reads "Overseer of Mining Operations."

Inside the office, an older, stern-looking dwarf sits at a desk in front of a massive suit of plate mail obviously designed especially for him. As he turns to address you, his voice emerges from somewhere within a voluminous white mustache.

"Thank you for coming. My name is Nurent of the Rockhammer clan, and I am the overseer of mines."

The dwarf reaches within a desk drawer and withdraws a polished silver coin bearing the image of

a signal horn wrapped around a staff. "You may or may not be aware," the dwarf continues, "that Clan Rockhammer produces the silver for all of Veluna's silver coinage. Our mines extend deeply into the mountain, and consist of several levels."

"The upper levels," he explains, "have been properly evacuated, and we are working now on renewing our magical protections on the vaults and refining equipment."

"Where we would like you to concentrate your efforts is on the middle levels. We believe there are four mining teams, each consisting of eight dwarves, trapped in the mines there. There are safe rooms within the mines, built to withstand collapse, and signaling devices in three of those safe rooms have been activated."

"Now, the main entrance to the mines has sustained too much damage to swiftly excavate. You will be entering the mines through a tunnel we are presently extending into a smaller silver vault on the middle level. You are to move from that vault to the three safe rooms and bring the dwarves within back to safety."

Nurent looks for any obvious sources of flame on the PCs before continuing.

"I must caution you about one further thing. Mines are never safe places, and the earthquake has added to one particular risk. Although the mines are well-ventilated, there is the constant danger of poisonous or flammable gases accumulating." The dwarf rises from his seat and retrieves three burning torches from a chest near the wall.

"Because of the risk of explosion, I caution you not to take open flame into the mines. These safety torches operate like the heatless everburning torches you may be familiar with, but with one additional feature. The color of the flame, normally orange, will change to warn you of dangers in the air about you. When taken into an area containing explosive gas, or 'firedamp' in mining terms, the torches will burn blue. The brighter the flame, the greater the risk of explosion. Of course these torches themselves cannot trigger such an explosion, but be careful of any other flame or spark in such an area."

"Additionally, if the safety torch is brought into an area where the air is poisonous or harmful to living

creatures, the flame will burn a dim white. I urge you to avoid such areas, until the danger can be cleared."

"Can I answer any questions for you at this point?"

- What are we doing again? "You will be entering the Clan Rockhammer silver mines, in order to rescue four mining teams trapped by the earthquake. According to protocol, the miners will remain in the safe rooms for several days, awaiting rescue."
- What do you think we might encounter in the mines? "As I'm sure every adventurer knows, all sorts of dangerous creatures live beneath the earth. During regular operation the mines require vigilant patrols in order to keep them safe. These patrols have encountered aberrant creatures, evil humanoids, and in rare circumstances, even demons or devils beneath the earth."
- How long do we have? "The safe rooms, provided the miners have reached them, are well stocked with food and provisions. Thanks to your timely arrival, you will likely have several days to rescue all the miners."
- Why not just teleport in and out? "The high levels of lead in the rock wreak havoc with scrying also with teleports. Combine that with not knowing if the safe rooms were damaged makes teleporting too much of a risk."
- What do we do with the miners once we reach them? "Depending on conditions within the mines, you may either lead them back to the clan halls immediately, or instruct them to remain in the safe rooms until the entire mine is deemed safe. Use your best judgment in this matter."

"As I mentioned, you will be entering the mines through a vault in the middle levels. We have cleared a tunnel to the vault and weakened the walls, but you will have to create an entrance yourselves. I can supply you with any picks, shovels or hammers you may need."

The PCs are supplied with three of the safety torches, as well as any reasonable mundane equipment they request (up to 100 gp worth.)

If there are any non-dwarves in the party, Nurent warns them of a magical danger inside the vault.

"I know that I am filling your heads with warning, but I do have just one more. The vault you are about to enter is protected by a magical sentry

device, almost a 'trap', as you adventurers know them. I can't be sure if the device has survived the earthquake, but if it is active, it will target any non-dwarves with a magical barrage. To deactivate the device, simply touch it and speak the password, which is 'aukugan'. The device is located next to the door in the vault. If there are dwarves among you, it will not target them.

2: THE VAULT

After your briefing, you are led to a shaft heading down deep into the earth. Exhausted dwarves trudge out past you, covered in dust and grime. As you proceed down the shaft, you hear sounds of major work from other passageways and tunnels.

Soon you find your way to the main artery that the foreman described to you. Following his directions, you soon find the side tunnel with the downward shaft, complete with ladder. Climbing down, you find a small chamber has been dug out, one wall of which is solid rock. A large section of this rock has been chipped away, and a helpful miner has drawn a large circle with an arrow pointing to it, with the words "Hit here" in common.

Assuming the PCs proceed:

With a hollow crack, the rock ahead of you opens into a large, dark room. The glint of silver shines from several directions inside the vault. Shelves inside hold crates of silver coins and bars. All across the room, some of the crates lie shattered, and piles of glinting treasure lie strewn across the floor. The shelves stretch in an irregular pattern across the room, and you cannot see the door from here.

The vault is a 50 foot by 40 foot room, with a door on the western side. Shelves are arrayed in an irregular passage to block any direct route across the floor. Additionally, spilled coins and silver bars form sections of difficult terrain. Unscrupulous PCs may pocket as much silver as they can carry here, though the dwarves will count it later, and know what is missing. The duergar have not yet moved any silver out of the vault.

Unfortunately for the PCs, the disruption provided by the earthquake has allowed a small contingent of duergar to enter the mines. Their leader, lurking in the lower area of the mines, has correctly identified this vault as a likely area of attack, and has stationed several guards here. The guards will attempt to use their *invisibility*

spell-like ability to remain undetected until the PCs move into melee range.

Traps: A spell turret is a highly dangerous magic trap that blurs the line between trap and construct.

A spell turret is generally located at one end of a long hallway and is mounted on the ceiling. When inactive, the turret merges with the material of the surface on which it is mounted and cloaks itself with a *nondetection* spell to hide its magical aura. A spell turret has a visual trigger utilizing *true seeing* to a range of 120 feet. This turret has been programmed to recognize any dwarves as friends (and unfortunately, duergar are dwarves). Creatures the spell turret recognizes do not trigger it by approaching within 120 feet, nor does the spell turret ever target them once activated. If a spell turret casts an area spell, recognized targets might accidentally suffer the effect of the spell if they are in the wrong place at the wrong time.

If a spell turret detects an unrecognized target, it immediately activates. When it does, it emerges from the ceiling quickly. The turret is shaped like a dwarven hand holding a wand.

Once activated, a spell turret immediately begins casting one of the four spells stored within it at the rate of one spell per round, pausing only on every fifth round to magically repair 4d8+20 points of damage to itself.

A turret targets the closest unrecognized creature, and has 180-degree arc of fire down the corridor. A spell turret's caster level is equal to that of the minimum level required to cast the spells stored in it.

The order in which a turret casts its spells is set; it cycles through them in the same order each time.

APL 2: The spell turret has been disabled by the duergar at this level.

APL 4 (EL 2) (damaged by duergars)

Spell Turret: CR 2; Diminutive magic device; visual trigger (*true seeing*); automatic reset; four different spells effects cast once per round in set order, no spells cast every fifth round but spell turret self-repairs 4d8+20 hp; AC 7; hardness 5; hp 100; Search DC 26; Disable Device DC 26; Spells (in order; CL 1st): *magic missile*; *ray of enfeeblement*; *sleep*; *color spray*.

APL 6 (EL 3)

Spell Turret: CR 2; Diminutive magic device;

visual trigger (*true seeing*); automatic reset; four different spells effects cast once per round in set order, no spells cast every fifth round but spell turret self-repairs 4d8+20 hp; AC 7; hardness 5; hp 200; Search DC 26; Disable Device DC 26; Spells (in order; CL 3rd): *scorching ray*; *scare*; *daze monster*; *Melf's acid arrow*.

APL 8 (EL 6)

Spell Turret: CR 6; Diminutive magic device; visual trigger (*true seeing*); automatic reset; four different spells effects cast once per round in set order, no spells cast every fifth round but spell turret self-repairs 4d8+20 hp; AC 7; hardness 5; hp 200; Search DC 26; Disable Device DC 26; Spells (in order; CL 9th): *cone of cold*; *hold monster*; *cloudkill*; *waves of fatigue*

APL 10 (EL 7)

Spell Turret: CR 7; Diminutive magic device; visual trigger (*true seeing*); automatic reset; four different spells effects cast once per round in set order, no spells cast every fifth round but spell turret self-repairs 4d8+20 hp; AC 7; hardness 5; hp 200; Search DC 26; Disable Device DC 26; Spells (in order; CL 11th): *Otiluke's freezing sphere*, *repulsion*, *flesh to stone*, *acid storm**

* - *acid storm* is from *Spell Compendium*, and is detailed in Appendix 2.

APL 12 (EL 8)

Spell Turret: CR 8; Diminutive magic device; visual trigger (*true seeing*); automatic reset; four different spells effects cast once per round in set order, no spells cast every fifth round but spell turret self-repairs 4d8+20 hp; AC 7; hardness 5; hp 200; Search DC 26; Disable Device DC 26; Spells (in order; CL 13th): *power word blind*; *greater shadow conjuration (chain lighting)*; *waves of exhaustion*, *Bigby's grasping hand*.

Creatures: The duergar here are one of several groups of guards. When they hear the PCs breaking through the wall, they activate their spell-like abilities, becoming invisible and enlarged.

APL 2 (EL 2)

Duergar Warriors (2): male duergar warrior 1; hp 10 each; see *Monster Manual*, pg 91.

APL 4 (EL 4)

Duergar Warriors (2): male duergar warrior 1; hp 10 each; see *Monster Manual*, pg 91.

Spell Turret: hp 200; see Trap section.

APL 6 (EL 6)

Duergar Regulars (2): male duergar warrior 3; hp 27 each; see Appendix 1.

Spell Turret: hp 200; see Trap section.

APL 8 (EL 9)

Duergar Heavy Fighters (2): male duergar fighter 5; hp 51 each; see Appendix 1.

Spell Turret: hp 200; see Trap section.

APL 10 (EL 11)

Duergar Lieutenant: male duergar fighter 6; hp 60; see Appendix 1.

Duergar Heavy Fighters (3): male duergar fighter 5; hp 51 each; see Appendix 1.

Spell Turret: hp 200; see Trap section.

APL 12 (EL 13)

Duergar Captain: male duergar fighter 9; hp 87; see Appendix 1.

Duergar Elite Fighters (3): male duergar fighter 7; hp 70 each; see Appendix 1.

Spell Turret: hp 200; see Trap section.

Tactics: As mentioned, the duergar use their *invisibility* and *enlarge person* spell-like abilities in an attempt to ambush the PCs as they move through the vault.

Treasure: The duergar guards have a small amount of coin and equipment on them. All coins are a strange underdark currency bearing dark images of beholders or evil holy symbols, so there is no chance it will be mistaken for coins normally stored in the vault.

APL 2: Loot 36 gp; Coin 12 gp; Total 48 gp.

APL 4: Loot 36 gp; Coin 21 gp; Total 57 gp.

APL 6: Loot 305 gp; Coin 43 gp; Total 348 gp.

APL 8: Loot 585 gp; Coin 65 gp; Magic 386 gp; 2 x +1 warhammer (193 gp); Total 1036 gp.

APL 10: Loot 472 gp; Coin 103 gp; Magic 993 gp; +1 full plate mail (221 gp), 4 x +1 warhammer (193 gp); Total 1568 gp.

APL 12: Loot 55 gp; Coin 93 gp; Magic 2253 gp; 4 x +1 full plate mail (221 gp), +1 heavy steel shield (97 gp), +1 shocking warhammer (693 gp), 3 x +1 warhammer (193 gp); Total 2401 gp.

The vault door opens easily from the inside, allowing access to the mine.

Development: Past the vault, the PCs find themselves in the Rockhammer silver mines.

GENERAL CHARACTERISTICS OF THE MINE:

The standard mine tunnels are square, and 6 feet by 6 feet. They are reinforced by wooden beams every 10-50 feet. They are unlit unless otherwise described. Large

creatures will have to squeeze, and taller humans will have to stoop. The *Dungeon Master's Guide II* contains some rules for low corridors on page 55. There are no combat encounters planned for the low tunnels, but some monsters may pursue the PCs there. A mine cart track runs through the tunnels, occasionally (every 500-1000 feet) doubling up to allow carts to pass each other.

Temperatures in the mine grow hotter as the PCs progress, through they are not uncomfortable, and have no effect game mechanic-wise, in the upper and middle mines.

If the PCs head off the main path of the mines, they expose themselves to miscellaneous dangers. As appropriate, use the various natural hazards, as described in Encounters 3, 4, or 7. The PCs may also risk running into cave-ins, as described in the *Dungeon Master's Guide* (p. 66-67), or wandering duergar patrols (use the duergar from Encounter 2, but without the spell turret.)

Mine cart tracks lead out from the vault door into the darkness beyond. The mine tunnels, well-sized for a dwarf, look cramped and low to any taller creatures. Support beams stud the walls at regular intervals.

3: CAVE-IN

Once the PCs begin heading into the mine, they quickly encounter a cave-in.

Shortly past the vault door, support timbers from the walls and cart tracks from the floor lie twisted and asunder. The debris combines with fallen rock from the walls and ceiling of the tunnel, building into a massive wall of rubble. The cave-in blocks the corridor ahead of you, making further progress impossible.

While the PCs are welcome to use magic or other abilities to bypass the collapsed section of the tunnel, the easiest way to get through the rubble is to clear it. The process is described in more detail in the *Dungeon Master's Guide*, p. 66-67, but is summarized below.

In 1 minute, using only her hands, a PC can clear rocks and debris equal to five times her heavy load limit. The amount of loose stone that fills a 5-foot-by-5-foot area weighs one ton (2,000 pounds). Therefore, the average adventurer (Str 10, heavy load limit 100 lb.) takes 4 minutes to clear a 5-foot cube filled with stone (100 lb. × 5 = 500 lb.; 500 lb. × 4 = 2,000 lb.). A half-orc with 20 Strength (heavy load limit 400 lb.)

can accomplish the same feat in 1 minute (400 lb. × 5 = 2,000 lb.). Armed with an appropriate tool, such as a pick, crowbar, or shovel, a digger can clear loose stone twice as quickly as by hand.

Remember to subtract the weight of a PC's current equipment from their heavy load limit to determine how much rubble they can move. This particular obstruction is 50 feet in length, composed of 10 5-foot-by-5-foot, 1 ton cubes of debris.

Once the PCs are past the rubble, move to encounter 4.

4: FIREDAMP

The safety torches from Encounter 1 will prove useful in this encounter. If the PCs took them, the first PC bearing one of the torches receives a warning:

Past the cave-in the air smells sickly and moist. Suddenly, the light around you changes, as your safety torch flares from a comforting orange into a eerie blue flame.

If no PC is carrying one of the torches, then the only clue to the possible danger is the sickly odor.

The area of firedamp extends for 100 feet past the cave-in, emanating from a small crack at the center of the affected area. If a PC carries a safety torch into the firedamp, the torch will grow brighter as that PC nears the crack, and dim slightly as they move away. Using these clues, the source of the firedamp is fairly easy to find (DC 8 Search check). Without one of the safety torches, it is a DC 20 Search check.

The crack is located in the wall of the tunnel, and is about 1/2 inch wide and 6 inches long. It is easy to seal with spells such as *stone shape*, or may be blocked with rags, bedrolls, etc.

If the source is sealed, and there is airflow to the outside (the cave-in is cleared, the vault door is open, etc.) then the firedamp will disperse into harmless concentrations within an hour.

If a PC carries a lit torch into the area, or otherwise ignites the firedamp, it explodes, causing 6d6 fire damage to all within the area (DC 15 Reflex save for half.) Because of the warnings (and detection device) the PCs were given, this natural hazard has no CR.

5: THE FIRST SAFE ROOM

The tunnel leading up to the first safe room was weakened in the earthquake and, depending on APL, might be dangerous to the PCs.

At APLs 2-6, the weakened tunnel forms a natural trap, waiting to shower heavy rocks upon the PCs. Read or paraphrase the following description of the tunnel:

The tunnel leading to the safe room lies off the main course of the mine and seems to attract little traffic. The support girders are more widely spaced here than in the main shafts of the mine, and the walls and floor are rougher. Nevertheless, two torches flicker brightly at the end of the corridor, as if to advertise the safe refuge that awaits.

Using the Search skill or Track feat (DC 21) will reveal recent footprints belonging to a group of dwarven miners, leading in the direction of the safe room. A DC 20 Knowledge (architecture and engineering) or DC 20 Craft (stonemasonry) check will reveal that the ceiling has been weakened in the area, though a rogue's trapfinding ability will be needed to precisely locate the danger. Note that the Craft check can be made untrained, and that a dwarf will get a free check simply by passing within 10 feet of the weakened ceiling.

APL 2 – 6 (EL 3)

Stone Blocks from Ceiling: CR 3; mechanical; location trigger; repair reset; Atk +10 melee (4d6, stone blocks); Search DC 25; Disable Device DC 20.

At higher APLs (8-12), the duergar have accidentally set off the trap, but left the safe room alone.

Several rough blocks have fallen from the ceiling above and lie on the tunnel floor ahead of you. Past the debris, two flickering lights beckon you further down the corridor.

Examining the blocks shows a few bloodstains. A DC 15 Heal check shows that the blood is dwarven in origin.

Past the treacherous section, the tunnel widens out as it approaches a fortified masonry wall. Set into the wall is a massive, sealed iron door, flanked by lit, heatless torches.

Steel Safe Room Door: 4 in. thick; hardness 10; hp 120; AC 5; Break DC 29.

A group of trapped miners waits within the safe room. They will call out to the party if they hear them approaching the door, and will gladly open the door once they determine that the party is non-hostile.

Beyond the steel door is a well-lit, well-stocked, reinforced safe room containing eight tired-looking, grubby dwarves. Curiosity and trepidation flash across their faces as they catch sight of you, and one of them stands forward to address you. "Well, you're not our clansmen. What catastrophe has befallen the halls of Clan Rockhammer?"

The dwarves bemoan the conditions above, but will cooperate with the PCs as far as their rescue is concerned. They answer any questions to the best of their ability.

- We met evil duergar in the mines. Have you had any trouble? "When the earthquake hit, we went directly to the safe room here. We haven't seen or heard anything until you arrived."
- What should we do with you? "If you think it is safe, we will return to our clan hall now. Otherwise, we our supplies here will hold out for a few more days yet."

Development: If prompted, the dwarves will head back to the clan halls. If the PCs need to use the safe room to rest, they may. The safe room contains 200 days worth of rations, two healer's kits, and a *bottle of air*.

6: A SECOND CAVE-IN

For the second time in your journey, the tunnel ahead of you is obstructed by a jumbled mass of stone, timber, and earth.

This cave-in extends for 30 feet. If the PCs choose to clear the debris, read or paraphrase the following:

At this depth, the heat surrounding you is oppressive. As you clear the mass of rubble, you discover several massive timbers near the ceiling are holding back a mass of debris above you certainly equal to the amount clogging the corridor.

Anybody investigating the clogged shaft can feel a cooling draft moving through the loose debris above them. The PCs can clear the tunnel and move in without touching the debris in the shaft if they wish. However, if they choose to clear the shaft of debris:

As you move the loose mass of rubble still clogging the shaft, suction begins to stir the air and

dust around you. The air moves faster the more you clear the debris, and finally as you remove the last major obstruction, a strong, cooling breeze sweeps from the mine around you up into the air shaft above.

Development: If the air shaft is cleared, the resulting breeze will make the heat in the vicinity slightly more bearable. Perhaps more importantly, it will clear the stinkdamp from Encounter 7.

7: REFUGEES

The second safe room is not far from the first. Unfortunately, it is in a recessed area, and a dangerous poisonous gas known to miners as "stinkdamp" has collected around the door.

If the air shaft in Encounter 6 is clear, then the stinkdamp disperses, leaving only a foul odor:

A foul stench resembling rotten eggs clings to the walls as you approach the second safe room.

If the air shaft in Encounter 6 remains blocked, then the 40 feet leading to the safe room is filled with choking gasses. If the PCs have the safety torches, read the following:

As you approach the second safe room, a foul stench resembling rotten eggs permeates the air, and your torch dims to a pale white glow.

Treat the poison as that from arsenic (Inhaled DC 13; initial damage 1 Con; secondary damage 1d8 Con) except that the poison is inhaled, not ingested. Holding one's breath is effective against this particular poison. Because of the warnings (and detection device) the PCs were given, this natural hazard has no CR.

Either way, the outside of the safe room has weathered a recent assault.

The exterior walls of the safe room are cracked but seem to have held fast. The steel door shows the imprints of powerful hammer blows, leaving it crooked but still firm in its frame.

The duergar have attempted to bash their way into this safe room, but have failed, leaving the door damaged and jammed.

Damaged Steel Door: 4 in. thick; hardness 10; hp 93; AC 5; Stuck DC 27; Break DC 29.

Inside the reinforced walls of the safe rooms sits a sorry lot of ragged dwarves. There are half a dozen dwarves, bruised and bandaged. Several have picks and hammers nearby, ready for use.

The dwarves inside fought with the duergar as the slavers began capturing the third and fourth mining teams. Outmatched, the dwarves retreated here to the safe room, where the duergar banged on the door for several hours, oblivious to the growing concentrations of poisonous gas, before they were called away and sent to security duty. The dwarves explain themselves:

“Rescuers, at last! We here are what remains of three different mining teams. Grey dwarf slavers attacked us, and captured the rest of our clansmen. We all fought them as best we could, but our picks and shovels were no match for their warhammers.”

The dwarves answer any questions as best they can.

- Were the slavers here? “The slavers beat on the door here, but it held and eventually they left. I heard one of them calling something about guard duty.”
- Where did they take the captives? “The slavers talked about bringing them to their priest in the lower mines.”
- What's in the lower mines? “The lower mines were exhausted several years ago. Now there's mostly empty space down there.”
- How do we get to the lower mines? “The main way is to head down a shaft from the central routing chamber. You won't want to do that though - when we went past there, the chamber was flooded and filled with rubble. The shaft down from there was filled with rushing water and jagged rock. There's another, much older, shaft further on – it leads to the lower mines as well. It's just past the third safe room. That must be the way they're using.”

If the safe room door is broken, then the dwarves are reluctant to stay in it. They PCs may lead them to the surface, or they may lead them to the first safe room.

To head onward in the mines, the PCs must first cross the central routing chamber, described in Encounter 8.

8: ANOTHER AMBUSH

Sconces stud the walls ahead as the tunnel widens ahead into a large, boxy chamber. One whole side of the chamber leads into an inclined slope presumably

leading into a lower level of the mine. The main floor of the chamber, which must be a short distance below the level of the corridor, now plays host to a roaring underground river, which sluices out of another tunnel entrance, swirls around the chamber in a churning froth and roars into the winze. Two other walls bear exits into still dry tunnels.

The chamber's ceiling seems to have collapsed, and large slabs of rock protrude above the river's surface, forming a series of rough islands within the water.

The impromptu archipelago is the main way to navigate through the room. The ‘islands’ are within easy jumping distance of each other (about 5'). The wet, sloped and rough surface of the ‘islands’ makes movement difficult (x2 movement cost) and a bit dangerous. A DC15 Balance check is only required if a character attempts to run or charge – failure means PC can still act, but cannot run or charge; failure by 5 or more indicates a fall, which requires the PC make a DC15 Reflex save or end up in the water (see below).

Making these obstacles much more dangerous is the fact that the duergar have posted several hidden sentries in the room (see below). These creatures are hiding near the center of the room, and wait in ambush until the party is in striking range and preferably spread out.

The rough water in the room poses considerable danger to ill-equipped PCs. The water requires a DC 15 Swim check to move through. Movement towards the source of the river (along the north wall) costs double the normal movement cost. A PC failing his or her Swim check by more than 5 not only goes underwater, as detailed in the *Player's Handbook* (p. 84), but is moved 5 feet closer to the southern edge of the chamber. At the southern end of the chamber, the water rushes 500 feet down a steeply-angled passage into the lower mines.

At APLs 2-6, any PC falling over the waterfall suffers comparatively minor damage. The PC takes 3d6 (and 1d6 is subdual damage) falling damage, before being thrown ashore in the deep mines. At APLs 8-12, the waterslide is filled with jagged rocks, and the PC takes 12d6 falling damage from the trip.

PCs who survive the fall end up north of the area described in Encounter 11. The safest thing for them to do is to have them wait until the party rejoins them. Otherwise, they may attempt to climb back up the waterfall (DC 30 Climb), or they may adventure on from that point, splitting the party.

APL 2 (EL 3)

Choker Scout: hp 17; see *Monster Manual* page 34.

APL 4 (EL 5)

Choker Scouts (2): scout 1; hp 17 each; see *Monster Manual* page 34.

APL 6 (EL 7)

Choker Scout: scout 4; hp 53; see Appendix 1.

APL 8 (EL 10)

Gauths (2): hp 45 each; see *Monster Manual*, p26.

Choker Scout: scout 6; hp 74; see Appendix 1.

APL 10 (EL 12)

Balhannoth: hp 154; see Appendix 1.

Advanced Gauth: hp 99 each; see Appendix 1.

APL 12 (EL 14)

Balhannoth (2): hp 154 each; see Appendix 1.

Advanced Gauth (2): hp 99 each; see Appendix 1.

Note: These ELs include a +1 modifier for environmental hazards. Also the choker has been errata'd in the latest *Monster Manual* that it does not have the Quickness ability any longer.

Tactics: The creatures attempt to remain undetected until the party is in the center of the room, preferably divided between several of the fallen rock platforms.

The chokers try to move more than 10 feet a round to trigger their skirmish ability preferably taking advantage of their reach. They avoid using their improved grab ability where it would expose them to counterattacks for other characters. At APLs 6 and 8, the chokers know to stay out of range of the gauth's gaze attack.

As the gauths can only aim two rays into any given 90 degree arc, they prefer to wait until the party is spread across the room before springing their ambush. They target physically powerful types with *exhaustion* or *sleep* rays, and mentally powerful targets with *paralysis* rays, mixing in their *dispel* or damaging rays as needed. If there are multiple gauths, they stay out of the range of each other's stunning gaze, while including as many PCs as possible in its radius.

The balhannoth, if present, lurks on the ceiling until it senses a PC with tempting magical items to attack.

Treasure: The duergar have paid their aberrant guardians with a small bag of gems and magical items. At

APLs 10 and 12, the balhannoth(s) have one of the magic items on their person, and have crudely hidden the others beneath boulders in the room, where a DC 20 Search check will locate them. At lower APLs, any magic items are with the bag of gems.

The bag of gems lies dangling in the river, tied to a spike hammered into the rubble. A DC 20 Spot check will notice the spike and rope, or a DC 15 Search check of the area will find it.

APL 2: Coin 31 gp; Magic 33 gp; *Quaal's feather token, tree* (33 gp); Total 64 gp.

APL 4: Coin 35 gp; Magic 54 gp; *Elixir of hiding* (21 gp), *Quaal's feather token, tree* (33 gp); Total 89 gp.

APL 6: Coin 53 gp; Magic 204 gp; *Elixir of hiding* (21 gp), *Hat of disguise* (150 gp), *Quaal's feather token, tree* (33 gp); Total 257 gp.

APL 8: Coin 71 gp; Magic 496 gp; *Elixir of hiding* (21 gp), *Hat of disguise* (150 gp), *Lens of detection* (292 gp), *Quaal's feather token, tree* (33 gp); Total 567 gp.

APL 10: Coin 12 gp; Magic 1246 gp; *Elixir of hiding* (21 gp), *Hat of disguise* (150 gp), *Lens of detection* (292 gp), *Necklace of adaptation* (750 gp), *Quaal's feather token, tree* (33 gp); Total 1258 gp.

APL 12: Coin 18 gp; Magic 1913 gp; *Elixir of hiding* (21 gp), *Hand of glory* (667 gp), *Hat of disguise* (150 gp), *Lens of detection* (292 gp), *Necklace of adaptation* (750 gp), *Quaal's feather token, tree* (33 gp); Total 1931 gp.

9: AN EMPTY BOX

Heatless torches on the walls ahead illuminate a scene of devastation. What was once one of the mine's safe rooms lies torn asunder, its massive steel door mangled and split into a mess of metal scrap. The chamber itself is in complete disarray. No dwarves are evident within.

This safe room has been breached by the duergar who have taken the dwarven miners inside as slaves. A few of the dwarves managed to escape this assault. The PCs have probably already met these dwarves in Encounter 7. The duergar took the luckless dwarven slaves down into the lower levels of the mines.

If a character possesses the Track feat, he can follow the trail back to the shaft by making a Survival check, DC18.

10: DEEPER AND DEEPER

At this point, the PCs will have determined that there are dwarves being held as slaves by duergar in the lower

levels of the mines. There is only one clear shaft into the lower mines, but there are several ways for the PCs to find it.

The first and perhaps easiest way is to ask any of the dwarven miners that the PCs have rescued thus far. The miners can direct the PCs to the shaft, which lies farther north of safe room 3, in an old vault.

Second, the PCs may track the duergar to the shaft, picking up their trail from the raided safe room in Encounter 9.

The PCs may also find the shaft by other means, such as asking back at the halls of Clan Rockhammer above, or simply wandering aimlessly until they stumble across it. In the latter case, they may subject themselves to the hazards of wandering lost in the mines, as described in Encounter 1.

When the PCs find the shaft, read or paraphrase the following description:

The tunnel leading here is dusty and unused. It dead-ends at a large, square hole in the floor. The hole serves as the mouth of a dark shaft leading into the depths of the mountain. Above the shaft, evidence exists of a decayed, unusable pulley system. The only way down appears to be a set of iron rungs projecting from the shaft walls serving as a ladder.

The shaft is square, 5 feet by 5 feet wide. It leads directly down for 300 feet. It takes a DC 0 Climb check to move along the ladder, so only characters with the most severe penalties will be in danger.

11: THE FOSSIL GALLERY

A small corridor leads from the ladder into a much larger open space. Large quantities of rock here were removed, leaving a spacious horizontal passage or "gallery in mining terms. The gallery is, on average, 15 feet high and 30 feet wide, with a gentle slope to the south. A trail runs along the eastern wall, while the rest of the chamber is filled with a loose, regular lattice of timber.

A DC 12 Spot check or any Search check will locate a series of fresh chalk markings along the walls.

The base stone here appears to be a type of gritty limestone. The chalk markings circle a small section that contains a darker rock, looking almost like

bones. Several words in an unusual language are written in chalk next to the bones.

The language is Undercommon, and the words in that language read "Incomplete, fractured. Low priority." There are several other such marking in sight to the south, all made near other fossils. The markings form a trail leading south.

The gallery here leads north and south. Much farther north, the tunnel joins up with the inclined passage out of the central routing chamber in Encounter 8. The PCs may recover any characters (or bodies) swept down the waterfall there.

To the south, the tunnel continues for about 900 feet before running into the slag pile detailed in Encounter 12.

12: THE SLAG HEAP

The floor, which had been sloping downward, takes a sudden turn upwards, forming a terrace. Spilling over the wall is a pile of slag, or rubble, forming an impromptu ramp. The corridor continues above you, at the peak of the slag pile. From the corridor above, you can make out the faint sounds of hammer on rock.

The PCs are at the bottom of a 30-foot drop off in the tunnel, which continues above. It is reasonably easy to scale the pile of slag, which reaches all the way up to the upper portion of the tunnel. PCs climbing the slag find that not all that's been tossed here is stone.

As you move up the pile of rubble, you hear a moaning noise from within the slag. Suddenly, the pile stirs, and a dwarven arm emerges. You hear a weak voice within cry "I'm ready to work some more, just give me some help standing up again."

The voice belongs to Brottor Rockhammer, who was working as a slave to the duergar priest when he collapsed from exhaustion. Unconscious, he was tossed onto the slag heap and left for dead.

Brottor responds well to any healing efforts. If questioned, he can give the PCs a small glimpse of the danger ahead.

- What are you doing on that rock pile? "Thank The All-Father that you've come. I was enslaved by the gray dwarf priest and made to toil carving out bones

from the walls. When I collapsed, they left me in this rock pile for dead.”

- **Bones from the walls?** “The priest is obsessed with them. He believes that they belong to ancient creatures, and that by collecting them, he can gain something of their power.”
- **Are the other dwarves there?** “All of us who were captured are now working, just ahead of here, furthering the duergar’s mad schemes.”

13: FINALE

At the top of the slag heap, the tunnel widens out into a large chamber, supported by stone pillars. A rhythmic tapping emanates from a dozen dirty and bruised dwarves working with hammers and chisels along the walls. A few other dwarves work with fine tools in the center of the room.

About 60 feet away, surrounded on all sides by the excavated bones, a grey-skinned figure clad in armor works at assembling the bones on a framework he has set up. The assembled bones loom over the duergar, forming the shapes of skeletal creatures. The skeletal creatures look like wingless dragons, with menacing, sharp teeth and claws.

A DC 15 Knowledge (nature) check will reveal the assembled creatures to be the fossilized skeletons of ancient dinosaurs.

If the duergar priest notices the PCs, he will welcome them, and invite them to join his work force.

“Ah, Laduguer has sent me additional workers. It is a difficult chore, freeing the bones of these ancient creatures from their stone prison, but perhaps you will grow to like it. Now, will you come willingly, or do you intend to offer resistance?”

The PCs may of course, willingly become slaves. In that case, move to the “Enslaved” section of the Conclusion. On the other hand, if they intend to resist the duergar priest, he and his minions will attack them.

The skeletal creatures remain motionless until the priest attacks (or is attacked). When they come to life, you may use the following description at APLs 2-10. (Modify the description at APL 2 to account for only one skeleton.)

Suddenly, the hollow eye sockets of several of the skeletal creatures blaze with a deep red light. The skeleton first shudders, and then with a splintering

crash, it frees itself from the framework holding it. The creatures glowing eyes sweep across the chamber, and center on you!

At APL 12, Laduguer has blessed the priest with a different kind of creature.

The tangle of bones surrounding the duergar suddenly stirs. Each individual bone seems possessed by a motive force of its own, as in an instant they move together into one massive assemblage. The resulting creature looks like a massive, prehistoric serpent of interlocking bones. The jaws of its mighty skull open, revealing teeth the size of lances.

The tunnel at the top of the slag heap is 20 feet across. The chamber is roughly 105 feet deep and widens to a maximum of 60 feet across. Two 15-foot square stone pillars distributed near the center of the room support the ceiling, which is 35 feet high. A small tunnel near the rear of the chamber leads to the south. See the **Development** section for more details.

APL 2 (EL 4)

Dulsamatir: male duergar cleric 1; hp 8; Appendix 1.
Deinonychus Skeleton: hp 36; Appendix 1.

APL 4 (EL 6)

Dulsamatir: male duergar cleric 3; hp 24; Appendix 1.
Deinonychus Skeletons (2): hp 36 each; Appendix 1.

APL 6 (EL 8)

Dulsamatir: male duergar cleric 5; hp 41; Appendix 1.
Advanced Deinonychus Skeletons (2): hp 72 each; Appendix 1.

APL 8 (EL 11)

Dulsamatir: male duergar cleric 7; hp 57; Appendix 1.
Advanced Tyrannosaurus Skeleton: hp 180; Appendix 1.
Advanced Megaraptor Skeletons (2): hp 126 each; Appendix 1.

APL 10 (EL 13)

Dulsamatir: male duergar cleric 9; hp 74; Appendix 1.
Advanced Tyrannosaurus Skeletons (2): hp 180 each; Appendix 1.
Vicious Advanced Megaraptor Skeletons (3): hp 126 each; Appendix 1.

APL 12 (EL 15)

Dulsamatir: male duergar cleric 11; hp 90; Appendix

1.

Boneyard: hp 165; Appendix 1.

Tactics: If confronted by enemy clerics, the duergar priest attempts to protect his undead, either by using his ability to bolster undead, or by casting *desecrate*, if available.

The skeletal creatures attack the PCs mindlessly, to the best of their ability.

If the boneyard is present at APL 12, it begins the battle by summoning more skeletons. It is reasonable to substitute Deinonychus Skeletons (see APLs 2-4) for Troll Skeletons, or to substitute Advanced Tyrannosaurus Skeletons (see APLs 8-10) for Young Adult Red Dragon skeletons.

Treasure: The duergar priest's backpack is near the entrance to the small tunnel in back. It contains scrolls, gems, and a small quantity of silver dust for use in the *desecrate* spell.

APL 2: Loot 165 gp; Coin 56 gp; Magic 100 gp; 2 *scrolls of animate dead* (50 gp); Total 371 gp.

APL 4: Loot 165 gp; Coin 156 gp; Magic 100 gp; 2 *scrolls of animate dead* (50 gp); Total 471 gp.

APL 6: Loot 165 gp; Coin 156 gp; Magic 100 gp; 2 *scrolls of animate dead* (50 gp); Total 471 gp.

APL 8: Loot 28 gp; Coin 184 gp; Magic 321 gp; 2 *scrolls of animate dead* (50 gp), +1 *full plate mail* (221 gp); Total 533 gp.

APL 10: Coin 184 gp; Magic 1278 gp; 2 *scrolls of animate dead* (50 gp), +1 *buckler* (97 gp), +1 *full plate mail* (221 gp), +1 *merciful warhammer* (693 gp), *ring of protection* +1 (167 gp); Total 1462 gp.

APL 12: Coin 184 gp; Magic 1611 gp; 2 *scrolls of animate dead* (50 gp), +1 *buckler* (97 gp), +1 *full plate mail* (221 gp), +1 *merciful warhammer* (693 gp), *periapt of wisdom* +2 (333 gp), *ring of protection* +1 (167 gp); Total 1795 gp.

Development: The duergar reached the dwarven mines through the tunnel in back. PCs exploring the tunnel find that it leads into a vast underground cave complex, spanning miles beneath the mountains. The cave complex is too large to be successfully explored in this adventure.

If the PCs defeat the duergar priest and his skeletal minions, they may take the dwarven miners back to the surface. Move to Conclusion A.

If the PCs fall in battle, the duergar priest will revive and enslave any PCs. See Conclusion C.

CONCLUSION

If the PCs successfully rescued the dwarves, use Conclusion A. If they gave up in their mission, use Conclusion B. If they were enslaved by the duergar, use Conclusion C.

CONCLUSION A

If the PCs rescue the dwarves, Nurent congratulates them. They earn the **Favor of Clan Rockhammer**.

If there is silver missing from the vault, then before the PCs leave, Nurent apologetically requests to search the PCs. The PCs may use Bluff or Diplomacy checks to talk Nurent out of the search, or they may hide any missing silver. If Nurent finds any of the silver stolen from the vault, then he expresses his deep disappointment. That PC earns the **Displeasure of Clan Rockhammer** award instead of the **Favor of Clan Rockhammer**.

CONCLUSION B

If the PCs fail in their rescue mission, but are not captured, then Nurent expresses his disappointment. PCs earn the **Displeasure of Clan Rockhammer** AR item.

If there is silver missing from the vault, then before the PCs leave, Nurent apologetically requests to search the PCs. The PCs may use Bluff or Diplomacy checks to talk Nurent out of the search, or they may hide any missing silver. If Nurent finds any of the silver stolen from the vault, then he expresses his deep disappointment. That PC earns the **Fury of Clan Rockhammer** award instead of the **Displeasure of Clan Rockhammer**.

CONCLUSION C

If the PCs were enslaved by the duergar, then they spend 6 TUs toiling in the mines until Clan Rockhammer has recovered enough to mount a rescue effort. They receive the **Enslaved!** AR item. If the dwarves learn that the PCs volunteered for slavery they also earn the **Fury of Clan Rockhammer** award.

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.

2: The Vault

Defeat the duergar and disable the spell turret

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP

5: The First Safe Room

Encounter the trap

APL 2	90 XP
APL 4	90 XP
APL 6	90 XP

8: Another Ambush

Defeat the enemies amidst the raging river

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

13: Finale

Defeat the duergar cleric and his undead minions

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP

Story Award

Rescue the Clan Rockhammer Miners:

APL 2	45 XP
APL 4	75 XP
APL 6	90 XP
APL 8	125 XP
APL 10	150 XP
APL 12	165 XP

Discretionary Roleplaying Award

APL 2	45 XP
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APL 4	60 XP
APL 6	90 XP
APL 8	100 XP
APL 10	120 XP
APL 12	150 XP

Total Possible Experience

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1,125 XP
APL 10	1,350 XP
APL 12	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.

1: Clan Rockhammer

All APLs: Loot: 75 gp.

2: The Vault

APL 2: Loot 36 gp; Coin 12 gp; Total 48 gp.

APL 4: Loot 36 gp; Coin 21 gp; Total 57 gp.

APL 6: Loot 305 gp; Coin 43 gp; Total 348 gp.

APL 8: Loot 585 gp; Coin 65 gp; Magic 386 gp; 2 x +1 warhammer (193 gp); Total 1036 gp.

APL 10: Loot 472 gp; Coin 103 gp; Magic 993 gp; +1 full plate mail (221 gp), 4 x +1 warhammer (193 gp); Total 1568 gp.

APL 12: Loot 55 gp; Coin 93 gp; Magic 2253 gp; 4 x +1 full plate mail (221 gp), +1 heavy steel shield (97 gp), +1 shocking warhammer (693 gp), 3 x +1 warhammer (193 gp); Total 2401 gp.

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APL 2: Coin 31 gp; Magic 33 gp; Quaal's feather token, tree (33 gp); Total 64 gp.

APL 2: Coin 35 gp; Magic 54 gp; Elixir of hiding (21 gp), Quaal's feather token, tree (33 gp); Total 89 gp.

APL 6: Coin 53 gp; Magic 204 gp; Elixir of hiding (21 gp), Hat of disguise (150 gp), Quaal's feather token, tree (33 gp); Total 257 gp.

APL 8: Coin 71 gp; Magic 496 gp; Elixir of hiding (21 gp), Hat of disguise (150 gp), Lens of detection (292 gp), Quaal's feather token, tree (33 gp); Total 567 gp.

APL 10: Coin 12 gp; Magic 1246 gp; Elixir of hiding (21 gp), Hat of disguise (150 gp), Lens of detection (292 gp), Necklace of adaptation (750 gp), Quaal's feather token, tree (33 gp); Total 1258 gp.

APL 12: Coin 18 gp; Magic 1913 gp; Elixir of hiding (21 gp), Hand of glory (667 gp), Hat of disguise (150 gp), Lens of detection (292 gp), Necklace of adaptation (750 gp), Quaal's feather token, tree (33 gp); Total 1931 gp.

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APL 2: Loot 165 gp; Coin 56 gp; Magic 100 gp; 2 scrolls of animate dead (50 gp); Total 371 gp.

APL 4: Loot 165 gp; Coin 156 gp; Magic 100 gp; 2 scrolls of animate dead (50 gp); Total 471 gp.

APL 6: Loot 165 gp; Coin 156 gp; Magic 100 gp; 2 scrolls of animate dead (50 gp); Total 471 gp.

APL 8: Loot 28 gp; Coin 184 gp; Magic 321 gp; 2 scrolls of animate dead (50 gp), +1 full plate mail (221 gp); Total 533 gp.

APL 10: Coin 184 gp; Magic 1278 gp; 2 scrolls of animate dead (50 gp), +1 buckler (97 gp), +1 full plate mail (221 gp), +1 merciful warhammer (693 gp), ring of protection +1 (167 gp); Total 1462 gp.

APL 12: Coin 184 gp; Magic 1611 gp; 2 scrolls of animate dead (50 gp), +1 buckler (97 gp), +1 full plate mail (221 gp), +1 merciful warhammer (693 gp), periapt of wisdom +2 (333 gp), ring of protection +1 (167 gp); Total 1795 gp.

Treasure Cap

APL 2: 450 gp

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 2: 558 gp

APL 4: 692 gp

APL 6: 1,076 gp

APL 8: 2,156 gp

APL 10: 4,104 gp

APL 12: 5,657 gp

APPENDIX 1: APL 2

13: FINALE

DUERGAR CLERIC

CR 2

Male duergar cleric 1

LE Medium humanoid (dwarf)

Init -1; **Senses** Listen +3, Spot +3

Languages Common, Dwarven, Undercommon

AC 16, touch 9, flat-footed 16

(-1 Dex, +6 armor, +1 shield)

hp 8 (1 HD)

Immune paralysis, phantasms, poison

Fort +5, **Ref** -1, **Will** +4

Speed 20 ft. (4 squares)

Melee masterwork warhammer +3 (1d8+1/x3)

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

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

Special Actions rebuke undead 2/day (-1, 2d6, 1st),
spontaneous casting (inflict spells)

Combat Gear

Class Spells Prepared (CL 1st):

1st—*command*^P (DC 14), *shield of faith*

0—*cure minor wounds* (2), *detect magic*

D: Domain spell. Deity: Laduguer. Domains: Evil,
Domination

Spell-Like Abilities (CL 3rd):

1/day—*enlarge person*, *invisibility*

† Already cast

Abilities Str 13, Dex 8, Con 16, Int 10, Wis 15, Cha 8

SQ duergar traits

Feats Spell Focus (enchantment)^B, Weapon Focus
(warhammer)

Skills Concentration +7, Knowledge (religion) +4,
Listen +3, Move Silently -3, Spot +3

Possessions combat gear plus banded mail, buckler,
holy symbol of Laduguer,

Skills +4 racial bonus on Move Silently checks; +1
racial bonus on Listen and Spot checks

DEINONYCHUS SKELETON

CR 2

NE Medium undead

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

Languages understands creator's orders

AC 15, touch 13, flat-footed 12

(+3 dex, +2 natural)

hp 36 (4 HD); DR 5/bludgeoning

Immune cold, undead immunities

Fort +1, **Ref** +4, **Will** +4

Speed 60 ft. (12 squares)

Melee talons +6 (1d8+4) and
2 foreclaws +1 each (1d4+2) and
bite +1 (2d4+2)

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

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

Abilities Str 19, Dex 17, Con --, Int --, Wis 10, Cha 1

SQ undead traits

Feats Improved Initiative^B

13: FINALE

DUERGAR CLERIC**CR 4**

Male duergar cleric 3

LE Medium humanoid (dwarf)

Init -1; **Senses** Listen +3, Spot +3**Languages** Common, Dwarven, Undercommon**AC** 18, touch 9, flat-footed 18

(-1 Dex, +8 armor, +1 shield)

hp 24 (3 HD)**Immune** paralysis, phantasms, poison**Fort** +6, **Ref** +0, **Will** +5**Speed** 20 ft. (4 squares)**Melee** masterwork warhammer +5 (1d8+1/x3)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +2; **Grp** +3**Special Actions** rebuke undead 2/day (-1, 2d6+2, 3rd), spontaneous casting (inflict spells)**Combat Gear****Class Spells Prepared** (CL 3rd, 4th for Evil spells):2nd—*desecrate*^D, *hold person* (DC 15), *silence* (DC 14)1st—*bless*, *cause fear* (DC 14), *command*^D (DC 14), *shield of faith*0—*cure minor wounds* (3), *detect magic***D:** Domain spell. Deity: Laduguer. Domains: Evil, Domination**Spell-Like Abilities** (CL 3rd):1/day—*enlarge person*, *invisibility*

‡ Already cast

Abilities Str 13, Dex 8, Con 16, Int 10, Wis 15, Cha 8**SQ** duergar traits**Feats** Spell Focus (enchantment)^B, Spell Focus (necromancy)^B, Weapon Focus (warhammer),**Skills** Concentration +9, Knowledge (religion) +6, Listen +3, Move Silently -3, Spot +3**Possessions** combat gear plus masterwork full plate, buckler, holy symbol of Laduguer,**Skills** +4 racial bonus on Move Silently checks; +1 racial bonus on Listen and Spot checks**DEINONYCHUS SKELETON****CR 2**

NE Medium undead

Init +7; **Senses** Listen +0, Spot +0**Languages** understands creator's orders**AC** 15, touch 13, flat-footed 12

(+3 dex, +2 natural)

hp 36 (4 HD); DR 5/bludgeoning**Immune** cold, undead immunities**Fort** +1, **Ref** +4, **Will** +4**Speed** 60 ft. (12 squares)**Melee** talons +6 (1d8+4) and 2 foreclaws +1 each (1d4+2) and bite +1 (2d4+2)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +2; **Grp** +6**Abilities** Str 19, Dex 17, Con --, Int --, Wis 10, Cha 1**SQ** undead traits**Feats** Improved Initiative^B

2: THE VAULT

DUERGAR REGULAR (ENLARGED) CR 3

Male duergar warrior 3
 LE Large humanoid (dwarf)
Init +0; **Senses** Listen +0, Spot +0
Languages Common, Dwarven, Undercommon
AC 19, touch 9, flat-footed 19
 (-1 size, +0 Dex, +8 armor, +2 shield)
hp 27 (3 HD)
Immune paralysis, phantasms, poison
Fort +5, **Ref** +1, **Will** +0
Speed 20 ft. (4 squares),
Melee masterwork warhammer +6 (2d6+2) or/and
Ranged crossbow +2 (2d6/19-20)
Space 10 ft.; **Reach** 10 ft.
Base Atk +3; **Grp** +8
Spell-Like Abilities (CL 3rd):
 1/day—*enlarge person* †, *invisibility*
 † Already cast
Abilities Str 15, Dex 11, Con 14, Int 10, Wis 9, Cha 4
SQ duergar traits
Feats Toughness, Weapon Focus (warhammer)
Skills Climb -2, Jump -8, Listen +0, Spot +0
Possessions combat gear plus full plate, heavy steel shield, crossbow bolts (10),
Skills +4 racial bonus on Move Silently checks; +1 racial bonus on Listen and Spot checks

8: ANOTHER AMBUSH

CHOKER SCOUT 4 CR 6

Male choker scout 4
 LE Small aberration
Init +8; **Senses** Listen +1, Spot +1
Languages Undercommon
AC 18, touch 14, flat-footed 18; uncanny dodge, skirmish +1
 (+1 size, +3 Dex, +4 natural)
hp 53 (7 HD)
Fort +6, **Ref** +8, **Will** +5
Speed 30 ft. (6 squares), climb 20 ft.
Melee 2 tentacles +11 each (1d3+5)
Space 5 ft.; **Reach** 10 ft.
Base Atk +5; **Grp** +10
Atk Options improved grab, skirmish (+1d6 damage)
Abilities Str 20, Dex 16, Con 16, Int 8, Wis 13, Cha 5
SQ battle fortitude +1, fast movement, trackless step, trapfinding, uncanny dodge
Feats Blind-Fight^B, Combat Reflexes, Improved Initiative^B, Lightning Reflexes, Stealthy
Skills Climb +19, Hide +16, Move Silently +12, Tumble +11
Constrict (Ex) A choker deals 1d3+5 points of damage with a successful grapple check against a Large or smaller creature, in addition to damage from its tentacle attack. Because it seizes its victim by the neck, a creature in the choker's grasp cannot speak or cast spells with verbal components.

Flawless Stride (Ex) A choker scout can move through any sort of terrain that slows movement (such as undergrowth, rubble, and similar terrain) at his normal speed and without taking damage or suffering any other impairment. This ability does not let him move more quickly through terrain that requires a Climb or Swim check to navigate, nor can he move more quickly through terrain or undergrowth that has been magically manipulated to impede motion.

Improved Grab (Ex) To use this ability, a choker must hit an opponent of up to Large size with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict. Chokers receive a +4 racial bonus on grapple checks, which is already included in the statistics block.

Skirmish (Ex) A choker scout deals +1d6 damage on all attacks in any round in which it moves at least 10 feet. This damage does not apply to creatures without discernible anatomies, incorporeal creatures, or creatures that are immune to extra damage from critical hits. Additionally, a choker scout gains a +1 competence bonus to Armor Class during any round in which he moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and lasts until the start of his next turn.

Battle Fortitude (Ex) At 2nd level, a scout gains a +1 competence bonus on Fortitude saves and initiative checks.

Uncanny Dodge (Ex) Starting at 2nd level, a scout cannot be caught flat-footed and reacts to danger before her sense would normally allow her to do so.

Skills A choker has a +8 bonus on Climb checks and can always chose to take 10 on Climb checks, even if rushed or threatened.

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DUERGAR CLERIC CR 6

Male duergar cleric 5
 LE Medium humanoid (dwarf)
Init -1; **Senses** Listen +3, Spot +3
Languages Common, Dwarven, Undercommon
AC 18, touch 9, flat-footed 18
 (-1 Dex, +8 armor, +1 shield)
hp 41 (5 HD)
Immune paralysis, phantasms, poison
Fort +7, **Ref** +0, **Will** +7
Speed 20 ft. (4 squares)
Melee masterwork warhammer +6 (1d8+1/x3)
Space 5 ft.; **Reach** 5 ft.
Base Atk +3; **Grp** +4
Special Actions rebuke undead 2/day (-1, 2d6+4, 5th), spontaneous casting (inflict spells)
Combat Gear
Class Spells Prepared (CL 5th, 6th for Evil spells):

3rd—*blindness/deafness* (DC 17), *prayer, suggestion*^D (DC 17)
 2nd—*desecrate*^D, *hold person* (DC 16), *silence* (DC 15), *sound burst* (DC 15)
 1st—*bless, cause fear* (DC 15), *command*^D (DC 15), *protection from good, shield of faith*
 0—*cure minor wounds* (3), *detect magic*
D: Domain spell. Deity: Laduguer. Domains: Evil, Domination
Spell-Like Abilities (CL 5th):
 1/day—*enlarge person, invisibility*
 † Already cast
Abilities Str 13, Dex 8, Con 16, Int 10, Wis 16, Cha 8
SQ duergar traits
Feats Spell Focus (enchantment)^B, Weapon Focus (warhammer), Combat Casting
Skills Concentration +11, Knowledge (religion) +8, Listen +3, Move Silently -3, Spot +3
Possessions combat gear plus masterwork full plate, buckler, holy symbol of Laduguer,

Skills +4 racial bonus on Move Silently checks; +1 racial bonus on Listen and Spot checks

ADVANCED DEINONYCHUS SKELETON CR 4

NE Medium undead
Init +7; **Senses** Listen +0, Spot +0
Languages understands creator's orders
AC 15, touch 13, flat-footed 12
 (+3 dex, +2 natural)
hp 72 (8 HD); DR 5/bludgeoning
Immune cold, undead immunities
Fort +2, **Ref** +5, **Will** +6
Speed 60 ft. (12 squares)
Melee talons +8 (1d8+4) and
 2 foreclaws +3 each (1d4+2) and
 bite +3 (2d4+2)
Space 5 ft.; **Reach** 5 ft.
Base Atk +4; **Grp** +8
Abilities Str 19, Dex 17, Con --, Int --, Wis 10, Cha 1
SQ undead traits
Feats Improved Initiative^B

2: THE VAULT

DUERGAR HEAVY FIGHTER (ENLARGED) CR 6

Male duergar fighter 5

LE Large humanoid (dwarf)

Init +4; **Senses** Listen +2, Spot +2

Languages Common, Dwarven, Undercommon

AC 19, touch 9, flat-footed 19

(-1 size, +0 Dex, +8 armor, +2 shield)

hp 51 (5 HD)

Immune paralysis, phantasms, poison

Fort +7, **Ref** +1, **Will** +2

Speed 20 ft. (4 squares)

Melee +1 warhammer +11 (2d6+7/x3) or/and

Ranged crossbow +4 (2d6/19-20)

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

Base Atk +5; **Grp** +13

Atk Options Power Attack

Spell-Like Abilities (CL 5th):

1/day—*enlarge person*^I, *invisibility*

† Already cast

Abilities Str 18, Dex 11, Con 16, Int 8, Wis 12, Cha 4

SQ duergar traits

Feats Power Attack^B, Improved Initiative, Toughness, Weapon Focus (warhammer)^B, Weapon Specialization (warhammer)^B

Skills Climb +6, Jump +0, Listen +2, Move Silently -2, Spot +2

Possessions combat gear plus masterwork full plate, masterwork large steel shield, 20 bolts

Skills +4 racial bonus on Move Silently checks; +1 racial bonus on Listen and Spot checks

8: ANOTHER AMBUSH

CHOKER SCOUT 6

CR 8

Male choker scout 6

LE Small aberration

Init +8; **Senses** Listen +1, Spot +1

Languages Undercommon

AC 18, touch 14, flat-footed 18; uncanny dodge (+1 size, +3 Dex, +4 natural)

Resist evasion

hp 74 (9 HD)

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

Speed 30 ft. (6 squares), climb 10 ft.

Melee 2 tentacles +12 each (1d3+5)

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

Base Atk +6; **Grp** +11

Atk Options improved grab, skirmish (+2d6 damage)

Abilities Str 20, Dex 16, Con 16, Int 8, Wis 13, Cha 5

SQ battle fortitude +1, evasion, fast movement, flawless stride, trapfinding, trackless step, uncanny dodge

Feats Blind-Fight^B, Combat Reflexes, Improved Initiative^B, Lightning Reflexes, Stealthy

Skills Climb +23, Hide +19, Move Silently +15, Tumble +15

Constrict (Ex) A choker deals 1d3+5 points of damage with a successful grapple check against a Large or smaller creature, in addition to damage from its tentacle attack. Because it seizes its victim by the neck, a creature in the choker's grasp cannot speak or cast spells with verbal components.

Flawless Stride (Ex) A choker scout can move through any sort of terrain that slows movement (such as undergrowth, rubble, and similar terrain) at his normal speed and without taking damage or suffering any other impairment. This ability does not let him move more quickly through terrain that requires a Climb or Swim check to navigate, nor can he move more quickly through terrain or undergrowth that has been magically manipulated to impede motion.

Improved Grab (Ex) To use this ability, a choker must hit an opponent of up to Large size with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict. Chokers receive a +4 racial bonus on grapple checks, which is already included in the statistics block.

Skirmish (Ex) A choker scout relies on mobility to deal extra damage and improve his defense. He deals +2d6 damage on all attacks in any round in which it moves at least 10 feet. This damage does not apply to creatures without discernible anatomies, incorporeal creatures, or creatures that are immune to extra damage from critical hits. Additionally, a choker scout gains a +1 competence bonus to Armor Class during any round in which he moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and lasts until the start of his next turn.

Battle Fortitude (Ex) At 2nd level, a scout gains a +1 competence bonus on Fortitude saves and initiative checks.

Uncanny Dodge (Ex) Starting at 2nd level, a scout cannot be caught flat-footed and reacts to danger before her sense would normally allow her to do so.

Skills A choker has a +8 bonus on Climb checks and can always chose to take 10 on Climb checks, even if rushed or threatened.

13: FINALE

DUERGAR CLERIC

CR 8

Male duergar cleric 7

LE Medium humanoid (dwarf)

Init -1; **Senses** Listen +3, Spot +3

Languages Common, Dwarven, Undercommon

AC 19, touch 9, flat-footed 19

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

hp 57 (7 HD)

Immune paralysis, phantasms, poison

Fort +8, **Ref** +1, **Will** +8

Speed 20 ft. (4 squares)

Melee masterwork warhammer +8 (1d8+1/x3)
Space 5 ft.; **Reach** 5 ft.
Base Atk +5; **Grp** +6
Special Actions rebuke undead 2/day (-1, 2d6+6, 7th), spontaneous casting (inflict spells)
Class Spells Prepared (CL 7th, 8th for Evil spells):
 4th—*dominate person*^D (DC 18), *freedom of movement*
 3rd—*bestow curse* (DC 17), *blindness/deafness* (DC 17), *prayer, suggestion*^D (DC 17)
 2nd—*desecrate*^D, *hold person* (DC 16), *shatter, silence* (DC 15), *sound burst* (DC 15)
 1st—*bless, cause fear* (DC 15), *command*^D (DC 15), *doom* (DC 15), *protection from good, shield of faith*
 0—*cure minor wounds* (5), *detect magic*
D: Domain spell. Deity: Laduguer. Domains: Evil, Domination
Spell-Like Abilities (CL 7th):
 1/day—*enlarge person, invisibility*
 † Already cast
Abilities Str 13, Dex 8, Con 16, Int 10, Wis 16, Cha 8
SQ duergar traits
Feats Spell Focus (enchantment)^B, Spell Focus (necromancy), Weapon Focus (warhammer), Combat Casting
Skills Concentration +13, Knowledge (religion) +10, Listen +3, Move Silently -1, Spot +3
Possessions combat gear plus +1 *full plate*, buckler, holy symbol of Laduguer
Skills +4 racial bonus on Move Silently checks; +1 racial bonus on Listen and Spot checks

ADVANCED TYRANNOSAURUS SKELETON CR 8
 NE Huge undead

Init +6; **Senses** Listen +0, Spot +0
Languages understands creator's orders
AC 13, touch 8, flat-footed 13
 (-2 size, +2 dex, +3 natural)
hp 180 (20 HD); DR 5/bludgeoning
Immune cold, undead immunities
Fort +6, **Ref** +6, **Will** +11
Speed 40 ft. (8 squares)
Melee bite +16 (2d6+13)
Space 15 ft.; **Reach** 10 ft.
Base Atk +9; **Grp** +26
Abilities Str 28, Dex 14, Con --, Int --, Wis 10, Cha 1
SQ undead traits
Feats Improved Initiative^B

ADVANCED MEGARAPTOR SKELETON CR 6
 NE Large undead
Init +7; **Senses** Listen +0, Spot +0
Languages understands creator's orders
AC 14, touch 12, flat-footed 12
 (-1 size, +3 dex, +2 natural)
hp 126 (14 HD); DR 5/bludgeoning
Immune cold, undead immunities
Fort +3, **Ref** +6, **Will** +9
Speed 60 ft. (12 squares)
Melee talons +11 (2d6+5) and
 2 foreclaws +6 each (1d6+2) and
 bite +6 (1d8+2)
Space 10 ft.; **Reach** 5 ft.
Base Atk +7; **Grp** +16
Abilities Str 21, Dex 17, Con --, Int --, Wis 10, Cha 1
SQ undead traits
Feats Improved Initiative^B

2: THE VAULT

DUERGAR LIEUTENANT(ENLARGED) CR 7

Male duergar fighter 6

LE Large humanoid (dwarf)

Init +4; **Senses** Listen +2, Spot +2

Languages Common, Dwarven, Undercommon

AC 19, touch 9, flat-footed 19

(-1 size, +0 Dex, +8 armor, +2 shield)

hp 60 (6 HD)

Immune paralysis, phantasms, poison

Fort +7, **Ref** +2, **Will** +5

Speed 20 ft. (4 squares)

Melee +1 warhammer +11/+6 (2d6+7/x3)

Ranged crossbow +5 (2d6/19-20)

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

Base Atk +6; **Grp** +14

Atk Options Cleave, Power Attack

Spell-Like Abilities (CL 6th):

1/day—*enlarge person*¹, *invisibility*

‡ Already cast

Abilities Str 18, Dex 11, Con 16, Int 8, Wis 12, Cha 4

SQ duergar traits

Feats Cleave^B, Improved Initiative, Iron Will, Power Attack^B, Toughness, Weapon Focus (warhammer)^B, Weapon Specialization (warhammer)^B

Skills Climb +7, Jump +1, Listen +2, Move Silently -2, Spot +2

Possessions combat gear plus +1 full plate, masterwork heavy steel shield, 20 bolts

Skills +4 racial bonus on Move Silently checks; +1 racial bonus on Listen and Spot checks

DUERGAR HEAVY FIGHTER (ENLARGED) CR 6

Male duergar fighter 5

LE Large humanoid (dwarf)

Init +4; **Senses** Listen +2, Spot +2

Languages Common, Dwarven, Undercommon

AC 19, touch 9, flat-footed 19

(-1 size, +0 Dex, +8 armor, +2 shield)

hp 51 (5 HD)

Immune paralysis, phantasms, poison

Fort +7, **Ref** +1, **Will** +2

Speed 20 ft. (4 squares)

Melee +1 warhammer +11 (2d6+7/x3)

Ranged crossbow +4 (2d6/19-20)

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

Base Atk +5; **Grp** +13

Atk Options Power Attack

Spell-Like Abilities (CL 5th):

1/day—*enlarge person*¹, *invisibility*

‡ Already cast

Abilities Str 18, Dex 11, Con 16, Int 8, Wis 12, Cha 4

SQ duergar traits

Feats Power Attack^B, Improved Initiative, Toughness, Weapon Focus (warhammer)^B, Weapon Specialization (warhammer)^B

Skills Climb +6, Jump +0, Listen +2, Move Silently -2, Spot +2

Possessions combat gear plus masterwork full plate, masterwork heavy steel shield, 20 bolts

Skills +4 racial bonus on Move Silently checks; +1 racial bonus on Listen and Spot checks

8: ANOTHER AMBUSH

BALHANNOTH

CR 10

CN Large aberration

Init +7; **Senses** blind, dweomersight 120 ft.; Listen +6

Languages --

Aura dimensional lock

AC 21, touch 12, flat-footed 18

(-1 Size, +3 Dex, +9 natural)

hp 154 (14 HD); **DR** 15/magic

Immune gaze attacks, illusions, visual effects

SR 18

Fort +19, **Ref** +9, **Will** +12

Speed 50 ft. (10 squares), climb 50 ft.

Melee 2 slams +18 each (2d6+9/19-20) and bite + (1d8+4)

Space 10 ft.; **Reach** 10 ft. (15 ft. with tentacles)

Base Atk +10; **Grp** +23

Atk Options Power Attack, constrict +1d8, improved grab, magic strike

Special Actions antimagic grapple

Abilities Str 28, Dex 17, Con 23, Int 3 Wis 12, Cha 8

SQ camouflage

Feats Improved Critical (slam), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack

Skills Climb +17, Hide +16, Jump +17, Listen +6, Move Silently +13

Dweomersight (Su) A balhannoth can sense the presence and position of magic auras within 120 feet of itself, and knows the strength and school of each one. It can pinpoint the location of any creature with ongoing spells cast on it, carrying magic items, or otherwise using magic, and it can notice anything with the area of a magic effect (including its own dimensional lock aura). This otherwise functions like blindsense.

Dimensional Lock (Su) As the *dimensional lock* spell, 20-foot radius centered on the balhannoth, CL 10th. This effect moves with the creature.

Constrict (Ex) A balhannoth deals 1d8 damage with a successful grapple check, in addition to the damage from its slam attack.

Improved Grab (Ex) To use this ability, a balhannoth must hit an opponent of up to Large size with a slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Antimagic Grapple (Su) When a balhannoth grapples an opponent, all the magical properties of that opponent's magic items are suppressed. In addition, a creature grappled by a balhannoth

cannot cast spells or use spell-like or supernatural abilities. A balhannoth automatically suppresses magic items by holding or wearing them.

Camouflage (Ex) A balhannoth's skin changes color to match its surroundings. As a result, a balhannoth can use the Hide skill in any sort of natural terrain.

Skills A balhannoth has a +15 racial bonus on Hide checks due to its camouflage ability. It has a +8 racial bonus on Climb checks and can always choose to take 10 on climb checks, even if rushed or threatened.

ADVANCED GAUTH

CR 8

LE Medium aberration

Init +6; **Senses** Listen +4, Spot +23

Languages Common

AC 19, touch 12, flat-footed 17

(+2 Dex, +7 natural)

hp 99 (12 HD)

Fort +7, **Ref** +6, **Will** +10

Speed 5 ft. (1 square), fly 20 ft. (good)

Melee bite +8 (1d6-1)

Ranged eye rays +11 ranged touch

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

Base Atk +9; **Grp** +8

Special Actions stunning gaze, eye rays

Abilities Str 8, Dex 14, Con 16, Int 15, Wis 15, Cha 13

SQ all-around vision, flight

Feats Alertness^B, Flyby Attack, Improved Initiative, Iron Will, Ability Focus (stunning gaze)

Skills Hide +17, Knowledge (arcana) +17, Listen +4, Search +21, Spot +23

All-around Vision (Ex) A gauth's many eyes give it a +4 racial bonus on Search and Spot checks, and it can't be flanked.

Eye Rays (Su) A gauth can aim two eye rays into any given 90-degree arc. Each of a gauth's six eye rays resembles a spell cast by an 8th-level caster. Each eye ray has a range of 100 feet and a save DC of 18. The save DCs are Charisma-based. The six eye rays include:

Sleep: This works like the spell, except that it affects one creature with any number of Hit Dice (Will negates). Gauths like to use this ray against warriors and other physically powerful creatures.

Inflict Moderate Wounds: This works like the spell, causing 2d8+8 points of damage (Will half).

Dispel Magic: This works like the targeted dispel function of the spell. The gauth's dispel check is 1d20+8.

Scorching Ray: This works like the spell, dealing 4d6 points of fire damage (no save). A gauth creates only one fiery ray per use of this ability.

Paralysis: The target must succeed on a Fortitude save or be paralyzed for 2d10 minutes.

Exhaustion: This works like the spell ray of exhaustion (no save).

Flight (Su) A gauth's body is naturally buoyant, allowing it to fly as the spell as a free action. This also grants it a permanent feather fall effect.

Stunning Gaze (Su) Stun for 1 round, 30 feet, Will DC 19 negates. The save DC is Charisma-based. Any creature meeting the gaze of the gauth's central eye is subject to its stunning gaze attack. Since the gauth can use its eye-rays as a free action, the creature can use a standard action to focus its stunning gaze on an opponent and attack with all eye rays that bear on its foes at the same time.

13: FINALE

DUERGAR CLERIC

CR 10

Male duergar cleric 9

LE Medium humanoid (dwarf)

Init +3; **Senses** Listen +3, Spot +3

Languages Common, Dwarven, Undercommon

AC 21, touch 10, flat-footed 21

(-1 Dex, +9 armor, +2 shield, +1 deflection)

hp 74 (9 HD)

Immune paralysis, phantasms, poison

Fort +9, **Ref** +2, **Will** +9

Speed 20 ft. (4 squares)

Melee +1 *merciful warhammer* +9/+4 (1d8+1 plus 1d6/x3)

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

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

Special Actions rebuke undead 2/day (-1, 2d6+8, 9th), spontaneous casting (inflict spells)

Class Spells Prepared (CL 9th, 10th for Evil spells):

5th—*greater command*^D (DC 19), *flame strike* (DC 18)

4th—*divine power*, *dominate person*^D (DC 18), *freedom of movement*

3rd—*bestow curse* (DC 17), *blindness/deafness* (DC 17), *prayer*, *suggestion*^D (DC 17)

2nd—*desecrate*^D, *hold person* (DC 16), *shatter*, *silence* (DC 15), *sound burst* (DC 15)

1st—*bless*, *cause fear* (DC 15), *command*^D (DC 15), *doom* (DC 15), *protection from good*, *shield of faith*

0—*cure minor wounds* (5), *detect magic*

D: Domain spell. Deity: Laduguer. Domains: Evil, Domination

Spell-Like Abilities (CL 9th):

1/day—*enlarge person*, *invisibility*

‡ Already cast

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

SQ duergar traits

Feats Combat Casting, Improved Initiative, Spell Focus (enchantment)^B, Spell Focus (necromancy), Weapon Focus (warhammer)

Skills Concentration +9, Knowledge (religion) +5, Listen +3, Move Silently -3, Spot +3

Possessions combat gear plus +1 *full plate*, +1 *buckler*, *ring of protection* +1, holy symbol of Laduguer

Skills +4 racial bonus on Move Silently checks; +1 racial bonus on Listen and Spot checks

ADVANCED TYRANNOSAURUS SKELETON CR 8

NE Huge undead

Init +6; **Senses** Listen +0, Spot +0**Languages** understands creator's orders**AC** 13, touch 8, flat-footed 13

(-2 size, +2 dex, +3 natural)

hp 180 (20 HD); DR 5/bludgeoning**Immune** cold, undead immunities**Fort** +6, **Ref** +6, **Will** +11**Speed** 40 ft. (8 squares)**Melee** bite +16 (2d6+13)**Space** 15 ft.; **Reach** 10 ft.**Base Atk** +9; **Grp** +26**Abilities** Str 28, Dex 14, Con --, Int --, Wis 10, Cha 1**SQ** undead traits**Feats** Improved Initiative ^B**VICIOUS ADVANCED MEGARAPTOR SKELETON
CR 7**

NE Large undead

Init +7; **Senses** Listen +0, Spot +0**Languages** understands creator's orders**AC** 14, touch 12, flat-footed 12

(-1 size, +3 dex, +2 natural)

hp 126 (14 HD); DR 5/bludgeoning**Immune** cold, undead immunities**Fort** +3, **Ref** +6, **Will** +9**Speed** 60 ft. (12 squares)**Melee** talons +11 (2d6+5) and

2 foreclaws +6 each (1d8+2/19-20) and

bite +6 (1d8+2)

Space 10 ft.; **Reach** 5 ft.**Base Atk** +7; **Grp** +16**Special Actions** rend (1d8+7)**Abilities** Str 21, Dex 17, Con --, Int --, Wis 10, Cha 1**SQ** undead traits**Feats** Improved Critical (claw)^B, Improved Initiative^B

2: THE VAULT

DUERGAR CAPTAIN (ENLARGED)

CR 10

Male duergar fighter 9

LE Large humanoid (dwarf)

Init +4; **Senses** Listen +2, Spot +2**Languages** Common, Dwarven, Undercommon**AC** 21, touch 9, flat-footed 21

(-1 size, +0 Dex, +9 armor, +3 shield)

hp 87 (9 HD)**Immune** paralysis, phantasms, poison**Fort** +8, **Ref** +3, **Will** +6**Speed** 20 ft. (4 squares)**Melee** +1 *shocking warhammer* +13/+9 (2d6+7 plus 1d6 electricity/19-20/x3)**Ranged** crossbow +8 (2d6/19-20)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +9; **Grp** +17**Atk Options** Cleave, Great Cleave, Power Attack**Spell-Like Abilities** (CL 9th):1/day—*enlarge person*[†], *invisibility*

‡ Already cast

Abilities Str 19, Dex 11, Con 16, Int 8, Wis 12, Cha 4**SQ** duergar traits**Feats** Cleave^B, Great Cleave, Improved Critical (warhammer), Improved Initiative, Iron Will, Power Attack^B, Toughness, Weapon Focus (warhammer)^B, Weapon Specialization (warhammer)^B**Skills** Climb +7, Jump +1, Listen +2, Move Silently -2, Spot +2**Possessions** combat gear plus +1 *full plate*, +1 *heavy steel shield*, 20 bolts**Skills** +4 racial bonus on Move Silently checks; +1 racial bonus on Listen and Spot checks

DUERGAR ELITE FIGHTER(ENLARGED) CR 8

Male duergar fighter 7

LE Large humanoid (dwarf)

Init +4; **Senses** Listen +2, Spot +2**Languages** Common, Dwarven, Undercommon**AC** 20, touch 9, flat-footed 20

(-1 size, +0 Dex, +9 armor, +2 shield)

hp 70 (7 HD)**Immune** paralysis, phantasms, poison**Fort** +7, **Ref** +2, **Will** +5**Speed** 20 ft. (4 squares)**Melee** +1 *warhammer* +12/+7 (2d6+7/x3)**Ranged** crossbow +6 (2d6/19-20)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +7; **Grp** +15**Atk Options** Cleave, Power Attack**Spell-Like Abilities** (CL 7th):1/day—*enlarge person*[†], *invisibility*

‡ Already cast

Abilities Str 18, Dex 11, Con 16, Int 8, Wis 12, Cha 4**SQ** duergar traits**Feats** Cleave^B, Improved Initiative, Iron Will, Power Attack^B, Toughness, Weapon Focus (warhammer)^B, Weapon Specialization (warhammer)^B**Skills** Climb +7, Jump +1, Listen +2, Move Silently -2, Spot +2**Possessions** combat gear plus +1 *full plate*, masterwork heavy steel shield, 20 bolts**Skills** +4 racial bonus on Move Silently checks; +1 racial bonus on Listen and Spot checks

8: ANOTHER AMBUSH

BALHANNOTH

CR 10

CN Large aberration

Init +7; **Senses** blind, dweomersight 120 ft.; Listen +6**Languages** --**Aura** dimensional lock**AC** 21, touch 12, flat-footed 18

(-1 Size, +3 Dex, +9 natural)

hp 154 (14 HD); **DR** 15/magic**Immune** gaze attacks, illusions, visual effects**SR** 18**Fort** +19, **Ref** +9, **Will** +12**Speed** 50 ft. (10 squares), climb 50 ft.**Melee** 2 slams +18 each (2d6+9/19-20) and bite + (1d8+4)**Space** 10 ft.; **Reach** 10 ft. (15 ft. with tentacles)**Base Atk** +10; **Grp** +23**Atk Options** Power Attack, constrict +1d8, improved grab, magic strike**Special Actions** antimagic grapple**Abilities** Str 28, Dex 17, Con 23, Int 3 Wis 12, Cha 8**SQ** camouflage**Feats** Improved Critical (slam), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack**Skills** Climb +17, Hide +16, Jump +17, Listen +6, Move Silently +13**Dweomersight (Su)** A balhannoth can sense the presence and position of magic auras with 120 feet of itself, and knows the strength and school of each one. It can pinpoint the location of any creature with ongoing spells cast on it, carrying magic items, or otherwise using magic, and it can notice anything with the area of a magic effect (including its own dimensional lock aura). This otherwise functions like blindsense.**Dimensional Lock (Su)** As the *dimensional lock* spell, 20-foot radius centered on the balhannoth, CL 10th. This effect moves with the creature.**Constrict (Ex)** A balhannoth deals 1d8 damage with a successful grapple check, in addition to the damage from its slam attack.**Improved Grab (Ex)** To use this ability, a balhannoth must hit an opponent of up to Large size with a slam attack. It can then attempt to start a grapple as a free action without provoking an attack of

opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Antimagic Grapple (Su) When a balhannoth grapples an opponent, all the magical properties of that opponent's magic items are suppressed. In addition, a creature grappled by a balhannoth cannot cast spells or use spell-like or supernatural abilities. A balhannoth automatically suppresses magic items by holding or wearing them.

Camouflage (Ex) A balhannoth's skin changes color to match its surroundings. As a result, a balhannoth can use the Hide skill in any sort of natural terrain.

Skills A balhannoth has a +15 racial bonus on Hide checks due to its camouflage ability. It has a +8 racial bonus on Climb checks and can always choose to take 10 on climb checks, even if rushed or threatened.

ADVANCED GAUTH

CR 8

LE Medium aberration

Init +6; **Senses** Listen +4, Spot +23

Languages Common

AC 19, touch 12, flat-footed 17

(+2 Dex, +7 natural)

hp 99 (12 HD)

Fort +7, **Ref** +6, **Will** +10

Speed 5 ft. (1 square), fly 20 ft. (good)

Melee bite +8 (1d6-1)

Ranged eye rays +11 ranged touch

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

Base Atk +9; **Grp** +8

Special Actions stunning gaze, eye rays

Abilities Str 8, Dex 14, Con 16, Int 15, Wis 15, Cha 13

SQ all-around vision, flight

Feats Alertness^B, Flyby Attack, Improved Initiative, Iron Will, Ability Focus (stunning gaze)

Skills Hide +17, Knowledge (arcana) +17, Listen +4, Search +21, Spot +23

All-around Vision (Ex) A gauth's many eyes give it a +4 racial bonus on Search and Spot checks, and it can't be flanked.

Eye Rays (Su) A gauth can aim two eye rays into any given 90-degree arc. Each of a gauth's six eye rays resembles a spell cast by an 8th-level caster. Each eye ray has a range of 100 feet and a save DC of 18. The save DCs are Charisma-based. The six eye rays include:

Sleep: This works like the spell, except that it affects one creature with any number of Hit Dice (Will negates). Gauths like to use this ray against warriors and other physically powerful creatures.

Inflict Moderate Wounds: This works like the spell, causing 2d8+8 points of damage (Will half).

Dispel Magic: This works like the targeted dispel function of the spell. The gauth's dispel check is 1d20+8.

Scorching Ray: This works like the spell, dealing 4d6 points of fire damage (no save). A gauth creates only one fiery ray per use of this ability.

Paralysis: The target must succeed on a Fortitude save or be paralyzed for 2d10 minutes.

Exhaustion: This works like the spell *ray of exhaustion* (no save).

Flight (Su) A gauth's body is naturally buoyant, allowing it to fly as the spell as a free action. This also grants it a permanent feather fall effect.

Stunning Gaze (Su) Stun for 1 round, 30 feet, Will DC 19 negates. The save DC is Charisma-based. Any creature meeting the gaze of the gauth's central eye is subject to its stunning gaze attack. Since the gauth can use its eye-rays as a free action, the creature can use a standard action to focus its stunning gaze on an opponent and attack with all eye rays that bear on its foes at the same time.

13: FINALE

DUERGAR CLERIC

CR 12

Male duergar cleric 11

LE Medium humanoid (dwarf)

Init +3; **Senses** Listen +4, Spot +4

Languages Common, Dwarven, Undercommon

AC 21, touch 10, flat-footed 21

(-1 Dex, +9 armor, +2 shield, +1 deflection)

hp 90 (11 HD)

Immune paralysis, phantasms, poison

Fort +9, **Ref** +2, **Will** +10

Speed 20 ft. (4 squares)

Melee +1 *merciful warhammer* +11/+6 (1d8+1 plus 1d6/x3)

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

Base Atk +8; **Grp** +9

Special Actions rebuke undead 2/day (-1, 2d6+10, 11th), spontaneous casting (inflict spells)

Class Spells Prepared (CL 11th, 12th for Evil spells):

6th—*harm* (DC 20), *geas/quest*^D (DC 21)

5th—*greater command*^D (DC 20), *flame strike* (DC 19)

4th—*divine power*, *dominate person*^D (DC 18), *freedom of movement*

3rd—*bestow curse* (DC 18), *blindness/deafness* (DC 18), *prayer*, *suggestion*^D (DC 18)

2nd—*desecrate*^D, *hold person* (DC 17), *shatter*, *silence* (DC 16), *sound burst* (DC 16)

1st—*bless*, *cause fear* (DC 16), *command*^D (DC 16), *doom* (DC 16), *protection from good*, *shield of faith*

0—*cure minor wounds* (5), *detect magic*

D: Domain spell. Deity: Laduguer. Domains: Evil, Domination

Spell-Like Abilities (CL 11th):

1/day—*enlarge person*, *invisibility*

‡ Already cast

Abilities Str 13, Dex 8, Con 16, Int 10, Wis 18, Cha 8

SQ duergar traits

Feats Combat Casting, Improved Initiative, Spell Focus (enchantment)^B, Spell Focus (necromancy), Weapon Focus (warhammer)

Skills Concentration +9, Knowledge (religion) +5, Listen +3, Move Silently -3, Spot +3

Possessions combat gear plus +1 *full plate*, +1 *buckler*, *ring of protection* +1, holy symbol of Laduguer, *periapt of wisdom* +2
Skills +4 racial bonus on Move Silently checks; +1 racial bonus on Listen and Spot checks

BONEYARD **CR 14**
CE Huge Undead
Init +6; **Senses** Listen +25, Spot +25; darkvision 60 ft.
Languages --
AC 30, touch 10, flat-footed 28
(-2 Size, +2 Dex, +20 natural)
hp 165 (17 HD); **DR** 10/-; **fast healing** 10
Immune cold
SR 24
Fort +7, **Ref** +9, **Will** +15
Speed 20 ft. (4 squares), fly 60 ft.(good)
Melee bite +16 (2d8+15/19-20 plus bone subsumption)
Space 15 ft.; **Reach** 10 ft.
Base Atk +8; **Grp** +26
Atk Options Power Attack, constrict +1d8, improved grab, magic strike
Special Actions improved grab, summon skeletons, utter subsumption
Abilities Str 31, Dex 14, Con -, Int 18 Wis 20, Cha 18
SQ undead traits, inescapable craving
Feats Combat Reflexes, Dodge, Great Fortitude, Improved Critical (bite), Improved Initiative, Improved Toughness, Lightning Reflexes
Skills Balance +22, Climb +30, Hide +22, Jump +30, Listen +25, Move Silently +22, Search +24, Spot +25

Bone Subsumption (Su) Whenever a boneyard successfully bites a foe, the victim must make a DC 22 Fortitude save (except for undead victims, which make Will saves). The save DC is Charisma-based. On a failed save, the victim's bones begin to meld with the form of the boneyard. The victim takes 2d4 points of damage to Constitution, Dexterity, and Strength. This ability works only on creatures that possess a skeletal structure.

Improved Grab (Ex) To use this ability, a boneyard must hit an opponent of up to Large size with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to utterly subsume all the bones in the victim's body.

Inescapable Craving A boneyard has an inescapable craving for bones, which it satisfies by using its bone subsumption ability.

Summon Skeletons (Su) A boneyard can summon undead creatures from its own bones once per day. 1D4+2 troll skeletons or 1d3+1 young adult red dragon skeletons. The undead arrive in 1d10 rounds, and server for 1 hour or until they are reabsorbed back into the boneyard.

Utter Subsumption (Su) If a boneyard wins a grapple check after using its improved grab ability, it attempts to pin the target on its next action. A boneyard that begins a turn with a victim still pinned and then makes one more successful grapple check automatically tears every bone from the victim's body, instantly killing the victim.

APPENDIX 2: NEW RULES ITEMS

SPELLS

Acid Storm

Conjuration (Creation)[Acid]

Level: Sorcerer/Wizard 6

Components: V,S,M

Casting Time: 1 standard action

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

Area: Cylinder (20 ft. radius, 20 ft. high)

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

Acid rain deals 1d6 points of acid damage per level (maximum damage 15d6) to each creature in the area,

Material component: A flask of acid (10 gp).

Source: *Spell Compendium*, pg 7.

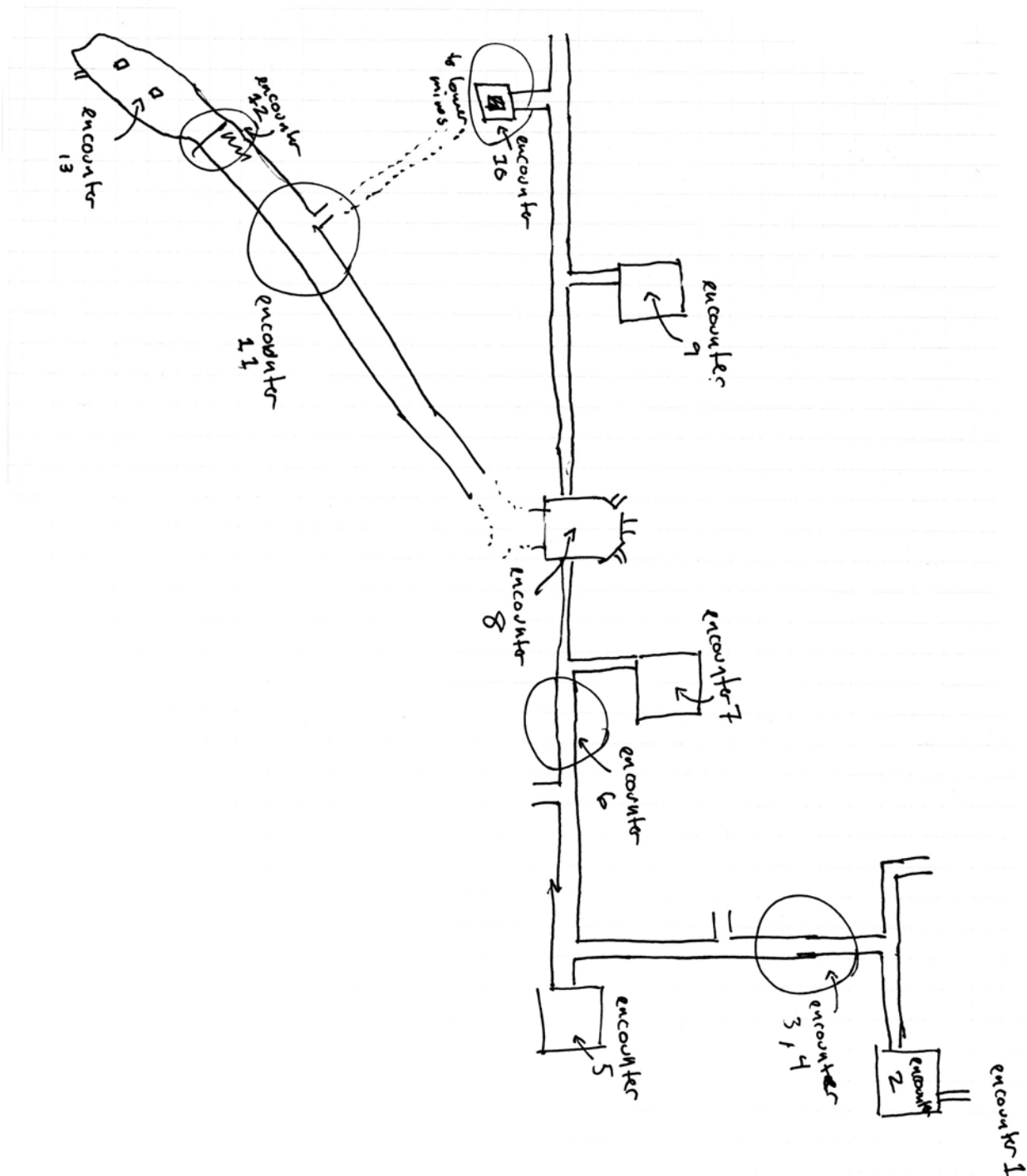
APPENDIX 3: DM MAPS

DM's overall map with encounter locations

(In general, passageways are 6' wide by 6' high, with supporting beams every 10 – 50 feet.)

(Large creatures will have to squeeze. See Encounter 2, page 7 for details.)

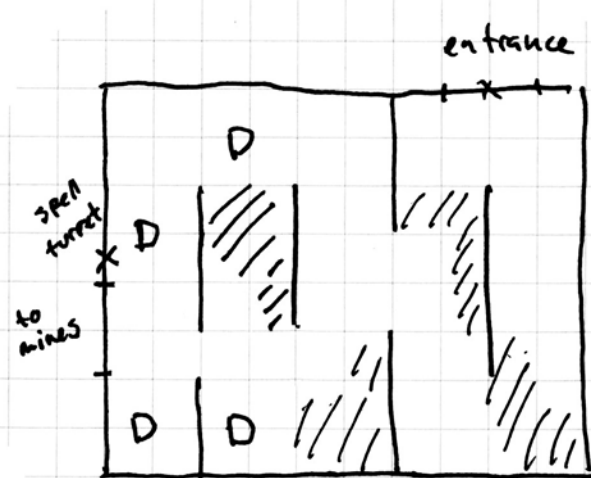
(Top of the page is north)



Map of Encounter 2: The Vault

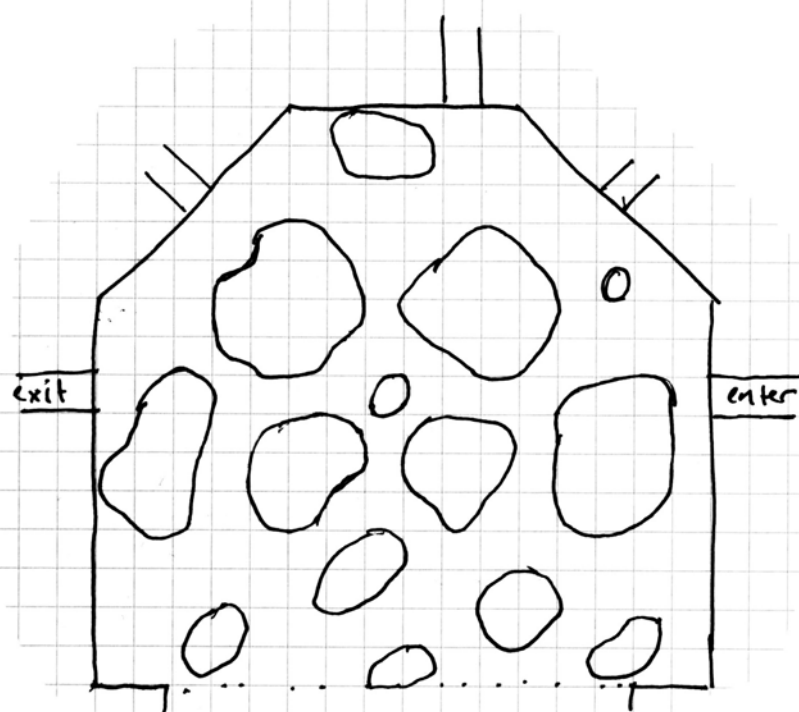
(each square = 5'x5'; D = Duergar; lines along grid are shelves; slash marks are spilled coins)

(spell turret is high enough to see over the two closest shelves, but not others. PCs in a square immediately behind a shelf (relative to the turret) cannot be 'seen' by the turret)

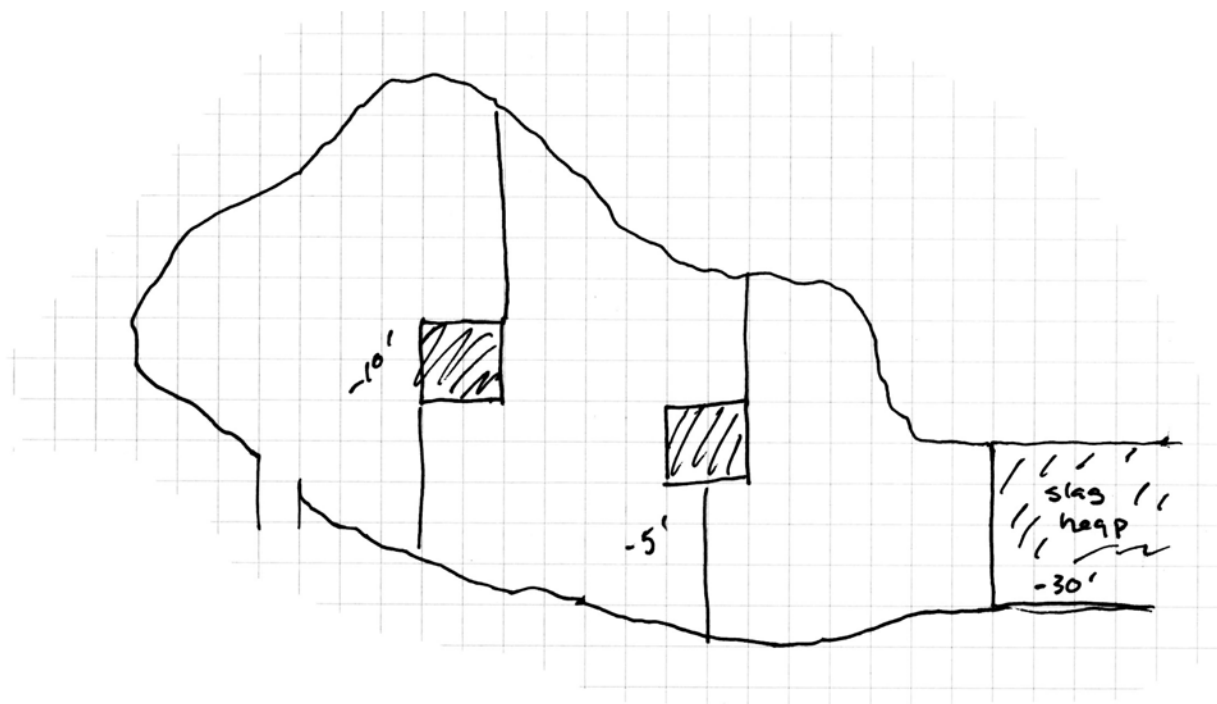


Map of Encounter 8: Another Ambush

(each square = 5'x5')



Map of Encounter 13: Finale
(each square = 5'x5')



APPENDIX 4: PLAYER HANDOUT 1: MAP OF THE MINES

