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Dungeon Crawl Classics #44

Dreaming Caverns of the Duergar

by Mike Ferguson

AN ADVENTURE FOR CHARACTER LEVELS 1-3



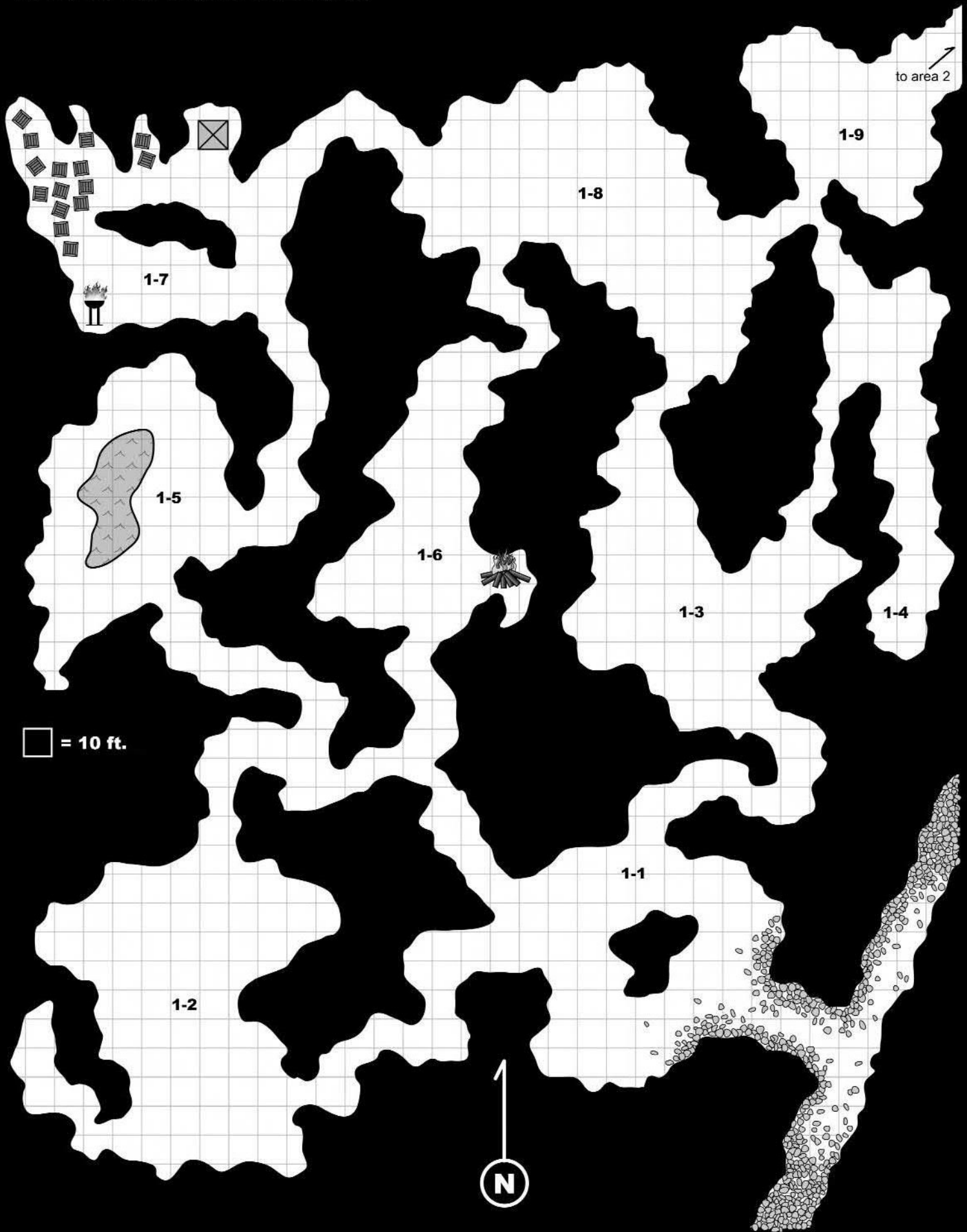
Remember the good old days, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Those days are back. Dungeon Crawl Classics adventures don't waste your time with long-winded speeches, weird campaign settings, or NPCs who aren't meant to be killed. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you remember, and the secret doors you know are there somewhere.

While journeying through the treacherous peaks of the UI Dominor mountains, the heroes are caught in an avalanche! They find the road ahead blocked by rubble – as well as the road behind. But the avalanche opens a cave in the mountainside, leading to a labyrinth of dark, forbidding caverns. With nowhere else to go, the heroes make their way into the unexplored cave, and soon find themselves battling duergar cultists with a sinister agenda...

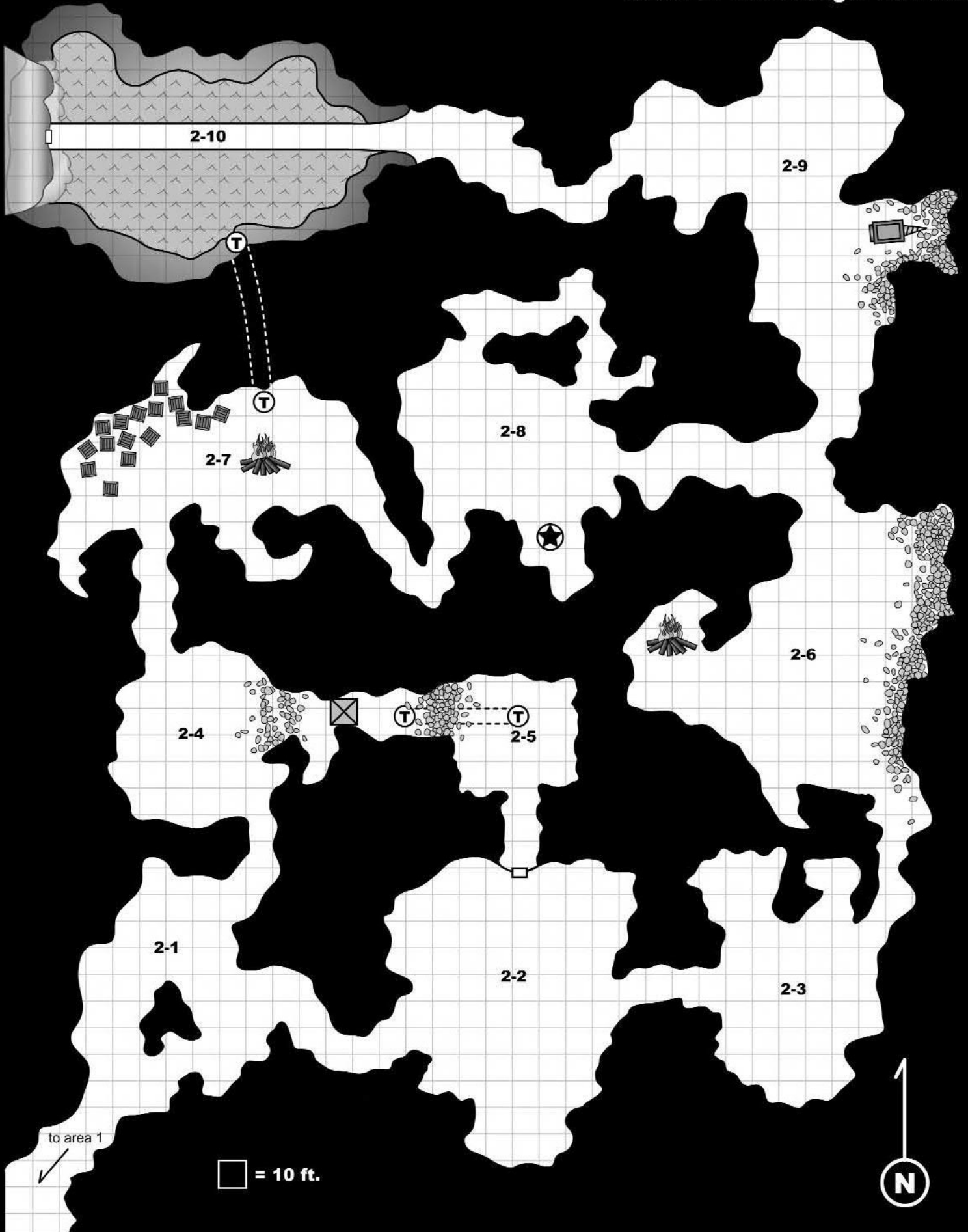
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Area 1: The Depths of Despair



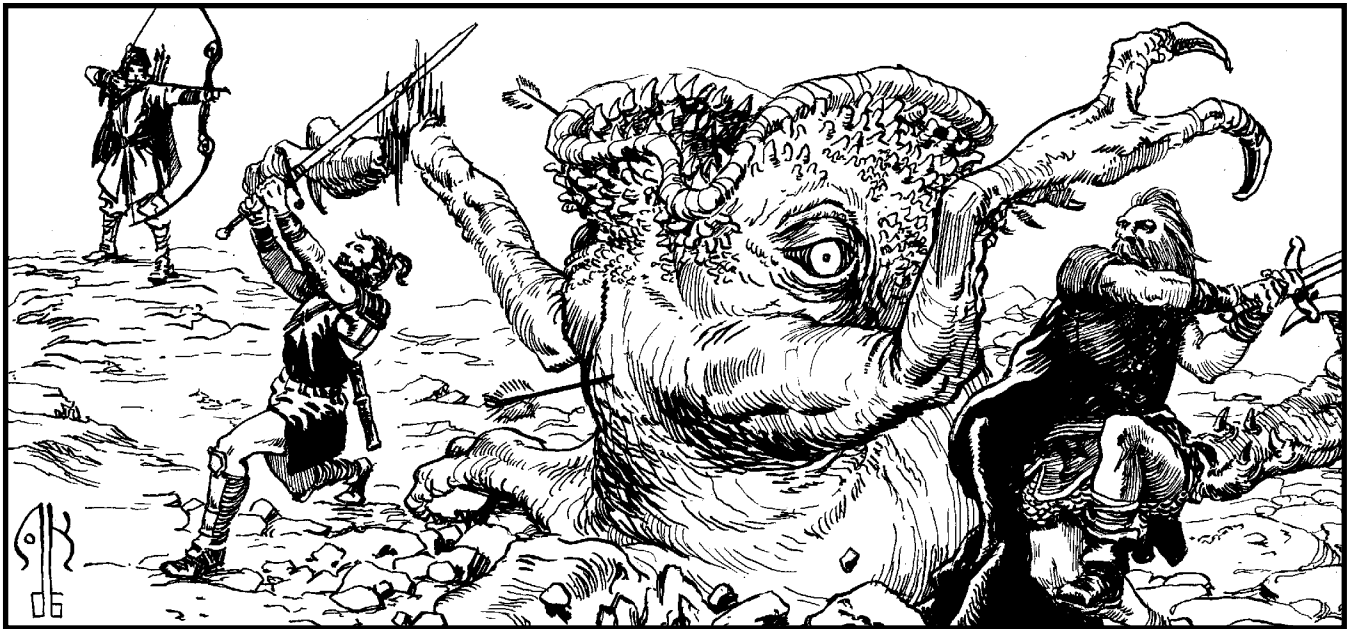
Area 2: The Duergar Tunnels



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Table of Contents

Introduction.....	2
Game Master's Section	2
Background Story.....	4
Map Key	6
Level 1: The Depths of Despair	6
Level 2: The Duergar Tunnels.....	13
Level 3: The Gardens of Gray	21
Level 4: The Sleeping Dragons.....	26
Appendix I: New Monsters	35
Appendix 2: Player Handouts.....	41
Appendix 3: Pregenerated Characters.....	44
Maps.....	47

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Introduction

Remember the good old days, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Those days are back. Dungeon Crawl Classics don't waste your time with long-winded speeches, weird campaign settings, or NPCs who aren't meant to be killed. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you fear, and the secret doors you know are there somewhere.

The Dreaming Caverns of the Duergar is designed for four to six characters of 1st to 3rd level, with a total of 6-12 total character levels between party members. While the PCs can be of any class, at least one fighter character will be essential for good game play, and a ranger or druid would come in handy. It is also recommended that at least one character either be a dwarf or a gnome. See the "Scaling Information" section for ways to tailor this adventure to your group's unique style of play.

Adventure Summary

The adventure begins as the player characters travel to UI Yazhmotk, a dwarven town in the UI Dominor Mountains. While making their way down a narrow mountain pass, an avalanche occurs, blocking the road in front of them – as well as the road behind. The avalanche, though, reveals the entrance to a labyrinth of dark and forbidding caverns. With nowhere else to go, the player characters make their way into the unexplored cave, and immediately find themselves battling duergar cultists, who plan to invade UI Yazhmotk. They also find themselves hunting a half-dragon mercenary, who is searching the caverns for his own nefarious reasons.

Game Master's Section

Encounter Table

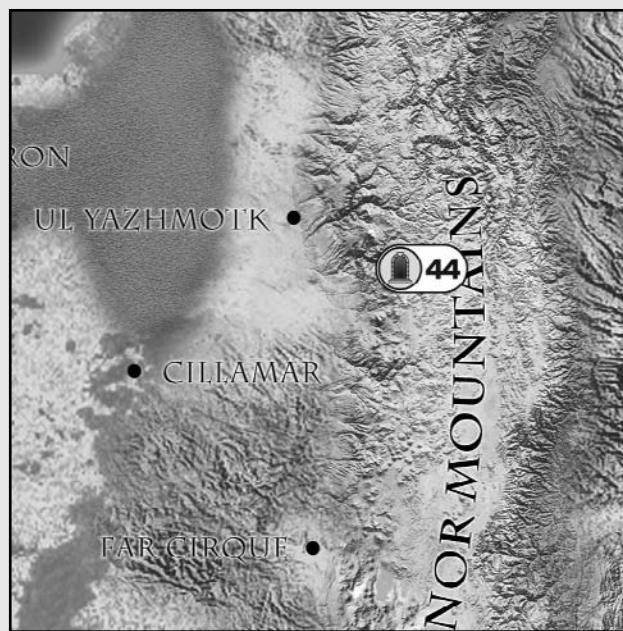
To help the GM prepare, we have included a quick reference table showing all encounters at a glance. **Loc** – the location number keyed to the map for the encounter. **Pg** – the module page number that the encounter can be found on. **Type** – this indicates if the encounter is a trap (T), puzzle (P), or combat (C). **Encounter** – the key monsters, traps, or NPCs that can be found in the encounter. Names in italics are classed NPCs. **EL** – the encounter level.



Loc	Pg	Type	Encounter	EL
1-2	7	C	2 duergar sentries	2
1-3	8	C	Duergar sentry	1
1-4	9	C	Spider swarm	1
1-5	9	C	2 Small monstrous scorpions	1
1-7	11	T	Rolling rock trap	1
1-8	11	C	Derro warrior	3
1-9	12	T	Hangman trap	1
2-1	13	C	2 duergar sentries	2
2-2	14	C	<i>Tyvim Sorethin</i> , drow Rog3	4
2-3	15	C	<i>Stiteibo Frakk</i> , minor xorn	3
2-4	16	T	Large net trap	2
2-5	16	C	Executioner's hood	2
2-6	17	C	2 duergar miners	2
2-8	18	C	2 duergar cultists Clr1	4

DCC World

If you are using the world of Áereth from DCC #35: Gazetteer of the Known Realms, the Dreaming Caverns are found south of the dwarven city of UI Yazhmotk, deep beneath the western slope of the mighty UI Dominor mountains.



Loc	Pg	Type	Encounter	EL
2-9	19	C	Duergar miner	1
2-10	19	C	2 derro warriors	5
3-2	22	C	2 vegepygmy commoners	1
3-3	22	C	Phantom fungus	3
3-4	23	C	3 vegepygmy commoners	4
		T	Deeper pit trap	
3-5	24	C	Yellow musk creeper	2
3-6	25	C	3 duergar yellow musk creeper zombies	3
3-7	25	C	Violet fungus	3
3-8	25	C	2 vegepygmy commoners	2
		C	Vegepygmy worker	
4-2	27	C	2 duergar sentries	2
4-3	28	T	Razor wire across cave passage trap	1
4-4	28	C	4 kobold warrior skeletons	1
4-5	29	C	<i>Zaghâl Turuk</i> , duergar Ftr3	4
4-8	31	C	<i>Andurin Maeglor</i> , duergar Clr3	4
4-9	32	C	<i>Itharnos Cyvorak</i> , duergar half-dragon Rog2	5
4-10	34	T	Face of doom trap	3

Scaling Information

The Dreaming Caverns of the Duergar is designed for four to six characters of 1st-3rd level, but it can be easily modified for parties of different sizes or levels. However, certain encounters are designed to leave the party outmatched in head-to-head combat. This encourages the PCs to resort to stealth, strategy, and spells to defeat foes that cannot be slain by mere brute force.

With this in mind, consider adapting the adventure as follows:

Weaker parties (3 or fewer characters): Remove one of the duergar sentries from area 1-2, and remove the derro from area 1-8. Remove the minor xorn Stiteibo Frakk from area 2-3, one of the duergar cultists from area 2-8, and both of the derro warriors from area 2-10.

Remove the phantom fungus from area 3-3, and one of the duergar yellow musk creeper zombies from area 3-6. Remove 2 character levels from Zaghâl Turuk in area 4-5, and remove 2 character levels from Andurin Maeglor in area 4-8. Remove 1 character level from Itharnos Cyvorak in area 4-9. Remove the face of doom trap from area 4-10.

Stronger parties (7 or more characters, or higher than 3rd level): Double the number of duergar sentries in areas 1-2 and 1-3, and double the number of small monstrous scorpions in area 1-5. Add a second minor xorn in area 2-3. Double the number of duergar miners in area 2-6, and add a third duergar cultist in area 2-8. Double the number of vegepygmy commoners in areas 3-2, 3-4, and 3-8. Add a fourth duergar yellow musk creeper zombie in area 3-6. Double the number of kobold warrior skeletons in area 4-4. Add 1 character level to Zaghâl Turuk in area 4-5, and add 1 character level to Andurin Maeglor in area 4-8. Add 2 character levels to Itharnos Cyvorak in area 4-9.

Getting the Players Involved

Feel free to use the following plot hooks to get the characters headed straight toward the dungeon.

- Myrialle Mataryn, a notorious jewel thief from the city of Zan Tarkhaal, has managed to steal a jeweled scepter from a warlord in the Council of the Clans. She has fled Zan Tarkhaal, and is believed to be hiding somewhere in UI Yazhmotk. The warlord – an elderly but renowned general named Rolas Cairnblade – hires the party to quietly hunt down and capture the elusive thief, as he does not wish knowledge of this theft to become widespread throughout the rest of the dwarven lands.
- The shadowy wizards' cabal known as the Ordo Arcana is interested in finding ancient dragon-related artifacts in the UI Dominor Mountains. The cabal hires the player characters to explore the mountain passages between Zan Tarkhaal and UI Yazhmotk, in search of ruins or relics relating to an ancient dragon-worshipping civilization thought lost to time. In particular, the cabal promises significant rewards for any objects found that could be connected to C'bogyg Cyvorak, an ancient dwarven high priest who led his followers to power and glory centuries ago.

Character Death

If the party is knocked unconscious (or if a character is knocked below 0 hit points and the rest of the party flees), they are not left to die by the duergar cultists in the caverns. Instead, the characters are stripped of their equipment, and are tied up and held in an isolated section of the caverns (area 2-2). Their equipment is placed

in the small area used as quarters by Itharnos Cyvorak (area 2-5). Characters will awaken in the holding cell with one-half their total hit points and no equipment. They discover that their wounds have been bound by the duergar cultists. The reason the characters are spared from certain death is that Cyvorak (see area 4-9) wishes to use them as hostages, in case dwarven soldiers from Zan Tarkhaal or Ul Yazhmotk enter the caverns and discover his sinister plans.

Treasure

Creatures listed as having “miscellaneous coins” for treasure carry 1d4 silver pieces for duergar and derro soldiers, and 1d4 silver pieces + 1d4 gold pieces for everything else. This amount is multiplied by the dungeon level or the CR, whichever is greater. For example, an ordinary duergar sentry on level 1 would have 1d4 silver pieces, while a duergar cultist on level 2 would have 2d4 sp + 2d4 gp.

Background Story

The Legacy of the Caverns

In ancient times, powerful dragons ruled over the Ul Dominor Mountains. The mightiest of these dragons – Xhitigal, a cruel and wicked red dragon, and Amrielle, a just and compassionate gold dragon – waged war with one another for centuries. Legions of duergar, dwarves, and kobolds devoted themselves to these two dragons, and fought against one another in many long, bloody battles in the service of these mighty creatures.

The epic struggle between the two dragons and their devoted followers reached its conclusion during the infamous Day of Seven Betrayals. Although few accurate records of that fateful battle exist, at the end of this final conflict, Amrielle lay slain upon the field of battle, and Xhitigal was somehow transformed into a being of divine power. The forces of good were banished from the Ul Dominor Mountains, and an unholy alliance of duergar, kobolds, and evil dwarves took control of this vast region of the Known Realms, all swearing fealty to their new god and master...Xhitigal.

For a brief time, the servants of Xhitigal reigned supreme over this part of the world. Under the guidance of the dwarven high priest C'bogyg Cyvorak, these servants built an immense citadel over the remains of Xhitigal's former lair. This citadel came to serve as a seat of power for the evil dragon's followers. Mighty armies commanded by C'bogyg Cyvorak began to conquer the lands beyond the Ul Dominor Mountains, and for a brief moment in time, it appeared as though the greedy claws of Xhitigal would create a lasting scar across the face of the Known Realms.

Fate intervened, though, when an assassin's blade slew C'bogyg Cyvorak under mysterious circumstances. Without his sure and steady hand to rule over the motley followers of Xhitigal, internal squabbling broke out between the various factions of the red dragon's followers, and a civil war erupted. The good dwarves of the Ul Dominor Mountains – still lurking and hiding in isolated caverns, far from the prying eyes of their evil brethren –

took this opportunity to strike. They managed to rout the followers of Xhitigal from this grand region of the Underdeep, annihilating them in a vicious, unrelenting fight that became known as the Battle of Blackthorne. Thus was born the fledgling Holdfast of the Steel Overlord, and the great citadel of C'bogyg Cyvorak fell into ruin, abandoned by Xhitigal's worshippers and eventually forgotten by most denizens of the Underdeep. The deserted caverns became the home to odd, exotic creatures such as vegepygmies, who thrived in isolation far away from the dwarven kingdoms.

The Dragon's Servants – GM's Eyes Only

Though utterly defeated, a few followers of Xhitigal survived. Forced to wander through the darkest corners of the Ul Dominor Mountains in disgrace, these bitter worshippers of the red dragon – now known as the Order of Xhitigal – plotted their revenge. Few of these plots ever came to fruition, though, and even fewer met with any sort of success. Still, the cultists of the Order of Xhitigal never lost faith, and they fervently believed that their dragon god would send them a divine sign, a harbinger of revenge and victory.

Unfortunately, that sign arrived in the form of Itharnos Cyvorak.

A distant descendant of the high priest C'bogyg Cyvorak, Itharnos Cyvorak had a chance encounter with several powerful members of the Order of Xhitigal. His name – and the fact that the blood of red dragons also coursed through his veins – convinced the Order that Itharnos Cyvorak was indeed the divine sign that they had been waiting for. The half-dragon found the situation strange and amusing...but, as a thief and mercenary, he instantly recognized their blind fanaticism as a gift to be exploited.

Through sheer guile, the half-dragon charlatan convinced the disillusioned members of the Order of



Dwarf



Duergar



Derro

Xhitigal that he was indeed a great war leader, and that he represented the key to their salvation. He claimed to know the location of an infamous magical sword called the Blood Conciliator. He also told the Order that should they recover the sword, they could begin a grand holy war against the Holdfast of the Steel Overlord and eventually regain control of the UI Dominor Mountains.

Itharnos Cyvorak's words were false, but to the Order of Xhitigal, they had the ring of truth. So, a large contingent of the Order went to the forgotten ruins of the citadel of C'bogyg Cyvorak dreaming of conquest...with Itharnos Cyvorak, the half-dragon thief, leading the way with his own secretive plans in mind.

Under Itharnos Cyvorak's guidance, the long and laborious process of building a siege tunnel to UI Yazhmotk began, as did the search for the magic weapon hidden in the ruins of the citadel. Both tasks, however, have faced considerable challenges, with the rumblings of nearby Mount Rolnith making work in the forgotten caverns exceedingly difficult. Tensions between Itharnos Cyvorak and the leaders of the Order of Xhitigal have become quite heated, and should any significant disaster befall their work – such as a massive cave-in, for example – the conflict between the two may become quite interesting indeed...

Player Beginning

As you make your way through the narrow underground passages far beneath the UI Dominor Mountains, you are horrified to suddenly hear a loud rumbling noise, louder than thunder, louder than the wrath of the gods themselves. In an instant, ash and rock rain down upon you, blotting out your torchlight, and shrouding you in total darkness.

When the deafening noise subsides and the dust clears, you see yourself trapped in a desperate situation. Unending piles of gigantic boulders wall off both the path ahead of you as well as the path behind, effectively trapping you in an underground tomb. With few options left to you, you slowly begin to dig, struggling to clear away the vast piles of rubble in the unending darkness.

After a few hours of excavation, though, you discover a sliver of salvation. Through your herculean efforts, you finally manage to uncover the entrance to a small, narrow tunnel. You also see a faint, flickering light shining somewhere at the tunnel's end. You realize that perhaps freedom lies somewhere through this mysterious passage – but perhaps danger lies that way as well...

Level 1: The Depths of Despair

The caverns in this area mark the outer perimeter of the duergar encampment. Until the cave-in, these particular caverns served mostly as the connecting passages between the main forces of Itharnos Cyvorak and the duergar mining site. However, the cave-in that brought the player characters to the dungeon also had devastating effects upon Cyvorak and his evil dwarven allies – most of the tunnels used by the duergar completely collapsed, trapping most of Cyvorak’s weak-willed followers under thousands of tons of rock. Cyvorak quickly realized that tunneling to reach these trapped cultists could take weeks with the limited resources at hand. So, the half-dragon mercenary instead instructed the remaining followers in the caverns to begin working anew on the siege tunnel leading beneath UI Yazhmotk. He (correctly) believed that the trapped cultists on the other side of the cave-in could clear the collapsed tunnels and reach him and his followers faster than he could reach them.

A few remaining duergar and derro sentries patrol this area, keeping alert both for possible rescuers and for potential dwarven attackers from UI Yazhmotk (well, at least the duergar are; the derro probably failed to notice the cavern collapse). The duergar in this area are mostly nervous, angry, and alert – surprising or tricking them should prove to be a difficult task for the player characters.

It’s very likely that the player characters, having been trapped in darkness for hours, will have no idea which way is north at this point, unless the party has a spell or ability that can determine direction. Although the descriptions in most areas refer to compass points (“north,” “western,” etc.), GMs should feel free to substitute phrases like “to your left” or “straight ahead” where appropriate. Friendly GMs can allow the player characters to make a Wisdom check (DC 25) to discern the direction of north. (But if you were really friendly, you wouldn’t be taking your players through a Dungeon Crawl Classic, would you?)

All cavern passages are approximately 10 feet wide and 20 feet high, made of extremely rough stone. Individual areas on this level are 20 feet high where the ceiling

meets the walls, and 30 to 40 feet high in the center of each area. Each wall on this level is considered to be unworked stone and all doors are considered to be simple wooden doors with the following game statistics, unless otherwise noted in the room text:

Unworked Stone Wall: 5 ft. thick; hardness 8; hp 900; Break DC 65; Climb DC 20.

Simple Wooden Door: 1 in. thick; hardness 5; hp 10; Break DC 13 (stuck), 15 (locked).

Unless otherwise noted in the room text, none of the tunnels or areas in this section of the dungeon has any natural source of illumination.

Wandering Monsters

There is a 15% chance (1-3 on a d20) per half-hour that the characters come across a random encounter while in a cavern passage or in an empty area. This chance is increased by +5% if the characters are not being cautious or are making noise, and +10% if they are creating a loud disturbance (such as breaking down a door, etc.). If an encounter is called for, roll 1d5 (or divide 1d10 by 2) and consult the following table. Roll hit points for each encounter separately.

1d5	Encounter
1-3	1d3 Medium monstrous centipedes
4-5	1d4 dire rats

The following statistics blocks are provided for easy reference.

Monstrous Centipedes, Medium: Medium vermin; CR 1/2; HD 1d8; hp 4; Init +2; Spd 40 ft., climb 40 ft.; AC 14, touch 12, flat-footed 12; Base Atk +0; Grp -1; Atk/Full Atk Bite +2 melee (1d6-1 plus poison); SA Poison; SQ Darkvision 60 ft., vermin traits; AL N; SV Fort +2, Ref +2, Will +0; Str 9, Dex 15, Con 10, Int –, Wis 10, Cha 2.

Skills and Feats: Climb +10, Hide +10, Spot +4; Weapon Finesse.

Poison (Ex): Bite, Fort DC 10, initial and secondary damage 1d3 Dex. The save DCs are Constitution-based.

Gamescience Dice

The wandering monster tables in this adventure utilize the unique dice manufactured by Gamescience. Gamescience is a pioneer in the development of new polyhedrons. After all, they invented the 100-sided die – what could be cooler than that? Their product line also includes the 1d3, 1d5, 1d7, 1d14, 1d16, 1d24, and 1d30. If you don’t have the appropriate dice for the wandering monster tables in this adventure, you can substitute other dice as appropriate: for 1d3, divide 1d6 by 2; for 1d5, divide 1d10 by 2; for 1d7, roll 1d6+1; and so on. To acquire some of these amazing dice for yourself (yes, they’re real), ask for Gamescience dice by name at your local game store, or visit www.goodmangames.com. Retailers can call 228-392-4177 to reach Gamescience.

Dire Rats: Small animal; CR 1/3; HD 1d8+1; hp 5; Init +3; Spd 40 ft., climb 20 ft.; AC 15, touch 14, flat-footed 12; Base Atk +0; Grp -4; Atk/Full Atk Bite +4 melee (1d4 plus disease); SA Disease; SQ Low-light vision, scent; AL N; SV Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4.

Skills and Feats: Climb +11, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11; Alertness, Weapon Finesse.

Disease (Ex): Filth fever – bite, Fort DC 11, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Areas of the Map

Area 1-1 – An Unpleasant Disagreement: Read or paraphrase the following as the player characters enter this area:

As you slowly force your way through the surrounding rubble, the light that you originally spied through the passage leading into this area grows brighter and brighter. Eventually, you reach the source of this light – a still-burning torch, which lies at the feet of a dead, dwarf-like creature, which is partially covered with rubble. This creature, which has a thick, black tangled beard and wears studded leather armor, apparently died in a horrible manner just prior to the cave-in, judging from the many bloody wounds that crisscross its chest and face. It still holds a bloodstained axe in its cold, dead hands.

Approximately 20 feet away from this dead creature is the corpse of yet another strange dwarf. Like its companion, it apparently died in battle before the cave-in. This second dwarf still clutches a bloody dagger.

The cavern itself is massive. Roughly circular in shape, it measures approximately 90 feet in diameter, with a 20-foot-wide column of stone rising from floor to ceiling in its center. You see two tunnels leading out of this area – one to the north, and two to the west.

The strange dwarves are derro, who were supposed to be guarding this section of the caverns from potential intruders. Fortunately for the player characters, the insane dwarves got into a minor argument right before the cave-in occurred, and murdered each other in a furious and pointless battle.

A successful search of the derro corpses (Search DC 14) reveals a smattering of coins (6 gp on each body) and a tattered piece of parchment. Give the players handout A if they find this parchment. The



line about “hood hate wine” refers to pouring wine on the executioner’s hood in area 2-5 as an effective weapon against the creature, since several had been slain while trying to sneak into that area against the wishes of Itharnos Cyvorak. Additionally, the weapons formerly used by the derro (a dagger and a handaxe) are of masterwork quality, and the torch is an everburning torch.

Area 1-2 – Who Watches the Watchmen (EL 2): Read or paraphrase the following:

Thousands of razor-sharp stalactites hang from the ceiling of this immense cavern, which roughly measures 60 feet wide and 80 feet long. As you enter this area, you hear the distinct sound of boots scraping against stone...and see two dwarven warriors staring angrily at you. The warriors, who are clad in rusted, worn chainmail armor, raise their warhammers above their heads and with a sharp cry, charge in your direction!

The duergar sentries are followers of Itharnos Cyvorak, chosen to patrol the outer regions of the caverns for dwarven intruders and other dangers. Although the sentries view this duty as a badge of honor, the main reason that Cyvorak gave these two evil duergar their assignment was because they proved inept at running the drill machine in area 2-9.

If the party thoroughly searches the side tunnel located in the southwestern section of this area (Search DC 16), they find an unlocked chest partially covered by rocks and debris. Inside the chest are 50 crossbow bolts, 2 short swords, several sheets of parchment and a quill pen, a bullseye lantern, and 4 flasks of oil.

Tactics: Unnerved by the cave-in, the duergar sentries charge the player characters and engage in melee combat with their warhammers. When one sentry drops, the other chooses to run (although by doing so, the ensuing attacks of opportunity should finish off the cowardly duergar).

Duergar sentries War1 (2): CR 1; Medium humanoid; HD 1d8+5; hp 7, 11; Init +0; Spd 20 ft.; AC 17, touch 10, flat-footed 17; Base Atk +1; Grp +2; Atk/Full Atk Warhammer +2 melee (1d8+1/x3) or light crossbow +1 ranged (1d8/19-20); SA Duergar traits, spell-like abilities; SQ Darkvision 120 ft., duergar traits; AL LE; SV Fort +4, Ref +0, Will -1; Str 13, Dex 11, Con 14, Int 10, Wis 9, Cha 4.

Skills and Feats: Appraise +2, Craft (blacksmithing) +2, Craft (stonemasonry) +2, Listen +3, Move Silently -4, Spot +2; Toughness.

Spell-Like Abilities: 1/day – *enlarge person* and *invisibility* as a wizard (caster level 3rd); these abilities affect only the duergar and whatever it carries.

Possessions: Warhammer, light crossbow, 20 crossbow bolts, chainmail armor, heavy wooden shield, miscellaneous coins.

Area 1-3 – The Vigilant Guardian (EL 1): Read or paraphrase the following:

As you enter this V-shaped section of the caverns, you notice the glint of silver and gold specks emanating from the many short, sharp stalagmites filling this area, making this section of the cavern resemble a sweeping field of stone and sparkling metals.

At the northwest end of this area is a dour-looking dwarf, dressed in a gray cloak and chainmail armor and armed with a crossbow. He stands in front of one of two tunnel entrances that apparently lead to other sections of these vast caverns. He smiles thinly as he spots you.

Examining the gold and silver flecks in the stalagmites (Appraise check, DC 14) shows that the valuable-looking metals are in fact bits of pyrite – in other words, worthless pieces of fool's gold. Player characters fooled by the false promise of riches can choose to remove these bits of pyrite from the stalagmites jutting out of the cavern floor; however, it would take more than an hour to pry all the tiny bits of fool's gold from a single stalagmite, and there are

well over forty stalagmites throughout the floor of this area. The presence of the short stalagmites also makes the entire floor of this area count as difficult terrain.

This duergar guard is one of Cyvorak's more trusted henchmen, and is far more sensible than the duergar in area 1-2. He treats his orders to guard the outer caverns seriously. If captured, he offers little to no information about the other duergar and derro in the caverns, and must be forcibly coerced or intimidated into doing so.

Tactics: Unlike his skittish comrades in area 1-2, this sentry is a shrewd and skilled adversary. This duergar warrior immediately moves toward the tunnel entrance leading to area 1-8, limiting the number of opponents that can engage him in melee. He attacks with his light crossbow, trying to maintain the maximum ranged distance without penalty (80 ft.) between himself and the party, and entering melee combat only when directly confronted by the player characters. He focuses his initial attacks on any opponent that appears to be unarmored or lightly armored. Should he crouch down to the ground, the short stalagmites in the area also count as low obstacles, providing him with cover (the player characters may also use the stalagmites as cover in this manner).

Additionally, after two rounds of combat, he begins shouting for help – unless silenced in one round, the GM should make a Listen check (DC 12) for the derro warrior in area 1-8. If the derro hears the duergar sentry's cries for help, he heads into this area and joins the fray against the player characters.

Duergar sentry War1: CR 1; Medium humanoid; HD 1d8+5; hp 9; Init +0; Spd 20 ft.; AC 17, touch 10, flat-footed 17; Base Atk +1; Grp +2; Atk/Full Atk Warhammer +2 melee (1d8+1/x3) or light crossbow +1 ranged (1d8/19-20); SA Duergar traits, spell-like abilities; SQ Darkvision 120 ft., duergar traits; AL LE; SV Fort +4, Ref +0, Will -1; Str 13, Dex 11, Con 14, Int 10, Wis 9, Cha 4.

Skills and Feats: Appraise +2, Craft (blacksmithing) +2, Craft (stonemasonry) +2, Listen +3, Move Silently -4, Spot +2; Toughness.

Spell-Like Abilities: 1/day – *enlarge person* and *invisibility* as a wizard (caster level 3rd); these abilities affect only the duergar and whatever it carries.

Possessions: Warhammer, light crossbow, 20 crossbow bolts, chainmail armor, heavy wooden shield, miscellaneous coins.

Area 1-4 – The Unfortunate Sentinel (EL 1): Read or paraphrase the following:

As you enter this long and narrow section of the caverns, you are greeted by the glittering of silver...and a horrific odor. You immediately spot the desiccated corpse of a duergar warrior, badly mauled and dressed in armor similar to those that you encounter earlier. The body sits propped up against the cavern walls at the end of this elongated, natural tunnel. Next to the body is a small, shiny pile of silver coins.

A spider swarm killed this unfortunate duergar sentry several days ago. Itharnos Cyvorak and his followers discovered the body shortly thereafter; however, upon deducing the cause of the sentry's death, Cyvorak decided to leave the body in this part of the cavern as a lure for inquisitive intruders, along with a small pile of 18 silver pieces.

The swarm currently lurks in the shadows high above the evil dwarf's corpse. Anyone investigating either the corpse or the pile of silver coins must make a successful Spot check (DC 12) to notice the swarm's presence in the area before it attacks; otherwise, the spider swarm gains a surprise attack against whoever decides to examine the body.

Tactics: If it remains unnoticed, the swarm quickly climbs down the cavern wall and focuses its attacks on whatever ill-fated player character chooses to search (or loot) the duergar's corpse. If noticed, it retreats to the cavern ceilings, and attempts to evade any attacks from the party.

Spider Swarm: CR 1; Diminutive vermin (swarm); HD 2d8; hp 9; Init +3; Spd 20 ft., climb 20 ft.; AC 17, touch 17, flat-footed 14; Base Atk +1; Grp –; Atk/Full Atk Swarm (1d6 plus poison); Space/Reach 10 ft./0 ft.; SA Distraction, immune to weapon damage, poison; SQ Darkvision 60 ft., swarm traits, tremorsense 30 ft., vermin traits; AL N; SV Fort +3, Ref +3, Will +0; Str 1, Dex 17, Con 10, Int –, Wis 10, Cha 2.

Skills and Feats: Climb +11, Hide +7, Listen +4, Spot +4.

Distraction (Ex): Any living creature that begins its turn with a spider swarm in its space must succeed on a DC 11 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Poison (Ex): Injury, Fort DC 11, initial and secondary damage 1d3 Str. The save DC is Constitution-based.



Area 1-5 – Lair of the Scorpions (EL 1): Read or paraphrase the following:

As you enter this part of the caverns, you immediately spot a large, shallow pool of water, measuring roughly 20 feet wide and 40 feet long. Although the water appears quite clear and cool, the ground immediately surrounding the pool is muddy and smells horrific. Toward the south, you see what appears to be a small, natural alcove, which is filled with bones and refuse.

The natural alcove serves as a nest to a pair of small monstrous scorpions. The bones and refuse are the remains of the hapless duergar and vegepygmies that the scorpions occasionally stalk and kill.

The horrible-smelling mud surrounding the pool is a combination of bat guano and scorpion leavings. However, the water in the pool is extremely refreshing...and, in fact, contains some residual magic from the long-ago days of Xhitigal's rule over the caverns. Player characters that take a drink from the fountain immediately regain 1 hit point if they are injured (the water has no effect on player characters with full hit points). The effect only works once per day. The water can be bottled and taken elsewhere, but once taken from the pool, the water loses its healing effects in 1d4 days (although it still tastes refreshing).

A Note on Duergar

Gray dwarves are an organized and cohesive race, tempering their wickedness with a stringent adherence to law and discipline. Their warriors are renowned for their grim determination, firm grasp of battlefield tactics, and skill with their weapons. Duergar warriors fight cooperatively, and will use complex strategies in combat, including: flanking, tripping, disarming, and frequent use of the aid another action for both defense and offense. In addition, duergar warriors are not above retreat, and will often make a fighting withdrawal when pressed by superior foes.

Spell-Like Abilities: Duergar can use *invisibility* once per day as a spell-like ability. This ability, coupled with the duergar's racial proclivity for silent movement, allows them to surprise foes with relative ease. Duergar will often become *invisible* when they have advanced warning of an approaching foe, striking with surprise when the target comes within range. Additionally, duergar have been known to become *invisible* before fleeing a fight, making it much more difficult for their enemies to follow them.

Duergar can use *enlarge* once per day as a spell-like ability, and nearly all duergar warriors will *enlarge* before going into battle, using the increased strength and size to bolster their combat abilities. Duergar are adept at fighting as Large-sized creatures, and will use their reach and increased bulk to demoralize and harry their enemies, or even prevent them from fleeing. The following changes are in effect while a duergar is *enlarged*:

- +2 size bonus to Strength
- -2 size penalty to Dexterity
- Increase to size Large
- -1 size penalty on attack rolls and AC
- Weapon damage increased by one step, i.e., 1d8 to 2d6
- Space/Reach 10 ft./ 10 ft.

Provided below is a stat block for an enlarged duergar sentry, a common adversary in this module.

Duergar sentry War1: CR 1; Large humanoid; HD 1d8+5; hp 11; Init -1; Spd 20 ft.; AC 15, touch 9, flat-footed 15; Base Atk +1; Grp +7; Atk/Full Atk Warhammer +2 melee (2d6+2/x3) or light crossbow -1 ranged (1d8/19-20); Space/Reach 10 ft./10 ft.; SA Duergar traits, spell-like abilities; SQ Darkvision 120 ft., duergar traits; AL LE; SV Fort +4, Ref -1, Will -1; Str 15, Dex 9, Con 14, Int 10, Wis 9, Cha 4.

Skills and Feats: Appraise +2, Craft (blacksmithing) +2, Craft (stonemasonry) +2, Listen +3, Move Silently -5, Spot +2; Toughness.

Spell-Like Abilities: 1/day – *enlarge person* and *invisibility* as a wizard (caster level 3rd); these abilities affect only the duergar and whatever it carries.

Possessions: Warhammer, light crossbow, 20 crossbow bolts, chainmail armor, heavy wooden shield, miscellaneous coins.

Duergar Traits: In addition to their spell-like abilities, duergar have a number of special traits that set them apart from their more benign cousins. These traits are listed below for easy reference.

- Darkvision out to 120 feet.
- Immunity to paralysis, phantasms, and poison.
- +2 racial bonus on saves against spells and spell-like abilities.
- Light Sensitivity: Duergar are dazzled in bright sunlight or within the radius of a *daylight* spell.
- +4 racial bonus on Move Silently checks.
- +1 racial bonus on Listen and Spot checks.

Tactics: Should the player characters come within 30 feet of the scorpions' nest, the nasty little monsters charge out toward the party and attack, attempt to quickly kill their opponents with their poisonous stings. If the player characters do not approach the nest, the scorpions remain where they are and leave the party alone.

Monstrous Scorpions, Small (2): CR 1/2; Small vermin; HD 1d8+2; hp 4, 6; Init +0; Spd 30 ft.; AC 14, touch 11, flat-footed 14; Base Atk +0; Grp -4; Atk Claw +1 melee (1d3-1); Full Atk 2 claws +1 melee (1d3-1) and sting -4 melee (1d3-1 plus poison); SA Constrict 1d3-1, improved grab, poison; SQ Darkvision 60 ft., tremorsense 60 ft., vermin traits; AL N; SV Fort +4, Ref +0, Will +0; Str 9, Dex 10, Con 14, Int -, Wis 10, Cha 2.

Skills and Feats: Climb +3, Hide +8, Spot +4; Weapon Finesse.

Constrict (Ex): A monstrous scorpion deals automatic claw damage on a successful grapple check.

Poison (Ex): Sting, Fort DC 12, initial and secondary damage 1d2 Con. The save DCs are Constitution-based.

Area 1-6 – Lair of the Derro: Read or paraphrase the following:

As you enter this part of the caverns, you see several dirty straw mattresses lying near the eastern cavern wall. The mattresses seem dangerously close to the dying embers of a campfire. A wooden chest, reinforced with bands of steel, sits atop a small pile of rubble to the north.

The few derro loyal to Itharnos Cyvorak inhabit this part of the caverns. They deeply mistrust the duergar cultists, which is why they keep mostly to themselves and keep their quarters separate from the rest of Cyvorak's followers. The derro only allied themselves with Cyvorak in order to kill the dwarves of UI Yazhmotk and to revel in the ensuing mayhem. As the cave-ins have collapsed some tunnels and delayed the attack on UI Yazhmotk, the derro have become bored, restless, and violent, increasing the tensions between themselves and the duergar.

The reinforced chest contains a smattering of the derro's possessions, mostly items stolen from their innocent victims. The chest is locked but not trapped (DC 15 Open Lock check to open successfully). The chest can also be smashed open by a DC 18 Strength check or 20 points of slashing/bludgeoning damage. Inside the chest are 500 sp, 3 silver pearls each worth 100 gp, a *potion of cure light wounds*, and an exquisite painting of a young dwarven maiden worth 500 gp. If the player characters smash open the chest, they destroy the painting, rendering it worthless.

Area 1-7 – The Boulder of Death (EL 1): Read or paraphrase the following:

This particular cavern shows signs of frequent use. Scores of footprints crisscross the dusty floor, which lead from the tunnel entrances in the northeastern and southeastern sections of this cavern toward a pile of crates lined up against the western wall. A burning brazier in the southwest corner provides the cavern with dim light.

The duergar use this area of the caverns for storage. The main crates clearly visible on the cavern floor contain casks of water and mead, large quantities of dried meats and trail rations, blankets, nearly two dozen flasks of oil, several coils of hemp rope ranging from 50 to 100 feet long, and other mundane supplies necessary for basic survival.

A few shallow caves along the northern wall contain items of significantly more interest: weapons. A total of five large crates – all locked – can be found in these caves. Each crate contains a dozen ordinary short swords, a dozen shortspears, and a heavy crossbow with 50 bolts. The crates can be opened with a successful Open Lock check (DC 16), or by smashing them open (DC 20 Strength check, or 25 points of slashing/bludgeoning damage).

However, one of the caves also contains a nasty surprise. Should the player characters enter the cave closest to the tunnel leading to area 1-8, they activate a rolling rock trap, which releases a giant boulder that immediately bears down upon whomever first decides to explore that particular cave.

The rubble found in the far northwest corner of this area blocks off the old tunnels that lead to the rest of Cyvorak's followers. Over three miles of crushed, collapsed tunnels lies between the player characters in the caverns and these followers, ensuring that the necessary reinforcements for Cyvorak to eventually attack UI Yazhmotk in force are days – if not weeks – away.

Rolling Rock Trap: CR 1; mechanical; location trigger; manual reset; Atk +10 melee (2d6, rock); Search DC 20; Disable Device DC 22.

Area 1-8 – The Deranged Sentinel (EL 3): Read or paraphrase the following:

As you enter this vast, open cavern, which stretches well over 60 feet long and 100 feet wide, you hear the odd sound of singing. Standing near a tunnel entrance in the northern portion of this cavern is an extremely short dwarf with a very long and tangled beard. He twirls a gleaming short sword in one hand with deft ease, occasionally stopping to stare at his reflection in the shiny blade. A crossbow is strapped across his back.

“Hey, ho, don’t you know, please don’t eat the yellow...” His voice trails off as he spots you. “Hello, my lovelies. Come for a spot of tea? Or blood?”

The wild-bearded dwarf in this area is actually a derro, one of those brought by Itharnos Cyvorak to the caverns to be used as “shock troops” against the dwarves of Ul Yazhmotk once the siege tunnel is completed. The duergar followers of Cyvorak detest the derro; however, as these deranged creatures have Cyvorak’s confidence and trust, the duergar endure their presence...for the moment.

Tactics: Upon sighting the player characters, the derro immediately shoots at the party with his repeating crossbow and poisoned bolts. He only does so for two rounds – after this, he charges recklessly into melee combat with the party, drooling and mumbling about marmalade as he swings his short sword. He fights to the death.

Derro warrior: CR 3; Small monstrous humanoid; HD 3d8+3; hp 16; Init +6; Spd 20 ft.; AC 19, touch 13, flat-footed 17; Base Atk +3; Grp -1; Atk/Full Atk Short sword +4 melee (1d4/19-20) or repeating light crossbow +6 ranged (1d6/19-20 plus poison); SA Poison use, spell-like abilities, sneak attack +1d6; SQ Madness, spell resistance 15, vulnerability to sunlight; AL CE; SV Fort +2, Ref +5, Will +6; Str 11, Dex 14, Con 13, Int 10, Wis 5*, Cha 16*.

Skills and Feats: Bluff +5, Hide +10, Listen +1, Move Silently +8; Blind-Fight, Improved Initiative.

Madness (Ex): Derro use their Charisma modifier on Will saves instead of their Wisdom modifier, and have immunity to *confusion* and *insanity* effects. A derro cannot be restored to sanity by any means short of a *miracle* or *wish* spell. Note: The racial madness of the derro provides a +6 bonus to their Charisma scores and a -6 penalty to their Wisdom scores. A derro restored to sanity gains 6 points of Wisdom and loses 6 points of Charisma.

Poison Use (Ex): Derro typically carry 2d4 doses of greenblood oil or Medium monstrous spider venom, applying it to their crossbow bolts. Derro are not at risk of poisoning themselves when handling poison.

Sneak Attack (Ex): Any time a derro’s opponent is denied his Dexterity bonus to AC, or if a derro flanks his opponent, he deals an extra 1d6 points of damage. This ability is just like the rogue’s sneak attack and subject to the same limitations.

Spell-Like Abilities: At will – *darkness*, *ghost sound*; 1/day – *daze* (DC 13), *sound burst* (DC 15). Caster level 3rd. The save DCs are Charisma-based.

Vulnerability to Sunlight (Ex): A derro takes 1 point of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recov-

ered at the rate of 1 per every 24-hour period spent underground or otherwise sheltered from the sun.

Possessions: Short sword, repeating light crossbow, 20 crossbow bolts, studded leather armor, buckler, vial of poison (Medium monstrous spider venom, 5 doses), miscellaneous coins.

Area 1-9 – Fear the Hanged Man (EL 1): Read or paraphrase the following:

As you enter this part of the caverns, you see the body of a humanoid creature hanging from a rope, wrapped in tatters of bloody cloth. The body sways from side to side, no more than a few feet above the cavern floor. The rope – which appears quite frayed – ascends from the hanged victim toward the darkness of the ceiling above, where it is securely tied to an immense stalactite.

Just past the body is an entrance to a long, winding tunnel, which makes its way to the northeast, and to unknown parts of the caverns.

The “victim” hanging from the rope is actually a stuffed dummy, placed in the cavern by the duergar to lure curious intruders. It is actually a bunch of rags and rocks stuffed into human clothing and wrapped in rags...along with several fragile jars, filled with poison gas. A web of fine tripwires surrounds the figure hanging from the rope, and a hidden cable-and-pulley system connects the tripwires to the hanged man. Player characters that come within 5 feet of the hanged man set off the tripwires, which drop the dummy to the hard ground below. When this happens, the jars inside the dummy break, releasing a cloud of poisonous gas that affects all living creatures within a 10-foot radius. A successful Spot check (DC 14) allows the player characters to notice that the “hanged man” is a fake, which should raise some suspicions about its nature. Additionally, with a second successful Spot check (DC 16 if the party realizes the hanged man is fake; DC 20 otherwise), the player characters notice the tripwires and the hidden pulley system, allowing them to avoid the trap altogether.

In addition to releasing the cloud of poisonous gas, the hanged man falls to the ground with a terrifically loud crash if the trap is activated. This automatically alerts the duergar sentries in area 2-1 to the presence of the player characters, initiating a surprise round where they can ambush the party (see the area description for area 2-1 for further details).

Hangman Trap: CR 1; mechanical; location trigger; manual reset; gas; never miss; poison (Fort DC 16 resists, 1d2 Con/1d4 Con); multiple targets (all targets in a 10-ft.-by-10-ft. area); Search DC 20; Disable Device DC 20.

Level 2: The Duergar Tunnels

This section of the dungeon is where the duergar labor to create a secret tunnel beneath Ul Yazhmotk. The recent cave-ins caused by the nearby rumblings of Mount Rolnith, though, collapsed much of their main siege tunnel, forcing the evil dwarves to begin their work anew. Further cave-ins throughout the surrounding caverns cut off the duergar in this area of the dungeon from any possible reinforcements, making their work even more difficult. As such, they are very angry, and will happily vent their rage on intruders – such as the player characters!

All cavern passages are approximately 10 feet wide and 20 feet high, made of extremely rough stone. Individual areas on this level are 20 feet high where the ceiling meets the walls, and 30 to 40 feet high in the center of each area. Each wall on this level is considered to be unworked stone and all doors are considered to be simple wooden doors with the following game statistics, unless otherwise noted in the room text:

Unworked Stone Wall: 5 ft. thick; hardness 8; hp 900; Break DC 65; Climb DC 20.

Simple Wooden Door: 1 in. thick; hardness 5; hp 10; Break DC 13 (stuck), 15 (locked).

Unless otherwise noted in the room text, none of the tunnels or areas in this section of the dungeon has any natural source of illumination.

Wandering Monsters

There is a 15% chance (1-3 on a d20) per half-hour that the characters come across a random encounter while in a cavern passage or in an empty area. This chance is increased by +5% if the characters are not being cautious or are making noise, and +10% if they are creating a loud disturbance (such as breaking down a door, etc.). If an encounter is called for, roll 1d5 (divide 1d10 by 2) and consult the following table. Roll hit points for each encounter separately.

1d5	Encounter
1-3	1d3 Medium monstrous centipedes
4-5	1d4 fiendish dire rats



The following statistics blocks are provided for easy reference.

Monstrous Centipedes, Medium: Medium vermin; CR 1/2; HD 1d8; hp 4; Init +2; Spd 40 ft., climb 40 ft.; AC 14, touch 12, flat-footed 12; Base Atk +0; Grp -1; Atk/Full Atk Bite +2 melee (1d6-1 plus poison); SA Poison; SQ Darkvision 60 ft., vermin traits; AL N; SV Fort +2, Ref +2, Will +0; Str 9, Dex 15, Con 10, Int –, Wis 10, Cha 2.

Skills and Feats: Climb +10, Hide +10, Spot +4; Weapon Finesse.

Poison (Ex): Bite, Fort DC 10, initial and secondary damage 1d3 Dex. The save DCs are Constitution-based.

Fiendish Dire Rats: Small magical beast (augmented animal, extraplanar); CR 1/3; HD 1d8+1; hp 5; Init +3; Spd 40 ft., climb 20 ft.; AC 15, touch 14, flat-footed 12; Base Atk +0; Grp -4; Atk/Full Atk Bite +4 melee (1d4 plus disease); SA Disease, smite good; SQ Darkvision 60 ft., low-light vision, resistance to cold and fire 5, scent, spell resistance 6; AL NE; SV Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 3, Wis 12, Cha 4.

Skills and Feats: Climb +11, Hide +8, Listen +4, Move Silently +4, Swim +11; Alertness, Weapon Finesse.

Disease (Ex): Filth fever – bite, Fort DC 11, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Smite Good (Su): Once per day, a fiendish dire rat can make a normal melee attack to deal 1 point of extra damage against a good foe.

Areas of the Map

Area 2-1 – Entrance to the Invasion Tunnels (EL 2):

Read or paraphrase the following:

The narrow, winding tunnels finally open up again into a wide, open cavern, filled with a myriad of long, needle-like stalactites and stalagmites, each no more than a few inches in diameter. They make the entire area look like the mouth of some giant savage creature. Fragments of these stone formations are scattered all over the cavern floor – it appears that they are extremely brittle, and shatter easily.

Patrolling between the stalagmites are two dour-looking dwarves, armed with warhammers. They slowly circle a natural stone column rising in the center of this cavern, which measures roughly 20 feet in diameter.

Like the duergar in area 1-3, the two sentries in this area are nervous but reasonably competent. They

realize that the party's presence in this part of the caverns most likely means that their companions in the first section have been defeated and killed; as such, they are strongly determined not to let the player characters pass.

Tactics: If the player characters set off the hangman trap in area 1-9, the duergar sentries lie in wait for the party, concealing themselves in the shadows near the entrance to the area. If they make a successful Hide check (DC 15), they gain a surprise round of attacks, as the party will be unaware of their presence. (Be sure to omit the second paragraph of the room description if their Hide check is successful!) If not, they attempt to use the large column in the center of the area in a "divide and conquer" tactic – the one sentry slowly makes a strategic withdrawal toward the entrance to area 2-2, while the other heads to the entrance to area 2-4.

Duergar sentries War1: CR 1; Medium humanoid; HD 1d8+5; hp 10; Init +0; Spd 20 ft.; AC 17, touch 10, flat-footed 17; Base Atk +1; Grp +2; Atk/Full Atk Warhammer +2 melee (1d8+1/x3) or light crossbow +1 ranged (1d8/19-20); SA Duergar traits, spell-like abilities; SQ Darkvision 120 ft., duergar traits; AL LE; SV Fort +4, Ref +0, Will -1; Str 13, Dex 11, Con 14, Int 10, Wis 9, Cha 4.

Skills and Feats: Appraise +2, Craft (blacksmithing) +2, Craft (stonemasonry) +2, Listen +3, Move Silently -4, Spot +2; Toughness.

Spell-Like Abilities: 1/day – *enlarge person* and *invisibility* as a wizard (caster level 3rd); these abilities affect only the duergar and whatever it carries.

Possessions: Warhammer, light crossbow, 20 crossbow bolts, chainmail armor, heavy wooden shield, miscellaneous coins.

Area 2-2 – The Drow Prisoner (EL 4): Read or paraphrase the following:

This large, spacious cavern appears to be quite empty, apart for two significant items of note. The first is a large wooden door, located along the northern wall of this cavern. The second is a humanoid figure lying next to the door, bound and gagged. The figure is unmoving, and appears to either be unconscious or dead.

The bound, unconscious prisoner is a mercenary drow thief known as Tyvim Sorethin. This sardonic, sarcastic drow had the misfortune of crossing paths with Itharnos Cyvorak while traversing the underground passages beneath the UI Dominor Mountains. Beaten soundly in battle, Sorethin was taken prisoner so that he could not report the activities of Cyvorak's minions to anyone else in the realms of the Underdeep...and, unbeknownst to most of the duergar, so that Cyvorak could later



attempt to collect the bounty upon Sorethin's infamous head. If any of the player characters makes a successful Knowledge (local) check (DC 16), they realize that there is a 200 gp reward if Sorethin is successfully captured and brought to the authorities of the Holdfast of the Steel Overlord.

As he faces a tactical disadvantage while bound and gagged, the drow thief attempts to talk the player characters into freeing him (assuming the party removes his gag, of course!). If given the chance, Sorethin offers to ally himself with the party against Cyvorak and his duergar followers. He tells the player characters about Cyvorak's search for the legendary weapon called the Blood Conciliator, and about the duergar's mad plans to drill a siege tunnel to UI Yazhmotk in order to attack the dwarven town. While he speaks the truth, Sorethin has no intention of actually allying with the party – should the party be foolish enough to free him, he immediately leaves them the instant their attention is diverted (such as searching an area, or fighting a new enemy).

Sorethin chooses not to fight the party, although he may attempt to steal whatever he can from them before departing. However, should the player characters wish to engage him in combat, he certainly acts to defend himself.

(At the GM's option, Tyvim Sorethin can be played as a more amenable character, willing to honestly ally himself with the player characters. This option should only be utilized, though, if the player characters have already faced some bad luck in the caverns, and if the GM believes the party would definitely need an extra sword against their upcoming opponents.)

Tyvim Sorethin, male drow elf Rog 3: CR 4; Medium humanoid (elf); HD 4d6; hp 16; Init +7; Spd 30 ft.; AC 13, touch 13, flat-footed 10; Base Atk +2; Grp +3; Atk/Full Atk unarmed strike +3 melee (1d3+1); SA Spell-like abilities, sneak attack +2d6; SQ Darkvision 120 ft., drow traits, evasion, spell resistance 14, trapfinding, trap sense +1; AL CE; SV Fort +1, Ref +6, Will +1; Str 12, Dex 17, Con 11, Int 16, Wis 10, Cha 10.

Skills and Feats: Balance +5, Bluff +5, Climb +6 (+8 with ropes), Diplomacy +4, Disguise +0 (+2 acting), Disable Device +8, Escape Artist +3 (+5 with ropes), Gather Information +5, Hide +9, Intimidate +7, Jump +3, Listen +7, Move Silently +9, Open Lock +8, Search +10, Sense Motive +5, Spot +7, Survival +0 (+2 following tracks), Tumble +8, Use Magic Device +5, Use Rope +8; Dodge, Improved Initiative.

Spell-like abilities: 1/day – dancing lights, darkness, faerie fire. Caster level 3rd.

Possessions: None.

Area 2-3 – The Mercenary Guide (EL 3): Read or paraphrase the following:

As you enter this part of the caverns, you realize that the evil dwarves that you have found are indeed mining or tunneling somewhere in these vast and unending caverns. This part of the cavern seems to be a staging area for mining work – large amounts of picks, shovels, and other digging tools lie along the northern wall.

Casually leaning against the wall next to some of these tools – and to a tunnel entrance headed northward – is a bizarre, vaguely frog-like creature with stony skin. Standing only as tall as a gnome, the creature has multiple arms and legs, and its mouth is placed on the top of its head.

“Greetings, cretins!” says the bizarre-looking creature in the Common tongue. It rips a hunk of iron ore out of the cavern wall, and begins to casually munch on it as if it were a delicious piece of fruit. “What brings you to this part of the neighborhood?”

The odd, loquacious creature is Stiteibo Frakk, a minor xorn and a well-known mercenary guide in the Underdeep. Itharnos Cyvorak hired the xorn to

aid in the digging of the siege tunnel between the caverns and UI Yazhmotk. Early in this endeavor, the creature's assistance proved invaluable during the initial stages of digging. However, with the digging hampered and virtually halted by the recent cave-ins, Frakk's tunneling contributions have been severely diminished, and much animosity has built up between the xorn and the half-dragon Cyvorak.

Ever the opportunist, Frakk offers to guide the party through the caverns and back to UI Yazhmotk for the paltry sum of 200 gp. This is a lie, but it amuses him to haggle with the party, and is also his way of lulling the party into a false sense of security before he attacks (see below).

Tactics: Unless the player characters simply attack the talkative xorn, Frakk attempts to parley with the party, talking about the tunnels, a secret route back to UI Yazhmotk, the drow prisoner in area 2-2...basically, whatever the GM chooses to let the players know about parts of the adventure's backstory. Frakk continues to talk, and talk, and talk...right up until he abruptly lashes out at the party with a barrage of bite and claw attacks. He is a ferocious opponent, and relentlessly attacks one character at a time, dropping one before moving on to the next. He tries keeping his back to the cavern walls where possible, limiting the counterattack options of his opponents.

If pressed hard in a confrontation with the player characters (reduced to 10 hit points or less), Frakk uses his earth glide ability to flee from the fight, and disappears into a cavern wall or the cavern floor. (At the GM's option, the wounded xorn can make his way over toward area 2-6 to warn the duergar miners about the presence of the player characters, and then joins the miners in attacking the party.)

Stiteibo Frakk, minor xorn: CR 3; Small outsider (earth, extraplanar); HD 3d8+9; hp 22; Init +0; Spd 20 ft., burrow 20 ft.; AC 23, touch 11, flat-footed 23; Base Atk +3; Grp + 1; Atk Bite +6 melee (2d8+2); Full Atk Bite +6 melee (2d8+2) and 3 claws +4 melee (1d3+1); SQ All-around vision, earth glide, damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold and fire, resistance to electricity 10, tremorsense 60 ft.; AL NE; SV Fort +5, Ref +3, Will +3; Str 15, Dex 10, Con 15, Int 10, Wis 11, Cha 10.

Skills and Feats: Hide +10, Intimidate +3, Knowledge (dungeoneering) +6, Listen +6, Move Silently +3, Search +10, Spot +8, Survival +6 (+8 tracks, +8 underground); Multiattack, Toughness.

All-Around Vision (Ex): A xorn's symmetrically placed eyes allow it to look in any direction, providing a +4 racial bonus on Spot and Search checks. A xorn can't be flanked.

Earth Glide (Ex): A xorn can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A *move earth* spell cast on an area containing a burrowing xorn flings the xorn back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Area 2-4 – Web of the Duergar (EL 2): Read or paraphrase the following:

This wide, roughly circular cavern measures approximately fifty feet in diameter. Broken blocks of white marble lie scattered across the cavern floors, and pieces of ordinary rubble spew forth from the mouth of a tunnel entrance along the eastern wall.

Long ago, this cavern was used by stonecutters, who created great statues in tribute to Xhitigal and the mighty warriors that served him. A few of these statues still stand in the other areas of the cavern (in particular, areas 2-7, 4-1, and 4-9). Now it lies empty and forgotten.

A net trap lies concealed in front of the tunnel entrance leading toward area 2-5. Itharnos Cyvorak placed the trap in order to prevent intruders from finding the hidden trap door in the cavern floor of that tunnel. If the player characters trigger the trap, it also rings a bell – loudly – that alerts the duergar cultists in area 2-8 to the party's presence in the caverns. If the bell rings, the cultists make their way through area 2-7 and down toward area 2-4 to confront the player characters. If the party avoids the trap and makes their way past it, a successful Search check (DC 15) reveals a trap door and a hidden passage that goes beneath the rubble at the end of the tunnel into area 2-5.

Large Net Trap: CR 2; mechanical; location trigger; manual reset; Atk +5 melee (see note); Search DC 20; Disable Device DC 25.

Note: Characters in a 10-foot square are grappled by the net (Str 18) if they fail a DC 14 Reflex save.



Area 2-5 – The Mark of the Executioner (EL 2): Read or paraphrase the following:

This small cave appears to have been hewn into crude living quarters, and measures roughly 40 by 40 feet. A pair of bookshelves line the eastern wall, filled with piles of dusty books. A spartan cot, looking quite unused, lies next to the northern wall, and a locked wooden chest sits in the center of the room. Four dusty bottles of wine sit atop a small table next to the cot.

Piles of rubble and rocks fill the northwest corner of these quarters. It appears as though the rubble might cover a doorway or tunnel leading out of this room.

Once used as a chapel, Itharnos Cyvorak now uses this area as his personal quarters. He spends much of his time here, poring over his history books and the parchment hidden in the chest. Although he has told his duergar and derro followers that he knows where to find his ancestor's ancient treasures, this is not exactly true – he knows roughly where they might be, but he does not know the answers to the riddle necessary to recover them.

The books are ancient tomes of the histories of the dwarven kingdoms and of the Age of Dragons, most of which provide some details about Xhitigal and C'bogyg Cyvorak. They do not, however, indicate where any of the treasures or legacies of these two powerful figures might be found in the caverns. Anyone making a successful Knowledge (history) check of DC 18 realizes that four of these books (the *Ascension of Xhitigal*, *Draconis Rex*, the *Hammer of Twilight*, and the *Iron Laws of C'bogyg Cyvorak*) are exceedingly rare, and can fetch up to 100 gp apiece from a sage or scholar.

The "trap" in this area is not located within the treasure chest. Instead, the danger comes from an executioner's hood, which lurks in the shadowy stalactites above the chest. The creature is one of Itharnos Cyvorak's "pets," and patiently guards the treasure chest's contents. Should any creature kneel before the chest in order to examine or open its lock, the hood drops from the ceiling and attempts to wrap itself around the creature's head.

Should the player characters open the chest, they find four ivory scroll tubes (each worth 25 gp). Three of the tubes each contain a single scroll with a single spell written upon them – a *scroll of cause fear*, a *scroll of jump*, and a *scroll of cure moderate wounds*, respectively. The final ivory tube contains an ancient parchment. Give the players handout B when they open the final tube. This parchment is the riddle to finding C'bogyg Cyvorak's ancient

treasures, and is the reason why Itharnos Cyvorak is currently exploring the caverns. The chest is locked but not trapped (DC 15 Open Lock check to open successfully). The chest can also be smashed open by a DC 18 Strength check, or 20 points of slashing/bludgeoning damage.

Behind the chest is a false panel in the floor, detectable with a successful Spot check (DC 16). The panel leads to a hidden crawlspace that goes under the rubble covering the western wall, and leads to area 2-4.

Additionally, three of the four bottles of wine (if not poured on the executioner's hood) are actually a valuable Cristine vintage worth 60 gp apiece, which can be determined with a successful Appraise check (DC 18). The room also contains Tyvim Sorethin's remaining belongings – a black suit of masterwork leather armor, and an ordinary short sword.

Hewn Stone Wall: 3 ft. thick; hardness 8; hp 540; Break DC 50; Climb DC 22.

Tactics: The executioner's hood attacks only if a creature gets too close to the chest – if that occurs, it falls from the ceiling and attempts to suffocate that creature. If the creature's attack is successful, pouring any of the bottles of wine located on the nearby shelves forces the executioner's hood to retreat into the rubble piled up along the western wall. (Handout A refers to this tactic of neutralizing the little monster.)

Executioner's Hood: CR 2; Tiny aberration; HD 2d8+2; hp 11; Init +0; Spd 10 ft., climb 5 ft.; AC 15, touch 12, flat-footed 15; Base Atk +1; Grp -7 (+1 when engulfing); Atk/Full Atk Slam +3 melee (1d4); Space/Reach: 2-1/2 ft./0 ft.; SA Engulf; SQ Darkvision 60 ft., host, immunity to sleep effects, vulnerability to alcohol; AL N; SV Fort +1, Ref +0, Will +4; Str 10, Dex 10, Con 12, Int 4, Wis 12, Cha 10.

Skills and Feats: Climb +8, Listen +6, Spot +5; Alertness.

Engulf (Ex): An executioner's hood can try to wrap itself around the head of a Medium or smaller creature as a standard action. The hood attempts a grapple that does not provoke an attack of opportunity. If it wins the grapple check, it establishes a hold and deals slam damage each round the hold is maintained. Once it successfully engulfs an opponent's head, the executioner's hood hangs on with great tenacity (gaining a +8 racial bonus on successive grapple checks, already included in the stat block above).

A creature whose head is engulfed cannot breathe, but can hold his breath for 2 rounds per point of Constitution. After this period of time, the

character must make a DC 10 Constitution check in order to continue holding his breath. The save must be repeated each round, with the DC increasing by +1 for each previous success.

When the character fails one of these Constitution checks, he begins to suffocate. In the first round, he falls unconscious (0 hit points). In the following round, he drops to -1 hit points and is dying. In the third round, he suffocates.

Attacks that hit an engulfing executioner's hood deal half their damage to the monster and half to the trapped victim. A creature whose head is engulfed cannot cast spells with verbal components.

Host (Ex): An executioner hood that envelops a creature's head attaches many small fibrous strands to the victim's flesh. Attacks that hit an attached executioner's hood deal half their damage to the monster and half to the trapped victim.

Vulnerability to Alcohol (Ex): An executioner's hood is vulnerable to wine, ale, brandy, or any other strong alcoholic drink. Each quart poured on the hood deals 1 point of damage to the creature. After the hood has taken 4 points of damage, it releases its hold on its opponent and drops to the ground.

Skills: An executioner's hood has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Area 2-6 – The Tunnel to UI Yazhmotk (EL 2): Read or paraphrase the following:

This is an incredibly large cavern, with a small side cave located just to the west. A small fire burns brightly just in front of the mouth of this cave. Two dwarves with long, braided gray beards stand near the fire, warming themselves. A dusty pile of folded cloth lies nearby the grizzled dwarves.

These two miners normally act as sentries; however, with the widespread cave-ins that occurred in the tunnels, they have been pressed into service to help operate the giant drill in area 2-9, providing the lone remaining miner there with some respite from his unending toil. When not assisting with the renewed digging of the siege tunnel to UI Yazhmotk, the miners either patrol between areas 2-3 and 2-7, or spend their time torturing the drow prisoner in area 2-2 for their own distasteful amusement.

The rubble along the eastern wall is what remains of the first siege tunnel being dug by the duergar. The tunnel in area 2-9 was originally the smaller side ventilation tunnel. However, the tunnel in this area was more seriously damaged than the smaller ventilation tunnel, causing the remaining duergar in the caverns to abandon their work here, and to refocus their efforts instead in area 2-9.

The pile of cloth is actually six tapestries, old and worn, but neatly folded. These tapestries, which all depict the dragon Xhitigal in battle, are among the few treasures that Itharnos Cyvorak actually managed to salvage from the caverns. Each tapestry is worth 200 gp – the value of these antediluvian relics can roughly be determined with a successful Appraise check (DC 18).

Tactics: The miners' main concern is to drive the party away from area 2-9. With this in mind, they seek to push the player characters back toward area 2-3, far away from the tunnels and the giant drill. If either of the miners are seriously wounded (reduced to less than 3 hit points), that miner heads to area 2-8 to get reinforcements from the cultists, while the other miner takes on the rest of the player characters to assist the escape.

Duergar miners War1 (2): CR 1; Medium humanoid; HD 1d8+5; hp 8, 9; Init +0; Spd 20 ft.; AC 17, touch 10, flat-footed 17; Base Atk +1; Grp +2; Atk/Full Atk Warhammer +2 melee (1d8+1/x3) or light crossbow +1 ranged (1d8/19-20); SA Duergar traits, spell-like abilities; SQ Darkvision 120 ft., duergar traits; AL LE; SV Fort +4, Ref +0, Will -1; Str 13, Dex 11, Con 14, Int 10, Wis 9, Cha 4.

Skills and Feats: Appraise +2, Craft (blacksmithing) +2, Craft (stonemasonry) +2, Listen +3, Move Silently -4, Spot +2; Toughness.

Spell-Like Abilities: 1/day – *enlarge person* and *invisibility* as a wizard (caster level 3rd); these abilities affect only the duergar and whatever it carries.

Possessions: Warhammer, light crossbow, 20 crossbow bolts, chainmail armor, heavy wooden shield, miscellaneous coins.

Area 2-7 – The Duergar Encampment: Read or paraphrase the following:

The walls of this cavern are lined with crude wooden bunks and unlocked iron chests. Mundane items such as iron skillets, dirty blankets, and long coils of hemp rope have been strewn carelessly about the bunks. In the center of the cavern, the remnants of a large campfire still burns, its embers glowing a bright orange hue and black wisps of smoke wrapping like tendrils around the stalactites hanging from the cavern ceiling.

This cavern once served as the main quarters for most of Itharnos Cyvorak's forces – however, after the cave-ins, only a few of Cyvorak's followers eat and sleep in this isolated area. Player characters foraging through the belongings of the absent duergar (Search DC 15) find a total of 200 sp and 2 masterwork daggers; additionally, more observant player characters examining the northern wall of

this particular cavern (Search DC 20) discover the entrance to a secret passage, which leads to the top of the southern cliff in area 2-10.

Area 2-8 – The Followers of Xhitigal (EL 4): Read or paraphrase the following:

A statue of an immense dragon carved from white and red marble sits at the southern end of this particular cavern. Its massive wings stretch nearly 40 feet from tip to tip, and its mighty forearms reach upward toward the heavens. Kneeling in front of the statue are two armored dwarves, muttering prayers. They reach for their flails as they hear you approach.

These duergar are priests of the dragon demigod Xhitigal. Although they do not particularly like Itharnos Cyvorak or trust his promises, they do believe the caverns – which are part of Xhitigal's original, ancient lair – to be a sacred, holy place of divine power. They reluctantly pledged their loyalty and service to Cyvorak in order to gain access to the caverns, whose location is a mystery to most dwarves and duergar in the Known Realms.

Tactics: Startled by the presence of the player characters, the duergar cultists charge the party with their flails. Believing that the party must be part of the armies of Ul Yazhmotk, they fight to the death.

Duergar cultists Clr1 (2): CR 2; Medium humanoid; HD 1d8+2; hp 9, 10; Init +6; Spd 20 ft.; AC 16, touch 10, flat-footed 16; Base Atk +0; Grp +2; Atk/Full Atk Flail +4 melee (1d8+2/x3) or light crossbow +2 ranged (1d8/19-20); SA Duergar traits, command undead 3/day (+0, 2d6+1), spell-like abilities; SQ Darkvision 120 ft., duergar traits; AL LE; SV Fort +4, Ref +2, Will +3; Str 15, Dex 14, Con 15, Int 14, Wis 12, Cha 10.

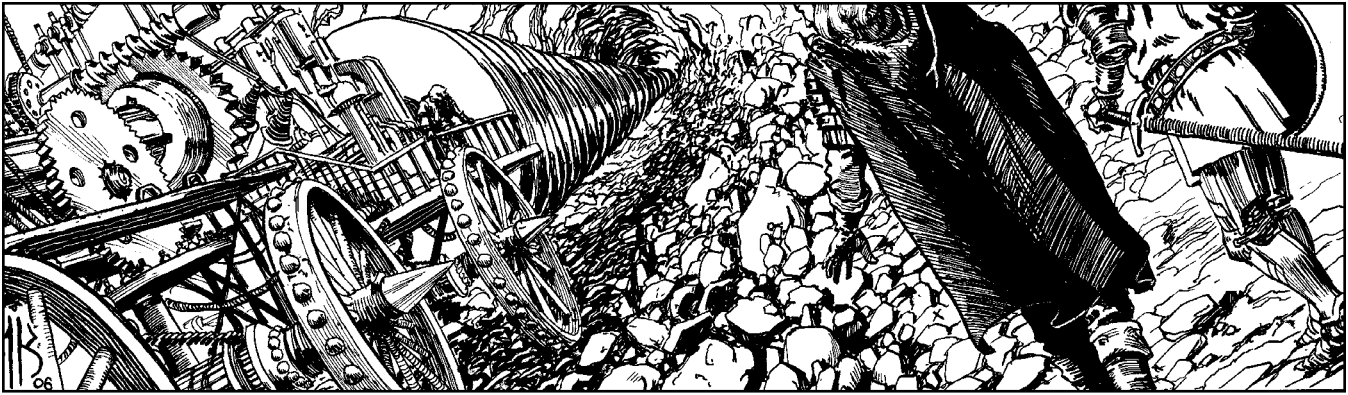
Skills and Feats: Concentration +5, Diplomacy +2, Heal +2, Knowledge (arcana) +4, Knowledge (religion) +6, Knowledge (the planes) +4, Listen +2, Move Silently +0, Spot +2; Martial Weapon Proficiency (flail).

Spells Prepared (Clr 3/2+1; save DC = 11 + spell level): 0 – *guidance*, *inflict minor wounds*, *resistance*; 1st – *inflict light wounds**, *obscuring mist*, *summon monster I*. *Domain spells.

Domains: Destruction, Evil.

Spell-Like Abilities: 1/day – *enlarge person* and *invisibility* as a wizard (caster level 3rd); these abilities affect only the duergar and whatever it carries.

Possessions: Flail; light crossbow; 20 crossbow bolts; splint mail armor, silver holy symbol of Xhitigal, miscellaneous coins.



Area 2-9 – The Mighty Drill (EL 1): Read or paraphrase the following:

Clouds of crushed rock and the furious sounds of shattering stone greet you as you enter this area. In the northeast corner of this cavern, piles of rubble lie on either side of a rickety wooden platform with huge wooden wheels. The platform stands approximately 18 feet high. A gleaming cavalcade of gears and levers sits atop the platform, as does a long, sharp metallic drill bit, which appears to be well over 5 feet in diameter and 20 feet long. The turning drill bit rips into the eastern wall of the cavern with a roaring sound, sending bits of rock and ore spraying to the cavern floor. However, the grinding drill slows gradually to a halt...and a dwarven warrior, covered in sweat and wearing dusty gauntlets, climbs out of the maze of gears and levers to peer down at you.

This odd-looking contraption is a giant drill, used by the duergar to quickly dig siege tunnels. Under normal circumstances, the drill would be manned by a half-dozen stout duergar miners equipped with *gauntlets of ogre power*, and could easily move through a half-mile of solid rock per day. Most of the miners, however, were in the main duergar encampment when the cave-ins occurred, and so were either killed or cut off from the drill and the surrounding caverns. Worse, much of their siege tunnel collapsed, meaning that Cyvorak's one remaining miner was forced to begin his slow work anew...and alone. As such, this lone miner is quite angry – and welcomes the diversion of a good fight!

The drill sits atop a wheeled, rickety wooden platform. Reaching the top of the platform (and the duergar miner standing on it) requires a successful Climb check (DC 14). Additionally, while sturdy, the platform is not designed for combat, and can be brought down with a couple of well-placed strikes. A DC 30 Strength check, or 40 points of slashing/bludgeoning damage sends the platform crashing down to the cavern floor. Any creature

standing atop the platform when it falls takes 1d6 hit points of falling damage – a successful Tumble check (DC 15) allows falling creatures to avoid taking damage.

Tactics: The lone miner uses his position atop the platform to shoot at the player characters with his crossbow. The platform affords him soft cover so long as his attacks remain on the cavern floor below the drill. If the party focuses on bringing down the drill platform instead of attacking him, he climbs down the platform and engages them in melee combat.

Duergar miner War1: CR 1; Medium humanoid; HD 1d8+2; hp 10; Init +2; Spd 20 ft.; AC 14, touch 12, flat-footed 12; Base Atk +1; Grp +6; Atk/Full Atk Heavy mace +6 melee (1d8+5) or light crossbow +3 ranged (1d8/19-20); SA Duergar traits, spell-like abilities; SQ Darkvision 120 ft., duergar traits; AL LE; SV Fort +4, Ref +2, Will +0; Str 20, Dex 15, Con 15, Int 11, Wis 11, Cha 9.

Skills and Feats: Appraise +1 (+3 metal or stone), Handle Animal +1, Intimidate +1, Jump +1, Listen +1, Move Silently +6, Spot +1; Endurance.

Spell-Like Abilities: 1/day – *enlarge person* and *invisibility* as a wizard (caster level 3rd); these abilities affect only the duergar and whatever it carries.

Possessions: Warhammer, light crossbow, 20 crossbow bolts, leather armor, *gauntlets of ogre power*, miscellaneous coins, pair of silver keys (which open the bronze door in area 2-10).

Area 2-10 – The Gauntlet of Poisoned Quarrels (EL 5): Read or paraphrase the following:

The thundering sound of water greets you as you enter this section of the caverns. A relentless cascade of dark water falls over 100 feet from a ledge along the western wall, splashing into a gigantic pool that fills most of this particular cavern. Towering stone cliffs along the northern and southern walls of this area also flank this pool.

From where you stand, a black marble pathway

leads to the base of the thundering waterfall. This pathway cuts directly across the pool of water, rising just a few feet above the water's surface.

A cursory glance around the cavern (Spot DC 12) shows several crossbow quarrels sticking out of the stone cliffs flanking the pool and waterfall. A closer examination (Spot DC 16) shows the real danger in this area – a pair of derro, one on the northern cliff ledge and the other on the southern cliff ledge, both relatively close to the entrance to this area. Out of boredom, they have been shooting at each other with poisoned crossbow bolts. With the arrival of the player characters, they turn their attention toward shooting at the party instead.

The cliffs themselves are difficult to reach (unless the player characters find and use the secret passage from area 2-7). The pool of water is 10 feet deep, and the ledges cannot be reached by land – the players must first make a successful Swim check (DC 12) to make it to the bottom of each cliff. Once at the cliffs, the player characters can attempt a Climb check (DC 21) to ascend to the top of each cliff, where they can then confront the murderous derro.

Water cascading from the waterfall fills the pool, but eventually drains out through a roughly circular hole at the bottom of the pool that is 10 feet wide. This hole leads to a tunnel that feeds a massive underground river spiraling beneath the UI Dominor mountains. The pull exerted by this draining water is not particularly strong, but player characters that fail their Swim check while in the pool and remain in the water for more than 4 rounds without some sort of assistance (a rope thrown to them by a fellow adventurer, or being physically dragged from the water by the rest of the party) are sucked to the bottom of the pool by the current. They are then dragged into the underwater tunnel (where, in all likelihood, they drown – should this occur, the GM should be familiar with the underwater combat rules as presented in the DMG, in the Wilderness Adventures section of Chapter 3: Adventures).

Hidden just behind the thundering waterfall (Search or Spot DC 10) is a giant bronze door, which leads to area 3-1. Using the pair of silver keys found in area 2-9 easily opens the locked bronze door, as do a set of lockpicks and a successful Open Lock check (DC 16). Otherwise, the door must be forced open.

Tactics: The derro lie prone on their ledges, shooting at the party as they traverse the stone pathway below toward the waterfall. They do not leave their positions or engage in melee combat unless directly confronted by the player characters.

Derro warriors (2): CR 3; Small monstrous humanoid; HD 3d8+3; hp 12, 14; Init +6; Spd 20 ft.; AC 19, touch 13, flat-footed 17; Base Atk +3; Grp -1; Atk/Full Atk Short sword +4 melee (1d4/19-20) or repeating light crossbow +6 ranged (1d6/19-20 plus poison); SA Poison use, spell-like abilities, sneak attack +1d6; SQ Madness, spell resistance 15, vulnerability to sunlight; AL CE; SV Fort +2, Ref +5, Will +6; Str 11, Dex 14, Con 13, Int 10, Wis 5*, Cha 16*.

Skills and Feats: Bluff +5, Hide +10, Listen +1, Move Silently +8; Blind-Fight, Improved Initiative.

Madness (Ex): Derro use their Charisma modifier on Will saves instead of their Wisdom modifier, and have immunity to *confusion* and *insanity* effects. A derro cannot be restored to sanity by any means short of a *miracle* or *wish* spell. Note: The racial madness of the derro provides a +6 bonus to their Charisma scores and a -6 penalty to their Wisdom scores. A derro restored to sanity gains 6 points of Wisdom and loses 6 points of Charisma.

Poison Use (Ex): Derro typically carry 2d4 doses of greenblood oil or Medium monstrous spider venom, applying it to their crossbow bolts. Derro are not at risk of poisoning themselves when handling poison.

Sneak Attack (Ex): Any time a derro's opponent is denied his Dexterity bonus to AC, or if a derro flanks his opponent, he deals an extra 1d6 points of damage. This ability is just like the rogue's sneak attack and subject to the same limitations.

Spell-Like Abilities: At will – *darkness*, *ghost sound*; 1/day – *daze* (DC 13), *sound burst* (DC 15). Caster level 3rd. The save DCs are Charisma-based.

Vulnerability to Sunlight (Ex): A derro takes 1 point of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per every 24-hour period spent underground or otherwise sheltered from the sun.

Possessions: Short sword, repeating light crossbow, 20 crossbow bolts, studded leather armor, buckler, vial of poison (Medium monstrous spider venom, 5 doses), miscellaneous coins.

Bronze Door: 3 in. thick; hardness 8; hp 50; Break DC 24 (stuck), 26 (locked).

Level 3: The Gardens of Gray

This section of the dungeon contains a large network of underground plants and fungi, creating a vast garden that is harvested by the primary residents of this part of the caverns...the plant-like humanoids known as vegepygmies. Like Itharnos Cyvorak and his duergar followers, the recent cave-ins have cut off the vegepygmies in this section from a larger contingent of vegepygmy tribes. However, these vegepygmies do not seem terribly concerned by the cave-ins – they mostly continue to labor on with their harvesting, as if nothing had happened.

Cyvorak and the duergar have essentially left this area of the caverns alone, using the vegepygmies and the other hazards as “natural” guardians against possible intruders. While the vegepygmies are not overly aggressive, they do view intruders as a threat to their gardens, and attack strangers unless given overwhelming reasons not to do so.

All cavern passages are approximately 10 feet wide and 20 feet high, made of extremely rough stone. Individual areas on this level are 20 feet high where the ceiling meets the walls, and 30 to 40 feet high in the center of each area. Each wall on this level is considered to be unworked stone and all doors are considered to be simple wooden doors with the following game statistics, unless otherwise noted in the room text:

Unworked Stone Wall: 5 ft. thick; hardness 8; hp 900; Break DC 65; Climb DC 20.

Simple Wooden Door: 1 in. thick; hardness 5; hp 10; Break DC 13 (stuck), 15 (locked).

Also, all of the caverns and passages in this section contain a good number of phosphorescent mosses and lichens, illuminating these particular areas with a pale, weird purple light. The player characters do not require artificial sources of illumination while exploring this section of the caverns, as the brightness of this purple glow is equivalent to that of a gloomy, overcast day.

Wandering Monsters

There is a 15% chance (1-3 on a d20) per half-hour that the characters come across a random encounter while in a cavern passage or in an empty area. This chance is increased by +5% if the characters are not being cautious or are making noise, and +10% if they are creating a loud disturbance (such as breaking down a door, etc.). If an encounter is called for, roll 1d5 (divide 1d10 by 2) and consult the following table. Roll hit points for each encounter separately.

1d5	Encounter
1-3	1 bat swarm
4-5	1d4 vegepygmy commoners

The following statistics blocks are provided for easy reference.

Bat Swarm: Diminutive animal (swarm); CR 2; HD 3d8; hp 13; Init +2; Spd 5 ft., fly 40 ft.; AC 16, touch 14, flat-footed 12; Base Atk +2; Grp –; Atk/Full Atk Swarm (1d6); Space/Reach 10 ft./0 ft.; SA Distraction, wounding; SQ Blindsight 20 ft., half damage from slashing and piercing, low-light vision, swarm traits; AL N; SV Fort +3, Ref +7, Will +3; Str 3, Dex 15, Con 10, Int 2, Wis 14, Cha 4.

Skills and Feats: Listen +11, Spot +11; Alertness, Lightning Reflexes.

Distraction (Ex): Any living creature that begins its turn with a swarm in its space must succeed on a DC 11 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Wounding (Ex): Any living creature damaged by a bat swarm continues to bleed, losing 1 hit point per round thereafter. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check or the application of a *cure* spell or some other healing magic.

Blindsight (Ex): A bat swarm notices and locates creatures within 20 feet. Opponents still have total concealment against the bat swarm (but swarm attacks ignore concealment).

Vegepygmy Commoners: CR 1/2; Small plant; HD 1d8; hp 4; Init +2; Spd 30 ft.; AC 16, touch 13, flat-footed 14; Base Atk +0; Grp –4; Atk Claw +1 melee (1d4) or longspear +1 melee (1d6/x3); Full Atk 2 claws +1 melee (1d4) or longspear +1 melee (1d6/x3); SQ Damage reduction 5/slashing or bludgeoning, immunity to electricity, low-light vision, plant traits; AL N; SV Fort +2, Ref +2, Will +0; Str 11, Dex 14, Con 11, Int 6, Wis 10, Cha 10.

Skills and Feats: Hide +11*, Listen +3, Move Silently +7, Spot +3; Alertness.

Skills: Vegepygmies have a +4 racial bonus on Hide and Move Silently checks. *The bonus to Hide checks increases to +12 in swampy or forested areas.

Areas of the Map

Area 3-1 – The Dragon’s Entrance: Read or paraphrase the following as the player characters enter this area:

As you make your way past the torrents of water falling from the waterfall, you eventually find yourselves in a large, circular room measuring some 60 feet in diameter. The room, which apparently was carved from the natural stone walls of the cavern by master stonemasons, features three large stone doors. All of these doors lead northward. The walls of the room are covered with images of red dragons,

all of which are either served or worshipped by kobolds or dwarves. The sight of the two races existing in harmony is disconcerting indeed.

This area once served as the grand entrance to Xhitigal's lair – and later, to the underground citadel of C'bogyg Cyvorak. Kobold servants painted the dragon images on the walls, which are strangely accurate – worshippers of Xhitigal put aside centuries of racial animosities to serve their dragon god as a devout, united cult. The doors lead to various other areas in the caverns.

Area 3-2 – The Cavern Harvesters (EL 1): Read or paraphrase the following:

Tall, grassy stalks of golden glowing lichens and fungi rise from the cavern floor in this area, transforming what would ordinarily be a dark, dank cave into a surreal pasture of underground marvels. In the center of this golden field, you see two small, strange greenish humanoid creatures, harvesting the tall underground fungi as an ordinary farmer in the sunny world above would harvest wheat or corn. The fruits of their labor can plainly be seen toward the northwest corner of this cavern – piles of cultivated golden stalks are neatly stacked in that area.

Ordinarily, fungal gardens like the one in this particular cavern are filled with strange, tiny creatures called vegepygmies, who inhabit dozens of thriving colonies spread throughout the deep caverns beneath the UI Dominor Mountains. However, the recent cave-ins collapsed the tunnels that lead from the vegepygmy colonies to these underground gardens. Just like Itharnos Cyvorak and his fanatical duergar followers, the vegepygmies in this area (and in areas 3-4 and 3-8) represent the few survivors trapped in this section of the caverns by the cave-ins.

The two vegepygmies in this area appear relatively unperturbed by the cave-ins, though, and continue to harvest fungi and subterranean flora in the caverns. Only the unexpected presence of the player characters transforms them from peaceable creatures to angry, tiny green terrors.

Tactics: The vegepygmies in this area are cautious, and do not engage the player characters directly unless forced into melee. If the party uses ranged attacks to assault the creatures, they attempt to flee to area 3-4 to get help from the other vegepygmies there. When finally pressed with no other option but to fight, though, they battle to the death.

Vegepygmy Commoners (2): CR 1/2; Small plant;

HD 1d8; hp 4, 5; Init +2; Spd 30 ft.; AC 16, touch 13, flat-footed 14; Base Atk +0; Grp -4; Atk Claw +1 melee (1d4) or longspear +1 melee (1d6/x3); Full Atk 2 claws +1 melee (1d4) or longspear +1 melee (1d6/x3); SQ Damage reduction 5/slashing or bludgeoning, immunity to electricity, low-light vision, plant traits; AL N; SV Fort +2, Ref +2, Will +0; Str 11, Dex 14, Con 11, Int 6, Wis 10, Cha 10.

Skills and Feats: Hide +11*, Listen +3, Move Silently +7, Spot +3; Alertness.

Skills: Vegepygmies have a +4 racial bonus on Hide and Move Silently checks. *The bonus to Hide checks increases to +12 in swampy or forested areas.

Area 3-3 – Menace of the Phantom Fungus (EL 3): Read or paraphrase the following:

Drawn on the western wall of this long cavern is the gigantic image of a bright, glowing sun. Also drawn just beneath the image of the sun are the jet-black outlines of three humanoid figures, which appear to either be pointing at the sun or worshipping it. The rest of the cavern is otherwise empty, apart from some scattered rocks and a few broken stalactites.

The crude drawing of the sun and its three shadowy worshippers is a red herring, drawn by the duergar warriors in area 3-6 (before they became zombies) to lure intruders toward the western wall of this area. A phantom fungus lurks patiently in this area, and the duergar decided to take advantage of its voracious appetite.

A secret tunnel, once used by the kobold servants of Xhitigal, connects this area directly to area 3-4. The duergar unwittingly painted their image of the sun over the concealed entrance to the tunnel, making it easy to detect. A successful Search check (DC 12) reveals the hidden door.

Tactics: Once the player characters enter the area, the invisible fungus circles around behind the party to attack from the rear, using its Move Silently ability to remain undetected (DC 15 to succeed; player characters making a successful DC 15 Listen check still hear the movement of the fungus regardless). It fights until destroyed.

Phantom Fungus: CR 3; Medium plant; HD 2d8+6; hp 14; Init +0; Spd 20 ft.; AC 14, touch 10, flat-footed 14; Base Atk +1; Grp +3; Atk/Full Atk Bite +3 melee (1d6+3); SQ Low-light vision, plant traits, greater invisibility; AL N; SV Fort +6, Ref +0, Will +0; Str 14, Dex 10, Con 16, Int 2, Wis 11, Cha 9.

Skills & Feats: Listen +4, Move Silently +6, Spot +4; Alertness.

Greater Invisibility (Su): This ability is constant,



allowing a phantom fungus to remain invisible even when attacking. It works like *greater invisibility* (caster level 12th) and lasts as long as the phantom fungus is alive. This ability is not subject to the *invisibility purge* spell. A phantom fungus becomes visible 1 minute after it is killed.

Area 3-4 – The Grand Underground Garden (EL 4):

Read or paraphrase the following:

Entering this section of the caverns, you see giant red mushrooms that stand nearly as tall as trees, some of which extend all the way to the rough stone ceiling above. A cornucopia of pink and lavender mosses surrounds the towering mushrooms, creating a grand underground garden that is truly a wonder to behold.

Toward the northern end of this cavern, you spot three small and bizarre-looking green humanoids diligently chopping down one of the giant mushrooms. This does not appear to be the first mushroom cut down, either, as several lay fallen through the northern half of this cavern.

The natural path that leads from area 3-1 toward the heart of this underground garden contains a large pit trap. Vegepygmy workers built this trap long ago to ward off intruders, and to catch the occasional wild animal for sacrifice. Normally, scores of vegepygmy commoners and workers toil relentlessly in this immense underground garden,

harvesting vast amounts of plants and lichens for their nearby villages. The three surviving vegepygmies remaining in this area continue their harvest, piling some of the huge edible mushrooms near the tunnel entrance to area 3-7.

A secret tunnel connects this area directly to area 3-3. A successful Search check (DC 14) reveals the hidden door leading to the tunnel.

Tactics: Should the player characters successfully avoid the pit trap (or enter the area through one of the other tunnels), the vegepygmies keep to the northern sections of this area, and make a tactical withdrawal to area 3-8 for reinforcements if seriously threatened. If any of the player characters fall into the pit, the vegepygmies rush toward the pit, using their longspears to stab at those caught by the trap, and to fend off the remaining party members on the other side.

If in serious trouble, the vegepygmies vainly attempt to escape by climbing atop the giant mushrooms. Once atop the mushrooms, the giant fungi provide soft cover against ranged attacks. Scaling the mushrooms requires a successful Climb check (DC 16); chopping down the mushrooms is a simpler task, requiring only a successful Strength check (DC 16) or 15 points of slashing damage. The standing mushrooms are all 20 feet tall; any creature atop a mushroom when it is felled takes 2d6 hit points of damage, or 1d6 points of damage with a successful Tumble check (DC 16).

Vegepygmy Commoners (3): CR 1/2; Small plant; HD 1d8; hp 3, 3, 5; Init +2; Spd 30 ft.; AC 16, touch 13, flat-footed 14; Base Atk +0; Grp -4; Atk Claw +1 melee (1d4) or longspear +1 melee (1d6/x3); Full Atk 2 claws +1 melee (1d4) or longspear +1 melee (1d6/x3); SQ Damage reduction 5/slashing or bludgeoning, immunity to electricity, low-light vision, plant traits; AL N; SV Fort +2, Ref +2, Will +0; Str 11, Dex 14, Con 11, Int 6, Wis 10, Cha 10.

Skills and Feats: Hide +11*, Listen +3, Move Silently +7, Spot +3; Alertness.

Skills: Vegepygmies have a +4 racial bonus on Hide and Move Silently checks. *The bonus to Hide checks increases to +12 in swampy or forested areas.

Deeper Pit Trap: CR 2; mechanical; location trigger; manual reset; hidden switch bypass (Search DC 25); DC 15 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of four adjacent 5-ft. squares); Search DC 20; Disable Device DC 23.

Area 3-5 – Beware the Yellow Creeper (EL 2): Read or paraphrase the following:

Bright yellow lichens and mosses fill this section of the caverns. The bright fungi, which completely cover the rough walls and floors, transform this particular cave into a veritable garden of golden splendor. Not everything about this garden is beautiful, however – you also notice a few broken skulls scattered throughout the unending fields of moss.

In the center of this grand morass is a large yellow plant, a flower that towers nearly as tall as an ogre. Surrounded by the other yellow mosses and lichens, the plant seems to glow almost as brightly as the sun.

The large yellow plant in the center of the “golden garden” is a yellow musk creeper. This creature dominates the western sections of this part of the caverns – the vegepygmies generally steer clear of this area. The skulls scattered throughout the rest of this area of the garden are those of long-dead dwarves and kobolds, which can be identified with a successful Knowledge (nature) check (DC 16; DC 10 for any dwarves or gnomes in the party). These dwarves and kobolds fought in a grand battle centuries ago, and the golden garden grew over their fallen bodies.

Buried directly in front of the yellow musk creeper is a silver box, engraved with the figures of flying dragons (and worth 100 gp). The creeper is the “golden yellow sun/That sits in the center of the undying garden” mentioned in handout B. Inside the box is a golden, enchanted +1 arrow that is also the “key” required in area 4-1 to reveal the location of C’bogyg Cyvorak’s treasure vault. Read or paraphrase the following if and when the player characters find the box:

As you open the ornate box, you see a glittering golden arrow sitting in a bed of black velvet. The arrow glows faintly. It appears to be the work of master craftsmen, with the feathers of purple exotic birds serving as its fletching, and small bits of blue gemstones embedded in its golden arrowhead.

Tactics: The creeper remains dormant until the player characters enter melee range. At that point, it uses its pollen spray on its closest opponent, and then continues to spray any other creatures that attack it in order to subdue them. It only uses its tendrils to attack if reduced to 10 hit points or less. If any player characters are entranced by the creeper, the vile plant inserts its roots in their unmoving heads as a free action and begins to drain their Intelligence.

Yellow Musk Creeper: CR 2; Large plant; HD 3d8+9; hp 21; Init +2; Spd 5 ft.; AC 15, touch 11, flat-footed 13; Base Atk +2; Grp +11; Atk Pollen spray +3 ranged touch (pollen spray) or tendril +6 melee (1d8+5); Full Atk Pollen spray +3 ranged touch (pollen spray) or 2 tendrils +6 melee (1d8+5); Space/Reach 10 ft./10 ft.; SA Create yellow musk zombie, Intelligence damage, pollen spray; SQ Blindsight 30 ft., plant traits, rejuvenation; AL N; SV Fort +6, Ref +3, Will +1; Str 20, Dex 15, Con 17, Int –, Wis 11, Cha 9.

Create Yellow Musk Zombie (Su): A victim reduced to Intelligence 0 becomes a yellow musk zombie in 1 hour under the control of the creeper that created it. If the yellow musk creeper is slain before the yellow musk zombie rises, the transformation can be prevented by the casting of *neutralize poison* followed by a *heal* or *restoration* spell.

Intelligence Damage (Ex): As a free action, a yellow musk creeper can insert hundreds of tiny roots into the head of an entranced foe within any space occupied by the creeper. An entranced foe does not resist this attack and does not receive a saving throw to break free of its entranced state. This attack deals 1d4 points of Intelligence damage each round. A victim reduced to Intelligence 0 becomes a yellow musk zombie in 1 hour.

Pollen Spray (Ex): A yellow musk creeper can spray a tiny cloud of hypnotic pollen at a single creature within 30 feet. An opponent hit by the cloud must succeed on a DC 14 Fortitude save or be entranced for 1d4 minutes (as by a *charm monster* spell). Entranced creatures can take no action other than to move at their normal speed into a space occupied by the yellow musk creeper. An entranced creature resists any attempt to halt its progress. A victim within a space occupied by the yellow musk creeper stands there and offers no resistance to the monster’s attacks. The save DC is Constitution-based.

Blindsight (Ex): The yellow musk creeper has no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

Rejuvenation (Ex): A yellow musk creeper can be killed only if its root is dug up, then burned, hacked apart, or otherwise destroyed. Reducing the creeper to 0 or less hit points puts it out of commission, allowing excavation of its roots. The main root is a Small object with a hardness of 3 and 10 hit points. The root can be affected by spells or effects that affect an area, or targeted by spells that affect an individual target.

Area 3-6 – Servants of the Creeper (EL 3): Read or paraphrase the following:

Hanging curtains of glowing yellow fungi hang from the stalactites in this jagged cavern, filling this part of the subterranean gardens with an eerie golden light. Carpets of golden moss cover parts of the cavern floor as well.

A 20-foot-wide column of stone rises from floor to ceiling toward the western end of this particular cavern. You faintly see a pair of humanoid creatures shambling around behind this column, but they seem confined to the shadows, and are difficult to identify.

A successful Spot check (DC 14) distinguishes the pair of creatures as duergar, albeit ones with pallid yellow skin. The shambling duergar are actually yellow musk zombies, slain by the yellow musk creeper in area 3-5. Several days ago, Itharnos Cyvorak sent these two sentries to search for the arrow buried in this part of the caverns; however, the yellow musk creeper caught them by surprise and drained them of their minds. They now serve the creeper, and diligently patrol areas 3-5 and 3-6 in order to protect their new “master.”

Tactics: Trying to stay near their “master,” the yellow musk creeper zombies do not stray more than 20 feet from the column. So long as the player characters maintain their distance from the zombies – and from the general vicinity of the yellow musk creeper in area 3-5 – the zombies keep to themselves and do not attack. However, if provoked, or if the player characters head into area 3-5 (or emerge from area 3-5), the zombies immediately attack the party with their warhammers. They fight until destroyed.

Duergar Yellow Musk Zombies War1 (3): CR 1; Medium plant; HD 1d8+5; hp 8, 10, 11; Init +0; Spd 20 ft.; AC 18, touch 9, flat-footed 18; Base Atk +1; Grp +2; Atk Warhammer +2 melee (1d8+1/x3) or slam +2 melee (1d6+1) or light crossbow +1 ranged (1d8/19-20); Full Atk Warhammer +2 melee (1d8+1/x3) or 2 slams +2 melee (1d6+1) or light crossbow +1 ranged (1d8/19-20); SQ Darkvision 60 ft., link to creator, plant traits, sprout new creeper; AL NE; SV Fort +4, Ref +0, Will +0; Str 13, Dex 8, Con 14, Int 2, Wis 10, Cha 1.

Link to Creator (Ex): A yellow musk zombie is linked to the yellow musk creeper that created it and can never move more than 200 feet from it.

Sprout New Creeper (Ex): After about 2 months of service to a yellow musk creeper, the yellow musk zombie wanders up to 1 mile away from its creator (the link to its creator is broken) and dies. Where it falls, new yellow musk seedlings sprout

from the head of the corpse and take root, and within one hour, a new fully grown yellow musk creeper blossoms.

Possessions: Warhammer, light crossbow, 20 crossbow bolts, chainmail armor, heavy wooden shield.

Area 3-7 – Violence in the Violets (EL 3): Read or paraphrase the following:

Countless fluorescent pink and purple lichens and plants hang from the ceiling of this extensive cavern, littering the ground with glowing garish hues. Partially buried within this ostentatious underground flora is a lone humanoid skeleton, which lies near the entrance to a tunnel leading northward.

The skeleton is what remains of a lone adventurer who was foolish enough to explore the caverns in search of C'bogyg Cyvorak's treasure vault. Other explorers and looters wandering through the caverns stripped this fallen adventurer of his valuables long ago; however, a cursory examination of the skeleton (Search DC 14) reveals a tattered piece of parchment – it is a page from a history book that is identical to the parchment found in area 2-5. Give the players handout B if they did not already obtain this parchment in area 2-5.

Tactics: The violet fungus sits in between the skeleton and the entrance to the tunnel leading to area 3-8. As soon as any creature comes within the reach of the fungus, it attacks. The mindless creature fights until destroyed.

Violet Fungus: CR 3; Medium plant; HD 2d8+6; hp 16; Init -1; Spd 10 ft.; AC 13, touch 9, flat-footed 13; Base Atk +1; Grp +3; Atk Tentacle +3 melee (1d6+2 plus poison); Full Atk 4 tentacles +3 melee (1d6+2 plus poison); Space/Reach 5 ft./10 ft.; SA Poison; SQ Low-light vision, plant traits; AL N; SV Fort +6, Ref -1, Will +0; Str 14, Dex 8, Con 16, Int –, Wis 11, Cha 9.

Poison (Ex): Injury, Fort DC 14, initial and secondary damage 1d4 Str and 1d4 Con. The save DC is Constitution-based.

Area 3-8 – Return to the Plant Kingdom (EL 2): Read or paraphrase the following:

Along the northern wall of this spacious subterranean area, three small and strange green creatures similar to the ones you encountered earlier hack away at the cavern wall with sharp, gleaming picks. Immense piles of rubble and ruin surround the creatures as they toil away, relentlessly digging through the earth as though trying to find something important.

The vegepygmies in this area are trying to dig a new tunnel leading back to the rest of their tribes. The creatures immediately view the presence of the player characters as a hostile threat, and attack if the party comes too close to their digging (within 50 feet of any of the three vegepygmies).

Tactics: The vegepygmies' primary goal is to drive the party away from their new tunnel. They use their longspear to force the party back toward the tunnel entrances to areas 3-4 or 3-7. If the party is driven out of this cavern, the vegepygmies immediately resume their digging. If the party bypasses the vegepygmies and heads to level 4 of the caverns, the vegepygmy commoners return to their digging, but the lone vegepygmy worker remains on guard at the entrance to area 4-1 in case the player characters return. The vigilant vegepygmies fight to the death to protect their pitiful attempts at tunneling.

Vegepygmy Commoners (2): CR 1/2; Small plant; HD 1d8; hp 4, 6; Init +2; Spd 30 ft.; AC 16, touch 13, flat-footed 14; Base Atk +0; Grp -4; Atk Claw +1 melee (1d4) or longspear +1 melee (1d6/x3); Full Atk 2 claws +1 melee (1d4) or longspear +1 melee (1d6/x3); SQ Damage reduction 5/slashing or bludgeoning, immunity to electricity, low-light vision, plant traits; AL N; SV Fort +2, Ref +2, Will +0; Str 11, Dex 14, Con 11, Int 6, Wis 10, Cha 10.

Skills and Feats: Hide +11*, Listen +3, Move Silently +7, Spot +3; Alertness.

Vegepygmy Worker: CR 1; Small plant; HD 2d8+2; hp 10; Init +2; Spd 30 ft.; AC 16, touch 13, flat-footed 14; Base Atk +1; Grp -3; Atk Claw +2 melee (1d4) or longspear +2 melee (1d6/x3); Full Atk 2 claws +2 melee (1d4) or longspear +2 melee (1d6/x3); SQ Damage reduction 5/slashing or bludgeoning, immunity to electricity, low-light vision, plant traits; AL N; SV Fort +4, Ref +2, Will +0; Str 11, Dex 14, Con 12, Int 8, Wis 11, Cha 10.

Skills and Feats: Hide +12*, Listen +3, Move Silently +7, Spot +3; Alertness.

Skills: All vegepygmies have a +4 racial bonus on Hide and Move Silently checks. *The bonus to Hide checks increases to +12 in swampy or forested areas.



Level 4: The Sleeping Dragons

In this section of the dungeon, the open caverns slowly give way to the remains of an ancient citadel – the abandoned stronghold of Xhitigal, a mighty and powerful red dragon that transcended into godhood thousands of years ago. However, in the millennia since Xhitigal became an evil deity, his former stronghold fell into a state of ruin, reduced to rubble by thousands of years of earthquakes and volcanic eruptions. Additionally, scores of intrepid adventurers and explorers looted the remnants of the fallen stronghold over the intervening centuries, leaving little of value in the shadows of Xhitigal's once-proud lair. Truth be told, most of the treasure that Itharnos Cyvorak claims to seek in the ruins is long gone, either stolen long ago by enterprising rogues or buried and crushed beneath thousands of tons of rock. The half-dragon warrior knows this...and does not care. His evil followers are oblivious to this knowledge; they genuinely believe they are on the verge of uncovering godlike power. Therefore, they treat this fool's errand with the utmost reverence. The presence of the player characters (once detected) threatens their hopes of claiming the Blood Conciliator, and so they react accordingly.

This section of the caverns can be divided in two – the inner caverns, and the outer ruins of Xhitigal's lair. All of the cavern passages are approximately 10 feet wide and 20 feet high, made of extremely rough stone; the corridors of the abandoned dragon's lair are approximately 10 feet wide and 10 feet high, and are made of hewn marble stone. All of the individual areas on this level are 20 feet high where the ceiling meets the walls, and 30 to 40 feet high in the center of each area. The walls in areas 4-1 through 4-4 on this level are considered to be unworked stone, while the walls in areas 4-5 through 4-11 on this level are considered to be hewn stone. All doors are considered to be stone doors. Use the following game statistics, unless otherwise noted in the room text:

Unworked Stone Wall: 5 ft. thick; hardness 8; hp 900; Break DC 65; Climb DC 20.

Hewn Stone Wall: 3 ft. thick; hardness 8; hp 540; Break DC 50; Climb DC 22.

Stone Door: 4 in. thick; hardness 8; hp 60; Break DC 28 (stuck/locked).

Unless otherwise noted in the room text, none of the tunnels or areas in this section of the dungeon has any natural source of illumination.

Wandering Monsters

There is a 15% chance (1-3 on a d20) per half-hour that the characters come across a random encounter while in a cavern passage or in an empty area. This chance is increased by +5% if the characters are not being cautious or are making noise, and +10% if they are creating a loud disturbance (such as breaking down a door, etc.). If an encounter is called for, roll 1d5 (or divide 1d10 by 2) and consult the following table. Roll hit points for each encounter separately.

1d5 Encounter

1-3	1d2 duergar cultists
4-5	1d4 kobold warrior skeletons

The following statistics blocks are provided for easy reference.

Duergar cultists **Clr1**: CR 2; Medium humanoid; HD 1d8+2; hp 10; Init +2; Spd 20 ft.; AC 16, touch 10, flat-footed 16; Base Atk +0; Grp +2; Atk/Full Atk Flail +2 melee (1d8+2/x3) or light crossbow +2 ranged (1d8/19-20); SA Duergar traits, command undead 3/day (+0, 2d6+1), spell-like abilities; SQ Darkvision 120 ft., duergar traits; AL LE; SV SV Fort +4, Ref +2, Will +3; Str 15, Dex 14, Con 15, Int 14, Wis 12, Cha 10.

Skills and Feats: Concentration +5, Diplomacy +2, Heal +2, Knowledge (arcana) +4, Knowledge (religion) +6, Knowledge (the planes) +4, Listen +2, Move Silently +0, Spot +2; Martial Weapon Proficiency (flail).

Spells Prepared (Clr 3/2+1; save DC = 11 + spell level): 0 – *guidance, inflict minor wounds, resistance*; 1st – *inflict light wounds**, *obscuring mist, summon monster I*. *Domain spells.

Domains: Destruction, Evil.

Spell-Like Abilities: 1/day – *enlarge person* and *invisibility* as a wizard (caster level 3rd); these abilities affect only the duergar and whatever it carries.

Possessions: Flail; light crossbow; 20 crossbow bolts; splint mail armor, silver holy symbol of Xhitigal, miscellaneous coins.

Kobold warrior skeletons: CR 1/3; Small undead; HD 1d12; hp 6; Init +6; Spd 30 ft.; AC 14, touch 13, flat-footed 12; Base Atk +0; Grp -4; Atk Shortspear +0 melee (1d4-1/x3) or claw +0 melee (1d3-1); Full Atk Shortspear +0 melee (1d4-1/x3) or 2 claws +0 melee (1d3-1); SQ Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; AL NE; SV Fort +0, Ref +2, Will +2; Str 9, Dex 15, Con –, Int –, Wis 10, Cha 10.

Skills and Feats: Improved Initiative.



Areas of the Map

Area 4-1 – The Marble Archer: Read or paraphrase the following as the player characters enter this area:

A natural pool filled with inky black water sits prominently in the center of this cavern. Rising above the dark waters in the center of the pool is a tall marble statue of a draconian archer. The archer's bow points toward the cavern ceiling, as if aiming for the skies far above the dwarven mountains.

If the party takes the golden arrow found in area 3-5 and places it in the archer's bow, give the players handout C and read or paraphrase the following:

As you give the archer the arrow, you hear a low, ominous rumbling sound. Suddenly, you see the images of numerals form all around the perimeter of the pool. The archer aims his bow at four different numbers with careful deliberation – when he is done, he aims once more for the cavern ceiling, and the glowing numerals vanish, along with the rumbling noise.

Point at the following numbers on handout C – IV, VIII, XI, and II – while reading the description above. These numbers represent the correct combination to the hidden vault door in area 4-5, which supposedly holds the treasure sought by Itharnos Cyvorak. (Of course, what the party may actually find is another matter altogether ...)

Area 4-2 – Guardians of the Skeletal Gates (EL 2):

Read or paraphrase the following:

Most of this enormous cavern has been transformed by hammer and chisel into a wondrous work of art. Elaborately carved murals of dragons and dwarves engaged in an epic struggle cover the cavern walls. Additionally, faded, tattered tapestries of dragonkin warriors flank each of the five exits leading out of this area.

A large natural column of stone measuring roughly 30 feet long and 10 feet wide rises from the cavern floor to the ceiling in the southeast corner. Standing vigilant by this column are two armored dwarves, holding crossbows that are cocked and loaded.

These duergar sentries standing by the column represent the last line of defense between Cyvorak and any intruders...and they are fully aware of this grim fact. Upon sighting the player characters, they waste no time in attacking.

Tactics: Similar to the sentries in area 2-1, the sentries adopt a “divide and conquer” tactics, trying to split the party apart. One heads toward the southwest tunnel entrance to area 4-3, while the other goes toward the entrance to area 4-4. They attack first with their crossbows, and switch to their warhammers only when finally confronted by the party in melee. If the player characters move too quickly and prevent the sentries from advancing, the duergar use the natural column in the southeast corner as protection, or at least to limit the number of opponents that they need to face in melee. They fight to the death.

Duergar sentries War1 (2): CR 1; Medium humanoid; HD 1d8+5; hp 7, 11; Init +0; Spd 20 ft.; AC 17, touch 10, flat-footed 17; Base Atk +1; Grp +2; Atk/Full Atk Warhammer +2 melee (1d8+1/x3) or light crossbow +1 ranged (1d8/19-20); SA Duergar traits, spell-like abilities; SQ Darkvision 120 ft., duergar traits; AL LE; SV Fort +4, Ref +0, Will -1; Str 13, Dex 11, Con 14, Int 10, Wis 9, Cha 4.

Skills and Feats: Appraise +2, Craft (blacksmithing) +2, Craft (stonemasonry) +2, Listen +3, Move Silently -4, Spot +2; Toughness.

Possessions: Warhammer, light crossbow, 20 crossbow bolts, chainmail armor, heavy wooden shield, miscellaneous coins.

Area 4-3 – Dust and Bones (EL 1):

Read or paraphrase the following:

Signs of ancient battles fill this large section of the caverns, as broken bones and shattered blades lie strewn about the cavern floor like

dead leaves in a forest. A sickly yellowish-white powder covers the remainder of the cavern floor – the powder is vaguely moist, and sticks firmly to your boots.

This particular cavern is the site of a legendary confrontation between the dwarven champions serving the Holdfast of the Steel Overlord, and the duergar champions serving C'bogyg Cyvorak and the high priests of Xhitigal. The dwarves of the Holdfast emerged triumphant, and the caverns were abandoned by the duergar shortly thereafter (until the recent return of Itharnos Cyvorak and his followers). Player characters making a successful Knowledge (nature) check (DC 18) identify the bones to be those of dwarves, duergar, and kobolds; those making a successful Knowledge (history) check (DC 20) recognize the cavern to be the site of this historic conflict. (For any dwarves or gnomes in the party, lower these DCs to 12).

Placed just in front of the tunnel entrance leading to area 4-5 is a razor-wire trap. In addition to whatever damage the trap causes, it triggers a loud bell hidden in the stalactites above (Spot DC 22 to locate) that can be heard in areas 4-5, 4-6, 4-7, and 4-8 if activated. Allow Zaghâl Turuk in area 4-5 and Andurin Maeglor in area 4-8 a Listen check (DC 16) to hear the bell. If successful, they remain where they are, but they'll be fully prepared for the player characters' arrival, and will gain a surprise round whenever they finally encounter the party.

Razor Wire Across Cave Passage: CR 1; mechanical; location trigger; no reset; Atk +10 melee (2d6, wire); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 22; Disable Device DC 15.

Area 4-4 – The Eternal Guardians (EL 1):

Read or paraphrase the following:

Towering above you as you enter this are piles of massive bones, some looming taller than a fire giant. The bones, gleaming and deathly white, appear to be quite brittle – a thick layer of fine white powder completely blankets the entire cavern floor. Toward the southern end of this gargantuan section of the caverns, you also see small clouds of white dust billowing between the piles of bones.

The large bones and piles of dust are the remains of long-dead dragons. However, little is left that could be used as spell components, or sold to collectors or sages – earlier adventurers who explored the caverns long ago looted the valuable bones. (As the player characters are about to discover, they aren't the first group of heroes to wield swords and



cast spells in the caverns...)

However, a few servants of the mighty dragon Xhitigal – kobold skeletons – still patrol the immense boneyard, attempting to guard the remains of their ancient masters. This movement through the cavern is what creates the small clouds of dust. Once aware of the presence of the player characters, they immediately attack.

Tactics: The skeletons rush to attack the characters, charging them with their shortspears. They attempt to force the party out of area 4-4 and away from the remains of their dragon masters. If successful in driving the party out of the area, they halt their attacks and return to their patrolling duties. They fight until destroyed.

Kobold warrior skeletons (4): CR 1/3; Small undead; HD 1d12; hp 4, 5, 7, 7; Init +6; Spd 30 ft.; AC 14, touch 13, flat-footed 12; Base Atk +0; Grp -4; Atk Shortspear +0 melee (1d4-1/x3) or claw +0 melee (1d3-1); Full Atk Shortspear +0 melee (1d4-1/x3) or 2 claws +0 melee (1d3-1); SQ Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; AL NE; SV Fort +0, Ref +2, Will +2; Str 9, Dex 15, Con -, Int -, Wis 10, Cha 10.

Skills and Feats: Improved Initiative.

Area 4-5 – The Warrior of Xhitigal (EL 4): Read or paraphrase the following:

As you step through the doorway, you realize that you have indeed left the wilds of the caverns, and have entered the remnants of an ancient civilization. The rough, craggy cavern walls have given way to smooth, worked walls of white marble, engraved with a myriad of ornate, cryptic symbols and numerals. Although not quite as large as the natural caverns, this room is still immense, measuring 90 feet wide and 50 feet long.

The northwest corner of the room is filled with a large pile of rubble, comprised of white marble and rough stone. It appears that the recent cave-ins caused part of the ceiling to collapse. A dwarven warrior stands between the pile of rubble and a door along the western wall, carefully examining some of the cryptic symbols engraved in the wall...however, he stops upon noticing your entrance, and turns to face you with a drawn sword.

The duergar warrior in this area is Zaghâl Turuk, a skilled swordsman and mercenary in the employ of Itharnos Cyvorak. Ordinarily, Turuk would be one of the lieutenants in the duergar forces assembled in the caverns. Following the numerous cave-ins, though, the duergar warrior found himself second-in-command of the few remaining warriors, with only Itharnos Cyvorak as his superior. Turuk is uncomfortable with his newfound authority, which is why he spends most of his time exploring the ruins in search of lost treasures instead of overseeing his troops.

While Turuk is not a devout worshipper of Xhitigal, and mistrusts Itharnos Cyvorak, he hates the Holdfast of the Steel Overlord with a fanatical passion...hence, he is willing to endure distasteful alliances in the hopes of sacking and looting the town of Ul Yazhmotk.

Should the player characters decide to examine the walls of this room, give them handout D. This handout shows the various characters and symbols on the southern wall. If they press the numerals originally shown by the archer statue in area 4-1 in the correct order – IV, VIII, XI, then II – the magical secret door to area 4-6 (and C'bogyg Cyvorak's few remaining treasures) is revealed and opens.

Tactics: Standing near the pile of rubble, Turuk climbs atop the pile should the player characters engage him in melee, giving him the advantage of higher ground. Believing himself to be more than a match for the party, he allows the player characters to dictate the initial course of the fight – using his

crossbow if the characters keep their distance, and his short sword if they close in for blood. If the battle lasts longer than 4 rounds – and Turuk appears to be on the losing side of the fight – he tries to make a strategic withdrawal to area 4-8, in hopes of getting assistance from the evil priest Andurin Maeglor.

Zaghâl Turuk, male duergar Ftr3: CR 3; Medium humanoid; HD 3d10+9; hp 27; Init +1; Spd 20 ft.; AC 17, touch 11, flat-footed 16; Base Atk +3; Grp +6; Atk/Full Atk Masterwork short sword +8 melee (1d6+3/19-20) or masterwork light crossbow +5 ranged (1d8/19-20); SA Duergar traits, spell-like abilities; SQ Darkvision 120 ft., duergar traits; AL LE; SV Fort +6, Ref +2, Will +3; Str 17, Dex 13, Con 16, Int 10, Wis 14, Cha 12.

Skills and Feats: Craft (weaponsmithing) +3, Handle Animal +2, Intimidate +5, Jump -4, Listen +3, Move Silently +1, Spot +3, Swim -2; Cleave, Combat Reflexes, Power Attack, Weapon Focus (short sword).

Spell-Like Abilities: 1/day – *enlarge person* and *invisibility* as a wizard (caster level 6th); these abilities affect only the duergar and whatever it carries.

Possessions: Masterwork short sword, masterwork light crossbow, 20 crossbow bolts, masterwork chainmail, masterwork light steel shield, hammer and 10 spikes, miscellaneous coins.

Area 4-6 – The Treasures of C’bogyg Cyvorak: Read or paraphrase the following:

Glittering treasures greet you as you enter this hidden chamber. Gold, silver, and copper coins completely cover the room, obscuring the stone marble floor. Twin silk tapestries, each depicting a red dragon rising triumphantly in flight, cover most of the southern and western walls and stretch from floor to ceiling. In the center of the room is a large wooden chest, its lid flung wide open; a smaller, closed wooden chest lies just a few feet away from this larger one.

This secret chamber once held most of the treasures and valuables of C’bogyg Cyvorak and his many loyal followers. Although the vault now contains but a fraction of its original riches, the player characters still find themselves surrounded by the wealth of the Dreaming Caverns of the Duergar once they enter this area.

Player characters examining the open treasure chest in the center of the room may find a surprise with a successful Search check (DC 15). Give the players handout E if their Search check is successful – it is a note from adventurers who explored the Dreaming Caverns decades ago and took much of the “valuable” treasure from the hidden vault. The note mentions a powerful artifact – the magical

blade called the Blood Conciliator. Player characters making a successful Knowledge (history) check (DC 14) recognize this artifact to be the subject of well-known tales and songs. If the party conversed with any of the major NPCs in this adventure about why Itharnos Cyvorak and his henchmen are exploring the caverns, they also recognize these items to be the very items sought by the half-dragon mercenary and his duergar allies.

However, these ancient explorers did not take – or even discover – all of the treasures in the chamber that they originally sought. Inside the smaller chest, which is locked but not trapped (DC 15 Open Lock check to open successfully), are a *potion of cure light wounds*, a *potion of enlarge person*, a *potion of bull’s strength*, and a jewel-encrusted hilt of a broken longsword...which is actually the potent magical item known as the Blood Conciliator (see sidebar for further information on this item). The chest can also be smashed open by a DC 18 Strength check or 20 points of slashing/bludgeoning damage. Additionally, the two tapestries are each worth 200 gp, and the large piles of coins come to a grand total of 1,000 gp, 7,700 sp, and 44,000 cp.

Area 4-7 – Vault of the Fallen: Read or paraphrase the following:

A macabre collection of skulls lines the walls of this chamber, which measures approximately 20 feet wide and 30 feet long. Strange symbols are crudely scrawled on some of the skulls. Most appear to be humanoid, although a few large, odd ones – which form an archway around the door leading into the room – measure as tall as a dwarven warrior.

Apart from the strange skulls, there appears to be nothing of interest in this room.

This room once served as a burial chamber for the chosen priests and warriors of Xhitigal, those who achieved greatness in the name of the dragon demigod. Player characters making a successful Knowledge (religion) check recognize the symbols to be those of worshippers of Xhitigal (DC 15), and to be symbols signifying great courage and skill in battle (DC 18).

Additionally, a careful Search of this chamber (DC 22) reveals a sacrificial knife hidden behind the top-most giant skull resting above the doorway. This golden, ruby-encrusted knife is worth 800 gp, and can be used as a masterwork dagger in battle.

The Blood Conciliator

Long ago, the Blood Conciliator was a longsword of immense power, wielded by the mightiest of duergar warriors in legendary battles. Time and dwarven sorcery, however, ravaged the ancient weapon, rendering its gleaming steel blade to rust, and dissipating its once-fearsome magical power. Only the hilt of the blade remains intact, gold and encrusted with small rubies, although empty sockets remain where larger rubies once sat.

However, the hilt of the Conciliator still possesses a residual amount of its former power. If placed at the base of any ordinary, non-magical weapon – the hilt of an sword, the base of an axe handle, the end of a longbow, and so on – the Conciliator imbues that weapon with magical properties, giving it a +1 bonus to damage and on all melee and ranged attack rolls (whatever is appropriate). When providing its power to an ordinary weapon, the Conciliator transforms itself from a golden, broken steel sword hilt into a wide strip of black leather, which wraps itself around the base of the weapon. When pulled back away from the base, the enchanted sword hilt returns to its original form, and the weapon loses its magical abilities. The Conciliator adds no special powers to weapons that are already enchanted.

At the GM's discretion, further powers can be added to the Conciliator in later adventures. According to lore, five enchanted rubies were once set into the tarnished hilt of the mighty sword. Returning any of these lost rubies to their rightful place in the hilt (in the empty sockets) also returns certain powers to the Conciliator. The following are the powers that each enchanted ruby adds to this artifact:

First Ruby	increases damage bonus from +1 to +2
Second Ruby	increases melee and ranged attack bonus from +1 to +2
Third Ruby	grants the wielder a +2 bonus to Initiative
Fourth Ruby	grants the wielder one additional attack once per day
Fifth Ruby	grants the wielder one automatic critical strike once per day

Strong conjuration; CL 12th; Weight 1 lb., Price 1,600 gp.

Area 4-8 – Let Us Prey (EL 4): Read or paraphrase the following:

A large, garish stone statue of a red dragon sits against the southern wall of this otherwise desolate chamber, which roughly measures 70 feet wide and 30 feet long. Piles of rock and debris flank both sides of the statue. The gigantic wings of the statue span well over 40 feet, and mostly covers the faint remnants of drawings scrawled upon the southern wall of the chamber.

Kneeling in front of this statue is a grizzled, muscular dwarf, clad in only a loincloth. Dozens of scars crisscross the dwarf's back. He does not seem to mind, though, as he rains down painful blows upon his back with a bloody flail, adding fresh crimson scars to the old ones covering his flesh. The dwarf softly mutters a prayer as he brutally whips himself, and appears to be oblivious to the pain.

Due to the recent cave-ins, Andurin Maeglor – the crazed duergar whipping himself with the flail – has become the acting high priest and spiritual leader of the duergar in the Dreaming Caverns. He fervently believes that by possessing the Blood Conciliator, the Order of Xhitigal shall easily conquer and destroy UI Yazhmok. However, with the forces of the Order scattered by the cave-ins – and with Cyvorak's inability to find the Conciliator – Maeglor's patience is slowly waning. He prays to the one remaining idol of Xhitigal for a revelation regarding the whereabouts of the ancient artifact...and believes the arrival of the player characters in this area to be a divine sign.

Tactics: Maeglor wastes no time activating his Smite Heretic feat. He immediately charges into battle, viciously attacking the player characters with his flail. He fights to the death.

Andurin Maeglor, male duergar Clr3: CR 4; Medium humanoid; HD 3d8+6; hp 23; Init +2; Spd 20 ft.; AC 13, touch 12, flat-footed 11; Base Atk +2; Grp +4; Atk/Full Atk Masterwork flail +1 melee (1d8+2); SA Duergar traits, command undead 3/day (+0, 2d6+3), spell-like abilities; SQ Darkvision 120 ft., duergar traits; AL LE; SV Fort +5, Ref +3, Will +6; Str 15, Dex 14, Con 15, Int 9, Wis 17, Cha 11.

Skills and Feats: Concentration +4, Heal +4, Listen +4, Move Silently +6, Spellcraft +3, Spot +4; Combat Casting, Smite Heretic.

Spells Prepared (Clr 4/3+1/2+1; save DC = 13 + spell level): 0 - *guidance, inflict minor wounds, read magic, virtue*; 1st - *cause fear, inflict light wounds**, *magic stone, shield of faith*; 2nd - *hold person, inflict moderate wounds, shatter**. *Domain spells.

Domains: Destruction, Evil.

Spell-Like Abilities: 1/day – *enlarge person* and *invisibility* as a wizard (caster level 6th); these abilities affect only the duergar and whatever it carries.

Possessions: Masterwork flail, holy symbol of Xhitigal, *bracers of armor* +1, miscellaneous coins.

Area 4-9 – The Charlatan of the Caverns (EL 5):

Read or paraphrase the following:

Most of this large room, which measures 30 feet wide and 70 feet long, is empty and barren. The exception to this is a statue of a dragonkin archer, similar to the one standing in the pool that you saw earlier. However, examining this dragonkin statue is a living, breathing dragonkin warrior, clad in red scales and leather armor. A jeweled rapier hangs from his belt. The dragonkin warrior stares with great fascination at the statue's bow, as if trying to unlock its secrets with his gaze alone.

Itharnos Cyvorak is a fraud. His followers fervently believe that the half-dragon mercenary is a great leader and warrior, who fought with great armies in the faraway realms of the Lostlands. In fact, Cyvorak is a mercenary, con artist, and thief, more familiar with the freezing jail cells of the Free City of Ternyziem than the sultry lands he claims to have visited. Nonetheless, his desire to attack the dwarven settlement of Ul Yazhmotk is quite genuine, although his reasons are different than the ones he told the Order of Xhitigal. Cyvorak fully expects the duergar attack on Ul Yazhmotk to fail. However, in the ensuing chaos of the assault, he plans to slip away and steal an artifact called the Doomaxe of Moril from its hidden vault beneath the castles of Ul Yazhmotk.

Itharnos Cyvorak also used the duergar cultists to help him loot the ruined temple built by C'bogyg Cyvorak, his more honorable ancestor. He realizes that most of the valuable treasures in the ruins have been taken by adventurers and tomb robbers over the past several centuries, but still sees no reason not to claim the few left scattered in this forgotten place. He also knows that the few treasures of any great value left in the ruins must be located in the hidden vault in area 4-6. However, Cyvorak cannot figure out the vault's location. If Cyvorak discovers that the party managed to uncover the vault, he immediately tries to get the player characters to reveal its location to him, either with a few friendly lies, or with brute force.

The statue in this particular area serves no purpose apart from its ornamental value. Cyvorak incorrectly believes that this particular statue contains the clues necessary to find the secret vault (area 4-6),

even though that information is linked to the statue in area 4-1.

Tactics: Cyvorak is a foolish combatant, who relies heavily on his half-dragon abilities. He believes himself to be a powerful fighter, even though his actual combat skills and experience are sorely limited. He initially uses his breath weapon attack against the party, and then closes in to finish off his opponents (or so he thinks) with his rapier. If severely challenged by the party – meaning if he does not soundly defeat them in a few rounds – he realizes that he might be in trouble, and begins to parley with the party as he fights, trying to talk his way out of the situation. If facing defeat (or death), he starts spitting out outrageous lies about a secret dragon hoard of gold hidden beneath the ruined temple. Should the party actually buy this ludicrous claim, he feigns a truce with the player characters ...and immediately attacks them once more at the first possible opportunity.

Itharnos Cyvorak, male duergar/half-dragon (red) Rog2: CR 5; Medium dragon; HD 2d6+6; hp 16; Init +7; Spd 20 ft.; AC 19, touch 13, flat-footed 16; Base Atk +1; Grp +7; Atk Masterwork rapier +8 melee (1d6+6/18-20) or claw +7 melee (1d4+6) or masterwork composite shortbow +5 ranged (1d6/x3); Full Atk Masterwork rapier +8 melee (1d6+6/18-20) and bite +2 melee (1d6+3) or 2 claws +7 melee (1d4+6) and bite +2 melee (1d6+3) or masterwork composite shortbow +5 ranged (1d6/x3); SA Breath weapon, duergar traits, sneak attack +1d6, spell-like abilities; SQ Darkvision 120 ft., duergar traits, evasion, immunity to sleep and paralysis effects, immunity to fire, low-light vision, trapfinding; AL CE; SV Fort +3, Ref +6, Will +1; Str 22, Dex 17, Con 16, Int 19, Wis 13, Cha 16.

Skills and Feats: Appraise +5 (+7 metal or stone), Balance +8, Bluff +8, Climb +10, Decipher Script +9, Diplomacy +7, Disguise +3 (+5 acting), Escape Artist +4, Forgery +5, Gather Information +8, Hide +8, Intimidate +5, Jump +7, Knowledge (history) +5, Knowledge (local) +5, Listen +4, Move Silently +11, Open Lock +5, Sleight of Hand +8, Spot +4, Swim +7, Tumble +10, Use Magic Device +5 (+7 scrolls), Use Rope +4; Improved Initiative.

Breath Weapon (Su): 30 ft. cone of fire, 6d8 damage, Reflex DC 14 for half damage. Usable once per day.

Spell-Like Abilities: 1/day – *enlarge person* and *invisibility* as a wizard (caster level 4th); these abilities affect only the duergar and whatever it carries.

Possessions: Masterwork rapier (engraved and jeweled, worth 500 gp), masterwork composite shortbow, masterwork leather armor, engraved silver scroll case (120 gp), miscellaneous coins.

Xhitigal

Demigod, LE

Fire, Violence, War

Violent, militant souls dwelling in the Underdeep of the Known Realms worship the demigod Xhitigal (zee-tee-gahl). Once an extremely shrewd and cruel red dragon of immeasurable power, Xhitigal – through methods unclear and mysterious even to the wisest of sages – ascended to divine power in a dark ritual that nearly brought about the ruin of the UI Dominor Mountains.

The domains associated with Xhitigal are Destruction, Evil, and Law. His favored weapon is the flail, and his symbol is a large eye weeping tears of blood.

Followers of Xhitigal generally disdain shields and armor, believing them to be the tools of cowards. They revel in melee combat, and provoke bloody brawls for their own savage amusement. Warriors and clerics of Xhitigal frequently tattoo themselves with the visage of a dragon's skull each time they defeat an opponent in combat; many high priests of the dragon god were covered from head to toe with intricate drawings.

Strangely, the worshippers of Xhitigal include a vast variety of humanoid beings, many who would be mortal enemies under ordinary circumstances. Dwarves, duergar, kobolds, and orcs all worship Xhitigal with equal fervor, and it would not be unusual to see a dwarven holy warrior of the dragon demigod leading fanatical legions of hobgoblins into battle. For this reason, most of these same races fear and distrust any followers of Xhitigal, and temples dedicated to the mighty dragon deity tend to be secluded in desolate underground regions.

Because they are such bloodthirsty fighters, many worshippers of Xhitigal take the Cleave and Great Cleave feats. Further, clerics devoted to the evil dragon demigod are able to choose four unique feats in addition to any others that are available to them.

Each use of any of these unique feats costs the character a minimum of one turn or rebuke attempt from the total number of attempts per day. If no turn or rebuke attempts are left to the character, these particular feats cannot be attempted.

Each of these unique feats takes a standard action to activate (which provokes an attack of opportunity). For clerics of Xhitigal, this action is the gruesome act of self-flagellation. Once blood is drawn, the feat is considered to be active.

Characters possessing more than one of the feats listed below may only activate one feat per round, although their effects can overlap and are cumulative (where applicable) if multiple feats are activated.

DIVINE WILL

Prerequisite: Ability to turn or rebuke creatures, Smite Heretic.

Benefit: As a standard action, spend one of your turn or rebuke undead attempts to gain a +1 bonus on all Fortitude, Reflex, and Will saving throws, and a +2 dodge bonus to Armor Class against all opponents that you engage in melee combat. This bonus lasts for 1 minute.

IMPROVED SMITE HERETIC

Prerequisite: Ability to turn or rebuke creatures, Smite Heretic.

Benefit: As a standard action, spend one of your turn or rebuke undead attempts to gain a +2 bonus on all damage rolls against all opponents that you engage in melee combat. This bonus lasts for 1 minute.

SMITE HERETIC

Prerequisite: Ability to turn or rebuke creatures.

Benefit: As a standard action, spend one of your turn or rebuke undead attempts to gain a +4 bonus on all damage rolls against a single opponent in melee combat. You must specify this opponent when the feat is activated, and may not change this opponent so long as the feat is active. This bonus lasts for 1 minute.

WRATHFUL SPIRIT

Prerequisite: Ability to turn or rebuke creatures, Endurance.

Benefit: As a standard action, spend one of your turn or rebuke undead attempts to temporarily gain +10 hit points. This bonus lasts for only 1 minute. If you are reduced to between -1 and -5 hit points after the effect wears off, you must receive some sort of magical healing within 1d4 rounds or immediately fall to -10 hit points and die. If you are reduced to between -6 and -9 hit points after the effect wears off, you immediately fall to immediately fall to -10 hit points and die, and cannot be resurrected, reincarnated, or raised from the dead.

Area 4-10 – The Face of the Dragon (EL 3): Read or paraphrase the following:

The stone face of a dragon peers forth from the ruined northern wall of this chamber, its face contorted in rage and anger. Although quite life-like and nearly the size a man, you quickly realize that this face is the work of master artisans, and is not the macabre remains of a once-living great wyrm.

Apart from the large face, there is nothing else of note in the chamber.

The face of the dragon is a representation of Xhitigal...and is also a trap. Should any of the player characters physically touch the face, a billowing, magic cloud of sleeping gas spews forth from the stone dragon's nostrils with a deafening hiss. Allow Andurin Maeglor in area 4-8 a Listen check (DC 18) to this hissing sound, if the player characters have not yet encountered the duergar cleric. If successful, Maeglor immediately heads over to area 4-10, ready for battle.

Face of Doom Trap: CR 3; mechanical; touch trigger; automatic reset; gas; never miss; spell-like effect (*sleep*, 9th-level wizard, Fort DC 14 negates); multiple targets (all targets in a 10-ft.-by-10-ft. area); Search DC 20; Disable Device DC 24.

Area 4-11 – Dead Ends: Read or paraphrase the following:

As you reach the end of this corridor, you see that it is completely blocked with boulders and rubble. Some of the boulders appear to be extremely large and heavy, and judging from the thick layers of dust covering the floor, the rubble has been present for quite a long time.

These corridors once led to additional rooms and levels of the citadel of C'bogyg Cyvorak. However, cave-ins have caused these corridors to collapse, destroying most of the citadel and effectively sealing the few remaining areas off from the rest of the caverns.

Intrepid GMs who wish to continue or expand the adventure with their own original material, or to other modified adventures, can easily use these corridors to connect to new areas, filled with more excitement and danger...



Wrapping Up: Escaping the Caverns

With the player characters effectively trapped within the Dreaming Caverns, it is up to the GM to determine exactly when the party has completed the adventure and when they find a way out. It is recommended that the GM conclude the module only when the major goals of the adventure are completed – defeating Zaghâl Turuk, Andurin Maeglor, and Itharnos Cyvorak, as well as finding the Blood Conciliator – although this can be amended if the players face significant challenges or incredible bad luck during the course of the adventure. At whatever ending point is chosen, though, the GM can opt to have one of the previously unexplored tunnels in the caverns (such as the ones noted in areas 4-11) lead back to the underground road being traveled by the party at the beginning of the adventure.

If the GM just wanted to wrap up the adventure immediately after Itharnos Cyvorak is defeated, the player characters can simply encounter friendly dwarves, who tunnel into the caverns in search of survivors from the cave-ins. To utilize this “fast” ending, read or paraphrase the following approximately 2d4 rounds after the dragonkin rogue is beaten:

As you stand triumphantly over the body of the slain dragonkin mercenary, you realize that your victory might be very short-lived – for you hear ominous sounds of knocking behind the cavern walls. You realize that there may be dozens of creatures lurking behind the walls, ready to strike and attack!

Suddenly, the cavern wall besides you gives way, showing you with clouds of rocks and thick dust. Emerging from these dusty clouds are a score of dwarves, perhaps more, all equipped with well-used picks and hammers. A few bear shields and swords – you instantly recognize the sigil emblazoned on the shields to be that of the Holdfast of the Steel Overlord. You have been rescued!

One of the dwarves steps forward, giving both yourselves and your surrounds a cautious glance. “Glad to see you’re all right”, he says. “We thought the cave-ins got most of the folks in these parts of the mountains, poor souls.” He gives your party a second glance, even more cautious this time, eying your well-used swords ...and your accumulated treasures as well.

“My word – seems like you’ve got quite the tale to tell!” he finally exclaims. “Why don’t we find a tavern back in Ul Yazhmotk, and you can tell us all about it over some tankards of ale?”

THUS ENDS THE DREAMING CAVERNS OF THE DUERGAR

Rewards

Reward experience normally for combat and traps in adventure. In addition, you may elect to award bonus XP to the party for exceptional action and heroic accomplishments. Use the list below as a guideline for awarding bonus experience points.

Action	XP Bonus
Killing Tyvim Sorethin while bound and gagged	-100 XP
Defeating the derro in area 2-10	+50 XP
Finding the golden arrow in area 3-5	+50 XP
Defeating Zaghâl Turuk	+50 XP
Defeating Andurin Maeglor	+50 XP
Correctly placing the golden arrow in area 4-1	+100 XP
Finding and opening the vault door in area 4-5	+100 XP
Defeating Itharnos Cyvorak	+200 XP

Further Adventures

Should the player characters defeat Itharnos Cyvorak and his followers, here are some ideas for further adventures once they finally reach Ul Yazhmotk:

- Once at Ul Yazhmotk, the party learns the history of the Blood Conciliator. They also learn that two of the magical rubies that enhance the ancient weapon's powers are rumored to be located somewhere in Azaegal's Hold, a fortress inhabited by ogres, giants, and orcs. Perhaps the lessons learned in the Dreaming Caverns of the Duerгарcan allow the player characters to successfully recover the magic rubies and begin to restore the Blood Conciliator to its former glory.
- One of the books discovered by the player characters in area 2-5 – Draconis Rex – creates great interest in Ul Yazhmotk when the party finally arrives. According to local lore, the archaic tome can somehow be used as a magical compass to locate the ancient treasure trove of the fallen golden dragon Amrielle. A local dwarven sage – Gilead Thorgarim – offers to sponsor the party's expedition to faraway Mount Wyvern, where it is said that Draconis Rex can reveal the secrets to ancient riches, as well as things far more sinister and perhaps best left slumbering...

Appendix 1: New Monsters

EXECUTIONER'S HOOD

Tiny Aberration

Hit Dice:	2d8+2 (11 hp)
Initiative:	+0
Speed:	10 ft. (2 squares), climb 5 ft.
Armor Class:	15 (+2 size, +3 natural), touch 12, flat-footed 15
BAB/Grapple:	+1/-7 (+1 when engulfing)
Attack:	Slam +3 melee (1d4)
Full Attack:	Slam +3 melee (1d4)
Space/Reach:	2-1/2 ft./0 ft.
Special Attacks:	Engulf
Special Qualities:	Darkvision 60 ft., host, immunity to sleep effects, vulnerability to alcohol
Saves:	Fort +1, Ref +0, Will +4
Abilities:	Str 10, Dex 10, Con 12, Int 4, Wis 12, Cha 10
Skills:	Climb +8, Listen +6, Spot +5
Feats:	Alertness
Environment:	Underground
Organization:	Solitary
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	3-6 HD (Tiny)
Level Adjustment:	–

This creature resembles an executioner's hood constructed of blackish-gray leather. Two hollow eye holes are present in its form.

The executioner's hood is a deadly monster, black in color and 1 inch thick, that resembles an actual executioner's hood or a small black bag. It has two eyeholes that can be used to see into or out of the monster (if some unfortunate soul happens actually to pick it up – or worse, put it on). The executioner's hood is sometimes used to guard valuable belongings. It does so unerringly as long as a constant supply of food is available.

COMBAT

The executioner's hood clings to the ceiling, waiting for prey to pass under it. When prey passes by, the hood drops and attempts to engulf the victim's head. Slain victims are slowly devoured by the hood.

Engulf (Ex): An executioner's hood can try to wrap itself around the head of a Medium or smaller creature as a standard action. The hood attempts a grapple that does not provoke an attack of opportunity. If it wins the grapple check, it establishes a hold and deals slam damage each round the hold is maintained. Once it suc-



YELLOW MUSK CREEPER

Large Plant	
Hit Dice:	3d8+9 (22 hp)
Initiative:	+2
Speed:	5 ft. (1 square)
Armor Class:	15 (-1 size, +2 Dex, +4 natural), touch 11, flat-footed 13
BAB/Grapple:	+2/+11
Attack:	Pollen spray +3 ranged touch (pollen spray) or tendril +6 melee (1d8+5)
Full Attack:	Pollen spray +3 ranged touch (pollen spray) or 2 tendrils +6 melee (1d8+5)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Create yellow musk zombie, Intelligence damage, pollen spray
Special Qualities:	Blindsight 30 ft., plant traits, rejuvenation
Saves:	Fort +6, Ref +3, Will +1
Abilities:	Str 20, Dex 15, Con 17, Int –, Wis 11, Cha 9
Skills:	–
Feats:	–
Environment:	Temperate and warm forests and underground
Organization:	Patch (yellow musk creeper plus 1-6 yellow musk zombies)
Challenge Rating:	2
Treasure:	Standard
Alignment:	Always neutral
Advancement:	4-6 HD (Large); 7-9 HD (Huge)
Level Adjustment:	–

This plant is a large green clinging vine with ivy-like leaves of dark green. Small dark green bulbs and bright yellow flowers mottled with purple adorn the plant.

The yellow musk creeper is a slow-moving plant that attacks living creatures and feeds on their intelligence, eventually turning such creatures into yellow musk zombies. Creepers can be found in moderate to warm climates or underground, and are rarely encountered elsewhere.

The actual root of the plant is a large bulbous, brown sac that lies beneath the surface of the ground where the yellow musk creeper grows.

COMBAT

Yellow musk creepers lie silent until prey approaches within 10 feet. The small flowers of the creeper then puff a musky-smelling fine powder at a single target, attempting to entrance the target. If attacked, a yellow musk creeper lashes out with its tendrils.

Yellow musk creepers are never encountered alone.

cessfully engulfs an opponent's head, the executioner's hood hangs on with great tenacity (gaining a +8 racial bonus on successive grapple checks, already included in the Base Attack/Grapple entry above).

A creature whose head is engulfed cannot breathe, but can hold his breath for 2 rounds per point of Constitution. After this period of time, the character must make a DC 10 Constitution check in order to continue holding his breath. The save must be repeated each round, with the DC increasing by +1 for each previous success.

When the character fails one of these Constitution checks, he begins to suffocate. In the first round, he falls unconscious (0 hit points). In the following round, he drops to -1 hit points and are dying. In the third round, he suffocates.

Attacks that hit an engulfing executioner's hood deal half their damage to the monster and half to the trapped victim. A creature whose head is engulfed cannot cast spells with verbal components.

Host (Ex): An executioner hood that envelops a creature's head attaches many small fibrous strands to the victim's flesh. Attacks that hit an attached executioner's hood deal half their damage to the monster and half to the trapped victim.

Vulnerability to Alcohol (Ex): An executioner's hood is vulnerable to wine, ale, brandy, or any other strong alcoholic drink. Each quart poured on the hood deals 1 point of damage to the creature. After the hood has taken 4 points of damage, it releases its hold on its opponent and drops to the ground.

Skills: An executioner's hood has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

They always have a retinue of yellow musk zombies with them. These zombies will defend the creeper against all attacks.

Create Yellow Musk Zombie (Su): A victim reduced to Intelligence 0 becomes a yellow musk zombie in 1 hour under the control of the creeper that created it. If the yellow musk creeper is slain before the yellow musk zombie rises, the transformation can be prevented by the casting of neutralize poison followed by a heal or restoration spell.

Intelligence Damage (Ex): As a free action, a yellow musk creeper can insert hundreds of tiny roots into the head of an entranced foe within any space occupied by the creeper. An entranced foe does not resist this attack and does not receive a saving throw to break free of its entranced state. This attack deals 1d4 points of Intelligence damage each round. A victim reduced to Intelligence 0 becomes a yellow musk zombie in 1 hour (see that entry in this book).

Pollen Spray (Ex): A yellow musk creeper can spray a tiny cloud of hypnotic pollen at a single creature within 30 feet. An opponent hit by the cloud must succeed on a DC 14 Fortitude save or be entranced for 1d4 minutes (as by a *charm monster* spell). Entranced creatures can take no action other than to move at their normal speed into a space occupied by the yellow musk creeper. An entranced creature resists any attempt to halt its progress. A victim within a space occupied by the yellow musk creeper stands there and offers no resistance to the monster's attacks. The save DC is Constitution-based.

Blindsight (Ex): The yellow musk creeper has no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

Rejuvenation (Ex): A yellow musk creeper can be killed only if its root is dug up, then burned, hacked apart, or otherwise destroyed. Reducing the creeper to 0 or less hit points puts it out of commission, allowing excavation of its roots. The main root is a Small object with a hardness of 3 and 10 hit points. The root can be affected by spells or effects that affect an area, or targeted by spells that affect an individual target.

As long as the root remains intact, a yellow musk creeper regrows in about 2 weeks.

YELLOW MUSK ZOMBIE

Yellow musk zombies are creatures that have been transformed into their current state by a yellow musk creeper. The yellow musk zombie appears much as it did in life, wearing the same clothes and carrying the same weapons it had at the time of its creation. Yellow musk zombies have pale yellow skin and stark white eyes.

Creating a Yellow Musk Zombie

"Yellow Musk Zombie" is an acquired template that can be added to any corporeal humanoid, monstrous humanoid, or aberration (referred to hereafter as the "base creature") that has an Intelligence score of 1 or higher.

The yellow musk zombie uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to Plant. It loses all type and alignment modifiers (such as Fire, Aquatic, or Good). Do not recalculate base attack bonus, saves, or skill points. It does not gain the augmented subtype.

Hit Dice: Change all current and future HD to d8s.

Speed: Same as the base creature. If the base creature's speed is less than 20 feet, increase it to 20 feet.

Armor Class: Natural armor bonus increases by a number based on the zombie's size:

Natural size	AC Bonus
Tiny or smaller	+0
Small	+1
Medium	+2
Large	+3
Huge	+4
Gargantuan	+7
Colossal	+11

Attack: A yellow musk zombie retains all the attacks of the base creature and gains a slam attack if it didn't already have one. If the base creature can use weapons, the yellow musk zombie retains this ability. A creature with natural weapons retains those natural weapons. A yellow musk zombie fighting without weapons uses either its slam attack or its primary natural weapon (if it has any). A yellow musk zombie armed with a weapon uses its slam or a weapon, as it desires.

Full Attack: A yellow musk zombie fighting without weapons uses either its slam attack (see above) or its natural weapons (if it has any). If armed with a weapon, it usually uses the weapon as its primary attack along with a slam or other natural weapon as a natural secondary attack.

Damage: If the base creature does not have a slam attack, use the damage values below. Otherwise, use the values below or the base creature's damage, whichever is higher.

Size	Damage	Size	Damage
Fine	1	Diminutive	1d2
Tiny	1d3	Small	1d4
Medium	1d6	Large	1d8
Huge	2d6	Gargantuan	2d8
Colossal	4d6		

Special Attacks: A yellow musk zombie retains none of the base creature's special attacks.

Special Qualities: A yellow musk zombie retains none of the base creature's special qualities, but gains those listed below.

Darkvision (Ex): A yellow musk zombie gains darkvision out to a range of 60 feet.

Link to Creator (Ex): A yellow musk zombie is linked to the yellow musk creeper that created it and can never move more than 200 feet from it.

Sprout New Creeper (Ex): After about 2 months of service to a yellow musk creeper, the yellow musk zombie wanders up to 1 mile away from its creator (the link to its creator is broken) and dies. Where it falls, new yellow musk seedlings sprout from the head of the corpse and take root, and within one hour, a new fully grown yellow musk creeper blossoms.

Abilities: Adjust from the base creature as follows: Dex -4 (minimum 8), Int changes to 2, Wis changes to 10, Cha changes to 1.

Skills: A yellow musk zombie has no skills.

Feats: A yellow musk zombie has no feats.

Environment: Temperate land and underground.

Organization: Solitary or patch (2-5 yellow musk zombies and 1 yellow musk creeper).

Challenge Rating: Same as the base creature.

Treasure: None.

Alignment: Always neutral evil.

Advancement: None.

Level Adjustment: —

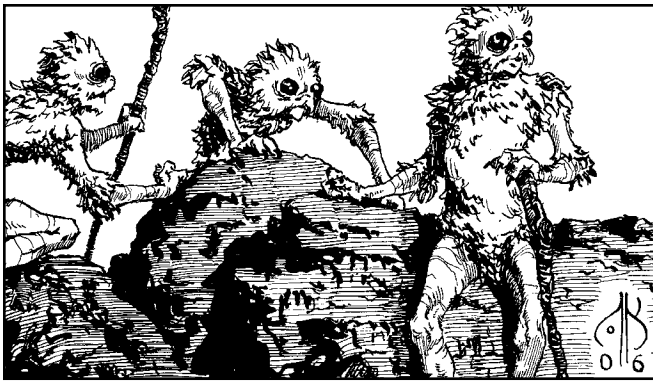
VEGEPYGMY

	Commoner	Worker	Guard
	<i>Small plant</i>	<i>Small plant</i>	<i>Small plant</i>
Hit Dice:	1d8 (4 hp)	2d8+2 (11 hp)	3d8+6 (19 hp)
Initiative:	+2	+2	+2
Speed:	30 ft. (6 squares)	30 ft. (6 squares)	30 ft. (6 squares)
Armor Class:	16 (+1 size, +2 Dex, +3 natural), touch 13, flat-footed 14	16 (+1 size, +2 Dex, +3 natural), touch 13, flat-footed 14	16 (+1 size, +2 Dex, +3 natural), touch 13, flat-footed 14
Base Attack/Grapple:	+0/-4	+1/-3	+2/-1
Attack:	Claw +1 melee (1d4) or longspear +1 melee (1d6/x3)	Claw +2 melee (1d4) or longspear +2 melee (1d6/x3)	Claw +4 melee (1d4+1) or longspear +4 melee (1d6/x3)
Full Attack:	2 claws +1 melee (1d4) or longspear +1 melee (1d6/x3)	2 claws +2 melee (1d4) or longspear +2 melee (1d6/x3)	2 claws +4 melee (1d4+1) or longspear +4 melee (1d6/x3)
Space/Reach:	5 ft./5 ft. (10 ft. with longspear)	5 ft./5 ft. (10 ft. with longspear)	5 ft./5 ft. (10 ft. with longspear)
Special Attacks:	—	—	—
Special Qualities:	Damage reduction 5/ slashing or bludgeoning, immunity to electricity, low-light vision, plant traits	Damage reduction 5/ slashing or bludgeoning, immunity to electricity, low-light vision, plant traits	Damage reduction 5/ slashing or bludgeoning, immunity to electricity, low-light vision, plant traits
Saves:	Fort +2, Ref +2, Will +0	Fort +4, Ref +2, Will +0	Fort +4, Ref +3, Will +2
Abilities:	Str 11, Dex 14, Con 11, Int 6, Wis 10, Cha 10	Str 11, Dex 14, Con 12, Int 8, Wis 11, Cha 10	Str 12, Dex 14, Con 13, Int 10, Wis 12, Cha 11
Skills:	Hide +11*, Listen +3, Move Silently +7, Spot +3	Hide +12*, Listen +3, Move Silently +7, Spot +3	Hide +13*, Listen +6, Move Silently +9, Spot +6
Feats:	Alertness	Alertness	Alertness, Toughness
Environment:	Underground	Underground	Underground
Organization:	Gang (2-5) or workforce (4-7)	Gang (2-5) or workforce (4-7)	Solitary, pair, gang (2-5), or patrol (3-6)
Challenge Rating:	1/2	1	2
Treasure:	Standard	Standard	Standard
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	—	—	—
Level Adjustment:	—	—	—

	Vegepygmy Bodyguard <i>Small Plant</i>	Vegepygmy Subchief <i>Medium Plant</i>	Vegepygmy Chief <i>Medium Plant</i>
Hit Dice:	4d8+11 (29 hp)	5d8+10 (32 hp)	6d8+21 (48 hp)
Initiative:	+2	+1	+1
Speed:	30 ft. (6 squares)	30 ft. (6 squares)	30 ft. (6 squares)
Armor Class:	16 (+1 size, +2 Dex, +3 natural), touch 13, flat-footed 14	17 (+1 size, +1 Dex, +5 natural), touch 12, flat-footed 15	18 (+1 size, +1 Dex, +6 natural), touch 12, flat-footed 16
Base Attack/Grapple:	+3/+1	+3/+6	+4+8
Attack:	Claw +6 melee (1d4+2) or longspear +6 melee (1d6+3/x3)	Claw +6 melee (1d6+3) or longspear +7 melee (1d8+4/x3)	Claw +8 melee (1d6+4) or longspear +9 melee (1d8+6/x3)
Full Attack:	2 claws +6 melee (1d4+2) or longspear +6 melee (1d6+3/x3)	2 claws +6 melee (1d6+3) or longspear +7 melee (1d8+4/x3)	2 claws +8 melee (1d6+4) or longspear +9 melee(1d8+6/x3)
Space/Reach:	5 ft./5 ft. (10 ft. with longspear)	5 ft./5 ft. (10 ft. with longspear)	5 ft./5 ft. (10 ft. with longspear)
Special Attacks:	—	—	Spores
Special Qualities:	Damage reduction 5/ slashing or bludgeoning, immunity to electricity, low-light vision, plant traits	Damage reduction 5/ slashing or bludgeoning, immunity to electricity, low-light vision, plant traits	Damage reduction 5/ slashing or bludgeoning, immunity to electricity, low-light vision, plant traits
Saves:	Fort +6, Ref +3, Will +2	Fort +6, Ref +2, Will +3	Fort +8, Ref +3, Will +4
Abilities:	Str 14, Dex 14, Con 14, Int 10, Wis 13, Cha 12	Str 16, Dex 12, Con 15, Int 11, Wis 14, Cha 14	Str 18, Dex 12, Con 16, Int 12, Wis 15, Cha 16
Skills:	Hide +14*, Listen +6, Move Silently +10, Spot +6	Hide +9*, Listen +6, Move Silently +9, Spot +6	Hide +11*, Listen +11, Move Silently +12, Spot +11
Feats:	Alertness, Toughness (longspear)	Alertness, Weapon Focus (longspear)	Alertness, Weapon Focus
Environment:	Underground	Underground	Underground
Organization:	Solitary, pair, gang (2-5), patrol (3-6)	Solitary, gang (1 plus 2-4 bodyguards), or band (1 plus 2 bodyguards, 2-5 guards, 4-7 workers, and 6-11 commoners), or war band (1 plus 2-8 bodyguards, 6-11 guards, 20-40 workers)	Band (1 plus one sub- chief, or 2-8 body- guards, and 6-10 workers), or tribe (30- 300 commoners plus 2-8 guards, 2-8 body- guards, 1 sub-chief per 50 commoners, 1 chief per 100 commoners, 1-4 patches of russet mold, 1-3 shriekers)
Challenge Rating:	3	4	5
Treasure:	Standard	Standard	Standard
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	—	—	—
Level Adjustment:	—	—	—

This creature resembles a humanoid with green vegetable like skin and razor-sharp claws. Its head sports two large yellow eyes, a wide mouth, an inset nose, and a topknot of dark brown leaves. Leafy tendrils protrude from its shoulders, midsection, arms, and legs.

When a living creature is slain by russet mold, it rises as a 1 HD vegepygmy. Vegepygmies are low-intelligence plants that make their home deep in the forests or underground away from most settled areas. These hunters and scavengers are carnivorous, preying on living creatures weaker than themselves.



A vegepygmy ranges from 2 feet to 4-1/2 feet tall. Though they do not seem to have ears, it is well known that vegepygmies can hear.

Vegepygmies do not speak, but communicate with others of their kind by thumping their chest or rapping their spears on rocks, earth, or some other solid surface. It is not known if or how they communicate with other creatures.

COMBAT

Vegepygmies attack using either their claws or weapons (usually a long spear or club). They prefer to ambush opponents, using their coloration to blend with their natural surroundings.

Spores (Ex): The chief is the only vegepygmy with a spore attack. As a standard action, a chief vegepygmy can release a cloud of spores in a 40-foot spread. A living creature caught within the cloud must succeed on a Fortitude save (DC 16) or be paralyzed for 2d6 rounds. After the paralysis wears off, the character must succeed on another DC 16 Fortitude save or take 3d6 points of Constitution damage. The save DCs are Constitution-based.

At Constitution 0, the victim dies, rising as a 4 HD vegepygmy bodyguard in one day. If a remove disease spell is cast on a paralyzed victim before the paralysis wears off, he does not have to attempt the second Fortitude save and takes no Constitution damage.

Skills: Vegepygmies have a +4 racial bonus on Hide and Move Silently checks. *The bonus to Hide checks increases to +12 in swampy or forested areas.

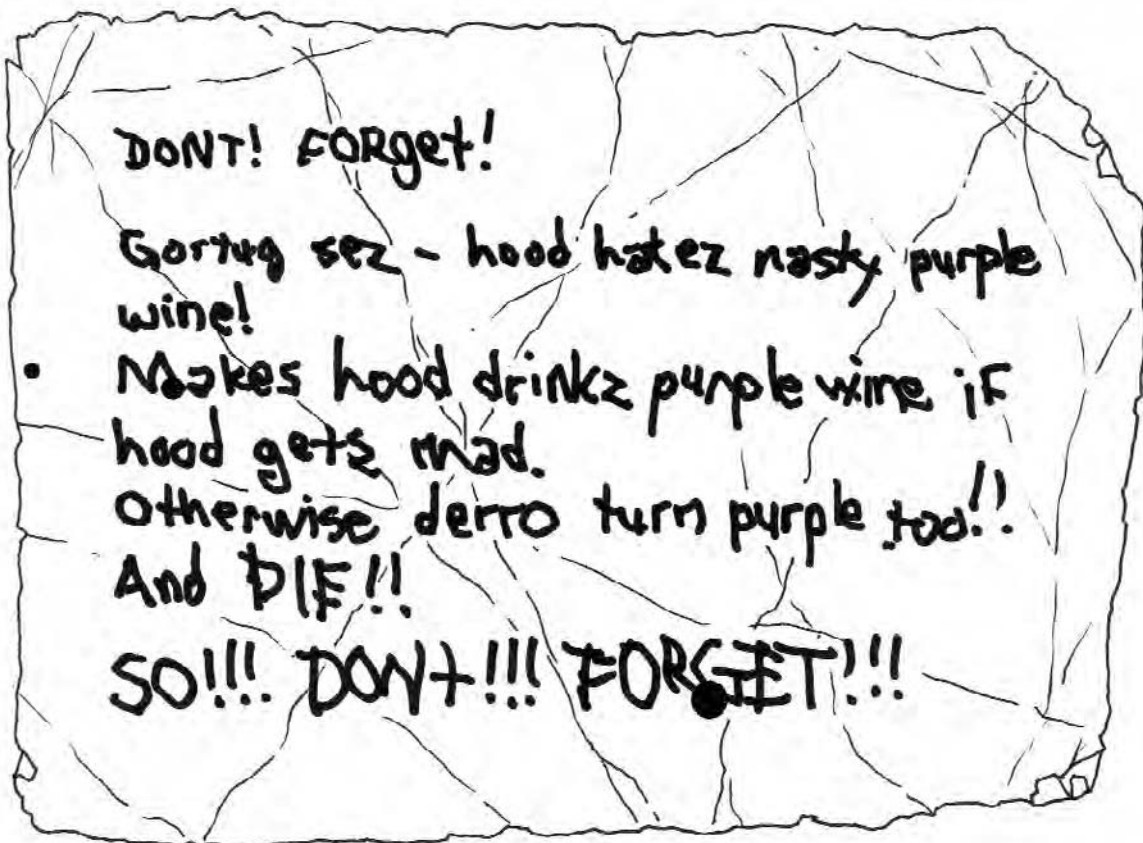
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Level	Number and Title
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1-13	#14: Dungeon Interludes
2	#11: The Dragonfiend Pact * #31: The Transmuter's Last Touch
2-3	#42: Secret of the Stonearm
3-5	#3: The Mysterious Tower #36: Talons of the Horned King #43: Curse of the Barrens
4-6	#17: Legacy of the Savage Kings #26: The Scaly God #27: Revenge of the Rat King * #35B: Thief Lord's Vault #37: The Slithering Overlord
5-7	#7: Secret of Smuggler's Cove † #23: The Sunken Ziggurat
6-8	#10: The Sunless Garden #16: Curse of the Emerald Cobra #20: Shadows in Freeport * #34: Cage of Delirium
7-8	#5: Aerie of the Crow God *
7-9	#8: Mysteries of the Drow #19: The Volcano Caves #38: Escape from the Forest of Lanterns #40: Devil in the Mists †
8-10	#6: Temple of the Dragon Cult
9-11	#12: The Blackguard's Revenge #25: Dread Crypt of Srihoz
10	#30: Vault of the Dragon Kings ☼
10-12	#4: Bloody Jack's Gold †
11-13	#12.5: The Iron Crypt of the Heretics *
12-13	#18: Citadel of the Demon Prince
12-14	#21: Assault on Stormbringer Castle
14-15	#15: Lost Tomb of the Sphinx Queen **
14-16	#22: The Stormbringer Juggernaut † #32: Golden Palace of Zahadran **
15	#13: Crypt of the Devil Lich *, ☼
21-24	#33: Belly of the Great Beast

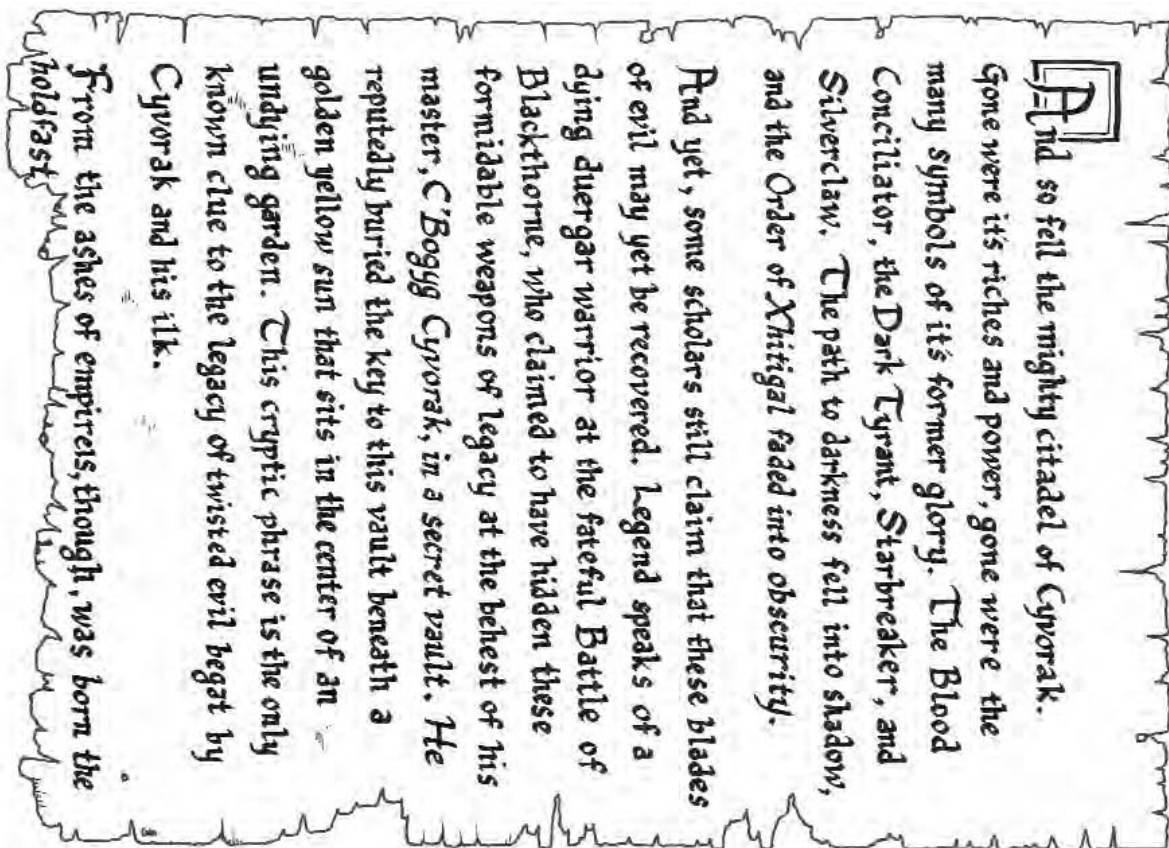
* Urban ** Desert † Aquatic/Coastal * "Best Adventure" nominee/winner

☼ Gen Con tournament module (compare your score to the Gen Con winners!)



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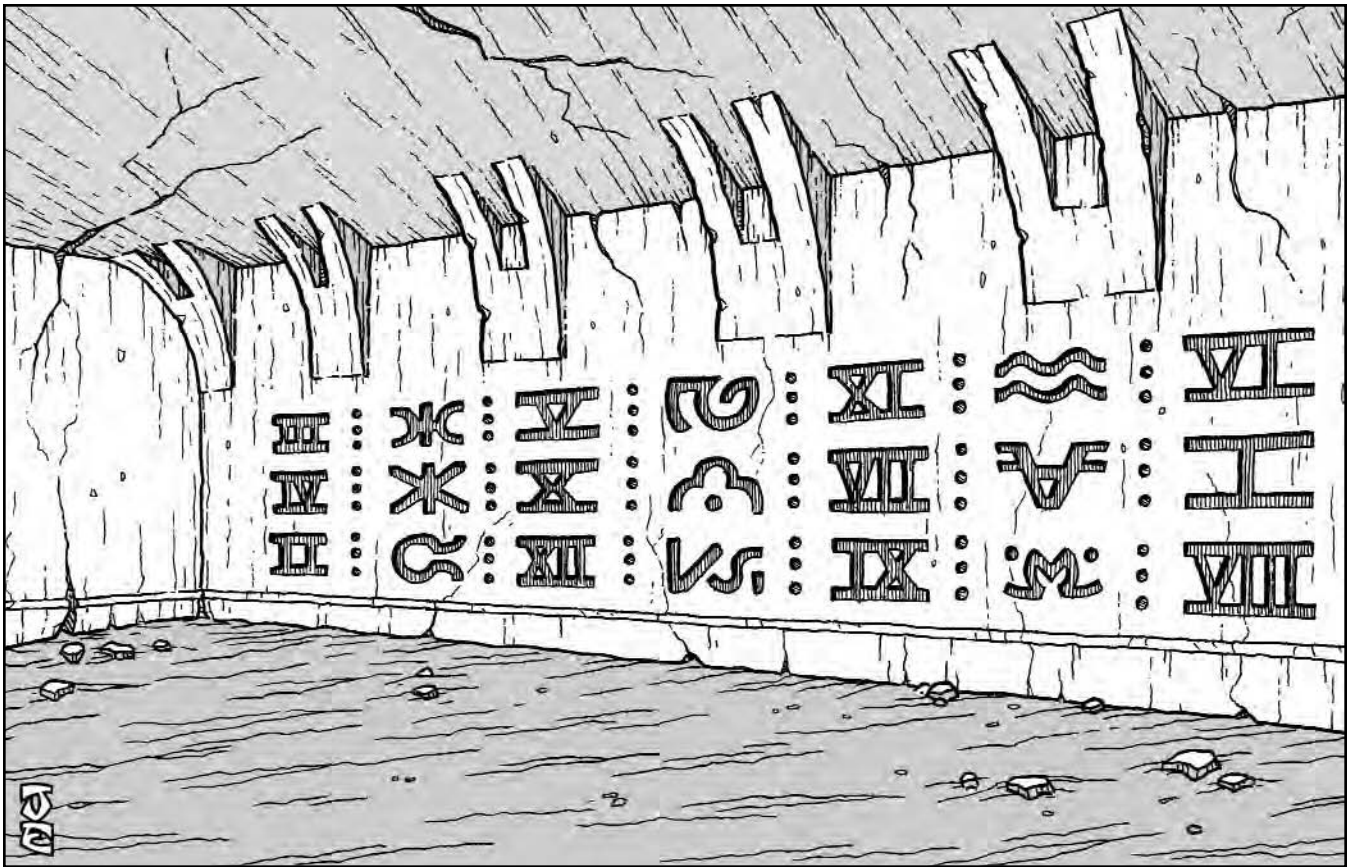
Players' Handout C



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Players' Handout D



Players' Handout E

To the brave souls who read this -

Our congratulations to you for finding this Vault. 'Tis not an easy task. Your steel must be sharp, as must be your wits. E'beggy Gywerek hid his treasures well, and you should be commended for finding them.

Or, at least finding where they once were.

Like you, we came in search of the magical Blade known as the Blood Conciliator. 'Twas, contrary to the songs of the bards, the Conciliator never resided in this Vault, or perhaps it was lost during the Battle of Blackthorne. Or perhaps brave Warriors and Explorers found the Conciliator before us... as we found this Vault before you.

Pity - the Blade would have proven useful in our Quest to destroy the Vampire Ordox. With the Blade absent, we only took enough Gold Coins from this Vault to aid us in our Quest to destroy the accursed fiend. 'Tis for the remaining treasures in the Vault... we leave to you, brave travelers, along with our regrets. For what it is worth, we salute your courage, and perhaps you may yet find the Blade that eluded our Grasp.

Yours cordially,

The Black Company

Appendix 3: Pregenerated Characters

Basic Stats

Character	Ragar	Ozwik	Kavella	Lyrus	Setia	Urkas
Sex	M	M	F	M	F	M
Race	Half-Orc	Dwarf	Gnome	Human	Human	Orc
Class/Level	Fighter 1	Cleric 1	Wizard 1	Rogue 1	Ranger 1	Barbarian
CR	1	1	1	1	1	1
Size	M	M	S	M	M	M
Height	6' 2"	4' 3"	3' 4"	6' 0"	5' 6"	6' 5"
Weight	262 lb.	172 lb.	41 lb.	175 lb.	125 lb.	275 lb.
Alignment	CG	LG	NG	CG	CG	CN
AC	18	18	14	17	16	16
Hit Points	13	11	6	8	10	14
Speed	20 ft.	20 ft.	20 ft.	30 ft.	30 ft.	40 ft.
Initiative	+1	+2	+7	+3	+2	+2
Strength	18	14	6	14	14	20
Dexterity	12	14	16	16	14	14
Constitution	16	16	14	14	14	14
Intelligence	10	10	16	14	12	10
Wisdom	12	15	12	10	12	10
Charisma	6	10	12	10	14	8
Fort Save	+5	+5	+2	+2	+4	+4
Ref Save	+1	+2	+3	+5	+4	+2
Will Save	+1	+4	+3	+0	+1	+0
Armor	Chain mail, heavy steel shield	Scale mail, heavy steel shield	None	Chain shirt	Studded leather, light wooden shield	Chain shirt
Spell Per Day	None	3/2+1	3/2	None	None	None
Melee Bonus	+5	+2	-1	+2	+3	+6
Ranged Bonus	+2	+2	+4	+3	+3	+3
Damage Adj	+4	+2	-2	+2	+2	+5
BAB	+1	+0	+0	+0	+1	+1
Grapple	+5	+2	-6	+2	+3	+6

Domains & Spellbooks

Character	Domains or Spellbook
Ozwik	Law, War
Kavella	0 — <i>arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance</i> ; 1st — <i>color spray, mage armor, magic missile, shield, silent image, sleep</i>

Skills & Feats

Character	Skills	Feats
Ragar	Climb +7, Intimidate +1, Jump +6	Power Attack, Weapon Focus (battleaxe)
Ozwik	Concentration +4, Heal +5, Knowledge (religion) +4	Combat Casting, Weapon Focus (heavy mace)*
Kavella	Concentration +6, Craft (alchemy) +9, Hide +7, Knowledge (arcana) +7, Knowledge (dungeoneering) +7, Listen +3, Spellcraft +7	Improved Initiative, Scribe Scroll*
Lyrus	Climb +6, Disable Device +5, Hide +7, Listen +4, Move Silently +7, Open Lock +7, Search +6, Spot +4, Tumble +7	Two-Weapon Fighting, Weapon Focus (shortsword)
Setia	Climb +6, Handle Animal +4, Hide +6, Jump +6, Knowledge (dungeoneering) +5, Knowledge (nature) +5, Move Silently +6, Survival +8	Track*, Skill Focus (Survival), Weapon Focus (longsword)
Urkas	Climb +9, Intimidate +3, Jump +9, Survival +4	Power Attack

Weapons & Equipment

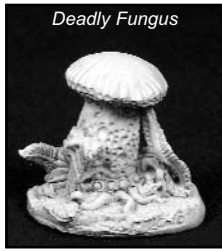
Character	Weapons	Magic Items	Other Items
Ragar	Battleaxe, 3 throwing axes	None	Backpack with waterskin, two day's trail rations, bedroll, sack, flint and steel, hempen rope (50 ft.), grappling hook, 3 flasks of alchemist's fire
Ozwik	Heavy mace, light crossbow, case with 20 bolts	None	Backpack with waterskin, two day's trail rations, bedroll, sack, flint and steel, 2 vials of antitoxin, 2 torches, holy symbol of Odin
Kavella	Dagger, light crossbow, case with 20 bolts	None	Backpack with waterskin, two day's trail rations, bedroll, sack, flint and steel, 5 candles, two pages of parchment, ink, inkpen, spell component pouch, spellbook
Lyrus	2 short swords, shortbow, quiver with 20 arrows	None	Backpack with waterskin, two day's trail rations, bedroll, sack, flint and steel, hempen rope (50 ft.), grappling hook, thieves' tools, hooded lantern with 3 pints of oil
Setia	Longsword, dagger, shortbow, quiver with 20 arrows	None	Backpack with waterskin, two day's trail rations, bedroll, sack, flint and steel
Urkas	Greatsword, 3 javelins	None	Backpack with waterskin, two day's trail rations, bedroll, sack, flint and steel

Dungeon Crawl Classics Miniatures

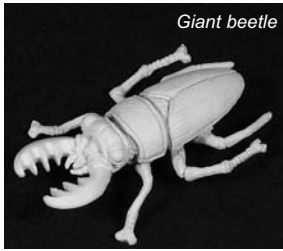
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Kobold Sorcerer



Deadly Fungus



Giant beetle



Giant centipedes



Tyluugh



Darkmantle



Stirge Swarm



Lizardman Fighter



Raging Owlbear

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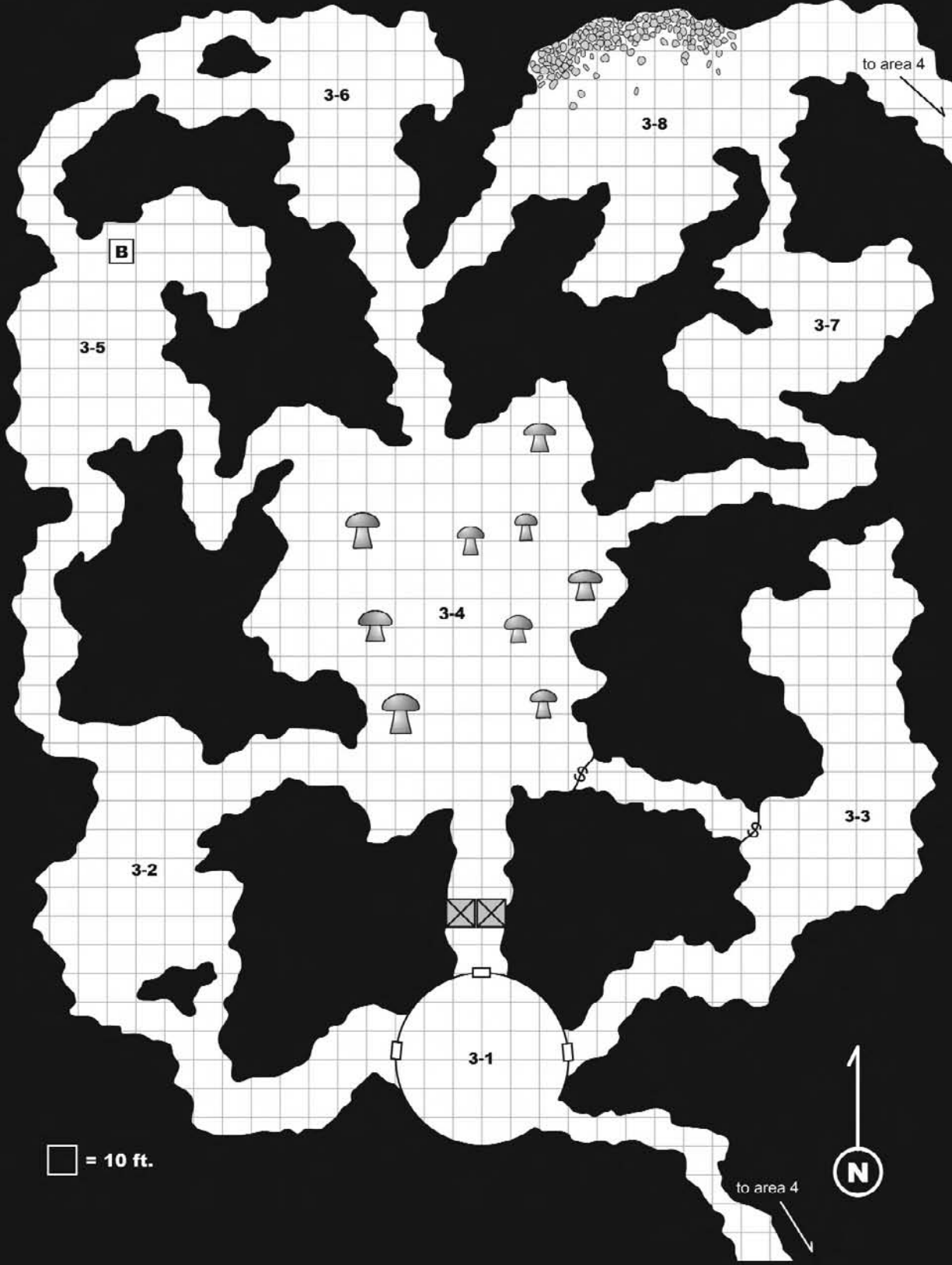
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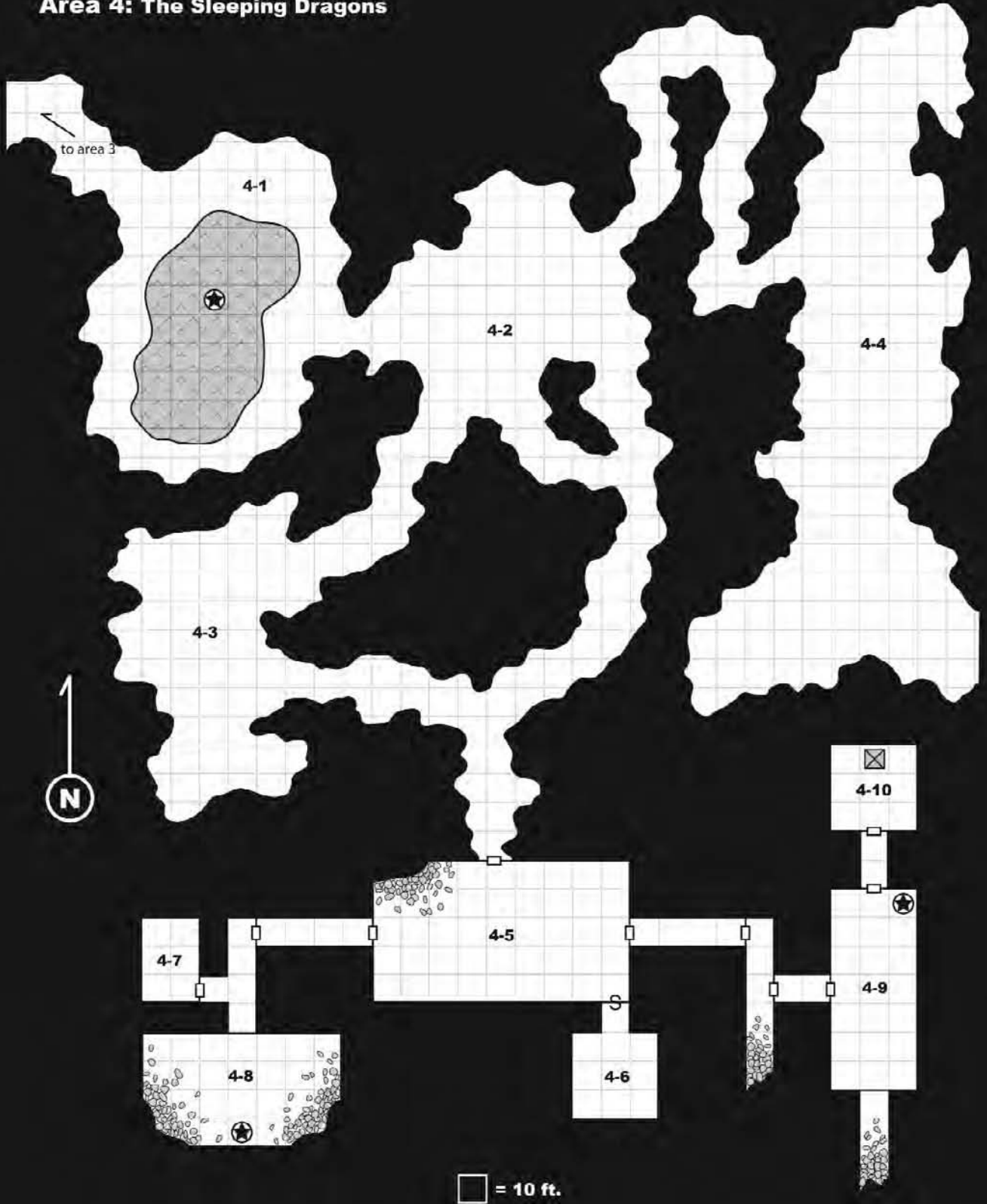
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Area 3: The Gardens of Gray



Area 4: The Sleeping Dragons



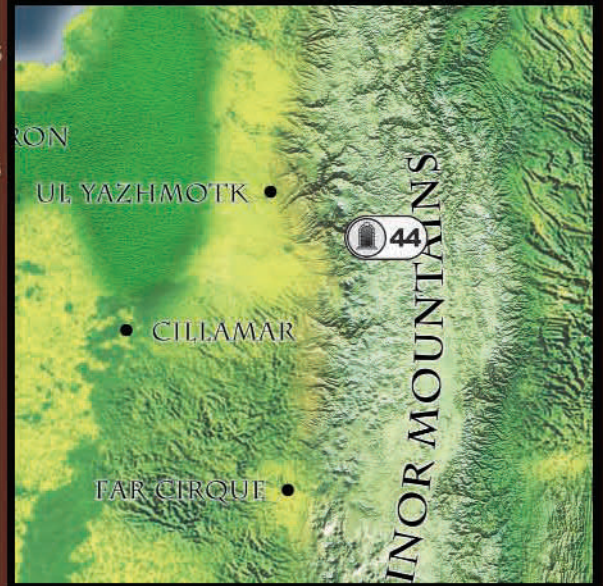
Requires the use of the Dungeons & Dragons Player's Handbook, published by Wizards of the Coast, Inc. This product utilizes updated material from the v.3.5 revision.



This item is only one of the many popular role playing aids published by Goodman Games. Other role playing aids currently available or scheduled soon include:

- Dungeon Crawl Classics #34: Cage of Delirium
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- Etherscope
- DragonMech
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- Underdark Adventure Guide
- The Power Gamer's 3.5 Warrior Strategy Guide

This world-neutral adventure is easy to set in the world of *Áereth*, as described in *Dungeon Crawl Classics #35: Gazetteer of the Known Realms*. See inside for full details.



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