

ULP2-02



FURTHER DOWNWARD

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

Version 1

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You are asked to go deeper into Urgo's Mine, an abandoned mine located in the Lortmil Hills. An adventure for characters level 1-8.

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

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This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time being around three hours. The rest of the time is spent in preparation before game play, reward distribution and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

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

Read this entire adventure at least once before running the event. Take time to review any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

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

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

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. You cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for both the players and the DM to keep track of who is playing what character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. But, as the DM, you can bar the use of even Core Rulebooks during certain times of play. For example, usually the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

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

of the adventure. You should review all of these statistics before the game starts to refresh your memory of the creatures' abilities.

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1-No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

2-Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the DMs are performing, or the game master wants feedback on his or her own performance.

3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

By following these four steps, you have determined the modified APL. Throughout this adventure, APLs categorize the level of challenge that the characters face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that

either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see DUNGEON MASTER'S Guide Chapter 2: Characters) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Mialee, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in the Principality of Ulek. All in-region characters pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp. Characters playing this as an out-of-region adventure pay double these costs.

ADVENTURE SUMMARY AND BACKGROUND

This is the fourteenth scenario for the Principality of Ulek in the RPGA Living Greyhawk Campaign. Below is some general background information.

- While a dwarf rules the Principality of Ulek, and all of the nobles are dwarves, the Principality consists of more humans than any other race.
- The Principality of Ulek is presently at war with the Pomarj. The territory east of the hills is currently contested, and a large number of the Principality of Ulek's residents, have been forced to flee their homes due to the humanoid invaders of the Pomarj.
- The Pomarj is a humanoid state, composed mainly of orcs, goblins, and the like.

The characters begin the adventure in Havenhill, a city on the eastern portion of the Lortmil Hills. It lies near the edge of the Disputed Territory. This is the same city that *Find My Son* (ULP1-01), *Downward* (ULP1-04), *Only the Beginning* (ULP1-12) and *From All Sides* (ULP2-01) all started in. Also, parts of *Two Heads are Better than One* (ULP1-11) took place here.

In *Downward* (ULP1-04), several adventurers learned about the presence of a group of Derro of unknown size in a place called Urgo's Mine. Several of the Derro's slaves (three dwarfs and one gnome) were freed. The gnome, Dimble "Cloak" Beren, is a member of the Mine Rangers, a special organization that serves in the protection and investigation of mines within the Principality of Ulek. He provides the characters with a map and several tasks including the gathering of some moss used in making a Derro poison antidote, gathering as much information as possible and most importantly saving any slaves they encounter.

The Derro have also set up an alliance with a tribe of goblins, known as the Dark Ones. The goblins are to provide the Derro protection, while the Derro supply items to help the goblin's tribe. The goblins have also been supplying the Derro with a number of slaves especially human and dwarven ones.

Currently, the Derro are seeking to expand their area of control and are using the goblins as a buffer between them and the surface dwellers. Additionally, the Derro are working on several monstrous creations and hope to use these to aid their cause.

The characters start the adventure in Havenhill during the dinner hour. They are currently feasting on lunch at a local tavern, the Stuck Pig.

While enjoying a hearty dinner, Dimble "Cloak" Beren, a gnome and member of the Mine Rangers, enters the establishment. He first seeks out those he remembers (those who already have a *Recommendation of the Mine Rangers* cert). Next, he gathers several others he deems might be helpful to the mission. Once Dimble has gathered each of the characters, he informs them that he has been requested to seek several heroes and ask them to go (return) to Urgo's Mine, where the Derro currently reside. They must go deeper into the caverns and tunnels to gather more information on the Derro and possibly free any slaves they might encounter.

Assuming they agree, in the morning the characters head out to Urgo's Mine. They surprisingly arrive there without any complications.

At the entrance to the cave that leads to Urgo's Mine, the characters discover signs of activity. Goblin-sized footprints can be found that appear to be several days old.

Entering the cave and proceeding downward, the characters find a small room with the bodies of several goblins (from the Dark One tribe), some of which are have been partially eaten. Hiding in the corner of the ceiling is a choker. The choker waits until either spotted or the last character has passed through this area the tunnel and then attacks him/her by surprise. Attempts to reason with the choker can be made by the characters if

they desire. The choker, being greedy, attempts to get food and perhaps some nice stones (gems, jewels, etc.)

Once the characters pass this point they start having to make decisions about where to go and what to do next, based on their map, and what they discover as they travel along.

Indeed there are derro deeper down in the caves, and they have several prisoners that the characters may have the opportunity to rescue.

INTRODUCTION

The weather in Havenhill has been on the chilly side or at least that's the main topic of conversation in the Stuck Pig, the tavern you find yourself at for an early evening dinner. It indeed has been a bit nippy for the past few weeks, caused mostly by the daily rains and cold front moving into the area.

But the hearty meal that you have ordered warms not only your bones but also your soul itself. The cook here obviously is quite skilled, as everything seems to have been perfectly prepared.

Currently, the Stuck Pig is about half full with dwarven, human, halfling and even gnomish patrons. The serving wenches move quickly about the tavern tending to everyone's needs.

You find yourself seated at a large round table for ten. A trio of dwarfs occupies three of the chairs, discussing the chilly weather and how it might affect the army's ability to push the Pomarjian humanoid back to the Jewel River. Soon their conversation turns to the status of Prince Olinstaad Coronad, Lord of the Peaks of Haven. They converse about the buzz around the city and how many fear he may have fallen in combat with one of the warlords and his evil humanoid minions.

Also seated at the table with you are several other individuals.

This is a good time for the players to describe their characters and for character introductions.

The three dwarves at the table with the characters are Lark, Stimm and Bolner. They are all stonemasons who help build various buildings and walls as needed throughout the city of Havenhill. They believe one of the warlords in the Disputed Territory has killed Prince Coronad but for the county's sake this fact is being kept secret.

Havenhill is a city on the eastern edge of the Lortmil Hills near the Disputed Territory.

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

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

ENCOUNTER 1: A REQUEST

As you finish the enormous portions served you, a single gnome enters the establishment looking about at the patrons. After a moment, he begins to approach your table.

The gnome is Dimble “Cloak” Beren, a member of the Mine Rangers, who was saved from the Derro. Characters who played the *Downward* (ULP1-04) may remember him, having saved him from the Derro located in Urgo’s Mine. Dimble remembers anyone who has a *Recommendation of the Mine Rangers* cert, and seeks his or her aid in an upcoming mission first.

Dimble informs each of the characters that the Mine Rangers requested that he seek several heroes and ask them to go (return) to Urgo’s Mine, where the Derro currently reside. They’ll be going deeper into the caverns and tunnels to gather more information on the Derro and possibly free any slaves they might encounter.

He informs the characters that if they should first locate and harvest a certain type of purplish-fluorescent moss that is an ingredient for a known Derro poison antidote. Next, they should gather as much information on the Derro as they can. However, freeing any slaves in the most important task and should they do so, they should quickly return to the surface with those they have freed.

Dimble provides the characters with two maps (give the characters Player’s Handouts 1 and 2); one has the location of Urgo’s Mine, while the other map provides some details of the mines themselves including the location of the purplish-fluorescent moss and the direction that they should take through the tunnels. Additionally, he provides each character with one sunrod and one dose of antitoxin.

If asked about payment, he has nothing to offer save the sunrods and antitoxin that might benefit the characters in the mission. He states that he will gladly put in a good word for them with the Mine Rangers however.

If asked about Locc Bloomgem, the gnome who asked several heroes to first enter Urgo’s Mine in *Downward* (ULP1-04), Dimble explains that the cultists of the Earth Dragon have been searching for him (as seen in *Spyder’s Quest* (ULP1-07)) and thus he is currently in hiding. Thus his aid is currently not available.

If asked about Locc’s grandson Ebernie, Dimble explains that he is with his grandfather Locc.

If the characters except the mission, he conveys to them that he has taken care of their food and sleeping arrangements for the evening. He suggests they leave in the morning after a night of rest.

Any character that stays in the tavern to learn of any rumors and uses the Gather Information skill has the opportunity (DC 10) to learn of some gossip. For every two over a character gets, allow them an extra roll on the following chart (re-roll any duplicates):

1. Several large humanoid creatures have been lurking in the Lortmil Hills. (True)
2. A nearby village was nearly overrun by a band of orcs but was luckily saved. (True)
3. Keoland has intentions of attacking the Principality of Ulek after the battle with the Pomarj is over. (Unconfirmed)
4. Keoland is expected to send troops to aid in the battles with the Pomarj any day now. (False)
5. One Pomarjian humanoid ear is now worth one gold piece. (Soon to be True)
6. The forces of the Pomarj are moving their way to Thunderstrike. (Unconfirmed)
7. Another crypt has been found in the Lortmil Hills. (False)
8. A small little unusual looking human man has been inquiring about a legendary warhammer with a bane against dragons. (True)
9. Prince Olinstaad Corond’s son is really a doppelganger. (False)
10. A warlord, in a recent battle, in fact killed Prince Olinstaad Corond. (Unconfirmed)

ENCOUNTER 2: TREK TO URGO’S MINE

In the morning, you rise quickly eat and leave for the location of Urgo’s Mine. You head through the Lortmil Hills with dark rain clouds overhead. Throughout your first day of travel the rain clouds loom heavily, but the following morning they have moved to the east towards the Pomarj. Three days pass without incident as you start to near the entrance to Urgo’s Mine.

Allow the characters to take any precautions before continuing with the next encounter.

ENCOUNTER 3: URGO’S MINE

Coming to the entrance of Urgo’s Mine, you see that the front area has been cleared but appears to be unguarded.

Determine what the characters are doing at this point. A character that makes a successful Track check (DC 13) or Search check (DC 18) has the chance to find several goblin-sized footprints that appear to lead into the mine. The footprints were made several days ago.

The entrance to the mine is roughly ten feet wide and about eight feet high. With the exception of the vegetation cavern, detailed later in the adventure, very little plant life exists in the tunnels the characters are traveling through, thus the use of the *entangle* spell and other plant spells prove unsuccessful.

When the characters decide to enter the mine, make sure to get a marching order, then continue with the next encounter. Please use the DM Aids (maps) provided as a reference for this and future encounters.

ENCOUNTER 4: CHOKER

Entering the dark interior of the dwarven crafted mineshaft, you see a long tunnel that slopes slightly downward.

Anyone looking for additional tracks notice that the wooden rails that must have been used to assist with getting the mine carts to the mine's entrance are now cracked, rotting, and broken; pieces littering the floor here and there. It is quite obvious that these rails have not been used in some time.

The tunnel continues for several hundred yards. Before every fifty yards or so, it levels off where several metal rings can be found in the walls.

The level areas were spots where the carts could be left if the miners needed to rest for a moment; while the metal rings were used to ensure that the cart did not get away and roll back down the tunnel.

The tunnel leads, after about thirty minutes, into a small room, about 20 feet wide by 20 feet long by 8 feet tall where the miners used to load the carts with the ore they found in the mine. Within the room are the bodies of several goblins (from the Dark One tribe), some of which have been partially eaten, and lay dead on the ground. Each of the bodies has bruises especially in the area around the neck.

Hiding in the lower right corner of the room on the ceiling is a single choker. The choker waits until either spotted or the last character has passed through this area of the tunnel and then attacks. Attempts to reason with the choker can be made by the characters if they desire. The choker, being greedy, attempts to get food and some pretty stones (gems, jewels, etc.).

To notice the choker hiding on the ceiling, the characters need to make a win an opposed Spot check against the choker's Hide check, and since it could take "10" to hide in its current position the DCs are as follows. APL 2 (DC 17), APL 4 (DC 24), APL 6 (DC 26), APL 8 (DC 28)

APL 2 (EL 2)

☛**Choker:** hp 16; see *Monster Manual* page 36.

APL 4 (EL 4)

☛**Choker:** Choker Mnk2; hp 33; see Appendix I.

APL 6 (EL 6)

☛**Choker:** Choker Mnk4; hp 45; see Appendix I.

APL 8 (EL 8)

☛**Choker:** Choker Mnk6; hp 57; see Appendix I

Tactics: At APLs 4+ the choker uses its stunning attack to get a grip on its victims.

ENCOUNTER 5: WHICH WAY TO GO

Continuing onward, heading deeper into the mines, you travel for two hours down the same tunnel, which appears to have been mined. It continues to slope down but even more so then before. On one side of the tunnel is a series of ropes with pulleys, which appears to have been used to aid in the process of getting the gems that had been mined to the surface.

Eventually you start to get into the natural part of the mine. It is quite moist now but bearable. You come to several small side passages, but looking down them, you see nothing of interest. A bit further down, the tunnel splits in two different directions.

Those characters that make a successful Track check (DC 20) or a successful Search check, (DC 25) notice tracks that head down the left tunnel while there are no traces what-so-ever to the passage on the right. Additionally, those who make the Spot check, notice a couple of hairs and a bent copper coin in the passage on the left while the right passage shows no sign of use.

If the characters head down the passage to the right, continue with Encounter 6. If the characters head down the passage to the left, continue with Encounter 9.

ENCOUNTER 6: WHICH WAY TO GO II

Having chosen to travel down the passage to the right, you continue onward. The moister in the air thickens as you continue. The tunnel curves slightly restricting your view.

Soon you come to another split in the tunnel.

If the characters head down the passage to the left, continue with Encounter Eight. If the characters head down the passage to the right, continue with Encounter Nine.

ENCOUNTER 7: EMPTY LAIR

Taking the left passage, you travel onward. Several small passages lead from the tunnel you are currently moving down but they are too small to investigate. After a few minutes, you find yourself in a cavern with several stalactites and stalagmites. It is now deathly silent.

This area used to be the lair of a several gricks, but the last group of characters that come down into these tunnels eradicated them.

If the characters investigate the cavern, they find nothing of value (signs of the missing Mine Rangers, etc.).

ENCOUNTER 8: OOZE

Taking the passage to the right, you press onward. The tunnel continues to curve slightly restricting your view.

After a walk of about a hundred yards, the tunnel opens up into a cavern filled with stalactites and stalagmites. Off on the far side of the cavern are two pools filled with milky water, one on either side.

The pool to the left is in fact water that is slowly dripping from the cavern's ceiling. If the characters actively look for it, allow them a chance to see water dripping from the ceiling into the pool with a successful Spot check (DC 30).

The pool to the left is actually gray ooze. Characters who get too close are in for a nasty surprise. Likewise, if the characters turn their backs to the creature, it slithers slowly toward them until it is within striking distance. Once it attacks though, it fights until killed.

APL 2 (EL4)

☛ Gray Ooze: hp 26; see *Monster Manual* page 145.

APL 4 (EL6)

☛ Gray Ooze, advanced 6 HD: hp 50; see Appendix I.

APL 6 (EL8)

☛ Gray Ooze, advanced 9 HD: hp 86; see Appendix I.

APL 8 (EL10)

☛ Gray Ooze, advanced 12 HD: hp 134; see Appendix I.

Besides the gray ooze, there is nothing else of interest here.

ENCOUNTER 9: DERRO GUARDS

You head down the passage to the left, following the map given to you by Dimble. A dank, musty smell surrounds you, as does the silence of the tunnels.

A pair of derro is standing guard at the next tunnel intersection. They attack until killed, the characters are dead or the characters have run away in fear. They attempt to use repeating crossbows at all times, moving if needed to avoid melee combat.

APL 2 (EL 2)

☛ Derro (2): hp 8 each; see Appendix I.

APL 4 (EL 4)

☛ Derro (2): Male derro Ftr2; hp 16 each; see Appendix I.

APL 6 (EL 6)

☛ Derro (2): Male derro Ftr4; hp 28 each; see Appendix I.

APL 8 (EL 8)

☛ Derro (2): Male derro Ftr6; hp 40 each; see Appendix I.

From this point forward, if the characters rest for more than six hours, a band of Derro equal to those in this encounter come upon them and attack until killed, the characters are dead or the characters have run away in fear.

ENCOUNTER 10: VEGETATION CAVERN

Coming to another intersection, you see that the left passage is covered with some type of moss. Additionally a very soft green and purple glow appears up ahead.

If the characters go to see what the glow is, continue with the following (if not go to Encounter 11).

Peering into the cavern, you see it is oval-shaped with the greatest length being one hundred feet and the width being about fifty feet. The ceiling lies fifty feet above at its highest point. It is filled with vegetation in neat, orderly rows. This place is obviously tended to but currently no one resides here at the moment.

The vegetation is made up of various edible and poisonous plants, mushrooms and moss with vibrant colors or other strange characteristics. All of this plant life only grows deep underground.

The Derro tend to this area daily but the characters have gotten lucky and none currently reside here. However, if the characters decide to camp out here and rest, a force equal to that from the previous encounter enters the cavern after about six hours.

Characters that make a successful Track check (DC 18) or a successful Search check (DC 25) find tracks leading in and out of this area. The tracks range in size from human size to gnome size. The Derro and their slaves traveling here and there made these tracks.

When the characters decide to proceed deeper into Uργο's Mine, go to Encounter 11.

ENCOUNTER 11: DEEPER STILL

Continuing down the dark dank tunnels, you travel finding numerous side tunnels which after investigation are nothing more than a small passageway that end only a short distance from the main tunnel. The stillness of the tunnels is a bit eerie and the only sound you hear besides the shuffle of your feet is the occasional water droplet falling from the ceiling to the floor. The humidity here is so thick that you see a light mist hanging over everything.

After two hours since leaving the last major intersection, you finally reach the cavern with four tunnels as Dimble indicated on the map he supplied you with.

If the characters are using any type of normal flame, such as a torch, they begin to notice that it flickers smokes due to the humidity. Lighting a torch without the use of a tindertwig takes two full rounds from this point forward. Thus the sunrods that Dimble supplied the characters will likely come in handy. Also, all damage caused by normal fire (not magical or alchemistic fire) is reduced by one point per die.

Additionally, animals (such as riding dogs) that are not familiars, animal companions or a paladin's mount start to feel a bit skittish about being here, thus any character who wants the animal to attack receives a minus four circumstance penalty to the character's Handle Animal or Charisma check.

When the characters finally make it to the area with five passages (four new ones and the one they came from), the area is empty. Using the map provided to them by Dimble, the characters should continue to follow desired route. If the characters decide to investigate other tunnels, go to Encounter 12. Continuing along the planned route leads them to Encounter 13.

Characters that make a successful Track check (DC 18) or a successful Search check (DC 25) notice that the tracks leading to and from the passageway they just came from, plus tracks leading to and from the passageway that Dimble noted the characters should continue down, resemble those from the vegetation cavern (Encounter 10), and range in size from human size to gnome size. The Derro and their slaves traveling to the vegetation cavern made these tracks.

ENCOUNTER 12: OFF COURSE

If the characters decide to investigate one of the three tunnels found on the map but not suggested by Dimble, proceed with the following:

You start to head down one of the side passages to investigate where it may lead. As you travel onward, the tunnel curves to the left and right several times nearly causing you to lose what direction you came from.

Check to see what the characters do at this point in time. If they turn back, see where they go from there. If they proceed onward, continue with the following:

Traveling further down the tunnel as it zigzags back and forth, you start to hear a low rumble coming from the ground itself. Suddenly the ground about sixty feet in front of you almost seems to erupt as a massive creature rips through the rock from a self-created tunnel. The creature is bipedal, and looks as though it were made from the stone itself.

This earth elemental was set here by the derro to guard this passage from intrusion. It attacks until slain.

However, if the characters flee back the way they came, the elemental attempts to prevent them from leaving, but does not make an extended chase of it.

APL 2 (EL 3)

👉 **Medium-size Earth Elemental:** hp 40; see *Monster Manual* page 82.

APL 4 (EL 5)

👉 **Large Earth Elemental:** hp 75; see *Monster Manual* page 82.

APL 6 (EL 7)

👉 **Huge Earth Elemental:** hp 200; see *Monster Manual* page 82.

APL 8 (EL 9)

👉 **Greater Earth Elemental:** hp 250; see *Monster Manual* page 82.

ENCOUNTER 13: DECISIONS

When the characters head down the passage Dimble suggested proceed with the following:

Deciding to press onward, you head down the passageway suggested to you by Dimble "Cloak" Beren. The air is still quite humid, but you carry on with the task at hand. You discover various small side passages but you quickly discern that they dead-end, and hasten forward.

After about thirty minutes, you see up ahead the path divide into three separate tunnels.

The characters now have to decide which tunnel they wish to proceed down. Characters that make a successful Track check (DC 18) or a successful Search check (DC 25) find tracks leading to and from the tunnels on the left, right and the one they just passed through. These tracks resemble those found in the vegetation cavern (Encounter 10) along with the cavern area with the five tunnels (Encounter 11). The tracks range in size from human size to gnome size. The Derro and their slaves traveling about made these tracks.

If the characters decide to take the tunnel to the left, proceed with Encounter 14. If they take the center tunnel, proceed with Encounter 15. Finally, if they proceed down the right tunnel, proceed with Encounter 16.

ENCOUNTER 14: GARBAGE COMPACTOR

Heading down the left tunnel, the smell of compost and muck assaults your noses.

Characters that make a successful Track check (DC 18) or a successful Search check, (DC 25) find tracks that range in size from human to gnome here. These tracks head in both directions and resemble those found in previous encounters. Additionally, the tracks of a cart are also found but which way it was headed is impossible to determine.

If the characters continue down this tunnel for about ten minutes, it bends sharply to the left, opening up into a small grotto. Living in the cave is an otyugh. The derro dump their refuse, and troublesome slaves here. The otyugh consumes the refuse and slaves brought to it like a garbage compactor. It understands that the derro seeks it no harm plus they have been feeding it.

It stays hidden but the characters can make an opposed Spot check against the otyugh's Hide check to notice it, hidden in a huge pile of trash. If the characters do not notice the creature, it allows them to move within tentacle reach and then moves to strike at the characters, gaining a free partial action because of surprise.

APL 2 (EL 4)

Otyugh: hp 33; see *Monster Manual* page 147.

APL 4 (EL 6)

Otyugh: hp 90; see Appendix I: NPCs.

APL 6 (EL 8)

Otyugh: hp 115; see Appendix I: NPCs.

APL 8 (EL 10)

Otyugh: hp 140; see Appendix I: NPCs.

Besides, the trash, refuge, the awful smell and the Otyugh nothing else is here.

ENCOUNTER 15: PLANT LIFE

Proceeding down the center tunnel, you quickly find that it is a long and winding tunnel. A sharp turn here and a set of zigzags a few minutes later. An hour passes as you ramble down the tunnel checking the small side passageways that quickly dead-end.

As the characters are moving down the tunnel, check to see if they are using a light source. If so, as they round one of the corners, a shrieker starts to emit a piercing sound that lasts for 1d3 rounds. It does this in the surprise round, while the characters get no action.

If no light source is being used, have the lead character make a Spot check (DC 10) to notice the shrieker just as he rounds a corner. If that character successfully notices the shrieker, he may take an action in the surprise round. If the character that made the Spot check also makes a successful Knowledge (nature) or Wilderness Lore check (DC 20), they recognize the shrieker for what it is, and get a partial action to attack the creature before it starts to make a sound.

APL 2 (EL 4)

Shrieker: hp 11; see *Monster Manual* page 93.

Violet Fungus: hp 18; see *Monster Manual* page 93.

APL 4 (EL 6)

Shrieker: hp 11; see *Monster Manual* page 93.

Violet Fungus (3): hp 18 each; see *Monster Manual* page 93.

APL 6 (EL 8)

Shrieker: hp 11; see *Monster Manual* page 93.

Violet Fungus (6): hp 18 each; see *Monster Manual* page 93.

APL 8 (EL 10)

Shrieker: hp 11; see *Monster Manual* page 93.

Violet Fungus (12): hp 18 each; see *Monster Manual* page 93.

After fighting the Shriekers and Violet Fungus, the characters should realize that the Derro could not have continued on this path without dealing with these plant creatures themselves. The characters can, of course, continue onward if they so desire. They encounter nothing but make them sweat and use precise time if possible as they eventually need to rest and regain spells and so forth.

ENCOUNTER 16: BOLT TRAP

Taking the right tunnel, you notice that the ground here is filled with loose dirt rather than stone causing your footwear to get soiled, and leaving distinct prints as you walk along.

The characters travel for about twenty minutes before they come to a ten-foot square area that has been trapped by the Derro. Any character that weights more then fifty pounds sinks just enough (4 inches) into the rigged-ground causing a poison-tipped bolt to be fired at them.

APL 2 (EL 1)

Bolt Trap: CR 1; +10 ranged (1d8/19-20 crit); Search (DC 20); Disable Device (DC 20).

APL 4 (EL 3)

Bolt Trap: CR 3; +12 ranged (2d8/19-20 crit); Search (DC 23); Disable Device (DC 23).

APL 6 (EL 5)

Bolt Trap: CR 5; +15 ranged (4d8/19-20 crit); Search (DC 25); Disable Device (DC 25).

APL 8 (EL 7)

↖ **Bolt Trap:** CR 6; +18 ranged (6d8/19-20 crit); Search (DC 28); Disable Device (DC 28).

Characters might, with a successful Spot check (DC 20), see a marking on the other side of the trapped area that might cause them to search the area before crossed the trapped area. This marking is used by the Derro to note where the trap is located.

Possible ways to avoid this trap are to jump over the trapped area, climb the ceiling or walls or place a large board over the trapped area and then walk across. Though most parties won't have a long board handy for just such an occasion.

ENCOUNTER 17: PIT TRAP

Getting past the nasty bolt trap, you continue further down the passage. The humidity is still thick in these parts but you are able to manage.

Located about thirty minutes walking distance from the first trap is a second trap that the Derro also created. This trap is a ten-foot wide by ten-foot long pit that covers the width of the entire passageway and is set off when more than fifty pounds of weight is put on it. The depth of the pit depends entirely on the APL currently being played. At the bottom of the pit are several spikes.

APL 2 (EL 2)

↖ **Spiked Pit Trap (20 ft. deep):** CR 2; no attack roll necessary (2d6); +10 (1d4 spikes for 1d4+1 points of damage per successful hit); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

APL 4 (EL 4)

↖ **Poisoned, Spiked Pit Trap (40 ft. deep):** CR 4; no attack roll necessary (4d6); +10 (1d4 spikes for 1d4+4 points of damage per successful hit plus poison); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20). *Poison:* greenblood oil; injury DC 13; Initial damage 1 Con; Secondary damage 1d2 Con.

APL 6 (EL 6)

↖ **Poisoned, Spiked Pit Trap (80 ft. deep):** CR 6; no attack roll necessary (8d6); +10 (1d4 spikes for 1d4+5 points of damage per successful hit plus poison); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20). *Poison:* greenblood oil; injury DC 13; Initial damage 1 Con; Secondary damage 1d2 Con.

APL 8 (EL 8)

↖ **Poisoned, Spiked Pit Trap (100 ft. deep):** CR 8; no attack roll necessary (10d6); +10 (1d4 spikes for 1d4+5 points of damage per successful hit plus poison); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC

20). *Poison:* greenblood oil; injury DC 13; Initial damage 1 Con; Secondary damage 1d2 Con.

If the pit trap is triggered a large cloud of dirt rises from the floor and has the effect of an *obscuring mist* spell for three rounds (18 seconds).

Possible ways to avoid the pit are to jump over the trapped area, climb the ceiling or walls or place a large board over the trapped area and then walk across.

ENCOUNTER 18: DERRO SLAVERS

As you travel around the corner up ahead, just sixty feet away you see two dwarfs pulling a cart with a large metal board covering the contents. The dwarfs appear to be chained to the cart. Several malicious-looking derro guard the dwarves.

The normal derro are in front of that cart while the warrior and savants are behind the cart. The derro use the two dwarf slaves as cover if possible. They attack until killed, the characters are dead, or the characters have run away in fear. They attempt to capture characters before killing them so they can add to their slave force. If this occurs (character being taken captive), please award that player the *Derro Slave* cert.

APL 2 (EL5)

↖ **Derro (2):** hp 8 each; see Appendix I.

↖ **Derro Warrior:** Male derro Ftr2; hp 16; see Appendix I.

↖ **Derro Savant:** Male derro Sor2; hp 13; see Appendix I.

APL 4 (EL7)

↖ **Derro (2):** Male derro Ftr2; hp 16 each; see Appendix I.

↖ **Derro Warrior:** Male derro Ftr4; hp 28; see Appendix I.

Derro Savant: Male derro Sor4; hp 25; see Appendix I: NPCs.

APL 6 (EL9)

Derro (2): Male derro Ftr4; hp 28 each; see Appendix I: NPCs.

Derro Warrior: Male derro Ftr6; hp 40; see Appendix I: NPCs.

Derro Savant: Male derro Sor6; hp 40; see Appendix I: NPCs.

APL 8 (EL11)

Derro (2): Male derro Ftr6; hp 40 each; see Appendix I: NPCs.

Derro Warrior: Male derro Ftr8; hp 52; see Appendix 1: NPCs.

Derro Savant: Male derro Sor8; hp 52; see Appendix 1: NPCs.

The two dwarfs are Veit and Altin. Veit is a member of the Mine Rangers who was captured just before *Downward* (ULP1-04) started. Both Veit and Altin know the derro have the keys to their chains and if the characters don't think of it, they quickly ask to be released.

If asked what lies up ahead, they strongly suggest that they all leave as quickly as possible. They promise to provide more details once they are out of Urgo's Mine.

When this occurs, Veit informs the characters that he was captured with his Mine Ranger unit that included Dimble. He has seen a number of slaves some of which are being used to aid in the creation of some type of monster. He has no idea what this creation is but that it was being created with the flesh of the slaves themselves.

Altin informs the characters that he was working his farm when he, along with the rest of his family, was captured by a group of goblins. He has not seen his family since he has been brought here and fears the derro killed them.

Covering the cart is a metal board that has hinges on one side so it can open up to double the size of the cart. With the use of this board, the derro can avoid their own traps. They cover the trapped area, move over it and then press onward.

Inside the cart is nothing but sewage and muck. Veit and Altin were taking the sewage, while being guarded by the derro, to the Otyugh.

ENCOUNTER 19: MORE DERRO

If the characters decide to foolishly press onward, proceed with the following:

You decide to move even deeper into the derro's world, pressing forward to see what you can learn next.

After about twenty minutes, the characters encounter a force of Derro equal to the previous encounter. However, these Derro do not have any masterwork or magical items on them so adjust the stat blocks as necessary. They attack until killed. If the characters do manage to defeat both Derro groups and continue onward, throw another combat at them but double the numbers used in the two previous combats. Do this until they die or decide to turn back.

CONCLUSION

You exit Urgo's Mine and travel back to Havenhill with the information you have gained from your trek through the Derro's lair.

If Dimble is given the moss he asked for, he gives 50 gp to the characters.

If the characters managed to save any of the slaves (from Encounter Eighteen), Dimble "Cloak" Beren thanks them repeatedly. He also explains how he hopes the characters will consider joining the Mine Rangers and pledges to personally recommend them if needed.

If the characters did not manage to save any of the slaves, Dimble thanks them for their attempt and wishes them well on whatever they face next.

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value to each character.

Encounter 4: Choker

Defeat the choker.

APL 2	30 XP
APL 4	60 XP
APL 6	90 XP
APL 8	120 XP

Encounter 9: Derro Guards

Defeat derro guards.

APL 2	30 XP
APL 4	60 XP
APL 6	90 XP
APL 8	120 XP

Encounter 14: Garbage Compactor

Defeat the otyugh.

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	210 XP

Encounter 16: Bolt Trap

Defeat the Trap.

APL 2	30 XP
APL 4	90 XP
APL 6	150 XP
APL 8	210 XP

Encounter 17: Pit Trap

Defeat the Trap.

APL 2	30 XP
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APL 4	60 XP
APL 6	120 XP
APL 8	210 XP

Encounter 18: Derro Slaves

Defeat the derro slavers.

APL 2	120 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP

Total Possible Experience

APL 2	300 XP
APL 4	600 XP
APL 6	900 XP
APL 8	1200 XP

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasurer.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minute per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (that is., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold piece each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer*, or similar spell to determine what the item does, and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasures from each encounter add it up and that is number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the Gp Gained field of the adventure certificate.

TREASURE KEY:

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

Encounter 1: A Request

Accept the sunrod and antitoxin.

APL 2: L: 26 gp; C: 0 gp; M: 0
APL 4: L: 26 gp; C: 0 gp; M: 0
APL 6: L: 26 gp; C: 0 gp; M: 0
APL 8: L: 26 gp; C: 0 gp; M: 0

Encounter 9: Derro Guards

Strip and sell the guard's gear.

APL 2: L: 56 gp; C: 0 gp; M: 0
APL 4: L: 56 gp; C: 0 gp; M: 0
APL 6: L: 56 gp; C: 0 gp; M: 0
APL 8: L: 56 gp; C: 0 gp; M: 0

Encounter 18: Derro Slavers

Strip and sell the slaver's gear.

APL 2: L: 125 gp; C: 0 gp; M: *potion of vision* (Value 15 gp per character)

APL 4: L: 125 gp; C: 0 gp; M: *potion of vision* (Value 15 gp per character)

APL 6: L: 125 gp; C: 0 gp; M: *potion of vision* (Value 15 gp per character); *amulet of natural armor +1* (200 gp per character).

APL 8: L: 125 gp; C: 0 gp; M: *potion of vision* (Value 15 gp per character); *amulet of natural armor +1* (200 gp per character).

Total Possible Treasure

APL 2: 222 gp
APL 4: 222 gp
APL 6: 422 gp
APL 8: 422 gp

Conclusion

If both the slaves and moss was returned:

Recommendation for the mine rangers - (0 gp; -; no; unusual; -): Dimble "Cloak" Beren has given you his personal recommendation to join the Mine Rangers, a special organization that serves in the protection and investigation of the mines of the Principality of Ulek. The use of this recommendation will appear in a future scenario or meta-gaming opportunity. The full benefits and responsibilities will be detailed at that time but also some additional prerequisites will also need to be met before the character can officially join.

If any character was captured by the Derro:

Derro slave - (0 gp; -; no; unusual; -): The derro of Urgo's Mine captured this character. The character is out of play until future notice. When the character is rescued, details of the results will be listed in the future scenario along with an additional cert. Additionally, to aid the

Principality of Ulek Triad, please write fltriad@aol.com and let them know what has happened to your character. Please include your real name, RPGA number, character's name, class(es), level and any additional relevant information.

APPENDIX I: NPCS

ENCOUNTER 4

APL 4 (EL 4)

☛ **Choker:** Choker Mnk2; CR 4; Small aberration; HD 5d8+5; hp 33; Init +6 (+2 Dex, +4 Improved Initiative); Spd 20 ft., climb 10 ft.; AC 19 (touch 14, flat-footed 16); Atks +7 melee (1d4+3, 2 tentacle slaps); Face/Reach 5 ft. by 5 ft./10 ft.; SA Haste, improved grab, constrict 1d4+3, unarmed strike, stunning attack; SQ Evasion, deflect arrows; AL LE; SV Fort +5, Ref +6, Will +7; Str 16, Dex 15, Con 13, Int 9, Wis 13, Cha 7.

Skills and Feats: Climb +16, Hide +14, Jump +8, Move Silently +11; Combat Reflexes, Improved Initiative.

APL 6 (EL 6)

☛ **Choker:** Choker Mnk4; CR 6; Small aberration; HD 7d8+7; hp 45; Init +7 (+3 Dex, +4 Improved Initiative); Spd 25 ft., climb 15 ft.; AC 20 (touch 15, flat-footed 16); Atks +9 melee (1d6+3, 2 tentacle slaps); Face/Reach 5 ft. by 5 ft./10 ft.; SA Haste, improved grab, constrict 1d6+3, unarmed strike, stunning attack; SQ Evasion, deflect arrows, still mind, slow fall (20 ft.); AL LE; SV Fort +6, Ref +7, Will +8; Str 16, Dex 16, Con 13, Int 9, Wis 13, Cha 7.

Skills and Feats: Climb +16, Hide +16, Jump +10, Move Silently +13; Combat Reflexes, Dodge, Improved Initiative.

APL 8 (EL 8)

☛ **Choker:** Choker Mnk6; CR 8; Small aberration; HD 9d8+9; hp 57; Init +7 (+3 Dex, +4 Improved Initiative); Spd 35 ft., climb 20 ft.; AC 21 (touch 16, flat-footed 16); Atks +10/+10/+5 melee (1d6+3, 3 tentacle slaps); Face/Reach 5 ft. by 5 ft./10 ft.; SA Haste, improved grab, constrict 1d6+3, unarmed strike, stunning attack; SQ Evasion, deflect arrows, still mind, slow fall (20 ft.); AL LE; SV Fort +7, Ref +8, Will +9; Str 16, Dex 16, Con 13, Int 9, Wis 13, Cha 7.

Skills and Feats: Climb +16, Hide +18, Jump +12, Move Silently +15; Combat Reflexes, Dodge, Improved Initiative, Mobility.

ENCOUNTER 8

APL 4 (EL 6)

☛ **Gray Ooze:** CR 6; Medium-size ooze; HD 6d10+10; hp 50; Init -5 (Dex); Spd 10 ft.; AC 5 (touch 5, flat-footed 5); Atks +5 melee (1d6+1 and 1d6 acid, slam); SA Improved grab, acid, corrosion, constrict 1d6+1 and 1d6 acid; SQ Blindsight, cold and fire immunity, ooze, camouflage; AL N; SV Fort +2, Ref -3, Will -3; Str 12, Dex 1, Con 11, Int -, Wis 1, Cha 1.

APL 6 (EL 8)

☛ **Gray Ooze:** CR 8; Large ooze; HD 9d10+28; hp 86; Init -5; Spd 10 ft.; AC 6 (touch 4, flat-footed 6); Atks +10/+5 melee (1d8+5 and 1d6 acid, slam); SA Improved

grab, acid, corrosion, constrict 1d8+5 and 1d6 acid; SQ Blindsight, cold and fire immunity, ooze, camouflage; AL N; SV Fort +5, Ref -2, Will -2; Str 20, Dex 1, Con 15, Int -, Wis 1, Cha 1.

APL 8 (EL 10)

☛ **Gray Ooze:** CR 10; Huge ooze; HD 12d10+58; hp 134; Init -5; Spd 10 ft.; AC 6 (touch 3, flat-footed 6); Atks +16/+11 melee (2d6+9 and 1d6 acid, slam); SA Improved grab, acid, corrosion, constrict 2d6+9 and 1d6 acid; SQ Blindsight, cold and fire immunity, ooze, camouflage; AL N; SV Fort +8, Ref -1, Will -1; Str 28, Dex 1, Con 19, Int -, Wis 1, Cha 1.

ENCOUNTER 9

APL 2 (EL 2)

☛ **Derro (2):** CR 1; Medium-size humanoid; HD 1d8; hp 8 each; Init +2 (Dex); Spd 20 ft.; AC 15 (touch 12, flat-footed 13); Atks +0 melee (1d4/19-20, dagger) or +3 ranged (1d8 plus poison/19-20, repeating crossbow); SA Poison; SQ Darkvision 30 ft., stonecunning, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus to attack rolls against orcs and goblinoids, +4 dodge bonus against giants, sunlight vulnerability; SR 18; AL CE; SV Fort +2, Ref +2, Will +0; Str 9, Dex 15, Con 11, Int 10, Wis 10, Cha 8.

Skills and Feats: Appraise +2, Craft (metalworking) +2, Listen +2, Spot +2; Blind-Fight, Exotic Weapon Proficiency (repeating crossbow).

Poison (bolts): medium-size spider venom; injury DC 14; Initial damage 1d4 Str; Secondary damage 1d6 Str.

Possessions: studded leather armor, repeating crossbow, 3 cases of 5 bolts each, dagger.

APL 4 (EL 4)

☛ **Derro (2):** Male derro Ftr2; CR 2; Medium-size humanoid; HD 2d10; hp 16 each; Init +2 (Dex); Spd 20 ft.; AC 15 (touch 12, flat-footed 13); Atks +1 melee (1d4/19-20, dagger) or +5 ranged (1d8 plus poison/19-20, repeating crossbow); SA Poison; SQ Darkvision 30 ft., stonecunning, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus to attack rolls against orcs and goblinoids, +4 dodge bonus against giants, sunlight vulnerability; SR 18; AL CE; SV Fort +3, Ref +2, Will +0; Str 9, Dex 15, Con 11, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +4, Jump +4; Blind-Fight, Dodge, Exotic Weapon Proficiency (repeating crossbow), Weapon Focus (repeating crossbow).

Poison (bolts): medium-size spider venom; injury DC 14; Initial damage 1d4 Str; Secondary damage 1d6 Str.

Possessions: studded leather armor, repeating crossbow, 3 cases of 5 bolts each, dagger.

APL 6 (EL 6)

☛ **Derro (2):** Male derro Ftr4; CR 4; Medium-size humanoid; HD 4d10; hp 28 each; Init +3 (Dex); Spd 20

ft.; AC 16 (touch 13, flat-footed 13); Atks +3 melee (1d4/19-20, dagger) or +8 ranged (1d8 plus poison/19-20, repeating crossbow); SA Poison; SQ Darkvision 30 ft., stonemancing, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus to attack rolls against orcs and goblinoids, +4 dodge bonus against giants, sunlight vulnerability; SR 18; AL CE; SV Fort +4, Ref +4, Will +1; Str 9, Dex 16, Con 11, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +6, Jump +6; Blind-Fight, Dodge, Exotic Weapon Proficiency (repeating crossbow), Mobility, Point Blank Shot, Weapon Focus (repeating crossbow).

Poison (bolts): medium-size spider venom; injury DC 14; Initial damage 1d4 Str; Secondary damage 1d6 Str.

Possessions: studded leather armor, repeating crossbow, 3 cases of 5 bolts each, dagger.

APL 8 (EL 8)

➤**Derro (2):** Male derro Ftr6; CR 6; Medium-size humanoid; HD 6d10; hp 40 each; Init +3 (Dex); Spd 20 ft.; AC 16 (touch 13, flat-footed 13); Atks +5/+0 melee (1d4/19-20, dagger) or +10/+5 ranged (1d8 plus poison/19-20, repeating crossbow); SA Poison; SQ Darkvision 30 ft., stonemancing, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus to attack rolls against orcs and goblinoids, +4 dodge bonus against giants, sunlight vulnerability; SR 18; AL CE; SV Fort +5, Ref +5, Will +2; Str 9, Dex 16, Con 11, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +8, Jump +8; Blind-Fight, Dodge, Exotic Weapon Proficiency (repeating crossbow), Mobility, Point Blank Shot, Precise Shot, Shot on the Run, Weapon Focus (repeating crossbow).

Poison (bolts): medium-size spider venom; injury DC 14; Initial damage 1d4 Str; Secondary damage 1d6 Str.

Possessions: studded leather armor, repeating crossbow, 3 cases of 5 bolts each, dagger.

ENCOUNTER 14

APL 4 (EL 6)

➤**Otyugh:** CR 6; Huge aberration; HD 9d8+27; hp 90; Init -1; Spd 20 ft.; AC 19 (touch 8, flat-footed 19); Atks +8 melee (1d8+4, tentacle rake) and +3 melee (1d6+4, bite); Face/Reach 10ft. by 10 ft./15 ft. (25 ft. with tentacle); SA Improved grab, constrict 1d8+4, disease; SQ Scent; AL N; SV Fort +6, Ref +2, Will +7; Str 19, Dex 8, Con 17, Int 5, Wis 12, Cha 6.

Skills and Feats: Hide +7(+15)*, Listen +8, Spot +11; Alertness.

*An otyugh receives a +8 racial bonus to Hide checks when in its lair, due to its natural coloration.

APL 6 (EL 8)

➤**Otyugh:** CR 8; Huge aberration; HD 12d8+36; hp 115; Init -1; Spd 20 ft.; AC 19 (touch 8, flat-footed 19); Atks +11/+9 melee (1d8+4, tentacle rake) and +9 melee (1d6+4, bite); Face/Reach 10ft. by 10 ft./15 ft. (25 ft. with tentacle); SA Improved grab, constrict 1d8+4,

disease; SQ Scent; AL N; SV Fort +7, Ref +3, Will +9; Str 19, Dex 8, Con 17, Int 5, Wis 12, Cha 6.

Skills and Feats: Hide +9(+17)*, Listen +10, Spot +13; Alertness, Multiattack.

*An otyugh receives a +8 racial bonus to Hide checks when in its lair, due to its natural coloration.

APL 8 (EL 10)

➤**Otyugh:** CR 10; Huge aberration; HD 15d8+45; hp 140; Init -1; Spd 20 ft.; AC 19 (touch 8, flat-footed 19); Atks +14/+12/+10 melee (1d8+4, tentacle rake) and +11 melee (1d6+4, bite); Face/Reach 10ft. by 10 ft./15 ft. (25 ft. with tentacle); SA Improved grab, constrict 1d8+4, disease; SQ Scent; AL N; SV Fort +8, Ref +4, Will +10; Str 19, Dex 8, Con 17, Int 5, Wis 12, Cha 6.

Skills and Feats: Hide +11(+19)*, Listen +12, Spot +15; Alertness, Multiattack, Weapon Focus (tentacle).

*An otyugh receives a +8 racial bonus to Hide checks when in its lair, due to its natural coloration.

ENCOUNTER 18

APL 2 (EL 5)

➤**Derro (2):** CR 1; Medium-size humanoid; HD 1d8; hp 8 each; Init +2 (Dex); Spd 20 ft.; AC 15 (touch 12, flat-footed 13); Atks +0 melee (1d4/19-20, dagger) or +3 ranged (1d8 plus poison/19-20, repeating crossbow); SA Poison; SQ Darkvision 30 ft., stonemancing, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus to attack rolls against orcs and goblinoids, +4 dodge bonus against giants, sunlight vulnerability; SR 18; AL CE; SV Fort +2, Ref +2, Will +0; Str 9, Dex 15, Con 11, Int 10, Wis 10, Cha 8.

Skills and Feats: Appraise +2, Craft (metalworking) +2, Listen +2, Spot +2; Blind-Fight, Exotic Weapon Proficiency (repeating crossbow).

Poison (bolts): medium-size spider venom; injury DC 14; Initial damage 1d4 Str; Secondary damage 1d6 Str.

Possessions: studded leather armor, repeating crossbow, 3 cases of 5 bolts each, dagger.

➤**Derro Warrior:** Male derro Ftr2; CR 2; Medium-size humanoid; HD 2d10; hp 16; Init +2 (Dex); Spd 20 ft.; AC 15 (touch 12, flat-footed 13); Atks +1 melee (1d4/19-20, dagger) or +7 ranged (1d8 plus poison/19-20, repeating crossbow); SA Poison; SQ Darkvision 30 ft., stonemancing, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus to attack rolls against orcs and goblinoids, +4 dodge bonus against giants, sunlight vulnerability; SR 18; AL CE; SV Fort +3, Ref +2, Will +0; Str 9, Dex 15, Con 11, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +4, Jump +4; Blind-Fight, Dodge, Exotic Weapon Proficiency (repeating crossbow), Weapon Focus (repeating crossbow).

Poison (bolts): medium-size spider venom; injury DC 14; Initial damage 1d4 Str; Secondary damage 1d6 Str.

Possessions: studded leather armor, masterwork repeating crossbow, 3 cases of 5 masterwork bolts each, dagger.

☛ **Derro Savant:** Male derro Sor2; CR 2; Medium-size humanoid; HD 2d4+6; hp 13; Init +2 (Dex); Spd 20 ft.; AC 12 (touch 12, flat-footed 10); Atks +0 melee (1d4-1 plus poison/19-20, dagger); SA Poison; SQ Darkvision 30 ft., stonecunning, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus to attack rolls against orcs and goblinoids, +4 dodge bonus against giants, sunlight vulnerability; SR 18; AL CE; SV Fort +3, Ref +2, Will +3; Str 9, Dex 14, Con 16, Int 10, Wis 10, Cha 16.

Skills and Feats: Concentration +8, Spellcraft +5; Blind-Fight, Weapon Focus (ray).

Spells Known (6/5; base DC = 13 + spell level): 0 – daze, detect magic, detect poison, flare, ray of frost; 1st – ray of enfeeblement, shield.

Poison (dagger): medium-size spider venom; injury DC 14; Initial damage 1d4 Str; Secondary damage 1d6 Str.

Possessions: dagger (poisoned), *potion of vision*.

Familiar (Toad): Diminutive magical beast; HD 2d8; hp 6; Init +1 (Dex); Spd 5 ft.; AC 16 (touch 15, flat-footed 15); Atks –4 (touch attack); Face/Reach 1 ft. by 1 ft./0 ft.; SQ Alertness, improved evasion, share spells, empathic link; AL CE; SV Fort +2, Ref +3, Will +5; Str 1, Dex 12, Con 11, Int 6, Wis 14, Cha 4

Skills: Hide +21, Listen +5, Spot +5.

APL 4 (EL 7)

☛ **Derro (2):** Male derro Ftr2; CR 2; Medium-size humanoid; HD 2d10; hp 16 each; Init +2 (Dex); Spd 20 ft.; AC 15 (touch 12, flat-footed 13); Atks +1 melee (1d4/19-20, dagger) or +5 ranged (1d8 plus poison/19-20, repeating crossbow); SA Poison; SQ Darkvision 30 ft., stonecunning, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus to attack rolls against orcs and goblinoids, +4 dodge bonus against giants, sunlight vulnerability; SR 18; AL CE; SV Fort +3, Ref +2, Will +0; Str 9, Dex 15, Con 11, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +4, Jump +4; Blind-Fight, Dodge, Exotic Weapon Proficiency (repeating crossbow), Weapon Focus (repeating crossbow).

Poison (bolts): medium-size spider venom; injury DC 14; Initial damage 1d4 Str; Secondary damage 1d6 Str.

Possessions: studded leather armor, repeating crossbow, 3 cases of 5 bolts each, dagger.

☛ **Derro Warrior:** Male derro Ftr4; CR 4; Medium-size humanoid; HD 4d10; hp 28; Init +3 (Dex); Spd 20 ft.; AC 16 (touch 13, flat-footed 13); Atks +3 melee (1d4/19-20, dagger) or +10 ranged (1d8 plus poison/19-20, repeating crossbow); SA Poison; SQ Darkvision 30 ft., stonecunning, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus to attack rolls against orcs and goblinoids, +4 dodge bonus against giants, sunlight vulnerability; SR 18; AL CE; SV Fort +4, Ref +4, Will +1; Str 9, Dex 16, Con 11, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +6, Jump +6; Blind-Fight, Dodge, Exotic Weapon Proficiency (repeating crossbow), Mobility, Point Blank Shot, Weapon Focus (repeating crossbow).

Poison (bolts): medium-size spider venom; injury DC 14; Initial damage 1d4 Str; Secondary damage 1d6 Str.

Possessions: studded leather armor, masterwork repeating crossbow, 3 cases of 5 masterwork bolts each, dagger.

☛ **Derro Savant:** Male derro Sor4; CR 4; Medium-size humanoid; HD 4d4+12; hp 25; Init +2 (Dex); Spd 20 ft.; AC 10 (touch 12, flat-footed 10); Atks +2 melee (1d4-1 plus poison/19-20, dagger); SA Poison; SQ Darkvision 30 ft., stonecunning, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus to attack rolls against orcs and goblinoids, +4 dodge bonus against giants, sunlight vulnerability; SR 18; AL CE; SV Fort +4, Ref +3, Will +4; Str 10, Dex 14, Con 16, Int 10, Wis 10, Cha 16.

Skills and Feats: Concentration +10, Spellcraft +7; Blind-Fight, Combat Casting, Weapon Focus (ray).

Spells Known (6/7/4; base DC = 13 + spell level): 0 – daze, detect magic, detect poison, flare, ray of frost, resistance; 1st – ray of enfeeblement, shield, sleep; 2nd – web.

Poison (dagger): medium-size spider venom; injury DC 14; Initial damage 1d4 Str; Secondary damage 1d6 Str.

Possessions: dagger (poisoned), *potion of vision*.

Familiar (Toad): Diminutive magical beast; HD 4d8; hp 12; Init +1 (Dex); Spd 5 ft.; AC 17 (touch 15, flat-footed 16); Atks –3 (touch attack); Face/Reach 1 ft. by 1 ft./0 ft.; SQ Alertness, improved evasion, share spells, empathic link, touch; AL CE; SV Fort +2, Ref +3, Will +6; Str 1, Dex 12, Con 11, Int 7, Wis 14, Cha 4

Skills: Hide +21, Listen +5, Spot +5.

APL 6 (EL9)

☛ **Derro (2):** Male derro Ftr4; CR 4; Medium-size humanoid; HD 4d10; hp 28 each; Init +3 (Dex); Spd 20 ft.; AC 16 (touch 13, flat-footed 13); Atks +3 melee (1d4/19-20, dagger) or +8 ranged (1d8 plus poison/19-20, repeating crossbow); SA Poison; SQ Darkvision 30 ft., stonecunning, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus to attack rolls against orcs and goblinoids, +4 dodge bonus against giants, sunlight vulnerability; SR 18; AL CE; SV Fort +4, Ref +4, Will +1; Str 9, Dex 16, Con 11, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +6, Jump +6; Blind-Fight, Dodge, Exotic Weapon Proficiency (repeating crossbow), Mobility, Point Blank Shot, Weapon Focus (repeating crossbow).

Poison (bolts): medium-size spider venom; injury DC 14; Initial damage 1d4 Str; Secondary damage 1d6 Str.

Possessions: studded leather armor, repeating crossbow, 3 cases of 5 bolts each, dagger.

☛ **Derro Warrior:** Male derro Ftr6; CR 6; Medium-size humanoid; HD 6d10; hp 40; Init +3 (Dex); Spd 20 ft.; AC 16 (touch 13, flat-footed 13); Atks +5/+0 melee

(1d4/19-20, dagger) or +12/+7 ranged (1d8 plus poison/19-20, repeating crossbow); SA Poison; SQ Darkvision 30 ft., stonecunning, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus to attack rolls against orcs and goblinoids, +4 dodge bonus against giants, sunlight vulnerability; SR 18; AL CE; SV Fort +5, Ref +5, Will +2; Str 9, Dex 16, Con 11, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +8, Jump +8; Blind-Fight, Dodge, Exotic Weapon Proficiency (repeating crossbow), Mobility, Point Blank Shot, Precise Shot, Shot on the Run, Weapon Focus (repeating crossbow).

Poison (bolts): medium-size spider venom; injury DC 14; Initial damage 1d4 Str; Secondary damage 1d6 Str.

Possessions: studded leather armor, masterwork repeating crossbow, 3 cases of 5 masterwork bolts each, dagger.

Derro Savant: Male derro Sor6; CR 6; Medium-size humanoid; HD 6d4+21; hp 40; Init +2 (Dex); Spd 20 ft.; AC 13 (touch 12, flat-footed 11); Atks +3 melee (1d4 plus poison/19-20, dagger); SA Poison; SQ Darkvision 30 ft., stonecunning, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus to attack rolls against orcs and goblinoids, +4 dodge bonus against giants, sunlight vulnerability; SR 18; AL CE; SV Fort +5, Ref +4, Will +5; Str 10, Dex 14, Con 16, Int 10, Wis 10, Cha 16.

Skills and Feats: Concentration +12, Spellcraft +9; Blind-Fight, Combat Casting, Toughness Weapon Focus (ray).

Spells Known (6/7/6/4; base DC = 13 + spell level): 0 – daze, detect magic, detect poison, flare, guidance, ray of frost, resistance; 1st – magic missile, ray of enfeeblement, shield, sleep; 2nd – Tasha's hideous laughter, web; 3rd – haste.

Poison (dagger): medium-size spider venom; injury DC 14; Initial damage 1d4 Str; Secondary damage 1d6 Str.

Possessions: dagger (poisoned), *potion of vision*, *amulet of natural armor* +1.

Familiar (Toad): Diminutive magical beast; HD 6d8; hp 20; Init +1 (Dex); Spd 5 ft.; AC 18 (touch 15, flat-footed 17); Atks –2 (touch attack); Face/Reach 1 ft. by 1 ft./0 ft.; SQ Alertness, improved evasion, share spells, empathic link, touch, speak with master; AL CE; SV Fort +2, Ref +3, Will +7; Str 1, Dex 12, Con 11, Int 8, Wis 14, Cha 4

Skills: Hide +21, Listen +5, Spot +5.

APL 8 (EL11)

Derro (2): Male derro Ftr6; CR 6; Medium-size humanoid; HD 6d10; hp 40 each; Init +3 (Dex); Spd 20 ft.; AC 16 (touch 13, flat-footed 13); Atks +5/+0 melee (1d4/19-20, dagger) or +10/+5 ranged (1d8 plus poison/19-20, repeating crossbow); SA Poison; SQ Darkvision 30 ft., stonecunning, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus to attack rolls against orcs and goblinoids, +4 dodge bonus against giants, sunlight vulnerability; SR 18; AL CE; SV Fort +5, Ref +5, Will +2; Str 9, Dex 16, Con 11, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +8, Jump +8; Blind-Fight, Dodge, Exotic Weapon Proficiency (repeating crossbow), Mobility, Point Blank Shot, Precise Shot, Shot on the Run, Weapon Focus (repeating crossbow).

Poison (bolts): medium-size spider venom; injury DC 14; Initial damage 1d4 Str; Secondary damage 1d6 Str.

Possessions: studded leather armor, repeating crossbow, 3 cases of 5 bolts each, dagger.

Derro Warrior: Male derro Ftr8; CR 8; Medium-size humanoid; HD 8d10; hp 52; Init +3 (Dex); Spd 20 ft.; AC 16 (touch 13, flat-footed 13); Atks +8/+3 melee (1d4/19-20, dagger) or +14/+9 ranged (1d8+2 plus poison/19-20, repeating crossbow); SA Poison; SQ Darkvision 30 ft., stonecunning, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus to attack rolls against orcs and goblinoids, +4 dodge bonus against giants, sunlight vulnerability; SR 18; AL CE; SV Fort +5, Ref +5, Will +2; Str 10, Dex 16, Con 11, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +8, Jump +8; Blind-Fight, Dodge, Exotic Weapon Proficiency (repeating crossbow), Mobility, Point Blank Shot, Precise Shot, Shot on the Run, Weapon Focus (repeating crossbow), Weapon Specialization (repeating crossbow).

Poison (bolts): medium-size spider venom; injury DC 14; Initial damage 1d4 Str; Secondary damage 1d6 Str.

Possessions: studded leather armor, masterwork repeating crossbow, 3 cases of 5 masterwork bolts each, dagger.

Derro Savant: Male derro Sor8; CR 8; Medium-size humanoid; HD 8d4+27; hp 52; Init +2 (Dex); Spd 20 ft.; AC 13 (touch 12, flat-footed 11); Atks +4 melee (1d4 plus poison/19-20, dagger); SA Poison; SQ Darkvision 30 ft., stonecunning, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus to attack rolls against orcs and goblinoids, +4 dodge bonus against giants, sunlight vulnerability; SR 18; AL CE; SV Fort +5, Ref +4, Will +6; Str 10, Dex 14, Con 16, Int 10, Wis 10, Cha 17.

Skills and Feats: Concentration +14, Spellcraft +11; Blind-Fight, Combat Casting, Toughness, Weapon Focus (ray).

Spells Known (6/7/7/6/3; base DC = 13 + spell level): 0 – daze, detect magic, detect poison, flare, guidance, mage hand, ray of frost, resistance; 1st – magic missile, mage armor, ray of enfeeblement, shield, sleep; 2nd – Tasha's hideous laughter, flaming sphere, web; 3rd – haste, lightning bolt; 4th – enervation.

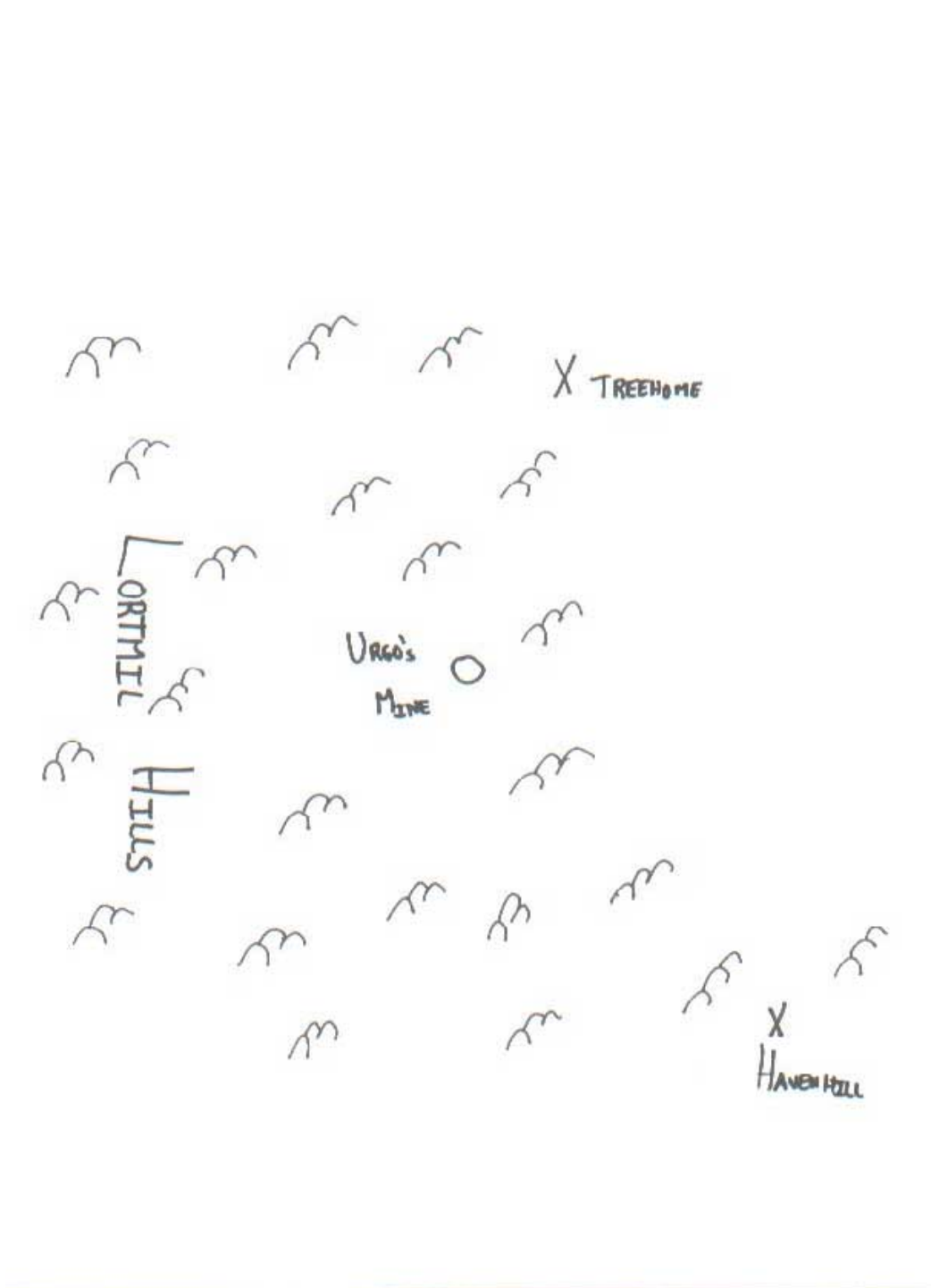
Poison (dagger): medium-size spider venom; injury DC 14; Initial damage 1d4 Str; Secondary damage 1d6 Str.

Possessions: dagger (poisoned), *potion of vision*, *amulet of natural armor* +1.

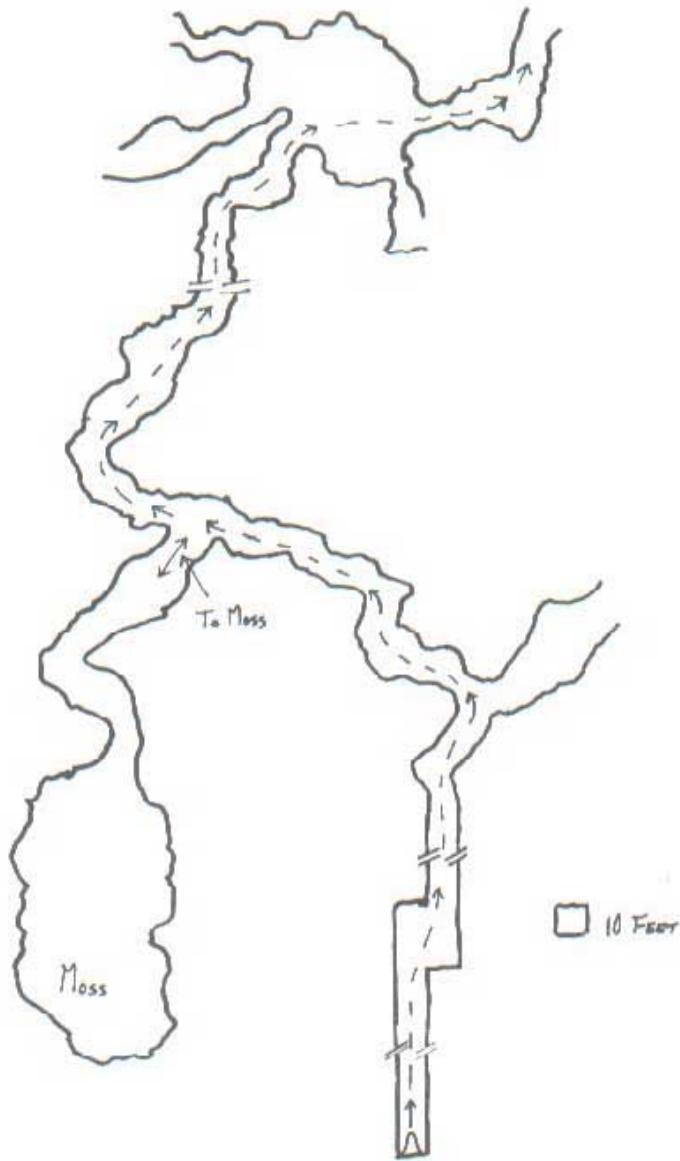
Familiar (Toad): Diminutive magical beast; HD 8d8; hp 26; Init +1 (Dex); Spd 5 ft.; AC 19 (touch 15, flat-footed 18); Atks –1 (touch attack); Face/Reach 1 ft. by 1 ft./0 ft.; SQ Alertness, improved evasion, share spells, empathic link, touch, speak with master, speak

with animals of its type; AL CE; SV Fort +2, Ref +3, Will
+8; Str 1, Dex 12, Con 11, Int 9, Wis 14, Cha 4
Skills: Hide +21, Listen +5, Spot +5.

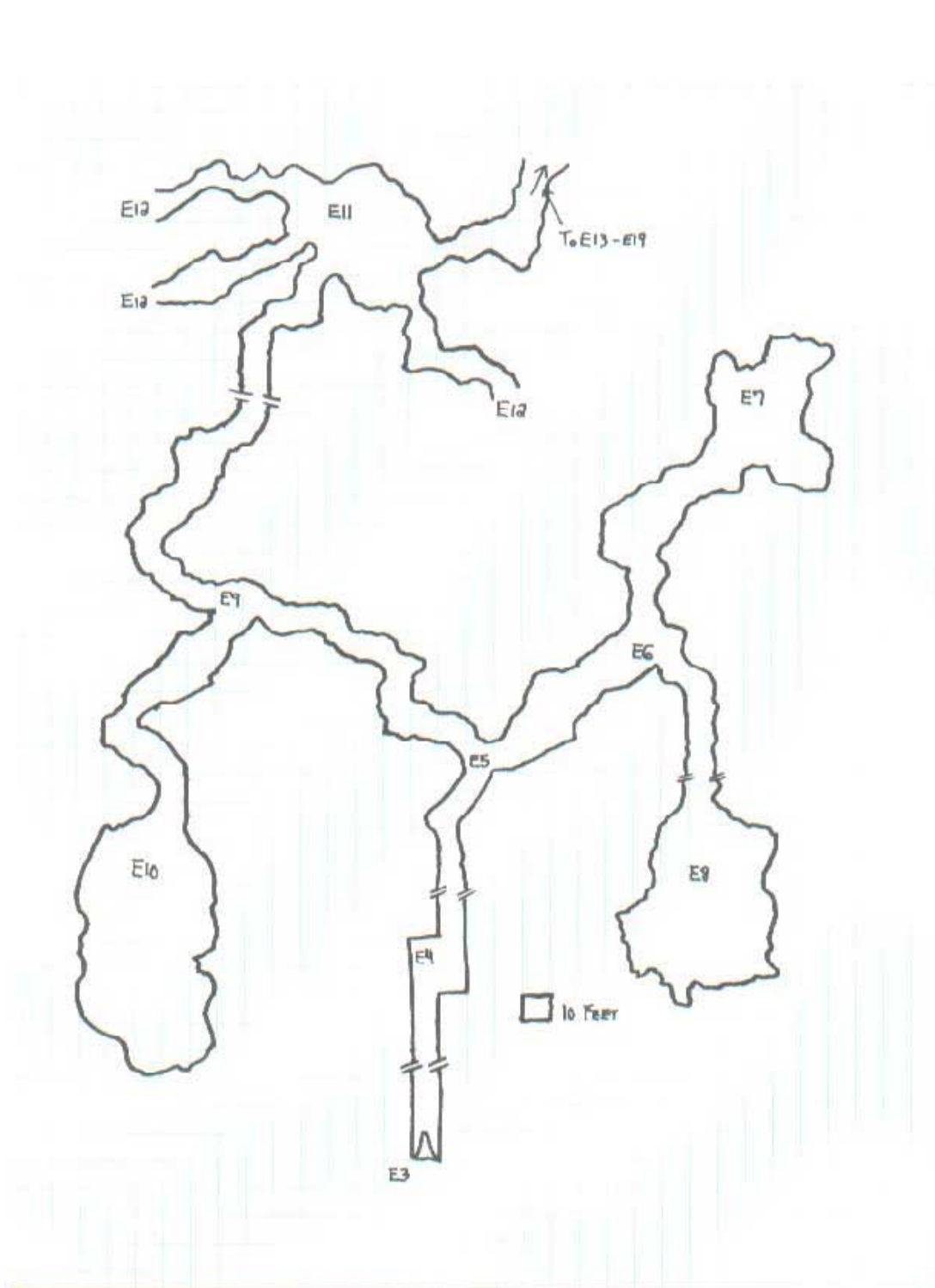
PLAYER'S HANDOUT 1: MAP OF LORTMIL HILLS



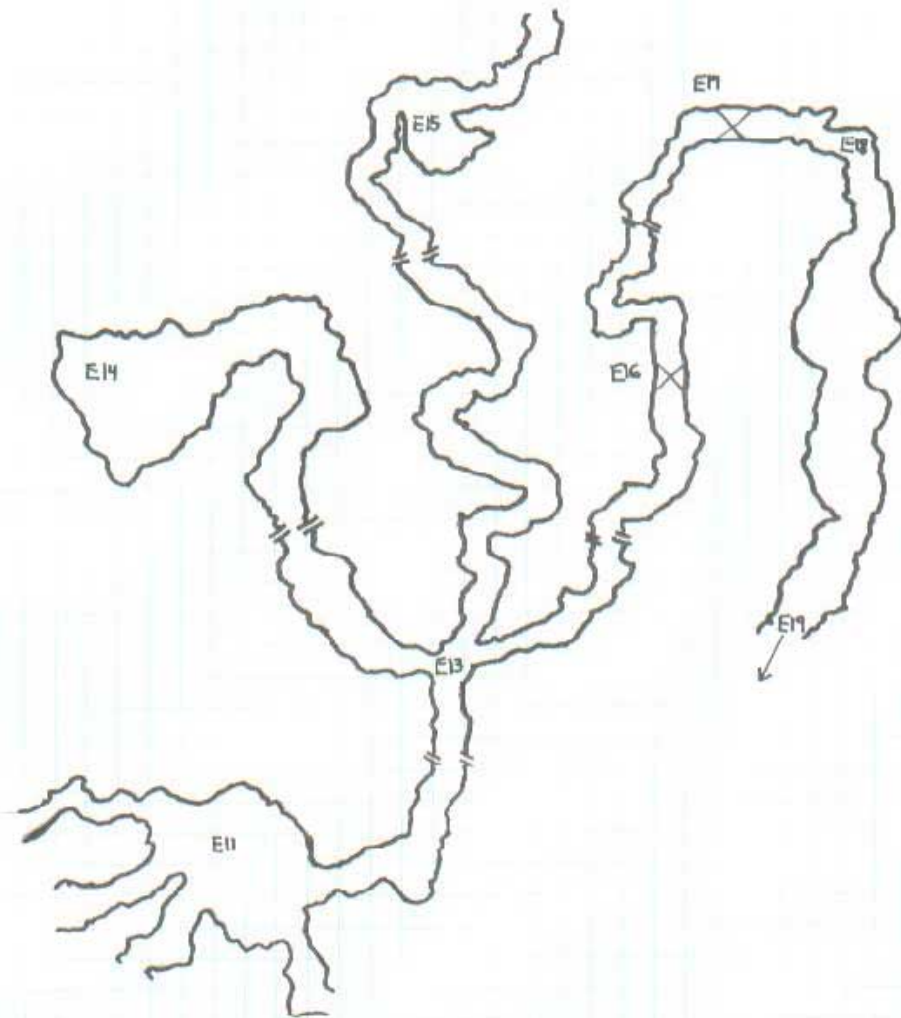
PLAYER'S HANDOUT 2: THE MINES



DM'S AID 1: DERRO MINE LEVEL 1



DM'S AID 2: MORE DERRO MINES



STORY SUMMARY
for use at MegaCon 2002.

Please fill out the following and return to Christopher Reed at 6245 Westgate Drive; Apartment 1905; Orlando, FL 32835.

1. Did the characters save the slaves? YES NO

2. Did the characters get the ingredients for the Derro poison antidote?
YES NO

3. Which creatures did the characters encounter?

4. Which character received the silver dagger?

Real Name: character Name: RPGA :

5. Did any characters receive the recommendation to the Mine Rangers?
YES NO

a) If so, who?
Real Name: character Name: RPGA :

6. Where any characters captured and enslaved by the Derro?
YES NO

b) If so, who?
Real Name: character Name: RPGA :

ENLISTING THE ICONIC

☞ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☞ **Mialee, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or -6 melee (1d6, quarterstaff) and -10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☞ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☞ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init -1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or -1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref -1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level); 0—*detect poison, guidance, read magic*; 1st—*bles, protection from evil**, *shield of faith*.

* Domain spell; *Deity:* Pelor; *Domains:* Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.