

HIG5-07

A Deal Gone Cold

A One-Round D&D Living Greyhawk® Highfolk Regional Adventure

Version 1.0

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What happens when a new dwarven mining operation breaks open an ancient natural cavern? Not only can the miners get in, but the inhabitants are now free to get out! This is a Highfolk regional adventure for APLs 2 to 6.

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

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

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This adventure retires from RPGA-sanctioned play on December 31, 2006.

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.

2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars, paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. Animals with

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	5	6	7
4	4	6	7	8
5	5	7	8	9
6	6	8	9	10
7	7	9	10	11

different CRs are determined separately using the chart; then, take the highest CR animal (or animals), and add 2 (drop fractions). This result is the effective character level for a mixed-CR group of animals. A single PC may only bring four or fewer animals of this type.

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

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

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in Highfolk. Characters native to Highfolk pay one Time Unit per round; all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell

component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

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

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

Adventure Background

Dargas Mor is a city of mountain dwarves located in an enormous cavern north of Highfolk and west of the High Vale. The city has existed for thousands of years and its six clans of mountain dwarves rarely have contact with the surface world. The exception to this is the Hammerstrike clan, which has had members living outside of Dargas Mor for many centuries. The surface-dwelling branch of the clan lives in Highfolk, where they craft and sell some of the finest weapons in the city. They specialize in finely crafted adamantine and mithril weapons and armor—for those folk who know where to ask and how to strike a deal with the dwarves.

Not long ago, the Hammerstrikes acquired half-interest in a gold mine owned by a gnome named Ezerthum (introduced in the adventure H1G1-07, *High Way, Low Way*.) The mining has been difficult—somehow, when the deal was struck, the dwarves were granted the lowest levels of the mine. These mines are more dangerous and more difficult to mine than other sections of the complex. The dwarves have tried to make the best of it.

Recently, however, dwarves in the lowest levels have been attacked or captured. Half a dozen miners are missing, four have been found dead, and three have been injured. Operations in the lowest levels have been suspended. The dwarves and gnomes are fearful of more attacks, and also fear that whatever is down there will find its way to the surface. The gnomes are refusing to help; since the attacks are occurring in the dwarves' tunnels, the gnomes feel that this is a problem the dwarves should solve themselves.

What the dwarves don't know is that their operation recently opened a natural cave far below the surface. This cave leads to an area that was once inhabited by duergar, including a duergar wizard. The wizard had summoned two chraals to serve him, and the creatures lived in his cavern complex. Chraals are ruthless killers whose appearance would suggest that they are constructed of magical ice. The duergar wizard and his fellows departed on a mission but never returned. The chraals have lived below ground for several months, bound to the location established by their master. The arrival of the dwarves has allowed the chraals to enjoy some good hunting.

The Hammerstrike clan in the city of Highfolk has received word of problems in the mine. They seek a group of adventurers to investigate the disturbances and eliminate the source.

Adventure Synopsis

The characters encounter Spike Hammerstrike in the streets of Highfolk, attempting to solicit adventurers for a trip to the mines. They are handed a parchment with instructions to meet at the Dead Goblin Inn for more information.

At the Dead Goblin (introduced in *HIG1-03 Of Elven Make*), characters receive the full story of the trouble in the mines. They are asked to meet back at the inn at dawn to be *teleported* to the main road near the mines.

On the way to the mine, characters encounter several goliaths under attack by feral yowlers. By aiding the goliaths, the characters gain favor with the goliath tribe.

When they reach the mine, characters have a chance to ask questions of the dwarves, including those who were injured but survived the attacks. They are taken down to the levels where the attacks occurred via a caged elevator, encounter the chraal, and fight the creatures.

Assuming that the characters are victorious, Delga Keygate arrives from Dargas Mor, bringing the thanks of her people. Characters earn the favor of the Dargas Mor dwarves, and Delga, who is a cleric of Moradin, arranges to transport them back to Highfolk.

Before the characters depart the mines, two goliaths arrive, curious about the dwarven mines that the adventurers described and hoping to build a trade relationship. The characters can make introductions between the dwarves and goliaths, and they get a sense that a mutually beneficial relationship is being formed.

Introduction

Read or paraphrase the following:

You are enjoying a peaceful day in Highfolk. The sky is clear, the temperatures are comfortable, and only a faint summer breeze stirs the air.

The morning has been blissfully quiet. After a leisurely lunch, you stroll the streets and browse the vendor stalls in the market. As you turn a corner, you notice a dwarf standing on a crate and calling out to passersby. A number of dwarf merchants live in the city, but this is a rather unusual way for dwarves to advertise.

As you approach, you notice that the dwarf isn't soliciting everyone who passes. He sees you, scans you up and down, and calls out, "Ye, there! I got an adventure with yer name on it!" A leather satchel bulging with rolled-up parchments is slung over his shoulder and he grips several more in his muscled hand. He hops off his crate, waving a parchment at you. "Take this! Ya won't want this deal to slip through yer fingers!" He crams the parchment into your hand.

Determine whether the characters would recognize the Hammerstrike clan of dwarves that resides in Highfolk. This can be accomplished by asking if anyone is a member of the Hammerstrike Clan or has played an adventure in which the Hammerstrikes have appeared (*HIG4-06 Losing the War We've Won*, *HIGA-03 Scavenger Hunt*). If any characters have encountered the Hammerstrikes previously, inform them that this dwarf appears to be a member of that clan—part of the group that forges and sells fine weapons and armor in Highfolk.

This dwarf's appearance is typical for a dwarf, but with brown eyes, an intricately braided beard, and mottled skin the color of brown granite. Several small metal charms dangle in the braids of his beard. He carries no weapon other than a small ax at his belt. He is clearly absorbed in his task of soliciting adventurers. A character who accepts a parchment notices that the dwarf smells of soot and earth.

Read the following to any character who accepts a parchment:

You unroll the parchment and discover a simple message scrawled inside. "Dead Goblin Inn—Mid Afternoon—Bring Yer Adventuring Friends!!" The message is written in charcoal and the parchment is torn into a crooked square. Dwarves are normally meticulous—they must have been in quite a hurry.

The dwarf will not answer any questions other than to say that the mission involves “the mines up north.” To any further questions, he simply barks, **“Come to the meetin’—all questions will be answered! Ask for Spike—that’s me!”**

The Dead Goblin Inn

Read or paraphrase the following:

When you arrive at the Dead Goblin, roughly a dozen other adventurers have gathered in the common room. A frowning dwarf is speaking with a trio of teenagers. After a few moments, the dwarf shakes his head and the threesome rises to leave. He looks around at the others who have gathered and speaks with a few of them briefly. They remain in their seats and some order ale from the bar maid.

The dwarf notices you and bustles over. “Relgar Hammerstrike,” he says, jerking a thumb at himself. “You here about the notice?” Before you realize what is happening, the dwarf has grabbed your hand and is pumping your arm. You wonder if you’ll need a cleric to cure his handshake.

“Ya got a favorite weapon?” he asks. “And are ya any good with it?”

This gruff question is the dwarf’s attempt to judge the mettle of the characters. Give the characters a chance to respond to the dwarf’s rude opening remark. Regardless of their reply, Relgar looks at them skeptically then addresses the entire gathering.

“We’re talkin’ business here, folks—dangerous business. Somethin’ yer not likeli to unnerstand. Why, ya look as if ye’ve never fought anything tougher than a coupla sewer rats.” He snorts. “I don’t s’pose ya know anyone who can handle what’s menacing our mines?”

This is Relgar’s attempt to weed out the weak and goad the characters into offering tales of their exploits—his method of “interviewing” potential adventurers. He tosses insults at the group until the characters feel forced to defend their reputations by rattling off a list of their successes. If necessary, use a few of the following comments from Relgar.

“Don’t know why Spike wanted to come here—a group of our own younglings would prob’ly be better to handle the job.”

“Never knew humans were so soft. I guess they talk bigger than they stand.”

“If whatever’s in our mines is carrying off Dargakind, ye’ll never stand a chance. It’ll eat you for a snack and still be hungry.”

After some exchanges between Relgar and the gathered adventurers, Spike arrives. Sensing that Relgar is being far too tough, Spike takes control of the situation and begins to brief the characters. Read or paraphrase the following:

“My clan—the Hammerstrikes—owns half- interest in a mine in the Clatspurs. The other half is owned by a gnome named Ezerthum. We struck the deal expecting to get a fair shake. But somehow, the blasted gnomes arranged the deal so we have the lowest levels of the mines, instead of the whole thing runnin’ fifty-fifty. Still can’t figger out how that happened.

“Anyway, in the past week, some members of the clan have disappeared, and some were attacked in the deepest levels of the mine. Several dwarves have been found dead. Mining has been suspended in the deepest levels, and of course, we’re worried that whatever is down there will find its way to the surface.

“We’d go ourselves, but we need to keep the forges runnin’ here.” Spike looks genuinely disgusted that he can’t get away to investigate. “The gnomes ain’t helpin’. They say it’s our branch of the mine so it’s our problem. Like to see what’d happen if the boot was on the other foot,” he snorts.

The dwarves offer to teleport the characters to the main road near the mine, which is located in the Clatspurs approximately 150 miles west of Quaalsten. Each adventurer can expect to be paid approximately 100 gp for completing the adventure.

Below are some questions that characters are likely to ask, as well as the proper responses. Spike takes the lead in answering questions.

- What’s lurking down there?

Don’t know. Half a dozen dwarves are missin’ and several were found dead.

- What’s the condition of the dead?

Can’t tell what killed most of ‘em. Some have slashes, like claw marks. But on some, there’s no marks—no way to know what killed ‘em.

- How far is it to the mines?

We'll teleport you to the main road west of Quaalsten. From there, it's about a day and a half on foot into the mountains.

- Why don't you just teleport us to the mine?

We don't do magic like that. And Damon, our hired wizard, has never been there, so he can't make his magic put you in the right place.

- Why can't the dwarves handle the problem?

Some are too spooked to go into the mines. Others think magic is at work. The Dargakind are highly suspicious of magic and avoid it at all costs.

During the questioning, a few NPC adventurers leave the Dead Goblin, deciding that the job is too dangerous or just not worth it. When all questions have been answered, Spike asks the remaining adventurers if they're willing to participate. Those who respond in the affirmative are given the rest of the day to gather any necessary supplies and are told to meet back at the Dead Goblin promptly at dawn. They are provided with detailed information about the terrain so they can prepare to set out early the next morning. Read the following text when the group is assembled for magical transport in the morning.

You stand with several other adventurers behind the Dead Goblin. The sorcerer named Damon Truflame, leader of the Guildsmen of the High Art, arrives and begins casting a spell to teleport the group. You guess that the Hammerstrikes are probably paying a small fortune for this service.

The alleyway spins and disappears and you have the sensation of falling and tumbling. After what feels like a few minutes, your feet strike something solid and your head clears abruptly. Your surroundings tilt crazily and you fall backward, landing on your rump. You can't be certain, but you think you hear laughter ringing in your ears.

Shaking your head, you turn to look around and see that you are in the wilds north of Highfolk. To the east, the Vesve Forest spreads as far as the eye can see, and the sun has not yet appeared over the tops of the trees. To the west, the Clatspurs rise sharply.

If the characters listened closely to Spike's directions, they should know that they must follow a trail leading west in order to reach the mines. A DC 10 Survival check allows the party to successfully identify which way is west. If the party fails, they can discover the trail by recognizing that the traffic of heavy wagons and carts from the mine to the road has worn an obvious path.

Development: Characters may wish to contact the Gnomish Consortium. If they do, the gnomes tell them that trouble has arisen in the dwarves' levels of the mines and not in their own. They don't see why they should be involved. They are keeping an active eye to see how this may affect their business.

When the party proceeds down the path, go to **Trek to the Mines**.

Trek to the Mines

Read or paraphrase the following:

The journey to the mine is uneventful at first. Late in the morning, however, the characters encounter a life-and-death battle on the trail ahead of them.

As you trudge along the rocky path, a strange sound reaches your ears. After listening for a few moments, you determine that some type of creatures must be engaged in battle farther up the trail. Something very large is moving about and bellowing in anger—or pain.

As you peer around an outcropping, you see two enormous but very strange creatures being attacked by catlike beasts. The two humanoids aren't big enough to be giants, but they certainly aren't human. Both are more than seven feet tall. They have gray skin mottled with light and dark brown patches, and both are bald. They wear baggy, knee-length breeches made of hide. One of the creatures is on his hands and knees, struggling to rise. Blood trickles from numerous scratches and bite wounds. Two of the catlike creatures lie dead. The humanoid who still stands is swinging a greatsword of enormous size.

The emaciated creatures have unnaturally large teeth, including saber-tooth fangs. Patchy fur hides portions of their slick black hides, and whiplike tails snake from their bodies.

APL 2 (EL 4)

Munothu and Klagik: hp 78, 47; see *Appendix One*.

Feral yowlers: hp 72, 67; see *Appendix One*.

APL 4 (EL 6)

Munothu and Klagik: hp 78, 47; see *Appendix One*.

Feral yowlers: hp 94, 94, 22 (weakened yowler unable to yowl); see *Appendix One*.

APL 6 (EL 8)

Munothu and Klagik: hp 78, 47; see *Appendix One*.

Feral yowlers: hp 94, 94, 47, 22 (weakest yowler unable to yowl); see *Appendix One*.

Tactics: The feral yowlers concentrate on the goliaths as their primary enemies. At APL 2 the yowlers attack the goliaths exclusively until the goliaths are out of the combat. Both goliaths rage throughout the combat.

The goliaths were scouting for a possible migration route and had the bad luck to encounter the feral yowlers. They are grateful and friendly to any adventurers who come to their aid. They speak their own tongue as well as Common and Dwarf.

Both goliaths stand approximately 7-1/2 feet tall and weigh about 300 pounds. They are extremely muscular and have gray skin mottled with shades of brown. They are bald but have patchy body hair.

The humanoids wear only knee-length, loose-fitting breeches made of deerskin. Each carries a large pouch made of hide that contains a few personal items (bone objects, knife, some dried food).

Assuming that the group communicates with the goliaths, the party learns that the goliaths inhabit the Clatspur Mountains and Sepia Uplands. They are nomadic, following food as the seasons change. They are curious about the characters' journey and interested in information about resources throughout the terrain. They are especially interested when they learn about the characters' destination; they mention a desire to trade with the dwarves. They are grateful for directions to the mines.

The goliaths give each character a small token carved of bone. The tokens are round cross-sections cut from the leg bone of a large animal and carved with decorative markings along the outside surface. Because the bone pieces have a hollow center (they resemble enormous beads), they can easily be slipped onto a chain or cord. If the characters ever encounter goliaths again, the tokens signal that the characters have had favorable relations with the goliaths. The goliaths depart to rejoin their tribe.

The rest of the day's journey is uneventful. The adventurers should know that they need to camp for the night. By late afternoon, encourage them to start making plans to settle down.

Allow the characters to set out in the morning and continue toward the mine. The terrain is rugged and rocky, but the trail is easy to follow. Proceed to **Ezerthum's Mines**.

Treasure: The heroes receive **Token of the Goliaths** from Munothu and Klagik.

Ezerthum's Mines

Read or paraphrase the following:

After walking for the entire morning you notice a feature up ahead that seems out of place. As you approach, you realize that it is a stone bridge that appears to go nowhere. Not until you reach the edge of the bridge do you realize the extreme necessity of this construct. The bridge spans a gorge about 20 feet wide and about 120 feet deep. It appears to be newly constructed—no more than a year old.

Characters are likely to be paranoid about the safety of the bridge, but it is indeed new and very sturdy. They have no difficulty crossing over. Less than an hour later, they reach the mine. Read or paraphrase the following:

You travel up a slight rise and discover a sturdy wooden wall stretching before you. A wide wooden double gate stands open and you can enter the compound unchallenged.

The scene before you is one of perpetual motion. Everywhere, gnomes, a few dwarves, and some humans go about the business of mining. Carts on railed tracks travel back and forth, some filled with rock and some empty. Small wagons, hitched to sturdy ponies, are being filled with baskets and crates. The scene is somewhat comical due to the difference in size between the workers and equipment—some items are scaled for the gnomes while others are scaled to suit the dwarves or humans. Human-sized implements tower over the gnomes while gnome items look like mere toys in the presence of the humans and dwarves.

The main features of the scene are two gyratory rock crushers. These marvels of engineering stand about as high as a three-story building. Each appears as a conical-shaped container, and a conveyor belt feeds a steady supply of large rocks into the top of the crusher. Within, a smaller cone-shaped device rotates continuously. As rock is dumped between the container and the spinning implement, it is crushed and falls to the bottom of the cone, where it pours out the bottom in a steady stream. The result is that the air is filled with the constant sound of crunching and popping rocks as they are pulverized.

Several minutes pass before anyone notices the characters. Eventually, a bored-looking dwarf halts in his tracks and gives the heroes a squint. He addresses the party by drawling, **"Whatcha lookin' at? Don't think you belong here!"**

When the adventurers explain that they were hired to investigate the disturbances in the mines, the dwarf brightens and introduces himself as Wollop. He invites them to meet Mirk, the dwarf overseer. Mirk has a cabin at the edge of the mining camp.

Because the dwarves have suspended operations, Mirk is in his cabin, which serves as his home and an office. When the heroes enter, Mirk seems as if he is trying to work but is fidgeting as if preoccupied.

Mirk is delighted that help has arrived. He answers any questions the characters ask. If the characters ask to meet the dwarves who were injured, Wollop departs to fetch them.

Mirk has a wealth of information that he shares freely with the heroes.

- Half a dozen miners are missing, four have been found dead, and three have been injured.
- Three of the dead had no marks on them. The fourth had deep slash marks across his body.
- Operations in the lowest levels have been suspended. The gnomes, however, refuse to take any precautions against the danger below.
- No one has seen any kind of creature down below. The injured dwarves remember hearing crunching sounds before they were attacked.
- The lower mines are accessed by an elevator on chains that is operated with a winch. It is engineered to be operated by one person. During one of the attacks, miners were just reaching the lowest level in the elevator and must have scared away the mystery creature. The area was exceptionally cold and frost was seen covering a nearby wall. On another occasion, the cage was covered in frost when it returned to the main level.
- The lower mines have never been damp or plagued with trickling water, but since the attacks have begun, puddles of water have been noticed down below.
- A few days before the attacks began, the dwarves broke into a natural cave while tunneling. It led to a rather long passage that ended in a rockslide. The cave and passage showed signs that some sort of creatures had been living there.

If the heroes ask to meet with the injured dwarves, they arrive shortly after Mirk sends Wollop to summon them. Their stories are very similar.

- The dwarves were attacked from behind. None saw their attacker, but they remember a sound like breaking glass or falling ice shortly before they were struck.
- One of them received injuries that looked like slashing claw marks. The others were knocked unconscious.
- Two of the dwarves also remember a rush of cold air before they were attacked.

While the characters discuss matters with Mirk, a sharp knock is heard at the door. Before anyone has a chance to answer it, the door flies open and a red-faced gnome enters—Ezerthum, the other owner of the mine. He is hopping mad and starts making accusations at Mirk. Read or paraphrase the following:

“This is all your fault! We never should have let you in on this mine! Because of you, one of my miners is dead. What did you let loose to run around down there and kill my workers?”

You're not sure, but you think steam might be starting to escape from Mirk's ears. He rises, his face purple, and lets the gnome know what he's thinking. “This was a crummy deal from the start. We bought half-interest and we got the deepest levels of the mine. This was supposed to be a fifty-fifty deal!” Mirk takes a deep breath and bellows at the gnome. “We told you about the danger as soon as we knew something was up. We quit mining four days ago, but you, Mister Greedy Pants, can't bear to lose any time. You sent your people into the mine. This is your fault, not ours.” The dwarf picks up the gnome in two meaty fists and deposits him outside the cabin, then slams the door.

After finishing with Mirk, the heroes have a great opportunity to investigate. If they speak with Ezerthum and explain that they are here to eliminate the danger in the mine, he cooperates. He has only sketchy information—Mirk knows more details than anyone—but he lets the heroes see the body of the dead gnome if they request a look. Read or paraphrase the following if the heroes desire to see the gnome:

You see two humans carrying a stretcher out of the mine. The body upon it is covered with a blanket. Ezerthum stops the men carrying the newest victim and points them to a storage shed. He waves to you to follow him.

Inside the shed, the men set down the body and Ezerthum carefully pulls back the blanket. Large slash marks cut across the chest of the deceased

gnome, and his skin is pale and waxy. Strangely, his right arm is ice-cold to the touch.

Two gnomes skulk timidly near the doorway to the shed, trying to get a look at the dead gnome. If the characters or Ezerthum notice the pair, the frightened gnomes can be coerced into answering questions. Their story is that their friend sneaked onto the elevator, determined to get a look at the beast lurking below. The dwarf operating the elevator had fallen asleep and the gnomes managed to move it themselves. Only moments after he reached the bottom, he began screaming and the gnomes woke the dwarf to rescue him. They were too late.

The characters can learn little else from the gnomes and dwarves. Their best bet is to descend into the depths of the mines and investigate. Because the heroes arrived at the mines in the early afternoon and spent time gathering information, the dwarves recommend that they rest and begin in the morning.

The dwarves provide a carefully drawn map of the level on which the attacks occurred. It includes the newly opened area that was believed to be inhabited, as well as the dead-end tunnel. Give the players the map entitled **DM and Player Aid #1**.

When the heroes are ready to enter the mine, proceed to **Look Out Below!**

Look Out Below!

Wollop escorts the heroes to the mine entrance. On the way, he offers them a *wand of cure light wounds* with 20 charges and two *potions of resist energy (cold)* at minimum caster level. These items must be returned, if not used; however, Wollop is willing to sell them to the heroes after the adventure. The entrance to the mine looks like a yawning opening in the earth. Two sets of cart rails lead into darkness.

Wollop then rides to the lower levels with the characters. At the bottom, he wanders no more than 20 feet from the elevator but points out the various tunnels to the characters to help them get their bearings.

Read or paraphrase the following:

Wollop trots along just ahead of you and bustles into the cavern. Inside and to the left, you see a wooden platform and a large metal cage. Two dwarves idle nearby—they operate the elevator. They become attentive when Wollop approaches.

Wollop opens the elevator and gestures for you to enter. He picks up a torch and lights it from a nearby brazier, then steps into the elevator. Once inside, he

shouts a command to the pair of dwarves. One of them begins to operate a winch and the elevator slowly descends. The ride is bumpy and jerky and the cage swings slightly. Wollop seems not to notice the ride; you hope that's a sign that this conveyance is safe.

The cage jerks to a halt. Wollop steps out with his lighted torch and lights several more torches mounted in the wall. He hands the torch to you, makes sure that you are able to match up your map to the tunnels, then steps back into the elevator. "We'll send the cage back down in case you need to make a hasty retreat. When you're ready to come up, hit the gong over here." He reaches through the bars and hits a small gong. A few moments later, the cage begins to rise. "Good luck!" Wollop calls down.

Note to the DM: If you wish to add some drama to this adventure, consider placing a chraal near the elevator at some point and giving it a reason to use its breath weapon (most likely by pursuing the heroes). You may indicate to the players that the extreme cold threatens to weaken the metal of the chains or cage. The result could be a dramatic scare to heighten tension, especially while the characters are inside and attempting to ascend. In reality, the cold will not be enough to snap the chains and drop the cage.

The cage takes eight rounds to descend from the top of the mine to the bottom. Ascending from the bottom level to the top takes 12 rounds.

Refer to the map (**DM and Player Aid #1**) at the end of this adventure. This level has been mined for less than a year, so its tunnels are not very extensive. The elevator halts at the area marked A on the map. Areas B and C have been mined by the dwarves. Allow the characters to explore the tunnels freely. The walls and ceilings are solid rock, primarily granite and gneiss. The tunnels are clean except for the areas currently being mined and an occasional tool that was left behind.

The newly opened area begins at the end of the long passageway. It has two natural rooms and a short tunnel. In room D, clean-picked animal bones are evident, as well as some broken crockery and an area that was used for a cooking fire.

In the northwest corner of room D lies a short tunnel. It has recently collapsed, but if the tunnel were cleared, it would lead to the ravine near the mine (the ravine that is spanned by the stone bridge).

In room D, several stacks of dirty, smelly blankets show evidence that some sort of creatures slept here. A few pieces of clothing lie about—leggings with holes in

the knees, a torn tunic, a pair of mismatched wool stockings. The clothing looks as if it would fit a dwarf—but something about it tells the heroes that these items were never worn by average dwarves. The clothing actually belonged to a duergar wizard and two duergar henchmen.

In the northeast corner of room D lies a secret room—room E. It is small and irregularly shaped. The opening to this room is only 5 feet high and about 3 feet across. A wall of ice about six inches thick covers this opening. From room D, the ice is difficult to detect due to the small size of the opening and the lack of light in the cave. From within the secret room, occupants can easily see through the ice and observe anything happening in room D. Due to the solid rock and the ice, sound cannot pass between the rooms.

Before the characters have a chance to study the ice wall and attempt to break through it, they are attacked by the chraals.

APL 2 (EL 4)

Lesser chraal: hp 36; see *Appendix One*.

APL 4 (EL 6)

Chraal: hp 84; see *Appendix Two*.

APL 6 (EL 8)

Chraals: hp 85, 85; see *Appendix Two*.

Tactics: The chraals can hear the elevator descending. They lie in wait until they hear intruders walking down their tunnel. At APL 2, a single chraal charges the lead hero. It uses its breath weapon only as a last defense. At APL 4, a single chraal uses its breath weapon as its first action then charges the lead character in the next round. At APL 6, one chraal uses its breath weapon and the other charges the lead character in the party. The two chraals then take turns using their breath weapons for the rest of the combat, never breathing in the same round.

If the characters destroy the ice, they find three dwarves trapped in the secret room. They were captured by the chraals four days earlier. They are cold and hungry but will recover from their ordeal.

Allow the heroes to proceed with exploring the complex. When 1d4+8 rounds have passed after the fight with the chraals, begin **Unexpected Guests**.

Treasure: The following treasure can be found in room D.

APL 2 -- L: 0 gp; C: 50 gp; M: 274 gp—*burrowers saddle* (3 gp), *pearl of power (1st level)* (83 gp), *elemental gem (earth)* (188 gp).

APL 4 -- L: 0 gp; C: 50 gp; M: 670 gp—*bead of force* (250 gp), *brooch of shielding* (125 gp), *burrowers saddle* (3 gp), *elemental gem (earth)* (188 gp), *pearl of power (1st level)* (83 gp), *silversheen* (21 gp).

APL 6 -- L: 0 gp; C: 50 gp; M: 1251 gp—*bead of force* (250 gp), *brooch of shielding* (125 gp), *burrowers saddle* (3 gp), *dusty rose prism ioun stone* (417 gp), *elemental gem (earth)* (188 gp), *goggles of minute seeing* (104 gp), *pearl of power (1st level)* (83 gp), *silversheen* (21 gp), *wand of magic missile* [CL5, 10 charges] (6 gp/charge).

Unexpected Guests

The party is visited by one or more xorn. These creatures were passing through the ravine and were attracted by the sounds of the battle within the caves. They earth glided through the collapsed tunnel into room D to make their way into the dwarves' mine. The xorn arrive 1d4+8 rounds after the heroes have defeated the chraals.

The dwarves who were rescued from room E are too weak to participate in the battle.

APL 2 (EL 3)

Minor xorn: hp 22; see *Monster Manual*, pages 260-261.

APL 4 (EL 4)

Minor xorn (2): hp 22, 22; see *Monster Manual*, pages 260-261.

APL 6 (EL 6)

Average xorn: hp 48; see *Monster Manual*, pages 260-261.

Tactics: At APL 2, the single xorn is quite arrogant, and attacks the toughest-looking character in the party. At APL 4, the two minor xorn attempt to engage a lightly armored opponent first, preferably a spellcaster. At APL 6, the xorn attacks any who come close to melee; otherwise, it goes after spellcasters.

If a xorn is reduced to less than 10 hit points, it attempts to flee.

When the characters are finished in the mines, they can return to the surface to heal and recover. The dwarves aid them in healing their injuries, but are unable to restore life to any adventurers who lose their lives. The adventurers receive a heroes' welcome, especially if they rescued the three trapped dwarves.

Proceed to **Delga and the Goliaths**.

Delga and Goliaths

After defeating the chraals in the mines, the characters earn the thanks of the dwarves. They also earn the appreciation of Ezerthum the gnome to a certain degree; he still feels that if the dwarves hadn't been so careless, none of this would have happened, and the heroes came along to clean up their mess.

The dwarves offer the adventurers a place to stay for the night as well as an impromptu party to celebrate their victory. Just in time for the party, an important visitor arrives from Dargas Mor—Delga Keygate, who is leader of the Council of the Wise and High Ritemaster. She looks like a typical dwarf female and wears a short brown beard. Her green eyes are distinctive among the Dargakind.

Toward the end of dinner, Delga rises and addresses the assembly. She thanks the heroes on behalf of the Hammerstrike clan and the residents of Dargas Mor and offers them gifts. The party then continues late into the night.

If the heroes did not tell the goliaths about their destination and give directions to the mine, skip the following scene.

As the characters prepare to leave the mine, a commotion begins near the wooden gate into the mining compound. If the heroes investigate, they see the following.

Half a dozen gnomes and three dwarves are brandishing weapons at two much larger creatures while others run to their aid. The scene is comical—the two newcomers stand more than seven feet tall and their weapons are taller than the gnomes themselves. Yet the tall folk stand back with their hands raised as the short sentries level weapons at them. You immediately recognize them as Munothu and Klagik, the goliaths you met on the trail.

The goliaths, following the directions given by the heroes, have arrived. They hope to form a relationship with the dwarves in order to acquire dwarven weapons forged to suit their large size. The adventurers have the opportunity to make introductions between the two groups. If they wish to do so, Mirk and Ezerthum arrive and the goliaths are welcomed into the camp.

Proceed to **Conclusion**.

Conclusion

With the extermination of the creatures in the mines completed, the characters may depart for Highfolk on foot, or they may take advantage of Delga Keygate's offer to whisk them back to the city. Delga uses a *word of recall* spell to transport the group to the cellar of the Dead Goblin Inn, which houses a secret shrine of Moradin. The journey is uneventful. When the heroes reach the Dead Goblin, Delga thanks them again. She hands the barkeep a small pouch of coins and tells the heroes that they should order whatever they like. Afterward, they are free to go about their business.

Before leaving, Delga presents each adventurer with a *badge of valor* and an *apron of resistance*.

As the characters enjoy a hearty lunch, Spike and Relgar arrive to pay them a visit. Spike shakes the hand of each adventurer, while Relgar gives them a gruff nod.

"Can't thank ya enough," Spike begins. "We had our doubts about sendin' ya up to the mine, but it seems that you saved the day. If we can ever help ya out, just come and find us down at the forge. We can fix ya up with a really nice weapon if ya want." Spike winks, then elbows Relgar and clears his throat.

"Yeah," he croaks. "You guys pulled through better than we expected. We're glad yer not dead and we won't be losin' any more dwarves. If ya can think of a way that we can stick it to Ezerthum, just let us know." He grins a wild grin and Spike gives him a shove.

"You know where to find us," Spike says in farewell. He and Relgar wave and head back out into the street.

Treasure: Delga gives the following items to the party.

APL 2 -- L: 0 gp; C: 100 gp; M: 166 gp—*apron of resistance* +1 (83 gp), *badge of valor* (83 gp).

APL 4 & 6 -- L: 0 gp; C: 100 gp; M: 416 gp—*apron of resistance* +2 (333 gp), *badge of valor* (83 gp).

The End

Experience Point Summary

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

Trek to the Mines

Defeating the yowlers

APL2 100 xp; APL4 160 xp; APL6 220 xp

Keeping a goliath alive

All APLs 10 xp per goliath (max 20 xp)

Look Out Below!

Defeating the chraals

APL2 120 xp; APL4 180 xp; APL6 240 xp

Unexpected Guests

Defeating the xorn

APL2 90 xp; APL4 120 xp; APL6 180 xp

Story Award

Captured dwarves are rescued.

APL2 60 xp; APL4 60 xp; APL6 60 xp

Discretionary role-playing award

APL2 90 xp; APL4 135 xp; APL6 180 xp

Total possible experience:

APL2 450 xp; APL4 675 xp; APL6 900 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 magical items that make up the encounter’s treasure.

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

The coin total is the number of gold pieces each character gains if he takes 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. Magical treasure is the hardest to adjudicate, because it is varied and because characters may want to use items during the adventure. Many times characters must cast *identify*, *analyze dweomer*, or a similar spell to determine what an item does and how to activate it. Other times they may attempt to use an item blindly. If the magic item is consumable (a potion, scroll, bolts, and so on) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter, add it up. The result is the number of gold pieces a character gains. The character’s total and coin value are increased at the end of the adventure. Write the total in the “GP Gained” field of the adventure certificate. Because this is a Regional adventure, characters may spend Time Units to practice professions or create items immediately after the adventure, so this total may be modified by other circumstances.

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

Look Out Below!

APL 2: L: 0 gp; C: 50 gp; M: 274 gp.

APL 4: L: 0 gp; C: 50 gp; M: 670 gp.

APL 6: L: 0 gp; C: 50 gp; M: 1251 gp.

Conclusion

APL 2: L: 0 gp; C: 100 gp; M: 166 gp.

APL 4: L: 0 gp; C: 100 gp; M: 416 gp.

APL 6: L: 0 gp; C: 100 gp; M: 416 gp.

Total Possible Treasure

APL 2: L: 0 gp; C: 150 gp; M: 440 gp—Total: 590 gp (max 450 gp)

APL 4: L: 0 gp; C: 150 gp; M: 1,086 gp—Total: 1,236 gp (max 900 gp)

APL 6: L: 0 gp; C: 150 gp; M: 1,667 gp—Total: 1,817 gp (max 1,350 gp)

Special

Legendary Deed (5%) – Chraal Killer: Your reputation as one who cleared the mine of foul elemental beasts proceeds you. When this deed is redeemed, dwarven smiths recognize your prowess and offer to temper one of your bladed weapons for free. Tempering grants a +1 bonus to weapon damage rolls with this weapon.

Additionally, the weapon gains +2 hit points and +1 point of hardness. These effects only last for the course of the adventure in which this deed is recognized.

Favor of Delga Keygate: You have performed a valuable service for the Hammerstrike Dwarves and you have earned the favor of Delga Keygate. She presents each adventurer with a *badge of valor*. You may purchase this item as if you had Adventure access.

Favor of Clan Hammerstrike: You are offered one of the following:

[] Access to purchase an *apron of resistance* with the Clan Hammerstrike emblem embroidered on it (see below).

[] Access to purchase one adamantite weapon after a Highfolk regional adventure. Weapon purchased: _____.

Apron of Resistance: This item functions identically to a *cloak of resistance*, except that it takes up the robe/armor body slot.

Token of the Goliaths: This gift allows adventure access to one of the following items from the goliath tribe: goliath greathammer, great crossbow, goliath healing kit. Select one and mark “USED” across the favor. The item must be purchased normally. The token always marks you as a friend.

Hammerstrike or Dargas Mor Member: If you are currently a member of the Hammerstrike clan or are a Dargas Mor dwarf, select one item (except the *wand of cure light wounds*) below. You gain regional access to that item. Write in your selection _____.

[] **Influence Point – Gnomish Consortium of Miners, Moneylenders, Merchants, and Gemcutters**

- Potion of resist energy (cold) (Adventure; CL3; DMG)
- Wand of cure light wounds (Adventure; CL1; DMG)

APL 4 (all from APL 2 plus the following)

- Apron of resistance +2 (Regional; see above; 4,000 gp)
- Bead of force (Adventure; DMG)
- Brooch of shielding (Adventure; DMG)
- Silversheen (Adventure; DMG)

APL 6 (all from APLs 2–4 plus the following)

- Dusty rose prism ioun stone (Adventure; DMG)
- Goggles of minute seeing (Adventure; DMG)
- Ring of sustenance (Adventure; DMG)
- Wand of magic missile (Adventure; CL5; DMG)

Items for the Adventure Record

Item Access

APL 2

- Apron of resistance +1 (Regional; see above; 1,000 gp)
- Badge of valor (Adventure; CV)
- Burrower’s saddle (Adventure; Races of Stone)
- Elemental gem (earth) (Adventure; DMG)
- Pearl of power (1st level) (Adventure; DMG)

Appendix One – All APLs

Trek to the Mines

Munothu Trailseeker Vathakangaunama: Male goliath Bbn5/Rgr2; CR 8; Medium Monstrous Humanoid; HD 5d12+20 plus 2d8+8; hp 70; Init -1; Spd 40 ft.; AC 19, touch 10, flat-footed 19; Base Atk +7; Grp +13; Atk +15 melee (3d6+8 plus 1d6 fire/19–20x2, *large greatsword*) or +6 ranged (2d6+5, greatspear); Full Atk +15/+10 melee (3d6+8/19–20x2 plus 1d6 fire, *large greatsword*) or +12 ranged (2d6+5, greatspear); SA Rage 2/day; SQ Combat style, goliath traits, improved uncanny dodge, trap sense +2, uncanny dodge, favored enemy (magical beasts) +2, wild empathy 1d20+4; AL CG; SV Fort +11, Ref +4, Will +1; Str 20, Dex 8, Con 18, Int 12, Wis 12, Cha 14.

Skills and Feats: Climb +5, Hide +5, Intimidate +7, Jump +7, Listen +10, Spot +10, Survival +10; Cleave, Power Attack, Weapon Focus (greatsword).

Goliath Traits (Ex): Goliaths function as if they were one size category larger. They can make standing long jumps and high jumps as if they were running jumps. Does not take -5 Climb for accelerated Climb checks.

Rage (Ex): 2/day – +4 Str, +4 Con, -2 AC, +2 Will saves for 9 rounds. Fatigued afterwards.

Possession: *Giant flaming greatsword +1.* This weapon was wielded by Munothu's great-grandfather, who called it "Avalanche." Munothu is the first member of his family who has been able to use it in battle in many years. The greatsword is oversized and has the flaming ability, causing an extra 1d6 damage to creatures affected by fire.

Klagik Cloudwatcher Mallakkamauvoli: Male goliath Bbn4; CR 5; Medium Monstrous Humanoid; HD 4d12+16 plus 1d8+4; hp 47; Init +0; Spd 40 ft.; AC 19, touch 10, flat-footed 19; Base atk +5; Grp +9; Atk +10 melee (2d6+5/19–20, greatsword) or +5 ranged (2d6+5, great spear); Full Atk as Atk; SA Rage 1/day; SQ fast movement, goliath traits, trap sense +1, uncanny dodge, AL CG; SV Fort +8, Ref +1, Will +1; Str 18, Dex 10, Con 18, Int 14, Wis 10, Cha 14.

Skills and Feats: Climb +5, Hide +3, Intimidate +3, Jump +7, Listen +5, Spot +5, Survival +7; Cleave, Power Attack, Weapon Focus (greatsword).

Goliath Traits (Ex): Goliaths function as if they were one size category larger. They can make standing long jumps and high jumps as if they were running

jumps. Does not take -5 Climb for accelerated Climb checks.

Rage (Ex): 2/day – +4 Str, +4 Con, -2 AC, +2 Will saves for 9 rounds. Fatigued afterwards.

Possession: Greatsword.

Feral Yowler: CR 5; Medium Magical Beast; HD 7d10+56; hp varies; Init +7; Spd 50 ft.; AC 16, touch 13, flat-footed 13; Base Atk +7; Grp +11; Atk +11 melee (1d8+6, bite); Full Atk +11 melee (1d8+6, bite) and +6/+6 melee (1d6+4, claws); SA Trip, yowl of fear (DC 16); SQ Darkvision 60 ft., fast healing 3, immunities, low-light vision, minor displacement, scent; AL CE; SV Fort +13, Ref +8, Will +4; Str 18, Dex 17, Con 27, Int 7, Wis 14, Cha 16.

Skills and Feats: Hide +13, Listen +5, Move Silently +13, Spot +5; Improved Initiative, Power Attack, Stealthy.

Trip (Ex): A feral yowler that hits with a bite attack can attempt to trip its opponent (+5 check modifier) as a free action without using a touch attack or provoking attacks of opportunity. If the attempt fails, the opponent cannot react to trip the feral yowler.

Yowl of Fear (Su): Every 1d4 rounds, a feral yowler can make all creatures within 60 feet of a feral yowler that can hear its yowl make a DC 16 Will save or be shaken for as long as it remains within the area and for 2d4 rounds thereafter. A creature that succeeds its saving throw is immune to that feral yowler's yowl for 24 hours. The save DC is Charisma-based.

Immunities (Ex): Immune to fear, negative energy, and energy drain effects.

Minor Displacement (Su): Any melee or ranged attack directed at it has a 20% miss chance unless the attacker can locate the beast by some means other than sight. A *true seeing* effect allows the user to see the beast's position, but *see invisibility* has no effect.

Look Out Below!

Lesser Chraal: CR 4; Large Elemental (Cold); HD 6d8+24; hp varies; Init +0; Spd 40 ft.; AC 18, touch 13, flat-footed 18; Base Atk +4; Grp +11; Atk +6 melee (1d6+3 plus 1d6 cold, claw); Full Atk +6/+6 melee (1d6+3 plus 1d6 cold, claws) and +4 melee (2d6+1 plus 1d6 cold, bite); Space/Reach 10 ft./10 ft.; SA Breath weapon, death throes, freeze; SQ DR 5/–, darkvision 60 ft., deflecting cold, elemental traits, immunity to cold, vulnerability to

fire; AL NE; SV Fort +9, Ref +2, Will +4; Str 16, Dex 11, Con 18, Int 9, Wis 10, Cha 14.

Skills and Feats: Listen +3, Search +2, Spot +3; Improved Natural Attack (claw), Iron Will, Multiattack.

Breath Weapon (Su): 30-foot cone, 1/day, 3d6 cold, Reflex DC 17 half. The save DC is Constitution-based.

Death Throes (Ex): When killed, a chraal explodes in an immense blast of cold energy that causes 5 points of cold damage and 5 points of piercing damage to anything within 30 feet (Reflex DC 17 half). The save DC is Constitution-based.

Freeze (Ex): A chraal generates so much cold that a mere touch, including all its attacks, deals an additional +1d6 points of cold damage. Any metallic weapon a chraal might wield in combat also conducts this cold.

Deflecting Cold (Su): The magical cold radiance that shines from the cracks in a chraal's black ice gives it a measure of defense, providing it with a +2 deflection bonus to Armor Class.

Appendix Two – New Rules Items

Feral Yowler

from *Monster Manual III*

Medium Magical Beast

Hit Dice: 7d10+56 (94 hp)

Initiative: +7

Speed: 50 ft. (10 squares)

Armor Class: 16 (+3 Dex, +3 natural), touch 13, flat footed 13

Base Attack/Grapple: +7/+11

Attack: Bite +11 melee (1d8+6)

Full Attack: Bite +11 melee (1d8+6) and 2 claws +6 melee (1d6+4)

Space/Reach: 5 ft. /5 ft.

Special Attacks: Trip, yowl of fear

Special Qualities: Darkvision 60 ft., fast healing 3, immunities, low-light vision, minor displacement, scent

Saves: Fort +13, Ref +8, Will+4

Abilities: Str 18, Dex 17, Con 27, Int 7, Wis 14, Cha 16

Skills: Hide +13, Listen +5, Move Silently +13, Spot +5

Feats: Improved Initiative, Power Attack, Stealthy

Environment: Temperate mountains

Organization: Solitary, pair, or pride (6–10)

Challenge Rating: 5

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 8–14 HD (Medium); 15–21 HD (Large)

Level Adjustment: —

A hideous creature pads silently toward you on four feet, its blank white eyes fixed in your direction. Patchy fur covers its shrunken, unhealthy black skin only in places, and open sores dot its hide. A feral, narrow, catlike head swings low to the ground, and you see a long, emaciated tail shifting behind the creature as it walks.

Feral yowlers are the result of extreme experiments in necromantic magic gone awry. Whether originally spawned from displacer beasts or panthers, or concocted from no known beast, the first feral yowlers were warped

and twisted by massive amounts of magical energy. Because of these experiments, they not only developed an immunity to necromantic magic, they also gained the abilities that make them such deadly and efficient killers. Feral yowlers are ruthless predators, hunting not only for fun but also for the thrill of the kill.

A feral yowler measures about 7 feet long and weighs roughly 400 pounds. While they love to yowl, feral yowlers do not actually speak, though some learn to recognize a few simple words of the goblin language.

COMBAT

A lone feral yowler always tries to ambush its prey. When it does strike, it begins a battle with its yowl of fear, hoping to distract and weaken its foes. A feral yowler then charges into combat, relying on rapid attacks to bring prey down quickly.

A feral yowler prefers to fight using its Power Attack feat, typically taking a –3 penalty on its attack rolls and gaining a +3 bonus on damage rolls.

Trip (Ex): A feral yowler that hits with a bite attack can attempt to trip its opponent (+5 check modifier) as a free action without using a touch attack or provoking attacks of opportunity. If the attempt fails, the opponent cannot react to trip the feral yowler.

Yowl of Fear (Su): Every 1d4 rounds, a feral yowler can let loose a wailing yowl that strikes fear into the hearts of any who hear it. All creatures within 60 feet of a feral yowler that can hear its yowl are affected. Each creature within the area must make a DC 16 Will save or be shaken for as long as it remains within the area and for 2d4 rounds thereafter. A creature that succeeds its saving throw is immune to that feral yowler's yowl for 24 hours. The save DC is Charisma-based.

Immunities (Ex): Feral yowlers are immune to fear, negative energy, and energy drain effects.

Minor Displacement (Su): A light-bending glamer continually surrounds a feral yowler, making it hard to surmise the creature's true location. Any melee or ranged attack directed at it has a 20% miss chance unless the attacker can locate the beast by some means other than sight. A *true seeing* effect allows the user to see the beast's position, but *see invisibility* has no effect.

Skills: A feral yowler has a +6 racial bonus on Hide checks and Move Silently checks.

Chraal

from *Monster Manual III*

Large Elemental (Cold)

Hit Dice: 9d8+45 (85 hp)

Initiative: +0

Speed: 40 ft. (8 squares)

Armor Class: 21 (−1 size, +8 natural, +4 deflection), touch 13, flat-footed 21

Base Attack/Grapple: +6/+15

Attack: Claw +10 melee (1d8+5 plus 1d6 cold)

Full Attack: 2 claws +10 melee (1d8+5 plus 1d6 cold) and bite +8 melee (2d6+2 plus 1d6 cold)

Space/Reach: 10 ft./10 ft.

Special Attacks: Breath weapon, death throes, freeze

Special Qualities: Damage reduction 5/−, darkvision 60 ft., deflecting cold, elemental traits, immunity to cold, vulnerability to fire

Saves: Fort +11, Ref +3, Will +5

Abilities: Str 21, Dex 11, Con 20, Int 9, Wis 10, Cha 14

Skills: Listen +4, Search +3, Spot +4

Feats: Improved Natural Attack (bite), Improved Natural Attack (claw), Iron Will, Multiattack

Environment: Elemental Plane of Water

Organization: Solitary

Challenge Rating: 6

Treasure: None

Alignment: Always neutral evil

Advancement: 10–18 HD (Large); 19–27 HD (Huge)

Level Adjustment: —

An 8-foot-tall, powerful being seemingly constructed of magical ice confronts you. Jagged spurs and spines form icy ridges along its blue-black, humanoid-shaped body, and cold blue light leaks from eyes, mouth, and joints of its glistening black icy form. Its long, muscled arms end in sharp talons, and its mouth opens to reveal rows of daggerlike teeth.

When a particularly evil and hateful being perishes on either the Elemental Plane of Air or the Elemental Plane of Water, its life force is sometimes captured by the planar powers and coalesced into a chraal. The chraal retains no knowledge of its past life and exists as a radiant

cloud of cold energy trapped inside a monstrous shell of hard, bluish black ice. Some spellcasters who specialize in summoning and controlling extraplanar servants bind chraals to them once they learn of the elementals' existence. The chraals enjoy such excursions from their home plane, relishing any chance to inflict harm on the living. A chraal summoned and bound to a spellcaster's service that is not given the opportunity to hunt and kill invariably tries to turn against its summoner.

Chraals are solitary creatures and do not intermingle or procreate. They do not generally attack one another and will sometimes combine their strength to defeat a common enemy before going their separate ways.

A chraal stands 8 feet tall. Its head rests atop two broad shoulders, and its thick arms end in wicked claws strong enough to crush stone. A chraal weighs between 1,000 and 2,000 pounds.

Chraals cannot speak or communicate in any way, but they have rudimentary intelligence and can be commanded to follow orders under the proper circumstances.

COMBAT

A chraal is a ruthless killer, relishing the bloodshed of its enemies. It rarely retreats from a fight, attacking until it or its opponent is slain. A chraal nearly always begins a battle with its breath weapon. It focuses its attacks on any creature that exhibits signs that it might have fire (magic or otherwise) at its disposal. A chraal is too impatient to rely on its breath weapons for long, however. It would rather wade into melee, tearing its enemies to pieces with its sharp claws.

Breath Weapon (Su): 60-foot cone, 3/day, 6d6 cold, Reflex DC 19 half. The save DC is Constitution-based.

Death Throes (Ex): When killed, a chraal explodes in an immense blast of cold energy that causes 10 points of cold damage and 10 points of piercing damage to anything within 30 feet (Reflex DC 19 half). The save DC is Constitution-based.

Freeze (Ex): A chraal generates so much cold that a mere touch, including all its attacks, deals an additional +1d6 points of cold damage. Any metallic weapon a chraal might wield in combat also conducts this cold.

Deflecting Cold (Su): The magical cold radiance that shines from the cracks in a chraal's black ice gives it a measure of defense, providing it with a +4 deflection bonus to Armor Class.

DM and Player's Aid #1

This is a rough map of the Hammerstrike mine.

