

ULP4-01

Even Further Downward Still

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

Version 1.1

by Christopher Reed

With derro poison antidote supplies dwindling and sightings of derro near the village of Thrutch, you are asked to delve into unknown underground tunnels in search of a key ingredient. Can you successfully complete this mission without upsetting the balance down below? A Principality of Ulek regional adventure for APLs 4-12.

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

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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, 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 you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work 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 you run your game. Be sure to familiarize yourself with 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 is 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 as described in the introduction.

Keep in mind that you must have at least four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, 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 the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks

during certain times of play. For example, 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.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

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 Web site, 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 PCs participating in the adventure. To determine the Average Party Level (APL):

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 being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will 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 the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being 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. 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 two 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. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) 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.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in the Principality of Ulek. Characters native to the Principality of Ulek 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.

Adventure Background & Summary

This is the twenty-ninth 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 and especially those under the command of an unknown creature known as the Warlord. The territory east of the Lortmil 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.

Non-Mine Ranger PCs begin the adventure having just entered the gnomish village Treehome during the evening hour. Treehome lies in the northern portion of the Principality of Ulek on the edge of the Lortmil Hills. Parts of **ULP1-04 Downward** and **ULP3-03 Even Further Downward** took place here. Meanwhile Mine Ranger PCs begin the adventure having just been summoned to Treehome via written note.

In **ULP1-04 Downward**, 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 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. In **ULP2-02 Further Downward**, Dimble asked several PCs to gather some moss used in making a Derro poison antidote, gathering as much information as possible and attempt to save any slaves they encounter. Unfortunately, the later did not occur. In **ULP3-03 Even Further Downward**, Dimble once again asked several PCs to gather some moss used in making a Derro poison antidote and attempt to save any slaves they encountered. Unfortunately, the Derro had destroyed the moss but the PCs were able to free a number of Derro slaves. Now with recent Derro activity being seen near the village of Thrutch, a new supply of moss, a key ingredient used in the Derro poison antidote, is necessary. Thus, Dimble is, once again, requesting the aid of the PCs to go deep underground but not through the old pathway but the new one that was supplied to them by the mindflyer Melavelonce.

The PCs start the adventure having just entered the village of Treehome, in the evening hour. The local shops are closed so the PCs do not have an opportunity to explore the potential wonders of the village. Mine Ranger PCs have received an official summons to meet Dimble "Clock" Beren at the Badgers Refuge Tavern and Inn.

The Badgers Refuge Tavern and Inn is an obvious place the PCs could go for an evening meal, place to rest for the night and/or converse with a number of other folks. Dimble "Cloak" Beren, a member of the Mine Rangers is currently at this establishment. He first speaks to current Mine Rangers having sent a letter for them to arrive here in Treehome. Next, Dimble asks those PCs he remembers (those who already have a *Recommendation of the Mine Rangers*) about another possible mission. Finally, he gathers several others he deems might be helpful to the mission. Once Dimble has gathered each of the PCs, he informs them that he has been requested to seek several heroes and ask them to go a new tunnel that hopefully will lead to a supply of moss needed to continue manufacturing Derro poison antidote. He openly admits he has no evidence that they will encounter any but with all the recent Derro activity near the village of Thrutch, such investigation is needed.

Having left the village of Treehome immediately upon Dimble's request, the PCs trek for several hours before resting for the evening. After two days of travel, the PCs arrive without any complications.

Once at the cave entrance, the PCs have an opportunity to rest and look for any possible recent activity. Their rest goes uninterrupted and no recent activity, save the natural wildlife here, can be found.

After a full day of travel, with the PCs searching a number of small side passages, the PCs finally come to a major intersection of tunnels. One tunnel was used by a group of PCs to escape the Derro's underground city in the scenario **ULP3-03 Even Further Downward**. However, there are three other tunnels worth investigating (not including the tunnel they came from and the one that leads to the Derro's underground city).

Heading down the left tunnel, the PCs find that it meanders slightly back and forth. After three hours of walking and searching minor side tunnels and passageways, the PCs finally find an underground cave. Located within the cave are several dead carrion crawlers with yellow mold growing upon them. Nothing else of interest lies here.

Heading down the center tunnel, the PCs find that it swerves and sways back and forth. After two hours of walking and searching minor side tunnels and

passageways, the PCs finally come upon a large underground cave. Located throughout the cave is a colony of hungry monstrous centipedes that attack the PCs.

Heading down the right tunnel, the PCs must bypass several natural obstacles, such as a narrow ledge (balance), an obvious pit (jump), an underground stream (swim), a wall (climb), etc. These can be bypassed using a variety of skill checks or via the use of spells.

As the PCs bypass the last of the natural obstacles, a voice from an unseen source fills their head. For those who met the mindflayer (illithid) Melavelonce in **ULP3-03 Even Further Downward**, this voice is familiar. Melavelonce knows that there has been recent Derro activity near the village of Thrutch and the PC's presence is likely due to this fact. He asks the PCs their reason for delving into these parts of the underground tunnels. If informed by the PCs, Melavelonce laughs as he states that he knows where an excellent source of moss can be found but requires them to promise to get the ingredients without disturbing (free in Melavelonce's mind) those who tend it (myconids) plus a future unnamed favor. If the PCs all agree, he provides the directions to a myconid colony that grows a number of underground vegetation including the moss the PCs seek. Thus it is possible that some PCs may owe Melavelonce two favors overall once they have completed this encounter.

This is intended to be a role-playing encounter. Melavelonce has no intention of causing harm to the PCs but is guarded by his two grimlock companions. The PCs could opt to foolishly attack the mind flayer and his grimlock guards but not only will this lead to a difficult combat that will have permanent negative implications.

Following the directions given to them by mindflayer (illithid) Melavelonce, the PCs follow several tunnels that veer back and forth. During their trek, the PCs come across a side cave that have several lifelike stone statues of a variety of creatures. These statues were once alive but fell victim to the basilisks that reside here.

Pressing onward following the directions given to them by the mindflayer Melavelonce, the PCs run across an ooze (type and size depends on APL).

Finally, the PCs arrive at the edge of the myconid (fungus ones) colony. The PCs see many of them tending to the splendid underground plant life located here. When the PCs are spotted by the myconids, a group of guards approach them with several of the guards releasing their spores to rapport so communication can occur. The PCs are asked their business in these parts and once their story is told, they are taken to the myconid sovereign

(ruler of the myconid). Once Melavelonce name is mentioned, he willing gives the PCs the moss that they seek for the Derro antidote.

With a plentiful supply of moss in hand, the PCs start to exit the myconid colony. When they do, they see a brain golem repressing a young myconid junior worker. The brain golem is under the control of the mindflayer Melavelonce. They watch over and guard the myconids, who are in effect mindflayer Melavelonce's slaves.

While all of this is going on, the other myconids merely watch in sadness knowing that aiding could net them the same result. If the PCs interfere, the myconids try to stop them knowing that attack the brain golems or trying to free them could earn the wraith of Melavelonce. (This encounter is intended to eat away at the PCs but force them to control themselves.)

Finally, the PCs start their return to the surface. As they do, they are greeting once again by the mindflayer Melavelonce. If the PCs did not interfere with the myconid especially in the previous encounter, the bids them good luck. However, if the PCs attacked the brain golem or attempted to free any of myconids, he and his two grimlock companions attack the PCs.

The PCs encounter nothing else of interest during the rest of their trek to the surface or back to the village of Treehome. Successful groups are rewarded by the Mine Rangers with recommendations along with access to the Derro antidote.

NOTE: This adventure is a Mine Ranger mission.

Introduction

Before starting the adventure, check to see which PCs are members of the Mine Ranger Principality of Ulek meta-gaming organization. Give those PCs **Player Handout #1**. Once they, if any, have been given a chance to read the handout, continue with the following:

In the past four months there has been victories in battles with the forces to the east. The Royal Army, has not only held the invading humanoids off, like a impenetrable stone wall, but also started to slowly push them back towards the Jewel River.

Despite this fact, travel along the eastern edge of the Lortmil Hills is still potentially dangerous due to the possibility of humanoid raids or ambushes.

Thus, you have made your way along an alternative route that leads through the gnomish village of Treehome. It is nearly dinnertime as you approach the village. After passing the gnomish guards patrolling the village's parameter, you quickly

discover this would be a good place to rest for the evening before heading onward.

The gnomish village of Treehome contains an odd assortment of underground and above ground dwellings.

The most notable place to eat and rest for the evening is the Badgers Refuge Tavern and Inn.

The other shops located here are closed for the evening and thus the PCs do not have an opportunity to shop at them.

Encounter One: Badgers Refuge Tavern and Inn

When the PCs go to the Badgers Refuge Tavern and Inn, continue with the following:

Approaching the Badgers Refuge Tavern and Inn, it looks to be a most welcoming sight but a bit odd. The lower portion of the building seems rather normal but its upper stories sit up within three large trees that are intertwined. There are wooden walkways and steps that lead up from the main building into the small buildings that you guess are rooms for guests. This seems peculiar, as these three trees are the only large trees in the area.

As you enter the establishment, you see young gnomish women waiting on the patrons here while a tall gnome, likely the owner of the tavern, managing the affairs of the place.

Allow the PCs to role-play with the NPCs noted below (Tavern Workers) along with the common patrons who supply the rumors (noted below).

Those PCs who have played either **ULP2-02 Further Downward** or **ULP3-03 Even Further Downward** should make a Spot check (DC 10) to notice Dimble "Cloak" Beren, a gnomish member of the Mine Rangers, a special organization that serves in the protection and investigation of mines within the Principality of Ulek. Players who played **ULP1-04 Downward** may remember Dimble, having saved him from the Derro located in Urgo's Mine. Players who played either **ULP2-02 Further Downward** or **ULP3-03 Even Further Downward** should remember Dimble as it was he who requested they investigate further into Urgo's Mine. Dimble remembers any Mine Ranger PCs or those who have a *Recommendation of the Mine Rangers*, and seeks his or her aid in an upcoming mission first.

Dimble informs each of the PCs that the Mine Rangers requested that he seek several heroes and ask them to go to a new tunnel that hopefully leads to a supply of rare purplish-fluorescent moss needed to continue

manufacturing Derro poison antidote. He openly admits he has no evidence that they will encounter any but with all the recent Derro activity near the village of Thrutch, such investigation is needed.

Dimble is unable to provide the PCs with any maps of the tunnels nor any Derro poison antidote. He can provide the PCs with a map to the tunnel entrance, twelve sunrods, plus the following six items:

- *elixir of hiding*
- *elixir of sneaking*
- *oil of daylight*
- *potion of cure serious wounds*
- *potion of jump*
- *potion of neutralize poison*

If these items are not used during the event, the PCs get item access to them at the conclusion of this adventure. However, if used, item access should not be granted.

If asked about payment, Dimble has nothing to offer save the items mentioned above that might benefit the PCs 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 **ULP1-04 Downward**, Dimble explains that the cultists of the Earth Dragon are still actively searching for him, as seen in **ULP1-07 Spyder's Quest**, and thus he is continuing his life in hiding. Thus his aid is currently not available. If asked about Locc's grandson Ebern timer, Dimble explains that he is with his grandfather Locc.

If the PCs accept the mission, Dimble requests that they leave immediately, as even a few hours could make a difference in the lives of several hundred lives if the Derro attack.

Any PC 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 (roll on the chart below). For every two points over the DC a PC gets on their check, allow them an extra roll on the following chart (re-roll any duplicates):

1. There have been numerous Derro sightings near the village of Thrutch.
2. The Derro are planning to help the Warlord invade the Principality of Ulek.
3. The Derro have contracted a strange disease that causes them to act with madness.
4. Derro are in fact part dwarf and part human.

5. A walking humanoid octopus creature has been sighted in several of the nearby underground tunnels.
6. A strange buzzing has been heard by many of the villagers that reside in the northern part of the Principality of Ulek.
7. A great underground maze with large monstrous creatures has been found near the village of Thrutch.
8. A small little unusual looking human man was inquiring about a legendary warhammer with a bane against dragons some time ago.
9. Young Prince Volimar is planning on increasing the War Tax despite his recent announcement and several victories by the Royal Army.
10. An old beggar was seen in town seeking aid for the young prince.

Tavern Workers

🧝 **Olenn Greeneye:** male gnome Rgr1/Ill2; Craft: Bowmaking +9, Craft: Leatherworking +9, Handle Animal +5, Hide +5, Knowledge: Architecture and Engineering +5, Listen +4, Move Silently +5, Profession: Innkeeper +6, Spot +4, Survival +6; runs the tavern.

Olenn, a tall gnome, is the owner of the tavern. He wears a green apron over his black breeches and shirt, which match his emerald green eyes. He has a confident look about him and an ever-watchful eye for trouble.

🧝 **Imma Greeneye:** female gnome Com1; Craft: Weaving +4, Listen +2, Profession: Innkeeper +4, Spot +2; assists with the running of the tavern.

Imma is Olenn's wife. She keeps a constant eye on their daughter Umara. She has a very pleasant smile, one that even eases the roughest of folks.

🧝 **Umara Greeneye:** female gnome Com1; Handle Animal +4, Ride +4; assists with animals of tavern patrons.

Umara is the daughter of Olenn and Imma. She is quite young, only having been able to walk for several years now. Despite this, she often tries to help out whenever possible especially if it involves animals.

🧝 **Ellyjobell Greeneye:** female gnome Brd1; Balance +6, Diplomacy +6, Escape Artist +6, Gather Information +6, Perform +6, Tumble +6; waitress.

Ellyjobell is a recent addition to the Badgers Refuge Tavern and Inn. When Tragie Aurgite left, Olenn was in need of additional help and thus hired GGG. She is a young attractive gnome who loves to both listen to and tell stories. She hopes to one day travel to other parts of

the Principality of Ulek to hear new stories and pass on her own.

🧝 **Rathus Kilnor:** male human Ftr3; Climb+2, Handle Animal +3, Jump +2, Ride +3, Profession: Cook +6, Swim +2; cooks for the tavern.

Rathus is an aging human male, who used to adventure with Olenn back when they were both younger. He has the reputation of making anything taste good with his specialty being roast boar with thick gravy.

Encounter Two: Trek

Quickly, you gather your items and head out as requested by Dimble "Cloak" Beren. The darkness of the night surrounds you as you make way to the underground tunnel in search of the rare purplish-fluorescent moss needed for the Derro poison antidote.

Two days pass by as you traverse the Lortmil Hills before you start to near the cave entrance that you seek.

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

Encounter Three: Cave Entrance

Coming to the area where Dimble informed you, plus noted on your map, the cave entrance you were to investigate for the rare purplish-fluorescent moss needed for the Derro poison antidote, you see numerous bushes and shrubs healthily growing along the hillsides. At first glance, you do not see any type of cave entrance around.

Have the PCs make both a Spot (DC 10) and Listen check. Those PCs that successfully made the Spot check notice a small path leading just around a hill. This path leads to the cave entrance they seek. The Listen check is merely to put a little concern in the PCs that they might have been caught in an ambush, which is not the case.

If PCs search for tracks, they find that there has been no recent activity, save the natural wildlife.

The entrance to the underground tunnel is roughly five feet wide and about six feet high. Please use the **DM Aids: Maps** provided as a reference for this and future encounters.

Also, the PCs have a 30% chance to have a random encounter with some carrion crawlers anytime they sleep within these caves. Their statistics are as indicated below:

APL 4 and 6 (EL 4)

☛ Carrion Crawler (1): hp 23; see *Monster Manual*.

APL 8 (EL 6)

☛ Carrion Crawlers (2): hp 23 each; see *Monster Manual*.

APL 10 (EL 8)

☛ Carrion Crawlers (4): hp 23 each; see *Monster Manual*.

APL 12 (EL 10)

☛ Carrion Crawlers (8): hp 23 each; see *Monster Manual*.

When the PCs decide to enter the underground tunnel, make sure to get a marching order, then continue with the next encounter.

NOTE: Use of the *teleport* spell or other similar types of travel can be used to move from one underground location to the next. However, one cannot use such methods of travel to get from the underground to the surface due to the various metals (such as lead) that line the tunnels located here.

Encounter Four: Choices

You begin to travel downward through the tunnel, ensuring to search each of the side passageways. The trek is long and dull. After a full day of travel, you finally come to a major intersection of tunnels.

You see four tunnels branching off in all directions before you. The tunnel on the far right has the Common word "Derro" written in chalk upon it. This is likely how previous adventurers escaped from the Derro with numerous slaves in recent months. It is unlikely that venturing down this passage will net any gains. However, there are three other passages that you could explore for the rare purplish-fluorescent moss that you seek.

The marked tunnel was used by a group of PCs to escape the Derro's underground city in the scenario **ULP3-03 Even Further Downward**. However, there are three other tunnels worth investigating (not including the tunnel the PCs came from and the one that leads to the Derro's underground city). The first tunnel (left tunnel) leads to Encounter Five. The second tunnel (center tunnel) leads to Encounter Six. The final tunnel (right) leads to Encounter Seven.

Encounter Five: Yellow Mold

Heading down the left tunnel, you find that it meanders slightly back and forth. During your trek, you find several small side tunnels and passageways that you discover are empty upon investigation.

After three hours, you finally come upon a sizable underground cave. As you peer into it, you see three dead creatures strewn about the cave. The dead creatures appear to be about ten feet long and possess eight tentacles and many legs. They also have a yellowish tinge to them.

Nothing else of interest is currently visible to you.

The three dead creatures are in fact carrion crawlers. They were killed by one of the many underground denizens that reside in these tunnels. Since they are dead, they are harmless to the PCs. However, the yellow mold that covers all three carrion crawlers is harmful to the PCs. If the yellow mold is disturbed, a 5-foot square of this mold bursts forth with a cloud of poisonous spores. All within 10 feet of the mold must make a Fortitude save (DC 15) or take 1d6 points of Constitution damage. Another Fortitude save (DC 15) is required one minute later, even by those who succeeded on the initial/first save to avoid taking 2d6 points of Constitution damage. Fire destroys yellow mold, and sunlight renders it dormant.

All APLs (EL 6)

☛ Yellow Mold: see *DMG*, page 76.

Treasure: If the PCs search under the carrion crawlers, they find a *brooch of shielding*, which was accidentally dropped here by the underground denizens that killed these creatures. Searching the carrion crawlers requires the PCs to disturb the yellow mold with the effects listed above taking place.

Nothing else of interest lies within the cave and there are no other tunnels or passages leading into this area.

Encounter Six: Monstrous Centipedes

Heading down the center tunnel, you find that it swerves and sways back and forth. During your trek, you find several small side tunnels and passageways that you discover are empty upon investigation.

After two hours, you finally come upon a large underground cave. As you peer inside the cave, you see several monstrous centipedes climbing about the

room. They seem to have noticed your presence as they are heading in your direction.

The monstrous centipedes attack the first creature they can sense. They fight until death.

APL 4 (EL 6)

🐛 **Huge Monstrous Centipedes (4):** hp 41 each; see *Monster Manual*.

APL 6 (EL 8)

🐛 **Gargantuan Monstrous Centipedes (2):** hp 81 each; see *Monster Manual*.

APL 8 (EL 10)

🐛 **Gargantuan Monstrous Centipedes (4):** hp 81 each; see *Monster Manual*.

APL 10 (EL 12)

🐛 **Colossal Monstrous Centipedes (3):** hp 162 each; see *Monster Manual*.

APL 12 (EL 14)

🐛 **Colossal Monstrous Centipedes (6):** hp 162 each; see *Monster Manual*.

Treasure: If the PC cut open the centipedes and Search (DC 15) their insides, they find that one of them has a partial skeletal medium-sized humanoid arm inside of it. On the ring finger of the skeletal hand is a *ring of swimming, improved*.

Nothing else of interest lies within the cave and there are no other tunnels or passages leading into this area.

Encounter Seven: Obstacles

Heading down the center tunnel, you find that it curves slightly back and forth. During your trek, you find several small side tunnels and passageways that you discover are empty upon investigation.

An hour has passed and you continue onward.

At this point, the PCs encounter five natural obstacles that they must bypass to continue their mission. They have been broken down into sub-encounters for ease of running. Once the PCs have successfully bypassed one of the natural obstacles, continue with the next one until have five have been bypassed.

Please ensure the PCs take the appropriate armor check penalty into effect when making any skill check.

Hole in the Ground

The first natural obstacle the PCs face is a large hole in the ground that covers the entire width of the tunnel. There is forty feet for the PC to get a running jump. The length and depth of the hole is dependent on the APL.

The PCs can use a variety of ways to safely get to the other side including jumping (requires a successful Jump check), the use of spells (such as *fly*, *jump*, *levitate*, etc.) or various wondrous items (such as *slippers of spider climbing*, *boots of flying*, etc.). Those PCs who attempt to jump across it must make a running Jump check (DC noted below). Those who fail the check by 5 or less, don't clear the distance but can make a Reflex save (DC 15) to grab on the edge of the hole. Getting up then requires a successful Climb check (DC 15). See the table below for details on the hole's length, Jump DC and hole's depth:

APL	Length of hole	Jump DC	Depth of Hole
4	10 feet	10	10 feet (1d6)
6	15 feet	15	20 feet (2d6)
8	20 feet	20	30 feet (3d6)
10	25 feet	25	40 feet (4d6)
12	30 feet	30	50 feet (5d6)

Narrow Ledge

An hour later, the PCs encounter the second natural obstacle, a narrow ledge. The ninety-foot long narrow ledge (width dependent on APL) is a good distance (amount dependent on APL) from the ground below. The PCs can use a variety of ways to safely get to the other side including walking on the narrow ledge (requires a successful Balance check), the use of spells (such as *fly*, *levitate*, etc.) or various wondrous items (such as *slippers of spider climbing*, *boots of flying*, etc.). Those PCs who attempt to walk across it must make one (or more) successful Balance checks (DC noted below). Those who fail the check by 5 or more fall. Those who fail by 4 or less cannot move for one round. If any PC does fall to the ground and survive, they can easily walk to the tunnel they are attempting to continue down. See the table below for details on the ledge width, modifiers, Balance check DC and fall distance:

APL	Ledge Width	Modifiers	Balance DC	Fall Distance
4	7-12 inches	Lightly obstructed; Sloped	14	20 feet (2d6)
6	2-6 inches	Lightly obstructed; Sloped	19	40 feet (4d6)
8	2-6 inches	Severely obstructed; Sloped	22	60 feet (6d6)
10	Less than 2 inches	Lightly obstructed; Sloped	24	80 feet (8d6)
12	Less than 2 inches	Severely obstructed; Sloped	27	100 feet (10d6)

Underground Stream

An hour after the second obstacle (two hours from the first obstacle), the PCs encounter a third natural obstacle, an underground stream. The distance across the stream is dependent on APL.

The stream is clear, non-poisonous and contains no harmful or dangerous creatures within it but is ten feet deep. The PCs can use a variety of ways to safely get to the other side including jumping (requires a successful Jump check), swimming (requires a successful Swim check), the use of spells (such as *fly*, *levitate*, etc.) or various wondrous items (such as *boots of flying*, *wings of flying*, etc.).

Those PCs who attempt to jump across the stream must make a successful Jump check (DC noted below). Those who fail the check fall into the stream and are thus forced to try and swim across. Those PCs who attempt to swim across the calm stream must make one (or more) successful Swim checks (DC 10). Those who fail the check by 4 or less make no progress. Those who fail the check by 5 or more go underwater. See the table below for details on the stream's width and Jump DC:

APL	Width of stream	Jump DC
4	10 feet	10
6	15 feet	15
8	20 feet	20
10	25 feet	25
12	30 feet	30

Underground Cliff

An hour after the third obstacle (three hours from the first obstacle), the PCs encounter yet another natural obstacle, an underground cliff. They must get from the top if it to the bottom. The height of the cliff is dependent on APL.

The PCs can use a variety of ways to safely get from the top of the cliff to the bottom of the cliff including climbing down (requires a successful Climb check), the use of spells (such as *fly*, *levitate*, etc.) or various wondrous items (such as *slippers of spider climbing*, *boots of flying*, etc.).

Those PCs who attempt to climb down the cliff must make one (or more) successful Climb checks (the surfaces vary by APL so the DC is noted below). Those who fail the check by 4 or less make no progress. Those who fail the check by 5 or more fall from whatever height they last attained (which would reduce the damage listed below by 1d6 for each 10 feet lower they fall from). See the table below for details on the cliff's height and Climb DC:

APL	Height of cliff	Climb DC
4	40 feet (4d6)	10
6	60 feet (6d6)	15
8	80 feet (8d6)	20
10	100 feet (10d6)	25
12	120 feet (12d6)	25

Stone Bridge

An hour after the fourth obstacle (four hours from the first obstacle), the PCs encounter the last of five natural obstacles, a natural narrow stone bridge. They must get from the beginning to the end of it. The downward sloping bridge goes for one hundred feet before it bends at a thirty degree and extends for another fifty feet. The distance to the ground below is dependent on APL.

The PCs can use a variety of ways to safely get from the beginning of the stone bridge to the bottom of it, including walking down (requires a successful Balance check), the use of spells (such as *fly*, *levitate*, etc.) or various wondrous items (such as *slippers of spider climbing*, *boots of flying*, etc.). Those PCs who attempt to walk across it must make one (or more) successful Balance checks (DC noted below). Those who fail the check by 5 or more fall. Those who fail by 4 or less cannot move for one round. See the table below for details on the stone bridge's width, modifiers, Balance check DC and fall distance:

APL	Width	Modifiers	Balance DC	Fall Distance
4	7-12 inches	Lightly Slippery; Sloped	14	60 feet (6d6)
6	7-12 inches	Lightly Slippery; Sloped	14	80 feet (8d6)
8	7-12 inches	Lightly Slippery; Sloped	14	100 feet (10d6)
10	2-6 inches	Lightly Slippery; Sloped	19	150 feet (15d6)
12	2-6 inches	Lightly Slippery; Sloped	19	200 feet (20d6)

After this fifth and last natural obstacle, continue with the next encounter.

Encounter Eight: Melavelonce

Having dealt with the latest of the natural obstacles, you take a moment to catch your breath before heading onward.

As you are just about to head off again, you suddenly hear a strange, but to some familiar, voice fill your head. "Greetings surface dwellers. Please do not be alarmed."

NOTE: This is intended to be a role-play encounter. Combat should only occur if provoked by the PCs.

The voice comes from Melavelonce, a mind flayer who dwells in a nearby underground area. He is dreadfully mysterious but non-confrontational. The increasing derro presence has brought trouble to his society. Thus, he is willing give aid to the PCs as such aid could slightly disrupt the derro's plans for a short time. In Melavelonce's mind, even a slight disruption is good especially when it comes at little trouble or danger to him.

However, this aid only comes if the PCs are willing to agree to owe Melavelonce a future favor (PCs earn *Debt to Melavelonce*, see the Treasure Summary). Thus by the end of this event, the PCs may own Melavelonce two such events; the other coming from **ULP3-03 Even Further Downward**. Melavelonce does not know when these favors will be collected so details cannot be given. He knows the PCs are seeking a rare purplish-fluorescent

moss that is needed to manufacture a Derro poison antidote due to the high Derro activity on the surface.

If the agreement is made, he informs the PCs that the rare purplish-fluorescent moss they seek can be found in a myconid colony about six hours travel from here. Before providing directions, he insists that the PCs do not interfere with the myconid colony in any way. They should merely go there, collect the moss and quickly leave. If they agree to this, Melavelonce then provides the PCs with detailed directions on how to get there. He informs the PCs that the trek there will be rough and they should be on the lookout for anything.

If the PCs as a whole refuse to make the agreement (exchange of favors) but do not attack, he bids them farewell. Allow them to either return to the surface or, if they wish to head further onward, have them aimlessly wander about the tunnels. Also, the PCs have a 30% chance to have a random encounter with some carrion crawlers (as per Encounter Three) every hour they spend continuing down various tunnels.

If the PCs attack Melavelonce and/or his grimlock companions, Melavelonce uses various enchantment spells or his mind blast to control the PCs while the grimlocks viciously attack. Once all the PCs have been killed or contained, they are eaten; the brains by Melavelonce and the bodies by the grimlocks, Grimstone and Brittlelock. If the PCs miraculously outfight their opponents, Melavelonce will flee before being defeated (PCs earn *Enmity of Melavelonce*, see the Treasure Summary).

Melavelonce does not try to provoke the PCs into attacking him. Their demise will do little to help his cause. However, he does find enjoyment in spooking the PCs.

Melavelonce is currently invisible, due to the use of an *greater invisibility* spell, to avoid a potential conflict with the PCs who may have already encountered a hostile mind flayer (also called illithid) in the past. He will not show himself unless the PCs make the agreement to owe him a favor (a debt) later on in exchange for the location of the moss and they request it of him. Otherwise, he simply keeps invisible and the PCs will learn the full details about their new ally in the future.

All APLs (EL 22)

☛ **Grimstone:** Male Grimlock Rng11; hp 108; see Appendix I.

☛ **Brittlelock:** Male Grimlock Rog8/ShD3; hp 96; see Appendix I.

🐉 **Melavelonce:** Male Mind Flayer Mnk2/Wiz12; hp 146; see Appendix I.

When the PCs continue onward, continue with the next encounter.

Encounter Nine: Basilisks

Having made the agreement with Melavelonce, you provide onward following his directions closely.

As you move further downward into the deep underground you, the tunnel before you meanders somewhat like a river. After about two hours, you see the tunnel start to widen from ten feet to about twenty feet. Peering ahead, you see several various stone-like creatures standing motionless.

The stone-like creatures are those beings that failed to avoid the petrifying gaze of the basilisk(s) that resides in this area. The petrified creatures include two derro, three goblins, a carrion crawler, a grimlock and a partially eaten myconid.

Once the basilisks are aware of the PCs, they attack until slain, making use of their petrifying gaze attack whenever possible.

APL 4 (EL 5)

🐉 **Basilisks** (1): hp 54; see *Monster Manual*.

APL 6 (EL 7)

🐉 **Basilisks** (2): hp 54 each; see *Monster Manual*.

APL 8 (EL 9)

🐉 **Basilisks** (4): hp 54 each; see *Monster Manual*.

APL 10 (EL 11)

🐉 **Advanced Basilisks** (3): hp 135 each; see Appendix I.

APL 12 (EL 13)

🐉 **Advanced Basilisks** (3): hp 203 each; see Appendix I.

Once the PCs have deal with the basilisk(s), they are free to search the empty lair. Once they proceed onward, continue with the next encounter.

Encounter Ten: Ooze

Having dealt with the horrifying basilisks that have the ability to turn a creature to stone with a mere gaze, you progress forward towards the myconid colony that Melavelonce informed you about.

After a period of time, the tunnel widens out to around twenty feet wide.

Two hours pass before the PCs encounter an ooze (type depends on APL). The ooze attacks once it notices the PCs and fights until slain.

Treasure: Nothing of interest lies within its lair at APL 4 and 6. At higher APLs, one or more items have survived the acid of the black pudding (because they are made of stone/gemstone).

APL 4 (EL 3)

🐉 **Gelatinous Cube** (1): hp 54; see *Monster Manual*.

APL 6 (EL 5)

🐉 **Ochre Jelly** (1): hp 72; see *Monster Manual*.

APL 8 (EL 7)

🐉 **Black Pudding** (1): hp 120; see *Monster Manual*.

APL 10 (EL 9)

🐉 **Advanced Black Pudding** (1): hp 158; see Appendix I.

APL 12 (EL 12)

🐉 **Elder Black Pudding** (1): hp 285; see *Monster Manual*.

Once the PCs deal with the ooze and proceed onward, continue with the next encounter.

Encounter Eleven: Myconid Colony

Having survived the five natural obstacles, the basilisks and the ooze, you press onward. The sites of this underground world are magnificent. The numerous stalactites and stalagmites glisten with water from the surface. Some of these stalactites and stalagmites are over three feet in diameter. Others are well over eight feet in height. Even their colors range from that of dark maroon to that of a dull yellow.

And while the various stalactites and stalagmites are a wonder, the plant life here far exceeds them. Strange, unfamiliar fungi, mosses, flora and plants cover portions of the tunnel you traverse down. Plant life like little purple mushrooms and a bushy dark green moss that grows on the ceiling.

Despite all the beautiful sights to gaze upon, you have a mission to complete so you press onward.

Two hours since dealing with the ooze, the tunnel leads you into a colossal underground dome of sorts. Peering inside the doom, you see a bountiful fungus farm resides here. Religiously tending to the fungus are dozens of toadstool-like creatures of small size. Several other tunnels branch off from the doom-like underground area.

Patrolling the area are four toadstool-like creatures of medium size. Your presence quickly falls under their attention as they quietly proceed towards you. As they intercept you, one of the creatures releases some type of spore into the area. A moment later, the creature speaks to you, "Who or what has brought you to our home and our tribe?"

The toadstool-like creatures are myconids (also called fungus ones). The four myconids that have approached the PCs are guards (see Appendix II for details on the different types of myconids). The spores (rapport) they released allow for communication between them to occur. They do not wish the PCs any harm but are quite protective of their home and tribe. If the PCs show any signs of aggression, they do not hesitate to use force. If the PCs insist on combat, send as many myconids as necessary at the PCs to force them to retreat (consider this colony to have an unlimited number of members for this purpose).

Those myconids that are tending to the fields are average workers. They do not approach the PCs unless a fight has broken out.

If the PCs inform the myconid guards about Melavelonce, the mind flayer, or the purplish-fluorescent moss they seek, they are asked to follow the guards to speak with the myconid sovereign, the tribe's leader. If the PCs agree, continue with the following:

Following the mushroom-like guard, you are led to one of the tunnels that is connected to the dome-like underground area. Upon entering the tunnel, you see a single large toadstool-like creature flanked by ten zombies. As you saw before, the area is sprayed by some type of spore by the leader. He then speaks to you, "I see we have visitors from the surface. What exactly brings you to our tribe and home?"

The myconid sovereign awaits the PCs' answer. It says nothing, only listening, until Melavelonce's name is uttered. Once this occurs, it sternly listens to what the PCs seek, the purplish-fluorescent moss. It agrees to give the PCs what they seek. It then calls several guards in,

informs them that the purplish-fluorescent moss should be collected by several workers and then brought to him.

While the myconid sovereign waits for the purplish-fluorescent moss to be collected and brought to him, he moves towards the PCs and starts to investigate all of their gear save weapons and armor. If something interests him, he offers a trade for one single potion he has brewed for that item (which will always be of equal or greater value than the potion he offers). The six potions are (all at 6th level caster):

- ◆ *potion of cure serious wounds* (900 gp)
- ◆ *potion of delay poison* (600 gp)
- ◆ *potion of lesser restoration* (600 gp)
- ◆ *potion of neutralize poison* (900 gp)
- ◆ *potion of remove disease* (900 gp)
- ◆ *potion of remove paralysis* (600 gp)

The myconid sovereign also has a single dose of a special salve (*stone salve*), which he'll trade (for an item of equal or greater value than the salve) to the PCs if they mention the basilisks from Encounter Nine.

The myconid sovereign also allows the PCs to ask any questions they might have. Possible questions might include:

Q - How long have the myconids lived here?

A - *"We've been here for thousands of years, living peacefully beneath the surface."*

Q - Are you allied with the Principality of Ulek?

A - *"We are not allied with anyone. We live in peace, only fighting when we need to protect ourselves."*

Q - What about the Derro?

A - *"They can be found near here but we are safe from them."*

Q - What are your feelings about surface dwellers?

A - *"We have no ill will towards them unless they have ill will towards us."*

Q - What do you know about Melavelonce?

A - *"He is one that shall not be trifled with."*

Q - What ties do you have with Melavelonce?

A - *"He ensures our safety in return for some fungi."*

The mere mention of Melavelonce's name causes the myconid sovereign some fear as the entire myconid tribe is under the mind flayer's control. While the Melavelonce treats the myconid tribe kindly, they are required to grow several fungi for the mind flayer's use only. They are also monitored by several brain golems under Melavelonce's control. Those myconids that stray from the tight path are dealt with accordingly (as seen in the next encounter).

Once the purplish-fluorescent moss has been given to the PCs, the myconid sovereign bids the PCs farewell. He does not wish for them to influence his people in any way, so he will not allow them to rest here. Continue with the next encounter.

Encounter Twelve: What to Do?

Bidding farewell and thanks to the myconid's leader, you make way out of the tunnel and back into the underground dome area. As you do so, you see a large burly humanoid about eight feet tall and five feet wide, with an oversized brain serving as its entire head, manhandling a young myconid within the fungus fields. Three other of these creatures stand nearby overseeing the situation.

The other myconid workers merely watch in sadness but have not interfered.

The burly humanoid is actually a brain golem (as are the others). They are repressing a young myconid junior worker who has been causing problems recently. The other myconids have not interfered, as they know that aiding the young myconid junior worker would net them the same result.

Before allow each PC to react, have them each make a Sense Motive check (DC 10) and Spot check (DC 5). Those PCs that successfully make the Sense Motive check can tell that the myconids seem to want to interfere but have opted not to. Those PCs that successfully make the Spot check notice that there are several other brain golems in the nearby area (besides the four mentioned above).

The PCs have a decision to make at this time. Either watch the young myconid junior worker hauled off by the four brain golems or interfere. If they choose the latter, the myconids attempt to stop the PCs knowing that attacking the brain golems or trying to free the young myconid junior worker could earn them the wrath of Melavelonce.

If the PCs do nothing, continue with the next encounter. If they defeat the four brain golems, continue with the next encounter but make note that Melavelonce will

attack them when he sees them. The other brain golems the PCs might have noticed (as noted above) do not interfere even if the PCs attack the four they first notice.

All APLs (EL 14)

🧠 **Brain Golems (4):** hp 113 each; see Appendix I.

Encounter Thirteen: Melavelonce Again

With the rare purplish-fluorescent moss needed to continue manufacturing Derro poison antidote, you make your way back to the surface.

As you continue on, you suddenly hear a strange, but familiar, voice fill your head. "Greetings surface dwellers. Hopefully, all went well?"

The voice comes from Melavelonce, a mind flayer who the PCs dealt with before. If the PCs made the agreement with Melavelonce before (as seen in Encounter Eight) but did not fight with the brain golems (in Encounter Twelve), he simply asks them if they got the rare purplish-fluorescent moss needed to continue manufacturing Derro poison antidote and then bids them farewell. If the PCs made the agreement with Melavelonce before (as seen in Encounter Eight) but did fight with the brain golems (in Encounter Twelve), he and his two grimlock companions attack the PCs. If the PCs did not make the agreement with Melavelonce but somehow managed to locate the Myconid colony via divination spells and gathered some of the rare purplish-fluorescent moss needed to continue manufacturing Derro poison antidote, Melavelonce and his two grimlock companions attack the PCs.

If the PCs miraculously outfight their opponents, Melavelonce will flee before being defeated (PCs earn *Enmity of Melavelonce*, see the Treasure Summary). If the PCs manage to get past/avoid Melavelonce, they also earn his Enmity.

All APLs (EL 22)

🧱 **Grimstone:** Male Grimlock Rng11; hp 108; see Appendix I.

🧱 **Brittlelock:** Male Grimlock Rog8/ShD3; hp 96; see Appendix I.

🧠 **Melavelonce:** Male Mind Flayer Mnk2/Wiz12; hp 146; see Appendix I.

Encounter Fourteen: Trek Back

Having dealt with Melavelonce once again, you proceed to the surface and light above.

The PCs encounter nothing of interest save the five natural obstacles they bypassed earlier, as seen in Encounter Seven. Each of the sub-encounters should be run once again but in reverse order. Once they have dealt with these, continue with the following:

Having dealt with the five natural obstacles, once again, you continue your push towards the surface.

Once there, you quickly make your way to the village of Treehome to meet with Dimble "Cloak" Beren.

Conclusion

If the PCs were unsuccessful in retrieving the rare purplish-fluorescent moss needed to continue manufacturing Derro poison antidote, continue with the following:

Unfortunately, despite your best efforts, you were unsuccessful in retrieving the rare purplish-fluorescent moss needed to continue manufacturing Derro poison antidote. What lies ahead for the village of Thrutch only time can tell but hopefully someone finds a solution on how to deal with the Derro or thousands of innocent people may meet a terrible fate.

If the PCs were successful in retrieving the rare purplish-fluorescent moss needed to continue manufacturing Derro poison antidote, continue with the following:

You finally arrive in the village of Treehome and make way to meet with Dimble "Cloak" Beren. When presented with the rare purplish-fluorescent moss needed to continue manufacturing Derro poison antidote, a smile of both relief and glee spreads across Dimble's face. He thanks you for your assistance in this mission.

And with that, this adventure ends.

If the PCs were successful, they earn the *Recommendation for the Mine Rangers* (for non-Mine Ranger PCs) or the *Commendation from the Mine Rangers* (for Mine Ranger PCs).

The End

Experience Point Summary

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

Encounter Five

Destroy the yellow mold

All APLs – 180 xp.

Encounter Six

Defeat the monstrous centipedes

APL 4 – 180 xp.

APL 6 – 240 xp.

APL 8 – 300 xp.

APL 10 – 360 xp.

APL 12 – 420 xp.

Encounter Seven

Pass through natural obstacles without taking any damage

All APLs – 60 xp.

Encounter Nine

Defeat the basilisks

APL 4 – 150 xp.

APL 6 – 210 xp.

APL 8 – 270 xp.

APL 10 – 330 xp.

APL 12 – 390 xp.

Encounter Ten

Defeat the ooze

APL 4 – 90 xp.

APL 6 – 150 xp.

APL 8 – 210 xp.

APL 10 – 270 xp.

APL 12 – 360 xp.

Encounter Eleven

Show no hostility in the myconid village

APL 4 – 45 xp.

APL 6 – 60 xp.

APL 8 – 75 xp.

APL 10 – 90 xp.

APL 12 – 105 xp.

Discretionary Roleplaying Award

Judge may allocate up to the following for good roleplaying

APL 4 – 90 xp.

APL 6 – 120 xp.

APL 8 – 150 xp.

APL 10 – 180 xp.

APL 12 – 210 xp.

Total Possible Experience (Max XP Allowed)

APL 4 – 795 xp (675 xp).

APL 6 – 1,020 xp (900 xp).

APL 8 – 1,245 xp (1,125 xp).

APL 10 – 1,470 xp (1,350 xp).

APL 12 – 1,725 xp (1,575 xp).

Treasure Summary

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

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional 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: Magic Items (sell value)

Encounter One:

ALL APLs: L: 2 gp; C: 0 gp; M: *elixir of hiding* (21 gp), *elixir of sneaking* (21 gp), *oil of daylight* (63 gp), *potion of cure serious wounds* (63 gp), *potion of jump* (4 gp), *potion of neutralize poison* (63 gp).

Encounter Five:

ALL APLs: L: 0 gp; C: 0 gp; M: *brooch of shielding* (125 gp).

Encounter Six:

ALL APLs: L: 0 gp; C: 0 gp; M: *ring of swimming, improved* (833 gp).

Encounter Ten:

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

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

APL 8: L: 0 gp; C: 0 gp; M: *stone of alarm* (225 gp).

APL 10: L: 0 gp; C: 0 gp; M: *stone of alarm* (225 gp), *gem of brightness* (1,083 gp).

APL 12: L: 0 gp; C: 0 gp; M: *stone of alarm* (225 gp), *gem of brightness* (1,083 gp), *figurine of wondrous power – onyx* (1,292 gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 4: L: 2 gp; C: 0 gp; M: 1,193 gp – Total: 1,195 gp (650 gp).

APL 6: L: 2 gp; C: 0 gp; M: 1,193 gp – Total: 1,195 gp (900 gp).

APL 8: L: 2 gp; C: 0 gp; M: 1,418 gp – Total: 1,420 gp (1,300 gp).

APL 10: L: 2 gp; C: 0 gp; M: 2,501 gp – Total: 2,503 gp (2,300 gp).

APL 12: L: 2 gp; C: 0 gp; M: 3,793 gp – Total: 3,795 gp (3,300 gp).

Special

☛ Mine Rangers Commendation

Dimble “Cloak” Beren has given you his personal commendation for the Mine Rangers, a special organization that serves in the protection and investigation of the mines of the Principality of Ulek. Due to this commendation, the PC has been granted

access to purchase one lens of detection (Frequency: Regional).

☛ *Recommendation for the Mine Rangers*

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. Contact the Principality of Ulek Triad for information on how this recommendation can be used and what other requirements are needed to join the Mine Rangers.

☛ *Trade with the Myconids*

You have traded an item of value (equal to or greater in value than the item you receive in trade) to the myconid sovereign for one of the following potions/salves. Only one potion/salve can be received per PC and all others should be crossed out below.

- Potion of Cure Serious Wounds (6th level caster, 900 gp)
- Potion of Delay Poison (6th level caster, 600 gp)
- Potion of Lesser Restoration (6th level caster, 600 gp)
- Potion of Neutralize Poison (6th level caster, 900 gp)
- Potion of Remove Disease (6th level caster, 900 gp)
- Potion of Remove Paralysis (6th level caster, 600 gp)
- Stone Salve (as per DMG)

☛ *Debt to Melavelonce*

This signifies that this PC owes one favor (a debt) to Melavelonce, which can be claimed at Melavelonce's choosing. The debt will be claimed at a future time.

☛ *Enmity of Melavelonce*

This PC attacked or gravely insulted Melavelonce causing Melavelonce and his kind to feel a great enmity.

❖ *Ring of Swimming, Improved (Adventure, DMG)*

APL 6 (APL 4 Items plus):

APL 8 (APL 4, 6 Items plus):

❖ *Stone of Alarm (Adventure, DMG)*

APL 10 (APL 4, 6, 8 Items plus):

❖ *Gem of Brightness (Adventure, DMG)*

APL 12 (APL 4, 6, 8, 10 Items plus):

❖ *Figurine of Wondrous Power, Onyx Dog (Adventure, DMG)*

Items for the Adventure Record

Item Access

APL 4:

- ❖ *Elixir of Hiding (Adventure, DMG)*
- ❖ *Elixir of Sneaking (Adventure, DMG)*
- ❖ *Oil of Daylight (Adventure, DMG)*
- ❖ *Potion of Cure Serious Wounds (Adventure, DMG)*
- ❖ *Potion of Neutralize Poison (Adventure, DMG)*
- ❖ *Brooch of Shielding (Adventure, DMG)*

Appendix I: NPCs

Encounter Eight and Thirteen

All APLs

Grimstone: Male Grimlock Rng11; CR 12; Medium-Size Monstrous Humanoid; HD 2d8+11d8+39; hp 108; Init +8 (Dex, Improved Initiative); Spd 30 ft.; AC 18 (touch 14, flat-footed 14); Atks +18/+13/+8 melee (1d8+6 [crit x3], battleaxe); SA Blindsight 40 ft.; SQ Immunities, scent, favored enemies (1-derro, 2-drow, 3-vermin), Wild empathy, Woodland Stride, Swift Tracker, Evasion; AL NE; SV Fort +10, Ref +14, Will +7; Str 18, Dex 18, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +15, Hide +30, Listen +12, Move Silently +20, Search +11, Spot +12; Combat Reflexes, Dodge, Endurance^B, Greater Two-Weapon Fighting^B, Improved Initiative, Improved Two-Weapon Fight^B, Mobility, Spring Attack, Track^B, Two-Weapon Fighting^B.

Spells Known (2/1; base DC = 11 + spell level): 1st – *delay poison*, *pass without trace*; 2nd – *cure light wounds*.

Possessions: masterwork stone battleaxe.

Brittlelock: Male Grimlock Rog8/ShD3; CR 12; Medium-Size Monstrous Humanoid; HD 2d8+8d6+3d8+39; hp 96; Init +9 (Dex, Improved Initiative); Spd 30 ft.; AC 19 (touch 15, flat-footed 14); Atks +14/+9 melee (1d8+4 [crit x3], battleaxe); SA Blindsight, sneak attack (+4d6); SQ Immunities, scent, trapfinding, evasion, trap sense +2, uncanny dodge, improved uncanny dodge, hide in plain sight, darkvision, *shadow illusion*, summon shadow; AL NE; SV Fort +6, Ref +17, Will +7; Str 16, Dex 20, Con 16, Int 10, Wis 12, Cha 4.

Skills and Feats: Balance +13, Climb +11, Hide +31, Jump +13, Listen +12, Move Silently +21, Perform (Dance) +2, Spot +12, Tumble +18; Combat Reflexes, Dodge, Improved Initiative, Mobility, Spring Attack.

Possessions: masterwork stone battleaxe.

Melavelon: Male Mind Flayer Mnk2/Wiz12; CR 22; Medium-size Aberration; HD 8d8+2d8+12d4+66; hp 146; Init +8 (Dex, Improved Initiative); Spd 30 ft.; AC 21 (touch 18, flat-footed 17); Atks +17/+12 melee (1d4, 4 tentacles); SA Mind blast (DC 18), psionics, improved grab, extract, flurry of blows, unarmed strike; SQ telepathy 100 ft., evasion; SR 39; AL LE; SV Fort +12, Ref +13, Will +22; Str 10, Dex 18, Con 16, Int 24, Wis 20, Cha 18.

Skills and Feats: Balance +6, Bluff +9, Concentration +32, Decipher Script +19, Diplomacy +7, Hide +12, Jump +2, Intimidate +23, Knowledge (Arcana) +30, Knowledge

(Dungeoneering) +20, Knowledge (Nature) +19, Listen +17, Move Silently +12, Sleight of Hands +6, Spellcraft +21, Spot +17, Tumble +17; Brew Potion^B, Combat Casting, Combat Reflex^B, Dodge, Greater Spell Focus (Enchantment), Improved Initiative, Mobility, Scribe Scroll^B, Silent Spell^B, Spell Focus (Enchantment), Stunning Fist^B, Weapon Finesse (tentacles).

Spells Known (4/6/6/6/4/4/3; base DC = 17 (enchantment 19) + spell level): 0 – *daze*, *detect magic*, *detect poison*, *read magic*; 1st – *charm person*, *charm person*, *color spray*, *hypnotism*, *mage armor* (pre-cast), *shield*; 2nd – *blindness/deafness*, *daze monster*, *detect thoughts*, *fox's cunning*, *glitterdust*, *touch of idiocy*; 3rd – *arcane sight* (pre-cast: 11 minutes left), *clairaudience/clairvoyance* (used), *deep slumber*, *dispel magic*, *nondetection* (pre-cast: 11 hours left), *suggestion*; 4th – *charm monster*, *crushing despair*, *greater invisibility* (pre-cast: 11 rounds left), *stoneskin* (pre-cast: 110 minutes left); 5th – *dominate person*, *dominate person*, *feeblemind*, *mind fog*; 6th – *geas/quest*, *mass suggestion*, *true seeing* (pre-cast: 11 minutes left).

Possessions: robe, bone dagger.

Encounter Nine

APL 10

Advanced Basilisk: CR 8; Large Magical Beast; HD 12d10+60; hp 135 each; Init -2 (Dex); Spd 20 ft.; AC 16 (touch 7, flat-footed 16); Atks +18/+13/+8 melee (2d6+10, bite); Face/Reach 10 ft./10 ft.; SA Petrifying gaze (DC 18); SQ Darkvision 60 ft., low-light vision; AL N; SV Fort +15, Ref +6, Will +7; Str 24, Dex 6, Con 20, Int 2, Wis 12, Cha 11.

Skills and Feats: Hide +2, Listen +10, Spot +10; Ability Focus (Petrifying gaze), Alertness, Blind-Fight, Great Fortitude, Iron Will.

APL 12

Advanced Basilisk: CR 10; Large Magical Beast; HD 18d10+90; hp 203 each; Init +2 (Dex, Improved Initiative); Spd 20 ft.; AC 16 (touch 7, flat-footed 16); Atks +24/+19/+14/+9 melee (3d6+10, bite); Face/Reach 10 ft./10 ft.; SA Petrifying gaze (DC 22); SQ Darkvision 60 ft., low-light vision; AL N; SV Fort +18, Ref +9, Will +9; Str 24, Dex 6, Con 20, Int 2, Wis 12, Cha 12.

Skills and Feats: Hide +2, Listen +10, Spot +10; Ability Focus (Petrifying gaze), Alertness, Blind-Fight, Great Fortitude, Improved Initiative, Improved Natural Attack (Bite), Iron Will.

Encounter Ten

APL 10

Advanced Black Pudding: CR 9; Huge Ooze; HD 15d10+60; hp 158; Init -5 (Dex); Spd 20 ft., climb 20 ft.; AC 3 (touch 3, flat-footed 3); Atks +12 melee (2d6+4 plus 2d6 acid, slam); Face/Reach 15 ft./10 ft.; SA Acid, constrict 2d6+4 plus 2d6 acid, improved grab; SQ Blindsight 60 ft., split, ooze traits; AL N; SV Fort +15, Ref +6, Will +7; Str 17, Dex 1, Con 22, Int -, Wis 1, Cha 1.

Skills and Feats: Climb +11.

Encounter Twelve

All APLs (EL 14)

Brain Golem: CR 10; Large Construct; HD 12d10+30; hp 113 each; Init +0; Spd 20 ft.; AC 17 (touch 9, flat-footed 17); Atks +14 melee (2d6+9, slam); Face/Reach 10 ft./10 ft.; SA Mind Blast; SQ Construct traits, DR 10/adamantine, inertial armor, SR 25; AL LE; SV Fort +4, Ref +4, Will +4; Str 23, Dex 11, Con -, Int 6, Wis 11, Cha 8.

Skills and Feats: Listen +11, Spot +12; Alertness, Cleave, Power Attack, Skill Focus (Listen), Skill Focus (Spot).

Mind Blast (Su): This attack is a 60-foot cone. Anyone caught in this area must succeed on a Will save (DC 15) or be stunned for 3d4 rounds. A brain golem can use this ability once per minute.

Inertial Armor (Su): A brain golems' body is surrounded by a tangible field of force similar to that created by the *mage armor* spell, granting it a +4 armor bonus to Armor Class. Unlike mundane armor, inertial armor carriers no armor check penalty, speed reduction, or arcane spell failure chance. Because it is composed of force, incorporeal creatures can't bypass it the way they do normal armor.

Appendix II: Myconids

MYCONID AS FOUND IN THE MONSTER MANUAL II

These intelligent, mobile mushrooms are among the more unusual creatures that live deep below ground. Myconids (also called fungus ones) are gentle, quiet, shy, and thoughtful. They always view outsiders with distrust because they assume that all strangers are destructive and violent. To ensure that they can live in peace, they usually make their homes far from the more commonly traveled subterranean paths.

A Myconid can be from 2 to 12 feet tall. The primary physical characteristics that distinguish it from other giant toadstools are its limbs – the lower half of its trunk is split in half to form two legs, and two arms depend from just below its “cap.” It also has two eyes in the cap, which are perfectly concealed when it closes them. Its hands seem to have random numbers of fingers and thumbs. Occasionally, an individual with more than two arms or legs pops up.

A Myconid has a life span of about twenty-four years. When first spawned, an infant resembles a giant toadstool. At the age of four, it reaches adulthood and becomes mobile. Thereafter, its appearance changes very little as it ages.

COMBAT

The fungus-ones hide from strangers and fight only as a last resort. When forced into combat, a Myconid releases spores as a ranged attack or uses its slams in melee.

Spores (Ex): As a standard action, a Myconid can release a cloud of spores. These spores come in several different varieties, as described below. As it enters each new stage of life (increasing its Hit Dice by 1), a Myconid gains a new variety of spore but does not lose access to the previous varieties. Each type of spore can be used a number of times per day equal to the Myconid's Hit Dice. A 3-HD Myconid, for example, has the first three spores (distress, reproduction, and rapport), and it can use each variety three times per day. Spores can be released either in a 120-foot spread or as a 40-foot ray against a single target, as noted in the individual spore descriptions.

Distress: These spores alert all other Myconids within the area that danger is near. They are released in a 120-foot spread.

Reproduction: These spores eventually germinate into new infant Myconids. They are released as a 120-foot spread and have no detrimental effects on non-Myconids.

Rapport: Myconids do not speak, but these spores enable them to establish telepathic communication with each other and with outsiders. A successful Fortitude saving throw (DC varies; see individual descriptions) negates the effect, but it is harmless. Rapport lasts for 30 to 60 minutes with outsiders, but for 8 hours with other Myconids. Rapport spores can be released as either a 120-foot spread or a 40-foot ray. Regardless of the release area, the communication range is 120 feet once rapport is established.

Pacification: These spores are released as a 40-foot ray. The target must make a Fortitude saving throw (DC varies; see individual descriptions) or become passive for 1 minute. Being passive is similar to being dazed, except the target can take partial actions that don't involve attacking. This is a mind-affecting compulsion effect.

Hallucination: These spores are released as a 40-foot ray. The target must make a Fortitude saving throw (DC varies; see individual descriptions) or suffer powerful hallucinations that duplicate the effects of a *confusion* spell for 1 hour.

Animation: Only the Myconid sovereign has access to these spores. When released over a dead body, animation spores begin a process that covers the corpse with purple fungus. After 1d4 days, the corpse reanimates as a servant. A servant has all the characteristics of a zombie of the same size, except that it retains its previous creature type and it cannot be turned or otherwise affected as an undead. Over the course of 1d6 weeks, a Myconid-animated corpse slowly decays. At the end of that period it simply disintegrates into dust.

Plant Traits (Ex): A Myconid is immune to poison, sleep, paralysis, stunning, and polymorphing. It is not subject to critical hits or mind-affecting effects. The creature also has low-light vision.

JUNIOR WORKERS

These youngsters are four to eight years old. They assist their elders with daily chores and serve as a circle's first line of defense.

Combat

Junior workers are ineffective fighters. They release their spores at the first sign of danger and hide or retreat if threatened. If forced to fight, they tend to rush a single opponent as a group. Because a junior worker has a reach of 0 feet, it must enter an opponent's space to make melee attacks.

Spores (Ex): Junior workers have access only to distress spores.

AVERAGE WORKERS

These Myconids are eight to twelve years old. They are the backbone of the community, and they can perform a wide variety of tasks.

Combat

Average workers are fairly proficient fighters. If alerted to danger, they usually try to hide and then either attack from ambush or wait until more capable Myconids arrive on the scene. If such reinforcements are available, the average workers use the aid another action to assist their superiors in combat.

Spores (Ex): Average workers have access to both distress and reproduction spores.

ELDER WORKERS

These Myconids are twelve to sixteen years old. They serve as supervisors for other workers and as shock troops in combat.

Combat

Elder workers usually spray intruders with rapport spores rather than hiding, as more junior Myconids do. They are quite willing to communicate rather than take aggressive action. If forced to fight, they try to eliminate the most formidable-looking foes first. If more capable Myconids join the battle, elder workers use much the same tactics that average workers do.

Spores (Ex): Elder workers have access to distress and reproduction, and rapport spores (save DC 12 where applicable).

GUARD

These Myconids are sixteen to twenty years old. They are charged with the defense of the circle.

Combat

Guards are fairly aggressive in combat, at least by Myconid standards. Their preferred attack is their pacification spores, though they can use their slam attacks if forced into melee.

Spores (Ex): Guards have access to distress and reproduction, rapport, and pacification spores (save DC 14 where applicable).

CIRCLE LEADER

The Myconids are twenty to twenty-four years old. As the name suggests, they lead and administer their circles.

Combat

Circle leaders join battle only if doing so seems necessary to keep their underlings from being slaughtered. In combat, they use their hallucination spores at the first opportunity. Like other Myconids, they prefer to avoid melee combat altogether but can use their slams if they must.

Spores (Ex): Circle leaders have access to distress and reproduction, rapport, pacification, and hallucination spores (save DC 15 where applicable).

SOVEREIGN

A Myconid sovereign is usually at least twenty-four years old. It rules over a tribe, advised by the oldest of the circle leaders. Sovereigns in neighboring areas try to ensure regular communication between tribes, and they occasionally meet to discuss issues that affect multiple tribes.

Combat

Sovereigns use the same tactics as circle leaders, except that they also usually have a few Myconid-animated zombies, or servants, to order into combat. If they join combat at all, sovereigns tend to advance on the enemy behind a rank of servants or circle leaders or both.

Spores (Ex): Sovereigns have access to distress and reproduction, rapport, pacification, hallucination, and animation spores (save DC 15 where applicable).

Potion Making (Su): Though it is not a spellcaster, a Myconid sovereign can create various potions that mimic cleric and druid spells. It can duplicate the following effects, each once per day (but only for the purpose of brewing potions): *bull's strength*, *cure light wounds*, *cure moderate wounds*, *cure serious wounds*, *delay poison*, *endurance*, *endure elements*, *greater magic fang*, *invisibility to animals*, *lesser restoration*, *magic fang*, *negative energy protection*, *neutralize poison*, *protection from elements*, *remove blindness/deafness*, *remove disease*, *remove paralysis*, *resist elements*. Caster level 6th; save DC 12+ spell level.

MYCONID SOCIETY

A circle of Myconids contains equal numbers of 1-HD, 2-HD, 3-HD, 4-HD, and 5-HD individuals. Each day is rigidly structured into 8 hours of rest, 8 hours of work, (tending fungus farms), and 8 hours of melding into a transcendental, hallucinogenic, group-mind state. Only Myconid distress spores can break a melding.

Myconids grow fungus for food. A tribe usually maintains several fungus farms, which the workers tend with an almost religious zeal. These creatures know everything there is to know about fungus, including the optimum conditions for growing each type, and how large a crop a given area might be expected to produce. Myconids also know how to make various items from fungus. Most of these, however, are useful only to Myconids.

Myconid tribes consist of several circles living in close proximity. The circles in a tribe usually arrange themselves so that the distress spores from neighboring circles can reach at least one member of another circle in the tribe.

A Myconid encountered away from its circle is performing some mission for its superiors. Such missions usually consist of keeping a lookout for intruders or scavenging for refuse to fertilize the fungus beds. Should a wandering Myconid chance upon a humanoid body suitable for animation; it takes that back to its circle.

The sovereign is the only 6-HD Myconid in a tribe. This creature organizes the circles, watches over the tribe, protects it from outside influences, animates guardians, and brews potions. When it dies, the oldest surviving circle leader in the tribe becomes the new sovereign.

	Myconid Junior Worker	Myconid Average Worker	Myconid Elder Worker
	Tiny Plant	Small Plant	Medium-Size Plant
Hit Dice:	1d8 (4 hp)	2d8+2 (11 hp)	3d8+6 (19 hp)
Initiative:	+2	+2	+1
Speed:	20 ft.	20 ft.	20 ft.
AC:	14 (+2 size, +2 Dex), touch 14, flat-footed 12	13 (+1 size, +2 Dex), touch 13, flat-footed 11	12 (+1 Dex), touch 11, flat-footed 11
Attacks	2 slams +1 melee	2 slams +2 melee	2 slams +3 melee, or spores +3 ranged touch
Damage:	Slam 1d4	Slam 1d6	Slam 1d8+1
Space/Reach:	2 ½ ft./0 ft.	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	---	---	Spores
Special Qualities	Plant traits, spores	Plant traits, spores	Plant traits, spores
Saves:	Fort +2, Ref +2, Will +1	Fort +4, Ref +2, Will +1	Fort +4, Ref +2, Will +3
Abilities:	Str 8, Dex 15, Con 11, Int 9, Wis 12, Cha 12	Str 11, Dex 14, Con 12, Int 10, Wis 13, Cha 13	Str 12, Dex 13, Con 13, Int 10, Wis 15, Cha 14
Skills:	Knowledge (nature) +0, Listen +3, Profession (farmer) +3, Spot +3, Survival +2	Knowledge (nature) +2, Listen +3, Profession (farmer) +5, Sense Motive +3, Spot +3, Survival +3	Knowledge (nature) +3, Listen +4, Profession (farmer) +6, Sense Motive +4, Spot +4, Survival +5
Feats:	Alertness	Alertness	Alertness, Toughness
Climate Terrain:	Underground	Underground	Underground
Organization:	Solitary, pair, or gangs	Solitary, pair, or gangs	Solitary, pair, or gangs
Challenge Rating:	1/2	1	2
Treasure:	None	None	None
Alignment:	Usually lawful neutral	Usually lawful neutral	Usually lawful neutral
Advancement:	---	---	---

	Myconid Guard	Myconid Circle Leader	Myconid Sovereign
	Medium Size Plant	Large Plant	Large Plant
Hit Dice:	4d8+8 (26 hp)	5d8+15 (37 hp)	6d8+21 (48 hp)
Initiative:	+1	+1	+1
Speed:	20 ft.	20 ft.	20 ft.
AC:	12 (+1 Dex, +1 natural), touch 11, flat-footed 11	12 (-1 size, +1 Dex, +2 natural), touch 10, flat-footed 11	12 (-1 size, +1 Dex, +2 natural), touch 10, flat-footed 11
Attacks	2 slams +5 melee, or spores +6 ranged touch	2 slams +5 melee, or spores +6 ranged touch	2 slams +7 melee, or spores +8 ranged touch
Damage:	Slam 1d8+2	Slam 2d6+3	Slam 2d8+4
Space/Reach:	5 ft./5 ft.	10 ft./10 ft.	10 ft./10 ft.
Special Attacks:	Spores	Spores	Spores
Special Qualities	Plant traits, spores	Plant traits, spores	Plant traits, potion making, spores
Saves:	Fort +6, Ref +2, Will +3	Fort +7, Ref +2, Will +4	Fort +8, Ref +3, Will +5
Abilities:	Str 14, Dex 12, Con 15, Int 11, Wis 15, Cha 14	Str 16, Dex 12, Con 17, Int 11, Wis 16, Cha 15	Str 18, Dex 12, Con 17, Int 12, Wis 17, Cha 17
Skills:	Intimidate +5, Knowledge (nature) +3, Listen +4, Profession (farmer) +6, Sense Motive +4, Spot +4, Survival +4	Diplomacy +4, Intimidate +5, Knowledge (nature) +3, Listen +5, Profession (farmer) +7, Sense Motive +6, Survival +6	Intimidate +6, Knowledge (nature) +4, Listen +7, Profession (farmer) +8, Profession (herbalist) +7, Sense Motive +6, Spot +7, Survival +6
Feats:	Alertness, Weapon Focus (spores)	Alertness, Weapon Focus (spores)	Alertness, Brew Potion (B), Toughness, Weapon Focus (spores)
Climate Terrain:	Underground	Underground	Underground
Organization:	Solitary, pair, or work gang (3-5 plus 3-5 workers)	Solitary, pair, patrol (3-5) or work gang (3-5 plus 3-5 workers), or circle (4 junior workers plus average workers, elder workers, guards, and elder guards, for a total of 20)	Tribe (3-10 circles, plus 1 king and 5-10 zombie servants)
Challenge Rating:	4	6	7
Treasure:	None	None	No coins, no goods, standard items (potions only)
Alignment:	Usually lawful neutral	Usually lawful neutral	Usually lawful neutral
Advancement:	---	---	7-12 HD (Large); 13-18 HD (Huge)

Player Handout #1: Note for Mine Ranger PCs

Dear Noted Member of the Mine Rangers,

Kindly meet me in the Gnomish village of Treehome as quickly as possible. With recent Derro sightings near the village of Thrutch, it is gravely important that a new source of rare purplish-fluorescent moss be found, as it is a key ingredient for the Derro poison antidote. With your assistance, we may be able to ensure that we are prepared for anything the Derro have planned.

Safe trip to you,

Dimble "Cloak" Beren

DM Aids: Maps

[INSERT MAPS HERE]

STORY SUMMARY for use at HUKANY Con

Please fill out the following and return the results to Christopher Reed at fltriad@aol.com.

1. How did the PCs react to Melavelonce, the mind flayer (illithid) in both encounters with him?

_____	_____
_____	_____

2. Did the PCs make a deal with Melavelonce, the mind flayer (illithid)?

YES NO

3. How did the PCs react to the myconids?

_____	_____
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4. Did any PC trade with the myconids for the paste of stone to flesh?

YES NO

5. Did the PCs attack and/or interfere with the brain golems?

YES NO

- a) If so, did they defeat Melavelonce, the mind flayer (illithid)?

YES NO