

# Visible Means

## A One-Round Dungeons & Dragons® Living Greyhawk™ Ket Regional Adventure set in Tusmit

by Stephen Baker

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Playtesters:

One day you are at a diplomatic ball, the next you are up to your eyeballs in toxic waste. Invading Ekbir will be a piece of cake—if you can survive the journey across Tusmit. An adventure for levels 1-15 (APL 2-12). Part 2 of the *Road to Righteousness* series. Because the plotline of this series is linear, the adventures should be played in chronological order for the best playing experience. Creatures larger than Medium may have a difficult time participating in this adventure without instant transport magic (and even that is not a guarantee). Any PC may play this adventure, even if they helped the Beygraf escape in KETIN7-03 *At the Beygraf's Pleasure*. PCs who joined the quest for the Cup & Talisman in the same adventure and/or have not played any of the adventures in the *Beygraf in Molvar* series may be rewarded for their loyalty. Players should be aware that due to advances in the regional storyline, playing Year 7 Ket adventures after they have played this one will result in storyline discontinuity.

Resources for this adventure [and the authors of those works] include *Players Handbook II* [David Noonan], *Complete Warrior* [Andy Collins], and *Lords of Madness* [Richard Baker, James, Jacobs].

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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This adventure retires from RPGA-sanctioned play on December 31, 2008.

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### PLAYERS READ NO FARTHER

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

### PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on non-player characters (NPCs) and monsters appear in abbreviated

form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

Along with this adventure, you'll find a RPGA session tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK adventure record (AR). You need one copy of this for each participating player.

## LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat does not affect APL).
2. Sum the results of step 1 and divide by the number of characters playing in the adventure. Round to the nearest whole number.
3. If you are running a table of six adventurers, 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. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in 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.

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.

These APL calculation rules are taken from *Living Greyhawk Campaign Standards* 7.1.

## TIME UNITS AND UPKEEP

This is a standard one-round regional adventure set in Ket.

***As of September 1, 2007, there is no Time Unit cost to play the adventure portion of this module; however, standard Time Unit costs still apply to crafting, magic item creation, performing or other non-adventure related activities or penalties. The cost for Standard Upkeep is 12 gp for PCs whose home region is Ket, or 24 gp for out-of-region characters. Both Rich Upkeep and Luxury Upkeep cost 75 gp regardless of home region.***

Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

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

More information about lifestyle and upkeep can be found in the Lifestyle and Upkeep section of Chapter 3 of *Living Greyhawk Campaign Standards* 7.1

## ADVENTURE BACKGROUND

### THE FAITH OF AL'AKBAR

Almost a thousand years ago, Al'Akbar was a holy man who believed that the Twin Cataclysms and the subsequent fall of the Baklunish Empire had occurred in part because the Bakluni had neglected the Four Feet of the Dragon and the proper worship of the Baklunish pantheon. He led such an exemplary life that the

Baklunish pantheon raised him to deityhood as a minor demi-god. The Cup and Talisman, artifacts that had been given to him by Istus to encourage him in his life's work, were passed on to his spiritual heirs as holy relics.

Three hundred years ago, serious divisions among his followers began to appear, mainly between liberal thinkers and hardline conservatives. The dramatic theft of the Cup and Talisman from Ekbir exacerbated a schism of the faith, leading to the present-day split in the church—the larger, more liberal Exalted Faith led by the Caliph of Ekbir, found in most parts of the Baklunish West; and the smaller, hard-line conservative True Faith, found in Ket and northern parts of Tusmit and led by the Grand Mufti from his stronghold in the Yatil Mountains.

Followers of each sect pray to the same deity, but both believe the other is heretical. As with many religious arguments, feelings run deep.

### THE CUP AND TALISMAN REAPPEAR

Unexpectedly, after having been lost to history for 300 years, the Cup and Talisman of Al'Akbar have recently reappeared in Ekbir, and reportedly they have been given into the care of the Caliph of Ekbir, a notoriously corrupt man, although nominally the spiritual leader of the Exalted Faith.

This outraged the leader of the True Faith, the Grand Mufti, and he called for followers of the True Faith to rise up, march into Ekbir and seize the Cup and Talisman by force.

The Mullahs of Ket, led by Sylvana bint Zoltan, called upon the entire Ket army to march on Ekbir. Beygraf Nadaid (the ruler of Ket), while sympathetic, objected to this plan, since it would appear to leave Ket defenseless. However, Nadaid's own brother, the Black Arrow, general of Ket's army, betrayed Nadaid and sided with Sylvana and the Mullahs. Nadaid was charged with treason, but before he could be tried and executed, he escaped and was spirited out of Lopolla to Molvar, where Alvaro Aldeen, the Graf of Molvar, welcomed him and turned the city over to him. The Archons remained loyal as well, and withdrew to Molvar. Most of the army units stationed in Molvar remained loyal too, as did the Stouthearts, the Veterans of Ket and the Beygraf's Pride.

Sylvana and the Black Arrow are chagrined that Nadaid is still alive, but have their own problems to take care of before they can return to Ket and deal with him. The Army of the Righteous has been bolstered by many civilian volunteers from Ket who heeded Sylvana's call to arms, and this has presented logistical problems for The Black Arrow, who has been trying to keep the vast army fed, clothed, armed and moving.

With the help of scouting adventurers, the Ket army seized the Sanctuary of the Just near the Ket/Tusmit

border, (as told in KET7-08 *Blot Out the Sun*) and used it as a staging point for the march toward Ekbir. The army's current position is close to the city of Blashikdur on the east bank of the Blashikimund River. Ekbir lies just across the river.

## EVENTS BACK IN KET

While the Army of the Righteous was fairly close to the Tusmit/Ket border, Sylvana and the Black Arrow had a daily flow of information from their lieutenants in Ket, as well as a constant stream of supplies. However, as the army moved towards Ekbir, the supply line became longer and longer, and the many couriers and supply wagons from Ket slowed.

Then, two months ago, all supplies stopped, and stories of an invasion of Ket by Bissel began to circulate amongst the rank and file. Although the Ket leadership has not officially confirmed any of the stories, news gleaned from Walkers of Fharlanghn, itinerant caravan drivers and loose-tongued couriers has generally confirmed that when Bissel discovered Ket's borders were undefended, they quickly struck, forcing their way up the Irafa Road. Marching on Lopolla, they sacked it, then burned it to the ground. Rumors diverge here—some say that Bissel now controls all of Ket, while others contend that the cities of Falwur and Polvar have fallen while Molvar still stands.

Regardless of which rumors are true, the Ket leadership shows no signs of returning home before the Cup & Talisman have been recovered. Although apparently no further supplies will be coming from Ket for the duration of the expedition, Tusmit has been willing to share the considerable resources available from their agrarian society.

## SYLVANA AND THE BLACK ARROW

Both Sylvana and the Black Arrow openly desire the now-vacant throne of Ket. They appear to be cooperating as a team as they lead the army through Tusmit. However, the reality is quite different - both believe that the next Beygraf will be the person most credited with the successful recovery of the Cup & Talisman. Each of them hopes to spin events in such a way that they receive the most credit, while trying to downplay the efforts of their rival.

Sylvana is the daughter of Zoltan, a former Beygraf of Ket who allied Ket with Iuz during the Greyhawk Wars and was subsequently assassinated. In recent years, evidence was uncovered by adventurers that Zoltan was a secret worshipper of Iuz. Knowing this part of her family history is a black mark against her, Sylvana has publicly repudiated her father's fall from grace, and is a very strident and openly faithful follower of the True Faith.

She surrounds herself with Mullahs and makes it clear that her faith is deep and unwavering. However, she recently made a questionable decision to only take advice from Ketite Mullahs, earning her a severe rebuke from non-Ketite Mullahs (as well as many Ketite Mullahs, who see the quest for the Cup & Talisman as one that transcends national boundaries.) Sylvana has refused to publicly acknowledge this as a setback to her ambitions.

The Black Arrow, having married a Qadi (a priestess of the Exalted Faith) during the siege and occupation of Vilayad in CY594, is more open-minded and objective than most members of the Army of the Righteous. His real reason in joining this quest was to gain glory as the leader of a successful invasion, gambling that this would give him the power to claim the throne. He is relying upon his significant reputation as a successful general to offset any questions others may raise about his true devotion to the "cause". He does realize that he has to be careful about accumulating too many doubters in the army, however and is trying to get the army into Ekbir as quickly as possible, so the emphasis will shift from the religion and politics that have thus far dominated the march across Tusmit to the military conflict, which is his strong suit, and will better show him to advantage.

At this stage, despite being caught between the news to their rear about the razing of Lopolla, and the border of Ekbir looming in front of them, the two leaders of the Army of the Righteous are not talking much with each other, much less cooperating.

## THE BENEFIT OF LOYALTY

Any PC can play this adventure, regardless of stated loyalties to either the quest for the Cup & Talisman or the ex-Beygraf now in Molvar.

However, any adventurer who has declared for Sylvana and the quest for the Cup & Talisman in KETIA7-04 *At the Beygraf's Pleasure* and/or has NOT played any of the adventures in the *Beygraf in Molvar* series receives ONE of the following benefits one time in this adventure, as a swift action that does not provoke an attack of opportunity:

- A *cure serious wounds* spell (CL 7) cast on the loyal PC

or

- A *water walk* spell (CL 7) cast on the loyal PC

Neither of these spells is affected by the magical dampening effect in the Tailings Cavern (as described in 8: *Tailings Cavern*).

Any PC who declared for the Beygraf in KETIA7-04 *At the Beygraf's Pleasure* or who has played any adventures from the *Beygraf in Molvar* series has questionable loyalties, and does not receive this benefit.

## THE KHUND

The Khund are a clan of dwarves living in the Yatil Mountains. They have built a tunnel under the Yatil Mountains between Tusmit and Perrenland. Due to events during the Tusmit Civil War of CY596, the Khund will not deal with, and have closed access to their tunnel and their capital city of Dungarth Llith to all non-Dwarven people, at least on the Tusmit side of the Yatils.

However, a small Khund outpost near Tusmit, Dunnoorm Llith, has run into some problems and might deal with outsiders if they can help the dwarves with their problem.

## PROBLEMS DOWN BELOW: THE TAILINGS CAVERN

All mining produces waste (called tailings), and some specialized dwarven mining for certain ores produces tailings that are toxic. In the mines under the Khund outpost of Dunnoorm Llith, the dwarven miners stored their toxic tailings in a cavern deep beneath the lowest reaches of their mining operations. When the cavern was filled to capacity, the dwarves sealed up the three natural entrances to the cavern as well as the vertical shafts used to dump the toxic tailings into the cavern. Taking their responsibility for this waste seriously, the dwarves inspected the sealed entrances to the cavern on a bi-weekly basis, using a natural tunnel to approach outside of the Tailings Cavern. However, three years ago, an oerthquake caused by events in Perrenland started an unforeseen chain of events in the dwarves' mine.

**Three years ago:** A volcanic eruption in the Yatil Mountains resulted in oerthquakes across the Yatils, including this area. This had two effects on Dunnoorm Llith's toxic waste cavern. The first was very apparent—a change to underground structures forced the diversion of an underground river into the dwarves' inspection access tunnel, closing off that route and making their inspections of the entrances to the Tailings Cavern much more difficult. The second change caused by the oerthquake was much less apparent—serious cracks formed on the outside of one of the sealed entrances.

In order to continue inspections, the dwarves unsealed the tailings shafts and hung knotted ropes down the shafts so that their inspectors could climb 250 feet down to inspect the interior of the Cavern. Due to the difficulty of this endeavor, the frequency of dwarven inspections dropped from weekly to once every three months or so. In addition, since the inspections looked at the interior of the Cavern, the inspectors failed to see the serious cracks in one of the sealed entrances.

**Two weeks ago:** A group of duergar wandering by the outside of the Tailings Cavern noticed the cracks in

the sealed entrance caused by the oerthquake. Since they had been previously unaware of the Tailings Cavern—the Khund dwarves had used all their stonemasonry to camouflage the sealed entrance—the duergar were curious enough to widen the cracks enough to get into the Tailings Cavern. Immediately realizing the potential here to stir up trouble amongst the denizens of the deep, and knowing the Khund of Dunnoorm Llith would be blamed, the duergar made openings in all three entrances to the Cavern, allowing river water to flow through the Cavern. This washed some of the toxic tailings out of the Cavern, affecting the water for anyone living downstream. The duergar helped this process by shoveling more of the tailings into the river as it flowed through the Cavern. They then built a blind in order to watch for anyone interfering with “their” Cavern. They do not attack casual travelers walking up or down the river, but if anyone arrives who seems likely to spoil their fun, they will choose an opportune time to ambush them.

**A week ago:** The polluted water reached a drow community located some way downstream. Infuriated, the drow sent some shaedlings to investigate and the shaedlings brought along Vir, a troll that they are converting into a bladerager troll.

**Four days ago:** The Khund inspectors, peering into the Tailings Cavern from the bottom of the tailings shafts, discovered that the Tailings Cavern had been flooded by the river. It was apparent that although some of the damage to one of the sealed entrances had been caused by an oerthquake, the majority of the damage had been deliberately caused by someone or something. Knowing that malevolent forces are now aware of the Tailings Cavern, the dwarves started to discuss more permanent solutions, including somehow rendering the ore tailings harmless. They are aware that if they are not able to solve this problem, the river pollution will have serious repercussions for them, particularly from the closer and more hostile underground communities.

**Two days ago:** The shaedlings and the troll arrived at the Cavern, and the shaedlings, acting on their destructive nature, completed the work started by the duergar, completely smashing the sealed-up entrances to the cavern. The duergar, watching from their blind across the river, did not interfere or show themselves—after watching the shaedlings, the duergar are willing to let them be unwitting allies. During the shaedlings' rampage, a young dwarven girl from the Khund outpost, Innar, decided to investigate the strange sounds coming from the tailings shafts. The shaedlings caught her as she climbed down into the Cavern and wanted to kill her, but her presence comforted Vir the troll, and he intervened. He killed one of the shaedlings and fled with the girl into a smaller cavern. Although the shaedlings are supposed to report back to their drow masters, they are now afraid

to leave the Cavern in case Vir attacks and kills more of them.

Meanwhile Vir is afraid that the shaedlings will kill the dwarven girl Innar if they leave his small cave. In essence both groups are stuck where they are for fear of the other group.

**Yesterday (the day before the adventurers reach the Khund stronghold):** The Khund discovered that Innar was missing and turned the outpost upside down looking for her. A divination—cast with some difficulty—led the Khund to believe that Innar is alive and in the Tailings Cavern. Word that competent adventurers are seeking an audience is fortuitous, and the Khund will allow them entry to Dunnoorm Llith and try to “arrange” to have the adventurers recover Innar from the dangerous Cavern, as well as return with ore samples.

## SHOPPING

During *1: Beautiful*, adventurers will have an opportunity to shop in the small city of Blashikdur, capital of the Tusmite sheikdom of Malimar. (Population 9,900, maximum gp limit of 15,000 gp.) Since this is a Ket adventure, it counts as Ket Regional Access, but not Tusmit Regional Access.

## TIME OF YEAR AND WEATHER

It is the middle of Coldeven (March). The temperature in Blashikdur is approximately 2°C (36°F) during the day, dropping down to just below freezing at night, although it gets much colder in the Yatils.

## SUMMARY OF ADVENTURE

**Synopsis:** After attending a gala ball in Blashikdur, the PCs are sent as envoys to the dwarves of the Khund. The dwarves send them into the lower levels of their domain to recover a missing girl and ore samples. Among other challenges, the girl is being held by a troll.

**Introduction** Roleplaying encounter. The PCs, in Blashikdur with the Army of the Righteous, are invited to attend a ball.

**1: Beautiful:** Roleplaying encounter. The PCs prepare themselves for the gala ball.

**2: The Ball:** Roleplaying encounter. The PCs make an entrance and the most charismatic is asked for a dance. After the dance, the PCs get an invitation to meet with the Black Arrow and Sylvana bint Zoltan.

**3: Meeting:** Roleplaying encounter. The PCs are asked to somehow gain admittance to the dwarves of the Khund in the Yatil Mountains in order to begin negotiations for weapons and other supplies needed by

the army before it can march on Ekbir. There is also an opportunity for PCs to act as peacemakers between Sylvana and the Black Arrow.

**4: Trading Post:** Roleplaying encounter. The PCs visit a gnome trader who might be able to get them access to the Khund.

**5: The Test:** Roleplaying encounter. The Khund share a meal with the PCs, and subtly test them.

**6: Negotiations:** Roleplaying encounter. The dwarves refuse to open negotiations until a huge “negotiation fee” is paid immediately. Although there is a small possibility that higher-level PCs can pay this fee out of their own pockets, it is far more likely that they will have to do the dwarves a favor, namely, recovering a missing girl from a Tailings Cavern filled with toxic mining waste, as well as return with samples of ore from the cavern. The PCs must choose which route to take to the Cavern.

**7a: The River:** Roleplaying encounter. Although the Khund counsel against it, the adventurers may approach the Cavern from an underground river.

**7b: Tailings Shafts:** Roleplaying encounter. The PCs may choose to take the recommended route, which is to climb down the tailings shafts into the Cavern.

**Interlude: Duergar Ambush:** Combat encounter. Duergar attempt to ambush the PCs at some point. The exact timing is dependent on the actions of the PCs.

**8: Tailings Cavern:** Combat encounter. The PCs enter the Cavern and face shaedlings.

**9: Vir the Troll:** Combat encounter. The PCs must rescue the girl from her captor, a troll. At lower APLs, Diplomacy is possible.

**Conclusion:** The PCs conclude their mission with anything from Complete Success to Complete Failure.

## PREPARATION FOR PLAY

As with any LG adventure, the DM should ascertain all of the following before the adventure:

Is anyone crafting magic items? A MIC must be completed before the adventure begins.

- Does anyone have any non-class-related animals? If the DM feels these will be a significant factor in combat, the animal's CR should be added to the owner's level for purposes of calculating APL
- Does any PC have game effects such as curses, lycanthropy or play bonuses?
- Ask to see all spell lists.
- Will anyone be using out-of-game bonuses (Campaign cards, buttons or tokens) and if so, which ones?

- Although it would be normal at this point to check PCs' lifestyle and upkeep, announce that they do not have to choose their lifestyle until after the Introduction. (Deciding how "nice" to look for the ball may have a big impact on their decision.)
- Does anyone have outstanding **Lawbreaker** status (formerly **Warrant of Ket**)? Recognize that this can only be enforced on the grounds of the estate of the Ambassador of Ket and nowhere else.

In addition, this adventure will also require the following information:

- Did any PC help the Beygraf escape in KETIN7-04 *At the Beygraf's Pleasure* or played any adventures in the *Beygraf in Molvar* series? If so, they are not trusted by the Army of the Righteous and will not gain the Benefit of Loyalty (see *Adventure Background*.)

## INTRODUCTION

**Announce Loyalty Benefit:** Inform the players that every PC who did not help the Beygraf escape in KETIN7-04 *At the Beygraf's Pleasure* and who has not played any adventures in the *Beygraf in Molvar* series is trusted by the Army of the Righteous. These trusted PCs gain the Benefit of Loyalty described in **Adventure Background**.

*A smiling but polite messenger in the uniform of the Army of the Righteous bows before you.*

*"Greetings, brave adventurers, in the name of the Restorer of Righteousness. You are hereby officially invited to the Ball being held three days hence to honor the imminent and inevitable return of the Cup and Talisman to the True Faith. The fair and noble Emir Lashir kindly advises that your presence has been requested at the celebration by Beyess Sylvana bint Zoltan and the Black Arrow, the celebration to commence two hours after sunset at the Emir's estate."*

*He hands you an invitation written in ornate script on thick vellum, smiles and bows again, then goes on his way to deliver more invitations.*

A successful Knowledge (nobility) check will reveal the following:

**DC 12** (automatic for all residents of Ket): Beyess Sylvana bint Zoltan is the daughter of Zoltan, the former Beygraf of Ket who was assassinated during the

Greyhawk Wars, and the Black Arrow is the brother of Nadaid, the recently deposed Beygraf.

**DC 15:** (also automatic for Ket residents): Sylvana and the Black Arrow were responsible for deposing Nadaid and for arranging for an army to march upon Ekbir to recover the Cup and Talisman, artifacts of the god Al'Akbar recently given to that country.

**DC 20:** Emir Lashir is a Ketite noble who has lived for many years in Tusmit. He was given the title of Emir by Nadaid for his behind-the-scenes negotiations to lesson tensions between Ket and Tusmit in the past two decades (not always very successful, but at least the effort was genuine).

A Gather Information check to simulate the adventurers' past few days talking to members of the Army of the Righteous who are encamped outside Blashikdur provides the following stories and rumors:

**DC 8:** Ex-Beygraf Nadaid has been granted asylum by Graf Alvaro Aldeen of Molvar. The Graf has turned over command of the city to Nadaid.

**DC 10:** Just before the turn of the year, only weeks after the Army of the Righteous marched out of Ket, Bissel, along with an army of Iuzian demons, invaded Ket in force, took Lopolla and burned it to the ground.

**DC 12:** The Iuzians demons are just a rumor. Somehow Bissel managed to take Lopolla by themselves.

**DC 15:** The Bisselites have successfully overrun all of Ket.

**DC 18:** The Bisselites have managed to take all of Ket **except** the city of Molvar, now ruled by ex-Beygraf Nadaid. Molvar's forces, reinforced by the Archons of Ket, turned back a Bisselite attack, and for the moment remains the only free city in Ket.

**DC 20:** The Church of the Scourge of Battle (Hextor) has allied itself with ex-Beygraf Nadaid.

A DC 5 Int or Wis check advises that anyone wishing to attend a ball should likely make an effort to dress up for the occasion, perhaps even going so far as to have a bath...

The location of the estate of Emir Lashir, the Ket noble, is well known to the residents of Blashikdur, mainly because of the two huge banners of Ket flying from flagpoles at the gate of the estate. The adventurers can find the estate either by asking any passerby, or by making a DC 5 Knowledge (local – VTF) check.

## DEVELOPMENT

Before proceeding, allow the PCs the opportunity to now choose their lifestyle. Once complete, proceed to *1: Beautiful*.

## 1: BEAUTIFUL

*As you return to your inn, ready for your evening meal, Babak, your innkeeper, happens to see the richly decorated invitation in your hand.*

*"Surely the Banisher of Darkness has cast his light upon you! Can that be an invitation to the ball hosted by Emir Lashir? You must be true heroes! And staying under my roof? I must charge you double...er, I mean, truly I am blessed by good fortune!"*

*He pauses for a moment and looks you up and down. "But surely you are not going to the social event of the year dressed like that? And how will you arrive? Your horse may be the finest in the land, yes, but arrive with an ordinary saddle and bridle and you will spend the entire night beside the kitchen door talking with servants.*

*"Luckily for you, I know the best bathhouses, the most honest horse traders, the most skilled tailors. Hmm, and perhaps some lessons in etiquette would not be out of place for some of you... We will begin tomorrow morning!"*

It is a DC 10 Knowledge (religion) check (automatic for worshippers of Azor'alq) to know that "the Banisher of Darkness" is a reference to the god Azor'alq.

### GATHER INFORMATION

As the adventurers sit down to supper, they can each make Gather Information checks to simulate the questions they ask fellow travelers and residents of the city about the ball, the current political situation in Tusmit, and the news from Ket.

**DC 5:** The Ball is receiving a lot of attention but few Tusmites are making any noises about whether they have received invitations or not.

**DC 8:** Nadaid, the former Beygraf, turned into a brass dragon and flew away to the Yatil Mountains after he escaped from Lopolla.

**DC 10:** Nadaid turned into a brass dragon??? You fool! Ex-Beygraf Nadaid has been granted asylum by Graf Alvaro Aldeen of Molvar. The Graf has turned over command of the city to Nadaid.

**DC 12:** Just before the turn of the year, only weeks after the Army of the Righteous marched out of Ket, Bissel, along with an army of Iuzian demons, invaded Ket in force, took Lopolla and burned it to the ground as revenge for their humiliating defeat at the hands of Ket during the Greyhawk Wars. Certain people within Ket have noted that it was very convenient that Sylvana bint

Zoltan happened to be out of the country during this attack with most of the armed force of the nation.

**DC 14:** After burning Lopolla, Bissel overran all of Ket.

**DC 15:** Tusmit has generally sided with Ket in the matter of recovering the Cup and Talisman from Ekbir by military force. Even southern Tusmit, which is generally Exalted Faith, finds the idea that Iuz gave these artifacts to the Caliph of Ekbir a bit too much, although they resist the military solution touted by Ket and northern Tusmites.

**DC 18:** Bissel overran all of Ket except for the city of Molvar, which ex-Beygraf Nadaid managed to defend with the steadfast help of the Church of the Scourge of Battle (aka the Church of Hextor).

**DC 20:** There is a shortage of all kinds of military equipment as armies across the Baklunish West buy whatever is available. The Khund (dwarves living under the Yatil Mountains on the border of Tusmit) are rumored to be importing arms from Perrenland and Furyondy via their tunnel under the Yatil Mountains.

**DC 23:** Nadaid is sending out adventurers across Ket to seek new allies and recover artifacts of power.

**DC 25:** The Caliph of Ekbir has formally requested the assistance of the Zeifian navy against the pirates of the Ataphad Islands. Everyone here suspects this is to free up resources, particularly marines, for a land confrontation with the Army of the Righteous.

**DC 30:** Pegasi and knight riders from the Brotherhood of the Wind, an Ekbirian order of Faris, have landed in many towns in northern Tusmit to deliver ultimatums to the locals not to become involved in the war for the Cup and Talisman. Military intelligence believes the pattern is widespread and is likely being used by Ekbir to gather military intelligence as well.

### PREPARING FOR THE BALL

The next morning, Babak offers to give advice to the adventurers about how to properly prepare themselves. This advice falls into roughly four areas: suitable dress, suitable horseflesh for the arrival at the ball, suitable lessons in etiquette and suitable preparation of self.

The DM is encouraged to make each of these a short roleplaying opportunity, without taking up too much time.

### CLOTHING AND ACCESSORIES

The first thing on Babak's list is superior clothing and jewelry. Arms and armor won't be allowed at the ball, of course, so if the adventurers rely on steel, mithril and adamantite accessories to make an impression, they will have to find some other means. Luckily there is just enough time to have a tailor make a suitable costume for



the ball. Babak recommends several tailors in the bustling Blashikdur market who will measure the adventurers and prepare costumes at regular costs for standard clothing (*Players Handbook* 129-131) or at an additional 150 gp for a masterwork costume. (There is an AR notation for purchases of this type.) This clothing will give bonuses to Diplomacy in 2: *Ball*.

Cobblers can make special shoes for the dance, either 30 gp for regular ball shoes, or 150 gp for masterwork. These will give bonuses to Perform: Dance during 2: *Ball*.

Babak can also recommend goldsmiths and silversmiths who have fine jewelry for sale, at 30 gp for standard jewelry, or 150 gp for masterwork. These will give bonuses to Intimidate during 2: *Ball*.

## HORSES

Once orders for clothing, shoes and jewelry have been made, Babak tells the adventurers that how one arrives at the ball is almost as important as the clothes one wears. Arriving in a carriage, or on a broken-down nag, or on a warhorse covered in sweat from a hard ride, or using old or dirty saddle and bridle almost guarantees the rider a place next to the kitchen door for the evening. (It is not held against the elderly to arrive in carriages, since they are clearly past the age for mounting and controlling fine horses.)

In addition, an ostentatiously flashy saddle and harness always makes a superior impression.

The first step is to have a good horse—if the adventurer does not have a horse, one can be bought from the many horse traders in the Blashikdur bazaar at 10 gp above standard prices (can be haggled down to standard prices with a DC 20 Diplomacy check).

If desired, a regular saddle and tack can be used, although it will take some polishing and elbow grease to make the rig presentable (or paying a stablehand to do it costs 5 gp). More of an impression will be made by buying specially decorated masterwork tack, which costs triple the usual.

To make the horse look its best—a perfumed bath, grooming, braiding of the mane and tail, gilding of the hooves, etc.—is an all-day treatment by a groom and several assistants and costs 10 gp.

Preparing the harness and preparing the mount can be attempted by an adventurer by making two checks:

- To prepare the saddle and tack takes 3 hours and a DC 15 Dexterity check.
- To prepare the animal takes 6 hours and a DC 20 Handle Animal.

Taking 10 on either of these checks is permissible, but there is not enough time to take 20. (If new harness,

either regular or masterwork, is purchased, polishing is not necessary.)

## ETIQUETTE (AND GIFTS)

Using the correct fork always makes a good impression, and Babak knows a woman, Valeri Ishtar, who can instruct the adventurers on etiquette. This being something of a rush job, the fee of 30 gp per person for her services is more expensive than normal, and cannot be bartered down.

Instruction includes a short but comprehensive course that teaches simple dance steps, clear rules of greeting and other aspects of basic Tusmite etiquette.

She also explains that gifts are neither sought nor expected at the ball, and bringing gifts for the hosts would be seen as a sign of bad taste.

## WASHING UP

Finally, it is time to prepare oneself for the ball. Arriving at the ball in fancy clothes but smelling like a sweaty behir will guarantee a place in the kitchen for the evening. Bathhouses are a common sight throughout the Baklunish West, and a 1-2 hour bath treatment—a prescrub, massage, hot bath, sauna, and cold plunge—would be considered by some to be a daily necessity. However the all-day luxury bath treatment—including manicure and pedicure, skin treatment, hair styling, beard braiding, etc. has been raised to something of an art form in Tusmit.

If just interested in the quick daily bath treatment, adventurers can simply seek out the nearest bathhouse across the street, and the cost will be borne by standard lifestyle or better. However, Babak recommends a full-day treatment at the *Ivory Lily*. Such treatments cost at least 25 gp, although if an adventurer requests extra-special treatments, the bathhouse will be willing to provide extra services for a higher fee (costs to be set at the DM's discretion. Resultant Diplomacy bonuses in 3: *Ball*, if any, can also be set at the discretion of the DM.)

Although familiars are a common sight in bathhouses, animal companions are not allowed entry. However, if the owner can convince the door porter that a medium-sized (or smaller) animal companion is actually a familiar (PC's Bluff versus porter's Sense Motive, and porter has a familiarity bonus of +5) or if the owner simply pays the porter a 5 sp bribe, (increases to 1 gp if the owner unsuccessfully tried a Bluff), then the animal companion will be admitted. Under no circumstances will horses or other Large animals be admitted. Tusmites are used to Ketite's "eccentricities" with regards to horses, and learned to put their foot down a long time ago regarding horses in bathhouses.

## ALTERNATE ARRANGEMENTS

It is quite possible that the adventurers will not follow Babak's advice, but seek their own solution that is both unique and applicable to prepare for the Ball. At the discretion of the DM, each adventurer may generate a Diplomacy bonus by either spending gp as appropriate or invoking the correct skills. No more than one of these alternate arrangements can be attempted by each PC in the time frame they have to prepare.

While unlikely, it is also possible that deliberate PC actions will have a negative impression at the ball, and the DM should be prepared to assign a circumstance penalty of up to -2.

## DEVELOPMENT

Once the adventurers have prepared themselves in the limited time available, it's time to go to the Ball.

## 2: THE BALL

The DM should ensure that everyone has left weapons and armor behind as they set out for the ball; if necessary, Babak can remind them that trying to wear weapons and/or armor into the ball will prevent them from being admitted.

*As you approach the estate of Emir Lashir, it is clear that you are arriving at the same time as many rich and presumably powerful people. Guards carefully scrutinize your invitation, and then wave you through the gate. Off to one side, you see a Tusmite noble arguing with guards about his richly bejeweled dress rapier, but finally he shrugs and gives it to one of his servants to hold while he enters the gate.*

*As you pass through the gate, you immediately step onto a pathway covered with rose petals, a silk awning above you protecting the path from the elements. The path leads around to the side of the mansion, and ends at a large set of double doors flanked by huge bay windows. A stern-looking majordomo speaks briefly with each guest as they arrive, then steps inside the door and announces the guest's name and titles to those already assembled. When it is your turn, he bows politely.*

*"My name is Hassan ibn Zamir. It is both my duty and my honor to announce your arrival. What names and titles may I present to the assembled guests?"*

At this stage, the PCs can provide their names and all appropriate honorifics so that Hassan can introduce them in a most impressive manner to the multitude already gathered.

Although familiars are allowed into the ball, animal companions are not. The owner of a Small or smaller animal companion may attempt to convince the guards that the animal is actually a familiar. (Requires a successful Bluff check versus guards' Sense Motive. Guards get +6 on their check.) Under no circumstances will guards allow any type of horse, no matter what size, no matter if it is Celestial, into the ballroom—the guards are Ketites, and are quite familiar with turning down such requests.

As each adventurer enters the ballroom, he or she must then make a Charisma check, with circumstance bonuses awarded as follows:

- Bought appropriate non-masterwork clothes for ball: +2
- Bought masterwork clothes for ball: +3
- Bought (or already owned) jewelry: +2
- Bought masterwork jewelry: +3
- Took etiquette lessons: +2
- Brought gift(s) for hosts: -1
- Went to a regular bathhouse for the short (1-2 hour) clean-up: +1
- Took the full-day treatment at one of the recommended bathhouses: +3
- Successfully prepared mount or paid someone to do it: +1
- Successfully polished existing harness or paid someone to do it: +1
- Bought new regular harness (no polishing necessary): +1
- Bought masterwork harness (no polishing necessary): +3
- Arrived on foot: -4
- Arrived in a carriage: -2
- Arrived on a dog, mule, donkey or other mundane mount (unless mentioned below): -1
- Arrived on a camel: +2
- Arrived on a horse: +1
- Arrived on something more exotic than a horse such as a pegasus, a celestial mount, etc. (but not horrific or evil in appearance): +3
- Arrived on a horrific or evil-looking mount, such as a giant bat or an animated skeleton: -2
- Charisma bonuses for rich or luxury lifestyle
- Any other typical Charisma-based skill bonuses for dealing with officials from Ket
- Any unusual circumstance bonuses or penalties for preparations made for the ball that have not been covered, at DM's discretion

Make note of the PC with the highest result.

*You look around, your eyes bedazzled by the ostentatious display of wealth and finery. Diplomats from many lands mix with nobles from Ket and Tusmit, military officers in full dress uniforms, mullahs in their austere robes, and adventurers like yourselves.*

*Several richly-dressed nobles, evidently the hosts of this ball and their special guests, sit on ornate chairs on a canopied dais at one end of the ballroom.*

*The orchestra stops playing as the major-domo who introduced you steps on to the dais.*

*"Emir Lashir, Bey of Eskidar, Citizen of Ket, and friend of Tusmit," he announces.*

*As the major-domo steps down amidst a smattering of applause, a Baklunish man dressed in a gem-encrusted costume rises from one of the chairs on the dais, an ornate golden goblet in his hand.*

*"My dear friends, on behalf of our hosts, Beyess Sylvana bint Zoltan and the Black Arrow"—he briefly bows to two of the people sitting on the dais—"I would like to thank you for attending this celebration, when our two nations can celebrate the impending and inevitable victory." He waits for polite applause to die down. "I have been asked by our hosts to begin tonight's festivities, and I would like to do so with a toast." He raises his golden goblet. "To the health of all Tusmites, and all citizens of Ket." He takes a brief drink from his goblet and sits down to applause as the orchestra swings back into action.*

Any adventurer making a DC 20 Spot check has noticed that both Sylvana and the Black Arrow narrowed their eyes during Lashir's toast.

Anyone making a DC 15 Sense Motive can sense tension between the Black Arrow and Sylvana. Anyone making DC 20 on the same check can see that both hosts are upset with Lashir's toast, although they are attempting to hide their displeasure.

## GATHER INFORMATION AT THE BALL

Assuming the adventurers circulate and make appropriate social niceties, etc., they can each make a single Gather Information, Intimidate, Bluff, or Diplomacy check. There is no cost to the Gather Information check. Those attempting Intimidate, Bluff, or Diplomacy in lieu of Gather Information may add a +5 circumstance bonus to their check, and those using Intimidate may add a +1 if they are wearing jewelry, or +3 if they are wearing masterwork jewelry.

As usual, there may be varying amounts of truth in the stories that are gathered.

**DC 5:** Since Bissel's attack on Lopolla just before the new year, fresh news about the situation in Ket has

dropped to a trickle, and supplies from Ket have stopped altogether.

**DC 7:** The leadership of the Army of the Righteous has not made any public statement about Bissel's invasion of Ket, but rumors have it that mullahs and generals are shrugging it off as a temporary setback -- once the Cup & Talisman are in their grasp and they return to Ket, the Bisselite army will be swept away like ants before a broom. **DC 8:** The temple of the Banisher of Darkness (Azor'alq) in Sefmur (the capital city of Tusmit) was closed down in CY596 after the head of the faith, Kahzaa Al'aron al Azor'alq, held seditious talks against the Pasha Muammar Qharan.

**DC 10:** The Black Arrow and Sylvana bint Zoltan have argued about how to proceed from here—the Black Arrow is unsure whether the ordinary Ketite Citizens who joined the Army of the Righteous are well-equipped enough, and he would prefer to wait for fresh supplies of weapons and armor. However, the market for those items has dried up as all Baklunish nations make purchases in preparation for the upcoming war. Sylvana wants to march ahead straight away, trusting that the Army's enthusiasm and righteous cause will see them through. No quick solution has been found, and the Army sits and waits at Blashikdur while the two leaders argue. Only a direct intervention by the head of the church of the True Faith in Tusmit has prevented this disagreement from becoming general knowledge.

**DC 12:** Temples of Pelor have been left abandoned across Tusmit

**DC 15:** As everyone knows, the Black Arrow married a Tusmite Qadi—a priestess of the Exalted Faith—several years ago during a campaign inside Tusmit. Sylvana has questioned the loyalty of his wife to their cause, and some say that this implies a questioning of the Black Arrow's loyalty. Rumor has it that the Grand Mufti himself sent her a letter rebuking her for such a statement, but so far she has refused to retract her insinuations.

**DC 17:** The toast by Emir Lashir has everyone whispering about his possible political leanings. The goblet he used was given to Lashir by Beygraf Nadaid as thanks for his work for Ket here in Tusmit. Notably, Lashir's toast to the health of all Ketite citizens did not preclude Nadaid nor his supporters.

**DC 20:** A large number of Flans recently left Tusmit, without explaining their reasons to non-Flans.

**DC 25:** Sylvana has consistently refused to listen to counsel from Tusmite Mullahs, even though it is clear that she is losing the support of Ketite Mullahs with such a public display of nationalistic chauvinism. There is a rumor that many Mullahs from both countries have presented her with an ultimatum withdrawing their support for her unless she changes her ways. Her shock

at this ultimatum has spoken volumes to many about her perceived lack of insight about the mullahs. Speculation is rife about what this means regarding her true depth of belief in the True Faith, and her chances for gaining the throne of Ket unless she changes her tactics.

**DC 30:** Disagreements between Sylvana and the Black Arrow have brought the entire enterprise dangerously close to a standstill. Emir Lashir has quietly suggested action via neutral third parties and everyone is waiting to see who is chosen and how.

**DC 35:** It is said that an ancient scourge of the Flans has awakened in the Yatils, and no Flan is safe in Tusmit anymore.

## A SPECIAL DANCE

After the adventurers have socialized for an hour or so, read the following to the adventurer who garnered the highest Charisma check at the start of the evening.

[If adventurer is female]:

*As applause signals the end of one dance, a handsome man in his forties wearing the uniform of a Ketite general appears through the crowd, followed by a small retinue of nobles and officers. You recognize him as the Black Arrow, co-leader of Ket's Army of the Righteous.*

*The major-domo of the evening steps between the two of you and turns to the Black Arrow. "Sir, may I introduce \_\_\_\_\_ [insert name and honorifics of adventurer as given to major-domo at start of ball]." As the Black Arrow bows to you, the major-domo turns to you. "Madame, may I introduce the Black Arrow, General of the Army of the Righteous."*

*The Black Arrow straightens and extends his hand. "May I have the pleasure of this dance?" he asks as the orchestra strikes up a waltz.*

[If adventurer is male]:

*As applause signals the end of one dance, a beautiful woman in a rich costume appears through the crowd, followed by a small retinue of Mullahs and nobles. You recognize her as Sylvana, co-leader of Ket's Army of the Righteous.*

*The major-domo of the evening steps between the two of you and turns to Sylvana. "Beyess, may I introduce \_\_\_\_\_ [insert name and honorifics of adventurer as given to major-domo at start of ball]." As Sylvana inclines her head, the major-domo turns to you. "Sir, may I introduce the Beyess Sylvana bint Zoltan of the Army of the Righteous, Right Hand of the Grand Mufti."*

*Sylvana extends her hand. "May I be so bold as to ask you for the pleasure of this dance?" she inquires as the orchestra strikes up a waltz.*

In either case, a DC 5 Sense Motive indicates that although this is framed as a request, it is something more of an order.

If the adventurer refuses, he or she is chided for shyness and asked again. If the adventurer refuses a second time, the major-domo whispers in the adventurer's ear that refusing this request would not only be a breach of etiquette, but would also be a loss of face for the person asking for the dance. The adventurer is asked one more time. Refusing three times means that Sylvana or the Black Arrow, as appropriate, graciously withdraws and returns to the dais. In this case, move on to the adventurer who had the next highest Charisma bonus and repeat the process.

If no adventurer in the party agrees to dance, the adventurer is over—go to *Conclusion: Complete Failure*.

Assuming the adventurer accepts the offer of a dance, he or she is swept into the center of the dance floor by the Black Arrow/Sylvana, and all of the other guests stand back and watch. During the dance, which lasts five minutes, the adventurer's partner makes excellent small talk—the weather, the city of Blashikdur, compliments on the adventurer's clothing/jewelry/mount as appropriate, saying nothing in essence, but saying it in a very courtly and gracious way. The adventurer can make a DC 10 Sense Motive to realize that his or her partner is very pleased that your dance is being conducted in a highly visible fashion that is likely to be noted and talked about by the assembled.

In order to judge how well the adventurer responds to the challenge of such a public stately dance, the adventurer can attempt a DC 10+APL Bluff, Diplomacy, Intimidate or Perform (dance) check. (The PC can add a +2 circumstance bonus to the Perform (dance) check if the PC bought masterwork dance shoes. The PC can add a +1 circumstance bonus to Intimidate if the PC is wearing jewelry; the bonus for this is increased to +3 for masterwork jewelry). Failure has no negative repercussions (other than no one else will ask the adventurer for a dance for the rest of the evening), but success means that the PC is provided with the AR Award "Presence".

Read this to the adventurer who is dancing

(If adventurer is female):

*As the music finally draws to a close and applause thunders around you. The Black Arrow leans close to your ear, and murmurs, "Sylvana and I have a vital task for you. The fate of the entire quest hangs in the*

*balance. Bring your friends and meet us in the Lopolla Room in ten minutes. Servants will show you the way."*

*He graciously bows, kisses your hand, and then departs through the crowd as the orchestra strikes up another tune.*

(If adventurer is male):

*As the music finally draws to a close and applause thunders around you. Sylvana leans close to your ear, and murmurs, "The Black Arrow and I have a vital task for you. The fate of the entire quest hangs in the balance. Bring your friends and meet us in the Lopolla Room in ten minutes. Servants will show you the way."*

*She graciously curtsies, and then sweeps away through the crowd as the orchestra strikes up another tune.*

## DURING THE BALL TIME AT SOME POINT

At the discretion of the DM, one of the PCs not involved in the special Dance above is approached by a young Baklunish man. PCs that have played either KET4-06 *At the Feet of the Dragon* or KET6-01 *The Prize* will recognize him as Cirqor al'Lakshi. For anyone else, it is a DC 20 Knowledge (local – VTF) check.

For those who recognize him or make the check, they realize that this young man used to tend the garden of the former abode of Rary (the former Archmage of Ket, and now Emperor of the Bright Lands) and then began a career path that took him on the same magic-based route. Most recently he assisted Sylvana bint Zoltan against creatures in the Bramblewood – KET6-01 *The Prize* – all the while trying to establish himself as a contender for the position of Archmage (should it ever come open again). He failed in assuming the position when recent contests were held but continues to make efforts to advance himself within Ket.

If the PC is willing, Cirqor wishes to tell them a brief tale, a story as he calls it. Cirqor has no desire to explain the story in any manner (since he does not want to be seen as interfering with the leadership) but he is attempting to make the PCs aware of the tensions between the Black Arrow and Sylvana bint Zoltan, with the hopes that the adventurers, as neutral outsiders, might undertake some form of mediation (see *Peacemaker* in the next Encounter). If the PC agrees, provide them with *Player Handout 2: Cirqor's Story* and encourage them to distribute this amongst the rest of the PCs.

If the PC refuses to listen, Cirqor simply moves away and does not share his tale, convinced the PCs are incapable of the peaceful negotiations he seeks.

## DEVELOPMENT

Ten minutes later, a servant discreetly appears at the side of the adventurer who danced with Sylvana or the Black Arrow and offers to show him or her and companions to the Lopolla Room.

If at least one PC accepts the servant's offer, proceed to 3: *Meeting*.

If none of the PCs agrees to go, the DM should inform them that the adventure is over unless the party now spends 1 Influence Point with Ket officials for each PC who wants to get admitted to the meeting. If the party spends the Influence to send at least one adventurer to the meeting, the action moves to 3: *Meeting*. Note that Influence Points with the Beygraf or Archons are not valid.

If at least one adventurer is not able to attend the meeting, either due to lack of Influence Points or lack of interest, proceed to *Conclusion: Complete Failure*.

## 3: MEETING

*You are quickly and discreetly shown down a hallway and into a small but richly decorated room hung with tapestries showing scenes of the city of Lopolla. Emir Lashir, the Black Arrow and Sylvana are standing there already, and tension in the air is palpable.*

*As you enter, the Black Arrow sweeps his hand angrily towards one tapestry showing a view of the Copper Palace in summer sunlight. "All gone," he snaps. "Burned to the ground, and by mere Bisselites. We should have at least left the forts of the Irafa Road garrisoned!"*

*Sylvana is clearly in no mood for diplomacy as she angrily replies.*

*"Pah! Let Bissel take Ket and burn the entire country to the ground. It's just land. We strive for a greater prize!"*

*The Black Arrow turns on her. "Land AND people! Who will you rule in a land of corpses?" he asks ironically.*

*Emir Lashir notices you in the doorway and gently clears his throat. Instantly Sylvana turns her fury on him.*

*"And you!" she hisses. "Don't think I am unaware of where your true loyalties lie!"*

*The Black Arrow points his finger at the Ket noble. "Do not ever offer a toast to the citizens of Ket without excluding the traitors who support my brother. Once we return with the Cup and Talisman, there will be an accounting to weed out the collaborators from those loyal to me... to the new*

*Beygraf. Make sure, Emir that you are on the right side when that accounting begins."*

*Emir Lashir responds by urgently turning his chin and rolling his eyes to where you are standing. Both Sylvana and the Black Arrow flush red as they see you standing in the doorway.*

*The Black Arrow is the first to recover. "Thank you for this opportunity to talk to you with a degree of privacy..."*

*Sylvana bint Zoltan cuts him off. "We have need of your services. Your names were mentioned and, whether you are loyal to our cause or not, we would like to employ you, be it for the good of Ket or for the good of your coinpurse."*

*The Black Arrow glares at her and begins again, "As my... gracious colleague has implied, our resources are stretched in some areas, and we have need of your help. The recent invasion of Ket by Bissel has not deterred us from our path..."*

*At this statement, Emir Lashir coughs rather violently. For the briefest of instants, both Sylvana and the Black Arrow look at him with undisguised fury in their eyes, united in their anger. The Emir bows in apology and drinks deeply from his golden goblet while the Black Arrow speaks again.*

*"As I was saying, this setback to Ket will not deter us from our present path. Once our important quest has been fulfilled, we will deal with Bissel. What it does change is our supply lines. Although Tusmit is able to provide us with adequate food for the army, we have a shortage of new weapons and equipment, which we were depending on getting from Ket. We need more than Tusmit can provide, and have received word that the Khund, the dwarves of the Yatils here on the border with Tusmit, have access to enough weapons and armor from Perrenland to meet all our needs. We want you to take our request to the Khund, and see what you can negotiate or buy. You will have a letter of credit from the Church of the True Faith that authorizes you to spend up to 100,000 greatshields on our behalf to secure an agreement."*

In the unlikely event that the entire party is composed of dwarves, change "any non-Dwarven people" in the following boxed text to "anyone not of the Khund clan".

*Emir Lashir calmly interjects, "Due to an unfortunate series of incidents here in Tusmit during their civil war in 596, the Khund have closed off access to their tunnel that goes under the Yatil Mountains to Perrenland, and they will not allow any non-Dwarven people into their capital city of Dungarth Llith. In order to buy weapons from the Khund, you will have to find some way to get them to*

*agree to meet with you. My local sources indicate that a gnomish trader named Bimira, who owns a trading post on the road to the small mining town of Silver Springs, is on good terms with them."*

*Sylvana impatiently steps in. "Failure is not an option. You must do whatever it takes to secure an agreement with the Khund. What say you?" she demands. The Black Arrow nods emphatically and also looks at you with intensity.*

*What do we get paid?*

*We will reward each of you [50 x APL] greatshields (gp) for this task. If you gain access to special goods from the Khund, we will make those available to you as well.*

PCs can negotiate this up as high as 100 gp x APL each with a successful DC 15 Bluff or Diplomacy check. Alternatively, anyone may spend a point of Influence with a Ket authority figure (not the Beygraf or the Archons) for the entire party to automatically get paid 100 gp times APL. None of the money is paid up front, it is all paid upon successful completion of the assignment.

*Why send us? Even with stretched resources this seems something for an official member of the Army of the Righteous.*

A DC 10 Sense Motive check at this point advises that both the Black Arrow and Sylvana agree with this statement. It seems likely that they each have their own choice of who to send, but they have rejected each other's choice, leading them to choose the PCs as a compromise solution.

*That is simply not possible for us right now. You are the best option we have available, whatever you might think of your own capabilities.*

*How can we find Bimira the gnomish trader?*

Give PCs *Players' Handout 2: Map of Tusmit*, which shows the current location of the Army of the Righteous, and Bimira's trading post.

## PEACEMAKER

It is quite possible that the PCs notice the tension between the Black Arrow and Sylvana and make an effort to lessen this, whether in the hopes of getting a better offer of payment, for the good of the Army of the Righteous or for other reasons.

Alternatively, it is a DC 10 Sense Motive check for anyone who was shown *Player Handout 1: Cirqor's Story* to recognize that this might be the time to attempt such a "mediation".

The Diplomacy DC for this effort is 45 (the two parties are not quite at each other's throats, but they are close) and may only be attempted once. Good role-playing during this effort should be rewarded with up at a +4 circumstance bonus. No previous bonuses for the Ball apply to this check.

If the PCs succeed, they gain a bonus Notice Point for 5: *The Test* as the two leaders add a note in their letter of introduction to the Khund of their tremendous faith in the PCs. The PCs are likewise all provided with the AR Award "Peacemaker". If any adventurer attempts to prevent this result, that PC is excluded from the Award).

## DEVELOPMENT

Once the PCs have made a decision to proceed, they are provided with a secure lock box that contains a letter of introduction from Sylvana and the Black Arrow, and a letter of credit from the Church of the True Faith for 100,000 gp payable at any branch of the House of al'Sharif of the Mouqollad Consortium. (The note is only for the benefit of the Army of the Righteous and cannot be forged or modified). They may then proceed to 4: *The Trader*.

If the PCs refuse to become negotiators for Ket, proceed to *Conclusion: Complete Failure*.

## 4: THE TRADER

*You leave the city of Blashikdur and follow the river Mansoor east as it runs between the sheikdoms of Khalid and Malimar. As it reaches the sheikdom of Dihnn, the river begins to bend north and after several days' travel, you follow it up a long narrow valley between two mountain spurs. A day after passing by a shrine called 'Holy Shrine of the Mother'—apparently a shrine to Berronar Truesilver, the Dwarven Goddess of Hearth and Home—you come to a crossroads. Three buildings—a cabin, a stable and an inn—form a small trading post. In front of the cabin, a signpost bears four signs written in Dwarven, Common, Baklunish and Gnomish. The sign pointing south, in the direction you came from, says 'Holy Shrine of the Mother'; the one pointing east says 'Dungarth Llith'; the sign pointing north says 'Silver Spring'; and the sign pointing west reads 'Reijah'.*

*As you are reading the signs, a gnome steps out of the cabin, outlandishly dressed in a caricature of Baklunish clothing: a huge turban, long robes, a huge handlebar mustache and an elaborately decorated scimitar.*

*The gnome bows to you, holding the turban on his head with one hand as it threatens to slip over his eyes. "Welcome, weary travelers, to Bimira's World*

*Famous Crossroads Trading Post at the Top of the Yatils. I am none other than Bimira. How may I be of service?"*

When the adventurers tell Bimira of their need to meet with the Khund, he rolls his eyes dramatically and announces that what they seek is impossible, the Khund have closed the road to their capital city to all non-Khund travelers.

If the adventurers truthfully describe why they want to make contact with the Khund, and also make it worth his while to help (DM's discretion as to how—gold, offer of magical item, standard DC 30 Diplomacy check to move Bimirra from Indifferent to Helpful, etc.), then Bimirra admits that he is on relatively good terms with the Khund, and he agrees to make inquiries on their behalf. He makes it clear that he does not really expect the Khund to agree to meet with them, but will do his best to convince the Khund of their good intentions (and money, if the adventurers have mentioned the letter of credit, or hinted that they are backed by an impressive amount of gold.) Bimira urges them to stay at his wife's inn while he rides off on a pony towards the nearby Khund outpost of Dunoorm Llith. (His wife Tarabella is quite used to providing rooms for adventurers and other travelers.) He tells the adventurers he will be gone for two days.

If the adventurers wish to accompany Bimira, he counsels them that if they come along, he will not even get as far as the front gate of the outpost. If they insist on going with him, then the Khund refuse to see Bimira—go to *Conclusion: Complete Failure*.

If the adventurers simply ask for directions to either the Khund's capital city of Dungarth Llith or the outpost of Dunoorm Llith and indicate they will go themselves, Bimira will again advise them that the Khund are not welcoming visitors right now. If the adventurers persist, Bimira will shrug and give them directions; however, without his help, the adventurers cannot gain access to the Khund—go to *Conclusion: Complete Failure*.

If the adventurers allow Bimirra to travel by himself, he returns in two days as promised with the welcome news that Thorvar Stormhammer of Dunoorm Llith immediately agreed to meet with them. Bimira was very surprised by this, and is not sure why the Khund agreed to his request so willingly.

## PURCHASES

Bimira doesn't run the Trading Post as a hobby, and before the adventurers leave, he will make it clear that he can sell and supply any Open Access masterwork or regular weapon or armor made of regular materials, cold iron, alchemical silver or even a material the PC has

access to via an AR. This is an important consideration, especially for low-level parties, and should not be overlooked.

## DEVELOPMENT

Bimira gives the adventurers directions on how to get to Dunoorm Llith. Proceed to *5: The Test*.

### 5: THE TEST

*Obviously your arrival at Dunoorm Llith was expected—at the mountainside gate to the Khund outpost, a richly armored dwarf waits for you, accompanied by four heavily-armed guards. No one smiles or moves as you approach.*

*“I am Thorvar Stormhammer,” the armored dwarf says. “Enter Dunoorm Llith. Before you tell us why you have come, we will break bread together.”*

*You are shown into a great hall where most of the outpost’s inhabitants have gathered for a meal. While there is a low buzz of conversation as the meal begins, the atmosphere is neither boisterous nor welcoming.*

The Khund are being very deliberate in their immediate invitation, as they intend to judge the PCs according to the customs and traditions of the Khund dwarves. In particular, they want to see if the PCs have any particular affinity for the dwarven language, how they do with the strong drink that is customary to dwarven meals and what effort they make to fit in. Each of these has a distinct impact in *6: Negotiations* should the PCs want to offer their services instead of gold. Actions taken here gain or lose Notice Points.

PCs may attempt DC 20 Sense Motive checks at any time to note that there is more to the Khund requests than meets the eye or ear. The Khund refuse to explain themselves in any fashion but they do advise that they are aware of what the Army of the Righteous wants and they are curious as to who or what the PCs represent, since the adventurers are not actually members of the Army.

Once the PCs are ready, Thorvar Stormhammer asks if one (or more) of the PCs would say a few words of greeting to open the meal. Any PC is acceptable and it should be noted that this is NOT a blessing – it is just an opening greeting to start the meal. Any PC who offers to say a few words gains one Notice Point – it is possible for multiple PCs to offer and each can gain a Notice Point.

Once the opening remarks are concluded, the meal begins. As the food is served, Thorvar Stormhammer asks each PC in Dwarven if he or she has ever performed any tasks for the Khund in the past. (In other words, does he or she have campaign documentation such as an AR reward proving such service?) If no PC speaks

Dwarven, Thorvar Stormhammer repeats the question in Common.

- Any PC answering in dwarven, regardless of his or her actual answer, gets one Notice Point.
- Any PC who has documentation regarding past service gets one Notice Point regardless of the language in which he or she responded.

(So a PC responding in dwarven but only to say no would receive a Notice Point, as would a PC who has done past service for the Khund but responds in Common. A PC who responds in dwarven and who can also prove past service receives both Notice Points.)

Those PCs who responded in Dwarven find that they gain a significant increase in obvious respect from the Khund (no Sense Motive required).

Next, Thorvar Stormhammer asks the PCs if any of them belongs to a dwarven-specific organization. Any PC who belongs to the Stouthearts or the Dwarven Clans metorganizations gets one Notice Point.

At the end of the meal, the Dwarves invite the PCs to drink a series of three traditional toasts in memory of the fallen heroes of the past. If any PC refuses to drink the ale, they lose one Notice Point.

Each of the three toasts requires everyone at the feast to drain their tankards for each toast. Anyone who participates must make three Fortitude saves versus the strong dwarven ale (counts as poison), at DC 16, 17 and 18. Failure indicates the PC has become visibly inebriated—he or she loses two Notice Points, and is chided by Thorvar Stormhammer. “Better to know one’s limits and refuse than to overstep one’s limits and fail,” he says. If anyone passes all checks, they gain one Notice Point.

Finally, the Khund make note of any PC who “talks business” during the meal. Any PC who attempts to discuss why they are there during this meal loses one Notice Point. If another PC steps in and stops the first PC from discussing business at the table, then the second PC gains one Notice Point. Any PC who does not discuss business, but does not stop other PCs from doing so neither gains nor loses Notice Points.

It is possible that the PCs do something to make a very positive impression during this feast – the DM may award one further Notice Point for such actions. On the other hand, doing something rude or discourteous would make a tremendous negative impression, and the DM has the discretion to deduct a Notice Point.

Finally, a Notice Point is given to each PC who earned **Peacemaker** in *3: Meeting*.

### Notice Point Totals

At the end of the feast, note each PC’s Notice Point total—six Points is the maximum possible, and unless



one of the minimums noted below applies, a negative number is also possible.

### Minimum Notice Points

Certain races and classes are seen in a favorable light by the Khund, no matter how badly they act. They can earn a maximum of six Notice Points, like everyone else, but they cannot be given less than the following minimums. (In the case of two being applied to the same PC, the highest minimum applies):

- Any hill or mountain dwarf: 3 Points
- Anyone with levels in Battlesmith or Earth Dreamer: 4 Notice Points
- Any PC of 4<sup>th</sup>-8<sup>th</sup>: 1 Notice Point
- Any PC of 9<sup>th</sup> or higher level: 2 Points
- Home region of Ket, Tusmit, Ekbir, Zeif or Perrenland: 1 Notice Point

## DEVELOPMENT

With the meal finished, proceed to *6: Negotiations*.

## 6: NEGOTIATIONS

*After the meal, you are shown into a stark chamber with a large table. On the other side of the table sits Thorvar Stormhammer and three other dwarves, their eyes assessing you. "Why have you come to us when you know the Khund have closed their doors to all from Tusmit?"*

The DM should give the adventurers an opportunity to explain the reason for their visit. Thorvar will listen attentively until they finish.

*After you finish, Thorvar comes straight to the point. "We are willing to negotiate a contract for weapons and armor required by your army. However, before negotiations can commence, we require a fee of three hundred thousand of your Ketite greatshields."*

Although the Khund demand 300,000 gp at the outset, a successful DC 25 Diplomacy check can reduce this to 250,000 gp and making DC 40 reduces it to 200,000 gp. Only one adventurer may make this check, but everyone else in the party may attempt to aid.

Once the amount of the "negotiation fee" has been settled on, the Khund require immediate payment before they will start negotiations. The PCs have the 100,000 gp letter of credit from the army. Therefore the balance of the fee will be between 100,000 and 200,000 gp,

depending on the PCs' success at lowering the "negotiation fee"

The Khund will accept the following to make up the difference:

- 1) The PCs (but not cohorts) can offer their personal services in lieu of the missing gp for a period of 26 TU. Each PC is worth 5000 gp times the number of Notice Points they accrued during *5: The Test*. (Each PC is therefore worth a maximum of 6 Notice Points x 5,000 gp = 30,000 gp.)
- 2) Any or all of the PCs can pay any difference from their own pocket(s). However, this must be cash the adventurers already have on hand—the Khund will not buy goods from the adventurers. The DM should warn the PCs before they finalize this action that this money will not be reimbursed by overcap gold at the end of the adventure.
- 3) The PCs can perform a valuable service for the Khund. The dwarves look at each other and lean forward with interest as they mention this option—it is obvious that the Khund obviously have a particular service in mind.

If the PCs are willing and able to make up the difference through either options (1) and (2) or a combination of both, and are willing to forgo the rest of the adventure, then proceed to *Conclusion: Tactical Success*.

If the PCs are not able to come up with the balance of the "fee" from their own pockets, they can agree to Option 3 above—do a task for the Khund. If they can't pay the fee and refuse to do the task for the Khund, then the adventure is over—go to *Conclusion: Complete Failure*.

Assuming they agree to do this task, Thorvar Stormhammer immediately gives them the following information, and tries to answer their questions as best as possible.

### THORVAR STORMHAMMER'S TASK

*"Like many dwarven clans, we are noted miners. Unfortunately, toxic by-products are sometimes the result of mining some types of sought-after ores. We are always very careful with long-term storage of these toxic tailings, and when one area of our mines is tapped out, we carefully seal away the tailings in an unused mineshaft or cavern, then periodically inspect the exterior of the storage space to make sure there are no breaches or leakages."*

*"Normally, there are no issues. Three years ago, however, a volcanic eruption in Perrenland caused*

*oerthquakes that resulted in the diversion of a nearby underground river into a tunnel quite close to one of our tailings storage caverns. However, we continued to monitor the site and it was quite safe. Or at least it was until quite recently.*

*"Then, a few days ago, we discovered that one of the sealed up entrances had been breached and toxic ore was being washed into the river. This is far below our living levels and does not directly have an impact on us, but we knew that any other underoerth inhabitants living downstream were going to be unhappy.*

*"Even more alarming was the fact that while some of the damage to one of the sealed entrances seemed to be partly caused by an oerthquake, much of the damage to all of the portals seems to have been caused deliberately. When the inspection team returned and made their report, we knew we would have to take action, but even as we debated how to repair the damage, a young dwarven girl named Innar went missing. Some simple divinations were performed, enough to tell us that she headed down the access shaft into the Tailings Cavern itself, and that she is still alive but not how or where. Further divinations have produced little or no results. Something about the cavern seems to interfere with our magic.*

*"We have not, of course, abandoned our efforts to retrieve Innar. Your presence, however, may prove to be fortuitous. Our rescue team was ready to depart in a few hours, but we would ask you to take their place.*

*"This then is the task we set before you in place of the fee to open negotiations—we wish you to enter the Tailings Cavern and find the girl Innar. In addition to her safe return, we want the Tailings Cavern completely scouted, conditions noted in detail, and samples of the ore tailings brought back to us."*

## QUESTIONS AND ANSWERS

The PCs may have questions about this task and the Khund attempt to answer as honestly as possible, seeking to ensure the success of this mission.

### *How do we obtain the sample of tailings?*

*Choose any loose rock in the Cavern and place it in this container. It should be sufficient for our purposes.*

The container is a stone pot with a screw-on lid of iron. It is waterproof and has enough space for one potion, if that becomes relevant.

### *Are you aware of any creatures facing us?*

*We are not aware of any creatures in the Tailings Cavern but urge you to be cautious.*

### *What is happening to magic?*

*We don't know. Perhaps you will be able to tell us when you return.*

They can confirm it impedes both divine and arcane magic.

### *How do we get to the Tailings Cavern?*

*There are two methods.*

*The first is the one we would not recommend: a narrow ledge above an underground river that flows past the cavern. If you slip and fall into the river, it is cold, fast and its ultimate destination is beyond our borders. It is also reputedly the domain of vicious creatures, although we have never seen any. There are also issues with some of our less reputable neighbors that might make this route far more dangerous than necessary.*

*The second route, which we think is far safer and more direct, is simply to climb down the tailings shafts, which were originally used to drop toxic mine waste into the cavern. It is 250 feet down, at a bit of an angle, but we have set up a knotted rope and it is a very narrow shaft, so even the weakest among you should have no troubles either climbing down or climbing back up.*

*You can also attempt instant transport magic. Although we are not sure what effect the magical difficulties in the Tailings Cavern will have on the spell, it is something we would be interested in observing.*

The Khund are trying to say "Take the access shaft". Going via the river is a tough and dangerous path (see *Interlude: Duergar Ambush*). Instant transport magic is quite a viable alternative, however, and there is no interference with traveling to the cavern (but there will be if transport magic is attempted when leaving the Cavern.).

### *What does the girl Innar look like?*

The Khund provide a description, as well as the clothing she was wearing. Her age is 32. The identification will be sufficient to confirm Innar's identity if she is found.

### *Why would Innar have gone into the Tailings Cavern?*

*We do not know, but she has always been an explorer of the deep unknown places.*

### *What are the dimensions and layout of the cavern?*

The Khund provide a full map and layout. They also describe a soft eerie blue light filling the entire cavern, which can be seen from above.

### ***Is there a time limit?***

*We had not considered that. The sooner, the better for Innar of course. Does that mean we will impose some artificial time constraint – no.*

There is no timeframe.

## **DEVELOPMENT**

As indicated, there are two routes to the Tailings Cavern—the tailings shafts (recommended by the dwarves) and the underground river.

If the adventurers choose the river, go to *7a: River*.

If they choose to take the recommended route down the tailings shafts, go to *7b: Tailings Shafts*.

## **7A: THE RIVER**

If the adventurers are all using darkvision, omit mention of a light source when they see the river.

*You are taken deep beneath the dwarven stronghold to a well-used tunnel. After several miles, you are led into a smaller tunnel that steeply slopes into the darkness. After several hundred feet, you hear the sibilant mutter and gurgling of moving water. A few steps more, and your light reflects off the black surface of a rapid underground river flowing across your path. The river is fully seventy feet across.*

*Thorvar Stormhammer, clearly worried by your choice of routes, indicates a narrow footpath cut into the wall beside the river.*

*"You must follow this path upstream for four miles to get to the Tailings Cavern. Do not drink the river water or fall in—it has been poisoned by mine tailings!"*

If the adventurers change their minds and decide to use the Tailings Shafts, go to *7b: Tailings Shafts*.

### **If they choose to take this route:**

Read this at APL 2 only:

*As you turn to go, Thorvar stops you. He unstraps a battle axe from his heavy pack. "This is Innar's cold iron battle axe—she left it behind when she climbed down the tailings shaft. Take it with you and give it to her when you find her." He holds it out to you.*

If any adventurer drinks the water, or falls in and fails a DC 10 Reflex save, they must make a DC 15 Fortitude save or be sickened for 24 hours, no secondary save. Any Large-sized creature that attempts to walk along the ledge

must make a DC 20 Balance check every 100 feet to avoid falling in. The distance to the Tailings Cavern is just over 5000 feet, requiring 50 checks. PCs may naturally employ magical aids to avoid this problem for creatures of this size.

Presumably the party will take typical precautions for walking beside a fast-moving river (being roped together, *potions of water walking* or *water breathing*, etc.). Therefore no rules have been provided for being swept away after falling in. If a PC does fall into the river, it is up to the DM to adjudicate the situation using standard rules for fast-moving water (*Dungeon Masters Guide* 304). If a PC is swept away, the adventure is over for the PC even if the PC manages to survive, given the difficulties of returning along an underground river in full spate in time to help the party. If a PC drowns, the Khund will recover their bodies and restore the PC to life for the usual costs, using their 9<sup>th</sup>-level cleric of Moradin.

If the adventurers take the river route without incident, read this to them. At this point, they have reached the upper right-hand corner of *DM Map: Tailings Cavern*.

*The walk along the narrow pathway is dangerous work on the slippery stone, as the underground river slides by only inches from your feet. As you walk upstream, the tunnel narrows substantially, and the river becomes angry and loud as it is squeezed through the constricted channel.*

*After what seems like at least a mile, you reach the location described to you by Thorvar Stormhammer. A pile of rubble in front of a dark open cave mouth marks where the cavern entrance was once carefully sealed up. Fifty or sixty feet ahead, you see a blue glow coming from around a corner.*

The adventurers will be seen by the duergar watching from their blind unless the PCs take precautions against being detected. (See *Interlude: Ambush*.)

If the adventurers enter Vir's cave, go to *9: Vir the Troll*.

If the adventurers skip over the entrance to Vir's cave and enter the Tailings Cavern directly, go to *8: Tailings Cavern*.

## **7B: TAILINGS SHAFTS**

*You are escorted deep beneath the dwarven stronghold by Thorvar Stormhammer and four guards. Eventually you enter a large cavern with two holes in the floor. Each of the holes is three feet wide, and a securely-anchored knotted rope disappears into each hole.*

*Thorvar stands beside one of the holes and mimes shoveling something into it. "When this part of our mines was in operation, we would shovel toxic mine tailings into these holes. From here, the tailings would fall 250 feet into the Tailings Cavern."*

*You peer into the black holes. Halflings and gnomes will easily move up and down the shafts, but humans, elves and other similar-sized adventurers will find it manageable, albeit a tight fit. The knotted ropes should make it easy to descend though.*

*Thorvar looks at you keenly. "Find the girl, and do not forget to bring back some samples of ore. I will leave you now—other work calls—but my guards will await your return to this level."*

If the adventurers change their minds and opt for the river path, go to *7a: River*.

### If they choose to take this route:

Read this at APL 2 only:

*Thorvar turns back after only a few steps. "I almost forgot." He picks up an axe propped up against a wall. "This is Innar's cold iron battle axe—she left it here when she climbed down the tailings shaft. Take it with you and give it to her when you find her." He holds it out to you.*

Given the narrow conditions and knotted rope, it is a DC 10 Climb check to go down or up. Medium creatures are squeezed, and Large creatures cannot even enter the shafts.

The DM should be familiar with the details of *Interlude: Duergar Ambush*, before proceeding to *8: Tailings Cavern*.

## INTERLUDE: DUERGAR AMBUSH

A group of duergar was responsible for breaching the seals and allowing the river to flood the Tailings Cavern. They also shoveled some of the tailings into the water to make the problem worse, knowing it would affect other folk downstream. They then built a blind to watch the entrance in order to prevent meddlers from entering "their" cavern. When the Cavern was visited by shaedlings and a troll, the duergar did not interfere, since the shaedlings helped them by inflicting even more damage to the Cavern's entrances. The duergar are content to let the shaedlings and troll stay in the Cavern as their unwitting allies.

At some point during the adventure, the duergar will attack the adventurers, depending on the adventurers' course of action:

- If the adventurers approach the Cavern via the river and are detectable by the duergar, go to *Duergar See Them Enter Via The River* below.
- If the adventurers enter via the river but are undetectable, or they do not use the river to enter the Cavern (climbing down the tailings shafts or using instant transport magic instead) and do not rest before they return to the upper levels, then the duergar attack as the adventurers leave—go to *Duergar Attack As They Leave* below.
- If the adventurers decide to rest and recuperate during the adventure, then the duergar will attack while they are resting—go to *Duergar Attack While They Are Resting* below.

The only way to completely avoid the duergar attack is to enter the Cavern via the shafts or instant transport magic or via the river while undetectable, then use instant transport magic to exit and return directly to Thorvar Stormhammer. (If the adventurers use instant transport magic to return just to the top of the tailings shafts, not directly to Thorvar Stormhammer, then go to *Duergar Attack as They Leave* below, but remove any references to the duergar having a surprise round.)

### DUERGAR SEE THEM ENTER VIA THE RIVER

The location of the duergar blind is "D" on *DM Aid: Tailings Cavern*. If the adventurers use the river to approach the Cavern, they will be seen by the duergar unless the adventurers are approaching in some manner that cannot be detected by the duergar. (If this is the case, the duergar only become aware of them after they have entered the Cavern, and shift their plans accordingly—go to *Duergar Attack as They Leave* below.)

The duergar's blind is precisely placed so as to observe all entrances to the Tailings Cavern, and carefully concealed. Noticing the duergar's blind requires a DC 45 Spot check. If the adventurers think to cross the river and carefully examine the surface of the rock outside the blind, a DC 40 Search check will detect the blind. Those with stonecunning gain a +4 bonus on either Search or Spot checks. However, the stone provides 100% concealment, so blindsight and blindsense are not effective, and the stone also blocks any detection spells. Other methods of detection might work at the DM's discretion. Obviously if the duergar are detected, they will come out of their blind and attack the PCs immediately.

If the duergar can see the adventurers approaching along the river, they will ambush the PCs if they engage in combat with Vir the troll during *9: Vir the Troll*. This makes for a far more challenging encounter since it combines two encounters into one, but the adventurers were warned by the Khund that the river was the more dangerous route because of the local inhabitants (in this case, the duergar). If the adventurers do not fight with Vir, then the duergar will wait for the next best opportunity, either *Duergar Attack as They Leave* or *Duergar Attack as They Rest*.

If the duergar join the combat with the troll and the PCs withdraw from combat, the duergar will pursue the adventurers and continue the combat.

See *9: Vir the Troll* for details of the troll encounter.

If the adventurers avoid combat with the troll through Diplomacy (possible at APL 2 & 4), then the duergar wait for another opportunity, either *Duergar Attack as They Leave* or *Duergar attack as They Rest*, as applicable.

### Tactics

**APL 2:** The duergar use Round 1 to drink *potions of water walking* (CL 10, not listed in the stat blocks) in order to quickly cross the river. They exit their stone blind in Round 2, cross the river in round 3, and enter combat in round 4. The duergar concentrate on one adventurer at a time, using their *enlarge* ability to reach over the front line if they cannot get close enough to attack. They ignore Innar until all adventurers have been killed, recognizing her as no threat to them during combat. They fight to the death, and do not consider Diplomacy or offers to surrender.

**APL 4 and 6:** The duergar use Round 1 to drink *potions of water walking* (CL 10, not listed in the stat blocks) in order to quickly cross the river. They exit their stone blind and cross the river in round 2, and enter combat in round 3. The duergar concentrate on one adventurer at a time, using their *enlarge* ability to reach over the front line if they cannot get close enough to attack. They ignore Innar until all adventurers have been killed, recognizing her as no threat to them during combat. They fight to the death, and will not consider Diplomacy or offers to surrender.

**APL 8+:** The duergar use the first two rounds to drink *potions of water walking* and *haste* (CL 18, stat blocks do not reflect this). They exit their stone blind immediately and enter combat in Round 3. The duergar concentrate on one adventurer at a time, using their *enlarge* ability to reach over the front line if they cannot get close enough to attack. They ignore Innar until all adventurers have been killed, recognizing her as no

threat to them during combat. They fight to the death, and will not consider Diplomacy or offers to surrender.

### DUERGAR ATTACK AS THEY LEAVE

If the adventurers enter the Cavern via the tailings shafts or via instant transport magic, or if they enter undetected via the river, then the duergar discover their presence through divinations and other magical means. They then use this knowledge to set a deadly ambush for the adventurers either at the top of the tailings shafts or an exit by the river, whichever is the place where the adventurers finally exit the Cavern in order to return to Thorvar Stormhammer.

If the PCs have successfully guarded all members of their group from divination magic, or if the party uses instant transport magic to return to the top of the tailings shafts, then the duergar still attack where the adventurers exit the Cavern, but it is not an ambush, and there is no surprise round.

#### Attack at the top of the tailings shafts

Using other tunnels, the duergar reach the top of the tailings shafts before the adventurers and kill the Khund guards who are stationed there. Depending on the APL, the duergar may have had time to prepare an ambush as the adventurers climb out of the tailings shafts.

Read this as the first adventurer reaches the top of the tailings shaft:

***You see before you the Khund guards that escorted you down.***

#### APL 2

***They are lying dead on the ground, and other dwarves, with bloody weapons in their hands and sly grins on their faces, still stand above them. The attackers do not appear to have noticed you.***

The duergar have just ambushed the Khund guards, and it is obvious they are hostile. The duergar are at least 50 feet from the tailings shafts and the PCs gain a surprise round on them, since they have arrived before the duergar are ready.

#### APL 4 and 6

***The guards seem startled by your sudden appearance, and seem ill at ease as they move to assist your exit from the tailings shaft.***

The duergar have killed the Khund guards and donned their clothes, but their ambush is not fully prepared. All PCs, even if they are still down in the shafts, gain a Spot check versus the duergar's Disguise check of 15+APL. If one or more PCs make the check, nobody in the party is

surprised, otherwise the duergar begin 20 feet away and have a surprise round.

#### APL 8+

***The guards are standing at the top of the tailings shaft, holding a helping hand out to assist you.***

The duergar have killed the Khund guards, donned their clothing and their ambush is ready and prepared. Only the PC exiting first gets a Spot check versus the duergar's Disguise check of 25+APL. The duergar are standing beside the tailings shafts.

**Tactics:** The duergar concentrate on one adventurer at a time, using their *enlarge* ability to reach over the front line if they cannot get close enough to attack. They ignore Innar until all adventurers have been killed, recognizing her as no threat to them during combat. They fight to the death, and will not consider Diplomacy or offers to surrender.

#### **Attack at the river entrance**

If the adventurers leave by the river entrance, the duergar are hiding in their blind, and use their *potions of water walking* (and *haste* at APLs 8-12) to quickly move to attack. The duergar concentrate on one adventurer at a time, using their *enlarge* ability to reach over the front line if they cannot get close enough to attack. They ignore Innar until all adventurers have been killed, recognizing her as no threat to them during combat. They fight to the death, and will not consider Diplomacy or offers to surrender.

### **DUERGAR ATTACK WHILE THEY ARE RESTING**

If the PCs choose to stop and rest, and do not take extra-dimensional precautions such as *rope trick*, the duergar ambush them as they rest. The duergar fully prepare beforehand, then attack en masse, seeking to get in and deliver *coup de graces* against sleeping characters if possible. See *Tactics* below, which are identical at all APLs.

If the adventurers retreat right back into the upper levels to rest i.e. they rest in the sleeping chambers of the Khund outpost, or if they use *rope trick* or other extra-dimensional means while resting, then the duergar will modify their plans and wait for a better opportunity—go to *Duergar Attack as They Leave* above.

#### **Tactics**

**APL 2-6:** The duergar concentrate on one adventurer at a time, using their *enlarge* ability to reach over the front line if they cannot get close enough to attack. They ignore Innar until all adventurers have been killed,

recognizing her as no threat to them during combat. They fight to the death, and do not consider Diplomacy or offers to surrender.

**APL 8 & 10:** The duergar have all taken their *potions of haste* before they begin the attack. They concentrate on one adventurer at a time, using their *enlarge* ability to reach over the front line if they cannot get close enough to attack. They ignore Innar until all adventurers have been killed, recognizing her as no threat to them during combat. They fight to the death, and do not consider Diplomacy or offers to surrender.

**APL 12:** The duergar have all taken their *potions of haste* before they attack. During the surprise round, they all *enlarge*. They concentrate on one adventurer at a time, reaching over the front line if they cannot get close enough to attack. They ignore Innar until all adventurers have been killed, recognizing her as no threat to them during combat. They fight to the death, and do not consider Diplomacy or offers to surrender.

### **AFTER COMBAT**

If this combat occurred in Vir's cavern, see *8:Vir the Troll* for the adventurers' options.

If this combat is at the river or at the top of the tailings shafts as the adventurers left the Tailings Cavern to return to Thorvar Stormhammer, then go to *Conclusion*.

If this combat occurred as the adventurers rested, then proceed with the adventure from the point at which the adventurers decided to rest.

#### **Creatures**

##### **APL 2 (EL 3)**

**Don, Evi, Slash:** Duergar War1 Medium humanoid; hp 10 each; See *Appendix 1*.

##### **APL 4 (EL 5)**

**Don, Evi, Slash:** Duergar Ftr1 Medium humanoid; hp 14 each; See *Appendix 1*.

##### **APL 6 (EL 7)**

**Don, Evi, Slash:** Duergar Ftr2/Rog1 Medium humanoid; hp 36 each; See *Appendix 1*.

##### **APL 8 (EL 9)**

**Don, Evi, Slash:** Duergar Ftr4/Rog1 Medium humanoid; hp 61 each; See *Appendix 1*.

##### **APL 10 (EL 11)**

**Don, Evi, Slash:** Duergar Ftr6/Rog1 Medium humanoid; hp 86 each; See *Appendix 1*.

## APL 12 (EL 13)

**Don,** **Evi,** **Slash:** Duergar  
Ftr6/Rog1/DwarvenDefender2 Medium humanoid; hp  
108 each; See *Appendix 1*.

### Treasure:

**APL 2:** Loot: 402 gp; Coin: 0 gp; Magic: 0 gp.

**APL 4:** Loot: 402 gp; Coin: 0 gp; Magic: 0 gp.

**APL 6:** Loot: 583 gp; Coin: 0 gp; Magic: 0 gp.

**APL 8:** Loot: 9 gp; Coin: 0 gp; Magic: *+1 great axe* \* 3 (193 gp \* 3 each), *+1 full plate* \* 3 (221 gp \* 3 each).

**APL 10:** Loot: 9 gp; Coin: 0 gp; Magic: *+1 great axe* \* 3 (193 gp \* 3 each), *+1 full plate* \* 3 (221 gp \* 3 each), *+1 vest of resistance* \* 3 (83 gp \* 3 each), *lesser crystal of energy assault (cold)* \* 3 (250 gp \* 3 each).

**APL 12:** Loot: 9 gp; Coin: 0 gp; Magic: *+1 great axe* \* 3 (193 gp \* 3 each), *+3 full plate* \* 3 (805 gp \* 3 each), *+1 vest of resistance* \* 3 (83 gp \* 3 each), *lesser crystal of energy assault (cold)* \* 3 (250 gp \* 3 each).

## 8: TAILINGS CAVERN

### Magic dampening in the cavern

Unknown to the Khund, the mixture of various types of tailings in the cavern combined with water have produced a field inside the Cavern that has two effects:

- All the water in the main cavern—including condensed water on the walls—glows an eerie blue, providing 60-foot illumination for all creatures.
- There is a magic-dampening field that makes magic more difficult to use inside the main Cavern.
  - Creatures attempting to cast spells or use spell-like abilities must make a (DC 15 + Caster Level) Concentration check. Combat Casting, normally only used during defensive casting, specifically works for this check. If the creature makes the check, the spell or spell-like effect is successfully cast – if not, it fails to be cast, but the spell or spell-like ability is not lost.
  - Every time a creature successfully casts a spell or uses a spell-like ability, that creature gains a cumulative +1 bonus to their next Concentration check, to a maximum of +5. This Concentration benefit fades away after 10 minutes without casting spells or using spell-like abilities.
- Wands, staffs, scrolls and other devices that cast a spell must also make a Concentration check

with a DC of (15 + Caster Level of the item). The check is made with the Concentration ranks of the creature using the item, with no ability, feat or other modifiers included.

- Supernatural abilities, potions, elixirs and oils are unaffected, as are permanent-style magical items or effects from spells that were cast before entering the Cavern.

For adventurers with Knowledge (dungeoneering), it is possible to identify this effect after observing 3 spells being cast or attempted. The adventurer successfully making a DC 20 check is able to piece together all of the information listed above. If the initial check is a failure, the adventurer can repeat the check once per round as a free action. If the adventurer observes three spells attempted or cast outside of combat, then he or she can take 20, making the above knowledge automatic when attempted outside of combat.

### Terrain

- The walls and ceiling are natural rock, but due to the condensed water on all surfaces, they are a DC 25 Climb check.
- A foot of water covers most of the floor, impeding movement and making it difficult terrain. If *water walk* or *fly* can be cast successfully, either will remove this impediment.
- A pile of tailings where the shaedlings are located forms an island in the middle of the Cavern, and movement is normal on the island. Innar's cold iron battle axe later noted is on this "island" (except at APL 2, when it is given to the PCs by Thorvar).
- The ceiling is 15 feet above the surface of the water. Knotted ropes hanging from the tailings shafts in the ceiling drop down into the water and touch at the points marked "R" on the *DM Map: Tailings Cavern*. (It is a DC 0 Climb check to descend or ascend)

### Entering the cavern

Read this as the first adventurer enters the Tailings Cavern, either via Vir the Troll's cavern or one of the other two entrances from the river into the main cave, or when the adventurer emerges from the tailings shaft in the ceiling of the Cavern (note that anyone looking down into the Access Shaft will see an eerie blue glow at the end of it, and anyone entering by the two entrances from the river into the main cavern will also see a blue glow spilling out onto the river—but not from Vir's cavern):

*The cavern before you glows an eerie blue, perhaps from light refracting through the water condensed on the walls and pooled on the cavern floor, or perhaps the water itself is glowing. The water on the floor of the cavern of indeterminate depth, although small islands of tailings stick up here and there.*

*There are three entrances in the walls of the cavern, and it is evident that although they had been sealed up at some point, they have been crudely hacked open again, allowing water to partially fill the Cavern.*

*You spot some movement coming from the largest pile of tailings in the centre of the cavern.*

Presumably the PCs are detectable when they enter this area – if they avoid detection by the shaedlings, modify the encounter accordingly.

The shaedlings do not attack until the PCs are either in the cavern, or if the PCs are already engaged in combat with the duergar as they retreat from Vir's cavern, or if the PCs are clearly hesitating and unsure of what to do. The shaedlings fly forward at that point to engage the PCs. They fear their drow masters more than the adventurers, and combat cannot be avoided by Diplomacy.

Adventurers capable of making a Knowledge (nature) check can determine the following on a successful check:

**DC 14:** This creature is a shaedling, a hateful fey with command over shadow. All information is provided regarding fey traits: Low-light vision, proficient with all simple weapons and any weapons mentioned in creature's entry, whatever type of armor that it is described as wearing, and shields if they are proficient with any form of armor. Fey eat, sleep, and breathe.

**DC 19:** The spinnerets on a shaedling's belly allow it to form weapons and other implements from shadowy strands, as a swift action. A shaedling can also weave a wall of shadows to block sight from all save those with darkvision.

**DC 24:** Shaedlings can use a special javelin to put a creature to sleep. Their tough skin is best cut by cold iron but they have no known energy resistances, immunities or weaknesses.

### COLD IRON (APL 4-12 ONLY)

Innar did not come entirely unprepared. She had a masterwork cold iron battle axe with her and it has been left where it fell, in the center of the room. All PCs should be allowed a DC 5+APL Spot check to notice the glint of metal in the glow of the room, with a DC 20 Spot check identifying the item as a battle axe. The battle axe is in the middle of the cavern itself, on the tailings

"island". The weapon is undamaged and immediately useable.

(At APL 2, Innar left this axe in the upper levels, and Thorvar gives it to the PCs to carry with them.)

### Tactics

The shaedlings are aware of the magical dampening in the Cavern, and do not employ spells until the adventurers have successfully cast an offensive spell against them. As a result, if the adventurers only use healing or defensive spells, the shaedlings will not attempt to use magic themselves. However, the shaedlings are still subject to Concentration checks if they do decide to use magic.

Although the shaedlings know that their supernatural abilities work for the moment, they are worried that the magical dampening could affect those abilities at some point, and will not employ *wall of darkness* or their *cursed javelins* until there is only one shaedling left and it is below 10 hp. Otherwise, the shaedlings move to attack as soon as they spot the PCs. They hover as high as they can while attacking with their spiked chains, and will try to avoid taking massive damage.

The shaedlings do attempt to keep their distance and use their reach advantage, but note that the height of the ceiling prevents them from actually getting beyond the range of reach weapons as well!

### Creature(s) (Environment is a +1 EL Modifier)

#### APL 2 (EL 4)

**Slither:** Shaedling Duskblade2 Medium fey; hp 54; See *Appendix 1*.

#### APL 4 (EL 6)

**Slither and Wisp:** Shaedling Duskblade2 Medium fey; hp 54 each; See *Appendix 1*.

#### APL 6 (EL 8)

**Slither and Wisp:** Shaedling Duskblade4/Ftr1 Medium fey; hp 94 each; See *Appendix 1*.

#### APL 8 (EL 10)

**Slither and Wisp:** Shaedling Duskblade5/Ftr2 Medium fey; hp 119 each; See *Appendix 1*.

#### APL 10 (EL 12)

**Slither and Wisp:** Shaedling Duskblade5/Ftr2/Swashbuckler2 Medium fey; hp 143 each; See *Appendix 1*.

#### APL 12 (EL 14)



**Slither and Wisp:** Shaedling Duskblade6/Ftr2/Swashbuckler3 Medium fey; hp 167 each; See *Appendix 1*.

#### Treasure:

**APL 2:** Loot: 0 gp; Coin: 0 gp; Magic: *potion of cure moderate wounds* (25 gp each).

**APL 4:** Loot: 0 gp; Coin: 0 gp; Magic: *potion of cure moderate wounds* \* 2 (25 gp \* 2 each).

**APL 6:** Loot: 0 gp; Coin: 0 gp; Magic: *potion of cure critical wounds* \* 2 (63 gp \* 2 each), *+1 ring of protection* \* 2 (167 gp \* 2 each).

**APL 8:** Loot: 0 gp; Coin: 0 gp; Magic: *potion of cure critical wounds* \* 2 (63 gp \* 2 each), *+1 ring of protection* \* 2 (167 gp \* 2 each), *+1 amulet of natural armor* \* 2 (167 gp \* 2 each), *+1 vest of resistance* \* 2 (83 gp \* 2 each).

**APL 10:** Loot: 0 gp; Coin: 0 gp; Magic: *potion of cure critical wounds* \* 2 (63 gp \* 2 each), *+2 ring of protection* \* 2 (667 gp \* 2 each), *+1 amulet of natural armor* \* 2 (167 gp \* 2 each), *+1 vest of resistance* \* 2 (83 gp \* 2 each), *+2 headband of intellect* \* 2 (333 gp \* 2 each).

**APL 12:** Loot: 0 gp; Coin: 0 gp; Magic: *potion of cure critical wounds* \* 6 (63 gp \* 6 each), *+2 ring of protection* \* 2 (667 gp \* 2 each), *+2 amulet of natural armor* \* 2 (667 gp \* 2 each), *+3 vest of resistance* \* 2 (750 gp \* 2 each), *+2 headband of intellect* \* 2 (333 gp \* 2 each).

## QUESTIONING THE SHAE DLINGS

If captured and questioned, the shaedlings indicate they were sent by their drow masters to investigate the source of the poison in the river. They mention that Vir the troll accompanied them, but do not know where he is currently, merely that he was hiding nearby recently (all true). They gladly share that a dwarven girl was taken as a captive by the troll two days ago before. They confess to completing the work of damaging the Cavern's seals, but insist that the seals were already massively damaged before they arrived. They do not know of the nearby duergar in their blind.

## INVESTIGATING THE TAILINGS CAVERN

If any PC attempts to investigate the causes of the damage to the cavern, he or she knows the following on a DC 20 Knowledge (architecture and engineering) check:

- some of the damage to the Cavern's sealed entrances was caused by an oerthquake
- however, most of the damage to the seals was not natural but deliberately caused.
- The damage to the seals is of two varieties, indicating two different parties did the damage, but whether the parties worked together or at different times is impossible to discern

- The position and distribution of the toxic tailings under the water on the Cavern floor is not consistent with being naturally washed away by the river—it looks like someone or something deliberately pushed or shoveled tailings into the water.

Anyone making this check gets a +4 circumstance bonus on Initiative checks during the duergar attack as outlined in *Interlude: Duergar Ambush*.

## DEVELOPMENT

If the PCs continue to search the area for information or clues about Innar, proceed to *9: Vir the Troll*.

If the PCs want to rest in the Cavern, or retreat outside the Cavern, rest and then return, this triggers a duergar ambush (unless the duergar have already attacked). Go to *Interlude: Duergar Ambush*.

If the PCs want to retreat completely and not return, this triggers a duergar ambush (see *Interlude: Duergar Ambush*) unless the duergar have already attacked, in which case, proceed to *Conclusion*.

## 9: VIR THE TROLL

The young dwarven girl Innar and the troll Vir (bladerager troll at APL 6+) are located in this small cavern.

At APLs 2 & 4, Vir is undergoing conversion to a bladerager troll and the first implants (not visible) are already in and working away at his mind. At APLs 6+, the conversion is complete.

When Innar was captured two days ago by the shaedlings, her presence eased the pain in Vir's mind caused by his implants. Therefore, when the shaedlings made to kill Innar, he ripped one apart in a single attack and retreated with Innar to this smaller cave. The shaedlings are afraid to confront him, and afraid to leave lest he attack them. Not knowing this, Vir waits for them to go away so he can flee down the river with Innar. So the two sides are held in place by fear of each other.

There are two entrances to Vir's cave, one from the river and one from the main Tailings Cavern. If the PCs arrive here from *8: Tailings Cavern*, then read the following:

*The eerie blue glow around you lights up the entrance to a smaller, darker cavern.*

Read this to all parties, regardless of which entrance they use:

*A large hulking figure looms into sight, a slender dwarven girl standing just behind it. Swiveling a bloodied head, the creature stares out at you with a*

*certain degree of menace on its face. A small doll hangs around its neck like a talisman.*

## VIR'S CAVERN

- All walls, floor and ceiling are stone.
- There is no water or tailings in this cavern, so the magic-dampening effect described in *8: Tailings Cavern* does not occur here, and there is no impediment to spell-casting.
- Enough of the blue light from the Tailings Cavern comes through the entrance to provide enough illumination for all creatures.
- The floor is covered with rubble. All squares count as difficult terrain.
- The ceiling is 10 feet high.
- The walls are rough stone, requiring a DC 15 Climb check.

## APL 2 & 4

Diplomacy is possible at APL 2 and 4 if the adventurers wish to try because the troll is sufficiently aware and sane. The young dwarven girl, Innar, is friendly toward the troll and can translate to Giant should nobody else speak the tongue (although note later that there is a benefit to the PCs if they do speak the language).

The plates being inserted into the troll are stone (unlike the typical steel for a future bladerager troll) and Innar has the makings of an Earth Dreamer (prestige class from *Races of Stone*). As a result, her mere presence is able to soothe and calm Vir and allow him to think in a more lucid manner (at least for a low Int creature).

Since she and Vir have been talking for two days, Innar is well aware of all these facts, the background of the shaedlings, and their drow masters. Innar has given the troll one of her two dwarven warrior dolls (they both have realistic armor and craft tools) and he has hung it around his neck as a talisman.

Those taking the time to view the situation may attempt any or all of the following Skill checks (they are also useful if attempting Diplomacy later in this Encounter):

DC 16 Knowledge (nature) – This is a troll, although it is significantly bulkier than most and likely a prime combat fighter.

DC 11 Craft (weaponsmithing) – The claws of the troll have been sharpened and have stone implanted into them. These will not cause more damage at this stage, but could if they were larger.

DC 14 Appraise – there is stone implanted in the troll. Most of it appears to be obsidian and is likely quite valuable.

DC 20 Decipher Script – there are markings on the stone embedded into the troll. Although not a language, they seem to indicate that the troll belongs to someone.

DC 12 Sense Motive – the Troll is placing its body between the PCs and that of the young dwarven girl in an apparent protective fashion.

DC 15 Spot – Innar, the young dwarven girl, has her hands clutched possessively about a small doll, which is similar to the doll hanging around the neck of the troll.

## Attempting Diplomacy

Vir does not trust the PCs at first. Any hostile action by any PC or accompanying creature—including any attack, casting any spell with a material or somatic component (unless Innar or a PC explains it specifically ahead of time in a manner that satisfies the DM), changing shape, form or appearance (including *invisibility*)—results in combat, though Diplomacy may still then be attempted (suffering the standard -10 penalty for Rushed and a further -20 circumstance penalty). Having weapons out and ready is not sufficient to be considered hostile (although it does affect the Diplomacy check if the player attempting it is holding an unsheathed or loaded weapon.)

One adventurer may attempt one Diplomacy check (others in the party may aid). The check represents a standard attempt to change Vir's attitude from Hostile to Helpful. As per *Players Handbook* 72, this requires a DC of 50. Failure results in combat.

The following modifiers each give a cumulative +2 bonus to the Diplomacy check:

## Modifiers

- The PC making the check has at least one level of Earth Dreamer, Healer or Combat Medic;
- The PC making the check is a half-orc, elf (not half-elf) or dwarf
- The PC making the check has not made any hostile actions (as defined above).
- The PC making the check has not readied a weapon any time during the encounter
- The PC making the check speaks Giant during negotiations;
- Each skill check made by any party member earlier in this Encounter, when the party saw the Troll and Innar for the first time;
- Anyone in the party indicates within Innar's hearing that the shaedlings from *8: Tailings*

*Cavern* have been defeated (she will translate this for Vir)

#### Subjective modifiers (at discretion of the DM)

- The PC making the check did not threaten, scold or attempt to forcibly take Innar away in any fashion;
- If the PCs are friendly toward Innar and show her genuine respect and interest

In addition, all general bonuses applicable to a Charisma check with a troll from the Undercommon—including lifestyle bonuses—are also applicable.

If the party does not succeed in upgrading Vir's attitude from Hostile to Helpful, Vir immediately attacks.

#### Combat Tactics at APL 2 & 4

**If Party Attempted Diplomacy:** If the PCs attempted Diplomacy but were unsuccessful, Vir is more cautious than normal. He does not use his rend ability during combat and all his attacks are for non-lethal damage (thus he suffers a -4 attack penalty), but otherwise uses the tactics under "If Party Did not Attempt Diplomacy".

**If Party Did not Attempt Diplomacy:** Vir is a blunt and straightforward combatant. Where possible, he uses his pounce ability as much as he can, accepting attacks of opportunity to do it again to another opponent if the chance presents itself. He is cunning enough to use his *rock boots* to bypass the effects of difficult terrain caused by the rubble in the cavern. (He can activate them 5 times a day to avoid difficult terrain penalties for a single round). If the party did not attempt Diplomacy, he uses his rend ability whenever possible and does not use non-lethal combat.

#### APL 2 (EL 5)

**Vir:** Troll Large giant; hp 72; See *Appendix 1*.

#### APL 4 (EL 7)

**Vir:** Troll Sct2 Large giant; hp 98; See *Appendix 1*.

#### APL 6-12: NO DIPLOMACY POSSIBLE

At APL 6+, the troll is insane and has no language—any form of language-dependent spell or ability fails against Vir as a result. Diplomacy of any type is not possible. Vir attacks immediately, seeking to keep Innar for itself, and the healing that she represents. Innar still feels sorry for Vir at this level but she has been unable to do anything other than give it a talisman to wear.

#### Tactics (APL 6+)

Vir is a blunt and straightforward combatant. Where possible, he uses his pounce ability as much as he can, accepting attacks of opportunity to do it again to another opponent if the chance presents itself. He is cunning enough to use his *rock boots* to avoid difficult terrain in the cavern (he can activate them 5 times a day to avoid difficult terrain penalties for a single round). He uses his rend ability when possible.

At these APLs, Vir is also entirely insane. He changes targets each round and never attacks the same person twice in a row, unless that person is the only target remaining. His choices should be entirely random and he willingly provokes attacks of opportunity to fulfill this, since he has no regard for what is actually taking place.

#### APL 6 (EL 9)

**Vir:** Bladerager Troll Sct2 Large giant; hp 132; See *Appendix 1*.

#### APL 8 (EL 11)

**Vir:** Bladerager Troll Sct2/Ftr2 Large giant; hp 169; See *Appendix 1*.

#### APL 10 (EL 13)

**Vir:** Bladerager Troll Sct2/Ftr4 Large giant; hp 206; See *Appendix 1*.

#### APL 12 (EL 15)

**Vir:** Bladerager Troll Sct2/Ftr6 Large giant; hp 257; See *Appendix 1*.

#### FOLLOWING COMBAT

If the adventurers manage to bring Vir down below 0 hp without killing him, Innar, the young dwarven woman, tries to intervene on Vir's behalf before they can finish him off with acid or fire.

She quickly tells them the following (assume she can do so and the adventurers can come to a decision before Vir regenerates enough hit points to regain consciousness):

- Innar is a young acolyte of Moradin but she also senses a great connection to the earth itself.
- Somehow, the troll seemed to find great solace or peace as long as it stayed within a few feet of her.
- She feels sorry for it, something she did not feel for the shaedlings who attacked her when she emerged into the Tailings Cavern.
- Vir rescued her from the shaedlings, and they have been hiding in this cavern until the shaedlings left.

- She makes it very clear that she appreciates her rescue but does not hold the troll at all responsible for her capture.
- She would like the adventurers to spare the life of Vir and leave him here while she returns to the upper levels with them.

If the adventurers listen to her and spare the life of the troll, Innar is very pleased and willingly goes with the adventurers. If they disregard her request, she is saddened but understanding.

(If they do spare Vir's life and leave with Innar, Vir shambles away into the darkness once he awakes, and makes no attempt to follow Innar and the adventurers.)

If the adventurers spare Vir's life, Innar personally visits both the Black Arrow and Sylvana bint Zoltan to thank them for sending the PCs. The young woman, fervent in her beliefs and supported by the Khund leadership, helps to mitigate the tensions between the two leaders of the Army of the Righteous. As a result, the PCs gain the **Peacemaker** AR Award if they have not already earned it.

## DON'T FORGET THE DUERGAR

As outlined in *Interlude: Duergar Ambush*, if the PCs arrived via the river and were seen by the duergar, the duergar will join any combat with Vir as noted in *Interlude: Duergar Ambush*. They will do this even if the adventurers do not enter Vir's cave from the river, but use the "inside" entrance instead.

## RETREAT!

The adventurers can always choose to withdraw from combat with Vir—he will not follow them out of his cavern. (However, Innar willingly stays in the cavern with Vir.)

If they retreat, the adventurers have two choices: retreat to the river, or retreat into the Tailings Cavern.

### Retreat to the River

If the adventurers arrived via the river, the duergar have seen them and joined the combat with the troll. If the adventurers retreat to the river, the duergar pursue them and continue combat. If the adventurers defeat the duergar, they can choose to

- immediately reenter Vir's cave to confront him again
- or retreat down the river, either to rest and recuperate before returning to confront Vir again, or to enter the Tailings Cavern via the tailings shaft (go to *7b: Tailings Shafts*), or to call an end to the adventure (go to *Conclusion*).

If the adventurers entered the Tailings Cavern by climbing down the Tailings shafts (meaning that the duergar did not join the combat with Vir), and then retreat out to the river, then the duergar see them, and plan to ambush them on the adventurers' next action—

- if they retreat down the river to end the adventure, the duergar attack immediately
- if they retreat down the river to rest, the duergar attack them as they rest
- if they retreat to an upper level to end the adventure, the duergar attack them at the entrance to the tailings shafts
- If they immediately reenter Vir's cavern, the duergar follow them inside and join the combat.

See *Interlude: Duergar Ambush* for details.

### Retreat to Tailings Cavern

If the adventurers enter Vir's cavern from the Tailings Cavern (meaning they have likely already defeated the Shaedlings), and then they retreat from Vir's cavern back out into the Tailings Cavern, they can opt to:

- Regroup and reattack Vir immediately
- Rest and recuperate in the Tailings Cavern or possibly at the top of the tailings shafts. This results in an ambush by the duergar as they rest (if they have not already been attacked by duergar). See *Interlude: Duergar Ambush*.
- Retreat to the upper levels in order to end the adventure. In this case, if the duergar have not already attacked, they do so now. (see *Interlude: Duergar Ambush*)

If the adventurers originally enter Vir's cavern from the river, and from there retreat into the Tailings Cavern, then things get a bit hairy for them. The duergar have seen them by the river, and have joined the combat with Vir as described in *Interlude: Duergar Ambush*. When the adventurers retreat into the Tailings Cavern, any surviving duergar pursue the adventurers to continue the combat. As soon as the shaedlings see this combat, they attack the party as well. See *8: Tailings Cavern* for details of the shaedlings, as well as the magic dampening effect present in this place.

### Treasure

**APL 2:** Loot: 0 gp; Coin: 0 gp; Magic: 0 gp.

**APL 4:** Loot: 0 gp; Coin: 0 gp; Magic: *rock boots* (167 gp each).

**APL 6:** Loot: 0 gp; Coin: 0 gp; Magic: *rock boots* (167 gp each), *+1 vest of resistance* (83 gp each).

**APL 8:** Loot: 0 gp; Coin: 0 gp; Magic: *rock boots* (167 gp each), *+1 stone full plate* (221 gp each), *+2 vest of*

*resistance* (167 gp each), *gloves of fortunate striking* (167 gp each).

**APL 10:** Loot: 0 gp; Coin: 0 gp; Magic: *rock boots* (167 gp each), +2 *stone full plate* (471 gp each), +2 *vest of resistance* (167 gp each), *gloves of fortunate striking* (167 gp each), +1 *ring of protection* (167 gp each), *pale blue rhomboid ioun stone* (667 gp each).

**APL 12:** Loot: 0 gp; Coin: 0 gp; Magic: *rock boots* (167 gp each), +2 *stone full plate* (471 gp each), +2 *vest of resistance* (167 gp each), *gloves of fortunate striking* (167 gp each), +1 *ring of protection* (167 gp each), *pale blue rhomboid ioun stone* (667 gp each), *deep red sphere ioun stone* (750 gp each), *pink rhomboid ioun stone* (750 gp each), +1 *amulet of natural armor* (167 gp each).

## DEVELOPMENTS

Once Vir is defeated and the adventurers decide whether to kill him or let him live, what happens next is largely dependent on where the adventurers have already been.

### Entered Vir's Cavern via river entrance

If the adventurers entered Vir's cavern via the river, then they can opt to:

- End the adventure without visiting the Tailings Cavern by retreating back up the river. Go to *Conclusion*
- Enter the Tailings Cavern. Go to 8: *Tailings Cavern*

### Entered Vir's Cavern from the Tailings Cavern

If the adventurers entered Vir's cavern via the Tailings Cavern, and they have not yet faced the duergar, then their next action results in an ambush by the duergar unless they choose to immediately return to Thorvar Stormhammer via instant transport magic. See *Interlude: Duergar Ambush* for details.

If the adventurers have already encountered the duergar, then they can freely return to the upper levels to conclude the adventure

## CONCLUSION

**Tactical Success:** Used personal resources to pay for "negotiating fee", so adventure in lower level wasn't necessary

*You left the Khund with the agreement that you know the Ket army needs. Yet you can't help but feel that Thorvar Stormhammer required something more from you. No matter, the Army of the Righteous is back on the march again.*

**Complete Success:** Returned to the Upper Levels with Innar and ore samples

*Innar is hugged and passed back and forth from dwarf to dwarf like a prized trophy until she is dizzy. The entire outpost roars with laughter and song, and mugs of devilishly strong dwarven ale are pressed into your hands. As you hand the ore sample from the Tailings Cavern to Thorvar Stormhammer, he smiles as he takes it.*

*"Valuable, yes. This might enable us to devise a method to purify the Cavern and the river. And as we learn more about its curious properties, we may be able to create new types of armor and weapons. But in bringing back Innar to us, you have returned with a more valuable prize, I think."*

**Partial Success:** returned to the upper levels with Innar but no ore samples

*Innar is hugged and then passed back and forth from dwarf to dwarf like a prized trophy until she is dizzy. The entire outpost roars with laughter and song, and mugs of devilishly strong dwarven ale are pressed into your hands. However, Thorvar Stormhammer sighs as he watches the happy scene.*

*"Thank you for recovering Innar. She is a valuable member of our community and destined for greatness, I believe. But I fear we will rue the loss of the ore samples—the poisoning of the underground river has angered many peoples living downstream, and we can expect swift retribution if we are not able to analyze what has happened in the Tailings Cavern and devise a method to purify the river."*

**Partial failure:** returned to the upper levels with ore samples but without Innar

*The dwarves of the outpost look on silently as you hand Thorvar Stormhammer the ore samples from the Tailings Cavern. He sighs.*

*"Valuable, yes. This will enable us to devise a method to purify the Cavern and the river. But what of our beautiful Innar, she who was destined for greatness..." He turns away slowly.*

**Failure:** returned to upper levels without Innar or ore samples

*You ride back to the Ket army with a heavy heart. Although the Khund seemed to be understanding when you came back empty-handed, you were quietly shown to the front gate without fanfare or farewell. Not only did you fail to recover the young girl Innar or ore samples from the Tailings cavern, but you left the Khund outpost without the agreement that the Ket army needed. You are not looking forward to explaining this to Sylvana and the Black Arrow.*

**Complete Failure:** refused to meet with Ket leaders, or refused to visit Khund, or refused to go into lower levels  
*An adventure that never quite got off the ground. You are starting to wonder if this adventuring life is for you.*

## EXPLANATION OF AR ITEMS

**Accessories:** If a PC purchased items for the Ball, they gain this AR Award with the appropriate item(s).

**Impressive:** The PC at the table making the most spectacular entrance to the Ball (highest Charisma check as calculated in *3: Ball*) is provided with this AR Award ONLY if he or she also agreed to become an envoy to the Khund.

**Peacemaker:** There are two ways to earn this reward—

- If the PC(s) succeeded at being diplomats with the Black Arrow and Sylvana bint Zoltan and thereby lessening tensions in the Army of the Righteous, they are all provided with the AR Award **Peacemaker**.
- If the PCs spared the life of Vir the Troll (in *9: Vir the Troll*), they are also provided with the AR Award **Peacemaker**.

This award requires immediate TU expenditures.

**Armor of the Caverns:** Granted to anyone who entered the Tailings Cavern and let any piece of their equipment actually touch the water of the cavern. (Example: someone who refused to walk through the water, or used a *fly* spell to cross the Cavern would not qualify unless he or she made a point of touching the water at some point.)

**Rock Solid:** Granted if the PCs rescued and returned Innar to the Khund, regardless of whether they defeated any of the creatures encountered. This reward requires an immediate expenditure of TUs.

**Shaedling Cloak:** Provided if the PCs bring back the tailings samples as requested by the Dwarves.

**Big Spender:** Any PC who used their money to help to pay for the negotiating fee with the Khund in lieu of going on the mission to the Tailings Cavern is granted the choice of taking either **Armor of the Caverns** or **Shaedling Cloak** as a further award.

**AR Item access:** If the PCs earned either “Tactical Success” or “Complete Success”, then the Khund make certain items available (marked with a <sup>k</sup>).

## Treasure

If the PCs are able to get access to the Khund materials, they are provided with the gp reward they were offered in Encounter 3. This can be as much as 100 gp x APL, but

starts at a base 50 x APL (they had to negotiate for more during that encounter).

## Treasure:

**APL 2:** Loot: 0 gp; Coin: 200 gp; Magic: 0 gp.

**APL 4:** Loot: 0 gp; Coin: 400 gp; Magic: 0 gp.

**APL 6:** Loot: 0 gp; Coin: 600 gp; Magic: 0 gp.

**APL 8:** Loot: 0 gp; Coin: 800 gp; Magic: 0 gp.

**APL 10:** Loot: 0 gp; Coin: 1000 gp; Magic: 0 gp.

**APL 12:** Loot: 0 gp; Coin: 1200 gp; Magic: 0 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.

## Encounter 5

If the PCs successfully offer services and/or gold sufficient to satisfy the dwarves, reward full xp for the APL for Encounters 7, 8 and 9.

## Encounter 7

Defeating the duergar ambushers

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

## Encounter 8

Defeating the Shaedlings

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP

## Encounter 9

Defeating Vir or negotiating a peaceful handover of Innar

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP

APL 12 450 XP

### Story Award

Successfully gaining access to the Khund materiel

APL 2 45 XP  
 APL 4 70 XP  
 APL 6 90 XP  
 APL 8 110 XP  
 APL 10 135 XP  
 APL 12 155 XP

### Discretionary roleplaying award

APL 2 45 XP  
 APL 4 65 XP  
 APL 6 90 XP  
 APL 8 115 XP  
 APL 10 135 XP  
 APL 12 160 XP

### Total possible experience:

APL 2 450 XP  
 APL 4 675 XP  
 APL 6 900 XP  
 APL 8 1125 XP  
 APL 10 1350 XP  
 APL 12 1575 XP

## TREASURE SUMMARY

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

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

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

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

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

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

### Encounter 7:

**APL 2:** Loot: 402 gp; Coin: 0 gp; Magic: 0 gp.  
**APL 4:** Loot: 402 gp; Coin: 0 gp; Magic: 0 gp.  
**APL 6:** Loot: 583 gp; Coin: 0 gp; Magic: 0 gp.  
**APL 8:** Loot: 9 gp; Coin: 0 gp; Magic: 1242 gp - *+1 great axe* \* 3 (193 gp \* 3 each), *+1 full plate* \* 3 (221 gp \* 3 each).  
**APL 10:** Loot: 9 gp; Coin: 0 gp; Magic: 2241 gp - *+1 great axe* \* 3 (193 gp \* 3 each), *+1 full plate* \* 3 (221 gp \* 3 each), *+1 vest of resistance* \* 3 (83 gp \* 3 each), *lesser crystal of energy assault (cold)* \* 3 (250 gp \* 3 each).  
**APL 12:** Loot: 9 gp; Coin: 0 gp; Magic: 3993 gp - *+1 great axe* \* 3 (193 gp \* 3 each), *+3 full plate* \* 3 (805 gp \* 3 each), *+1 vest of resistance* \* 3 (83 gp \* 3 each), *lesser crystal of energy assault (cold)* \* 3 (250 gp \* 3 each).

### Encounter 8:

**APL 2:** Loot: 0 gp; Coin: 0 gp; Magic: 25 gp - *potion of cure moderate wounds* (25 gp each).  
**APL 4:** Loot: 0 gp; Coin: 0 gp; Magic: 50 gp - *potion of cure moderate wounds* \* 2 (25 gp \* 2 each).  
**APL 6:** Loot: 0 gp; Coin: 0 gp; Magic: 460 gp - *potion of cure critical wounds* \* 2 (63 gp \* 2 each), *+1 ring of protection* \* 2 (167 gp \* 2 each).  
**APL 8:** Loot: 0 gp; Coin: 0 gp; Magic: 960 gp - *potion of cure critical wounds* \* 2 (63 gp \* 2 each), *+1 ring of protection* \* 2 (167 gp \* 2 each), *+1 amulet of natural armor* \* 2 (167 gp \* 2 each), *+1 vest of resistance* \* 2 (83 gp \* 2 each).  
**APL 10:** Loot: 0 gp; Coin: 0 gp; Magic: 2126 gp - *potion of cure critical wounds* \* 2 (63 gp \* 2 each), *+2 ring of protection* \* 2 (667 gp \* 2 each), *+1 amulet of natural armor* \* 2 (167 gp \* 2 each), *+1 vest of resistance* \* 2 (83 gp \* 2 each), *+2 headband of intellect* \* 2 (333 gp \* 2 each).  
**APL 12:** Loot: 0 gp; Coin: 0 gp; Magic: 3545 gp - *potion of cure critical wounds* \* 6 (63 gp \* 6 each), *+2 ring of*

*protection* \* 2 (667 gp \* 2 each), +2 *amulet of natural armor* \* 2 (667 gp \* 2 each), +3 *vest of resistance* \* 2 (750 gp \* 2 each), +2 *headband of intellect* \* 2 (333 gp \* 2 each).

### Encounter 9:

**APL 2:** Loot: 0 gp; Coin: 0 gp; Magic: 0 gp.

**APL 4:** Loot: 0 gp; Coin: 0 gp; Magic: 167 gp - *rock boots* (167 gp each).

**APL 6:** Loot: 0 gp; Coin: 0 gp; Magic: 250 gp - *rock boots* (167 gp each), +1 *vest of resistance* (83 gp each).

**APL 8:** Loot: 0 gp; Coin: 0 gp; Magic: 722 gp - *rock boots* (167 gp each), +1 *stone full plate* (221 gp each), +2 *vest of resistance* (167 gp each), *gloves of fortunate striking* (167 gp each).

**APL 10:** Loot: 0 gp; Coin: 0 gp; Magic: 1806 gp - *rock boots* (167 gp each), +2 *stone full plate* (471 gp each), +2 *vest of resistance* (167 gp each), *gloves of fortunate striking* (167 gp each), +1 *ring of protection* (167 gp each), *pale blue rhomboid ioun stone* (667 gp each).

**APL 12:** Loot: 0 gp; Coin: 0 gp; Magic: 3640 gp - *rock boots* (167 gp each), +2 *stone full plate* (471 gp each), +2 *vest of resistance* (167 gp each), *gloves of fortunate striking* (167 gp each), +1 *ring of protection* (167 gp each), *pale blue rhomboid ioun stone* (667 gp each), *deep red sphere ioun stone* (750 gp each), *pink rhomboid ioun stone* (750 gp each), +1 *amulet of natural armor* (167 gp each).

### Conclusion:

**APL 2:** Loot: 0 gp; Coin: 200 gp; Magic: 0 gp.

**APL 4:** Loot: 0 gp; Coin: 400 gp; Magic: 0 gp.

**APL 6:** Loot: 0 gp; Coin: 600 gp; Magic: 0 gp.

**APL 8:** Loot: 0 gp; Coin: 800 gp; Magic: 0 gp.

**APL 10:** Loot: 0 gp; Coin: 1000 gp; Magic: 0 gp.

**APL 12:** Loot: 0 gp; Coin: 1200 gp; Magic: 0 gp.

### Total Possible Treasure

**APL 2:** Loot: 402 gp; Coin: 200 gp; Magic: 25 gp - (Max 450 gp)

**APL 4:** Loot: 402 gp; Coin: 400 gp; Magic: 217 gp - (Max 675 gp)

**APL 6:** Loot: 583 gp; Coin: 600 gp; Magic: 710 gp - (Max 900 gp)

**APL 8:** Loot: 9 gp; Coin: 800 gp; Magic: 2924 gp - (Max 1,300 gp)

**APL 10:** Loot: 9 gp; Coin: 1000 gp; Magic: 6173 gp - (Max 2,300 gp)

**APL 12:** Loot: 9 gp; Coin: 1200 gp; Magic: 11178 gp - (Max 3,300 gp)

### AR Special Items

**Accessories:** The PC purchased items for the Ball. Those noted below act as Masterwork items for the skill listed: clothing (type: \_\_\_\_\_) (Diplomacy), jewelry (Intimidation), footwear (Perform: Dance).

**Rock Solid (Sp):** The PC rescued Innar. In return for 2 TUs spent immediately on this AR, the PC may, once only, activate a *vigor* on themselves, as an immediate action that does not provoke an attack of opportunity. (SpC 229, CL 10)

**Armor of the Caverns (Ex):** One piece of armor worn in the Tailings Cavern has been imbued with strange energy. The armor gains the “**Glamered**” enhancement (DMG 219) for the next 10 ARs.

**Access:** Your deeds/gold bought you access from the Khund. All Items for your APL or lower marked with a “<sup>AK</sup>” are made available to you.

**Impressive:** Your appearance at the Ball was spectacular, and your agreement to be an envoy to the Khund was also noted. You have access to any items for your APL or less marked with an “<sup>AR</sup>”.

**Shaedling Cloak:** The PC gains the favor of the Khund, which can be used to gain access to this magical cloak. As a continuous feature, it grants a +2 circumstance bonus to Hide and Move Silently. Once per day, as a swift action that does not provoke an attack of opportunity, the wearer may mentally activate it to grant themselves *invisibility (greater)*, CL 8. (Access: Adventure, moderate illusion, cannot be crafted, CL 8, 9,800 gp).

**Peacemaker (Ex):** You and your companions benefit from a lessening of tensions in the Army of the Righteous. In return for 4 TUs spent immediately on this AR, the PC may choose one of the following benefits (useable once only). The Army will either:

- 1) Contribute up to 3,000 gp toward the upgrade of a single weapon, armor, shield or *bracers of armor*, but no more than the cost of the upgrade. The PC must already have access; or
- 2) Make three of the following available for scribing or inclusion as a spell in a known spell list (at the next opportunity) – circle three (SpC except as noted) – *baleful transposition*, *benign transposition*, *blink (greater)*, *death armor*, *fires of purity*, *mage armor (greater)*, *orb of acid*, *orb of force*, *panacea*, *spell theft (CS)*

**Big Spender:** The PC may choose either **Shaedling Cloak** or **Armor of the Caverns** from this AR.



## AR Item Access:

APL 2 and 4

<sup>K</sup>Purchase an adamantine weapon for which the PC has access (limit 1) (Reg, DMG)

<sup>K</sup>*Empowered spellshard (cure light wounds, lesser vigor (SpC) or ray of enfeeblement)* (Adv, MIC)

<sup>K</sup>*Ring of adamantine touch* (Adv, MIC)

<sup>R</sup>*Wand of cure light wounds* (maximized result when cast on a worshipper of the True Faith) (limit 2) (Reg, DMG)

APL 6 and 8 (Including APL 2 and 4)

<sup>K</sup>Upgrade armor/shield/weapon to *ghost touch* (limit 1) (Adv, DMG)

*Rock boots* (Adv, MIC)

*Pale blue rhomboid ioun stone* (Adv, DMG)

<sup>K</sup>Purchase a suit of armor or shield made of mithril or adamantine (limit 1) (Reg, DMG)

<sup>K</sup>*Least/Lesser Crystal of Cold Assault* (Adv, MIC)

<sup>R</sup>*Belt of healing* (limit 1) (Reg, MIC)

<sup>R</sup>*Diamondskin Draught* (Reg, MIC)

APL 10 and 12 (Including APL 2, 4, 6 and 8)

<sup>K</sup>Upgrade armor/shield to *light, moderate or heavy fortification* (limit 1) (Reg, DMG)

*Pink rhomboid or deep red sphere ioun stone* (Adv, DMG)

<sup>K</sup>*Greater Crystal of Cold Assault* (Adv, MIC)

<sup>R</sup>*Boots of speed* (Reg, DMG)

<sup>R</sup>*Belt of battle* (Reg, MIC)

## APPENDIX ONE

### ALL APL

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#### 9: VIR THE TROLL

##### INNAR

CR 1

Hill Dwarf Cleric 1

LG Medium humanoid (dwarf)

**Init** +4; **Senses** darkvision 60', superior low-light vision; Listen +1, Spot +3

**Languages:** Common, Dwarven

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**AC** 10, touch 10, flat-footed 10

(no armor)

**hp** 11 (1 HD);

**Fort** +5, **Ref** +0, **Will** +5

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**Speed** 20 ft. in nothing (4 squares)

**Melee** club -1 (1d6-1)

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

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

**Special Actions** spells (none currently – not memorized)

**Deity:** Moradin

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**Abilities** Str 8, Dex 10, Con 16, Int 10, Wis 17, Cha 11

**SQ:** dwarf traits

**Feats** Endurance

**Skills:** Heal +7, Knowledge (religion) +4

**Possessions** combat gear plus clothing, club, holy symbol. (Encumbrance – Light).

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**7: AMBUSH****DON, EVI, SLASH****CR 1**

Duergar Warrior 1

LE Medium Humanoid

**Init** +1; **Senses** dark vision 120 ft.; Listen +4, Spot +0**Languages** Common, Dwarven, Terran, Undercommon**AC** 19, touch 11, flat-footed 18  
(+8 armor, +1 dexterity)**hp** 10 (1 HD);**Immunities:** poison, paralysis, phantasms**Fort** +4, **Ref** +1, **Will** -1 (all saves +2 vs. spells and spell-like abilities)**Speed** 20 ft. in full plate (4 squares);**Melee** great axe +3 (1d12+1)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +1; **Grp** +2**Special Actions** spell-like abilities**Spell-like abilities (CL 3)****1/day** – *enlarge person*, *invisibility***Combat Gear:** *potion of gaseous form***Deity** Laduguer**Abilities** Str 12, Dex 12, Con 14, Int 10, Wis 9, Cha 4**SQ:** duergar traits (all noted)**Feats** Weapon Focus (great axe)**Skills:** Craft (blacksmithing) +4, Listen +4, Move Silently -3, Spot +0.**Possessions** combat gear full plate, great axe (3), dagger (3), light crossbow, 20 bolts. (Encumbrance – Medium).**8: TAILINGS CAVERN****SLITHER****CR 3**

Shaedling Duskblade2

CE Medium Fey

**Init** +5; **Senses** low-light vision, dark vision 60 ft.; Listen +4, Spot +4**Languages** Common, Sylvan, Undercommon**AC** 18, touch 15, flat-footed 13  
(+2 armor, +1 buckler, +5 Dex)**hp** 54 (6 HD); DR 5/cold iron**Fort** +8, **Ref** +9, **Will** +8**Speed** 30 ft. in gossamer leather (6 squares); fly 60 ft. (good)**Melee** spiked chain +9 (2d4+3)**Ranged** bolas +9 (1d4+2 nonlethal) or javelin +9 (1d6+2)**Space** 5 ft.; **Reach** 5 ft. (10 ft. with spiked chain)**Base Atk** +4; **Grp** +6**Atk Option** Combat Reflexes, Dodge, Point Blank Shot, shadow gossamer, sleeping curse, wall of darkness, spells**Spell-like abilities (CL 2)****5/day (any combination of these- arcane***attunement)* – *dancing lights*, *detect magic*, *flare*, *ghost sound*, *read magic***Spells (Duskblade, CL 2, cast as sorcerer)****1<sup>st</sup>** (4 slots) – *magic weapon*, *ray of enfeeblement*, *shocking grasp***0** – (4 slots) – *acid splash*, *disrupt undead*, *ray of frost*, *touch of fatigue***Combat Gear** *potion of cure moderate wounds***Deity** Lolth**Abilities** Str 15, Dex 20, Con 19, Int 15, Wis 13, Cha 14**SQ** shadow gossamer, sleeping curse, wall of darkness, arcane attunement, armored mage (light)**Feats** Combat Casting<sup>b</sup>, Combat Reflexes, Dodge, Point Blank Shot, Weapon Finesse**Skills:** Bluff +9, Concentration +12, Craft (weaponsmithing) +9, Diplomacy +4, Escape Artist +12 (+14 with ropes), Hide +12, Intimidate +5, Listen +4, Move Silently +12, Spot +4, Use Rope +12.**Possessions** combat gear shadow gossamer leather, shadow gossamer buckler, shadow gossamer spiked chain, shadow gossamer dagger, shadow gossamer javelin. (Encumbrance – Light).**Shadow Gossamer (Ex):** As a swift action, a shaedling can generate a 15-pound or lighter item out of shadow gossamer, and it usually crafts a weapon just before attacking. A shaedling is proficient with any weapon it creates from shadow gossamer, and such weapons have a range increment 10 feet longer than usual. Shields constructed of this substance have their armor check penalty lessened by 1. Shadow gossamer implements dissipate to nothingness if they leave the hands of a shaedling for longer than 1 round (their possession).**Sleeping Curse (Su):** Once per day, a shaedling can target an opponent within 30 feet with a special javelin of venomous shadow gossamer. A foe struck by this javelin must succeed on a DC 14 Fortitude save or fall asleep for 1d6 rounds. A remove curse spell ends the effect. The save DC is Charisma-based.**Wall of Darkness (Su):** Once per day, a shaedling can generate a wall of darkness up to 30 feet long. The wall blocks line of sight for all creatures except those that have darkvision.**Arcane Attunement (Sp):** You can use the spell-like abilities *dancing lights*, *detect magic*, *flare*, *ghost sound*, and *read magic* a combined total of times per day equal to 3 + your Int modifier. These spell-like abilities do not count against your total of spells known or spells per day.**Armored Mage (Ex):** Normally, armor of any type interferes with an arcane spellcaster's gestures,

which can cause spells to fail if those spells have a somatic component. A duskblade's limited focus and specialized training, however, allows you to avoid arcane spell failure so long as you stick to light armor and light shields. This training does not extend to medium or heavy armors, nor to heavy shields. This ability does not apply to spells gained from a different spellcasting class.

At 4<sup>th</sup> level, you learn to use medium armor with no chance of arcane spell failure.

At 7<sup>th</sup> level, you learn to use a heavy shield with no chance of arcane spell failure.

## 9: VIR THE TROLL

### VIR (TROLL)

CR 5

CN Large Giant

**Init** +2; **Senses** darkvision 90 ft, low-light vision, scent; **Listen** +3, **Spot** +4

**Languages** Giant

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**AC** 16, touch 11, flat-footed 14

(-1 size, +2 Dex, +5 natural)

**hp** 72 (6 HD); regeneration 5

**Fort** +11 **Ref** +4, **Will** +3

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**Speed** 30 ft. in nothing (6 squares);

**Melee** 2 claws +9 (1d6+6) and bite +4 (1d6+3)

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

**Base Atk** +4; **Grp** +14

**Special Actions** dodge, rend.

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**Abilities** Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6

**Feats** Dodge, Iron Will, Track

**Special Qualities:** rend (2d6+9)

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

**Possessions** nothing. (Encumbrance – Light).

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**Rend (Ex):** If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

**Regeneration (Ex):** Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

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**7: AMBUSH****DON, EVI, SLASH****CR 2**

Duergar Ftr1

LE Medium Humanoid

**Init** +1; **Senses** dark vision 120 ft.; Listen +1, Spot +1**Languages** Common, Dwarven, Terran, Undercommon**AC** 19, touch 11, flat-footed 18  
(+8 armor, +1 dexterity)**hp** 14 (1 HD);**Immunities:** poison, paralysis, phantasms**Fort** +6, **Ref** +1, **Will** +2 (all saves +2 vs. spells and spell-like abilities)**Speed** 20 ft. in full plate (4 squares);**Melee** great axe +5 (1d12+4)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +1; **Grp** +4**Special Actions** spell-like abilities**Spell-like abilities (CL 3)****1/day** – *enlarge person*, *invisibility***Combat Gear** *potion of gaseous form***Deity:** Laduguer**Abilities** Str 16, Dex 12, Con 18, Int 12, Wis 11, Cha 4**SQ:** duergar traits (all noted)**Feats** Iron Will, Weapon Focus (great axe)**Skills:** Craft (blacksmithing) +4, Listen +1, Move Silently -3, Spot +1.**Possessions** combat gear full plate, great axe (3), dagger (3), light crossbow, 20 bolts. (Encumbrance – Medium).\* See *Appendix Two: New Rules Items***8: TAILINGS CAVERN****SLITHER AND WISP****CR 3**

Shaedling Duskblade2

CE Medium Fey

**Init** +5; **Senses** low-light vision, dark vision 60 ft.; Listen +4, Spot +4**Languages** Common, Sylvan, Undercommon**AC** 18, touch 15, flat-footed 13  
(+2 armor, +1 buckler, +5 Dex)**hp** 54 (6 HD); DR 5/cold iron**Fort** +8, **Ref** +9, **Will** +8**Speed** 30 ft. in gossamer leather (6 squares); fly 60 ft. (good)**Melee** spiked chain +9 (2d4+3)**Ranged** bolas +9 (1d4+2 nonlethal) or javelin +9 (1d6+2)**Space** 5 ft.; **Reach** 5 ft. (10 ft. with spiked chain)**Base Atk** +4; **Grp** +6**Atk Option** Combat Reflexes, Dodge, Point Blank Shot, shadow gossamer, sleeping curse, wall of darkness, spells**Spell-like abilities (CL 2)****5/day (any combination of these- arcane attunement)** – *dancing lights*, *detect magic*, *flare*, *ghost sound*, *read magic***Spells (Duskblade, CL 2, cast as sorcerer)****1<sup>st</sup>** (4 slots) – *magic weapon*, *ray of enfeeblement*, *shocking grasp***0** – (4 slots) – *acid splash*, *disrupt undead*, *ray of frost*, *touch of fatigue***Combat Gear:** *potion of cure moderate wounds*  
**Deity** Lolth**Abilities** Str 15, Dex 20, Con 19, Int 15, Wis 13, Cha 14**SQ:** shadow gossamer, sleeping curse, wall of darkness, arcane attunement, armored mage (light)**Feats** Combat Casting<sup>b</sup>, Combat Reflexes, Dodge, Point Blank Shot, Weapon Finesse**Skills:** Bluff +9, Concentration +12, Craft (weaponsmithing) +9, Diplomacy +4, Escape Artist +12 (+14 with ropes), Hide +12, Intimidate +5, Listen +4, Move Silently +12, Spot +4, Use Rope +12.**Possessions** combat gear shadow gossamer leather, shadow gossamer buckler, shadow gossamer spiked chain, shadow gossamer dagger, shadow gossamer javelin. (Encumbrance – Light).**Shadow Gossamer (Ex):** As a swift action, a shaedling can generate a 15-pound or lighter item out of shadow gossamer, and it usually crafts a weapon just before attacking. A shaedling is proficient with any weapon it creates from shadow gossamer, and such weapons have a range increment 10 feet longer than usual. Shields constructed of this substance have their armor check penalty lessened by 1. Shadow gossamer implements dissipate to nothingness if they leave the hands of a shaedling for longer than 1 round (their possession).**Sleeping Curse (Su):** Once per day, a shaedling can target an opponent within 30 feet with a special javelin of venomous shadow gossamer. A foe struck by this javelin must succeed on a DC 14 Fortitude save or fall asleep for 1d6 rounds. A remove curse spell ends the effect. The save DC is Charisma-based.**Wall of Darkness (Su):** Once per day, a shaedling can generate a wall of darkness up to 30 feet long. The wall blocks line of sight for all creatures except those that have darkvision.**Arcane Attunement (Sp):** You can use the spell-like abilities *dancing lights*, *detect magic*, *flare*, *ghost sound*, and *read magic* a combined total of times per day equal to 3 + your Int modifier. These spell-like abilities do not count against your total of spells known or spells per day.**Armored Mage (Ex):** Normally, armor of any type interferes with an arcane spellcaster's gestures, which can cause spells to fail if those spells have a somatic component. A duskblade's limited focus

and specialized training, however, allows you to avoid arcane spell failure so long as you stick to light armor and light shields. This training does not extend to medium or heavy armors, nor to heavy shields. This ability does not apply to spells gained from a different spellcasting class.

At 4<sup>th</sup> level, you learn to use medium armor with no chance of arcane spell failure.

At 7<sup>th</sup> level, you learn to use a heavy shield with no chance of arcane spell failure.

## 9: VIR THE TROLL

### VIR (TROLL)

CR 7

CN Large Giant Scout 2

**Init** +5; **Senses** darkvision 90 ft, low-light vision, scent; Listen +10, Spot +11

**Languages** Giant

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**AC** 20, touch 13, flat-footed 16

(-1 size, +4 Dex, +5 natural, +2 armor)

**hp** 96 (8 HD); regeneration 5

**Fort** +13 **Ref** +9, **Will** +4

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**Speed** 30 ft. in nothing (6 squares);

**Melee** 2 claws +12 (1d6+8) and bite +7 (1d6+4)

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

**Base Atk** +5; **Grp** +17

**Special Actions** dodge, rend, skirmish.

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**Abilities** Str 27, Dex 18, Con 25, Int 6, Wis 11, Cha 4

**Feats** Dodge, Iron Will, Track

**Special Qualities:** rend (2d6+12), skirmish (+1d6), trapfinding, battle fortitude +1, uncanny dodge

**Skills:** Listen +9, Spot +10

**Possessions** combat gear plus leather armor, *rock boots*. (Encumbrance – Light).

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**Rend (Ex):** If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+12 points of damage.

**Regeneration (Ex):** Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

**Skirmish (Ex):** A scout relies on mobility to deal extra damage and improve her defense. She deals an extra 1d6 points of damage on all attack she makes during any round in which she moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn. This extra damage increase by 1d6 for every four levels gained above 1<sup>st</sup>.

The extra damage applies only against living creatures that have a discernable anatomy. Undead, constructs, oozes, plants, incorporeal creatures and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this

extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet.

At 3<sup>rd</sup> level, a scout gains a +1 competence bonus to AC during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet and last until the start of her next turn. This bonus improves by 1 for every four levels gained above 3<sup>rd</sup>.

A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load. If she gains the skirmish ability from another class, the bonuses stack.

**Battle Fortitude (Ex):** At 2<sup>nd</sup> level, a scout gains a +1 competence bonus on Fortitude saves and initiative checks. This increases to +2 at 11<sup>th</sup> level and +3 at 20<sup>th</sup>. A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load.

**7: AMBUSH****DON, EVI, SLASH****CR 4**

Duergar Ftr2/Rog1

LE Medium Humanoid

**Init** +1; **Senses** dark vision 120 ft.; Listen +1, Spot +7**Languages** Common, Dwarven, Terran, Undercommon**AC** 19, touch 11, flat-footed 18  
(+8 armor, +1 dexterity)**hp** 36 (3 HD);**Immunities:** poison, paralysis, phantasms**Fort** +7, **Ref** +3, **Will** +2 (all saves +2 vs. spells and spell-like abilities)**Speed** 20 ft. in full plate (4 squares);**Melee** masterwork great axe +7 (1d12+4)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +2; **Grp** +5**Special Actions** spell-like abilities, sneak attack +1d6**Spell-like abilities (CL 6)****1/day** – *enlarge person*, *invisibility***Combat Gear** *potion of gaseous form***Deity:** Laduguer**Abilities** Str 16, Dex 12, Con 18, Int 12, Wis 11, Cha 4**SQ:** duergar traits (all noted), trapfinding, sneak attack +1d6**Feats** Improved Toughness\*, Power Attack, Iron Will, Weapon Focus (great axe)**Skills:** Craft (blacksmithing) +7, Listen +1, Move Silently +0, Spot +7.**Possessions** combat gear full plate, masterwork great axe, great axe (3), dagger (3), light crossbow, 20 bolts. (Encumbrance – Medium).

\* See Appendix Two: New Rules Items

**8: TAILINGS CAVERN****SLITHER AND WISP****CR 5**

Shaedling Duskblade4/Ftr1

CE Medium Fey

**Init** +5; **Senses** low-light vision, dark vision 60 ft.; Listen +4, Spot +6**Languages** Common, Sylvan, Undercommon**AC** 19, touch 16, flat-footed 14  
(+3 armor, +1 buckler, +5 Dex, +1 deflection)**hp** 94 (9 HD); DR 5/cold iron**Fort** +12, **Ref** +10, **Will** +9**Speed** 30 ft. in gossamer leather (6 squares); fly 60 ft. (good)**Melee** spiked chain +12/+7 (2d4+3)**Ranged** bolas +12 (1d4+2 nonlethal) or javelin +12 (1d6+2)**Space** 5 ft.; **Reach** 5 ft. (10 ft. with spiked chain)**Base Atk** +7; **Grp** +9**Atk Option** Combat Reflexes, Dodge, Point Blank Shot, shadow gossamer, sleeping curse, wall of darkness, spells**Spell-like abilities (CL 4)****5/day (any combination of these- arcane attunement)** – *dancing lights*, *detect magic*, *flare*, *ghost sound*, *read magic***Spells (Duskblade, CL 4, cast as sorcerer)****1<sup>st</sup>** (6 slots) – *magic weapon*, *obscuring mist*, *ray of enfeeblement*, *resist energy*, *shocking grasp***0** – (6 slots) – *acid splash*, *disrupt undead*, *ray of frost*, *touch of fatigue***Combat Gear** *potion of cure critical wounds***Deity** Lolth**Abilities** Str 15, Dex 20, Con 20, Int 15, Wis 13, Cha 14**SQ:** shadow gossamer, sleeping curse, wall of darkness, arcane attunement, armored mage (light, medium), arcane channeling**Feats** Combat Casting<sup>b</sup>, Combat Reflexes, Dodge, Elusive Target\*, Mobility, Point Blank Shot, Weapon Finesse**Skills:** Bluff +9, Concentration +18, Craft (weaponsmithing) +9, Diplomacy +4, Escape Artist +12 (+14 with ropes), Hide +12, Intimidate +5, Listen +4, Move Silently +12, Sense Motive +4, Spot +6, Use Rope +12.**Possessions** combat gear shadow gossamer leather, +1 *ring of protection*, shadow gossamer buckler, shadow gossamer spiked chain, shadow gossamer dagger, shadow gossamer javelin. (Encumbrance – Light).**Shadow Gossamer (Ex):** As a swift action, a shaedling can generate a 15-pound or lighter item out of shadow gossamer, and it usually crafts a weapon just before attacking. A shaedling is proficient with any weapon it creates from shadow gossamer, and such weapons have a range increment 10 feet longer than usual. Shields constructed of this substance have their armor check penalty lessened by 1. Shadow gossamer implements dissipate to nothingness if they leave the hands of a shaedling for longer than 1 round (their possession).**Sleeping Curse (Su):** Once per day, a shaedling can target an opponent within 30 feet with a special javelin of venomous shadow gossamer. A foe struck by this javelin must succeed on a DC 14 Fortitude save or fall asleep for 1d6 rounds. A remove curse spell ends the effect. The save DC is Charisma-based.**Wall of Darkness (Su):** Once per day, a shaedling can generate a wall of darkness up to 30 feet long. The wall blocks line of sight for all creatures except those that have darkvision.**Arcane Attunement (Sp):** You can use the spell-like abilities *dancing lights*, *detect magic*, *flare*, *ghost sound*, and *read magic* a combined total of times per day equal to 3 + your Int modifier. These spell-like abilities do not count against your total of spells known or spells per day.

**Armored Mage (Ex):** Normally, armor of any type interferes with an arcane spellcaster's gestures, which can cause spells to fail if those spells have a somatic component. A duskblade's limited focus and specialized training, however, allows you to avoid arcane spell failure so long as you stick to light armor and light shields. This training does not extend to medium or heavy armors, nor to heavy shields. This ability does not apply to spells gained from a different spellcasting class.

At 4<sup>th</sup> level, you learn to use medium armor with no chance of arcane spell failure.

At 7<sup>th</sup> level, you learn to use a heavy shield with no chance of arcane spell failure.

**Arcane Channeling (Su):** Beginning at 3<sup>rd</sup> level, you can use a standard action to cast any touch spell and deliver the spell through your weapon with a melee attack. Casting a spell in this manner does not provoke attacks of opportunity. The spell must have a casting time of 1 standard action or less. If the melee attack is successful, the attack deals damage normally, then the effect of the spell is resolved.

At 13<sup>th</sup> level, you can cast any touch spell you know as part of a full attack action, and the spell affects each target you in melee combat that round. Doing so discharges the spell at the end of the round, in the case of a touch spell that would otherwise last longer than 1 round.

\* See Appendix Two: New Rules Items

## 9: VIR THE TROLL

### VIR (TROLL, BLADERAGER) CR 9

From *Monster Manual V*

CE Large Giant Scout 2

**Init** +5; **Senses** darkvision 90 ft, low-light vision, scent; Listen +13, Spot +14

**Languages** Giant

**AC** 26, touch 14, flat-footed 23

(-1 size, +4 Dex, +5 natural, +8 stone plates)

**hp** 132 (8 HD); regeneration 5

**Fort** +18 **Ref** +10, **Will** +6

**Speed** 20 ft. in stone plates (4 squares);

**Melee** 2 claws +15 (2d6+11) and bite +13 (2d6+5)

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

**Base Atk** +5; **Grp** +20

**Special Actions** rend, power attack, skirmish, pounce.

**Abilities** Str 33, Dex 18, Con 32, Int 6, Wis 16, Cha 7

**Feats** Iron Will, Multiattack, Power Attack

**Special Qualities:** rend (4d6+16), skirmish (+1d6), trapfinding, battle fortitude +1, uncanny dodge, pounce, tortured mind, death throes.

**Skills:** Listen +13, Spot +14

**Possessions** combat gear plus *rock boots*\*, +1 *vest of resistance*. (Encumbrance – Light).

**Rend (Ex):** If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 4d6+15 points of damage.

**Regeneration (Ex):** Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

**Death Throes (Ex):** A bladerager troll is designed to be a bomb by its sinister masters. When a bladerager troll dies, it explodes, propelling shrapnel (in this case stone shards) in a 30-foot radius burst. Those caught in the area take 5d6 points of piercing damage (Reflex DC 25 half). The save DC is Constitution-based.

**Pounce (Ex):** If a bladerager troll charges a foe, it can make a full attack.

**Tortured Mind (Ex):** A bladerager troll's mind has been torn to shreds by the constant pain of its implanted armor. Anyone who makes direct contact with a bladerager troll's tortured mind (such as by using a *detect thoughts* spell) takes 1d4 points of Wisdom damage.

**Skirmish (Ex):** A scout relies on mobility to deal extra damage and improve her defense. She deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn. This extra damage increases by 1d6 for every four levels gained above 1<sup>st</sup>.

The extra damage applies only against living creatures that have a discernable anatomy. Undead, constructs, oozes, plants, incorporeal creatures and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet.

At 3<sup>rd</sup> level, a scout gains a +1 competence bonus to AC during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet and lasts until the start of her next turn. This bonus improves by 1 for every four levels gained above 3<sup>rd</sup>.

A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load. If she gains the skirmish ability from another class, the bonuses stack.

**Battle Fortitude (Ex):** At 2<sup>nd</sup> level, a scout gains a +1 competence bonus on Fortitude saves and initiative checks. This increases to +2 at 11<sup>th</sup> level and +3 at 20<sup>th</sup>. A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load.

\* See Appendix Two: New Rules Items



**7: AMBUSH****DON, EVI, SLASH****CR 6**

Duergar Ftr4/Rog1

LE Medium Humanoid

**Init** +1; **Senses** dark vision 120 ft.; Listen +1, Spot +7**Languages** Common, Dwarven, Terran, Undercommon**AC** 20, touch 11, flat-footed 190  
(+9 armor, +1 dexterity)**hp** 61 (5 HD);**Immunities:** poison, paralysis, phantasms**Fort** +8, **Ref** +4, **Will** +3 (all saves +2 vs. spells and spell-like abilities)**Speed** 20 ft. in +1 *full plate* (4 squares);**Melee** +1 *great axe* +9 (1d12+7)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +4; **Grp** +7**Special Actions** spell-like abilities, sneak attack +1d6**Spell-like abilities (CL 10)****1/day** – *enlarge person*, *invisibility***Combat Gear** *potion of gaseous form***Deity:** Laduguer**Abilities** Str 17, Dex 12, Con 18, Int 12, Wis 11, Cha 4**SQ:** duergar traits (all noted), trapfinding, sneak attack +1d6**Feats** Improved Toughness\*, Power Attack, Iron Will, Weapon Focus (great axe), Weapon Specialization (great axe)**Skills:** Craft (blacksmithing) +7, Knowledge (religion) +3, Listen +1, Move Silently +0, Spot +7.**Possessions** combat gear +1 *full plate*, +1 *great axe*, great axe (3), dagger (3), light crossbow, 20 bolts. (Encumbrance – Medium).

\* See Appendix Two: New Rules Items

**8: TAILINGS CAVERN****SLITHER AND WISP****CR 7**

Shaedling Duskblade5/Ftr2

CE Medium Fey

**Init** +5; **Senses** low-light vision, dark vision 60 ft.; Listen +4, Spot +6**Languages** Common, Sylvan, Undercommon**AC** 20, touch 16, flat-footed 15  
(+2 armor, +1 buckler, +5 Dex, +1 deflection, +1 natural)**hp** 118 (11 HD); DR 5/cold iron**Fort** +14, **Ref** +11, **Will** +10**Speed** 30 ft. in gossamer leather (6 squares); fly 60 ft. (good)**Melee** spiked chain +14/+9 (2d4+3)**Ranged** bolas +14 (1d4+2 nonlethal) or javelin +14 (1d6+2)**Space** 5 ft.; **Reach** 5 ft. (10 ft. with spiked chain)**Base Atk** +9; **Grp** +11**Atk Option** Combat Reflexes, Dodge, Point Blank Shot, shadow gossamer, sleeping curse, wall of darkness, spells**Spell-like abilities (CL 5)****5/day (any combination of these- arcane attunement)** – *dancing lights*, *detect magic*, *flare*, *ghost sound*, *read magic***Spells (Duskblade, CL 5, cast as sorcerer)****2<sup>nd</sup>** (3 slots) – *animalistic power*\***1<sup>st</sup>** (6 slots) – *magic weapon*, *obscuring mist*, *ray of enfeeblement*, *resist energy*, *shocking grasp***0** – (6 slots) – *acid splash*, *disrupt undead*, *ray of frost*, *touch of fatigue***Combat Gear** *potion of cure critical wounds***Deity** Lolth**Abilities** Str 15, Dex 20, Con 20, Int 15, Wis 13, Cha 14**SQ:** shadow gossamer, sleeping curse, wall of darkness, arcane attunement, armored mage (light, medium), arcane channeling, quick cast 1/day**Feats** Combat Casting<sup>b</sup>, Combat Reflexes, Dodge, Elusive Target\*, Mobility, Point Blank Shot, Spring Attack, Weapon Finesse**Skills:** Bluff +9, Concentration +20, Craft (weaponsmithing) +9, Diplomacy +4, Escape Artist +12 (+14 with ropes), Hide +12, Intimidate +5, Jump +6, Listen +4, Move Silently +12, Sense Motive +6, Spot +6, Use Rope +12.**Possessions** combat gear shadow gossamer leather, +1 *amulet of natural armor*, +1 *vest of resistance*, +1 *ring of protection*, shadow gossamer buckler, shadow gossamer spiked chain, shadow gossamer dagger, shadow gossamer javelin. (Encumbrance – Light).**Shadow Gossamer (Ex):** As a swift action, a shaedling can generate a 15-pound or lighter item out of shadow gossamer, and it usually crafts a weapon just before attacking. A shaedling is proficient with any weapon it creates from shadow gossamer, and such weapons have a range increment 10 feet longer than usual. Shields constructed of this substance have their armor check penalty lessened by 1. Shadow gossamer implements dissipate to nothingness if they leave the hands of a shaedling for longer than 1 round (their possession).**Sleeping Curse (Su):** Once per day, a shaedling can target an opponent within 30 feet with a special javelin of venomous shadow gossamer. A foe struck by this javelin must succeed on a DC 14 Fortitude save or fall asleep for 1d6 rounds. A remove curse spell ends the effect. The save DC is Charisma-based.**Wall of Darkness (Su):** Once per day, a shaedling can generate a wall of darkness up to 30 feet long. The wall blocks line of sight for all creatures except those that have darkvision.

**Arcane Attunement (Sp):** You can use the spell-like abilities *dancing lights*, *detect magic*, *flare*, *ghost sound*, and *read magic* a combined total of times per day equal to 3 + your Int modifier. These spell-like abilities do not count against your total of spells known or spells per day.

**Armored Mage (Ex):** Normally, armor of any type interferes with an arcane spellcaster's gestures, which can cause spells to fail if those spells have a somatic component. A duskblade's limited focus and specialized training, however, allows you to avoid arcane spell failure so long as you stick to light armor and light shields. This training does not extend to medium or heavy armors, nor to heavy shields. This ability does not apply to spells gained from a different spellcasting class.

At 4<sup>th</sup> level, you learn to use medium armor with no chance of arcane spell failure.

At 7<sup>th</sup> level, you learn to use a heavy shield with no chance of arcane spell failure.

**Arcane Channeling (Su):** Beginning at 3<sup>rd</sup> level, you can use a standard action to cast any touch spell and deliver the spell through your weapon with a melee attack. Casting a spell in this manner does not provoke attacks of opportunity. The spell must have a casting time of 1 standard action or less. If the melee attack is successful, the attack deals damage normally, then the effect of the spell is resolved.

At 13<sup>th</sup> level, you can cast any touch spell you know as part of a full attack action, and the spell affects each target you in melee combat that round. Doing so discharges the spell at the end of the round, in the case of a touch spell that would otherwise last longer than 1 round.

**Quick Cast:** Beginning at 5<sup>th</sup> level, you can cast one spell each day as a swift action, so long as the casting time of the spell is 1 standard action or less. You can use this ability twice per day at 10<sup>th</sup> level, three times per day at 15<sup>th</sup> level, and four times per day at 20<sup>th</sup> level.

\* See Appendix Two: New Rules Items

## 9: VIR THE TROLL

### VIR (TROLL, BLADERAGER) CR 11

From *Monster Manual V*

CE Large Giant Sct2/Ftr2

**Init** +6; **Senses** darkvision 90 ft, low-light vision, scent; Listen +13, Spot +14

**Languages** Giant

**AC** 28, touch 14, flat-footed 24

(-1 size, +5 Dex, +5 natural, +10 +1 *stone plates*)

**hp** 169 (10 HD); regeneration 5

**Fort** +22 **Ref** +12, **Will** +7

**Speed** 20 ft. in stone plates (4 squares);

**Melee** 2 claws +17 (3d6+10) and bite +15 (2d6+5)

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

**Base Atk** +7; **Gp** +21

**Special Actions** rend, power attack, skirmish, pounce.

**Abilities** Str 31, Dex 20, Con 32, Int 6, Wis 16, Cha 7

**Feats** Cleave, Improved Natural Attack (claws), Iron Will, Multiattack, Power Attack, Weapon focus (claws)

**Special Qualities** rend (4d6+15), skirmish (+1d6), trapfinding, battle fortitude +1, uncanny dodge, pounce, tortured mind, death throes.

**Skills:** Jump +8, Listen +13, Spot +14

**Possessions** combat gear plus *rock boots\**, +1 *stone plates*, *gloves of fortunate striking\**, +2 *vest of resistance*. (Encumbrance – Light).

**Rend (Ex):** If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 4d6+15 points of damage.

**Regeneration (Ex):** Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

**Death Throes (Ex):** A bladerager troll is designed to be a bomb by its sinister masters. When a bladerager troll dies, it explodes, propelling shrapnel (in this case stone shards) in a 30-foot radius burst. Those caught in the area take 5d6 points of piercing damage (Reflex DC 25 half). The save DC is Constitution-based.

**Pounce (Ex):** If a bladerager troll charges a foe, it can make a full attack.

**Tortured Mind (Ex):** A bladerager troll's mind has been torn to shreds by the constant pain of its implanted armor. Anyone who makes direct contact with a bladerager troll's tortured mind (such as by using a *detect thoughts* spell) takes 1d4 points of Wisdom damage.

**Skirmish (Ex):** A scout relies on mobility to deal extra damage and improve her defense. She deals an extra 1d6 points of damage on all attack she makes during any round in which she moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn. This extra damage increases by 1d6 for every four levels gained above 1<sup>st</sup>.

The extra damage applies only against living creatures that have a discernable anatomy. Undead, constructs, oozes, plants, incorporeal creatures and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet.

At 3<sup>rd</sup> level, a scout gains a +1 competence bonus to AC during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet and lasts until the start of her next turn. This bonus improves by 1 for every four levels gained above 3<sup>rd</sup>.

A scout loses this ability when wearing medium or heavy armor or when carrying a medium or

heavy load. If she gains the skirmish ability from another class, the bonuses stack.

**Battle Fortitude (Ex):** At 2<sup>nd</sup> level, a scout gains a +1 competence bonus on Fortitude saves and initiative checks. This increases to +2 at 11<sup>th</sup> level and +3 at 20<sup>th</sup>. A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load.

\* See Appendix Two: New Rules Items

## 7: AMBUSH

### DON, EVI, SLASH CR 8

Duergar Ftr6/Rog1

LE Medium Humanoid

**Init** +1; **Senses** dark vision 120 ft.; Listen +1, Spot +7

**Languages** Common, Dwarven, Terran, Undercommon

**AC** 20, touch 11, flat-footed 190

(+9 armor, +1 dexterity)

**hp** 86 (7 HD);

**Immunities:** poison, paralysis, phantasms

**Fort** +10, **Ref** +6, **Will** +5 (all saves +2 vs. spells and spell-like abilities)

**Speed** 20 ft. in +1 full plate (4 squares);

**Melee** +1 great axe +11/+6 (1d12+7+1d6 cold (lesser crystal of energy assault (cold)))

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

**Base Atk** +6; **Grp** +9

**Special Actions** spell-like abilities, sneak attack +1d6

**Spell-like abilities (CL 14)**

1/day – enlarge person, invisibility

**Combat Gear** potion of gaseous form

**Deity** Laduquer

**Abilities** Str 17, Dex 12, Con 18, Int 12, Wis 11, Cha 4

**SQ** duergar traits (all noted), trapfinding, sneak attack +1d6

**Feats** Close Quarters Fighting\*, Combat Reflexes, Improved Toughness\*, Iron Will, Power Attack, Weapon Focus (great axe), Weapon Specialization (great axe)

**Skills:** Craft (blacksmithing) +7, Knowledge (religion) +6, Listen +1, Move Silently +0, Spot +7.

**Possessions** combat gear +1 full plate, lesser crystal of energy assault\* (cold), +1 vest of resistance, +1 great axe, great axe (3), dagger (3), light crossbow, 20 bolts. (Encumbrance – Medium).

\* See Appendix Two: New Rules Items

## 8: TAILINGS CAVERN

### SLITHER AND WISP CR 9

Shaedling Duskblade5 /Ftr2/Swashbuckler2

CE Medium Fey

**Init** +5; **Senses** low-light vision, dark vision 60 ft.; Listen +4, Spot +6

**Languages** Common, Sylvan, Undercommon

**AC** 21, touch 17, flat-footed 16

(+2 armor, +1 buckler, +5 Dex, +2 deflection, +1 natural)

**hp** 143 (13 HD); DR 5/cold iron

**Fort** +17, **Ref** +12, **Will** +10

**Speed** 30 ft. in gossamer leather (6 squares); fly 60 ft. (good)

**Melee** spiked chain +17/+12/+7 (2d4+4)

**Ranged** bolas +17 (1d4+3 nonlethal) or javelin +17 (1d6+3)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with spiked chain)

**Base Atk** +11; **Grp** +14

**Atk Option** Combat Reflexes, Dodge, Point Blank Shot, shadow gossamer, sleeping curse, wall of darkness, spells

**Spell-like abilities (CL 5)**

6/day (any combination of these- arcane attunement) – dancing lights, detect magic, flare, ghost sound, read magic

**Spells (Duskblade, CL 5, cast as sorcerer)**

2<sup>nd</sup> (3 slots) – animalistic power\*

1<sup>st</sup> (6 slots) – magic weapon, obscuring mist, ray of enfeeblement, resist energy, shocking grasp

0 – (6 slots) – acid splash, disrupt undead, ray of frost, touch of fatigue

**Combat Gear** potion of cure critical wounds

**Deity** Lolth

**Abilities** Str 16, Dex 20, Con 20, Int 17, Wis 13, Cha 14

**SQ:** shadow gossamer, sleeping curse, wall of darkness, arcane attunement, armored mage (light, medium), arcane channeling, quick cast 1/day, grace

**Feats** Blind-Fighting, Combat Casting<sup>b</sup>, Combat Reflexes, Dodge, Elusive Target\*, Hold the Line\*, Mobility, Point Blank Shot, Spring Attack, Weapon Finesse<sup>b</sup>

**Skills:** Balance +10, Bluff +9, Concentration +20, Craft (weaponsmithing) +10, Diplomacy +4, Escape Artist +12 (+14 with ropes), Hide +12, Intimidate +5, Jump +8, Listen +4, Move Silently +12, Sense Motive +6, Spot +6, Tumble +15, Use Rope +12.

**Possessions** combat gear shadow gossamer leather, +2 headband of intellect, +1 amulet of natural armor, +1 vest of resistance, +2 ring of protection, shadow gossamer buckler, shadow gossamer spiked chain, shadow gossamer dagger, shadow gossamer javelin. (Encumbrance – Light).

**Shadow Gossamer (Ex):** As a swift action, a shaedling can generate a 15-pound or lighter item out of shadow gossamer, and it usually crafts a weapon just before attacking. A shaedling is proficient with any weapon it creates from shadow gossamer, and such weapons have a range increment 10 feet longer than usual. Shields constructed of this substance have their armor check penalty lessened by 1. Shadow gossamer implements dissipate to nothingness if they leave the hands of a shaedling for longer than 1 round (their possession).

**Sleeping Curse (Su):** Once per day, a shaedling can target an opponent within 30 feet with a special javelin of venomous shadow gossamer. A foe struck by this javelin must succeed on a DC 14 Fortitude save or fall asleep for 1d6 rounds. A remove curse spell ends the effect. The save DC is Charisma-based.

**Wall of Darkness (Su):** Once per day, a shaedling can generate a wall of darkness up to 30 feet long. The wall blocks line of sight for all creatures except those that have darkvision.

**Arcane Attunement (Sp):** You can use the spell-like abilities *dancing lights*, *detect magic*, *flare*, *ghost sound*, and *read magic* a combined total of times per day equal to 3 + your Int modifier. These spell-like abilities do not count against your total of spells known or spells per day.

**Armored Mage (Ex):** Normally, armor of any type interferes with an arcane spellcaster's gestures, which can cause spells to fail if those spells have a somatic component. A duskblade's limited focus and specialized training, however, allows you to avoid arcane spell failure so long as you stick to light armor and light shields. This training does not extend to medium or heavy armors, nor to heavy shields. This ability does not apply to spells gained from a different spellcasting class.

At 4<sup>th</sup> level, you learn to use medium armor with no chance of arcane spell failure.

At 7<sup>th</sup> level, you learn to use a heavy shield with no chance of arcane spell failure.

**Arcane Channeling (Su):** Beginning at 3<sup>rd</sup> level, you can use a standard action to cast any touch spell and deliver the spell through your weapon with a melee attack. Casting a spell in this manner does not provoke attacks of opportunity. The spell must have a casting time of 1 standard action or less. If the melee attack is successful, the attack deals damage normally, then the effect of the spell is resolved.

At 13<sup>th</sup> level, you can cast any touch spell you know as part of a full attack action, and the spell affects each target you in melee combat that round. Doing so discharges the spell at the end of the round, in the case of a touch spell that would otherwise last longer than 1 round.

**Quick Cast:** Beginning at 5<sup>th</sup> level, you can cast one spell each day as a swift action, so long as the casting time of the spell is 1 standard action or less. You can use this ability twice per day at 10<sup>th</sup> level, three times per day at 15<sup>th</sup> level, and four times per day at 20<sup>th</sup> level.

**Grace (Ex):** A swashbuckler gains a +1 competence bonus on Reflex Saves at 2nd level. This bonus increases to +2 at 11th level and to +3 at 20th level. A swashbuckler loses this bonus when wearing medium or heavy

armor or when carrying a medium or heavy load.

\* See Appendix Two: New Rules Items

## 9: VIR THE TROLL

### VIR (TROLL, BLADERAGER) CR 13

From *Monster Manual V*

CE Large Giant Sct2/Ftr4

**Init** +6; **Senses** darkvision 90 ft, low-light vision, scent; Listen +13, Spot +15

**Languages** Giant

**AC** 30, touch 15, flat-footed 26

(-1 size, +5 Dex, +5 natural, +1 deflection, +10 +2 stone plates)

**hp** 206 (12 HD); regeneration 5

**Fort** +23 **Ref** +13, **Will** +8

**Speed** 20 ft. in stone plates (4 squares);

**Melee** 2 claws +21 (3d6+14) and bite +18 (2d6+6)

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

**Base Atk** +9; **Grp** +25

**Special Actions** rend, power attack, skirmish, pounce.

**Abilities** Str 34, Dex 20, Con 32, Int 6, Wis 16, Cha 7

**Feats** Cleave, Combat Reflexes, Improved Natural Attack (claws), Iron Will, Multiattack, Power Attack, Weapon focus (claws), Weapon specialization (claws)

**Special Qualities** rend (4d6+18), skirmish (+1d6), trapfinding, battle fortitude +1, uncanny dodge, pounce, tortured mind, death throes.

**Skills:** Jump +10, Listen +13, Spot +15

**Possessions** combat gear plus *rock boots*\*, +2 *stone plates*, +1 *ring of protection*, *pale blue rhomboid ioun stone*, *gloves of fortunate striking*\*, +2 *vest of resistance*. (Encumbrance – Light).

**Rend (Ex):** If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 4d6+18 points of damage.

**Regeneration (Ex):** Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

**Death Throes (Ex):** A bladerager troll is designed to be a bomb by its sinister masters. When a bladerager troll dies, it explodes, propelling shrapnel (in this case stone shards) in a 30-foot radius burst. Those caught in the area take 5d6 points of piercing damage (Reflex DC 25 half). The save DC is Constitution-based.

**Pounce (Ex):** If a bladerager troll charges a foe, it can make a full attack.

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**Tortured Mind (Ex):** A bladerager troll's mind has been torn to shreds by the constant pain of its implanted armor. Anyone who make direct contact with a bladerager troll's tortured mind (such as by using a *detect thoughts* spell) takes 1d4 points of Wisdom damage.

**Skirmish (Ex):** A scout relies on mobility to deal extra damage and improve her defense. She deals an extra 1d6 points of damage on all attack she makes during any round in which she moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn. This extra damage increase by 1d6 for every four levels gained above 1<sup>st</sup>.

The extra damage applies only against living creatures that have a discernable anatomy. Undead, constructs, oozes, plants, incorporeal creatures and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet.

At 3<sup>rd</sup> level, a scout gains a +1 competence bonus to AC during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet and last until the start of her next turn. This bonus improves by 1 for ever four levels gained above 3<sup>rd</sup>.

A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load. If she gains the skirmish ability from another class, the bonuses stack.

**Battle Fortitude (Ex):** At 2<sup>nd</sup> level, a scout gains a +1 competence bonus on Fortitude saves and initiative checks. This increases to +2 at 11<sup>th</sup> level and +3 at 20<sup>th</sup>. A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load.

\* See Appendix Two: New Rules Items

## 7: AMBUSH

### DON, EVI, SLASH CR 10

Duergar Ftr6/Rog1/DwarvenDefender2  
LE Medium Humanoid

**Init** +1; **Senses** dark vision 120 ft.; Listen +1, Spot +7

**Languages** Common, Dwarven, Terran, Undercommon

**AC** 23, touch 12, flat-footed 23

(+11 armor, +2dexterity, +1 Dwarven Defender)

**hp** 108 (9 HD) or; or 126 when in Defensive Stance

**Immunities** poison, paralysis, phantasms

**Fort** +13, **Ref** +6, **Will** +6 (all saves +2 vs. spells and spell-like abilities) (+2 resistance bonus to all saves when in Defensive Stance)

**Speed** 20 ft. in +1 full plate (4 squares);

**Melee** +1 great axe +14/+9 (1d12+9+1d6 cold (lesser crystal of energy assault (cold)))

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

**Base Atk** +8; **Grp** +12

**Special Actions** spell-like abilities, sneak attack +1d6, defensive stance

**Spell-like abilities (CL 18)**

1/day – enlarge person, invisibility

**Combat Gear** potion of gaseous form

**Deity** Laduguer

**Abilities** Str 18, Dex 13, Con 18, Int 12, Wis 11, Cha 4

**SQ** duergar traits (all noted), trapfinding, sneak attack +1d6, AC bonus, defensive stance 1/day, uncanny dodge

**Feats** Close Quarters Fighting\*, Combat Reflexes, Dodge, Endurance, Toughness, Power Attack, Weapon Focus (great axe), Weapon Specialization (great axe)

**Skills:** Craft (blacksmithing) +13, Knowledge (religion) +6, Listen +1, Move Silently +0, Spot +7.

**Possessions** combat gear +3 full plate, lesser crystal of energy assault\* (cold), +1 vest of resistance, +1 great axe, great axe (3), dagger (3), light crossbow, 20 bolts. (Encumbrance – Medium).

\* See Appendix Two: New Rules Items

## 8: TAILINGS CAVERN

### SLITHER AND WISP

CR

11

Shaedling Duskblade6/Ftr2/Swashbuckler3  
CE Medium Fey

**Init** +5; **Senses** low-light vision, dark vision 60 ft.; Listen +4, Spot +6

**Languages** Common, Sylvan, Undercommon

**AC** 22, touch 17, flat-footed 17

(+2 armor, +1 buckler, +5 Dex, +2 deflection, +2 natural)

**hp** 167 (15 HD); DR 5/cold iron

**Fort** +20, **Ref** +16, **Will** +14

**Speed** 30 ft. in gossamer leather (6 squares); fly 60 ft. (good)

**Melee** spiked chain +19/+14/+9 (2d4+8)

**Ranged** bolas +19 (1d4+3 nonlethal) or javelin +19 (1d6+3)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with spiked chain)

**Base Atk** +13; **Grp** +16

**Atk Option** Combat Reflexes, Dodge, Point Blank Shot, shadow gossamer, sleeping curse, wall of darkness, spells

**Spell-like abilities (CL 6)**

6/day (any combination of these- arcane attunement) – dancing lights, detect magic, flare, ghost sound, read magic

**Spells (Duskblade, CL 6, cast as sorcerer)**

2<sup>nd</sup> (4 slots) – animalistic power\*, touch of idiocy

1<sup>st</sup> (7 slots) – magic weapon, obscuring mist, ray of enfeeblement, resist energy, shocking grasp

0 – (6 slots) – acid splash, disrupt undead, ray of frost, touch of fatigue

**Combat Gear** potion of cure critical wounds (3)

**Deity** Lolth

**Abilities** Str 16, Dex 20, Con 20, Int 18, Wis 13, Cha 14

**SQ** shadow gossamer, sleeping curse, wall of darkness, arcane attunement, armored mage (light, medium), arcane channeling, quick cast 1/day, grace, insightful strike, spellpower +2

**Feats** Blind-Fighting, Bounding Assault\*, Combat Casting<sup>b</sup>, Combat Reflexes, Dodge, Elusive Target\*, Hold the Line\*, Mobility, Point Blank Shot, Spring Attack, Weapon Finesse<sup>b</sup>

**Skills:** Balance +10, Bluff +9, Concentration +23, Craft (weaponsmithing) +11, Diplomacy +4, Escape Artist +12 (+14 with ropes), Hide +12, Intimidate +5, Jump +8, Listen +4, Move Silently +12, Sense Motive +7, Spot +6, Tumble +17, Use Rope +12.

**Possessions** combat gear shadow gossamer leather, +2 headband of intellect, +2 amulet of natural armor, +3 vest of resistance, +2 ring of protection, shadow gossamer buckler, shadow gossamer spiked chain, shadow gossamer dagger, shadow gossamer javelin. (Encumbrance – Light).

**Shadow Gossamer (Ex):** As a swift action, a shaedling can generate a 15-pound or lighter item out of shadow gossamer, and it usually crafts a weapon just before attacking. A shaedling is proficient with any weapon it creates from shadow gossamer, and such weapons have a range increment 10 feet longer than usual. Shields constructed of this substance have their armor check penalty

lessened by 1. Shadow gossamer implements dissipate to nothingness if they leave the hands of a shaedling for longer than 1 round (their possession).

**Sleeping Curse (Su):** Once per day, a shaedling can target an opponent within 30 feet with a special javelin of venomous shadow gossamer. A foe struck by this javelin must succeed on a DC 14 Fortitude save or fall asleep for 1d6 rounds. A remove curse spell ends the effect. The save DC is Charisma-based.

**Wall of Darkness (Su):** Once per day, a shaedling can generate a wall of darkness up to 30 feet long. The wall blocks line of sight for all creatures except those that have darkvision.

**Arcane Attunement (Sp):** You can use the spell-like abilities *dancing lights*, *detect magic*, *flare*, *ghost sound*, and *read magic* a combined total of times per day equal to 3 + your Int modifier. These spell-like abilities do not count against your total of spells known or spells per day.

**Armored Mage (Ex):** Normally, armor of any type interferes with an arcane spellcaster's gestures, which can cause spells to fail if those spells have a somatic component. A duskblade's limited focus and specialized training, however, allows you to avoid arcane spell failure so long as you stick to light armor and light shields. This training does not extend to medium or heavy armors, nor to heavy shields. This ability does not apply to spells gained from a different spellcasting class.

At 4<sup>th</sup> level, you learn to use medium armor with no chance of arcane spell failure.

At 7<sup>th</sup> level, you learn to use a heavy shield with no chance of arcane spell failure.

**Arcane Channeling (Su):** Beginning at 3<sup>rd</sup> level, you can use a standard action to cast any touch spell and deliver the spell through your weapon with a melee attack. Casting a spell in this manner does not provoke attacks of opportunity. The spell must have a casting time of 1 standard action or less. If the melee attack is successful, the attack deals damage normally, then the effect of the spell is resolved.

At 13<sup>th</sup> level, you can cast any touch spell you know as part of a full attack action, and the spell affects each target you in melee combat that round. Doing so discharges the spell at the end of the round, in the case of a touch spell that would otherwise last longer than 1 round.

**Quick Cast:** Beginning at 5<sup>th</sup> level, you can cast one spell each day as a swift action, so long as the casting time of the spell is 1 standard action or less. You can use this ability twice per day at 10<sup>th</sup> level, three times per day at 15<sup>th</sup> level, and four times per day at 20<sup>th</sup> level.

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**Grace (Ex):** A swashbuckler gains a +1 competence bonus on Reflex Saves at 2nd level. This bonus increases to +2 at 11th level and to +3 at 20th level. A swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

**Insightful Strike (Ex):** At 3rd level, a swashbuckler becomes able to place her finesse attacks where they deal greater damage. She applies her Intelligence bonus (if any) as a bonus on damage rolls (in addition to any Strength bonus she may have) with any light weapon, as well as any other weapon that can be used with Weapon Finesse, such as a rapier, whip or spiked chain. Targets immune to sneak attacks or critical hits are immune to a swashbuckler's insightful strike. A swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

**Spellpower (Ex):** Starting at 6th level, you can more easily overcome the spell resistance of any opponent you successfully injure with a melee attack. If you have injured an opponent with a melee attack, you gain a +2 bonus on your caster level check to overcome spell resistance for the remainder of the encounter. This bonus increases to +3 at 11<sup>th</sup> level, to +4 at 16<sup>th</sup> level and +5 at 18<sup>th</sup> level.

\* See Appendix Two: New Rules Items

## 9: VIR THE TROLL

### VIR (TROLL, BLADERAGER) CR 13

From *Monster Manual V*

CE Large Giant Sct2/Ftr6

**Init** +7; **Senses** darkvision 90 ft, low-light vision, scent; Listen +13, Spot +16

**Languages** Giant

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**AC** 32, touch 16, flat-footed 27

(-1 size, +6 Dex, +6 natural, +1 deflection, +10 +2 *stone plates*)

**hp** 257 (14 HD); regeneration 5

**Fort** +25, **Ref** +15, **Will** +9

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**Speed** 20 ft. in stone plates (4 squares);

**Melee** 2 claws +23 (3d6+14) and bite +20 (2d6+6)

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

**Base Atk** +11; **Grp** +27

**Special Actions** rend, power attack, skirmish, pounce.

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**Abilities** Str 34, Dex 22, Con 34, Int 6, Wis 16, Cha 7

**Feats** Cleave, Combat Reflexes, Great Cleave, Improved Natural Attack (claws), Iron Will, Multiattack, Power Attack, Weapon focus (claws), Weapon specialization (claws)

**SQ** rend (4d6+18), skirmish (+1d6), trapfinding, battle fortitude +1, uncanny dodge, pounce, tortured mind, death throes.



**Skills** Jump +10, Listen +13, Spot +16

**Possessions** combat gear plus *rock boots\**, +2 *stone plates*, +1 *ring of protection*, *deep red sphere ioun stone*, *pink rhomboid ioun stone*, +1 *amulet of natural armor*, *pale blue rhomboid ioun stone*, *gloves of fortunate striking\**, +2 *vest of resistance*. (Encumbrance – Light).

**Rend (Ex):** If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 4d6+18 points of damage.

**Regeneration (Ex):** Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

**Death Throes (Ex):** A bladerager troll is designed to be a bomb by its sinister masters. When a bladerager troll dies, it explodes, propelling shrapnel (in this case stone shards) in a 30-foot radius burst. Those caught in the area take 5d6 points of piercing damage (Reflex DC 25 half). The save DC is Constitution-based.

**Pounce (Ex):** If a bladerager troll charges a foe, it can make a full attack.

**Tortured Mind (Ex):** A bladerager troll's mind has been torn to shreds by the constant pain of its implanted armor. Anyone who makes direct contact with a bladerager troll's tortured mind (such as by using a *detect thoughts* spell) takes 1d4 points of Wisdom damage.

**Skirmish (Ex):** A scout relies on mobility to deal extra damage and improve her defense. She deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn. This extra damage increases by 1d6 for every four levels gained above 1<sup>st</sup>.

The extra damage applies only against living creatures that have a discernable anatomy. Undead, constructs, oozes, plants, incorporeal creatures and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet.

At 3<sup>rd</sup> level, a scout gains a +1 competence bonus to AC during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet and lasts until the start of her next turn. This bonus improves by 1 for every four levels gained above 3<sup>rd</sup>.

A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load. If she gains the

skirmish ability from another class, the bonuses stack.

**Battle Fortitude (Ex):** At 2<sup>nd</sup> level, a scout gains a +1 competence bonus on Fortitude saves and initiative checks. This increases to +2 at 11<sup>th</sup> level and +3 at 20<sup>th</sup>. A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load.

\* See Appendix Two: New Rules Items

## APPENDIX 2: NEW RULES ITEMS

### FEATS

Source: *Complete Warrior* 97

#### Bounding Assault [General]

You can move and attack with superior speed and power.

**Prerequisites:** Dex 13, Dodge, Mobility, Spring Attack, base attack bonus +12.

**Benefit:** When using the Spring Attack feat, you designate two foes rather than one. Your movement does not provoke attacks of opportunity from either of these foes. While using the attack action with the Spring attack feat, you can make a second attack with a -5 penalty. You can use both attacks against one of the opponents target with this feat, or split your attack between them.

Source: *Players Handbook II* 75

#### Close-Quarters Fighting [General]

You are skilled at fighting at close range and resisting grapple attempts.

**Prerequisites:** Base attack bonus +3.

**Benefit:** You gain an attack of opportunity whenever an enemy attempts to grapple you, even if the enemy has a feat or special ability that would normally bypass the attack. If you deal damage with this attack, the enemy fails to start the grapple unless it has the Improved Grapple feat or a special ability such as improved grab. If the enemy has such an ability, you may add the damage you deal as a bonus on your opposed check to resist being grappled. This feat does not give you extra attacks of opportunity when you would be denied one for being surprised, helpless or in a similar situation.

For example, an ogre attempts to grapple Tordek. Tordek gains an attack of opportunity, hits, and causes damage. Since the ogre does not have any sort of grappling special ability or feat, it fails to start a grapple. Then an ankheg – a creature with the improved grab special ability – attempts to grapple Tordek. he takes an attack of opportunity, hits and deals 10 points of damage to the creature. Tordek then adds +10 to his opposed check to resist being grappled.

**Normal:** Creatures with Improved Grapple, improved grab, or similar feats or special abilities do not provoke attacks of opportunity when they attempt to start a grapple.

**Special:** A fighter may select Close-Quarters Fighting as one of his fighter bonus feats.

#### Elusive Target [Tactical]

Trying to land a blow against you can be a maddening experience.

**Prerequisites:** Dodge, Mobility, base attack bonus +6.

**Benefit:** The Elusive Target feat enables the use of three tactical maneuvers.

**Negate Power Attack:** To use this maneuver, you must designate a specific foe to be affected by your Dodge feat. If that foe uses the Power Attack feat against you, the foe gains no bonus on the damage roll but still takes the corresponding penalty on the attack roll.

**Diverting Defense:** To use this maneuver, you must be flanked and you must designate one of the flanking attackers to be affected by your Dodge feat. The first attack of the round from the designated attacker automatically misses you and may strike the other flanking foe instead; the attacking creature makes an attack roll normally, and its ally is considered flat-footed. If the designated attacker is making a full attack against you, its second and subsequent attacks function normally.

**Cause Overreach:** To use this maneuver, you must provoke an attack of opportunity from a foe by move out of a threatened square. If the foe misses you, you can make a free trip attempt against this foe, and the foe does not get a chance to trip you if your attempt fails.

Source: *Complete Warrior* 110

#### Hold the Line [General]

You are trained in defensive techniques against charging opponents.

**Prerequisites:** Combat Reflexes, base attack bonus +2.

**Benefit:** You may make an attack of opportunity against a charging opponent who enters an area you threaten. Your attack of opportunity happens immediately before the charge attack is resolved.

**Normal:** You only get an attack of opportunity against a character that exits a square you threaten.

Source: *Complete Warrior* 100

#### Improved Toughness [General]

You are significantly tougher than normal.

**Prerequisites:** Base Fortitude save bonus +2.

**Benefit:** You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

**Special:** A fighter may select Improved Toughness as one of his fighter bonus feats.

**Source:** *Complete Warrior* 101

## MAGIC ITEMS

### Crystal of Cold Assault

**Price (Item Level):** 600 gp (3<sup>rd</sup>) (least); 3000 gp (7<sup>th</sup>) (lesser); 6000 gp (10<sup>th</sup>) (greater)

**Body Slot:** - (weapon crystal)

**Caster Level:** 5<sup>th</sup>

**Aura:** Faint; (DC 17) evocation

**Activation:** -

**Weight:** -

*Covered in a faint layer of condensation, this clear crystal radiates chilling waves of energy.*

A crystal of cold assault adds a cold energy damage to a weapon's attacks. This bonus damage doesn't stack with any cold damage dealt by the weapon.

*Least:* This crystal adds 1 point of cold damage to the weapon's damage.

*Lesser:* This crystal adds an extra 1d6 points of cold damage to the weapon's damage.

*Greater:* This crystal adds an extra 1d6 points of cold damage to the weapon's damage, as well as a secondary effect:

Cold Assault: Target's speed is reduced by 10 feet for 1 round, to a minimum of 5 feet (multiple hits on the same creature do not stack).

**Prerequisites:** Craft Magic Arms and Armor; ray of frost.

**Cost to Create:** 300 gp, 24 xp, 1 day (least), 1500 gp, 120 xp 3 days (lesser), 3000 gp, 240 xp, 6 days (greater).

**Source:** *Magic Item Compendium* 64

### Gloves of Fortunate Striking

**Price (Item Level):** 2000 gp (6<sup>th</sup>)

**Body Slot:** Hands

**Caster Level:** 3<sup>rd</sup>

**Aura:** Faint; (DC 16) divination

**Activation:** Immediate (mental)

**Weight:** -

*These supple white leather gloves are embroidered with blue symbols of luck.*

You can activate *gloves of fortunate striking* to reroll an attack roll that you've made before you know whether the attack succeeded. You must use the second result, even if it's lower. You can't use this ability if you have already rerolled the attack for any reason.

This ability functions once per day.

**Prerequisites:** Craft Wondrous Item, *true strike*.

**Cost to Create:** 1000 gp, 40 xp, 2 days.

**Source:** *Magic Item Compendium* 105

### Rock Boots

**Price (Item Level):** 2000 gp (6<sup>th</sup>)

**Body Slot:** Feet

**Caster Level:** 11<sup>th</sup>

**Aura:** Moderate; (DC 20) conjuration

**Activation:** - and free (command)

**Weight:** 1 lb.

*Made from heavy leather, these boots have solid iron plating along the toes and ankles. A smoky crystal shard is set into the back of each boot, a few inches above the heel.*

Rock boots feel rigid, though they do not significantly impede movement. They grant you a +4 bonus on Strength checks made to resist being bull rushed or tripped when standing on the ground. This is a continuous effect and requires no activation.

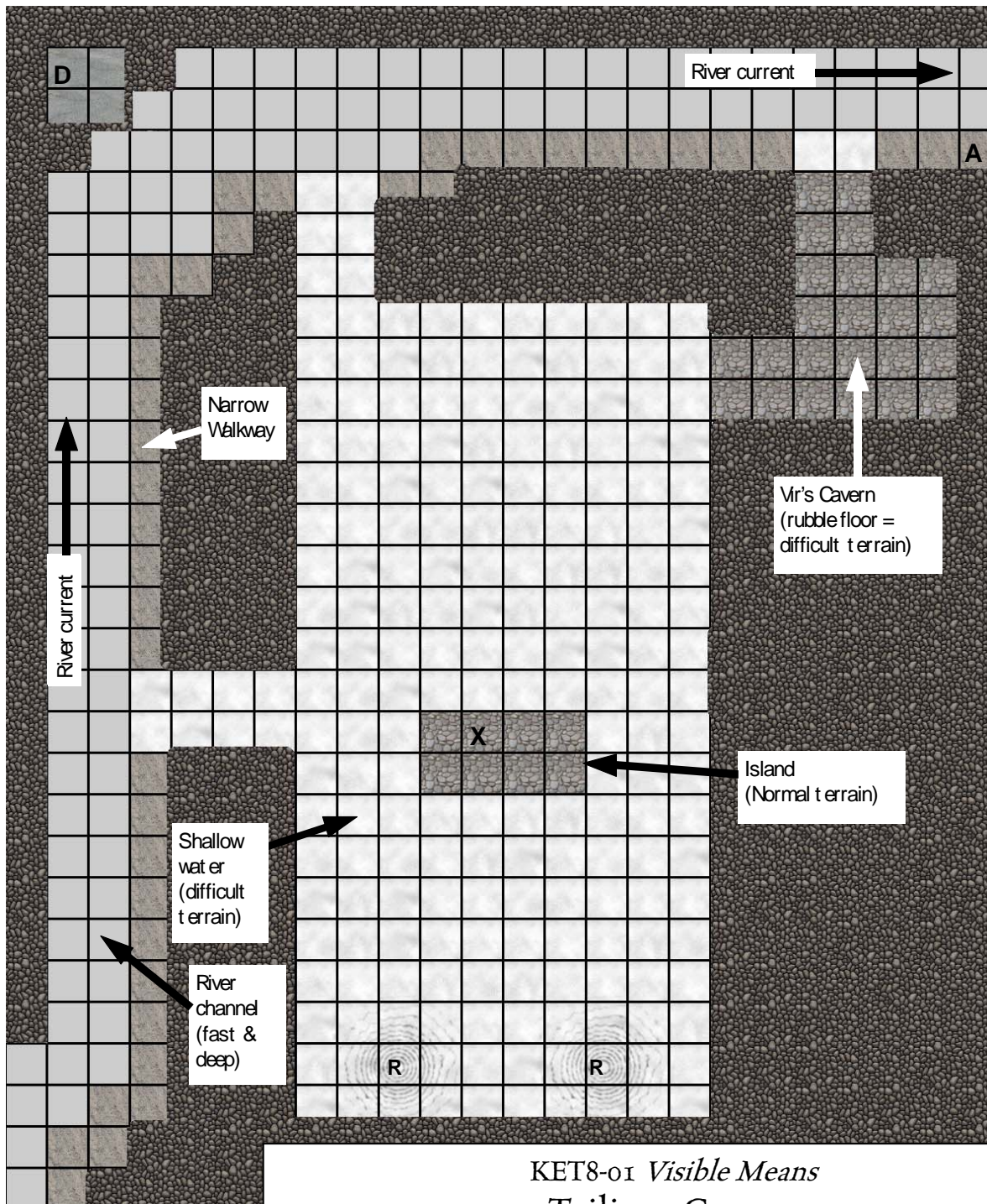
When activated, *rock boots* allow you to ignore any additional movement costs for moving over difficult terrain for 1 round. This effect functions five times per day.

**Prerequisites:** Craft Wondrous Item, *planar binding*.

**Cost to Create:** 1000 gp, 40 xp, 2 days.

**Source:** *Magic Item Compendium* 130

## DM MAP: TAILINGS CAVERN



### KET8-01 *Visible Means* Tailings Cavern

1 square = 5 feet

X= Innar's Axe (APL 4-12 only)

R = Where ropes from tailings shafts touch down

D = Duergar blind

A = Adventures enter map at this point if they arrive via river

Water in river channel is fast and deep, water in cavern is 1 ft deep and calm

## PLAYER HANDOUT 1: CIRQOR'S STORY

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There were once two people, a man and a woman, who each wished to rule a town. Although the man had the loyalty of the town guard and the woman was supported by the local priests, neither had enough power to rule alone. In order to decide who should be the town's ruler, the townspeople told them to go and recover a magical crown from a distant land. The person who did the most to recover the crown would become the town's leader.

So the man and woman set out, the man bringing the guards and the woman bringing the priests. The townspeople warned them not to tarry, for without the guards and priests, the town was completely defenseless.

But the man and the woman soon started arguing about the proper path to take. The quest almost ground to a halt as they quarrelled.

Due to their constant disagreements, it took them longer—far longer—to find the crown than they had ever imagined. But finally they managed to find it and bring it back, although they bickered about who had been more important to the quest every step of the way home.

They were arguing so hard that they almost walked past the town. It wasn't there any more. Set upon by monsters and armies while the man and the woman were away, it had been totally destroyed.

"If only we hadn't argued," murmured the man.

"If only we had gotten the crown as quickly as possible and come straight back," murmured the woman.

The man and the woman never had to disagree again about who should rule the town, since there was no town left to rule.

## PLAYER HANDOUT 2: MAP OF TUSMIT & EKBIR

