

BDKI7-01

Through the Silver Mines

A One-Round Dungeons & Dragons[®] Living Greyhawk[™] Bandit Kingdoms Adventure

Version 0.9

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Chancellor Marischal Calmert Hind's birthday is approaching. As it is his first birthday in a free Kinemeet, the Johrase are planning a festival and all friends of the Johrase are encouraged to attend. Of course, as all friends of the Johrase know, even celebrations in Kinemeet can take a martial turn without warning, so it is always advisable for those who are not combat ready to avoid Johrase celebrations. Perhaps a plan can be formulated to help recover the missing King of the Johrase...A one-round Bandit Kingdoms interactive adventure for characters level 1-15 (APLs 2-14. Note: APL 16 is playable, but PCs cannot earn gp or xp above the APL 14 amounts. Consider it a bonus APL to challenge the toughest of PCs. Partake at your own risk. You have been warned. Seriously. No whining in the BK.)

Resources for this adventure [and the authors of those works include *Complete Arcane* [Richard Baker], *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *Monster Manual II* [Ed Bonny, Jeff Grubb, Rich Redman, Skip Williams, Steve Winter] and *Monster Manual III* [Andy Collins, Andrew J. Finch, Ed Stark].

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

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

To sanction an RPGA event, you must be at least a HERALD-LEVEL™ gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First, it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second, players and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2007.

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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 nonplayer 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 PCs participating in the adventure. To determine this modified Average Party Level (APL) follow the steps below:

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

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

	7	7	9	10	11
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- Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
- If you are running a table of six PCs, add one to that average.

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

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard 1-round Regional adventure, set in the Bandit Kingdoms. Characters native to the Bandit Kingdoms pay 1 Time Units per round; all other characters pay 2 Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this 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 the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

In the spring of CY596, the Johrase retook their capital, Kinemeet, from the orcish occupiers. Following the traditional martial competition to determine the Johrase most worthy to wear the crown, Ramiki was crowned as the new Johrase King, but only after a shocking turn of events. Lord Derf, who had actually beaten Lord Ramiki in the final duel, refused the crown, declaring that Ramiki was better suited to lead the Johrase. As a stunned crowd watch, Lord Ramiki accepted the honor.

However, during the crowing ceremony, Boneheart Cranzer successfully used *trap the soul* to seal Ramiki's soul in a gem (the "Ramiki soul gem"). Naturally, many were suspicious of Lord Derf, but many divinations have upheld his honor and innocence.

For nearly a year, the Johrase have searched for a way to recover their king, to no avail. However, a recent convergence of events has yielded new hope.

The Johrase are using ongoing divinations to monitor the location of the Ramiki soul gem. It was secured at Fleischriver and there was no hope of rescuing it from that demonic fortress. But within the past couple weeks, the Ramiki soul gem was moved from Fleischriver to the [Garusk'ka](#) Silver Mines at the edge of the Rift Canyon. However, the exact location within the Silver Mines cannot be determined; wherever it is being secured is heavily warded, and, upon first examination, the Silver Mines appear no less impregnable a location than Fleischriver. However, as the Johrase resigned to wait for a better chance, a new development rekindled hope.

After years of incarceration, TB Gonagin has managed to escape from Cranzer's clutches (BDK7-01). A presumed traitor to the Rookroost Thieves' Guild, and hunted by many for his

treachery, he has sought refuge in Kinemeet and offered information in exchange for sanctuary.

During his incarceration, he spent most of his time in Riftcrag. However, a short time before his escape, he was singled out for special treatment and transported to a secret facility deep within Garusk'ka. During his time in the Silver Mines, he acquired two pieces of critical information:

- Among the dozens of shafts that comprise the lower mines, he noticed some identifying features of the actual chamber that is the entrance to the compound.
- He overheard an exchange between two of his guards about a secret entrance to the Silver Mines that the guards use to smuggle in contraband.

The Johrase have spent the past days trying to penetrate the Silver Mine sanctuary via divination with no success. They finally sent two scout teams to try to infiltrate the lower reaches, but both were lost with no survivors.

It is clear that the Johrase need help from their allies, but Cranzer is keeping a close eye on Kinemeet and a large gathering of adventurers in the city would likely provoke him, so a birthday celebration for Lord Hind was hastily announced to provide a convincing cover story for the assembly.

In the Silver Mines, Cranzer has made use of a deadly phenomenon. Over the past years, as the slave miners have followed the silver veins deep within the earth, they breached a layer nearly 600 ft. deep. This provoked a response by terrible creatures.

It became clear to Cranzer that the terrors which prowl this layer of earth only became agitated when active excavation was occurring. Once a chamber was established, after a short amount of time, the chamber would be safe to occupy so long as no further digging (or burrowing or earthgliding...) occurred. Cranzer immediately realized the benefit of having a sanctuary that was patrolled continuously by such powerful guardians.

It cost many slaves their lives to excavate Cranzer's sanctuary, but it was a price he was willing to pay. Once the chambers of his sanctuary were constructed, he had wards put in place to prevent magical penetration by the unwanted. Even unused chambers were warded so that the main chambers, which actually compose his compound, could not be determined by the mere fact that they could not be scryed. Now, **one** of the dozens of tunnels that breach the deep-earth layer is the secret entrance to Cranzer's sanctuary.

The compound is warded against scrying as well as magical travel. Thus the Johrase have been unable to magically penetrate the compound. Cranzer's own divinations anticipated the Johrase scout parties. He eliminated one with his new tool – war trolls. The second Johrase scout party fell prey to the aberrations and elemental creatures which stalk the area around the lower chambers as the party attempted entry via burrowing.

Cranzer's most recent divinations have predicted a large incursion by adventurers. This is actually the fruition of his machinations. He used the Silver Mine's compound to develop the war trolls, and now he wants to test them in a controlled environment before wholesale deployment. He knows that the Johrase are monitoring the Ramiki soul gem and has moved it to the Silver Mines to provoke them.

The encounter between the two guards from which TB Gonagin gained knowledge of the secret entrance was completely by Cranzer's design. Once the web was complete, all that was needed was patience while the Johrase called in their adventuring allies from across the region. An incursion into the Silver Mines by a large group of adventurers will serve as an excellent opportunity to test the worth of his new tools – the war trolls.

ADVENTURE SUMMARY

Introduction: The PCs arrive at Lord Hind's birthday party and are covertly notified that their skills are needed to aid the Johrase cause.

Encounter 1: The Johrase' Request: Lord Hind relates the Johrase need for a raid on the silver mine to recover the Ramiki soul gem. He also relates the failed attempt made by the Johrase themselves, and the need for urgency.

Encounter 2: The Upper Reaches of the Silver Mines: In anticipation of the PC incursion, Cranzer has removed the mines' regular occupants. The upper reaches appear completely abandoned.

Encounter 3: The Shaft Chamber: The central chamber from which the dozens of mine shafts descend is eerily empty. Presumably, controlling this chamber will control physical access to all the mine shafts.

Encounter 4: The Descent: When the parties begin descending the shafts, Cranzer's divinations trigger and he determines what force will be necessary to defeat them and provide a good test of his new troops. He dispatches an appropriate

team of engineers to quickly set traps to soften up the PCs, and then begins *teleporting* his trolls to an adjacent chamber, which connects to the shaft's bottom chamber.

Encounter 5: The Bottom Chambers: Once parties reach the bottom chamber, Cranzer's trolls attack them.

Encounter 6: Meanwhile, Back up Top: Once the combat erupts, Cranzer sends his main battle force to control the central chamber.

Encounter 7: Into Cranzer's Sanctum (Optional): If the PCs successfully discover the correct entrance to the sanctum, those PCs who are inclined may decide to infiltrate it, while those not participating in the optional encounter provide a distraction as they withdraw. This will be a Triad written and judged encounter.

Conclusion: The Triad will reach a decision as to the short and long term effects of the interactive on the Bandit Kingdoms and inform the affected PCs.

PREPARATION FOR PLAY

During this event, tables may receive magical aid (via buffs, divinations,...) from other tables. However, Cranzer has means of determining the actual power level of such enhancements and will adjust the challenge accordingly.

SPECIAL: During play, the DM needs to note the long term magical effects (i.e. *greater magic weapon*, *heroes' feast*, and other such buffs) any PCs in the party are under effects that were cast at a caster level more than two levels above the party's calculated APL. When the PCs enter the Silver Mines, Cranzer will use a suite of divination and scrying techniques to evaluate the PCs' general power level (APL) and assign minions he believes are sufficient. These divinations and scrying mechanisms are sophisticated enough to note unusual spikes in a party's power level and respond with buffs of equal effectiveness for his war trolls. (These are detailed in Encounter 5: The Bottom Chamber.) If the DM feels the PCs are using an effect that is similar enough to a high level buff that it would be detectable through divinations and scrying (for example, bringing in numerous *shrink item*, or *animated dead*), the DM should include such effects as well as on going higher level spell buffs from other PCs at the interactive.

REGIONAL WARNING

Casey or Dan reads to get everyone's attention after mustering is completed:

It is important to realize at all times that the Bandit Kingdoms are under the control of luz, the Old One, a chaotic-evil deity who revels in torture, depravity and trickery. His clergy and worshippers tend to imitate many of the attributes of their dread lord. Things that you might take for granted in other lands, such as freedom of worship and the rule of law, are not valued by the luzian rulers of the Combination of Free Lords. You may be able to strike at luz, but seldom can you strike at him overtly without paying the final price. Be warned, life is short for those who openly defy Old Wicked.

INTRODUCTION

Casey or Dan reads to get the Interactive started:

Normally, important court events are planned and announced months in advance, so it was surprising when word arrived of a birthday celebration for Chancellor Marischal Hind of the Kingdom of Johrase, with only a few days notice.

Still, Kinemeet has been an area ripe for adventure of late, and you were fairly close by, so you, each for your own reasons, have made an appearance.

Far from the revelry that usually punctuates such affairs, Lord Hind's birthday party is an extremely subdued affair. Lord Hind's personal appearance was brief and composed of only a subdued welcome to the attendees. Additionally, during the preparations, spell casters wearing the Johrase coat of arms were busy casting throughout the ballroom and adjoining chambers. The affair has a clandestine atmosphere to it.

Ask for a DC 20 Spellcraft by those in attendance. Success reveals that the spells being cast are multiple instances of the 5th level spell *false vision*.

This is the opportunity for the PCs to get comfortable with each other if they are not already. There may or may not be NPCs for the PCs to mingle with. After a few minutes, Casey or Dan continues with the following:

The evening progresses in an uneventful manner. It appears that the expectations of adventure in the Johrase capitol will go unfulfilled. Many of the guests are on the verge of succumbing to boredom and retiring, when a page in the crisp livery of the Johrase enters the great hall and shouts out, "My lords and my ladies, rise for the Chancellor Marischal, protector of the Johrase, Lord Calmert Hind!"

Lord Hind once again thanks everyone for coming for his birthday celebration. With a discrete motion, he motions for the lower-ranking Johrase (including the non-combatant women) to leave the room. He is surrounded by his Council of Lords, just in case.

1: THE JOHRASE REQUEST

Lord Hind continues:

"There is an issue of great importance, for which we have gathered you under the pretense of a birthday celebration. I apologize for the subterfuge, as much as I loathe it, but sometimes you have to fight fire with fire, treachery with trickery.

"Before I continue, I must confide that there is one amongst us who several of you may have previous issues with and harbor hostile intent toward. However, all in attendance in this room are under my protection. Please keep that in mind.

So, before we continue, I must demand a pledge from each of you to forgo acrimonious actions during this council regardless of the passion you may feel towards anyone in this room. Does anyone object?"

Any PC refusing to take a pledge of truce will be invited to leave the council. Once the council is comprised solely of PCs who are pledged to avoid conflict for the duration of the council, Lord Hind will signal TB Gonagin by asking him to step from behind the tapestry and join the council.

Hind has the following information at his disposal (plus any other info the Triad deems that he knows and will share):

- The "Ramiki gem" has been recently moved from Fleischer to the lower portions of the Garusk'ka Silver Mines.
- The Johrase know this because their casters regularly use divinations spells to keep track of the gem. Most frequently *legend lore*. On rare occasions, *greater scrying* has been successful

in catching glimpses of the gem. And *vision* has been used on a few rare occasions when time is essential.

- It is now clear that Cranzer maintains a secret refuge in the lower reaches of the garusk'ka Silver Mines. While he has many such facilities throughout the Bandit Kingdoms, it was not previously believed that he had one in Garusk'ka as it was not detected during the Trithereonites' battle there several years ago (BDKi4-01, Owlcon Interactive).
- TB Gonagin has related that there is a secret entrance to the Silver Mines.
- *Zone of truth*, *detect thoughts*, and various other means have been used to verify TB's sincerity.
- Despite repeated attempts in the past days, the Johrase have been unable to penetrate the lower reaches via divinations. The lower reaches may be extra-planar in nature or they may just be heavily warded.
- They have penetrated the upper reaches and have a pretty thorough layout of the area. And they have been able magically explore many of the shafts. However, several of the shafts reach a point where divinations are unable to penetrate. Presumably one of these shafts is the entrance to Cranzer's Silver Mines compound. TB has confirmed this presumption.
- TB has related a particular quartz pattern in the wall at the bottom of the shaft that allows entrance to the compound, but there is no way of identifying which of the dozens of tunnel entrances leads to the correct entrance at the bottom of the shaft.
- Johrase scout teams were sent to infiltrate the mines to discern the correct entrance five days ago. One team was to successively *teleport* into each tunnel just above the blind areas, and explore each tunnel until they found the correct one. The second team *polymorphed* a party member into an ankheg and attempted to burrow to the lower reaches to explore them. Both parties are apparently lost.
- TB has shared information about a secret entrance that the Silver Mines' guards use to smuggle contraband into their barracks.
- The tentative plan of action is to penetrate en masse through the secret entrance. Seize the central chamber from which the dozens of shafts spawn. Keep a strong team in place in the central chamber long enough for numerous scout teams to penetrate the different shafts to find the correct entrance and return (somewhere in the neighborhood of thirty minutes). The bulk of the force will then withdraw as a diversion, while an elite force penetrates the inner sanctum to retrieve the gem.

- Intelligence on Cranzer's whereabouts is scant at best.
- The Johrase don't believe that the secrecy of the operation has been compromised, but that such compromise is imminent – considering that they've lost two parties and have now exposed the operation to dozens of adventurers. The move must be made immediately to have a reasonable chance of success.
- The Johrase previously sent out a team which located the secret entrance that TB can elaborate on. A friend will cast a *teleportation circle* to efficiently move the adventurers into the area close to the secret entrance (Khazibul the dwarven archmage. He feels bad about letting Ramiki get *trapped the soul* by Cranzer).

TB has the following information available:

- He can draw a picture of the quartz design that marks the entrance. (Player handout 2)
- He remembers it so well because it resembles "TB", with T in a white tinged quartz and B in yellowish quartz.
- It would be shocking if more than one of the rooms had this same design, but he cannot guarantee that it is not in every room, as he only saw the one room.
- From the guards' conversation, he gleaned that the secret entrance is a small sized passage (medium creatures would be squeezing, large creatures could not enter unless reduced somehow) which connects the guards' main sleeping area to the surface.
- He is not positive, but from what he observed as he was escorted around the mines, meal times seemed to be a time when all the off-duty guards assembled in the mess hall – thus leaving the sleeping area pretty much empty.
- He got the information about the entrance by overhearing two guards discussing how they could get a female "friend" into the sleeping area unseen.

Development: The PCs should consult among themselves and make arrangements and preparations for penetrating the Silver Mine, starting at dawn tomorrow.

Casey reads out the following at this point:

This event will allow tables to cross-buff at the beginning of the next encounter. Plan accordingly. In order to buff someone at another table, you MUST give them some sort of card denoting the spell or item, caster level, duration, etc., in front of the receiving PC's judge. You are responsible for keeping track of

your PC's gear and spells. If you loan a weapon to another PC and it gets sundered, OOPS! Keep that in mind.

If you do not mark off any spells cast while buffing, or re-use pearls of power, etc., that is CHEATING! If we hear of anyone cheating, we will enforce the RPGA rules.

You have 15 minutes to prepare before the next encounter begins. Good luck!

2: THE UPPER REACHES OF THE SILVER MINE

Once the players are ready, Casey or Dan reads the following:

Dawn arrives bright and early. The air is crisp and cold. Still, you wake up in a Johrase military tent on a cot, rested and ready for breakfast.

(Everyone who is eating a Heroes' Feast, hold up your hand.)

Outside, a dwarven archmage is sending parties of warriors and heroes onto a raised stone dais. Once on it, they disappear without so much as a flash. When it is your turn, you arrive outside the secret passage and quickly hurry into it, the other groups ahead of you.

The secret passage is a narrow tunnel large enough for a medium creature to squeeze through and is lit by several dropped torches. It is a distance of 350 feet from the entrance to the guards' barracks in the upper reaches of the Silver Mine. Under normal conditions no creature larger than medium will fit through the tunnel.

The upper reaches of the mine are vulnerable to divinations so spells such as *commune*, or *scrying* should be fully effective with regards to this area. However, the lower reaches are heavily warded by the Boneheart Cranzer and even a spell such as *commune* will return little information regarding it.

As the PCs penetrate the upper reaches read or paraphrase the following:

The secret entrance terminates behind a stack of debris in the main guard barracks. It is completely empty.

3: THE SHAFT CHAMBER

Cranzer has previously cast *divination* and it will alert him a few hours before the PCs begin their action. (His question was "When should I

evacuate the upper reaches of the mines to avoid intertwining them in the combat between the trolls and Johrase attack force?") Using a *permanent teleportation circle*, he is able to completely evacuate the upper reaches of the mines to impregnable refuges in Riftcrag for the duration of the action, clearing the way for him to test the mettle of his war trolls against the adventurers.

Reaching the central shaft chamber, it is clear that this is the strategic point to maintain control of the lower reaches as dozens of shafts spawn from this large room. However, so far there is nothing to hold it against. The only sounds to date have been the echoes of boots through empty chambers as this large strike force moved through the empty tunnels.

A Johrase captain then whispers, "Right then. This is the main chamber. We can't let this position be overrun, else everyone will be cut off. We need a strong group to hold this position until others can tell them where our king's soul is being held. Any volunteers?"

The PCs may need to be reminded of Calmert's admonition that the central shaft chamber is the key to the Silver Mines and that when combat ensues the strongest party should hold that strategic position until the actual entrance to Cranzer's sanctum can be determined.

***Players, now is your last chance to prepare!
Judges, begin Encounter Four at this time.***

This is the point where the group splinters with different parties each exploring their own shaft. (Refer to DM Map 2.) Randomly determine which scouting party is descending into the actual entrance shaft.

4: THE DESCENT

As the party enters their shaft and move toward the lower reaches, they come under the scrutiny of Cranzer's divinations. He quickly assesses the threat the PCs pose and via *teleportation* dispatches a group of magically silenced engineers to hastily construct traps to soften up the PCs as they approach the bottom chamber (See DM Map1). The trap setters quickly withdraw from the fray after setting their traps.

Trap: The first trap is encountered sixty feet from the bottom shaft. The trap setters have hastily set up falling block traps.

APL2 (EL3)

Stone Blocks from Ceiling: CR 3; mechanical; location trigger; repair reset; Atk +6 melee (6d6, stone blocks); Search DC 16; Disable Device DC 16.

APL4 (EL5)

Stone Blocks from Ceiling: CR 5; mechanical; location trigger; repair reset; Atk +10 melee (10d6, stone blocks); Search DC 19; Disable Device DC 19.

APL6 (EL7)

Stone Blocks from Ceiling: CR 7; mechanical; location trigger; repair reset; Atk +16 melee (12d6, stone blocks); Search DC 22; Disable Device DC 22.

APL8 (EL9)

Stone Blocks from Ceiling: CR 9; mechanical; location trigger; repair reset; Atk +19 melee (12d6, stone blocks); Search DC 25; Disable Device DC 25.

APL10 (EL11)

Stone Blocks from Ceiling: CR 11; mechanical; location trigger; repair reset; Atk +22 melee (14d6, stone blocks); Search DC 28; Disable Device DC 28.

APL12 (EL13)

Stone Blocks from Ceiling: CR 13; mechanical; location trigger; repair reset; Atk +24 melee (14d6, stone blocks); Search DC 31; Disable Device DC 31.

APL14 (EL15)

Stone Blocks from Ceiling: CR 15; mechanical; location trigger; repair reset; Atk +24 melee (18d6, stone blocks); Search DC 34; Disable Device DC 34.

APL16 (EL17)

Stone Blocks from Ceiling: CR 17; mechanical; location trigger; repair reset; Atk +24 melee (22d6, stone blocks); Search DC 37; Disable Device DC 37.

5: THE BOTTOM CHAMBERS

The passageway disappears into a dark, foggy mass.

This is the boundary to a *Mordenkainen's private sanctum*. A DC25 Spellcraft will recognize the spell.

A DC28 is required to recognize that it is also meta-magic widened.

This shrouds the main chamber, and also prevents PCs from discerning the secret entrance to the room beyond it (refer to DM Map 1). When the PCs arrive at the entrance, there is only a single troll in the chamber. A second will arrive three rounds after the PCs first encounter the *Mordenkainen's private sanctum*. And a third will arrive 1d3 rounds after the second.

Trap: When the first person enters the bottom chamber, the two entry squares and the first two squares of the tunnel (See DM Map 1) are hit by a fusillade of arrow traps. (So the trap will affect the PC entering the room and one or two people immediately behind him if they are within 5'.)

APL2 (EL4)

Fusillade of Arrows: CR 4; mechanical; location trigger (tripwire); manual reset; DC13 Reflex save for half (6d6, arrows); multiple targets (each target in a 10-ft.-by-10-ft. area); Search DC 16; Disable Device DC 16.

APL4 (EL6)

Fusillade of Arrows: CR 6; mechanical; location trigger (tripwire); manual reset; DC16 Reflex save for half (8d6, arrows); multiple targets (each target in a 10-ft.-by-10-ft. area); Search DC 19; Disable Device DC 19.

APL6 (EL8)

Fusillade of Arrows: CR 8; mechanical; location trigger (tripwire); manual reset; DC19 Reflex save for half (12d6, arrows); multiple targets (each target in a 10-ft.-by-10-ft. area); Search DC 22; Disable Device DC 22.

APL8 (EL10)

Fusillade of Arrows: CR 10; mechanical; location trigger (tripwire); manual reset; DC22 Reflex save for half (12d6, arrows); multiple targets (each target in a 10-ft.-by-10-ft. area); Search DC 25; Disable Device DC 25.

APL10 (EL12)

Fusillade of Arrows: CR 12; mechanical; location trigger (tripwire); manual reset; DC25 Reflex save for half (14d6, arrows); multiple targets (each target in a 10-ft.-by-10-ft. area); Search DC 28; Disable Device DC 28.

APL12 (EL14)

Fusillade of Arrows: CR 14; mechanical; location trigger (tripwire); manual reset; DC28

Reflex save for half (14d6, arrows); multiple targets (each target in a 10-ft.-by-10-ft. area); Search DC 31; Disable Device DC 31.

APL14 (EL16)

Fusillade of Arrows: CR 16; mechanical; location trigger (tripwire); manual reset; DC31 Reflex save for half (16d6, arrows); multiple targets (each target in a 10-ft.-by-10-ft. area); Search DC 34; Disable Device DC 34.

APL16 (EL18)

Fusillade of Arrows: CR 18; mechanical; location trigger (tripwire); manual reset; DC34 Reflex save for half (20d6, arrows); multiple targets (each target in a 10-ft.-by-10-ft. area); Search DC 37; Disable Device DC 37.

Tactics: There is a troll in the adjoining chamber (shrouded by the *Mordenkainen's private sanctum* [PHB p.256]). At the time the PCs first encounter the trap, only one has arrived via *teleportation circle* to the adjoining room (see DM Map 1). He is in the main chamber area and observing the PCs. Depending on PC actions, he may either attack or wait for his partners. If he sees the PCs begin searching for traps, he will attempt to provoke them into immediately entering using ranged attacks. His partners will arrive via the secret door. The second arrives 3 rounds after the PCs first encounter the trap/ *Mordenkainen's private sanctum*, and the third arrives 1d3 rounds after the second.

Cranzer has the means to determine the PCs overall threat level (APL) and also if there are magical "spikes" in that power level.

SPECIAL: For every six spell effects (rounded up) that PCs have on them that are cast at a caster level greater than APL+2 and which the DM feels elevate the party's effective APL (such as Heroes' Feast for low APL tables, +5 *greater magic weapons* and *armor*, etc., each war troll will have one insignia from a cleric of luz who is hidden deep in the sanctum.

The undisclosed clerics will use wands of *insignia of healing* on the first round of combat and every three rounds thereafter healing 1d8+5 points of damage. For example, if each member is under the effect of a *heroes' feast* at a caster level greater than APL+2, that would be 6 spell effects, and the trolls would each have one insignia. If an additional member of the party is carrying a weapon with *greater magic weapon* cast on it at a caster level greater than APL+2, that would make seven spell effects and the trolls would each have

two insignias. If the PCs have a total of 19-24 spell effects, each troll would have four insignias – one would go off each round, and the fourth would go off every three rounds; and so forth.

Secret Door to *teleportation circle* target room:
Search DC 20.

APL2 (EL5)

War-troll (whelp) (3): hp 13 each; Appendix 1

APL4 (EL7)

War-troll (cub) (3): hp 30 each; Appendix 1

APL6 (EL9)

War-troll (adolescent) (3): hp 57 each; Appendix 1

APL8 (EL11)

War-troll (juvenile) (3): hp 84 each; Appendix 1

APL10 (EL13)

War-troll (youth) (3): hp 125 each; Appendix 1

APL12 (EL15)

War-troll (3): hp 162 each; Appendix 1

APL14 (EL17)

War-troll of legend (3): hp 246 each; Appendix 1

APL16 (EL19)

War-troll of legend barbarian 1/warrior 2 (3): hp 324 each; Appendix 1

Development: It is not necessary to kill the trolls in order determine if the chamber has the quartz design. Anyone in the chamber can spend a single move action to make a look around and see that the design is not in the chamber (except for the one party which has randomly gone down the actual entry chamber, which will clearly see the design). **It is not necessary to kill all three trolls to overcome the challenge of the encounter!**

If the PCs retreat after determining whether or not the chamber is the entry chamber, the trolls will follow as long as they have the upper hand and are making progress against the PCs. If the PCs are faster, pose a high risk of death to the trolls, or manage to get more than a couple hundred feet from the bottom chamber, the trolls will declare victory and end their pursuit.

Treasure: The PCs can gain the following treasure here:

APL 2: Loot 238 gp, **Insignia of Cleric of luz.**

APL 4: Loot 287 gp, **Insignia of Cleric of luz.**

APL 6: Loot 525 gp, **Insignia of Cleric of luz.**

APL 8: Loot 575 gp, **Insignia of Cleric of luz.**

APL 10: Loot 625 gp, **Insignia of Cleric of luz.**

APL 12: Loot 700 gp, **Insignia of Cleric of luz.**

APL 14: Loot 700 gp, **Insignia of Cleric of luz.**

APL 16: Loot 700 gp, **Insignia of Cleric of luz.**

Development: If there is time, and if the Triad feels it is appropriate, have the lower level parties hurry back to the top area. If they want to try to impact Encounter six, they may be allowed to try (Triad discretion).

6: MEANWHILE, BACK UP TOP

After a few minutes, Cranzer sends a strong force to seize the central chamber and hold it. If PCs are occupying the central chamber they must combat Cranzer's force. See DM Map2 for a lay out of the central chamber. Cranzer sends an initial force via a permanent *teleportation circle* which enters the chamber at the location designated as Wave 1. Cranzer has divinations in effect (*arcane eye*, *arcane sight*, and other divinations) which will allow him to warn his trolls of magical effects which PCs may have placed in preparation. This does not necessarily negate the benefit of these preparations, but it does forewarn the trolls.

Initial force:

APL 14 (EL15)

War-troll (3): hp 162 each; Appendix 1

APL 16 (EL17)

War-troll of legend (3): hp 246 each; Appendix 1

If the PCs overcome the initial force, a reinforcement group arrives via the permanent *teleportation circle* about 1 minute later at the location marked as Wave 2. They will benefit from the same forewarning as the initial wave.

Reinforcement group:

APL 14 (EL 16):

War-troll (2): hp 162 each; Appendix 1

War-troll of legend: hp 246; Appendix 1

APL 16 (EL18)

War-troll of legend (4): hp 246 each; Appendix 1

If the PCs still hold the central chamber, after about another five minutes, a final force arrives. Cranzer uses a scroll of *teleportation circle* and his divinations to place this final way into a position that is the most strategic position (probably intermingled with the PCs). They arrive in three successive rounds.

Final group:

APL 14 (EL17)

War-troll of legend (3): hp 246, 246, 246; Appendix 1

APL 16 (EL19)

Advanced War-troll of legend barbarian 1/warrior 2 (3): hp 324, 324, 324; Appendix 1

Note: If PCs use tactics such as walls of force to cut the trolls off from the PCs, then they are likely spelling doom for returning lower level PCs. Also, Cranzer might use *greater dispel magic* to get rid of any such annoyances (the Triad is aware of how he can do this).

Development: If the trolls force the PCs from the central chamber, the trolls will maintain control of the chamber rather than pursue the PCs. However, if it becomes apparent that the PCs intend to continue the fight, the trolls will leave the chamber long enough to deal with the PCs. If the trolls control the central chamber, returning PC scout parties will have to deal with occupying trolls. This could be quite disastrous if the high level PCs abandon the fray completely. The high level PCs should be urged to maintain some sort of presence in the central chamber even if it is just enough to provide a distraction so that returning, lower level scout parties can make an escape.

Treasure: The PCs can gain the following treasure here:

ALL APLs: Loot 2,333 gp.

7: INTO CRANZER'S SANCTUM (OPTIONAL)

If the party which is exploring the actual sanctum entrance is successful in recognizing the quartz formation and returning safely to the central

chamber, some PCs have the option of infiltrating into the actual sanctum to face Cranzer himself, while the rest of the force retreats and (presumably) offers up a distraction to cover for the infiltrators.

Triad written.

CONCLUSION

Triad written.

CAMPAIGN CONSEQUENCES

Triad written.

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.

4: The Descent

Encountered the falling block trap.

APL 2	45 XP
APL 4	75 XP
APL 6	105 XP
APL 8	135 XP
APL 10	165 XP
APL 12	195 XP
APL 14	225 XP
APL 16	255 XP

5: The Bottom Chamber

Encountered the fusillade of arrows traps.

APL 2	60 XP
APL 4	90 XP
APL 6	120 XP
APL 8	150 XP
APL 10	180 XP
APL 12	210 XP
APL 14	240 XP
APL 16	270 XP

5: The Bottom Chamber

Able to deal with the trolls well enough to discern if the chamber contained the quartz pattern.

APL 2	75 XP
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APL 4	105 XP
APL 6	135 XP
APL 8	165 XP
APL 10	195 XP
APL 12	225 XP
APL 14	255 XP
APL 16	285 XP

APL 10: 1,150 gp
APL 12: 1,650 gp
APL 14: 3,300 gp
APL 16: 4,950 gp

ADVENTURE RECORD ITEMS

6: Meanwhile, Back up Top

Able to deal with the trolls well enough to provide safe return to scout parties.

All APLs 810 XP

Story Award

PCs braved the mines:

APL 2	45 XP
APL 4	67 XP
APL 6	90 XP
APL 8	112 XP
APL 10	135 XP
APL 12	157 XP
APL 14	180 XP
APL 16	202 XP

Total Possible Experience

APL 2	225 XP
APL 4	337 XP
APL 6	450 XP
APL 8	562 XP
APL 10	675 XP
APL 12	787 XP
APL 14	900 XP
APL 16	1012 XP

TREASURE SUMMARY

5: The Bottom Chamber

Insignia of a Cleric of luz plus

APL 2: Loot 238 gp.

APL 4: Loot 287 gp.

APL 6: Loot 525 gp.

APL 8: Loot 575 gp.

APL 10: Loot 625 gp.

APL 12: Loot 700 gp.

APL 14: Loot 700 gp.

APL 16: Loot 700 gp.

6: Meanwhile, Back up Top

ALL APLs: Loot 2,333 gp.

Treasure Cap

APL 2: 225 gp

APL 4: 325 gp

APL 6: 450 gp

APL 8: 675 gp

Favors from the Johrase: To be determined...

Insignia of Cleric of luz: By displaying the insignia of the cleric of luz, you gain a +4 Circumstance modifier to social skills when dealing with members of the Church of luz.

ITEM ACCESS

APL6 (all of APLs 2-4 plus the following):

- Large size masterwork greatsword (Adventure; PHB)
- Large size masterwork composite longbow (+5 Str bonus) (Adventure, PHB)

APL8 (all of APLs 2-6 plus the following):

- Large size masterwork composite longbow (+7 Str bonus) (Adventure, PHB)

APL10 (all of APLs 2-8 plus the following):

- Large size masterwork composite longbow (+9 Str bonus) (Adventure, PHB)

APL12 (all of APLs 2-10 plus the following):

- Large size masterwork composite longbow (+10 Str bonus) (Adventure, PHB)

5: THE BOTTOM CHAMBERS

TROLL, WAR (WHELP) CR 2

LE medium monstrous humanoid

Init +1; **Senses** darkvision 60 ft., low-light vision; Listen +4, Spot +5

Languages Giant

AC 17, touch 11, flat-footed 16
(+1 Dex, +4 armor, +2 natural)

hp 13 (2 HD); regeneration 2

SR 10

Fort +2, **Ref** +4, **Will** +3

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft.

Melee Masterwork greatsword +4 melee (2d6+1/19-20) and bite -2 (1d4); or 2 claws +3 melee (1d6+1) and bite -2 (1d4) or

Ranged masterwork composite longbow (+1 Str bonus) +4 (1d8+1/x3)

Base Atk +2; **Grp** +3

Special Actions dazing blow

Abilities Str 13, Dex 12, Con 15, Int 8, Wis 11, Cha 10

Feats Alertness

Skills Listen +4, Spot +5

Possessions chain shirt, masterwork greatsword, masterwork composite longbow (+1 Str)

Dazing Blow (Ex): The force of even a war troll whelp's blow can be overwhelming. If a war troll whelp hits with a weapon or claw attack, the opponent must make a DC13 Fortitude save or be dazed for 1 round. The DC is Constitution based (10 + ½ HD + Con modifier).

Regeneration (Ex): Unlike their cousins, acid (not fire) deals normal damage to war troll whelps. If a war troll loses a limb or body part, the lost portion regrows in 2d4 minutes. The creature can attach the severed member instantly by holding it to the stump.

5: THE BOTTOM CHAMBERS**TROLL, WAR (CUB) CR 4**

LE medium monstrous humanoid

Init +2; **Senses** darkvision 60 ft., low-light vision; Listen +5, Spot +6**Languages** Giant**AC** 20, touch 12, flat-footed 18 (+2 Dex, +4 armor, +4 natural)**hp** 30 (4 HD); regeneration 3, DR 1/adamantine**SR** 12**Fort** +4, **Ref** +5, **Will** +4

Speed 35 ft. in chain shirt (7 squares), base movement 35 ft.**Melee** Masterwork greatsword +9 melee (2d6+4/19-20) and bite +2 (1d4+1); or 2 claws +7 melee (1d6+3) and bite +2 (1d4+1) or**Ranged** masterwork composite longbow (+3 Str bonus) +7 (1d8+3/x3)**Base Atk** +4; **Grp** +7**Special Actions** dazing blow

Abilities Str 17, Dex 14, Con 17, Int 8, Wis 11, Cha 10**Feats** Alertness, Weapon Focus (Greatsword)**Skills** Listen +5, Spot +6**Possessions** chain shirt, masterwork greatsword, masterwork composite longbow (+3 Str)

Dazing Blow (Ex): The force of even a war troll whelp's blow can be overwhelming. If a war troll whelp hits with a weapon or claw attack, the opponent must make a DC15 Fortitude save or be dazed for 1 round. The DC is Constitution based (10 + ½ HD + Con modifier).**Regeneration (Ex):** Unlike their cousins, acid (not fire) deals normal damage to war troll cubs. If a war troll loses a limb or body part, the lost portion regrows in 2d4 minutes. The creature can attach the severed member instantly by holding it to the stump.

5: THE BOTTOM CHAMBERS**TROLL, WAR (ADOLESCENT) CR 6**

LE large monstrous humanoid

Init +1; **Senses** darkvision 60 ft., low-light vision; Listen +6, Spot +7**Languages** Giant**AC** 20, touch 10, flat-footed 19

(-1 size, +1 Dex, +4 armor, +6 natural)

hp 57 (6 HD); regeneration 5, DR 2/adamantine**SR** 14**Fort** +7, **Ref** +6, **Will** +5**Speed** 35 ft. in chain shirt (7 squares), base movement 35 ft.**Melee** Masterwork greatsword +12/+7 melee (3d6+7/19-20) and bite +8 (1d6+2); or 2 claws +10 melee (1d8+5) and bite +8 (1d6+2) or**Ranged** masterwork large composite longbow (+5 Str bonus) +7 (2d6+5/x3)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +6; **Grp** +15**Special Actions** dazing blow**Abilities** Str 21, Dex 12, Con 21, Int 8, Wis 11, Cha 10**Feats** Alertness, Multiattack, Weapon Focus (Greatsword)**Skills** Listen +6, Spot +7**Possessions** chain shirt, masterwork greatsword, masterwork large composite longbow (+5 Str)**Dazing Blow (Ex):** The force of even a war troll whelp's blow can be overwhelming. If a war troll whelp hits with a weapon or claw attack, the opponent must make a DC18 Fortitude save or be dazed for 1 round. The DC is Constitution based (10 + ½ HD + Con modifier).**Regeneration (Ex):** Unlike their cousins, acid (not fire) deals normal damage to war troll adolescents. If a war troll loses a limb or body part, the lost portion regrows in 2d4 minutes. The creature can attach the severed member instantly by holding it to the stump.

5: THE BOTTOM CHAMBERS**TROLL, WAR (JUVENILE) CR 8**

LE large monstrous humanoid

Init +2; **Senses** darkvision 60 ft., low-light vision; Listen +8, Spot +9**Languages** Giant**AC** 23, touch 11, flat-footed 21

(-1 size, +2 Dex, +4 armor, +8 natural)

hp 84 (8 HD); regeneration 6, DR 3/adamantine**SR** 16**Fort** +8, **Ref** +8, **Will** +7

Speed 40 ft. in chain shirt (8 squares), base movement 40 ft.**Melee** Masterwork greatsword +16/+11 melee (3d6+10/19-20) and bite +12 (1d6+3); or 2 claws +14 melee (1d8+7) and bite +12 (1d6+3) or**Ranged** masterwork large composite longbow (+7 Str bonus) +10 (2d6+7/x3)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +8; **Grp** +19**Special Actions** dazing blow

Abilities Str 25, Dex 14, Con 23, Int 8, Wis 13, Cha 10**Feats** Alertness, Multiattack, Weapon Focus (Greatsword)**Skills** Listen +8, Spot +9**Possessions** chain shirt, masterwork greatsword, masterwork large composite longbow (+7 Str)

Dazing Blow (Ex): The force of even a war troll whelp's blow can be overwhelming. If a war troll whelp hits with a weapon or claw attack, the opponent must make a DC20 Fortitude save or be dazed for 1 round. The DC is Constitution based (10 + ½ HD + Con modifier).**Regeneration (Ex):** Unlike their cousins, acid (not fire) deals normal damage to war troll juveniles. If a war troll loses a limb or body part, the lost portion regrows in 2d4 minutes. The creature can attach the severed member instantly by holding it to the stump.

5: THE BOTTOM CHAMBERS

TROLL, WAR (YOUTH) CR 10

LE large monstrous humanoid

Init +6; **Senses** darkvision 60 ft., low-light vision; Listen +9, Spot +10

Languages Giant

AC 25, touch 11, flat-footed 23

(-1 size, +2 Dex, +4 armor, +10 natural)

hp 125 (10 HD); regeneration 8, DR 4/adamantine

SR 18

Fort +11, **Ref** +9, **Will** +8

Speed 40 ft. in chain shirt (8 squares), base movement 40 ft.

Melee masterwork greatsword +21/+16 melee (3d6+13/19-20) and bite +17 (1d6+4); or 2 claws +19 melee (1d8+9) and bite +17 (1d6+4) or

Ranged masterwork large composite longbow (+9 Str bonus) +12 (2d6+9/x3)

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

Base Atk +10; **Grp** +23

Special Actions dazing blow

Abilities Str 29, Dex 14, Con 27, Int 8, Wis 13, Cha 10

Feats Alertness, Multiattack, Weapon Focus (Greatsword)

Skills Listen +9, Spot +10

Possessions chain shirt, masterwork greatsword, masterwork large composite longbow (+9 Str)

Dazing Blow (Ex): The force of even a war troll whelp's blow can be overwhelming. If a war troll whelp hits with a weapon or claw attack, the opponent must make a DC23 Fortitude save or be dazed for 1 round. The DC is Constitution based (10 + ½ HD + Con modifier).

Regeneration (Ex): Unlike their cousins, acid (not fire) deals normal damage to war troll youths. If a war troll loses a limb or body part, the lost portion regrows in 2d4 minutes. The creature can attach the severed member instantly by holding it to the stump.

5: THE BOTTOM CHAMBERS**TROLL, WAR CR 12**

LE large monstrous humanoid

Init +7; **Senses** darkvision 90 ft., low-light vision, scent; Listen +11, Spot +12**Languages** Giant**AC** 31, touch 12, flat-footed 28

(-1 size, +3 Dex, +5 armor, +14 natural)

hp 162 (12 HD); regeneration 9, DR 5/adamantine**SR** 20**Fort** +13, **Ref** +11, **Will** +12

Speed 30 ft. in breastplate (6 squares), base movement 40 ft.**Melee** masterwork greatsword +23/+18/+13 melee (3d6+15/19-20) and bite +19 (1d6+5); or 2 claws +21 melee (1d8+10) and bite +19 (1d6+5) or**Ranged** masterwork large composite longbow (+10 Str bonus) +12 (2d6+10/x3)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +12; **Grp** +26**Special Actions** dazing blow

Abilities Str 31, Dex 16, Con 29, Int 8, Wis 15, Cha 10**Feats** Alertness, Iron Will, Multiattack, Weapon Focus (Greatsword)**Skills** Listen +11, Spot +12**Possessions** chain shirt, masterwork greatsword, masterwork large composite longbow (+10 Str)

Dazing Blow (Ex): The force of even a war troll whelp's blow can be overwhelming. If a war troll whelp hits with a weapon or claw attack, the opponent must make a DC25 Fortitude save or be dazed for 1 round. The DC is Constitution based (10 + ½ HD + Con modifier).**Regeneration (Ex):** Unlike their cousins, acid (not fire) deals normal damage to war trolls. If a war troll loses a limb or body part, the lost portion regrows in 2d4 minutes. The creature can attach the severed member instantly by holding it to the stump.

5: THE BOTTOM CHAMBERS

WAR TROLL OF LEGEND CR 14

LE large outsider

Init +14; **Senses** darkvision 90 ft., low-light vision, scent; Listen +17, Spot +18

Languages Giant

AC 43, touch 17, flat-footed 37

(-1 size, +6 Dex, +7 armor, +19 natural, +2 deflection)

hp 246 + 4 temp (12 HD); regeneration 9, DR 5/adamantine

Immune acid, mind-affecting effects

SR 20

Fort +23, **Ref** +17, **Will** +16

Speed 30 ft. in breastplate (6 squares), base movement 40 ft.

Melee Masterwork greatsword +34/+29/+24/+34 melee (3d6+29/19-20) and bite +30 (1d8+9); or 2 claws +32 melee (1d8+17) and *haste* claw +32 melee (1d8+18) and bite +30 (1d8+9) or

Ranged masterwork large composite longbow (+10 Str bonus) +16 (2d6+10/x3)

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

Base Atk +12; **Grp** +34

Special Actions dazing blow

Cleric Spells Prepared (CL 5th):

3rd— † *invisibility purge*, † *magic vestment*

2nd— † *bear's endurance*, † *bull's strength*, † *death knell*

1st— † *bless*, † *divine favor*, † *magic weapon*, † *shield of faith*

0— *cure minor wounds* (3), *detect magic* (2)

† Already cast

Abilities Str 47, Dex 22, Con 43, Int 10, Wis 17, Cha 14

SQ haste

Feats Alertness, Improved Initiative^B, Iron Will, Multiattack, Weapon Focus (Greatsword)

Skills Listen +17, Spot +18

Possessions chain shirt, masterwork greatsword, masterwork large composite longbow (+10 Str)

Dazing Blow (Ex): The force of even a war troll whelp's blow can be overwhelming. If a war troll whelp hits with a weapon or claw attack, the opponent must make a DC32 Fortitude save or be dazed for 1 round. The DC is Constitution based (10 + ½ HD + Con modifier).

Haste (Su): Supernaturally quick. Can take an extra partial action each round as if affected by a haste spell.

Regeneration (Ex): Unlike their cousins, acid (not fire) deals normal damage to war troll of legend (except they are immune to acid). If a war troll loses a limb or body part, the lost portion regrows in 2d4 minutes. The creature can attach the severed member instantly by holding it to the stump.

6: MEANWHILE, BACK UP TOP

TROLL, WAR CR 12

LE large monstrous humanoid

Init +7; **Senses** darkvision 90 ft., low-light vision, scent; Listen +11, Spot +12

Languages Giant

AC 31, touch 12, flat-footed 28

(-1 size, +3 Dex, +5 armor, +14 natural)

hp 162 (12 HD); regeneration 9, DR 5/adamantine

SR 20

Fort +13, **Ref** +11, **Will** +12

Speed 30 ft. in breastplate (6 squares), base movement 40 ft.

Melee masterwork greatsword +23/+18/+13 melee (3d6+15/19-20) and bite +19 (1d6+5); or 2 claws +21 melee (1d8+10) and bite +19 (1d6+5) or

Ranged masterwork large composite longbow (+10 Str bonus) +12 (2d6+10/x3)

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

Base Atk +12; **Grp** +26

Special Actions dazing blow

Abilities Str 31, Dex 16, Con 29, Int 8, Wis 15, Cha 10

Feats Alertness, Iron Will, Multiattack, Weapon Focus (Greatsword)

Skills Listen +11, Spot +12

Possessions chain shirt, masterwork greatsword, masterwork large composite longbow (+10 Str)

Dazing Blow (Ex): The force of even a war troll whelp's blow can be overwhelming. If a war troll whelp hits with a weapon or claw attack, the opponent must make a DC25 Fortitude save or be dazed for 1 round. The DC is Constitution based (10 + ½ HD + Con modifier).

Regeneration (Ex): Unlike their cousins, acid (not fire) deals normal damage to war trolls. If a war troll loses a limb or body part, the lost portion regrows in 2d4 minutes. The creature can attach the severed member instantly by holding it to the stump.

WAR TROLL OF LEGEND CR 14

LE large outsider

Init +14; **Senses** darkvision 90 ft., low-light vision, scent; Listen +17, Spot +18

Languages Giant

AC 43, touch 17, flat-footed 37

(-1 size, +6 Dex, +7 armor, +19 natural, +2 deflection)

hp 246 + 4 temp (12 HD); regeneration 9, DR 5/adamantine

Immune acid, mind-affecting effects

SR 20

Fort +23, **Ref** +17, **Will** +16

Speed 30 ft. in breastplate (6 squares), base movement 40 ft.

Melee Masterwork greatsword +34/+29/+24/+34 melee (3d6+29/19-20) and bite +30 (1d8+9); or 2 claws +32 melee (1d8+17) and *haste* claw +32 melee (1d8+18) and bite +30 (1d8+9) or

Ranged masterwork large composite longbow (+10 Str bonus) +16 (2d6+10/x3)

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

Base Atk +12; **Grp** +34

Special Actions dazing blow

Cleric Spells Prepared (CL 5th):

3rd— † *invisibility purge*, † *magic vestment*

2nd— † *bear's endurance*, † *bull's strength*,
† *death knell*

1st— † *bles*, † *divine favor*, † *magic weapon*,
† *shield of faith*

0— *cure minor wounds* (3), *detect magic* (2)

† Already cast

Abilities Str 47, Dex 22, Con 43, Int 10, Wis 17, Cha 14

SQ *haste*

Feats Alertness, Improved Initiative^B, Iron Will, Multiattack, Weapon Focus (Greatsword)

Skills Listen +17, Spot +18

Possessions chain shirt, masterwork greatsword, masterwork large composite longbow (+10 Str)

Dazing Blow (Ex): The force of even a war troll whelp's blow can be overwhelming. If a war troll whelp hits with a weapon or claw attack, the opponent must make a DC32 Fortitude save or be dazed for 1 round. The DC is Constitution based (10 + ½ HD + Con modifier).

Haste (Su): Supernaturally quick. Can take an extra partial action each round as if affected by a *haste* spell.

Regeneration (Ex): Unlike their cousins, acid (not fire) deals normal damage to war troll of legend (except they are immune to acid). If a war troll loses a limb or body part, the lost portion regrows in 2d4 minutes. The creature can attach the severed member instantly by holding it to the stump.

5: THE BOTTOM CHAMBERS

ADVANCED WAR TROLL OF LEGEND CR 16

Male war troll barbarian 1/warrior 2
 LE large outsider
Init +14; **Senses** darkvision 90 ft., low-light vision, scent; Listen +19, Spot +29
Languages Giant
AC 43, touch 17, flat-footed 37
 (-1 size, +6 Dex, +7 armor, +19 natural, +2 deflection)
hp 324 + 4 temp (15 HD); regeneration 9, DR 5/adamantine
Immune acid, mind-affecting effects
SR 20
Fort +28, **Ref** +17, **Will** +16

Speed 40 ft. in breastplate (6 squares), base movement 40 ft.
Melee Masterwork greatsword +37/+32/+27/+37 melee (3d6+29/19-20) and bite +33 (1d8+9); or 2 claws +35 melee (1d8+17) and *haste* claw +35 melee (1d8+18) and bite +33 (1d8+9) or
Ranged masterwork large composite longbow (+10 Str bonus) +19 (2d6+10/x3)
Space 10 ft.; **Reach** 10 ft.
Base Atk +15; **Grp** +37
Special Actions dazing blow, rage (1/day)
Cleric Spells Prepared (CL 5th):
 3rd— † *invisibility purge*, † *magic vestment*
 2nd— † *bear's endurance*, † *bull's strength*, † *death knell*
 1st— † *bless*, † *divine favor*, † *magic weapon*, † *shield of faith*
 0— *cure minor wounds* (3), *detect magic* (2)
 † Already cast

Abilities Str 47, Dex 22, Con 43, Int 10, Wis 17, Cha 14
SQ fast movement, haste
Feats Alertness, Improved Initiative^B, Improved Toughness^N Iron Will, Multiattack, Weapon Focus (Greatsword)
Skills Listen +19, Spot +20
Possessions chain shirt, masterwork greatsword, masterwork large composite longbow (+10 Str)

Dazing Blow (Ex): The force of even a war troll whelp's blow can be overwhelming. If a war troll whelp hits with a weapon or claw attack, the opponent must make a DC32 Fortitude save or be dazed for 1 round. The DC is Constitution based (10 + ½ HD + Con modifier).

Haste (Su): Supernaturally quick. Can take an extra partial action each round as if affected by a haste spell.

Regeneration (Ex): Unlike their cousins, acid (not fire) deals normal damage to an advanced war troll of legend (except they are immune to acid). If a war troll loses a limb or body part, the lost portion regrows in 2d4 minutes. The creature can attach

the severed member instantly by holding it to the stump.

6: MEANWHILE, BACK UP TOP

TROLL, WAR CR 12

LE large monstrous humanoid
Init +7; **Senses** darkvision 90 ft., low-light vision, scent; Listen +11, Spot +12
Languages Giant
AC 31, touch 12, flat-footed 28
 (-1 size, +3 Dex, +5 armor, +14 natural)
hp 162 (12 HD); regeneration 9, DR 5/adamantine
SR 20
Fort +13, **Ref** +11, **Will** +12

Speed 30 ft. in breastplate (6 squares), base movement 40 ft.
Melee masterwork greatsword +23/+18/+13 melee (3d6+15/19-20) and bite +19 (1d6+5); or 2 claws +21 melee (1d8+10) and bite +19 (1d6+5) or
Ranged masterwork large composite longbow (+10 Str bonus) +12 (2d6+10/x3)
Space 10 ft.; **Reach** 10 ft.
Base Atk +12; **Grp** +26
Special Actions dazing blow

Abilities Str 31, Dex 16, Con 29, Int 8, Wis 15, Cha 10
Feats Alertness, Iron Will, Multiattack, Weapon Focus (Greatsword)
Skills Listen +11, Spot +12
Possessions chain shirt, masterwork greatsword, masterwork large composite longbow (+10 Str)

Dazing Blow (Ex): The force of even a war troll whelp's blow can be overwhelming. If a war troll whelp hits with a weapon or claw attack, the opponent must make a DC25 Fortitude save or be dazed for 1 round. The DC is Constitution based (10 + ½ HD + Con modifier).

Regeneration (Ex): Unlike their cousins, acid (not fire) deals normal damage to war trolls. If a war troll loses a limb or body part, the lost portion regrows in 2d4 minutes. The creature can attach the severed member instantly by holding it to the stump.

WAR TROLL OF LEGEND CR 14

LE large outsider
Init +14; **Senses** darkvision 90 ft., low-light vision, scent; Listen +17, Spot +18
Languages Giant
AC 43, touch 17, flat-footed 37
 (-1 size, +6 Dex, +7 armor, +19 natural, +2 deflection)
hp 246 + 4 temp (12 HD); regeneration 9, DR 5/adamantine
Immune acid, mind-affecting effects
SR 20
Fort +23, **Ref** +17, **Will** +16

Speed 30 ft. in breastplate (6 squares), base movement 40 ft.

Melee Masterwork greatsword +34/+29/+24/+34 melee (3d6+29/19-20) and bite +30 (1d8+9); or 2 claws +32 melee (1d8+17) and *haste* claw +32 melee (1d8+18) and bite +30 (1d8+9) or

Ranged masterwork large composite longbow (+10 Str bonus) +16 (2d6+10/x3)

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

Base Atk +12; **Grp** +34

Special Actions dazing blow

Cleric Spells Prepared (CL 5th):

3rd— † *invisibility purge*, † *magic vestment*

2nd— † *bear's endurance*, † *bull's strength*, † *death knell*

1st— † *bles*, † *divine favor*, † *magic weapon*, † *shield of faith*

0— *cure minor wounds* (3), *detect magic* (2)

† Already cast

Abilities Str 47, Dex 22, Con 43, Int 10, Wis 17, Cha 14

SQ *haste*

Feats Alertness, Improved Initiative^B, Iron Will, Multiattack, Weapon Focus (Greatsword)

Skills Listen +17, Spot +18

Possessions chain shirt, masterwork greatsword, masterwork large composite longbow (+10 Str)

Dazing Blow (Ex): The force of even a war troll whelp's blow can be overwhelming. If a war troll whelp hits with a weapon or claw attack, the opponent must make a DC32 Fortitude save or be dazed for 1 round. The DC is Constitution based (10 + ½ HD + Con modifier).

Haste (Su): Supernaturally quick. Can take an extra partial action each round as if affected by a *haste* spell.

Regeneration (Ex): Unlike their cousins, acid (not fire) deals normal damage to war troll of legend (except they are immune to acid). If a war troll loses a limb or body part, the lost portion regrows in 2d4 minutes. The creature can attach the severed member instantly by holding it to the stump.

ADVANCED WAR TROLL OF LEGEND CR 16

Male war troll barbarian 1/warrior 2

LE large outsider

Init +14; **Senses** darkvision 90 ft., low-light vision, scent; Listen +19, Spot +29

Languages Giant

AC 43, touch 17, flat-footed 37

(-1 size, +6 Dex, +7 armor, +19 natural, +2 deflection)

hp 324 + 4 temp (15 HD); regeneration 9, DR 5/adamantine

Immune acid, mind-affecting effects

SR 20

Fort +28, **Ref** +17, **Will** +16

Speed 40 ft. in breastplate (6 squares), base movement 40 ft.

Melee Masterwork greatsword +37/+32/+27/+37 melee (3d6+29/19-20) and bite +33 (1d8+9); or 2 claws +35 melee (1d8+17) and *haste* claw +35 melee (1d8+18) and bite +33 (1d8+9) or

Ranged masterwork large composite longbow (+10 Str bonus) +19 (2d6+10/x3)

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

Base Atk +15; **Grp** +37

Special Actions dazing blow, rage (1/day)

Cleric Spells Prepared (CL 5th):

3rd— † *invisibility purge*, † *magic vestment*

2nd— † *bear's endurance*, † *bull's strength*, † *death knell*

1st— † *bles*, † *divine favor*, † *magic weapon*, † *shield of faith*

0— *cure minor wounds* (3), *detect magic* (2)

† Already cast

Abilities Str 47, Dex 22, Con 43, Int 10, Wis 17, Cha 14

SQ fast movement, *haste*

Feats Alertness, Improved Initiative^B, Improved Toughness^N, Iron Will, Multiattack, Weapon Focus (Greatsword)

Skills Listen +19, Spot +20

Possessions chain shirt, masterwork greatsword, masterwork large composite longbow (+10 Str)

Dazing Blow (Ex): The force of even a war troll whelp's blow can be overwhelming. If a war troll whelp hits with a weapon or claw attack, the opponent must make a DC32 Fortitude save or be dazed for 1 round. The DC is Constitution based (10 + ½ HD + Con modifier).

Haste (Su): Supernaturally quick. Can take an extra partial action each round as if affected by a *haste* spell.

Regeneration (Ex): Unlike their cousins, acid (not fire) deals normal damage to an advanced war troll of legend (except they are immune to acid). If a war troll loses a limb or body part, the lost portion regrows in 2d4 minutes. The creature can attach the severed member instantly by holding it to the stump.

APPENDIX 2: NEW RULES ITEMS

MONSTER OF LEGEND [FROM MONSTER MANUAL II P. 213]

A monster of legend is a creature chosen by a god to perform an appointed task. The creature is imbued with divine abilities and great strength to better accomplish its goal. A monster of legend is a unique creature and considered to be an archetype for creatures of the same kind. These divinely enhanced creatures are often set to guard artifacts or planar portals. Monsters of legend are highly dangerous creatures. They are stronger, tougher, and fiercer than their normally encountered kin. Most have potent attack forms and special qualities that mark them as having been touched by divine forces. Monsters of legend are rarely encountered by chance. They leave their lairs only when on divine missions or when exacting revenge on those who threaten their divine missions.

CREATING A MONSTER OF LEGEND

“Monster of legend” is a template that can be added to any animal, beast, magical beast, or monstrous humanoid (hereafter referred to as the base creature). The creature’s type changes to outsider, though the monster of legend’s home plane is the Material Plane. It has all the base creature’s attributes except as noted here.

Hit Dice: All the base creature’s Hit Dice increase to d8s (if smaller than d8, otherwise same as base creature).

Speed: Same as base creature.

AC: Base creature’s natural armor bonus improves by +5.

Attacks: Same as base creature.

Damage: Same as base creature or as indicated on the table below, whichever is greater.

Size Slam Bite Claw Gore

Fine 1 1 — —
Diminutive 1d2 1d2 1 —
Tiny 1d3 1d3 1d2 1
Small 1d4 1d4 1d3 1d2
Medium-size 1d6 1d6 1d4 1d3
Large 1d8 1d8 1d6 1d4
Huge 2d6 2d6 2d4 1d6
Gargantuan 2d8 2d8 2d6 1d8
Colossal 4d6 4d6 2d8 2d6

Special Attacks: A monster of legend retains the base creature’s extraordinary, supernatural, and spell-like abilities. In addition, it gains one of the following special attacks.

Breath Weapon (Su): Every 1d4 rounds, the monster of legend can use a breath weapon (15-foot cone, 3d6 damage). Choose one of the following energy types: acid, fire, lightning, or cold. A target can make a Reflex save (DC 10 + 1/2 monster of legend’s Hit Dice + monster of legend’s Constitution modifier) for half damage.

Frightful Presence (Ex): When a monster of legend makes a loud sound (a roar, growl, or other sound appropriate to its form), it inspires terror in all creatures within 20 feet that have fewer Hit Dice or levels than it has. Each potentially affected opponent must succeed at a Will save (DC 10 + 1/2 monster of legend’s Hit Dice + monster of legend’s Charisma modifier) or become shaken—a condition that lasts until the opponent is out of range. A successful save leaves that opponent immune to that monster of legend’s frightful presence for 24 hours.

Poison (Ex): A monster of legend delivers its poison with each successful bite attack. A target that succeeds at a Fortitude save (DC 10 + 1/2 the monster of legend’s Hit Dice + the monster of legend’s Constitution modifier) does not take poison damage from that particular attack. The initial and secondary damage is the same: 1d6 points of Strength damage.

Raging Blood (Su): Choose whether the monster of legend has acid, fire, or electricity in its blood. Each time damage is dealt to the creature with a piercing or slashing attack, its blood sprays outward in a 5-foot cone, dealing 1d4 points of damage of the selected energy type to all within range (no saving throw). A monster of legend is not harmed by its own blood.

Spells: The monster of legend casts divine spells from the cleric list and from the Protection, Strength, and War domains as a 5th-level cleric (save DC 10 + spell level + the monster of legend’s Wisdom modifier). It does not gain extra domain spell slots for these domains as a cleric would.

Special Qualities: A monster of legend retains the base creature’s extraordinary, supernatural, and spell-like abilities. In addition, it gains two of the following special qualities.

Damage Reduction (Su): 10/+1.

Enhanced Attributes (Ex): The save DC for each of the monster of legend’s special attacks, spells, and spell-like abilities increases by +4.

Fast Healing (Ex): A monster of legend regains lost hit points at the rate of 5 per round.

Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow the monster of legend to regrow or reattach lost body parts.

Greater Damage (Ex): Damage dice for the creature's natural attacks are increased by one die type, as indicated on the table below.

Old Damage New Damage

—	1
1	1d2
1d2	1d3
1d3	1d4
1d4	1d6
1d6	1d8
1d8	2d6

Haste (Su): The creature is supernaturally quick. It can take an extra partial action each round, as if affected by a *haste* spell.

Immunities (Ex): The creature is immune to two of the following effects: acid, electricity, fear, poison, polymorphing, or mind-affecting effects.

Reflective Hide (Su): The creature has a silvery sheen to its skin and is permanently protected by a *spell turning* effect.

Regrow Limbs (Ex): If the creature loses a limb, head, or body part, a new one grows in 1 round. A monster of legend with this ability cannot be slain by a vorpal weapon's headsevering ability.

See in Darkness (Su): The creature can see perfectly in darkness of any kind, even that created by deeper darkness spells.

Spell Resistance (Su): The creature has spell resistance equal to 10 + 1/2 monster of legend's Hit Dice.

Subtype (Ex): The creature has one of the following subtypes: cold or fire.

Saves: Each of the base creature's base saves increases by +3.

Abilities: Increase from the base creature as follows: Str +10, Dex +6, Con +10, Int +2, Wis +2, Cha +4.

Skills: A monster of legend has skill points as the base creature, adjusted for its increased Intelligence score. Its class skills are as the base creature.

Feats: A monster of legend gains Improved Initiative and Multiattack as bonus feats.

Climate/Terrain: Same as base creature.

Organization: Same as base creature.

Challenge Rating: Same as base creature +2.

Treasure: Same as base creature.

Alignment: Same as base creature.

Advancement: Same as base creature.

Monster of Legend 3.5 update notes (but no changes made)

Monster of Legend: Outsider; 10 ft./10 ft.; 10/magic; Intimidate +3, Listen +8, Search +3, Spot +8; Great Fortitude, Improved Initiative, Multiattack, Power Attack, Track; LA Base creature +7; Change to cold and fire subtypes, *haste* spell. Type changes to outsider (native); monsters of legend can be raised, reincarnated, or resurrected normally.

SCULPT SPELL [METAMAGIC]

You can alter the area of your spells.

Prerequisite: Any metamagic feat.

Benefit: You can modify an area spell by changing the area's shape to either a cylinder (10-foot radius, 30 feet high), a 40-foot cone, four 10-foot cubes, a ball (20-foot-radius spread), or a 120-foot line. The sculpted spell works normally in all respects except for its shape. For example, a *lightning bolt* whose area is changed to a ball deals the same amount of damage, but affects a 20-foot-radius spread.

A sculpted spell uses a spell slot one level higher than the spell's actual level.

Source: Complete Arcane p. 83

IMPROVED TOUGHNESS [GENERAL]

You are significantly tougher than normal.

Prerequisites: Base Fortitude save bonus +2.

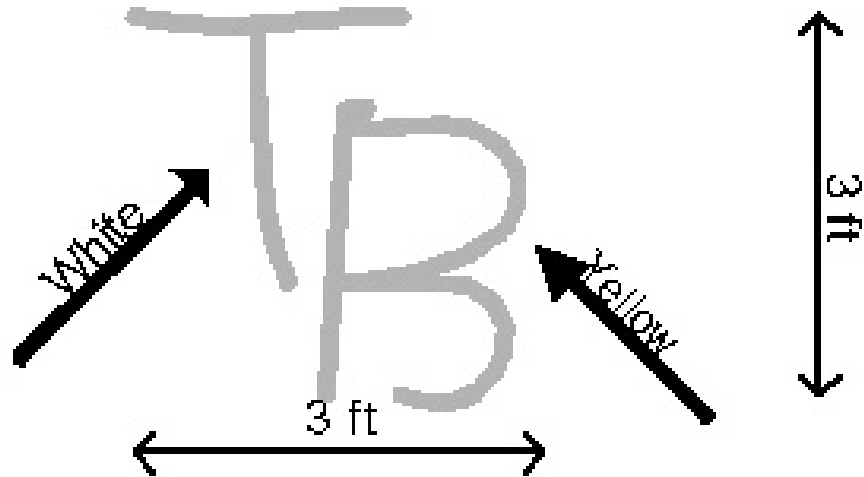
Benefits: You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level) you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

Special: A fighter may select Improved Toughness as one of his fighter bonus feats.

Source: Complete Warrior p. 101

PLAYER HANDOUT 1 (TB'S DIAGRAM)

TB's Diagram



DM Map 2

1 square = 5'

Mine shaft entry
area

Guard Ctr's

Wave 2

Central Chamber.
Ceiling = 40 ft.

Wave 1