

ULP1-04

Downward

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

Version 1

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Are you up for a heroic adventure where you will travel deep into an abandoned mine located within the Lortmil Hills? Only the darkness below knows what you might encounter. An adventure for character levels 1-6.

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This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

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

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

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

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

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

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

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

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the

players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

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

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

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

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

This is a LIVING GREYHAWK Adventure. As a Living™ adventure, it is expected that players will bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, a character sheet, and a LIVING GREYHAWK log sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

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

LIVING GREYHAWK Tier Structure

Because players bring their own characters to LIVING GREYHAWK campaigns, this adventure is tiered. Basically, the challenges in this adventure are proportioned to the average character level of the characters participating in the adventure. To determine the tier that you will use to run this adventure, add the character levels of all the characters. In addition, add the levels of any cohorts or animals according to the values on their certificates. Cross-reference the total and the number of players participating in the game using the chart below to determine the tier used for this adventure.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
T1:	4-12	5-13	6-14	7-15	4 nd
T2:	13-22	14-24	15-26	16-28	6 th
T3:	23-32	25-35	27-38	29-41	8 th

The level cap indicated is the highest level of character allowed to play this adventure. Characters of levels higher than the highest level shown for the highest tier cannot be played.

Is it a Full Moon?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

Lifestyle

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The lifestyles, and the effects that each has on play, are:

Destitute: You have no living space, and must carry all your gear everywhere. You eat poor

quality food. You wear a peasant outfit, your only change of clothes.

Poor: You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.

Common: You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.

High: You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.

Luxury: You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle	Cost	Skill Modifier
Destitute	14 sp	-2
Poor	43 sp	-1
Common	12 gp	0
High	250 gp	+1
Luxury	500 gp	+2

Adventure Synopsis

This is the fourth scenario for the Principality of Ulek in the RPGA Living Greyhawk Campaign. Some of the general background information includes:

- While the Principality of Ulek is ruled by a dwarf, and all of the nobles are dwarves, it consists of more humans than any other race.
- The Principality of Ulek is presently at war with the Pomarj. While there has not been a major battle in some time, the territory east of the hills is currently contested, and a large number of the Principality of Ulek's residents have been forced to flee their homes due to the humanoid invaders of the Pomarj.

- The Pomarj is a humanoid state, composed mainly of orcs, goblins and the like.
- Relatively few elves are native to the Principality of Ulek, and due to Queen Yolande of Celene's refusal to send succor to the Prince during the Greyhawk Wars, a good deal of anti-elf sentiment exists in the nation.
- Half-orcs are, at best, treated as second-class citizens, and, in many instances, treated much worse. They are openly treated with disdain.
- Gnomes, humans, and halflings are native to the Principality of Ulek, and are treated well.

This scenario starts off in the city of Havenhill, a city on the front lines of the war with the Pomarj. Recently, the city has been put under martial law due to the threat of humanoid forces in the area. This stance has not lessened any due to the recent loss of a Dwarven scouting force plus the city being penetrated by a small band of goblins, led by an orc sorcerer, who were spying on the city for a possible attack on the city.

The PCs start the adventure in a tavern named the Stuck Pig. While there they see a message delivered to a gnome, named Ebernie Bloomgem. After reading the note, Ebernie appears to be quite shaken. This is the PCs opportunity for adventure. If Ebernie leaves before the PCs take the bait, his lunch companion will assist if needed.

Eventually, the PCs will travel with Ebernie to see Locc, the individual who sent Ebernie the note. Their travels will take them to the village of Treehome, which oddly only contains three trees, all of which intertwine with each other to help form the Badgers Refuge Tavern and Inn, the locale the PCs will rest for their evening in the village.

While at the Badgers Refuge Tavern and Inn, the PCs have the chance to pick up some gossip and some small pieces of information.

After a night of rest, Ebernie takes the PCs to see Locc in a small cave. He informs them about the Mine Rangers who came here to seek out what was in Urgo's Mine and the fact they have not been seen since. Additionally, Locc has found out that the mines are now currently being inhabited by a group of Derro. He hopes the PCs will bring back some of the ingredients to assist in making an antidote to the Derro's poison.

The Derro have just recently come into the mine. They have made a deal with a tribe of goblins in the nearby area, the Dark Ones. The goblins give the Derro protection, while the Derro supply items to help the goblin's tribe.

Hopefully, the PCs will offer to investigate Urgo's Mine in search of the Mine Rangers. When this occurs, Locc will give the PCs a crude double sided map (Player's Handouts #1 & #2) to help them in their mission.

While in the mine, the PCs will encounter a group of goblins guarding the mine.

After they deal with the goblins, the PCs come to a split in the tunnels. Here they can either follow the path Locc had informed them about or go off searching on their own.

If the PCs choose to go their own route, they may run into several creatures including a gray ooze and a lair of gricks.

If the PCs choose to follow the path Locc suggested, they will run into a group of Derro who are watching over some of their recently acquired slaves. These slaves are working in an underground garden inside a large cavern. Moss and other subterranean flora grow in this dim garden.

After running up against the Derro slave masters and freeing the slaves, the PCs have to determine if they wish to proceed further into the mine and risk possibly facing more Derro.

If the PCs do decide to leave the mine, they run into some gricks that are searching the area where the PCs fought the goblins.

If the PCs decide to continue onward, they find more Derro—one of who may be too great of a challenge for them.

After exiting the mine with the information and other items they have taken and returning to Locc, the PCs are thanked and given appropriate honors and rewards.

Players' Introduction

The weather around Havenhill has been unusually wet this year, but it did manage to let up for a bit; at least enough to let you get your morning chores done.

But by mid-day, the dark clouds came over the city once more and your belly starts to grumble from hunger. Only a hearty meal will silence your belly.

Encounter 1: A Message Delivered

You find a tavern called the Stuck Pig. It seems to be a nice place and those exiting the establishment told you that you could get a good meal for only a few coins.

Entering the establishment, you see that there are many tables and mild chaos, as the human, dwarven, halfling and even gnomish patrons enjoy their meals. Several serving wenches quickly move about the tavern taking care of everyone's needs.

Several tables are open, mostly toward the front of the tavern.

Rugdenner and his wife run the tavern. Rugdenner is a dwarf who served many years in the military before his graying beard and aging knees finally caught up to him. He is still able to

run the tavern; barking at the serving wenches and cooks to keep him moving at all times.

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

Since the majority of open tables are in the front center portion of the establishment, it is quite likely that they will all be at the same table (or at least next to each other). Thus, allow the players to describe their PCs at this time. After they have had time to do this, plus order their food and role-play for a bit, continue with the following:

After placing your order with one of the wenches, you wait for a small amount of time. There is a slow trickle of patrons who enter and leave the establishment.

Soon, you receive your meal and the portions are enormous. Just as you start to eat, a young human boy enters the tavern. He scans the place before waving his arms, as if trying to get everyone's attention. His attempts seem to go unnoticed due to the party-like atmosphere of the place.

Suddenly, a loud ringing fills your ear and you see Rugdenner, owner of the Stuck Pig, ringing a large silver bell to get everyone's attention.

In a sheepish voice, the boy says, "I, I, I have a message for Mister Ebernie Bloomgem." A gnome, just a few tables away from you, raises his hand indicating that he is the individual that the young boy seeks.

The boy nervously runs down and hands the gnome a note. The tavern then returns to normal with its usual loud cheers and boisterous chatter.

You notice the gnome reading the note with his lone male gnomish companion across the table from him patiently waiting. As the gnome's eyes continue down the page, you can see a paleness come to his skin. After completing the note, he frantically roles it back up and sits motionless for a moment.

At this time, allow the PCs to react. This is their bait into adventure that lies further on down the road.

If the PCs decide to talk to the gnome, he will collect himself and offer them a sit at this table. If asked about the note, he will inform those who have asked that he has received a very disturbing message. After some prodding, he will explain that his grandfather, Locc, is a mage that lives near the village of Treehome. In the message, his grandfather explains that his assistance is needed and he should bring his alchemy supplies with him. Locc has learned that a band of Derro are now located in a mine, known as Urgo's Mine. A group known as the Mine Rangers was coming to

investigate the mine and possibly bring some clues as to an antidote to Derro's poison. However, any assistance that Ebernie can get will be most welcome.

If no PC reacts when the young boy delivers the note to Ebernie, he hands the note to his friend and excuse himself leaving the establishment.

Ebernie's friend, Yitter, remains for several minutes, which allows the PCs another chance to get in on some adventure before he will leave. If the PCs speak with him instead of Ebernie, he informs them that something dire has come up and that Ebernie could use any assistance he can get. He gladly takes anyone who is interested in assisting but can offer no payment to do so.

The PCs will not be paid for their assistance as neither Ebernie or Yitter have the funds for that. If the PCs do decide to assist Ebernie, he informs them that he plans to leave within the hour and will meet them at the North Gate.

Have the PCs make a Knowledge (local) checks. The information they receive is as follow:

- DC 10: Success means that the PC has heard of Treehome and knows it is a small village, populated mostly by gnomes, to the north.
- DC 15: Success means the PCs get the information above and that the PC has heard of the Mine Rangers. The Mine Rangers are an exclusive and demanding organization.

Encounter 2: Treehome

Travel to the village of Treehome is fraught with the horrible thought that there is something very wrong here. Several days pass, before you approach the village in the late afternoon. You can see it is an odd assortment of underground and above ground dwellings.

As you make your way into the village, you see a number of gnomish guards patrolling the area around the village.

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

Ebernie Bloomgem will pay for three rooms—one for him, and the other two for the PCs to sleep in. While here for the evening, the PCs have several things they can do including turn in early to gain some extra sleep or role-play with those who are currently staying here.

Any PC who uses Gather Information has the opportunity (DC 10) to learn of some gossip. For every three ranks a PC has, allow them an extra roll for a successful check (re-roll any duplicates):

1. The goblin tribe, the Dark Ones, has been very active in the local area during the past few months. (True)
2. The sage, Locc, is extremely old but quite knowledgeable. (True)
3. It has been said that strange dwarves lurk in the the night but no one knows what they seek. (True)
4. Many abandoned mines in the Principality of Ulek are still filled with riches. All one must do is be brave enough to search around. (Partially True)
5. A band of orcs is wildly spending their newly gained riches. (True)
6. Agents from the Pomarj still lurk within the cities of the Principality of Ulek. (True)
7. A band of great heroes helped save two halfling scouts from certain death. (True)
8. The Suss Forest is an evil forest filled with giant spiders and the like. (Unconfirmed)
9. There is a temple to a long forgotten deity in the Suss Forest. (Unconfirmed)
10. The followers of the Earth Dragon are secretly planning to assassinate the Prince. (False)

Additionally, there are several NPCs that the PCs can role-play with:

Tavern Workers:

Olenn Greeneye (male gnome Rgr1/Ill2; Animal Empathy +4, Craft: Bowmaking +6, Craft: Leatherworking +4, Handle Animal +4, Hide +2, Move Silently +2, Profession: Innkeeper +6, Wilderness Lore +4). Olenn runs the tavern.

Olenn, a tall gnome, is the owner of the tavern. He wears a green apron over his black breeches and shirt, which match his emerald green eyes. He has a confident look about him and an ever-watchful eye for trouble. He is a friend of Locc and is glad the PCs have come with Ebernie to assist in the matter at hand. He does worry about the presence of Derro in Urgo's Mine.

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

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

Umara Greeneye (female gnome Com1; Handle Animal +4, Ride +4). Umara assists with animals of tavern patrons.

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

Tragie Aurgite (female half-elf Rgr1; Animal Empathy +4, Handle Animal +4, Intuit Direction +2, Ride +2, Swim +2, Use Rope +2). Tragie assists with the running of the tavern.

Tragie is the tavern's waitress. She is a beautiful young half-elf who has been working for Olenn for the past two years now. She is intent on learning more from both Olenn and Rathus especially of their adventurers and past travels. If asked about Locc, she will inform the PCs that they should ask Olenn about him.

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

Rathus is an aging human male, who used to adventure with Olenn back when they were both younger. He has the reputation of making anything taste good with his specialty being roast boar with thick gravy. He has meet Locc but doesn't have an opinion about him.

Noteworthy Tavern Patrons:

Ulan Crystalpick (male gnome Com 1; Craft: Blacksmithing +4) is the local blacksmith.

Ulan has red hair and a beard that stands out against his black tunic. He is the local blacksmith and is currently seated with another gnome who is his apprentice. He knows that the Mine Rangers came into town a little over a week ago. They asked him to do some work for them and stated they would return after their mission. He unfortunately has not seen them since. Their group consisted of three dwarves, two humans and a gnome.

Arlahn Battlespike (male dwarf Exp2; Bluff +5, Craft: Armorsmithing +5, Diplomacy +5, Gather Information +5, Intimidate +5, Knowledge: Local +5). Arlahn is a merchant in weapons and armor.

Arlahn is a well-groomed dwarven merchant on his way to the County of Ulek. He is hoping to find some folks who would be willing to purchase some weapons and armor that he will have made for them. During his travels, he has heard that there are numerous people being enslaved in the disputed territory but he has seen nothing to confirm this.

The rest of the patrons here are gnome commoners who will only supply the PCs with gossip that they have already heard.

Encounter 3: Locc

On the morning after when the PCs are ready to proceed, read the following:

You rise the next morning to a deluge of rain coming down out of the Lortmil Hills. When you enter the common room of the Badgers Refuge Tavern and Inn, your nostrils are filled with the smells of maple syrup and fresh berries, a sign of the breakfast that awaits you.

After dining on a hot morning meal and awaiting the rain to subside, Ebernie urges that your journey must continue.

After leaving the village, you travel in a westerly direction toward one of the hills that surrounds the village. After a brief time, you come upon a small cave, with the entrance only about four and a half feet tall.

Ebernie struts into the cave without hesitation urging you to follow.

Quickly, you can see on the far corner of the cave an old gnome who is tending to several potted plants.

The old gnome is Locc Bloomgem. He will introduce himself to the PCs and ask them to do the same. Afterwards he will lead them through a tunnel, which is quite narrow for human and half-orc PCs, deeper into the hill. Within a minute or two, they will come into another cavern that looks like it has been arranged to be a sitting room.

Locc will ask the PCs why they have journeyed with Ebernie. After their story, he will comment on how lucky he is, as he has learned more information and is desperately in need of heroes.

The mission involves traveling to a hill just on the disputed territory and down into Urgo's Mine, also known as The Weasel's Lair.

Locc has learned that the abandoned mine is currently inhabited by a group of Derro, a race of evil dwarfs that leave deep within the earth, but he does not know their strength. When he sent the note to Ebernie, the Mine Rangers were on their way to Urgo's Mine due to his urging.

The Mine Rangers are a group that serves in the protection of mines in the Principality of Ulek. One of their duties is to investigate mines and caves that may have creatures within it.

They did indeed come to the village, speak with him and go to the mine but not a single Mine Ranger has been heard from since. Locc hopes that the PCs can rescue the Mine Rangers if possible and also get samples of any vegetation that the Derro may be growing so an antidote to their poison can be found.

Locc has learned that the Derro have taken some folks prisoner. He also knows that the Derro have been using a type of poison that drains one's strength.

Locc does have a crude map that he can give the PCs that has the directions to Urgo's Mine on one side and a rough map of the mine on the other side. He will make sure to inform the PCs that they should go left at the first main intersection they come to as this leads to the area where the mining was done. Give the PCs Players' Handout #1 and #2.

If the subject of payment comes up, he will inform them that if they can find some of the vegetation for the antidote, he will attempt to give them a portion of the antidote.

Locc Bloomgem (male gnome Wiz5; Alchemy +8, Concentration +8, Knowledge: Arcana +8, Knowledge: Nature +8, Profession: Herbalist +8, Scry +8, Spellcraft +8).

Encounter 4: Urgo's Mine

Following the map given to you by Locc, your trip takes you a total of two days and into the northeast portion of the Province of Corond. You also encounter no resistance during your trek.

Soon you near the entrance to Urgo's Mine. Drawing nearer, you notice that someone must have cleared the area in front of it.

Determine what the PCs are doing at this point. Anyone looking for tracks (Wilderness Lore with Tracking Feat: DC 13) or other clues (Search: DC 18) on the ground has a chance to find several goblin-sized footprints which appear to lead into the mine. The footprints were made fairly recently.

The entrance to the mine is roughly ten feet wide and about eight feet high.

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

Encounter 5: Goblin Guards

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

Anyone looking for additional tracks will notice that the wooden rails that must have been used to assist with getting the mine carts to the mine's entrance. They are cracked, rotting and some pieces are even broke off. It is quite obvious that these rails have not been used in some time.

The tunnel will continue for several hundred yards. Every fifty yards or so, the tunnel levels off and several metal rings can be found in the mine's walls.

The level areas were spots where the carts could be left if the miners needed to rest for a moment; while the metal rings were used to

ensure that the cart did not get away and roll back down the tunnel.

The tunnel leads into a small room, about 20 feet wide by 20 feet long by 8 feet tall where the miners used to load the carts with the treasure they found in the mine.

Currently, there are several goblin guards located here.

Anyone actively listening ahead of the rest of the party will have a chance (Listen: DC 15) to hear the goblins softly chit chatting with each other.

The goblins will also have a chance to hear the party and you should secretly roll once for their chance. If the goblins hear the party coming, they will prepare for the worst. The goblin adept will first cast *sanctuary*, then *bless* on the rest of the goblins followed by *bull's strength* on as many of the other goblins as possible.

Tier 1 (EL 4)

Goblin (4): CR 1/4; Small Humanoid (goblinoid); HD 1d8; hp 5 (each); Init +1 (Dex); Spd 30 ft.; AC 15 (+1 size, +1 Dex, +3 studded leather); Atks +0 melee (1d8-1, morning star), +2 ranged (1d6-1, javelin); SQ Darkvision 60 ft.; AL NE; SV Fort +0, Ref +3, Will +0.

Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills: Hide +6, Listen +3, Move Silently +5, Spot +3; *Feats*: Alertness.

Equipment: studded leather armor (each), javelin (each), morning star (each).

Goblin, Clr3 (1): CR 3; Small Humanoid (goblinoid); HD 3d8+3; hp 20; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 size, +1 Dex, +3 studded leather); Atks +2 melee (1d8-1, morning star); SQ Darkvision 60 ft.; AL NE; SV Fort +5, Ref +3, Will +7.

Str 8, Dex 14, Con 12, Int 11, Wis 13, Cha 8.

Skills: Concentration +6, Heal +2, Knowledge: Religion +3, Spellcraft +3; *Feats*: Alertness, Iron Will.

Equipment: morning star, 87 sp (total).

Spells (5/3+1/1+1): 0-lvl—*create water, detect poison, guidance, purify food and drink, virtue*; 1st-lvl—*bless, comprehend languages, doom, protection from good**; 2nd-lvl—*bull's strength, invisibility**.

*Domain spells (Domains: *Evil*—Cast evil spells at +1 caster level; *Trickery*—Bluff, Disguise and Hide are class skills)

Tier 2 (EL 7)

Goblin, Ftr2 (4): CR 2; Small Humanoid (goblinoid); HD 2d8+2; hp 15 (each); Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 16 (+1 size, +2 Dex, +3 studded leather); Atks +2 melee (1d8, morning star), +4 ranged (1d6, javelin); SQ Darkvision 60 ft.; AL NE; SV Fort +4, Ref +2, Will +0.

Str 10, Dex 14, Con 12, Int 10, Wis 11, Cha 8.

Skills: Climb +2, Jump +2, Spot +3; *Feats*: Alertness, Combat Reflexes, Improved Initiative.

Equipment: studded leather armor (each), javelin (each), morning star (each).

Goblin, Clr3 (1): CR 3; Small Humanoid (goblinoid); HD 3d8+3; hp 20; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 size, +1 Dex, +3 studded leather); Atks +2 melee (1d8-1, morning star); SQ Darkvision 60 ft.; AL NE; SV Fort +5, Ref +3, Will +7.

Str 8, Dex 14, Con 12, Int 11, Wis 13, Cha 8.

Skills: Concentration +6, Heal +2, Knowledge: Religion +3, Spellcraft +3; *Feats*: Alertness, Iron Will.

Equipment: morning star, 87 sp (total).

Spells (5/3+1/1+1): 0-lvl—*create water, detect poison, guidance, purify food and drink, virtue*; 1st-lvl—*bless, comprehend languages, doom, protection from good**; 2nd-lvl—*bull's strength, invisibility**.

*Domain spells (Domains: *Evil*—Cast evil spells at +1 caster level; *Trickery*—Bluff, Disguise and Hide are class skills)

Tier 3 (EL 9)

Goblin Ftr2 (6): CR 2; Small Goblinoid; HD 2d8+2; hp 15 (each); Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 16 (+1 size, +2 Dex, +3 studded leather); Atks +2 melee (1d8, morning star), +4 ranged (1d6, javelin); SQ Darkvision 60 ft.; AL NE; SV Fort +4, Ref +2, Will +0.

Str 10, Dex 14, Con 12, Int 10, Wis 11, Cha 8.

Skills: Climb +2, Jump +2, Spot +3; *Feats*: Alertness, Combat Reflexes, Improved Initiative.

Equipment: studded leather armor (each), javelin (each), morning star (each).

Goblin Cleric (1): CR 7; Small Humanoids (goblinoid); HD 7d8+7; hp 45; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 size, +1 Dex, +3 studded leather); Atks +4 melee (1d8-1, morning star); SQ Darkvision 60 ft.; AL NE; SV Fort +6, Ref +6, Will +8.

Str 8, Dex 14, Con 12, Int 11, Wis 13, Cha 8.

Skills: Concentration +10, Heal +2, Knowledge: Religion +4, Spellcraft +4; *Feats*: Alertness, Iron Will, Lightning Reflexes.

Equipment: morning star (each), 87 sp (total).

Spells (6/5+1/3+1/2+1/1+1): 0-lvl—*create water, detect poison, guidance, purify food and drink, resistance, virtue*; 1st-lvl—*bless, comprehend languages, doom* (x2), *protection from good**; 2nd-lvl—*bull's strength* (x3), *invisibility**; 3rd-lvl—*bestow curse, create food and water, magic circle against good**; 4th-lvl—*confusion**, *poison*.

*Domain spells (Domains: *Evil*—Cast evil spells at +1 caster level; *Trickery*—Bluff, Disguise and Hide are class skills)

If any of the goblins are captured, they are more than willing to talk as long as they are promised

that they will not be killed. The goblins are part of a larger group that lives nearby. They were instructed to guard this area of the mine. Others from their tribe will come from time to time come and drop off slaves to the 'dwarfs from very deep' (a.k.a. Derro), who reside deeper in the mine.

The last group of slaves were delivered nearly a week ago and consisted of three dwarves, two humans and a gnome. Please note that these were the Mine Rangers but the goblins do not know this.

The goblins know little about the Derro except that their leader (who is not in the mine) has an agreement with them. In exchange for the slaves, the Derro will help bring more power to their tribe, the Dark Ones.

The PCs can take the goblins' equipment and sell it for 50% of book value. Allow them only five of any item (studded leather armor, javelin, morningstar) with the rest being too damaged to sell.

Encounter 6: Which Way to Go?

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

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

Those PCs who successfully check for tracks (Wilderness Lore with Track Feat, DC 20) will notice that there are some tracks that head to left tunnel while there is no tracks leading down the passage to the right.

The PCs could also check (Search, DC 25) for clues that might aid them in their decision as to which passage to continue down. Those who are successful will notice a couple of hairs and a bent copper coin in the passage on the left while the right passage shows no sign of use.

If the PCs head down the passage to the right, continue with Encounter 7. If the PCs head down the passage to the left, continue with Encounter Ten.

Encounter 7: Which Way to Go? Again

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

Soon you come to another split in the tunnel.

If the PCs head down the passage to the left, continue with Encounter Eight. If the PCs head down the passage to the right, continue with Encounter 9.

Encounter 8: Grick Lair

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

The PCs have stumbled into a lair of gricks. If they enter the cavern, have them make a Spot check (DC 22) and/or a Listen check (DC 25). Those that succeed will not be surprised by the attacking grick. This combat is quite deadly and fleeing may be a likely option for the PCs.

Tier 1 (EL 3)

Grick (1): hp 9; see *Monster Manual*, page 112.

Tier 2 (EL 5)

Grick (2): hp 12, 9; see *Monster Manual*, page 112.

Tier 3 (EL 7)

Grick (4): hp 12 (x2), 9; see *Monster Manual*, page 112.

If the PCs investigate the cavern, they will find nothing of value (signs of the missing Mine Rangers or potential ingredients for an antidote to the Derro poison).

Encounter 9: Ooze

Having once again to take the passage to the right, you press onward. The tunnel continues to curve slightly restricting your view.

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

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

The pool to the left is actually a gray ooze. If the PCs search it up close, it will attack until killed.

Tier 1 (EL 4)

Gray Ooze (1): hp 26; see *Monster Manual*, page 145.

Tier 2 (EL 4)

Gray Ooze (1): hp 32; see *Monster Manual*, page 145.

Tier 3

Gray Ooze (1): hp 38; see *Monster Manual*, page 145.

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

Encounter 10: Derro Guards

You head down the passage to the left, following the map given to you by Locc.

Several Derro stand guard at the next tunnel intersection. They will attack until killed, the PCs are dead or the PCs have run away in fear.

Tier 1 (EL 3)

Derro (3): CR 1; Medium-size Humanoid (dwarf); HD 1d8+1; hp 6 (each); Init +2 (Dex); Spd 20 ft.; AC 16 (+3 studded leather, +1 buckler shield, +2 Dex); Atks -1 melee (1d4-1/19-20, dagger), +2 ranged, (1d8 + poison/19-20, light crossbow); SA Poison; SQ Dwarven traits, Darkvision 30 ft., Sunlight Vulnerability; SR 18; AL CE; SV Fort +3, Ref +2, Will +0

Str 9, Dex 14, Con 13, Int 10, Wis 10, Cha 6.

Skills: Listen +1, Spot +1; *Feats:* Blind-Fight.

SA: *Poison*—The required Fortitude save is DC 14 with initial damage of 2d6 Strength points plus secondary damage of 2d6 Strength points.

Equipment: studded leather armor (each), buckler shield (each), dagger (each), light crossbow plus 10 bolts.

Tier 2 (EL 6)

Derro Warriors Ftr3 (3): CR 3; Medium-size Humanoid (dwarf); HD 3d10+3; hp 24 (each); Init +6 (Dex, Improved Initiative); Spd 20 ft.; AC 16 (+3 studded leather, +1 buckler shield, +2 Dex); Atks +3 melee (1d4/19-20, dagger), +5 ranged, (1d8 + poison/19-20, light crossbow); SA Poison; SQ Dwarven traits, Darkvision 30 ft., Sunlight

Vulnerability; SR 18; AL CE; SV Fort +4, Ref +3, Will +1

Str 10, Dex 14, Con 13, Int 10, Wis 10, Cha 6. 12

Skills: Climb +3, Listen +3, Jump +5, Spot +3; *Feats:* Alertness, Blind-Fight, Improved Initiative.

SA: *Poison*—The required Fortitude save is DC 14 with initial damage of 2d6 Strength points plus secondary damage of 2d6 Strength points.

Equipment: studded leather armor (each), buckler shield (each), dagger (each), light crossbow plus 10 bolts.

Tier 3 (EL 9)

Derro Warriors Ftr6 (3): CR 6 Medium-size Humanoid (Dwarf); HD 6d10+12; hp 55 (each); Init +6 (Dex, Improved Initiative); Spd 20 ft.; AC 16 (+3 studded leather, +1 buckler shield, +2 Dex); Atks +6/+1 melee (1d4/19-20, dagger), +8/+3 ranged, (1d8 + poison/19-20, light crossbow); SQ Dwarven traits, Darkvision 30 ft., Sunlight Vulnerability; SR 18; AL CE; SV Fort +6, Ref +4, Will +2

Str 10, Dex 14, Con 14, Int 10, Wis 10, Cha 6.

Skills: Climb +3, Listen +4, Jump +7, Spot +4; *Feats:* Alertness, Blind-Fight, Dodge, Improved Initiative, Mobility.

SA: *Poison*—The required Fortitude save is DC 14 with initial damage of 2d6 Strength points plus secondary damage of 2d6 Strength points.

Equipment: studded leather armor (each), buckler shield (each), dagger (each), light crossbow plus 10 bolts.

The Derro guards have nothing of interest on them except their mundane items.

In this and future encounters with the Derro, if any PC is captured, please note this on the Story Summary provided at the end of this scenario. Also, this occurrence should be noted on the player's log sheet and the appropriate cert given to them.

Encounter 11: The Slaves

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

If the PCs go to see what the glow is, continue with the following (if not go to Encounter 12):

Peering into the cavern, you see it oval-shaped with the greatest length being one hundred feet and the width being about fifty feet. The ceiling lies fifty feet above.

It is filled with vegetation in neat, orderly rows. You can see several humanoids of various figures moving about the rows. It appears that several Derro are watching over these humanoids.

The vegetation is made up of various edible and poisonous plants, mushrooms and moss. A small patrol force is watching over the slaves that are currently working the field.

PCs that are careful and plan a strategy may be able to take out the Derro a piece at a time. However, once the Derro realize they are being attacked, several of them will attempt to gather up the slaves. The Derro will not hesitate to kill the slaves or escape with the slaves past the PCs if needed.

If any PC is captured, the Derro will not hesitate to use them as a slave once they have been 'trained.'

Tier 1 (EL 4)

Derro (4): Medium-Sized Humanoid (Dwarf); HD 1d8+1; hp 6 (each); Init +2 (Dex); Spd 20 ft.; AC 16 (+3 studded leather, +1 buckler shield, +2 Dex); Atks -1 melee (1d4-1/19-20, dagger), +2 ranged, (1d8 + poison/19-20, light crossbow); SA Poison; SQ Dwarven traits, Darkvision 30 ft., Sunlight Vulnerability; SR 18; AL CE; SV Fort +3, Ref +2, Will +0

Str 9, Dex 14, Con 13, Int 10, Wis 10, Cha 6.

Skills: Listen +1, Spot +1; *Feats:* Blind-Fight.

SA: *Poison*—The required Fortitude save is DC 14 with initial damage of 2d6 Strength points plus secondary damage of 2d6 Strength points.

Equipment: studded leather armor (each), buckler shield (each), dagger (each), light crossbow plus 10 bolts.

Tier 2 (EL 6)

Derro Warriors Ftr3 (3): CR 3; Medium-size Humanoid (dwarf); HD 3d10+3; hp 24 (each); Init +6 (Dex, Improved Initiative); Spd 20 ft.; AC 16 (+3 studded leather, +1 buckler shield, +2 Dex); Atks +3 melee (1d4/19-20, dagger), +5 ranged, (1d8 + poison/19-20, light crossbow); SA Poison; SQ Dwarven traits, Darkvision 30 ft., Sunlight Vulnerability; SR 18; AL CE; SV Fort +4, Ref +3, Will +1

Str 10, Dex 14, Con 13, Int 10, Wis 10, Cha 6. 12

Skills: Climb +3, Listen +3, Jump +5, Spot +3; *Feats:* Alertness, Blind-Fight, Improved Initiative.

SA: *Poison*—The required Fortitude save is DC 14 with initial damage of 2d6 Strength points plus secondary damage of 2d6 Strength points.

Equipment: studded leather armor (each), buckler shield (each), dagger (each), light crossbow plus 10 bolts.

Tier 3 (EL 10)

Derro Warriors Ftr6 (4): CR 6 Medium-size Humanoid (Dwarf); HD 6d10+12; hp 55 (each); Init +6 (Dex, Improved Initiative); Spd 20 ft.; AC 16 (+3 studded leather, +1 buckler shield, +2 Dex); Atks +6/+1 melee (1d4/19-20, dagger), +8/+3 ranged, (1d8 + poison/19-20, light crossbow); SQ Dwarven

traits, Darkvision 30 ft., Sunlight Vulnerability; SR 18; AL CE; SV Fort +6, Ref +4, Will +2

Str 10, Dex 14, Con 14, Int 10, Wis 10, Cha 6.

Skills: Climb +3, Listen +4, Jump +7, Spot +4; *Feats:* Alertness, Blind-Fight, Dodge, Improved Initiative, Mobility.

SA: *Poison*—The required Fortitude save is DC 14 with initial damage of 2d6 Strength points plus secondary damage of 2d6 Strength points.

Equipment: studded leather armor (each), buckler shield (each), dagger (each), light crossbow plus 10 bolts.

There are a total of four slaves (three dwarves and one gnome) here. None of them appear to be malnourished but they are quite dirty and extremely tired for overwork.

The three dwarves (Oskar, Talkinn, Ulfgar) were captured by a large group of goblins while they were traveling through the hills. They have been here for several weeks. They will inform the PCs that they were beat into submission until they were willing to cooperate. They have seen others who were not so willing but they received a horror worse than death. These poor folks were used as part of the Derro's creations. They care not to go into further details on this subject. They only wish to leave this place as quickly as possible. They will not go any deeper into the mine.

The gnome (Dimble "Cloak" Beren) is actually one of the Mine Rangers. He quickly submitted so that he could see what was happening to others that choose the same fate. They were actually captured by a band of goblins. Several of his fellow Mine Rangers are currently being held elsewhere by the Derro. He would like to try and save them but understands that they may already have been lost.

The slaves are not in any condition to fight and only have a few hit points each. However, they will all mention that they need to get moving as quickly as possible, or else more Derro may come for them. If the PCs wait in any location for more than any hour from here on out, a Derro scout team (with the same stats as the Derro in Encounter Twelve) will meet up with them.

Growing in this cavern are edible and poisonous plants, mushrooms and moss.

The PCs may be able to determine which vegetation may possibly be an ingredient for the Derro poison antidote (Knowledge [nature] DC 30 or Profession [herbalist] DC 35).

Otherwise, they may take the time to pick a sample of each the vegetation here. There is a variety of plant-life here so to do so it will take some time. This will not harm them but the slaves will start to get nervous and try and persuade the PCs to leave quickly. You as the DM may also want to use some minor scare tactics to put the players on edge.

If the PCs decide to leave Urgo's Mine, go to Encounter Fourteen.

If the PCs decide to foolishly continue onward deeper into Urgo's Mine, go to Encounter Twelve.

Encounter 12: Derro Scout Team

Moving even further into Urgo's Mine, you travel for nearly an hour with nothing of interest save a few small side passages that after investigation led nowhere.

Moving down the tunnel is a Derro scout team. Once they see (or hear) the PCs they will quickly move to attack. The arcane spellcasters will attempt to subdue the PCs with the use of their spells so they can be used as slaves.

If any PC is captured, please make sure to note this on their log sheet and give them the appropriate cert.

Tier 2 (EL 5)

Derro (4): Medium-size Humanoid (dwarf); HD 1d8+1; hp 6 (each); Init +2 (Dex); Spd 20 ft.; AC 16 (+3 studded leather, +1 buckler shield, +2 Dex); Atks -1 melee (1d4-1/19-20, dagger), +2 ranged, (1d8 + poison/19-20, light crossbow); SA Poison; SQ Dwarven traits, Darkvision 30 ft., Sunlight Vulnerability; SR 18; AL CE; SV Fort +3, Ref +2, Will +0

Str 9, Dex 14, Con 13, Int 10, Wis 10, Cha 6.

Skills: Listen +1, Spot +1; Feats: Blind-Fight.

SA: *Poison*—The required Fortitude save is DC 14 with initial damage of 2d6 Strength points plus secondary damage of 2d6 Strength points.

Equipment: studded leather armor (each), buckler shield (each), dagger (each), light crossbow plus 10 bolts.

Equipment: studded leather armor (each), buckler shield (each), dagger (each), light crossbow plus 10 bolts.

Abba and Babba, male derro Sor2 (2): Medium-sized Humanoid (dwarf); HD 2d4+6; hp 14 (each); Init +6 (Dex, Improved Initiative); Spd 20 ft.; AC 12 (+2 Dex); Atks +0 melee (1d4-1, (19-20/crit x2), dagger); SQ Dwarven traits, Darkvision 30 ft., Sunlight Vulnerability; SR 18; AL CE; SV Fort +3, Ref +2, Will +4

Str 9, Dex 14, Con 16, Int 10, Wis 12, Cha 12.

Skills: Concentration +6, Craft (Guide) +5, Knowledge (Arcana) +6, Knowledge (History) +3, Scry +6, Spellcraft +6; Feats: Blind-Fight, Improved Initiative, Spell Focus (Enchantment).

Spells Known (6/4; Spell DC = 11 + Spell Level): 0-lvl—5 *daze, detect magic, flare, read magic, resistance*; 1st-lvl—2 *charm person, sleep*.

Equipment: dagger (each).

Tier 2 (EL 8)

Derro (4): Medium-size Humanoid (dwarf); HD 1d8+1; hp 6 (each); Init +2 (Dex); Spd 20 ft.; AC 16 (+3 studded leather, +1 buckler shield, +2 Dex); Atks -1 melee (1d4-1/19-20, dagger), +2 ranged, (1d8 + poison/19-20, light crossbow); SA Poison; SQ Dwarven traits, Darkvision 30 ft., Sunlight Vulnerability; SR 18; AL CE; SV Fort +3, Ref +2, Will +0

Str 9, Dex 14, Con 13, Int 10, Wis 10, Cha 6.

Skills: Listen +1, Spot +1; Feats: Blind-Fight.

SA: *Poison*—The required Fortitude save is DC 14 with initial damage of 2d6 Strength points plus secondary damage of 2d6 Strength points.

Equipment: studded leather armor (each), buckler shield (each), dagger (each), light crossbow plus 10 bolts.

Abba and Babba, male derro Sor3 (2): Medium-size Humanoid (dwarf); HD 3d4+9; hp 20 (each); Init +6 (Dex, Improved Initiative); Spd 20 ft.; AC 12 (+2 Dex); Atks +0 melee (1d4-1, (19-20/crit x2), dagger); SQ Dwarven traits, Darkvision 30 ft., Sunlight Vulnerability; SR 18; AL CE; SV Fort +4, Ref +3, Will +4

Str 9, Dex 14, Con 16, Int 10, Wis 12, Cha 12.

Skills: Concentration +6, Craft (Guide) +5, Knowledge (Arcana) +6, Knowledge (History) +3, Scry +6, Spellcraft +6; Feats: Blind-Fight, Improved Initiative, Spell Focus (Enchantment).

Spells Known (6/6; Spell DC = 10 + Spell Level): 0-lvl—*daze, detect magic, flare, read magic, resistance*; 1st-lvl—*charm person, hypnotism, sleep*.

Equipment: dagger (each)

Cilji, male derro savant Sor5: Medium-size Humanoid (dwarf); HD 5d4+15; hp 30; Init +6 (Dex, Improved Initiative); Spd 20 ft.; AC 12 (+2 Dex); Atks +1 melee (1d4-1, (19-20/crit x2), dagger); SQ Dwarven traits, Darkvision 30 ft., Sunlight Vulnerability; SR 18; AL CE; SV Fort +4, Ref +3, Will +5

Str 9, Dex 14, Con 16, Int 10, Wis 13, Cha 14.

Skills: Alchemy +5, Concentration +8, Knowledge (Arcana) +8, Knowledge (History) +4, Scry +8, Spellcraft +8; Feats: Blind-Fight, Improved Initiative, Spell Focus (Enchantment).

Spells (6/7/4; Spell DC = 14 + Spell Level): 0-lvl—*daze, detect magic, flare, read magic, resistance*; 1st-lvl—*charm person, hypnotism, mage armor, shield, sleep*; 2nd-lvl—*protection from arrows, Tasha's hideous laughter*

Equipment: dagger

Tier 3 (EL 10)

Derro Warriors Ftr3 (3): CR 3; Medium-size Humanoid (dwarf); HD 3d10+3; hp 24 (each); Init +6 (Dex, Improved Initiative); Spd 20 ft.; AC 16 (+3 studded leather, +1 buckler shield, +2 Dex); Atks +3 melee (1d4/19-20, dagger), +5 ranged, (1d8 + poison/19-20, light crossbow); SA Poison; SQ Dwarven traits, Darkvision 30 ft., Sunlight Vulnerability; SR 18; AL CE; SV Fort +4, Ref +3, Will +1

Str 10, Dex 14, Con 13, Int 10, Wis 10, Cha 6. 12
Skills: Climb +3, Listen +3, Jump +5, Spot +3;
Feats: Alertness, Blind-Fight, Improved Initiative.

SA: *Poison*—The required Fortitude save is DC 14 with initial damage of 2d6 Strength points plus secondary damage of 2d6 Strength points.

Equipment: studded leather armor (each), buckler shield (each), dagger (each), light crossbow plus 10 bolts.

Abba and Babba, male derro Sor3 (2): Medium-size Humanoid (dwarf); HD 3d4+9; hp 20 (each); Init +6 (Dex, Improved Initiative); Spd 20 ft.; AC 12 (+2 Dex); Atks +0 melee (1d4-1, (19-20/crit x2), dagger); SQ Dwarven traits, Darkvision 30 ft., Sunlight Vulnerability; SR 18; AL CE; SV Fort +4, Ref +3, Will +4

Str 9, Dex 14, Con 16, Int 10, Wis 12, Cha 12.

Skills: Concentration +6, Craft (guide) +5, Knowledge (arcana) +6, Knowledge (history) +3, Scry +6, Spellcraft +6; Feats: Blind-Fight, Improved Initiative, Spell Focus (enchantment).

Spells Known (6/6; Spell DC = 10 + Spell Level): 0-lvl—*daze, detect magic, flare, read magic, resistance*; 1st-lvl—*charm person, hypnotism, sleep*.

Cilji, male derro savant Sor8: Medium-sized Humanoid (Dwarf); HD 8d4+24; hp 45; Init +6 (Dex, Improved Initiative); Spd 20 ft.; AC 12 (+2 Dex); Atks +1 melee (1d4-1, (19-20/crit x2), dagger); SQ Dwarven traits, Darkvision 30 ft., Sunlight Vulnerability; SR 18; AL CE; SV Fort +5, Ref +6, Will +7

Str 9, Dex 14, Con 16, Int 10, Wis 13, Cha 18.

Skills: Alchemy +6, Concentration +11, Knowledge (arcana) +11, Knowledge (nature) +5, Knowledge (history) +11, Scry +8, Spellcraft +11; Feats: Blind-Fight, Improved Initiative, Lightning Reflexes, Spell Focus (enchantment).

Spells Known (4/5/4/4/3; Spell DC = 14 + Spell Level): 0-lvl—*arcane mark, daze, detect magic, flare, mage hand, prestidigitation, read magic, resistance*; 1st-lvl—*charm person, hypnotism, magic missile, shield, sleep*; 2nd-lvl—*protection from arrows, Tasha's hideous laughter, web*; 3rd-lvl—*hold person, suggestion*; 4th-lvl—*confusion*.

Equipment: dagger

Encounter 13: A Collection of Derro Scout Teams

If the PCs were first lucky enough to kill the Derro scout team and foolish enough to continue onward, read the following:

Having dealt with the Derro scout team, you continue to head deeper into Uργο's Mine. Soon, you see the tunnel you are travel in slope slightly

upward into a cavern but your view is somewhat obscured.

Located with this cavern is a larger Derro scout team. This is likely a battle the PCs cannot win especially with the combats they have already gone through and is expected as such. It is not intended that they continue past this location.

The arcane spellcasters will attempt to subdue the PCs with the use of their spells so they can be used as slaves.

If any PC is captured, please make sure to note this on their log sheet and give them the appropriate cert.

The cavern has does several other passages leading into it and you should feel free to throw more Derro at the PCs if they still continue to move deeper into the mine.

Tier 1 (EL 7)

Derro (8): CR 1; Medium-size Humanoid (dwarf); HD 1d8+1; hp 6 (each); Init +2 (Dex); Spd 20 ft.; AC 16 (+3 studded leather, +1 buckler shield, +2 Dex); Atks -1 melee (1d4-1/19-20, dagger), +2 ranged, (1d8 + poison/19-20, light crossbow); SA *Poison*; SQ Dwarven traits, Darkvision 30 ft., Sunlight Vulnerability; SR 18; AL CE; SV Fort +3, Ref +2, Will +0

Str 9, Dex 14, Con 13, Int 10, Wis 10, Cha 6.

Skills: Listen +1, Spot +1; Feats: Blind-Fight.

SA: *Poison*—The required Fortitude save is DC 14 with initial damage of 2d6 Strength points plus secondary damage of 2d6 Strength points.

Equipment: studded leather armor (each), buckler shield (each), dagger (each), light crossbow plus 10 bolts.

Cabba and Dabba, male derro Sor3 (2): Medium-size Humanoid (dwarf); HD 3d4+9; hp 20 (each); Init +6 (Dex, Improved Initiative); Spd 20 ft.; AC 12 (+2 Dex); Atks +0 melee (1d4-1, (19-20/crit x2), dagger); SQ Dwarven traits, Darkvision 30 ft., Sunlight Vulnerability; SR 18; AL CE; SV Fort +4, Ref +3, Will +4

Str 9, Dex 14, Con 16, Int 10, Wis 12, Cha 12.

Skills: Concentration +6, Craft (Guide) +5, Knowledge (Arcana) +6, Knowledge (History) +3, Scry +6, Spellcraft +6; Feats: Blind-Fight, Improved Initiative, Spell Focus (Enchantment).

Spells Known (6/6; Spell DC = 10 + Spell Level): 0-lvl—*daze, detect magic, flare, read magic, resistance*; 1st-lvl—*charm person, hypnotism, sleep*.

Kiloy, male derro savant Sor5: Medium-size Humanoid (dwarf); HD 5d4+15; hp 30; Init +6 (Dex, Improved Initiative); Spd 20 ft.; AC 12 (+2 Dex); Atks +1 melee (1d4-1, (19-20/crit x2), dagger); SQ Dwarven traits, Darkvision 30 ft., Sunlight Vulnerability; SR 18; AL CE; SV Fort +4, Ref +3, Will +5

Str 9, Dex 14, Con 16, Int 10, Wis 13, Cha 14.

Skills: Alchemy +5, Concentration +8, Knowledge (Arcana) +8, Knowledge (History) +4, Scry +8, Spellcraft +8; *Feats:* Blind-Fight, Improved Initiative, Spell Focus (Enchantment).

Spells (6/7/4; Spell DC = 14 + Spell Level): 0-lvl—*daze, detect magic, flare, read magic, resistance*; 1st-lvl—*charm person, hypnotism, mage armor, shield, sleep*; 2nd-lvl—*protection from arrows, Tasha's hideous laughter*

Equipment: dagger

Tier 2 (EL 8)

Derro Warriors Ftr3 (3): CR 3; Medium-size Humanoid (dwarf); HD 3d10+3; hp 24 (each); Init +6 (Dex, Improved Initiative); Spd 20 ft.; AC 16 (+3 studded leather, +1 buckler shield, +2 Dex); Atks +3 melee (1d4/19-20, dagger), +5 ranged, (1d8 + poison/19-20, light crossbow); SA Poison; SQ Dwarven traits, Darkvision 30 ft., Sunlight Vulnerability; SR 18; AL CE; SV Fort +4, Ref +3, Will +1

Str 10, Dex 14, Con 13, Int 10, Wis 10, Cha 6. 12

Skills: Climb +3, Listen +3, Jump +5, Spot +3; *Feats:* Alertness, Blind-Fight, Improved Initiative.

SA: *Poison*—The required Fortitude save is DC 14 with initial damage of 2d6 Strength points plus secondary damage of 2d6 Strength points.

Equipment: studded leather armor (each), buckler shield (each), dagger (each), light crossbow plus 10 bolts.

Cabba and Dabba, male derro Sor3 (2): Medium-size Humanoid (dwarf); HD 3d4+9; hp 20 (each); Init +6 (Dex, Improved Initiative); Spd 20 ft.; AC 12 (+2 Dex); Atks +0 melee (1d4-1, (19-20/crit x2), dagger); SQ Dwarven traits, Darkvision 30 ft., Sunlight Vulnerability; SR 18; AL CE; SV Fort +4, Ref +3, Will +4

Str 9, Dex 14, Con 16, Int 10, Wis 12, Cha 12.

Skills: Concentration +6, Craft (Guide) +5, Knowledge (Arcana) +6, Knowledge (History) +3, Scry +6, Spellcraft +6; *Feats:* Blind-Fight, Improved Initiative, Spell Focus (Enchantment).

Spells Known (6/6; Spell DC = 10 + Spell Level): 0-lvl—*daze, detect magic, flare, read magic, resistance*; 1st-lvl—*charm person, hypnotism, sleep*.

Kiloy, male derro savant Sor5: Medium-size Humanoid (dwarf); HD 5d4+15; hp 30; Init +6 (Dex, Improved Initiative); Spd 20 ft.; AC 12 (+2 Dex); Atks +1 melee (1d4-1, (19-20/crit x2), dagger); SQ Dwarven traits, Darkvision 30 ft., Sunlight Vulnerability; SR 18; AL CE; SV Fort +4, Ref +3, Will +5

Str 9, Dex 14, Con 16, Int 10, Wis 13, Cha 14.

Skills: Alchemy +5, Concentration +8, Knowledge (Arcana) +8, Knowledge (History) +4, Scry +8, Spellcraft +8; *Feats:* Blind-Fight, Improved Initiative, Spell Focus (Enchantment).

Spells (6/7/4; Spell DC = 14 + Spell Level): 0-lvl—*daze, detect magic, flare, read magic,*

resistance; 1st-lvl—*charm person, hypnotism, mage armor, shield, sleep*; 2nd-lvl—*protection from arrows, Tasha's hideous laughter*

Equipment: dagger

Tier 3 (EL 13)

Derro Warriors Ftr6 (8): CR 6; Medium-Sized Humanoid (Dwarf); HD 6d10+12; hp 55 (each); Init +6 (Dex, Improved Initiative); Spd 20 ft.; AC 16 (+3 studded leather, +1 buckler shield, +2 Dex); Atks +6/+1 melee (1d4/19-20, dagger), +8/+3 ranged, (1d8 + poison/19-20, light crossbow); SQ Dwarven traits, Darkvision 30 ft., Sunlight Vulnerability; SR 18; AL CE; SV Fort +6, Ref +4, Will +2

Str 10, Dex 14, Con 14, Int 10, Wis 10, Cha 8.

Skills: Climb +3, Listen +4, Jump +7, Spot +4; *Feats:* Alertness, Blind-Fight, Dodge, Improved Initiative, Mobility.

SA: *Poison*—The required Fortitude save is DC 14 with initial damage of 2d6 Strength points plus secondary damage of 2d6 Strength points.

Equipment: studded leather armor (each), buckler shield (each), dagger (each), light crossbow plus 10 bolts.

Cabba and Dabba, male derro Sor3 (2): Medium-size Humanoid (dwarf); HD 3d4+9; hp 20 (each); Init +6 (Dex, Improved Initiative); Spd 20 ft.; AC 12 (+2 Dex); Atks +0 melee (1d4-1, (19-20/crit x2), dagger); SQ Dwarven traits, Darkvision 30 ft., Sunlight Vulnerability; SR 18; AL CE; SV Fort +4, Ref +3, Will +4

Str 9, Dex 14, Con 16, Int 10, Wis 12, Cha 12.

Skills: Concentration +6, Craft (Guide) +5, Knowledge (Arcana) +6, Knowledge (History) +3, Scry +6, Spellcraft +6; *Feats:* Blind-Fight, Improved Initiative, Spell Focus (Enchantment).

Spells Known (6/6; Spell DC = 10 + Spell Level): 0-lvl—*daze, detect magic, flare, read magic, resistance*; 1st-lvl—*charm person, hypnotism, sleep*.

Kiloy, male derro savant Sor8: CR 8; Medium-size Humanoid (dwarf); HD 8d4+24; hp 45; Init +6 (Dex, Improved Initiative); Spd 20 ft.; AC 12 (+2 Dex); Atks +1 melee (1d4-1, (19-20/crit x2), dagger); SQ Dwarven traits, Darkvision 30 ft., Sunlight Vulnerability; SR 18; AL CE; SV Fort +5, Ref +6, Will +7

Str 9, Dex 14, Con 16, Int 10, Wis 13, Cha 18.

Skills: Alchemy +6, Concentration +11, Knowledge (Arcana) +11, Knowledge (Nature) +5, Knowledge (History) +11, Scry +8, Spellcraft +11; *Feats:* Blind-Fight, Improved Initiative, Lightning Reflexes, Spell Focus (Enchantment).

Spells (4/5/4/4/3; Spell DC = 14 + Spell Level): 0-lvl—*arcane mark, daze, detect magic, flare, mage hand, prestidigitation, read magic, resistance*; 1st-lvl—*charm person, hypnotism, magic missile, shield, sleep*; 2nd-lvl—*protection from normal missiles, tasha's hideous laughter, web*; 3rd-lvl—*hold person, suggestion*, 4th-lvl—*confusion*.

Equipment: dagger

Encounter 14: Grick Scavengers

This encounter should only be run, if the PCs did not complete Encounter 8.

Heading back toward the surface, you encounter nothing during your trek through natural part of the caves. As you come to the area where you had fought the goblins, you notice a (several) three-foot cylindrical dark bodied creature scouting the area. The four tentacles protrude from above its (their) mouth. The creature(s) is (are) blocking your path out and you can see that it has (they have) now noticed your presence.

The gricks are searching the area where the goblins were killed. If the goblin bodies were left here, they are now gone having been eaten by the gricks.

The grick will attack one PC until they are dead and attempt to escape. If this is not possible, it will attack until killed.

Tier 1 (EL 3)

Grick (1): hp 9, See *Monster Manual*, page 112.

Tier 2 (EL 5)

Grick (2): hp 9 each, See *Monster Manual*, page 112.

Tier 3 (EL 7)

Grick (4): hp 9 each, See *Monster Manual*, page 112..

There is nothing of interest here besides the route out of Uργο's Mine.

Encounter 15: Return to Locc

Leaving Uργο's Mine, you make your way back to Locc. You can only wonder what else lies deep within that place. Perhaps, one day you will found out, but that will come another day.

The PCs will enter nothing during their return to Locc.

Conclusion

Ending A

If the PCs did not retrieve any slaves or any ingredients to the antidote for the Derro poison, read the following:

You return to see Locc, he is saddened that your mission has been unsuccessful. He thanks you for your help and wishes you well.

The PCs will receive nothing save a free night at the Badgers Refuge Tavern and Inn.

Ending B

If the PCs saved either (or both) the slaves and find the ingredients to the antidote for the Derro poison, read the following:

You return to see Locc. He is pleased by your (partial) success.

Locc will give the PCs a *wand of cure light wounds (40 charges)* plus a single dose of a derro poison antidote (if the ingredients were returned).

The PCs will also be given 50 sp each if they were able to save the slaves and return the ingredients for the antidote. Additionally, Locc gives you his personal recommendation to join the Mine Rangers, a special organization that serves in the protection and investigation of the mines of the Principality of Ulek. The use of this recommendation will appear at a future interactive or scenario. The full benefits and responsibilities will be detailed at that time but some additional prerequisites will also need to be met before the PC can officially join.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Encounter Five:

Defeating goblins 100 xp

Encounter Six:

Searching for clues before continuing farther 25 xp

Encounter Eight:

Defeating gricks 50 xp

Encounter Nine:

Defeating gray ooze 25 xp

Encounter Ten:

Defeating Derro 50 xp

Encounter Eleven:

Defeating Derro	50 xp
Freeing slaves	25 xp
Retrieving vegetation for antidote (but must be returned to Locc)	25 xp

Encounter Twelve:

Defeating Derro	100 xp
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Encounter Fourteen:

Defeating gricks	50 xp
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Role-Playing Experience:	0-50 xp
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Total Possible Experience	500 xp
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Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items which are worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things which it later finds unreasonable but which were allowed at the time.

Encounter 5

- 5 suits of goblin sized studded leather (Value 25 gp each)
- 5 javelins (Value 1 gp each)
- 5 morning stars (Value 8 gp each)
- 87 sp

Encounter 10

- 3 suits of Derro sized studded leather (Value 25 gp each)
- 3 buckler shields (Value 16 gp each)
- 3 daggers (Value 2 gp each)
- 3 light crossbow (Value 35 gp each)
- 30 crossbow bolts (Value 3 gp each)

Encounter 11

- 6 suits of Derro sized studded leather (Value 25 gp each)
- 6 buckler shields (Value 16 gp each)
- 6 daggers (Value 2 gp each)
- 6 light crossbow (Value 35 gp each)
- 60 crossbow bolts (Value 3 gp each)

Encounter 12:

- 4 suits of Derro sized studded leather (Value 25 gp each)
- 4 buckler shields (Value 16 gp each)
- 7 daggers (Value 2 gp each)
- 4 light crossbow (Value 35 gp each)
- 40 crossbow bolts (Value 3 gp each)

Encounter 13

- 6 suits of Derro sized studded leather (Value 25 gp each)
- 6 buckler shields (Value 16 gp each)
- 9 daggers (Value 2 gp each)
- 6 light crossbow (Value 35 gp each)
- 60 crossbow bolts (Value 3 gp each)

Conclusion:

- *Wand of cure light wounds*- 50 charges (Value 750 gp, weight 1/10 lb.): This six-inch wand is made out of oak. It holds fifty charges of *cure light wounds* cast at 1st level.
- *Derro poison antidote* (Value 75 gp, weight 1/10 lb.): Locc, a gnome wizard whom you aided, made this special antidote. Drinking it cures 1d4 points of temporary Strength ability damage (in the same way that a *lesser restoration* spell cast by a 3rd-level cleric does), but only does so if the damage was done by a poisons of Derro make. It does not cure damage, or neutralize the effects of other poisons. The antidote spoils if not used by 5/31/02.

IF both the slaves and ingredients were returned:

- **Recommendation for the Mine Rangers:** Locc, a gnome wizard, has given you his personal recommendation to join the Mine Rangers, a special organization that serves in the

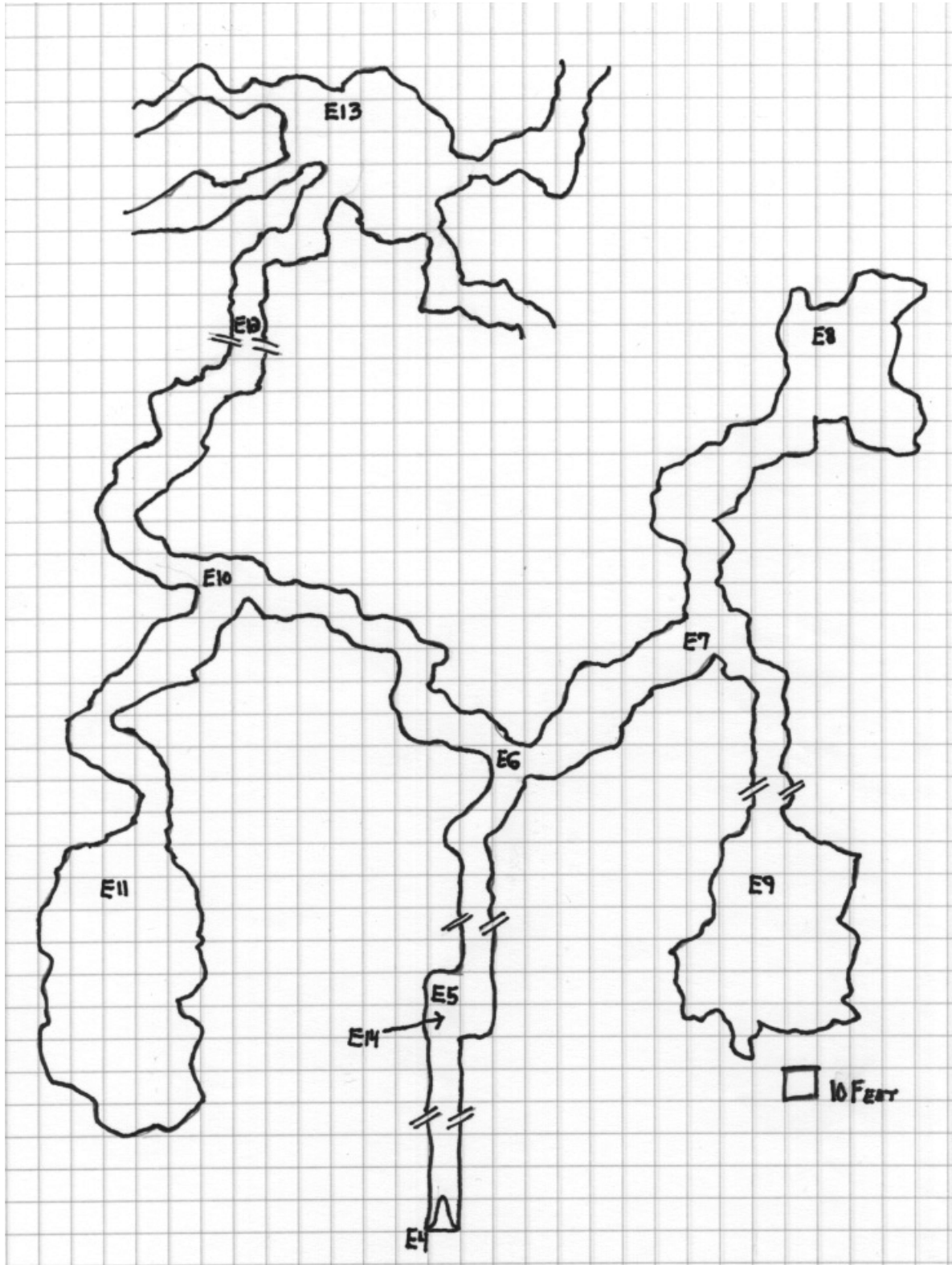
protection and investigation of the mines of the Principality of Ulek. The use of this recommendation will appear at a future interactive or scenario. The full benefits and responsibilities will be detailed at that time but some additional prerequisites will also need to be met before the PC can officially join.

- 50 sp each

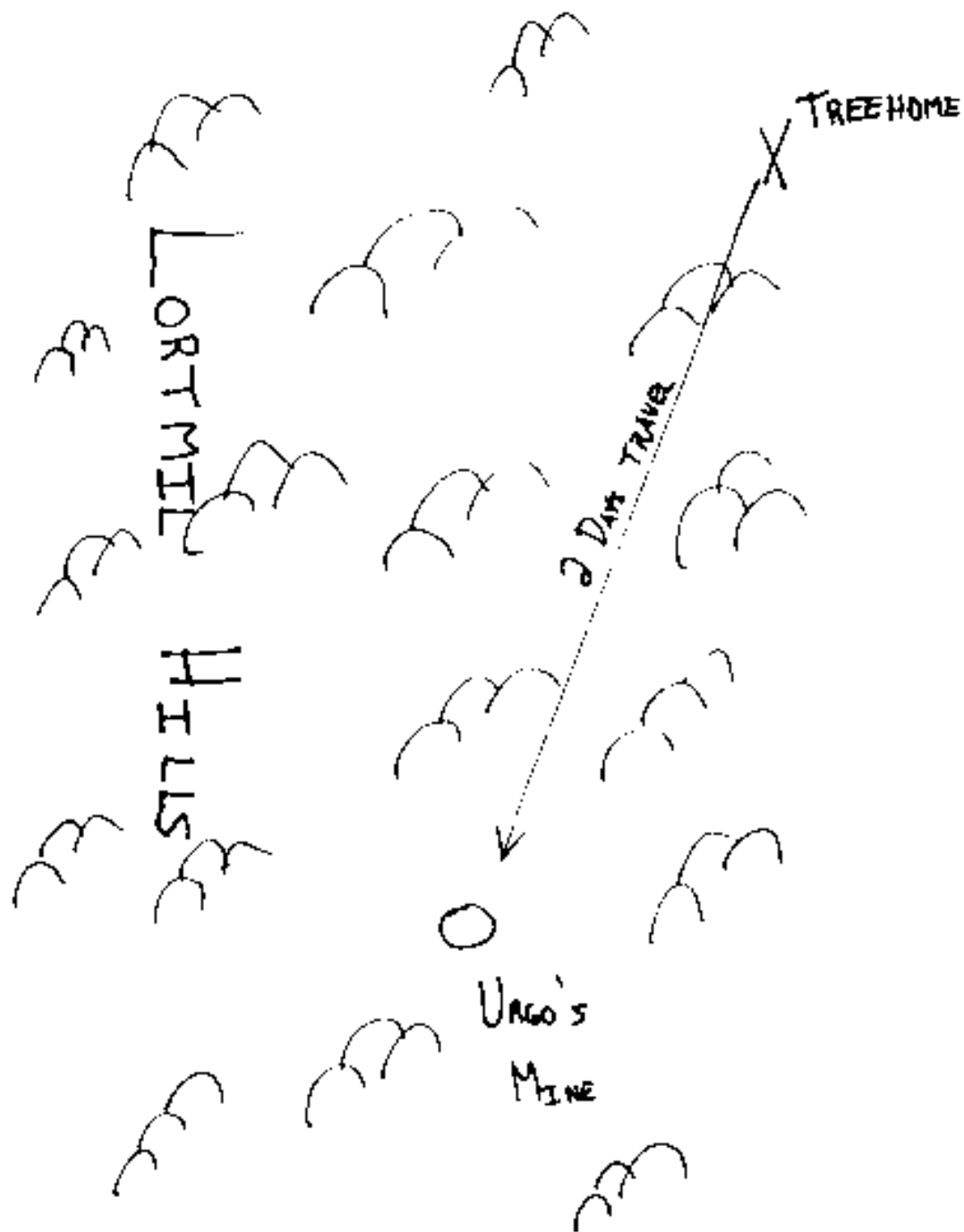
IF any PC was captured by the Derro:

Derro Slave: The PC listed above has been captured by the Derro in Urgo's Mine. They are out-of-play until future notice. When the PC is rescued, details of the results will be listed in the future scenario along with an additional cert. Additionally, to aid the Principality of Ulek Triad, please write fltriad@aol.com and let them know what has happened to your PC. Please include your real name, RPGA number, PC's name, class, level and any additional relevant information.

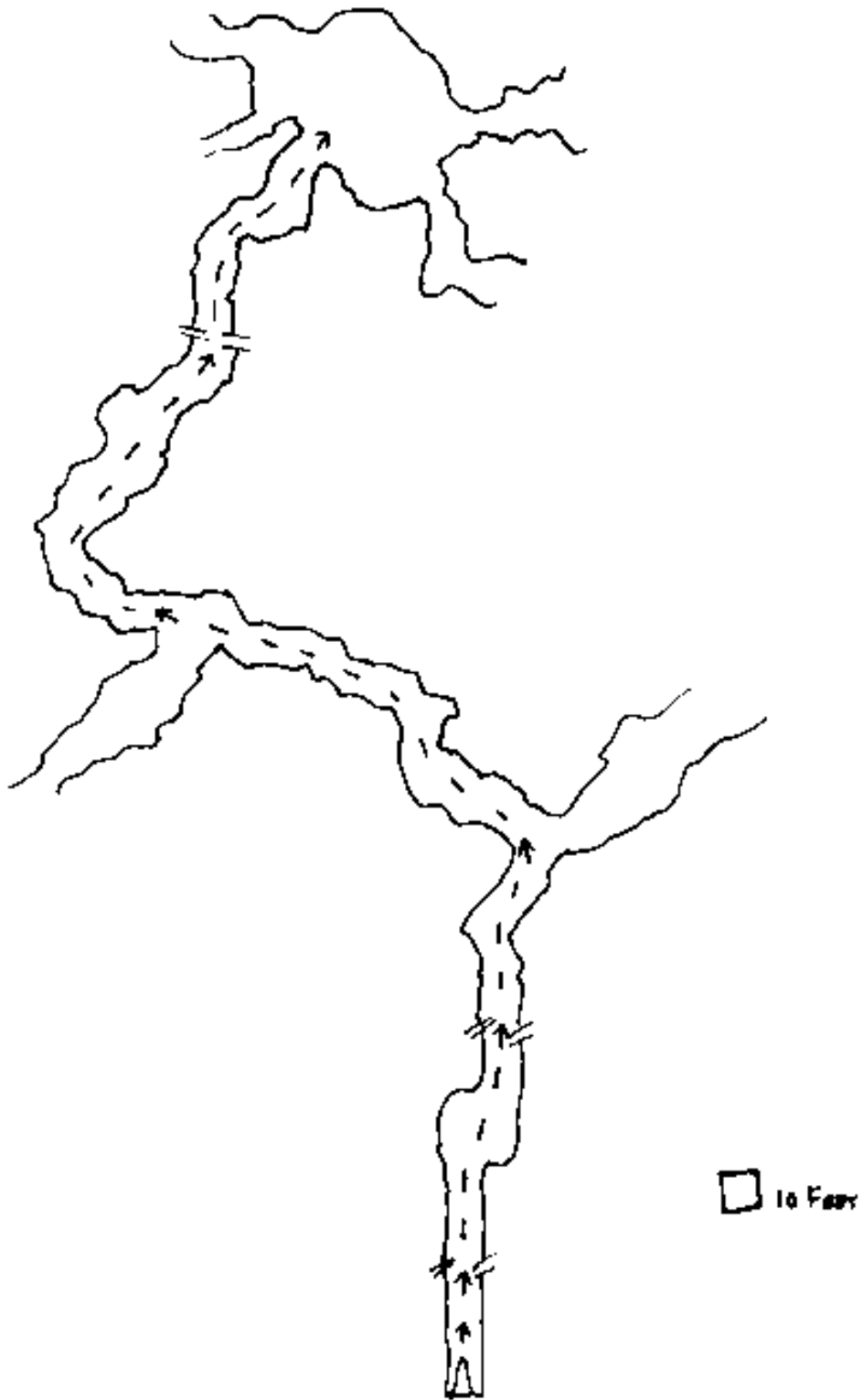
DM Aid #1 (Map of Urgo's Mine)



Player Handout #1
(Locc's Map of Directions to Uργο's Mine)



Player Handout #2 (Locc's Map of Urgo's Mine)



STORY SUMMARY for use at Oasis 14.

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

1. Did the PCs save the slaves? YES NO

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

3. Which conclusion did you use? A B

4. Which PC received the Wand of Cure Light Wounds?
Real Name: PC Name: RPGA #:

5. Which PC received an application of Derro Poison Antidote?
Real Name: PC Name: RPGA #:

6. Did any PCs receive the recommendation to the Mine Rangers?
YES NO

a) If so, who?
Real Name: PC Name: RPGA #:
