

VER4-05

Dwarven Dawn

A One-Round D&D LIVING GREYHAWK[®]

Verbobonc Regional Adventure

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You receive word from Thuldon Rockspitter that now is the time for all friends of Clan Rockhall to assist in an important quest...or at least time for some friends of Thuldon to do him a very big favor. All he asks you is to find a dwarven druid known as Rukar and escort him to Clan Rockhall. Starting at Loren's Ford, any group of adventurers worthy of their name should be able to find a confused dwarf. How hard can it be? A scenario for APLs 2 to 12.

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

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Introduction

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

Preparation

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

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

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

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

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

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

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

during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

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

Reporting

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM fill out a reporting form. After the form is filled out it should be given to the senior DM.

Living Greyhawk

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

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

Living Greyhawk Levels of Play

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

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

- Sum the results of 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.

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

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in Verbobonc. Characters from Verbobonc pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Ancient Dwarven History

Five hundred years ago, the dwarves of Clan Rockhall lived happily beneath the Lortmil Mountains in their city of Ulthak-Nor. The dwarves were surprised and attacked by a renegade group of drow elves, along with other outcasts from the drow community: driders and duergar. These evil forces were able to drive the dwarves from Ulthak-Nor in only a few years.

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	

The dwarves retreated to the citadel closest to the surface, Granite Keep. There, the dwarves were able to remain long enough for the master smith Obon Rockbreaker to craft a powerful ward on the doors to the surface, trapping the dark elves and their evil allies underground. The Rockhall dwarves fled Granite Keep to the surface, and dispersed into the Lortmil Mountains.

Very soon, all evidence of the location of Granite Keep (and Ulthak-Nor) was lost. The dwarves grew in numbers and strength over the centuries, determined one day to reclaim their ancestral home. Today, the Rockhall clan is ready to retake Ulthak-Nor. Unfortunately, the dwarves have several problems. Most importantly, they don't know where Granite Keep is located—Obon Rockbreaker's wards worked too well. Even were they to find the location of Granite Keep, the Rockhall Dwarves need three keys to gain entrance:

- A holy symbol blessed by the Rockhall high priest of Moradin.
- One of the Shields of Rockhall
- The legendary axe Worm Slayer.

The Rockhall dwarves can produce a holy symbol, blessed by their high priest of Moradin and clan leader, Thornblade Rockspitter. They also have crafted several of the mighty Shields of Rockhall. Adventurers have recovered only the haft, and not the head, of the axe Worm Slayer, and the dwarves still do not know where

the entrance to Granite Keep lies (although they know what it looks like).

Other Scenarios in this Series

The Dwarven Series is a sprawling one; this summary should provide the DM with some background with the regional events that have dealt with this series. You should find out which characters have played previous adventures in this series, as their character will be known by some of the NPCs in this scenario.

In *VER1-01 Noble Ambitions*, the characters saved Thuldon Rockspitter, Thornblade's son, from a dungeon full of orcs and ogres. In gratitude, Thuldon agreed to serve Lady Asbury as a smith for five years. He confided in the adventurers that the eldest noble son of Clan Rockhall (that is, Thuldon himself) is tasked to find the entrance to Granite Keep. This is a life-long quest, and Thuldon is happy to trade five years of service in exchange for his life, and the ability to resume the quest once his service is done.

In *VER1-07 Knocking on the Keep*, Thuldon asked the characters to deliver his fiancée, Gelten, to Clan Rockhall, along with a request for some mithral to work with. The characters were able to recover an orcish standard, which had been made of the haft of Worm Slayer. In thanks for return of (half of) their precious artifact, the Rockhall dwarves gifted some characters with a Shield of Rockhall.

In *VER2-02 Granite Keep*, the characters followed the rumors of a peasant boy and discovered the tomb of Obon Rockbreaker. This tomb showed what the entrance to Granite Keep looks like, and how to open it with the three keys (the holy symbol, the axe, and the shield). This tomb also held an encoded journal, and a strange box containing a metal rod.

Obon Rockbreaker's ward has not kept the drow and their allies underground; *VER3-06 Never Read Somebody's Diary* tells of how the drow are preparing to raid the surface, although they are trying desperately to keep their presence masked for now. A drow wizard escaped the adventurers in that scenario, and he may be encountered in this one.

In order to reclaim their homeland, the dwarves now need to recover the axe head of Worm Slayer, and find the location of Granite Keep. The former task will be resolved in *VER5-01 Deep in the Lortmils*. The location of Granite Keep will be discovered by the characters in this scenario.

Adventure Background

Clan Rockhall wishes to speak with the strange dwarven druid, Rukar. Thornblade Rockspitter discovered evidence in Obon Rockbreaker's journal suggesting Rukar just may be the last descendant of the Granitesplitter family. Every few generations one or more males of this family suffered from some strange uncureable brain disorder. This disorder's description in Obon's journal closely matches the odd behavior of Rukar the Druid. Additionally, the journal mentions the gate guards of Ulthak-Nor traditionally came from the Granitesplitters.

Previously, it was believed the Granitesplitter line either died out or disappeared long ago. During the flight from the Ulthak-Nor, the clans split up. The Granitesplitters dispersed within the mountains nearest Granite Keep. They were to watch the approaches leading into and out of the mountains near Granite Keep. But, contact was lost with the stubborn family, and all efforts to locate them turned up nothing more than the remains of old weapons, armor and bones. The Granitesplitters took their jobs as guardians very seriously, however, and have trapped the entrances to Granite Keep.

Thornblade recently sent emissaries to find Rukar and bring him to Rockhall. He was not at his cabin when they arrived. They waited several days and questioned several of the locals regarding Rukar, but all to no avail. Frustrated, the Dwarven emissaries returned home only to find a less than understanding Thornblade. After an entire day of shouting, the leader of Clan Rockhall finally decided the only recourse left would be to contact Thuldon on Lady Ashbury's estate in the hope that he may still know some adventuring types who could do a better job of finding the elusive Rukar.

One other villain has learned of Rukar Granitesplitter's importance. This creature is a durzagon, a half-fiendish duergar. The durzagon has taken his minions to the surface to find and kidnap Rukar. Although Rukar led the duergar on a merry chase, they caught up with him very near a trapped entrance to Granite Keep. Within these somber halls, the durzagon is torturing Rukar, to ask how close the Rockhall dwarves are to mounting an attack against Granite Keep. Of course, the addled Rukar has no idea, but the cruel durzagon will keep up his tortures until Rukar speaks—or dies.

Adventure Summary

The characters are asked by Thuldon Rockspitter, Lady Asbury's smith, to find the crazy dwarven druid Rukar for Clan Rockhall.

In **Encounter One**, the characters travel to Loren's Ford, Rukar's home, to find that he left weeks ago. In **Encounter Two**, they meet with Captain Yronl, who can provide them with some information about Rukar. The characters can gain some information about Rukar by asking around in the town in **Encounter Three**.

Once the characters set out after Rukar in **Encounter Four**, they will discover another group has been trailing him. In **Encounter Five**, some of these other followers, a band of duergar, attack the characters while they camp.

In **Encounter Six**, the characters discover that Rukar has been captured by the duergar. They follow his captors into the mountain in **Encounter Seven**, and meet a well-defended post protected by a clever pit trap. The characters fight the durzagon and rescue Rukar in **Encounter Eight**. In **Encounter Nine**, they can question Rukar, and he leads them to the other side of the mountain path. In **Encounter Ten**, the characters come out the other side of the caverns and see the entrance to Granite Keep, guarded by numerous frost giants and giant mastodons.

In the **Conclusion**, the characters can return Rukar and knowledge of the location of Granite Keep to Clan Rockhall, and earn their gratitude.

Introduction

Thuldon, the dwarven blacksmith pledged to Lady Asbury, thanks you for answering his invitation. Clan Rockhall once again is seeking outside assistance, this time on a minor matter. It seems clan leader Thornblade Rockspitter wishes to speak with an eccentric dwarven druid known as Rukar. Thornblade's emissaries could not locate the old druid. Thuldon in turn received a visit from one of these emissaries in the hopes he might yet know of a few individuals who might have more luck in tracking down this druid. Once located, if they could then escort him to Clan Rockhall, Thornblade would show his appreciation. Anyway, a spring-time adventure such as this should make a pleasant distraction from the giant threat to the south.

Thuldon knows nothing about what Thornblade wants with Rukar. The druid is a recluse who claims no clan affiliation. Many believe him to be crazy or

cursed. In fact, no dwarven clan would probably want to claim him. His cabin is somewhere near Loren's Ford far to the west. That should be the best starting point.

Any characters who played *VER2-02 Granite Keep* have met Rukar before and know where his cabin is located. This is a good time for characters to introduce themselves. Also, Asbury Manor and Thuldon have nothing to spare in aid due to the giant threat to the south; the only reward Thuldon can promise is the gratitude of the Rockhall dwarves.

Encounter One At the Beginning

The trip west to Loren's Ford turns out to be nothing more than an easy spring journey, once the characters leave behind the increased mounted patrols and refugees leaving the threatened regions of the Kron Hills. The closer to the Celeb'vara Valley the characters travel, the more normal life in the countryside appears. With Loren's Ford coming into sight, it is obvious the small village has undergone a series of major changes since the "Nights of the Big Cats," as the locals call it (these are the events of *VTF3-04 Hunt Club*, in which giant armored cats and their handlers attacked the town, killing many. Ultimately, the town was saved by adventurers). After nearly a year of construction, the ford and village proper are now well-defended. Stone and timber watch towers stand on either side of the ford. The tower on the village side of the ford makes up part of the village defenses. These defenses consist of a wide ditch outside earth and timber walls built upon a stone foundation. From the base of the walls projecting outward at an angle are double rows of sharpened logs. From the towers flies the house banner of Baron Avgustin.

The ford here is the first crossing point on the Celeb'vara River as it flows out of the distant foothills of the Lortmil Mountains. There are no other easy crossings before the town of Rhynehurst on the Volverdyva, and that is many leagues to the north. The trade road passing through Loren's Ford is the primary route between the southern Viscounty and Veluna. Also, this ford marks the furthest navigable point by riverboats on the Celeb'vara.

As you near the ford crossing you can clearly see across the river numerous lean-to's and makeshift tents outside the walls of Loren's Ford. There appears to be several families of humans, a small group of dwarves, some halflings, and a fair number of gnomes. They all have the now familiar look of refugees.

One of the guards on the near tower, leans forward and shouts, "Hail travelers! What business have ya in Loren's Ford?"

The guard wears the livery of House Avgustin. Any reasonable answer receives a wave to go ahead and cross the ford. The guard will respectfully decline to answer questions, directing the characters to make their inquiries after entering the village. Other guards on the tower watch with bows near at hand with yet another waving a signal flag toward Loren's Ford on the opposite shore.

If any character has a large cat or cats as companions, they will be firmly told to not allow such animals to cross the ford. If questioned, they simply state this is under the orders of the Baron himself.

Halfway through the ford you hear the gates open followed by the sound of pounding hooves. The slant of the afternoon sun shades the riders from your sight as they enter the ford from the opposite direction. As they near, you notice these are no ordinary mounted riders, but something most in Verbobonc have only heard about in stories and tales. Prancing through the ford and passing you by are three centaurs, one female and two male. They give you but a sideward glance before trotting off to the east.

These centaurs will not stop for questions or greetings. They each have a bow and arrows strapped to their human backs and hold a lance in their hands.

The village gates remain open with two guards in Avgustin livery waiting for your approach. They motion for you to halt. The guard on the right speaks out, "Greetings! What be your purpose in Loren's Ford?"

Again, any reasonable answer is acceptable. The guard does notice those characters who are armed.

"Seeing that you are an armed party, the Captain of the garrison would like to welcome you personally. If you would be so kind as to follow Corporal Griff here," he points to his companion on his right. "He will escort you to the Captain."

If the characters pose questions to the guards, they let them know the Captain should be able to answer all their questions. At no point do the guards appear threatening or disrespectful. If anything they are alert and professional.

Corporal Griff politely asks you to follow him as he leads you towards what must be the main garrison. Most of the buildings in the village look to be of newer construction; garrison barracks and stable, two

inns, a Way Station of the Wanderer, a Church of St. Cuthbert, a shrine of Rao, a smithy and public stable, a couple of merchant establishments, a baker, an oster, a mill on the Celeb'vara, and various residences. Inside the village are more refugees, mostly gnomes. They appear forlorn and eye you warily.

There is a hitching post outside the main barracks building. Corporal Griff directs any characters with a mount to tie them off there.

Standing outside a doorway is another guard to whom the Corporal simply states, "Visitors for the Captain." The guard turns and knocks on the door. He pauses for a moment listening, then opens the door slightly and pokes his head inside. Whatever words are exchanged cannot be clearly heard. The guard then steps aside while opening the door completely, "Captain Yronl [ih-RON-uhl] will see you now."

Encounter Two Captain Yronl

The inside of the barracks office is simple. One window looks out the front to the right of the door. Benches line the wall under the window and both sidewalls. Along the wall to the left is another door (closed). Set in the center of the back wall is a single small shelf with a basic desk and chair facing the entryway. Standing behind the desk is a human in the livery of Baron Avgustin bearing the rank of captain. Characters who have played *VTF3-04 Hunt Club* may remember him as a sergeant at that time.

"Please come in and be seated. I am Captain Yronl in the service of Baron Avgustin, in charge of the Baron's garrison here at Loren's Ford. And you would be?"

The Captain waits for the characters to introduce themselves. If they do not also include their business in Loren's Ford, he will ask of this as well. If any characters played in *VTF3-04 Hunt Club*, Yronl remembers them.

If the characters wish to inquire about Rukar, this is what the Captain knows:

- Rukar lives in a cabin south of the village (Captain Yronl can give directions, if the characters ask). He tends to be a very strange dwarf. Being a druid is strange enough, but he always speaks with odd nonsense phrases. On very rare moments he seems to understand what people around him are saying and he responds normally within a string of nonsense babble.

- Rukar maintains a pack of six hounds for companions. The dogs truly love their master and follow his commands. But Rukar's commands are the opposite of what the dogs do: if he commands his hounds to sit, they stand and point.
- Rukar came into Loren's Ford several weeks ago. He is an infrequent visitor, so he tends to be noticed. What children there are in the village really enjoy his rather unusual behavior and his dogs.
- Rukar stayed in the village only a few hours to trade for supplies. He has done this in the past before going out on one of his hunting trips.
- About two weeks ago three dwarven emissaries from Clan Rockhall came asking about Rukar. They questioned the merchant Rukar trades with and even the dwarves outside the walls. The emissaries spent only one night at the Splashing Pony Inn and left the next day.
- Captain Yronl makes a point of informing the characters that on the rare happenstance of danger to Loren's Ford during their stay here, their services in defense of the village are expected.
- If asked about the centaurs, Yronl informs the characters they first arrived in Loren's Ford after the fall of Tulvar to the giants. They ride in every now and then with news from the east. He does not go into any further details about this matter if he doesn't already know the characters, since he does not know how much he can trust them. However, if he knows them from before he shares the following: The centaurs originated from a secluded portion of the Greenway Valley and narrowly escaped annihilation by the giants. They now gladly provide scouting reports of the situation in the Kron Hills to the east. Giant forces solidly control the ridge five miles west of Tulvar. Their patrols range as far west as the narrow valley halfway between Osnabrolt and Tulvar. That's not much more than 25 miles to the east. The centaurs also claim to have seen giant reinforcements coming down from the eastern Lortmils.

If the characters head off to Rukar's cabin, go to Encounter Four. If they want to ask around Loren's Ford a bit more, go to Encounter Three.

Encounter Three In Loren's Ford

The characters may wish to make their own inquiries in the village. Below is the information they may find.

At the **Splashing Pony**, the oldest and largest inn in Loren's Ford, the clientele remember the dwarven emissaries. With only a little bit of asking, and by promising to spend the coin for a night or two, the innkeeper Kelden will talk to the characters. Kelden talked to the emissaries a lot, and he quickly became their guide and contact in town (which suited the big, friendly man just fine). Two weeks ago, he recalls, three dwarves arrived and started asking about Rukar. When Kelden told them that Rukar's a local crackpot, they seemed surprised and a little bit offended. They knew that Rukar was eccentric, but to hear how silly the townspeople thought Rukar is seemed to offend them. Kelden directed them to Rukar's shack south of town. They asked around town a little more, if only to make sure Kelden wasn't joking with them about Rukar's status. After that, they went to Rukar's cottage, and when they returned, they said it was locked up tight and it seemed like Rukar would be gone a while. They talked about staying in Loren's Ford until Rukar returned, but then changed their mind and left the next day.

At **Gendry's Trading Post**, where Rukar gathers supplies before leaving on a hunting trip, they remember the dwarf well. The crazy old dwarf always demands peculiar goods on top of salt, whetstones, and other reasonable supplies. Sometimes he asks for dead flowers, a miniature fireplace poker, or a bag of butterfly wings. The last time he left, he asked for a new chamberpot. When they gave him one, he put it on his head and cried, "The guardian needs a guard helmet!" over and over until they finally threw him out. When Rukar leaves, they add, he's usually gone for a week or two. It's not really surprising he's not back yet. If the characters ask about the dwarven emissaries, they came in about two weeks ago, asked just the same questions the characters did, and then left.

The **Way Station of the Wanderer** is overseen by a cleric of Fharlanghn named Tama. Characters who played *VER3-04 Hunt Club* will probably recognize her. Walker Tama is a mapmaker of great talent, and able to give accurate maps of the local area. She is an 8th level cleric, and has whatever spells you feel are appropriate. She knows Rukar well, and thinks better of him than most of the townspeople do; she has shared maps with the crazy dwarf, and his maps of the Lortmils are well-made and accurate (although, she'll admit, Rukar likes to sketch in charcoal on rabbit pelts).

The **blacksmith** is right next to the Way Station of the Wanderer, and it is overseen by a gruff man named Korlander. Korlander is kind and gentle with animals, and a good friend of Tama's. He has no information to give to the party, other than that he knows who Rukar is.

The **refugees** inside and outside Loren's Ford are all displaced from Kron Hills villages that have been taken over by giants. Most of them are gnomes, but there are several humans, halflings, and dwarves as well. They know Rukar is a local colorful character, but don't know anything else about him. These refugees are as well-cared-for as Baron Avgustin can manage, but they are willing to take any handouts the characters can provide. If the characters ask about the giants, many of these refugees have seen a black-robed humanoid leading the giant forces. No one knows anything else about this mysterious figure.

Roddy Spellbrewer

At some time in their visit to Loren's Ford, the characters are plagued by a gnome named Roddy Spellbrewer. This encounter is best placed when the characters go speak to the gnomish refugees. Roddy is a gnomish alchemist, wizard, and brewer who managed to take much of his stock of wares with him when he fled his home in Tulvar. When he arrived in Loren's Ford, Captain Yronl was more than happy to buy out Roddy's whole stock of *potions of protection from evil*, *oils of magic weapon*, and *potions of blur*. Now Roddy only has twenty potions left, and he's anxious to sell them off. He has ten *potions of levitate* left, and ten *potions of spider climb*. Captain Yronl didn't see the use in buying these for his men, so they're the only potions Roddy has left.

Roddy is quite a showman and entrepreneur, and he's unwilling to leave the characters alone unless he sells each of them at least one of his remaining potions. Roddy is cheerful, and friendly, but rapidly irritating. He starts out by insisting that each character should buy two of each potion ("For an emergency, you know, never can be too prepared!"), then (if the characters are resistant), only two of one kind, and (if the characters are still resistant), only one of one kind of potion. The characters can even offer to pay him back once they've concluded their business (that is, at the end of this scenario), if they'd like. Roddy isn't above insisting that he needs the money from the potion sales to feed his family, although his family is doing fairly well under Lord Avgustin's care. Each potion costs 300 gp (the DMG price). Roddy insists that the price is non-negotiable.

When the characters reach the pit trap in Encounter Seven, they might be very glad they bought Roddy's potions (or very sorry if they did not).

Once the characters head off to Rukar's cabin, go to Encounter Four.

Encounter Four

How to Follow a Crazy Dwarf

Rukar's cabin is easily found south of Loren's Ford, especially if any character played *VER2-02 Granite Keep*. The trail that leads south of the village along the west bank of the Celeb'vara makes a gentle bend southwest away from the river, leaving behind several pastures and orchards. Seeing this portion of the river with its many rocks and rapids makes it clear why Loren's Ford is as far upstream as riverboats may safely travel. The trail begins to enter patches of wooded slopes that make up part of the northern foothills of the Lortmils. Nearly five miles out of Loren's Ford, not far off the trail on the right, sits Rukar's cabin.

No signs of habitation can be seen nor heard from the lonely cabin. No smoke from the chimney nor the sights and sounds of Rukar's hounds greet your approach. The cabin's front door in fact sits ajar!

Allow the characters to take any precautions or searches outside they wish. Nothing unusual occurs nor can be found. Over the last several weeks there have been four days of rain in the area, so there are no fresh tracks to be found around the cabin.

Inside the cabin is another matter. The interior, such as it is, looks to have been trashed. It bears the look of someone looking for something in haste. Items are tossed about and turned over everywhere.

Now is when the characters need to get creative on the next step to take. They know Rukar has left on a hunting trip. All indications suggest all of Rukar's hounds went with him. And it is very likely someone else is looking for him as well, and whoever it is has a five-day head start.

Several hours of searching a wide area around the cabin might, on a DC 25 Survival roll, provide some evidence of the direction Rukar's pursuers went. These tracks follow a light trail through the wooded hills.

The trail leads generally towards the northwest. Late in the day the characters cross the High Road, which leads west out of Loren's Ford into southern Veluna. Ahead lies the southern edge of the Iron Wood. This would make a good time to rest for the night.

Allow the characters to set watches. They hear the howling of wolves in the distance at night, but nothing else unusual happens.

The next morning dawns with a heavy fog. Even unskilled trackers can see that you are following two sets of tracks. The earliest tracks are of a single humanoid with several dogs. You're pretty sure that this has to be Rukar. However, a day or two later, several other humanoid tracks parallel Rukar's prints. It seems as though you aren't the only ones pursuing Rukar, and the other group has several days' lead on you.

Once the characters start moving again, read:

Following the trail of Rukar's pursuers becomes more difficult the further into the southern edge of the Iron Wood you go. Yet, by later that morning most of the fog burns off as the sun comes out to a pleasantly warm spring day. And, shortly thereafter the trail becomes confused.

Not far into the edge of the Iron Wood, another set of tracks crosses the trail the characters have been following. A DC 20 Survival check shows the new tracks to be only about three days old. They cross the original trail going in a southwesterly direction coming from the northeast out of the Iron Wood, and have the same appearance as the tracks originally discovered near Rukar's cabin (that is, they are dwarf-like tracks; in fact, they are tracks of duergar).

Now, the characters need to make a decision: follow the original trail or take the new one.

Following the original trail leads them first northwest then west through the edge of the southern Iron Wood. By the end of the day they find evidence of a small campsite possibly used by Rukar, as the spoor of large dogs can be found nearby. From here the trail leads north into the Iron Wood proper. The Iron Wood is misty, but the dense fog throughout the wood has lifted after the events of *VER4-03 Glory's Warriors*. Within the wood the trail begins to gently turn east. After much of the day, the trail turns now more toward the south. A character with the Track feat must make three DC 15+APL Survival checks to follow this old trail. Before sundown, the trail emerges from the Iron Wood proper and the characters find themselves looking at the Lortmils in the distance to the south. Mostly likely, the trade route between Veluna and Loren's Ford is not far away. Another half day's travel brings the characters to where the two trails crossed nearly two days ago. (Go to "Following the new trail")

Following the new trail takes the characters into the northern foothills of the Lortmils. They find evidence of Rukar's hounds along the way in the form of their spoor. However, the manner in which this discovery is made proves interesting.

You have been following the trail of Rukar's pursuers higher and higher into the foothills. The mountains themselves to the south loom very near. As you approach a narrow notch between two ridges, there is a rather bad smell from up ahead. It is not the smell of death, but the smell of dung.

The smell comes from a pit trap placed at just the right location between two large boulders. It appears that one humanoid creature fell into the shallow pit. The dung is accumulated hound droppings, and the "victim" sank up to his knees. This "victim" might possibly be a short human or even a dwarf considering the size of the depressions in the pit and the easily identified boot prints made upon the victim's exit from the pit. From the looks of the immediate area, the victim required assistance to get out of the pit.

Following Rukar becomes easier at this point, as several blazes are marked, and Rukar seems to have chosen softer ground to tread upon. It seems as though Rukar wanted to taunt his pursuers into following him.

Following the trail of Rukar's pursuers leads you further south into the mountains themselves. The old dwarf has not made it easy on his trackers. The trail has crossed itself several times, and there have even been a couple of instances where Rukar must have doubled back on his trail. The end result is that you are catching up. Where at first those ahead of you had a five day head start, your best guess now is that their lead is now down to two or three days at best.

The characters follow the trail for a couple more days. Allow them to have the thrill of camping at night once or twice before going on to the next encounter. Provide any typical wilderness night sounds and the sighting of curious skunk and raccoons during the night. These creatures are looking for food of course, but their sounds and smells should keep the characters on their toes.

Encounter Five Guests in the Night

It's been two days since you left the creative pit trap behind you. But, darkness still comes early in the mountains. Another couple of days could find you high enough to encounter spring snows. You still get the impression you are gaining on Rukar and his pursuers, but darkness makes continuing too difficult.

The terrain is rugged. Finding a suitable campsite for the evening is a challenge. The ground is sloping with some trees and rocks. Any cover the characters find for

themselves also could provide cover for anything else out there.

This is now the fun part. The party tracking Rukar picked up on the signs along the way that the crazy old dwarven druid might be using to help others follow. They have eliminated or otherwise destroyed some of these signs. But, they now have a group of their number watching behind them. This group noticed the characters a day ago, and they have decided to pay them a little night's visit to test the characters' strength. Roll a d6 to determine on which watch the action begins.

APL 2 (EL 2)

☛ **Duergar Warriors (2):** male duergar War1; hp 9 each; see *Monster Manual* (Dwarf, duergar). These duergar begin combat with their *invisibility* active. Half of them (the ones who move into melee) also have *enlarge person* spells active.

APL 4 (EL 4)

☛ **Duergar Warriors (4):** male duergar War1; hp 9 each; see *Monster Manual* (Dwarf, duergar). These duergar begin combat with their *invisibility* active. Half of them (the ones who move into melee) also have *enlarge person* spells active.

APL 6 (EL 6)

☛ **Duergar Warriors (8):** male duergar War1; hp 9 each; see *Monster Manual* (Dwarf, duergar). These duergar begin combat with their *invisibility* active. Half of them (the ones who move into melee) also have *enlarge person* spells active.

APL 8 (EL 8)

☛ **Duergar Warriors (4):** male duergar War4; hp 29 each; see *Appendix One*. These duergar begin combat with their *invisibility* active. Half of them (the ones who move into melee) also have *enlarge person* spells active.

APL 10 (EL 10)

☛ **Duergar Warriors (8):** male duergar War4; hp 29 each; see *Appendix One*. These duergar begin combat with their *invisibility* active. Half of them (the ones who move into melee) also have *enlarge person* spells active.

APL 12 (EL 12)

☛ **Duergar Warriors (8):** male duergar War6; hp 42 each; see *Appendix One*. These duergar begin combat with their *invisibility* active. Half of them (the ones who move into melee) also have *enlarge person* spells active.

Tactics: The Duergar wish to discover the strength of the characters, and if possible take out their primary spell

caster as well as any obvious trackers. They will focus their attacks on characters meeting these requirements. It is not their intent to die doing this, however. So, they attempt to use a combination of a distraction of missile fire from one direction into the camp while others sneak around to attack from the opposite direction. The duergar use crossbows to shoot and move to both hide their numbers and to prevent from being easily targeted by spells. The rear attack waits for the characters to focus on the missile attackers and then charge in. As soon as the combat goes badly for them, they disengage and run away into the night.

The next morning, if any character possesses Tracking skills, it is possible to match the tracks of the attacking duergar with the tracks they have been following. This match is in general only, not specific. In other words, Rukar is certainly being pursued by duergar, but not *these* specific duergar.

On a DC 10 Knowledge (dungeoneering) check, the characters know that duergar are subterranean dwarves and, normally, can't stand daylight. These duergar, on the other hand, are certainly traveling on the surface in the daytime. Characters that have played *VER3-06 Never Read Somebody's Diary* should be reminded that the drow in that adventure also have learned to operate in sunlight, as well. If the characters suspect some sort of alliance between the duergar and the drow, they're right.

Treasure:

Defeat the duergar and take their gear.

APL 2: L: 40 gp; C: 0 gp; M: 0 gp.

APL 4: L: 80 gp; C: 0 gp; M: 0 gp.

APL 6: L: 160 gp; C: 0 gp; M: 0 gp.

APL 8: L: 380 gp; C: 0 gp; M: 0 gp.

APL 10: L: 760 gp; C: 0 gp; M: 0 gp.

APL 12: L: 760 gp; C: 0 gp; M: 0 gp.

Encounter Six Rukar's Calling Card

Continuing on the trail the next day, it is not long before the characters discover more evidence that Rukar is laying traps for his pursuers...and that Rukar has been captured.

Not two hours from last night's campsite you discover traces of Rukar's hounds in the form of clear paw prints in soft ground. They may be only one to two days old. Their direction is changing. The tracks now lead toward the southeast. Another couple of hours and the trail turns to the east. Following the trail, you ascend a wooded rocky ridge and find beyond an

open grassy valley with a clear stream running toward the northeast. A beaver dam creates a wide pond in the middle of the more level portion of the valley. To the southeast runs a small herd of what must be elk. They are making for the opposite ridge and dash up it at full speed out of sight. Motion above the opposite ridgeline further to the north of where the elk ascended attracts your attention. Amongst trees near the top of the far ridge are a few large birds circling in the sky.

The closer the characters get to where the birds are circling, the more they know something went wrong. First, is the number of birds in amongst the trees and ground near the top of the ridge. The smell of death comes from the trees and rocks up the steep ridge. Then the evidence of combat is hard to mistake.

As you get closer to the top of the ridge most of the birds take wing, while a few crows remain behind to complain of your presence. First, you pass a three small stone cairns from which come the smell of death. Next, is the sight of the remains of what must be Rukar's hounds. Although the dogs' remains show signs of scavengers it is not hard to make out the evidence of crossbow bolts and scorch marks on some of the carcasses. Two of the hounds look to have been killed by gruesome bludgeoning wounds.

If any character attempts a Spot check in the area, they notice two vine-covered ropes dangling from different trees. Each looks to have been cut. These are the remains of well-placed snares set by Rukar. Each ensnared an opponent, who had to be cut down. The signs of a struggle are all around. The three cairns, if searched, prove to be the last resting place for three duergar. The area is full of the tracks of the hounds and a number of humanoids. On a DC 25+APL Survival check, the characters can identify Rukar, at least four duergar, and one set of elven tracks (this is the draw).

Eventually, the characters should attempt to find which way the survivors left this scene of battle. It is clearly found leading away to the southeast along the crest of the ridge. A DC 20 Survival check shows two of those who left to be more heavily burdened than the others.

Encounter Seven Into the Mountain

The trail of Rukar's captors prove fairly easy to follow. Hours pass as you climb ever higher southward into the mountains. A chilling wind carries with it snow dust from higher up the mountainside. Soon the trail enters snow patches among the trees and rocks. The

tracks are not fresh, but enough depressions in the snow and moist ground remain to lead the way higher into the mountains.

The higher you climb following the trail, the colder it gets. At least you are still well below the tree line. The sun begins to dip below the mountains to the west.

The characters need to find warmth and some form of shelter for the night. The dangers of the cold must be considered at this point. Night temperatures dip below 40 degrees, but not 0 degrees. (See DMG Cold Dangers p. 302.)

Have the characters do whatever they feel necessary for camping the night. Their evening progresses without incident, but the night in the high country does get cold, down to 12 degrees. Trees and rock outcroppings cover the mountainside. They should have no trouble finding a spot, which provides some break against the wind, and enough wood for a fire.

The next morning finds a mostly sunny sky greeting the characters. Finding the trail of Rukar's captors luckily presents little additional challenges as no snow fell last night. Also, without fresh snow, what little drifting occurred did not significantly cover-up the tracks marking the passage of those they follow.

Not more than an hour and a half of following the trail, the characters come across the remains of the Duergar's campsite. The remains of the fire hold no warmth suggesting the camp was last used the night before last.

By midafternoon, the trail leads into hole in the mountainside. Read the following:

As the sun starts to sink behind the high mountains, the wind whips at your cloaks. The trail of Rukar's captors leads around a high shoulder of rock, and you find yourselves staring at a cave in the mountainside. There is no doubt the captors entered this cave. Fighting duergar in the open posed little difficulty for you, but the thought of facing them in their own environment gives you a shiver not entirely attributable to the cold air.

When the characters get closer, read:

Upon closer inspection, this cave is ancient worked stone. It is an even passage, fifteen feet wide and ten feet high. It appears to bore directly into the mountain.

In fact, this passage bores right into the mountain and out the other side; this is one of the few roads into the valley containing Granite Keep that was inhabited by the guardian clan of Granitesplitters (Rukar's ancestors) ages ago. The passageway makes a couple of sharp turns at

either end, to make assaulting into the passage difficult, but after these few turns the passageway bores straight through the mountain and up at a slight angle.

Take careful note of the light sources the characters are using. If the characters have any sort of light, the duergar guards are able to see them coming up the passageway from a long way off.

About two miles up the passageway (over an hour of travel for most parties), they encounter a cleverly-crafted duergar ambush. The duergar have moved large blocks of tumbled stone for cover on the other side of a nasty pit trap. To make the pit trap even more deadly (at higher APLs), the duergar have herded a gelatinous cube (or a pair of them) into the pit trap system. The duergar are hiding behind their cover when the characters approach.

Refer to Appendix Three for a layout of this combat.

When the characters approach to within 100 feet, the duergar rise up from behind their cover and begin attacking. Remember that duergar have 120 feet of darkvision, which is almost certainly farther than the characters can see.

APL 2 (EL 5)

☛**Duergar Archers (2):** male duergar Ftr1; hp 12 each; see Appendix One.

☛**Pit Trap** (APL 2 version): see Appendix Three.

APL 4 (EL 7)

☛**Duergar Archers (2):** male duergar Ftr3; hp 28 each; see Appendix One.

☛**Pit Trap** (APL 4 version): see Appendix Three.

APL 6 (EL 9)

☛**Duergar Archers (2):** male duergar Ftr3; hp 28 each; see Appendix One.

☛**Duergar Wizards (2):** male duergar Wiz3; hp 19 each; see Appendix One.

☛**Pit Trap** (APL 6 version): see Appendix Three.

APL 8 (EL 11)

☛**Duergar Archers (2):** male duergar Ftr4/Rgr1; hp 43 each; see Appendix One.

☛**Duergar Wizards (2):** male duergar Wiz5; hp 29 each; see Appendix One.

☛**Pit Trap** (APL 8 version): see Appendix Three.

APL 10 (EL 13)

☛**Duergar Archers (2):** male duergar Ftr4/Rgr2/Deepwood Sniper 2; hp 72 each; see Appendix One.

☛**Duergar Wizards (2):** male duergar Wiz7; hp 39 each; see Appendix One.

☛**Pit Trap** (APL 10 version): see Appendix Three.

APL 12 (EL 15)

☛**Duergar Archers (2):** male duergar Ftr4/Rgr2/Rog2/Deepwood Sniper 2; hp 86 each; see Appendix One.

☛**Duergar Wizards (2):** male duergar Wiz9; hp 58 each; see Appendix One.

☛**Pit Trap** (APL 12 version): see Appendix Three.

Pre-cast spells: If the characters were visible from a long way off (that is, if they have light sources of any kind), then the wizards have pre-cast *mage armor* and *false life* on themselves. At higher APLs, they also cast *protection from arrows* and *see invisibility*.

Tactics: The duergar remain behind cover on the far side of the pit trap, raining bolts and spells on the characters for as long as they can see them. When any character rushes into the 15 ft. square in front of them, the pit trap opens (see Appendix Three). If the duergar catch a character in their pit, they howl with laughter and continue to attack the remainder of the party. At APL 6, the wizards open with *magic missiles* on the least-armored person in the party. At APL 8, both wizards open with *fireballs* on as many characters as possible. At APL 10 and 12, one wizard casts *haste* on all the duergar while the other casts *Leomund's tiny hut*, giving them cover without hampering their visibility. From there, they use whatever tactics seem most intelligent.

Once the characters have finished with this combat, they hear a howl of pain from deeper down the passage. This should encourage them to hurry on to Encounter Eight.

Treasure:

Defeat the duergar and take their gear.

APL 2: L: 113 gp; C: 0 gp; M: *+1 light crossbows* (2), 195 gp per character each.

APL 4: L: 106 gp; C: 0 gp; M: *+1 light crossbows* (2), 195 gp per character each.

APL 6: L: 166 gp; C: 0 gp; M: *+1 light crossbows* (2), 195 gp per character each.

APL 8: L: 174 gp; C: 0 gp; M: *+1 light crossbows* (2), 195 gp per character each, *bracers of armor +1* (2), 83 gp per character each.

APL 10: L: 116 gp; C: 0 gp; M: *+1 light crossbows* (2), 195 gp per character each, *+1 spearblock chain shirt* (2), 771 gp per character each, *bracers of armor +1* (2), 83 gp per character each.

APL 12: L: 116 gp; C: 0 gp; M: *+1 light crossbows* (2), 195 gp per character each, *+1 spearblock chain shirt* (2), 771 gp per character each, *bracers of armor +1* (2), 83 gp per character each; *metamagic rod of empower (lesser)* (2), 750 gp per character each.

Encounter Eight Rukar at Last!

The dark passage leads further into the heart of the mountain. After the pit, the walls are carved in the images of life-sized dwarven soldiers, standing grim-faced at attention and suspiciously eyeing travelers coming into the mountain. After another fifteen minutes or so of travel, the cavern opens into a wide room. The passage continues on the other side of the chamber, and six rooms lead off of it. One of the rooms has been turned into a crude kitchen, three are bunkrooms, and another has been converted into a shrine to Laduguer, evil god of the duergar.

The sixth room has been converted into a torture chamber, where the durzagon and his duergar are torturing Rukar for information. They want to know if Clan Rockhall is ready to mount an assault on Granite Keep; of course, crazy Rukar has no idea.

The small torture room has only one entrance, and it is thirty feet square. Rukar is on a table in one corner, moaning piteously.

At APL 6 and above, a drow wizard is here, overseeing the interrogation. This is the same wizard who fled the scene in *VER3-06 Never Read Somebody's Diary*; any characters who played that scenario will recognize him as the drow who teleported away with the diary. He doesn't have the diary on him now, and only the fiercest of interrogations will convince him to reveal that he turned it over to his drow masters in Ulthak-Nor.

APL 2 (EL 5)

☛ **Duergar Torturers (2):** male duergar War1; hp 9 each; see *Monster Manual*.

☛ **Durzagon:** hp 32; see Appendix One.

APL 4 (EL 7)

☛ **Duergar Torturers (2):** male duergar Ftr1; hp 12 each; see Appendix One.

☛ **Durzagon Ftr1/Blackguard 1:** hp 61; see Appendix One.

APL 6 (EL 9)

☛ **Duergar Torturers (2):** male duergar War4; hp 29 each; see Appendix One.

☛ **Durzagon Ftr1/Blackguard 1:** hp 61; see Appendix One.

☛ **Drow Wizard:** male drow Wiz5; hp 17; see Appendix One.

APL 8 (EL 11)

☛ **Duergar Torturers (2):** male duergar War6; hp 42 each; see Appendix One.

☛ **Durzagon Ftr1/Blackguard 3/Templar 1:** hp 88; see Appendix One.

☛ **Drow Wizard:** male drow Wiz5; hp 17; see Appendix One.

APL 10 (EL 13)

☛ **Duergar Torturers (3):** male duergar War6; hp 42 each; see Appendix One.

☛ **Durzagon Ftr1/Blackguard 3/Templar 2:** hp 97; see Appendix One.

☛ **Drow Wizard:** male drow Wiz10; hp 29; see Appendix One.

APL 12 (EL 15)

☛ **Duergar Defenders (3):** male duergar Ftr7/Dwarven Defender 1; hp 88 each; see Appendix One.

☛ **Durzagon Ftr1/Rog2/Blackguard 3/Templar 3:** hp 120; see Appendix One.

☛ **Drow Wizard:** male drow Wiz10; hp 29; see Appendix One.

Tactics: The duergar move into melee immediately, to protect the wizard and the durzagon. They will fight to the death. The durzagon hangs back in order to cast preparatory spells on himself before entering melee; if you feel that the characters were especially noisy in their approach or used powerful light sources, the durzagon may have these spells already cast and running when the characters enter. The durzagon will also fight to the death. The drow wizard (if present) frantically avoids melee, and targets whichever character seems to be the biggest threat to him, personally. He understands that helping the duergar (with spells like *haste*) may be the best way to help himself. He doesn't mind catching the duergar or the durzagon in the area of his attack spells if necessary for his survival. If the wizard takes any damage at all, he'll try to flee (this will be easy for him at APL 10 and 12, as he can either *teleport* or *dimension door*).

Once these foes are defeated, the characters are free to rescue Rukar and question him. Go on to Encounter Nine.

Treasure:

Defeat the torturers and take their gear.

APL 2: L: 40 gp; C: 0 gp; M: 0 gp.

APL 4: L: 103 gp; C: 0 gp; M: 0 gp.

APL 6: L: 258 gp; C: 0 gp; M: *bracers of armor +1*, 83 gp per character; *cloak of resistance +1*, 83 gp per character; *potion of blur*, 25 gp per character; *potion*

of cure serious wounds, 63 gp per character; *potion of haste*, 63 gp per character; scroll of *confusion*, 58 gp per character; scroll of *fireball* (2), 31 gp per character each; scroll of *web*, 13 gp per character.

APL 8: L: 286 gp; C: 0 gp; M: *bracers of armor +1*, 83 gp per character; *cloak of resistance +1*, 83 gp per character; *potion of blur*, 25 gp per character; *potion of cure serious wounds*, 63 gp per character; *potion of haste*, 63 gp per character; scroll of *confusion*, 58 gp per character; scroll of *fireball* (2), 31 gp per character each; scroll of *web*, 13 gp per character.

APL 10: L: 412 gp; C: 0 gp; M: *bracers of armor +2*, 333 gp per character; *ring of protection +1*, 167 gp per character; *amulet of natural armor +1*, 167 gp per character; *cloak of resistance +1*, 83 gp per character.

APL 12: L: 230 gp; C: 0 gp; M: *bracers of armor +2*, 333 gp per character; *ring of protection +1*, 167 gp per character; *amulet of natural armor +1*, 167 gp per character; *cloak of resistance +1* (2), 83 gp per character each.

Encounter Nine Rukar's Secret

The addled dwarf doesn't recognize the characters, even if he has seen them before. If the characters unbind him, he immediately casts *tree shape* on himself and remains in that form for at least an hour. After that, he's much calmer. The characters may also calm him down with a DC 20+APL Diplomacy check.

Once calmed, Rukar will babble nonsense. Use some of the following gibberish, or make up your own:

- For each dead dog, I vow: one more dead dog!
- Don't touch the trees. I smeared 'em up good!
- Not so dark anymore! No, not so dark!
- Me? The princess? Why, yes, I am!
- Sky colors pretty are they.
- The chickens of Malloy have been avenged.
- I'm too big to (mumble, mumble).
- Here, fishy, fishy, fishy.

However, sprinkled in Rukar's ramblings are important phrases. You should also include the following:

- Rukar Granitesplitter, that's me.
- Long have the Granitesplitters guarded the way to Granite Keep!

- You've seen the Granitesplitter Guardians in the hall, protecting the Way! (Rukar is referring to the carved guardians in the hall).

When the party is ready to leave with Rukar, he wants to continue down the opposite passage through the mountain, not go back the way the characters came. He keeps repeating, "Must take a look at it with me own eyes! Granitesplitter eyes!" He won't struggle for more than a minute or two with the characters, although if they let him go, he trots happily off down the opposite hall.

If the characters force Rukar out the way they came, they won't be able to take a look at Granite Keep; make sure to note this in the Conclusion and on the AR.

All APLs

♣ **Rukar:** male dwarf Drd3/Rgr2, hp 52, see Appendix One.

Encounter Ten The Other Side of the Mountain

Continuing through the mountain, the characters reach the other side in an hour or two. The characters come upon another pit trap, like the one they encountered in Encounter Seven, but this one has already been triggered, and doesn't contain any gelatinous cubes; at the bottom of it are two dead duergar, stripped of their gear. The duergar triggered this trap on their trip into the passage several weeks ago, and haven't bothered to reset it.

When the characters reach the other side of the passage, they behold the entrance to Granite Keep. Read:

You blink in the bright daylight. A secluded mountain valley lies before you, covered in snow. Directly across from you, the sheer rock face has been carved into an amazing scene. Several life-sized dwarves do battle against shadowy enemies. The carving, although aged, is clearly missing three pieces: one dwarf holds up a shield-arm without a shield, another raises high a missing axe, and a priest of Moradin has beams shooting from his outstretched hands, but no holy symbol. (Alert characters who have played *VER2-02 Granite Keep* that this is the same carving as the model Obon Rockbreaker's tomb, but at actual size.) *There can be no doubt this is an ancient dwarven stronghold.*

The valley is not unoccupied, however; nearly a dozen giants and huge, wooly elephants have camped here in the shadow of the dwarven carvings.

In the weeks since the durzagon and his minions entered these halls, a band of frost giants entered the valley near Granite Keep. They will likely move on, in time, but they prevent an insurmountable obstacle for the characters at this time. Unless the characters provoke the frost giants or sally into the valley, the giants will not notice the characters.

All APLs (EL 19)

- **Frost Giants (9):** hp 133 each; see *Monster Manual*.
- **Frost Giant Jarl:** hp 231; see *Monster Manual*.
- **Grizzly Mastodons (3):** hp 163 each; see *Appendix Three*.

The giants will attack with little provocation, and fight until the characters are slain or retreat into the mountain. If the characters try to bargain with the giants, the jarl will ask for an outrageous sum (say, 4,000 gp times the APL) and, even if given the price, they attack anyway. Even if the characters manage to somehow defeat all of these foes, they cannot enter Granite Keep at this time, as they do not have the three keys with them. As much as it may pain them to do so, the characters will have to turn back.

Conclusion

Once the characters have Rukar, they should take him to Clan Rockhall. Characters who meet the following criteria know where Clan Rockhall is:

- Any character that played *VER1-07 Knocking on the Keep*.
- Any dwarven player whose home region upon character creation was Verbobonc
- Any members of the Dwarven Clan meta-org, or the Dwarven Church meta-org.
- Any character that makes a DC 15 Knowledge (local-Velverdyva Trade Route) check.
- Any character who thought to ask Thuldon where to take Rukar once they found him.
- Rukar is no help whatsoever in discovering the location of Clan Rockhall; he doesn't know.

If the party has no character meeting the above criteria, then the best they can do is ask Thuldon Rockspitter or other dwarves in Verbobonc. This trekking around costs every character at the table an additional Time Unit for this scenario; if they don't wish to spend this extra TU, they can simply turn Rukar over to Thuldon, and forgo the rewards that Clan Rockhall provides (see below).

Once the characters have returned Rukar to Clan Rockhall, Thornblade Rockspitter is eager to meet with them. He explains the history of the Rockhall dwarves, and relates that Rukar is the last in the Granitesplitter line who may know where the lost gates to Granite Keep may lie. Thuldon offers the characters the Favor of Clan Rockhall, on the AR.

If the characters saw the gates to Granite Keep, Thornblade is even more excited. He impresses upon the characters that this location has been sought by the dwarves for generations. The characters earn the Influence with Clan Rockhall, and Thornblade offers to let them bear one of the Shields of Rockhall; interested characters are gifted this shield in an elaborate ceremony.

Thornblade asks the characters to be on hand, should the dwarves of Clan Rockhall need them again. In particular, he asks them to watch out for the axe head of Worm Slayer, the final key to the gates of Granite Keep. Then the reclamation of the dwarven homeland can begin!

The End

Experience Point Summary

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

Encounter Five:

Defeat the duergar scouts.	
APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP
APL 12	360 XP

Encounter Seven:

Defeat the duergar guards, and survive or bypass the pit trap.	
APL 2	150 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP

Encounter Eight:

Defeat the torturers.

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP

Encounter Ten:

Found the entrance to Granite Keep.

APL 2	45 XP
APL 4	60 XP
APL 6	90 XP
APL 8	105 XP
APL 10	135 XP
APL 12	150 XP

Story Award:

Good roleplaying and combat heroics.

APL 2	45 XP
APL 4	75 XP
APL 6	90 XP
APL 8	120 XP
APL 10	135 XP
APL 12	165 XP

Total Possible Experience

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1,125 XP
APL 10	1,350 XP
APL 12	1,575 XP

Treasure Summary

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

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

watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Five: Guests in the Night

Defeat the duergar and take their gear.

APL 2: L: 40 gp; C: 0 gp; M: 0 gp.

APL 4: L: 80 gp; C: 0 gp; M: 0 gp.

APL 6: L: 160 gp; C: 0 gp; M: 0 gp.

APL 8: L: 380 gp; C: 0 gp; M: 0 gp.

APL 10: L: 760 gp; C: 0 gp; M: 0 gp.

APL 12: L: 760 gp; C: 0 gp; M: 0 gp.

Encounter Seven: Into the Mountain

Defeat the duergar and take their gear.

APL 2: L: 113 gp; C: 0 gp; M: *+1 light crossbows* (2), 195 gp per character each.

APL 4: L: 106 gp; C: 0 gp; M: *+1 light crossbows* (2), 195 gp per character each.

APL 6: L: 166 gp; C: 0 gp; M: *+1 light crossbows* (2), 195 gp per character each.

APL 8: L: 174 gp; C: 0 gp; M: *+1 light crossbows* (2), 195 gp per character each, *bracers of armor +1* (2), 83 gp per character each.

APL 10: L: 116 gp; C: 0 gp; M: *+1 light crossbows* (2), 195 gp per character each, *+1 spearblock chain shirt* (2), 771 gp per character each, *bracers of armor +1* (2), 83 gp per character each.

APL 12: L: 116 gp; C: 0 gp; M: *+1 light crossbows* (2), 195 gp per character each, *+1 spearblock chain shirt* (2), 771 gp per character each, *bracers of armor +1* (2), 83 gp per character each; *metamagic rod of empower (lesser)* (2), 750 gp per character each.

Encounter Eight: Rukar at Last

Defeat the torturers and take their gear.

APL 2: L: 40 gp; C: 0 gp; M: 0 gp.

APL 4: L: 103 gp; C: 0 gp; M: 0 gp.

APL 6: L: 258 gp; C: 0 gp; M: *bracers of armor +1*, 83 gp per character; *cloak of resistance +1*, 83 gp per character; *potion of blur*, 25 gp per character; *potion of cure serious wounds*, 63 gp per character; *potion of haste*, 63 gp per character; scroll of *confusion*, 58 gp per character; scroll of *fireball* (2), 31 gp per character each; scroll of *web*, 13 gp per character.

APL 8: L: 286 gp; C: 0 gp; M: *bracers of armor +1*, 83 gp per character; *cloak of resistance +1*, 83 gp per character; *potion of blur*, 25 gp per character; *potion of cure serious wounds*, 63 gp per character; *potion of haste*, 63 gp per character; scroll of *confusion*, 58 gp per character; scroll of *fireball* (2), 31 gp per character each; scroll of *web*, 13 gp per character.

APL 10: L: 412 gp; C: 0 gp; M: *bracers of armor +2*, 333 gp per character; *ring of protection +1*, 167 gp per character; *amulet of natural armor +1*, 167 gp per character; *cloak of resistance +1*, 83 gp per character.

APL 12: L: 230 gp; C: 0 gp; M: *bracers of armor +2*, 333 gp per character; *ring of protection +1*, 167 gp per character; *amulet of natural armor +1*, 167 gp per character; *cloak of resistance +1* (2), 83 gp per character each.

Maximum Possible Treasure

APL 2: 450 gp

APL 4: 650 gp

APL 6: 900 gp

APL 8: 1,300 gp

APL 10: 2,300 gp

APL 12: 3,300 gp

Items for the Adventure Record

Check only those that apply, and cross out all others:

☛ **Influence Point with Clan Rockhall**, for returning Rukar Granitesplitter to their care.

☛ Members of the **Dwarven Clan** or **Dwarven Church** meta-org at the time of this scenario have done their people a great service. These members may treat the asterisked items below as frequency: Regional.

☛ **Favor of Clan Rockhall Dwarves:** the dwarves of Clan Rockhall are grateful that you have discovered the entrance to Granite Hall, gateway to their ancient home. The dwarves provide Regional access to one of the following (circle one immediately): adamantine warhammer, adamantine battleaxe, adamantine arrows, mithral breastplate, or mithral full plate.

☛ The Rockhall dwarves have gifted you with one of the fabled **Shields of Rockhall**. This is a *+1 heavy steel shield* which costs 670 gp (frequency: Regional, cannot be crafted).

- A character with a BAB of at least +5 may spend 1,500 gp and expend 1 Influence Point with Clan Rockhall, the Lortmil Dwarves, or the Dwarven Church to upgrade the Shield of Rockhall to a *+2 heavy steel shield*.
- A character with a BAB of at least +7 may spend another 2,500 gp and expend another Influence Point with one of the organizations above to upgrade the Shield of Rockhall to a *+2 heavy steel shield, light fortification*.
- A character with a BAB of at least +9 may spend another 7,000 gp and expend another Influence Point with one of the organizations above to upgrade the Shield of Rockhall to a *+2 heavy steel shield, medium fortification*.
- A character with a BAB of at least +11 may spend another 12,000 gp and expend another Influence Point with the organizations above to upgrade the Shield of Rockhall to a *+2 heavy steel shield, heavy fortification*.

These upgrades must be performed in order, but need not be performed all at the same time. No enhancements other than those above may be added to the Shield of Rockhall. A character that converted and kept the Shield of Rockhall from a Year 2 certificate may begin the upgrades at the level the shield had reached at conversion (expect that it is now a heavy steel shield).

Appendix 1: Non-Player Characters

Encounter Five: Guests in the Night

APLs 8 and 10

☛ **Duergar Warriors:** male duergar War4; CR 4; Medium humanoid (dwarf); HD 4d8+11; hp 29; Init +0; Spd 20 ft.; AC 17 (+5 chainmail, +2 heavy wooden shield), touch 10, flat-footed 17; Base Atk +4; Grp +6; Atk +7 melee (1d8+2/x3, masterwork warhammer) or +5 ranged (1d8/19-20, masterwork light crossbow); SA dwarf traits; SQ darkvision 120 ft., dwarf traits, immunities, light sensitivity, spell-like abilities; AL LE; SV Fort +6, Ref +1, Will +0; Str 14, Dex 11, Con 14, Int 10, Wis 9, Cha 4.

Skills and Feats. Appraise +2, Craft (blacksmithing) +2, Craft (stonemasonry) +2, Listen +2, Move Silently -1, Spot +2, Survival +2; Daylight Adaptation*, Toughness.

Possessions: masterwork warhammer, masterwork chainmail, masterwork heavy shield, masterwork light crossbow, 10 silver bolts, 10 cold iron bolts.

Spell-like Abilities: 1/day—*enlarge person* and *invisibility*. Caster level 8th; These abilities affect only the duergar and whatever it carries.

Duergar Traits: A duergar gains a +1 bonus on attack rolls against orcs and goblinoids, a +2 bonus on saves against spells and spell-like abilities, and a +4 dodge bonus to AC against giants. It also has stonecutting (+2 racial bonus on checks to notice unusual stonework; intuit depth) and stability.

Immunities (Ex): A duergar is immune to paralysis, phantasms, and poison.

Light Sensitivity (Ex): Duergar are dazzled in bright sunlight or within the radius of a *daylight* spell (this is negated by the Daylight Adaptation feat).

* See Appendix 2

APL 12

☛ **Duergar Warriors:** male duergar War6; CR 6; Medium humanoid (dwarf); HD 6d8+15; hp 42; Init +0; Spd 20 ft.; AC 17 (+5 chainmail, +2 heavy wooden shield), touch 10, flat-footed 17; Base Atk +6; Grp +8; Atk +10 melee (1d8+2/x3, masterwork warhammer) or +7 ranged (1d8/19-20, masterwork light crossbow); Full Atk +10/+5 melee (1d8+2/x3, masterwork warhammer) or +7 ranged (1d8/19-20, masterwork light crossbow); SA dwarf traits; SQ darkvision 120 ft., dwarf traits, immunities, light sensitivity, spell-like abilities; AL LE; SV Fort +7, Ref +2, Will +1; Str 14, Dex 11, Con 14, Int 10, Wis 9, Cha 4.

Skills and Feats. Appraise +2, Craft (blacksmithing) +2, Craft (stonemasonry) +2, Listen +2,

Move Silently +1, Spot +2, Survival +2; Daylight Adaptation*, Toughness, Weapon Focus (warhammer).

Possessions: masterwork warhammer, masterwork chainmail, masterwork heavy shield, masterwork light crossbow, 10 silver bolts, 10 cold iron bolts.

Spell-like Abilities: 1/day—*enlarge person* and *invisibility*. Caster level 12th; These abilities affect only the duergar and whatever it carries.

Duergar Traits: A duergar gains a +1 bonus on attack rolls against orcs and goblinoids, a +2 bonus on saves against spells and spell-like abilities, and a +4 dodge bonus to AC against giants. It also has stonecutting (+2 racial bonus on checks to notice unusual stonework; intuit depth) and stability.

Immunities (Ex): A duergar is immune to paralysis, phantasms, and poison.

Light Sensitivity (Ex): Duergar are dazzled in bright sunlight or within the radius of a *daylight* spell (this is negated by the Daylight Adaptation feat).

* See Appendix 2

Encounter Seven: Into the Mountain

APL 2

☛ **Duergar Archers:** male duergar Ftr1; CR 2; Medium humanoid (dwarf); HD 1d10+2; hp 12; Init +2; Spd 20 ft.; AC 17 (+2 Dex, +5 chainmail), touch 12, flat-footed 15; Base Atk +1; Grp +3; Atk +3 melee (1d8+2/x3, warhammer) or +4 ranged (1d8+1/19-20, +1 *light crossbow*); SA dwarf traits; SQ darkvision 120 ft., dwarf traits, immunities, light sensitivity, spell-like abilities; AL LE; SV Fort +4, Ref +2, Will +1; Str 14, Dex 15, Con 15, Int 8, Wis 12, Cha 6.

Skills and Feats. Appraise +1, Craft (blacksmithing) +1, Craft (stonemasonry) +1, Listen +2, Move Silently +2, Spot +4; Daylight Adaptation*, Point Blank Shot.

Possessions: warhammer, masterwork chainmail, +1 *light crossbow*, 10 silver bolts, 10 cold iron bolts.

Spell-like Abilities: 1/day—*enlarge person* and *invisibility*. Caster level 3rd; These abilities affect only the duergar and whatever it carries.

Duergar Traits: A duergar gains a +1 bonus on attack rolls against orcs and goblinoids, a +2 bonus on saves against spells and spell-like abilities, and a +4 dodge bonus to AC against giants. It also has stonecutting (+2 racial bonus on checks to notice unusual stonework; intuit depth) and stability.

Immunities (Ex): A duergar is immune to paralysis, phantasms, and poison.

Light Sensitivity (Ex): Duergar are dazzled in bright sunlight or within the radius of a *daylight* spell (this is negated by the Daylight Adaptation feat).

* See Appendix 2

APL 4

☛Duergar Archers: male duergar Ftr3; CR 4; Medium humanoid (dwarf); HD 3d10+6; hp 28; Init +2; Spd 20 ft.; AC 17 (+2 Dex, +5 chainmail), touch 12, flat-footed 15; Base Atk +3; Grp +5; Atk +6 melee (1d8+2/x3, masterwork warhammer) or +7 ranged (1d8+1/19-20, +1 *light crossbow*); SA dwarf traits; SQ darkvision 120 ft., dwarf traits, immunities, light sensitivity, spell-like abilities; AL LE; SV Fort +5, Ref +3, Will +2; Str 14, Dex 15, Con 15, Int 8, Wis 12, Cha 6.

Skills and Feats: Appraise +1, Craft (blacksmithing) +1, Craft (stonemasonry) +1, Listen +3, Move Silently +2, Spot +5; Daylight Adaptation*, Point Blank Shot, Rapid Reload*, Weapon Focus (light crossbow).

Possessions: masterwork warhammer, masterwork chainmail, +1 *light crossbow*, 10 silver bolts, 20 cold iron bolts.

Spell-like Abilities: 1/day—*enlarge person* and *invisibility*. Caster level 6th; These abilities affect only the duergar and whatever it carries.

Duergar Traits: A duergar gains a +1 bonus on attack rolls against orcs and goblinoids, a +2 bonus on saves against spells and spell-like abilities, and a +4 dodge bonus to AC against giants. It also has stonecutting (+2 racial bonus on checks to notice unusual stonework; intuit depth) and stability.

Immunities (Ex): A duergar is immune to paralysis, phantasms, and poison.

Light Sensitivity (Ex): Duergar are dazzled in bright sunlight or within the radius of a *daylight* spell (this is negated by the Daylight Adaptation feat).

* See Appendix 2

APL 6

☛Duergar Archers: male duergar Ftr3; CR 4; Medium humanoid (dwarf); HD 3d10+6; hp 28; Init +2; Spd 20 ft.; AC 17 (+2 Dex, +5 chainmail), touch 12, flat-footed 15; Base Atk +3; Grp +5; Atk +6 melee (1d8+2/x3, masterwork warhammer) or +7 ranged (1d8+1/19-20, +1 *light crossbow*); SA dwarf traits; SQ darkvision 120 ft., dwarf traits, immunities, light sensitivity, spell-like abilities; AL LE; SV Fort +5, Ref +3, Will +2; Str 14, Dex 15, Con 15, Int 8, Wis 12, Cha 6.

Skills and Feats: Appraise +1, Craft (blacksmithing) +1, Craft (stonemasonry) +1, Listen +3, Move Silently +2, Spot +5; Daylight Adaptation*, Point

Blank Shot, Rapid Reload*, Weapon Focus (light crossbow).

Possessions: masterwork warhammer, masterwork chainmail, +1 *light crossbow*, 10 silver bolts, 20 cold iron bolts.

Spell-like Abilities: 1/day—*enlarge person* and *invisibility*. Caster level 6th; These abilities affect only the duergar and whatever it carries.

Duergar Traits: A duergar gains a +1 bonus on attack rolls against orcs and goblinoids, a +2 bonus on saves against spells and spell-like abilities, and a +4 dodge bonus to AC against giants. It also has stonecutting (+2 racial bonus on checks to notice unusual stonework; intuit depth) and stability.

Immunities (Ex): A duergar is immune to paralysis, phantasms, and poison.

Light Sensitivity (Ex): Duergar are dazzled in bright sunlight or within the radius of a *daylight* spell (this is negated by the Daylight Adaptation feat).

* See Appendix 2

☛Duergar Wizards: male duergar Wiz3; CR 4; Medium humanoid (dwarf); HD 3d4+9; hp 19; Init +2; Spd 20 ft.; AC 12 (+2 Dex), touch 12, flat-footed 10; Base Atk +1; Grp +0; Atk +0 melee (1d6-1, club) or +4 ranged (1d8/19-20, masterwork light crossbow); SA dwarf traits, spells; SQ darkvision 120 ft., dwarf traits, familiar (toad), immunities, light sensitivity, spell-like abilities; AL LE; SV Fort +3, Ref +3, Will +4; Str 8, Dex 14, Con 15, Int 15, Wis 12, Cha 6.

Skills and Feats: Appraise +4, Concentration +8, Craft (blacksmithing) +4, Craft (stonemasonry) +4, Decipher Script +8, Knowledge (arcana) +8, Listen +4, Move Silently +6, Spellcraft +8, Spot +4; Daylight Adaptation*, Scribe Scroll, Weapon Focus (ray spells).

Possessions: masterwork light crossbow, club, 10 silver bolts, 10 cold iron bolts.

Wizard Spells Memorized (4/3/2; save DC 12 + spell level): 0—*daze*, *detect magic*, *mage hand*, *ray of frost*; 1st—*mage armor*, *magic missile*, *ray of enfeeblement*; 2nd—*false life*, *scorching ray*.

Spell-like Abilities: 1/day—*enlarge person* and *invisibility*. Caster level 6th; These abilities affect only the duergar and whatever it carries.

Duergar Traits: A duergar gains a +1 bonus on attack rolls against orcs and goblinoids, a +2 bonus on saves against spells and spell-like abilities, and a +4 dodge bonus to AC against giants. It also has stonecutting (+2 racial bonus on checks to notice unusual stonework; intuit depth) and stability.

Immunities (Ex): A duergar is immune to paralysis, phantasms, and poison.

Light Sensitivity (Ex): Duergar are dazzled in bright sunlight or within the radius of a *daylight* spell (this is negated by the Daylight Adaptation feat).

* See Appendix 2

APL 8

☛Duergar Archers: male duergar Ftr4/Rgr1; CR 6; Medium humanoid (dwarf); HD 4d10+1d8+10; hp 43; Init +3; Spd 20 ft.; AC 17 (+3[+2] Dex, +5 breastplate), touch 12, flat-footed 15; Base Atk +5; Grp +7; Atk +8 melee (1d8+2/x3, masterwork warhammer) or +10 ranged (1d8+1/19-20, +1 *light crossbow*); Full Atk +8 melee (1d8+2/x3, masterwork warhammer) or +8/+8 ranged (1d8+1/19-20, +1 *light crossbow*); SA dwarf traits, favored enemy (dwarves +2); SQ darkvision 120 ft., dwarf traits, immunities, light sensitivity, spell-like abilities, wild empathy (-1); AL LE; SV Fort +8, Ref +6, Will +2; Str 14, Dex 16, Con 15, Int 8, Wis 12, Cha 6.

Skills and Feats: Appraise +1, Craft (blacksmithing) +1, Craft (stonemasonry) +1, Hide +0, Listen +3, Move Silently +7, Spot +6; Daylight Adaptation*, Point Blank Shot, Rapid Reload*, Rapid Shot, Weapon Focus (light crossbow), Track.

Possessions: masterwork warhammer, masterwork breastplate, +1 *light crossbow*, 10 silver bolts, 20 cold iron bolts.

Spell-like Abilities: 1/day—*enlarge person* and *invisibility*. Caster level 10th; These abilities affect only the duergar and whatever it carries.

Duergar Traits: A duergar gains a +1 bonus on attack rolls against orcs and goblinoids, a +2 bonus on saves against spells and spell-like abilities, and a +4 dodge bonus to AC against giants. It also has stonecutting (+2 racial bonus on checks to notice unusual stonework; intuit depth) and stability.

Immunities (Ex): A duergar is immune to paralysis, phantasms, and poison.

Light Sensitivity (Ex): Duergar are dazzled in bright sunlight or within the radius of a *daylight* spell (this is negated by the Daylight Adaptation feat).

* See Appendix 2

☛Duergar Wizards: male duergar Wiz5; CR 6; Medium humanoid (dwarf); HD 5d4+13; hp 29; Init +2; Spd 20 ft.; AC 13 (+2 Dex, +1 armor), touch 12, flat-footed 11; Base Atk +2; Grp +1; Atk +1 melee (1d6-1, club) or +5 ranged (1d8/19-20, masterwork light crossbow); SA dwarf traits, spells; SQ darkvision 120 ft., dwarf traits, familiar (toad), immunities, light sensitivity, spell-like abilities; AL LE; SV Fort +3, Ref +3, Will +5; Str 8, Dex 14, Con 15, Int 16, Wis 12, Cha 6.

Skills and Feats: Appraise +4, Concentration +10, Craft (blacksmithing) +4, Craft (stonemasonry) +4, Decipher Script +10, Knowledge (arcana) +10, Listen

+5, Move Silently +6, Spellcraft +10, Spot +5; Daylight Adaptation*, Empower Spell, Scribe Scroll, Weapon Focus (ray spells).

Possessions: masterwork light crossbow, club, 10 silver bolts, 10 cold iron bolts, *bracers of armor* +1.

Wizard Spells Memorized (4/4/3/2; save DC 13 + spell level): 0—*daze*, *detect magic*, *mage hand*, *ray of frost*; 1st—*grease*, *magic missile* (2), *ray of enfeeblement*; 2nd—*false life*, *scorching ray* (2), 3rd—*dispel magic*, *fireball*.

Spell-like Abilities: 1/day—*enlarge person* and *invisibility*. Caster level 10th; these abilities affect only the duergar and whatever it carries.

Duergar Traits: A duergar gains a +1 bonus on attack rolls against orcs and goblinoids, a +2 bonus on saves against spells and spell-like abilities, and a +4 dodge bonus to AC against giants. It also has stonecutting (+2 racial bonus on checks to notice unusual stonework; intuit depth) and stability.

Immunities (Ex): A duergar is immune to paralysis, phantasms, and poison.

Light Sensitivity (Ex): Duergar are dazzled in bright sunlight or within the radius of a *daylight* spell (this is negated by the Daylight Adaptation feat).

* See Appendix 2

APL 10

☛Duergar Archers: male duergar Ftr4/Rgr2/Deepwood Sniper 2; CR 9; Medium humanoid (dwarf); HD 4d10+4d8+24; hp 72; Init +3; Spd 20 ft.; AC 18 (+3 Dex, +5 chain shirt), touch 13, flat-footed 15; Base Atk +8; Grp +10; Atk +11 melee (1d8+2/x3, masterwork warhammer) or +13 ranged (1d8+3/17-20, +1 *light crossbow*); Full Atk +11/+6 melee (1d8+2/x3, masterwork warhammer) or +13/+8 ranged (1d8+3/17-20, +1 *light crossbow*) or +11/+11 ranged (1d8+3/17-20, +1 *light crossbow*); SA concealment reduction (10%), dwarf traits, favored enemy (dwarves +2), keen arrows, range increment bonus (+20 ft.); SQ damage reduction 5/bludgeoning or slashing, darkvision 120 ft., dwarf traits, immunities, light sensitivity, *magic weapon*, spell-like abilities, wild empathy (+0); AL LE; SV Fort +10, Ref +10, Will +2; Str 14, Dex 16, Con 16, Int 8, Wis 12, Cha 6.

Skills and Feats: Appraise +1, Craft (blacksmithing) +1, Craft (stonemasonry) +1, Hide +6, Listen +3, Move Silently +10, Spot +12, Survival +3; Daylight Adaptation*, Far Shot, Point Blank Shot, Rapid Reload*, Rapid Shot, Weapon Focus (light crossbow), Weapon Specialization (light crossbow), Track.

Possessions: masterwork warhammer, +1 spearblock* chain shirt, +1 light crossbow, 10 silver bolts, 20 cold iron bolts.

Spell-like Abilities: 1/day—*enlarge person* and *invisibility*. Caster level 16th; These abilities affect only the duergar and whatever it carries.

Duergar Traits: A duergar gains a +1 bonus on attack rolls against orcs and goblinoids, a +2 bonus on saves against spells and spell-like abilities, and a +4 dodge bonus to AC against giants. It also has stoneworking (+2 racial bonus on checks to notice unusual stonework; intuit depth) and stability.

Immunities (Ex): A duergar is immune to paralysis, phantasms, and poison.

Light Sensitivity (Ex): Duergar are dazzled in bright sunlight or within the radius of a *daylight* spell (this is negated by the Daylight Adaptation feat).

* See Appendix 2

☛ Duergar Wizards: male duergar Wiz7; CR 8; Medium humanoid (dwarf); HD 7d4+17; hp 39; Init +6; Spd 20 ft.; AC 13 (+2 Dex, +1 armor), touch 12, flat-footed 11; Base Atk +3; Grp +2; Atk +2 melee (1d6-1, club) or +6 ranged (1d8/19-20, masterwork light crossbow); SA dwarf traits, spells; SQ darkvision 120 ft., dwarf traits, familiar (toad), immunities, light sensitivity, spell-like abilities; AL LE; SV Fort +4, Ref +4, Will +6; Str 8, Dex 14, Con 15, Int 16, Wis 12, Cha 6.

Skills and Feats: Appraise +4, Concentration +12, Craft (blacksmithing) +4, Craft (stonemasonry) +4, Decipher Script +10, Knowledge (arcana) +12, Listen +6, Move Silently +6, Spellcraft +12, Spot +6; Daylight Adaptation*, Empower Spell, Improved Initiative, Scribe Scroll, Weapon Focus (ray spells).

Possessions: masterwork light crossbow, club, 10 silver bolts, 10 cold iron bolts, *bracers of armor* +1.

Wizard Spells Memorized (4/5/4/3/1; save DC 13 + spell level): 0—*daze*, *detect magic*, *mage hand*, *ray of frost*; 1st—*grease*, *magic missile* (2), *ray of enfeeblement*, *true strike*; 2nd—*false life*, *protection from arrows*, *scorching ray* (2); 3rd—*dispel magic*, *fireball*, [one wizard has *haste*, the other has *Leomund's tiny hut*]; 4th—*scorching ray* (empowered).

Spell-like Abilities: 1/day—*enlarge person* and *invisibility*. Caster level 14th; these abilities affect only the duergar and whatever it carries.

Duergar Traits: A duergar gains a +1 bonus on attack rolls against orcs and goblinoids, a +2 bonus on saves against spells and spell-like abilities, and a +4 dodge bonus to AC against giants. It also has stoneworking (+2 racial bonus on checks to notice unusual stonework; intuit depth) and stability.

Immunities (Ex): A duergar is immune to paralysis, phantasms, and poison.

Light Sensitivity (Ex): Duergar are dazzled in bright sunlight or within the radius of a *daylight* spell (this is negated by the Daylight Adaptation feat).

* See Appendix 2

APL 12

☛ Duergar Archers: male duergar Ftr4/Rgr2/Rog2/Deepwood Sniper 2; CR 11; Medium humanoid (dwarf); HD 4d10+4d8+2d6+30; hp 86; Init +7; Spd 20 ft.; AC 18 (+3 Dex, +5 chain shirt), touch 13, flat-footed 15; Base Atk +9; Grp +11; Atk +12 melee (1d8+2/x3, masterwork warhammer) or +14 ranged (1d8+3/17-20, +1 light crossbow); Full Atk +12/+7 melee (1d8+2/x3, masterwork warhammer) or +14/+9 ranged (1d8+3/17-20, +1 light crossbow) or +12/+12 ranged (1d8+3/17-20, +1 light crossbow); SA concealment reduction (10%), dwarf traits, favored enemy (dwarves +2), keen arrows, sneak attack +1d6, range increment bonus (+20 ft.); SQ damage reduction 5/bludgeoning or slashing, darkvision 120 ft., dwarf traits, evasion, immunities, light sensitivity, *magic weapon*, spell-like abilities, trapfinding, wild empathy (+0); AL LE; SV Fort +10, Ref +13, Will +2; Str 14, Dex 16, Con 16, Int 8, Wis 12, Cha 6.

Skills and Feats: Appraise +1, Craft (blacksmithing) +1, Craft (stonemasonry) +1, Hide +6, Listen +3, Move Silently +10, Spot +13, Survival +3, Tumble +15; Daylight Adaptation*, Improved Initiative, Far Shot, Point Blank Shot, Rapid Reload*, Rapid Shot, Weapon Focus (light crossbow), Weapon Specialization (light crossbow), Track.

Possessions: masterwork warhammer, +1 spearblock* chain shirt, +1 light crossbow, 10 silver bolts, 20 cold iron bolts.

Spell-like Abilities: 1/day—*enlarge person* and *invisibility*. Caster level 20th; These abilities affect only the duergar and whatever it carries.

Duergar Traits: A duergar gains a +1 bonus on attack rolls against orcs and goblinoids, a +2 bonus on saves against spells and spell-like abilities, and a +4 dodge bonus to AC against giants. It also has stoneworking (+2 racial bonus on checks to notice unusual stonework; intuit depth) and stability.

Immunities (Ex): A duergar is immune to paralysis, phantasms, and poison.

Light Sensitivity (Ex): Duergar are dazzled in bright sunlight or within the radius of a *daylight* spell (this is negated by the Daylight Adaptation feat).

* See Appendix 2

☛ Duergar Wizards: male duergar Wiz9; CR 10; Medium humanoid (dwarf); HD 9d4+30; hp 58; Init +6; Spd 20 ft.; AC 13 (+2 Dex, +1 armor), touch 12, flat-

footed 11; Base Atk +4; Grp +3; Atk +3 melee (1d6-1, club) or +7 ranged (1d8/19-20, masterwork light crossbow); SA dwarf traits, spells; SQ darkvision 120 ft., dwarf traits, familiar (toad), immunities, light sensitivity, spell-like abilities; AL LE; SV Fort +6, Ref +6, Will +7; Str 8, Dex 14, Con 16, Int 16, Wis 12, Cha 6.

Skills and Feats: Appraise +4, Concentration +15 (+19), Craft (blacksmithing) +4, Craft (stonemasonry) +4, Decipher Script +10, Knowledge (arcana) +14, Listen +7, Move Silently +6, Spellcraft +14, Spot +7; Combat Casting, Daylight Adaptation*, Improved Initiative, Quicken Spell, Scribe Scroll, Weapon Focus (ray spells).

Possessions: masterwork light crossbow, club, 10 silver bolts, 10 cold iron bolts, *bracers of armor +1*, *metamagic rod of empower (lesser)*.

Wizard Spells Memorized (4/5/5/4/2/1; save DC 13 + spell level): 0—*daze, detect magic, mage hand, ray of frost*; 1st—*grease, magic missile* (2), *ray of enfeeblement, true strike*; 2nd—*false life, protection from arrows, scorching ray* (2), *see invisibility*; 3rd—*dispel magic, fireball, haste, Leomund's tiny hut*; 4th—*dimension door, enervation*; 5th—*magic missile* (quicken).

Spell-like Abilities: 1/day—*enlarge person* and *invisibility*. Caster level 18th; these abilities affect only the duergar and whatever it carries.

Duergar Traits: A duergar gains a +1 bonus on attack rolls against orcs and goblinoids, a +2 bonus on saves against spells and spell-like abilities, and a +4 dodge bonus to AC against giants. It also has stonecutting (+2 racial bonus on checks to notice unusual stonework; intuit depth) and stability.

Immunities (Ex): A duergar is immune to paralysis, phantasms, and poison.

Light Sensitivity (Ex): Duergar are dazzled in bright sunlight or within the radius of a *daylight* spell (this is negated by the Daylight Adaptation feat).

* See Appendix 2

Encounter Eight: Rukar at Last

APL 2

☛ **Durzagon:** CR 4; Medium outsider (evil, lawful); HD 5d8+10; hp 32; Init +6; Spd 30 ft.; AC 13 (+2 Dex, +1 natural), touch 12, flat-footed 11; Base Atk +5; Grp +7; Atk +7 melee (1d6+2, claw); Full Atk +7/+7 melee (1d6+2, 2 claws) and +2 melee (1d6+1, bite) and +2 melee (1d3+1 plus poison, beard); SA beard, poison, spell-like abilities; SQ darkvision 120 ft., damage reduction 5/magic, duergar traits, immunities, light sensitivity, resistance to acid 10, cold 10, electricity 10 and fire 10, spell resistance 15; AL LE; SV Fort +6, Ref

+6, Will +4; Str 15, Dex 14, Con 15, Int 14, Wis 11, Cha 8.

Skills and Feats: Appraise +10, Bluff +7, Craft (metalworking) +10, Craft (stoneworking) +10, Diplomacy +11, Intimidate +1, Listen +11, Move Silently +14, Search +10, Sense Motive +8, Spot +11; Alertness, Improved Initiative, Power Attack.

Possessions: various wicked, but valueless, torture implements, holy symbol to Laduguer.

Beard (Ex): If a durzagon hits a single opponent with both claw attacks, it automatically hits with its beard as well.

Poison (Ex): A durzagon's poison (Fortitude save DC 14; the save is Constitution-based) is a sulfuric fluid delivered with each successful beard attack. The initial damage is 1d4 points of Strength damage, and the secondary damage is 1d2 points of Strength drain.

Spell-like Abilities: 3/day—*darkness*, 1/day—*desecrate, enlarge person* (self only), *invisibility* (self only), *unholy blight*. Caster level 10th; save DC 9+spell level.

Duergar Traits: A durzagon gains a +1 bonus on attack rolls against orcs and goblinoids, a +2 bonus on saves against spells and spell-like abilities, and a +4 dodge bonus to AC against giants. It also has stonecutting (+2 racial bonus on checks to notice unusual stonework; intuit depth) and stability.

Immunities (Ex): A durzagon is immune to paralysis, phantasms, and poison.

Light Sensitivity (Ex): Durzagons are dazzled in bright sunlight or within the radius of a *daylight* spell.

APL 4

☛ **Duergar Torturers:** male duergar Ftr1; CR 2; Medium humanoid (dwarf); HD 1d10+2; hp 12; Init +2; Spd 20 ft.; AC 19 (+2 Dex, +5 chainmail, +2 heavy wooden shield), touch 12, flat-footed 17; Base Atk +1; Grp +3; Atk +4 melee (1d8+2/x3, warhammer); SA dwarf traits; SQ darkvision 120 ft., dwarf traits, immunities, light sensitivity, spell-like abilities; AL LE; SV Fort +4, Ref +2, Will +1; Str 15, Dex 14, Con 15, Int 8, Wis 12, Cha 6.

Skills and Feats: Appraise +1, Craft (blacksmithing) +1, Craft (stonemasonry) +1, Listen +2, Move Silently +2, Spot +2, Survival +3; Daylight Adaptation*, Weapon Focus (warhammer).

Possessions: warhammer, masterwork chainmail, masterwork heavy wooden shield, various torture implements.

Spell-like Abilities: 1/day—*enlarge person* and *invisibility*. Caster level 3rd; These abilities affect only the duergar and whatever it carries.

Duergar Traits: A duergar gains a +1 bonus on attack rolls against orcs and goblinoids, a +2 bonus on saves against spells and spell-like abilities, and a +4 dodge bonus to AC against giants. It also has stonecutting (+2 racial bonus on checks to notice unusual stonework; intuit depth) and stability.

Immunities (Ex): A duergar is immune to paralysis, phantasms, and poison.

Light Sensitivity (Ex): Duergar are dazzled in bright sunlight or within the radius of a *daylight* spell (this is negated by the Daylight Adaptation feat).

* See Appendix 2

Durzagon: male outsider Ftr1/Blackguard 1; CR 6; Medium outsider (evil, lawful); HD 2d10+5d8+21; hp 61; Init +5; Spd 20 ft.; AC 18 (+1 Dex, +1 natural, +6 banded mail), touch 11, flat-footed 17; Base Atk +7; Grp +11; Atk +11 melee (1d6+4, claw); Full Atk +11/+11 melee (1d6+4, 2 claws) and +6 melee (1d6+2, bite) and +6 melee (1d3+2 plus poison, beard); SA beard, poison, spell-like abilities; SQ aura of evil, *detect good*, darkvision 120 ft., damage reduction 5/magic, duergar traits, immunities, light sensitivity, resistance to acid 10, cold 10, electricity 10 and fire 10, spell resistance 15; AL LE; SV Fort +11, Ref +5, Will +5; Str 19, Dex 12, Con 16, Int 14, Wis 13, Cha 12.

Skills and Feats: Appraise +10, Bluff +9, Craft (metalworking) +7, Craft (stoneworking) +7, Diplomacy +13, Hide +1, Intimidate +3, Knowledge (religion) +4, Listen +12, Move Silently +13, Search +10, Sense Motive +9, Spot +12; Alertness, Cleave, Improved Initiative, Improved Sunder, Power Attack.

Possessions: masterwork banded mail, various wicked, but valueless, torture implements, holy symbol to Laduguer.

Blackguard Spells Memorized (1; save DC 11 + spell level): 1st—*corrupt weapon*.

Beard (Ex): If a durzagon hits a single opponent with both claw attacks, it automatically hits with its beard as well.

Poison (Ex): A durzagon's poison (Fortitude save DC 16; the save is Constitution-based) is a sulfuric fluid delivered with each successful beard attack. The initial damage is 1d4 points of Strength damage, and the secondary damage is 1d2 points of Strength drain.

Spell-like Abilities: 3/day—*darkness*, 1/day—*desecrate*, *enlarge person* (self only), *invisibility* (self only), *unholy blight*. Caster level 10th; save DC 11+spell level.

Duergar Traits: A durzagon gains a +1 bonus on attack rolls against orcs and goblinoids, a +2 bonus on saves against spells and spell-like abilities, and a +4 dodge bonus to AC against giants. It also has

stonecutting (+2 racial bonus on checks to notice unusual stonework; intuit depth) and stability.

Immunities (Ex): A durzagon is immune to paralysis, phantasms, and poison.

Light Sensitivity (Ex): Durzagons are dazzled in bright sunlight or within the radius of a *daylight* spell.

APL 6

Duergar Torturers: male duergar War4; CR 4; Medium humanoid (dwarf); HD 4d8+11; hp 29; Init +0; Spd 20 ft.; AC 17 (+5 chainmail, +2 heavy wooden shield), touch 10, flat-footed 17; Base Atk +4; Grp +6; Atk +7 melee (1d8+2/x3, masterwork warhammer) or +5 ranged (1d8/19-20, masterwork light crossbow); SA dwarf traits; SQ darkvision 120 ft., dwarf traits, immunities, light sensitivity, spell-like abilities; AL LE; SV Fort +6, Ref +1, Will +0; Str 14, Dex 11, Con 14, Int 10, Wis 9, Cha 4.

Skills and Feats: Appraise +2, Craft (blacksmithing) +2, Craft (stonemasonry) +2, Listen +2, Move Silently -1, Spot +2, Survival +2; Daylight Adaptation*, Toughness.

Possessions: masterwork warhammer, masterwork chainmail, masterwork heavy shield, masterwork light crossbow, 10 silver bolts, 10 cold iron bolts.

Spell-like Abilities: 1/day—*enlarge person* and *invisibility*. Caster level 8th; These abilities affect only the duergar and whatever it carries.

Duergar Traits: A duergar gains a +1 bonus on attack rolls against orcs and goblinoids, a +2 bonus on saves against spells and spell-like abilities, and a +4 dodge bonus to AC against giants. It also has stonecutting (+2 racial bonus on checks to notice unusual stonework; intuit depth) and stability.

Immunities (Ex): A duergar is immune to paralysis, phantasms, and poison.

Light Sensitivity (Ex): Duergar are dazzled in bright sunlight or within the radius of a *daylight* spell (this is negated by the Daylight Adaptation feat).

* See Appendix 2

Durzagon: male outsider Ftr1/Blackguard 1; CR 6; Medium outsider (evil, lawful); HD 2d10+5d8+21; hp 61; Init +5; Spd 20 ft.; AC 18 (+1 Dex, +1 natural, +6 banded mail), touch 11, flat-footed 17; Base Atk +7; Grp +11; Atk +11 melee (1d6+4, claw); Full Atk +11/+11 melee (1d6+4, 2 claws) and +6 melee (1d6+2, bite) and +6 melee (1d3+2 plus poison, beard); SA beard, poison, spell-like abilities; SQ aura of evil, *detect good*, darkvision 120 ft., damage reduction 5/magic, duergar traits, immunities, light sensitivity, resistance to acid 10, cold 10, electricity 10 and fire 10, spell resistance

15; AL LE; SV Fort +11, Ref +5, Will +5; Str 19, Dex 12, Con 16, Int 14, Wis 13, Cha 12.

Skills and Feats: Appraise +10, Bluff +9, Craft (metalworking) +7, Craft (stoneworking) +7, Diplomacy +13, Hide +1, Intimidate +3, Knowledge (religion) +4, Listen +12, Move Silently +13, Search +10, Sense Motive +9, Spot +12; Alertness, Cleave, Improved Initiative, Improved Sunder, Power Attack.

Possessions: masterwork banded mail, various wicked, but valueless, torture implements, holy symbol to Laduguer.

Blackguard Spells Memorized (1; save DC 11 + spell level): 1st—*corrupt weapon*.

Beard (Ex): If a durzagon hits a single opponent with both claw attacks, it automatically hits with its beard as well.

Poison (Ex): A durzagon's poison (Fortitude save DC 16; the save is Constitution-based) is a sulfuric fluid delivered with each successful beard attack. The initial damage is 1d4 points of Strength damage, and the secondary damage is 1d2 points of Strength drain.

Spell-like Abilities: 3/day—*darkness*, 1/day—*desecrate*, *enlarge person* (self only), *invisibility* (self only), *unholy blight*. Caster level 10th; save DC 11+spell level.

Duergar Traits: A durzagon gains a +1 bonus on attack rolls against orcs and goblinoids, a +2 bonus on saves against spells and spell-like abilities, and a +4 dodge bonus to AC against giants. It also has stoneworking (+2 racial bonus on checks to notice unusual stonework; intuit depth) and stability.

Immunities (Ex): A durzagon is immune to paralysis, phantasms, and poison.

Light Sensitivity (Ex): Durzagons are dazzled in bright sunlight or within the radius of a *daylight* spell.

Drow Wizard: male drow Wiz5; CR 6; medium humanoid (elf); HD 5d4+3; hp 17; Init +3; Spd 30 ft.; AC 14, touch 13, flat-footed 11; Base Atk +2; Grp +2; Atk +2 melee (1d6/18-20, rapier) or +6 ranged (1d4/19-20, masterwork hand crossbow); Full Atk +2 melee (1d6/18-20, rapier) or +6 ranged (1d4/19-20, masterwork hand crossbow); SA -; SQ drow traits; AL NE; SV Fort +2, Ref +5, Will +6; Str 10, Dex 16, Con 11, Int 18, Wis 12, Cha 10

Skills and Feats: Concentration+8, Craft (alchemy) +9, Knowledge (arcana) +12, Knowledge (dungeoneering) +12, Knowledge (history) +9, Listen +3, Search +6, Spellcraft +14, Spot +3; Brew Potion, Combat Casting, Scribe Scroll, Toughness

Drow Traits: Immune to magic *sleep* spells and effects, +2 bonus on saves against enchantment spells or effects; darkvision 120 ft.; entitles to a Search check when within 5 feet of a secret or concealed door as

though actively looking for it; spell resistance 16; +2 racial bonus on Will saves against spell or spell-like abilities; spell-like abilities (1/day – dancing lights, darkness, and faerie fire as the spells from a 5th-level caster); light blindness (blinded for 1 round by abrupt exposure to bright light, -1 circumstance penalty on all attack rolls, saves, and checks while operating in bright light); +2 racial bonus on Listen, Spot, and Search checks (already figured into stats).

Wizards Spell Prepared (4/4/3/2; save DC 14 + spell level) 0 – *daze*, *detect magic*, *ghost sound*, *ray of frost*; 1st – *mage armor*, *magic missile* (2), *magic weapon*; 2nd – *blur*, *glitterdust*, *Melf's acid arrow*; 3rd – *fireball*, *haste*

Possessions: Braces of armor +1, rapier, masterwork hand crossbow, 10 bolts, cloak of resistance +1, potion of blur, potion of cure moderate wounds, potion of cure serious wounds, potion of haste, scroll of confusion, 2 scrolls of fireball, scroll of web, dagger

APL 8

Duergar Torturers: male duergar War6; CR 6; Medium humanoid (dwarf); HD 6d8+15; hp 42; Init +0; Spd 20 ft.; AC 17 (+5 chainmail, +2 heavy wooden shield), touch 10, flat-footed 17; Base Atk +6; Grp +8; Atk +10 melee (1d8+2/x3, masterwork warhammer) or +7 ranged (1d8/19-20, masterwork light crossbow); Full Atk +10/+5 melee (1d8+2/x3, masterwork warhammer) or +7 ranged (1d8/19-20, masterwork light crossbow); SA dwarf traits; SQ darkvision 120 ft., dwarf traits, immunities, light sensitivity, spell-like abilities; AL LE; SV Fort +7, Ref +2, Will +1; Str 14, Dex 11, Con 14, Int 10, Wis 9, Cha 4.

Skills and Feats: Appraise +2, Craft (blacksmithing) +2, Craft (stonemasonry) +2, Listen +2, Move Silently +1, Spot +2, Survival +2; Daylight Adaptation*, Toughness, Weapon Focus (warhammer).

Possessions: masterwork warhammer, masterwork chainmail, masterwork heavy shield, masterwork light crossbow, 10 silver bolts, 10 cold iron bolts.

Spell-like Abilities: 1/day—*enlarge person* and *invisibility*. Caster level 12th; These abilities affect only the duergar and whatever it carries.

Duergar Traits: A duergar gains a +1 bonus on attack rolls against orcs and goblinoids, a +2 bonus on saves against spells and spell-like abilities, and a +4 dodge bonus to AC against giants. It also has stoneworking (+2 racial bonus on checks to notice unusual stonework; intuit depth) and stability.

Immunities (Ex): A duergar is immune to paralysis, phantasms, and poison.

Light Sensitivity (Ex): Duergar are dazzled in bright sunlight or within the radius of a *daylight* spell (this is negated by the Daylight Adaptation feat).

* See Appendix 2.

☛Durzagon: male outsider Ftr1/Blackguard 3/Templar 1; CR 9; Medium outsider (evil, lawful); HD 5d10+5d8+30; hp 88; Init +1; Spd 20 ft.; AC 18 (+1 Dex, +1 natural, +6 banded mail), touch 11, flat-footed 17; Base Atk +10; Grp +14; Atk +16 melee (1d8+6/x3, masterwork warhammer); Full Atk +16/+11 melee (1d8+6/x3, masterwork warhammer) and +9 melee (1d6+4, claw) and +9 melee (1d6+2, bite) and +9 melee (1d3+2 plus poison, beard); SA beard, poison, smite good 1/day (+1 to hit, +3 damage), spell-like abilities; SQ aura of despair, aura of evil, command undead, *detect good*, darkvision 120 ft., damage reduction 5/magic, duergar traits, immunities, light sensitivity, mettle, resistance to acid 10, cold 10, electricity 10 and fire 10, spell resistance 15; AL LE; SV Fort +15, Ref +7, Will +10; Str 19, Dex 12, Con 16, Int 14, Wis 14, Cha 12.

Skills and Feats: Appraise +10, Bluff +9, Craft (metalworking) +10, Craft (stoneworking) +10, Diplomacy +13, Hide +1, Intimidate +3, Knowledge (religion) +10, Listen +13, Move Silently +13, Search +10, Sense Motive +10, Spot +13; Alertness, Cleave, Endurance, Improved Sunder, Power Attack, Weapon Focus (warhammer), Weapon Specialization (warhammer).

Possessions: masterwork banded mail, masterwork warhammer, locking gauntlet, spare warhammer, various wicked (but valueless) torture implements, holy symbol to Laduguer.

Blackguard Spells Memorized (2/1; save DC 12 + spell level): 1st—*corrupt weapon*, *cure light wounds*; 2nd—*death knell*.

Templar Spells Memorized (1; save DC 12 + spell level): 1st—*divine favor*.

Beard (Ex): If a durzagon hits a single opponent with both claw attacks, it automatically hits with its beard as well.

Poison (Ex): A durzagon's poison (Fortitude save DC 18; the save is Constitution-based) is a sulfuric fluid delivered with each successful beard attack. The initial damage is 1d4 points of Strength damage, and the secondary damage is 1d2 points of Strength drain.

Spell-like Abilities: 3/day—*darkness*, 1/day—*desecrate*, *enlarge person* (self only), *invisibility* (self only), *unholy blight*. Caster level 10th; save DC 11+spell level.

Duergar Traits: A durzagon gains a +1 bonus on attack rolls against orcs and goblinoids, a +2 bonus on saves against spells and spell-like abilities, and a +4 dodge bonus to AC against giants. It also has stonecutting (+2 racial bonus on checks to notice unusual stonework; intuit depth) and stability.

Immunities (Ex): A durzagon is immune to paralysis, phantasms, and poison.

Light Sensitivity (Ex): Durzagons are dazzled in bright sunlight or within the radius of a *daylight* spell.

Mettle (Ex): A templar's special blessing allows her to shrug off magical effects that would otherwise harm her. If a templar makes a successful Will or Fortitude saving throw that would normally reduce the spell's effect, she suffers no effect from the spell at all. Only those spells with a saving throw entry of "Will partial," "Fortitude half," or similar entries can be negated in this ability.

☛Drow Wizard: male drow Wiz5; CR 6; medium humanoid (elf); HD 5d4+3; hp 17; Init +3; Spd 30 ft.; AC 14, touch 13, flat-footed 11; Base Atk +2; Grp +2; Atk +2 melee (1d6/18-20, rapier) or +6 ranged (1d4/19-20, masterwork hand crossbow); Full Atk +2 melee (1d6/18-20, rapier) or +6 ranged (1d4/19-20, masterwork hand crossbow); SA -; SQ drow traits; AL NE; SV Fort +2, Ref +5, Will +6; Str 10, Dex 16, Con 11, Int 18, Wis 12, Cha 10

Skills and Feats: Concentration+8, Craft (alchemy) +9, Knowledge (arcana) +12, Knowledge (dungeoneering) +12, Knowledge (history) +9, Listen +3, Search +6, Spellcraft +14, Spot +3; Brew Potion, Combat Casting, Scribe Scroll, Toughness

Drow Traits: Immune to magic *sleep* spells and effects, +2 bonus on saves against enchantment spells or effects; darkvision 120 ft.; entitles to a Search check when within 5 feet of a secret or concealed door as though actively looking for it; spell resistance 16; +2 racial bonus on Will saves against spell or spell-like abilities; spell-like abilities (1/day – dancing lights, darkness, and faerie fire as the spells from a 5th-level caster); light blindness (blinded for 1 round by abrupt exposure to bright light, -1 circumstance penalty on all attack rolls, saves, and checks while operating in bright light); +2 racial bonus on Listen, Spot, and Search checks (already figured into stats).

Wizards Spell Prepared (4/4/3/2; save DC 14 + spell level) 0 – *daze*, *detect magic*, *ghost sound*, *ray of frost*; 1st – *mage armor*, *magic missile* (2), *magic weapon*; 2nd – *blur*, *glitterdust*, *Melf's acid arrow*; 3rd – *fireball*, *haste*

Possessions: Braces of armor +1, rapier, masterwork hand crossbow, 10 bolts, cloak of resistance +1, potion of blur, potion of cure moderate wounds, potion of cure serious wounds, potion of haste, scroll of confusion, 2 scrolls of fireball, scroll of web, dagger

APL 10

☛Duergar Torturers: male duergar War6; CR 6; Medium humanoid (dwarf); HD 6d8+15; hp 42; Init +0; Spd 20 ft.; AC 17 (+5 chainmail, +2 heavy wooden shield), touch 10, flat-footed 17; Base Atk +6; Grp +8; Atk +10 melee (1d8+2/x3, masterwork warhammer) or

+7 ranged (1d8/19-20, masterwork light crossbow); Full Atk +10/+5 melee (1d8+2/x3, masterwork warhammer) or +7 ranged (1d8/19-20, masterwork light crossbow); SA dwarf traits; SQ darkvision 120 ft., dwarf traits, immunities, light sensitivity, spell-like abilities; AL LE; SV Fort +7, Ref +2, Will +1; Str 14, Dex 11, Con 14, Int 10, Wis 9, Cha 4.

Skills and Feats. Appraise +2, Craft (blacksmithing) +2, Craft (stonemasonry) +2, Listen +2, Move Silently +1, Spot +2, Survival +2; Daylight Adaptation*, Toughness, Weapon Focus (warhammer).

Possessions: masterwork warhammer, masterwork chainmail, masterwork heavy shield, masterwork light crossbow, 10 silver bolts, 10 cold iron bolts.

Spell-like Abilities: 1/day—*enlarge person* and *invisibility*. Caster level 12th; These abilities affect only the duergar and whatever it carries.

Duergar Traits: A duergar gains a +1 bonus on attack rolls against orcs and goblinoids, a +2 bonus on saves against spells and spell-like abilities, and a +4 dodge bonus to AC against giants. It also has stonecutting (+2 racial bonus on checks to notice unusual stonework; intuit depth) and stability.

Immunities (Ex): A duergar is immune to paralysis, phantasms, and poison.

Light Sensitivity (Ex): Duergar are dazzled in bright sunlight or within the radius of a *daylight* spell (this is negated by the Daylight Adaptation feat).

* See Appendix 2.

☛**Durzagon:** male outsider Ftr1/Blackguard 3/Templar 2; CR 10; Medium outsider (evil, lawful); HD 6d10+5d8+33; hp 97; Init +1; Spd 20 ft.; AC 18 (+1 Dex, +1 natural, +6 banded mail), touch 11, flat-footed 17; Base Atk +11; Grp +15; Atk +17 melee (1d8+6/x3, masterwork warhammer); Full Atk +17/+12/+7 melee (1d8+6/x3, masterwork warhammer) and +10 melee (1d6+4, claw) and +10 melee (1d6+2, bite) and +10 melee (1d3+2 plus poison, beard); SA beard, poison, smite good 2/day (+1 to hit, +5 damage), spell-like abilities; SQ aura of despair, aura of evil, command undead, *detect good*, darkvision 120 ft., damage reduction 5/magic, duergar traits, immunities, light sensitivity, mettle, resistance to acid 10, cold 10, electricity 10 and fire 10, spell resistance 15; AL LE; SV Fort +16, Ref +7, Will +11; Str 19, Dex 12, Con 16, Int 14, Wis 14, Cha 12.

Skills and Feats. Appraise +10, Bluff +9, Concentration +7, Craft (metalworking) +10, Craft (stoneworking) +10, Diplomacy +13, Hide +1, Intimidate +3, Knowledge (religion) +10, Listen +13, Move Silently +13, Search +10, Sense Motive +10, Spot +13; Alertness, Cleave, Endurance, Improved Sunder, Power Attack, Weapon Focus (warhammer).

Possessions: masterwork banded mail, masterwork warhammer, locking gauntlet, spare warhammer, various wicked (but valueless) torture implements, holy symbol to Laduguer.

Blackguard Spells Memorized (2/1; save DC 12 + spell level): 1st—*corrupt weapon*, *cure light wounds*; 2nd—*death knell*.

Templar Spells Memorized (2; save DC 12 + spell level): 1st—*divine favor*, *shield of faith*.

Beard (Ex): If a durzagon hits a single opponent with both claw attacks, it automatically hits with its beard as well.

Poison (Ex): A durzagon's poison (Fortitude save DC 18; the save is Constitution-based) is a sulfuric fluid delivered with each successful beard attack. The initial damage is 1d4 points of Strength damage, and the secondary damage is 1d2 points of Strength drain.

Spell-like Abilities: 3/day—*darkness*, 1/day—*desecrate*, *enlarge person* (self only), *invisibility* (self only), *unholy blight*. Caster level 10th; save DC 11+spell level.

Duergar Traits: A durzagon gains a +1 bonus on attack rolls against orcs and goblinoids, a +2 bonus on saves against spells and spell-like abilities, and a +4 dodge bonus to AC against giants. It also has stonecutting (+2 racial bonus on checks to notice unusual stonework; intuit depth) and stability.

Immunities (Ex): A durzagon is immune to paralysis, phantasms, and poison.

Light Sensitivity (Ex): Durzagons are dazzled in bright sunlight or within the radius of a *daylight* spell.

Mettle (Ex): A templar's special blessing allows her to shrug off magical effects that would otherwise harm her. If a templar makes a successful Will or Fortitude saving throw that would normally reduce the spell's effect, she suffers no effect from the spell at all. Only those spells with a saving throw entry of "Will partial," "Fortitude half," or similar entries can be negated in this ability.

☛**Drow Wizard:** male drow Wiz10; CR 11; medium humanoid (elf); HD 10d4+3; hp 29; Init +3; Spd 30 ft.; AC 17, touch 14, flat-footed 14; Base Atk +5; Grp +5; Atk +6 melee (1d6+1/18-20, masterwork rapier) or +9 ranged (1d4/19-20, masterwork hand crossbow); Full Atk +6 melee (1d6+1/18-20, masterwork rapier) or +9 ranged (1d4/19-20, masterwork hand crossbow); SA -; SQ drow traits; AL NE; SV Fort +4, Ref +7, Will +9; Str 10, Dex 16, Con 11, Int 19, Wis 12, Cha 10

Skills and Feats: Concentration+13, Craft (alchemy) +14, Knowledge (arcana) +17, Knowledge (dungeoneering) +17, Knowledge (history) +14, Listen +3, Search +6, Spellcraft +19, Spot +3; Brew Potion,

Combat Casting, Craft Wondrous Item, Scribe Scroll, Spell Penetration, Toughness

Drow Traits: Immune to magic *sleep* spells and effects, +2 bonus on saves against enchantment spells or effects; darkvision 120 ft.; entitles to a Search check when within 5 feet of a secret or concealed door as though actively looking for it; spell resistance 16; +2 racial bonus on Will saves against spell or spell-like abilities; spell-like abilities (1/day – dancing lights, darkness, and faerie fire as the spells from a 10th-level caster); light blindness (blinded for 1 round by abrupt exposure to bright light, -1 circumstance penalty on all attack rolls, saves, and checks while operating in bright light); +2 racial bonus on Listen, Spot, and Search checks (already figured into stats).

Wizards Spell Prepared (4/5/5/4/4/2; save DC 14 + spell level) 0 – *daze, detect magic, ghost sound, ray of frost*; 1st – *mage armor, magic missile (3), magic weapon*; 2nd – *blur, flaming sphere, glitterdust, Melf's acid arrow*; 3rd – *dispel magic, fireball, haste, lightning bolt*; 4th – *enervation, ice storm (2), shout*; 5th – *cone of cold, teleport*

Possessions: Braces of armor +2, ring of protection +1, +1 amulet of natural armor, masterwork rapier, masterwork hand crossbow, 10 bolts, cloak of resistance +1, potion of blur, potion of cure moderate wounds, potion of cure serious wounds, potion of haste, scroll of confusion, 2 scrolls of fireball, scroll of web, dagger

APL 12

☛Duergar Defenders: male duergar Ftr7/Dwarven Defender 1; CR 9; Medium humanoid (dwarf); HD 7d10+1d12+35; hp 88; Init +2; Spd 20 ft.; AC 20 (+2 Dex, +5 chainmail, +2 heavy wooden shield, +1 AC bonus), touch 13, flat-footed 17; Base Atk +8; Grp +10; Atk +12 melee (1d8+4/x3, masterwork warhammer) or +10 ranged (1d8/19-20, light crossbow); Full Atk +12/+7 melee (1d8+2/x3, masterwork warhammer) or +10 ranged (1d8/19-20, light crossbow); SA defensive stance 1/day (+2 Str, +4 Con, +2 saves, +4 to AC), dwarf traits; SQ darkvision 120 ft., dwarf traits, immunities, light sensitivity, spell-like abilities; AL LE; SV Fort +12, Ref +4, Will +5; Str 14, Dex 14, Con 18, Int 10, Wis 12, Cha 4.

Skills and Feats: Appraise +2, Craft (blacksmithing) +2, Craft (stonemasonry) +2, Listen +7, Move Silently +2, Sense Motive +3, Spot +7; Diehard, Dodge, Endurance, Power Attack, Toughness, Weapon Focus (warhammer), Weapon Specialization (warhammer).

Possessions: masterwork warhammer, masterwork chainmail, locking gauntlet, spare warhammer, heavy wooden shield, light crossbow, 10 bolts.

Spell-like Abilities: 1/day—*enlarge person* and *invisibility*. Caster level 16th; These abilities affect only the duergar and whatever it carries.

Duergar Traits: A duergar gains a +1 bonus on attack rolls against orcs and goblinoids, a +2 bonus on saves against spells and spell-like abilities, and a +4 dodge bonus to AC against giants. It also has stonecutting (+2 racial bonus on checks to notice unusual stonework; intuit depth) and stability.

Immunities (Ex): A duergar is immune to paralysis, phantasms, and poison.

Light Sensitivity (Ex): Duergar are dazzled in bright sunlight or within the radius of a *daylight* spell.

Defensive Stance: 1/day (lasts 9 rounds); HD 7d10+1d12+51; hp 104; Init +2; Spd 0 ft.; AC 24 (+2 Dex, +5 chainmail, +2 heavy wooden shield, +5 AC bonus), touch 17, flat-footed 17; Atk +13 melee (1d8+5/x3, masterwork warhammer) or +10 ranged (1d8/19-20, light crossbow); Full Atk +13/+8 melee (1d8+2/x3, masterwork warhammer) or +10 ranged (1d8/19-20, light crossbow); AL LE; SV Fort +15, Ref +6, Will +7; Str 16, Dex 14, Con 22, Int 10, Wis 12, Cha 4.

☛Durzagon: male outsider Ftr1/Rog2/Blackguard 3/Templar 3; CR 10; Medium outsider (evil, lawful); HD 7d10+5d8+2d6+42; hp 120; Init +1; Spd 20 ft.; AC 18 (+1 Dex, +1 natural, +6 banded mail), touch 11, flat-footed 17; Base Atk +13; Grp +18; Atk +20 melee (1d8+7/19-20/x3, masterwork warhammer); Full Atk +20/+15/+10 melee (1d8+7/19-20/x3, masterwork warhammer) and +13 melee (1d6+5, claw) and +13 melee (1d6+2, bite) and +13 melee (1d3+2 plus poison, beard); SA beard, poison, smite good 2/day (+1 to hit, +6 damage), sneak attack +1d6, spell-like abilities; SQ aura of despair, aura of evil, command undead, *detect good*, darkvision 120 ft., damage reduction 5/magic and 1/-, duergar traits, evasion, immunities, light sensitivity, mettle, resistance to acid 10, cold 10, electricity 10 and fire 10, spell resistance 15, trapfinding; AL LE; SV Fort +17, Ref +11, Will +12; Str 20, Dex 12, Con 16, Int 14, Wis 14, Cha 12.

Skills and Feats: Appraise +10, Bluff +9, Concentration +7, Craft (metalworking) +10, Craft (stoneworking) +10, Diplomacy +13, Hide +1, Intimidate +3, Knowledge (religion) +10, Listen +13, Move Silently +13, Search +10, Sense Motive +12, Spot +16, Tumble +13; Alertness, Cleave, Endurance, Improved Critical (warhammer), Improved Sunder, Power Attack, Weapon Focus (warhammer).

Possessions: masterwork banded mail, masterwork warhammer, *cloak of resistance* +1, locking gauntlet, spare warhammer, various wicked (but valueless) torture implements, holy symbol to Laduguer.

Blackguard Spells Memorized (2/1; save DC 12 + spell level): 1st—*corrupt weapon, cure light wounds*; 2nd—*death knell*.

Templar Spells Memorized (2; save DC 12 + spell level): 1st—*divine favor, shield of faith*; 2nd—*bull's strength*.

Beard (Ex): If a durzagon hits a single opponent with both claw attacks, it automatically hits with its beard as well.

Poison (Ex): A durzagon's poison (Fortitude save DC 20; the save is Constitution-based) is a sulfuric fluid delivered with each successful beard attack. The initial damage is 1d4 points of Strength damage, and the secondary damage is 1d2 points of Strength drain.

Spell-like Abilities: 3/day—*darkness*, 1/day—*desecrate, enlarge person* (self only), *invisibility* (self only), *unholy blight*. Caster level 10th; save DC 11+spell level.

Duerger Traits: A durzagon gains a +1 bonus on attack rolls against orcs and goblinoids, a +2 bonus on saves against spells and spell-like abilities, and a +4 dodge bonus to AC against giants. It also has stonecutting (+2 racial bonus on checks to notice unusual stonework; intuit depth) and stability.

Immunities (Ex): A durzagon is immune to paralysis, phantasms, and poison.

Light Sensitivity (Ex): Durzagons are dazzled in bright sunlight or within the radius of a *daylight* spell.

Mettle (Ex): A templar's special blessing allows her to shrug off magical effects that would otherwise harm her. If a templar makes a successful Will or Fortitude saving throw that would normally reduce the spell's effect, she suffers no effect from the spell at all. Only those spells with a saving throw entry of "Will partial," "Fortitude half," or similar entries can be negated in this ability.

☛Drow Wizard: male drow Wiz10: CR 11; medium humanoid (elf); HD 10d4+3; hp 29; Init +3; Spd 30 ft.; AC 17, touch 14, flat-footed 14; Base Atk +5; Grp +5; Atk +6 melee (1d6+1/18-20, masterwork rapier) or +9 ranged (1d4/19-20, masterwork hand crossbow); Full Atk +6 melee (1d6+1/18-20, masterwork rapier) or +9 ranged (1d4/19-20, masterwork hand crossbow); SA -; SQ drow traits; AL NE; SV Fort +4, Ref +7, Will +9; Str 10, Dex 16, Con 11, Int 19, Wis 12, Cha 10

Skills and Feats: Concentration+13, Craft (alchemy) +14, Knowledge (arcana) +17, Knowledge (dungeoneering) +17, Knowledge (history) +14, Listen +3, Search +6, Spellcraft +19, Spot +3; Brew Potion,

Combat Casting, Craft Wondrous Item, Scribe Scroll, Spell Penetration, Toughness

Drow Traits: Immune to magic *sleep* spells and effects, +2 bonus on saves against enchantment spells or effects; darkvision 120 ft.; entitles to a Search check when within 5 feet of a secret or concealed door as though actively looking for it; spell resistance 16; +2 racial bonus on Will saves against spell or spell-like abilities; spell-like abilities (1/day – dancing lights, darkness, and faerie fire as the spells from a 10th-level caster); light blindness (blinded for 1 round by abrupt exposure to bright light, -1 circumstance penalty on all attack rolls, saves, and checks while operating in bright light); +2 racial bonus on Listen, Spot, and Search checks (already figured into stats).

Wizards Spell Prepared (4/5/5/4/4/2; save DC 14 + spell level) 0 – *daze, detect magic, ghost sound, ray of frost*; 1st – *mage armor, magic missile (3), magic weapon*; 2nd – *blur, flaming sphere, glitterdust, Mel's acid arrow*; 3rd – *dispel magic, fireball, haste, lightning bolt*; 4th – *enervation, ice storm (2), shout*; 5th – *cone of cold, teleport*

Possessions: Braces of armor +2, ring of protection +1, +1 amulet of natural armor, masterwork rapier, masterwork hand crossbow, 10 bolts, cloak of resistance +1, potion of blur, potion of cure moderate wounds, potion of cure serious wounds, potion of haste, scroll of confusion, 2 scrolls of fireball, scroll of web, dagger

Encounter Nine: Rukar's Secret

All APLs

☛**Rukar:** male dwarf Drd3/Rgr2; CR 5; Medium humanoid (dwarf); HD 5d8+21; hp 52; Init +2; Spd 20 ft.; AC 12 (+2 Dex), touch 12, flat-footed 10; Base Atk +4; Grp +6; Atk none; SQ darkvision 60 ft., dwarf traits, favored enemy (shapechangers), animal companion, nature sense, wild empathy +7, woodland stride, trackless step; AL CN; SV Fort +9, Ref +6, Will +5; Str 14, Dex 14, Con 16, Int 10, Wis 14, Cha 8.

Skills and Feats: Handle Animal +6, Heal +6, Knowledge (nature) +6, Listen +4, Spot +4, Survival +6; Toughness (x2), Track, Two-Weapon Fighting.

Possessions: none.

Druid Spells Memorized (4/3/2; save DC 12 + spell level): 0—*cure minor wounds (2), mending, resistance*; 1st—*cure light wounds, detect snares and pits, entangle*; 2nd—*barkskin, tree shape*.

Appendix 2: New Rules

Daylight Adaptation [General] (from Forgotten Realms Campaign Setting)

Through long exile from the shadowed homelands of your kind, you have learned to endure the painful sunlight of the surface world.

Benefit: If you are a type of creature that suffers circumstance penalties when exposed to bright light (such as drow or duergar), you no longer suffer those penalties, whether the light comes from natural or magical sources of illumination.

Rapid Reload [General] (from Sword and Fist)

You reload a crossbow more quickly than normal.

Prerequisites: Base attack bonus +2, proficiency with the crossbow used.

Benefit: You can reload a hand crossbow or light crossbow as a free action that provokes an attack of opportunity. You may reload a heavy crossbow as a move action that provokes an attack of opportunity. You can use this feat once per round.

Normal: Loading a hand or light crossbow is a move action, and loading a heavy crossbow is a full-round action.

Spearblock [Armor special ability] (from Complete Warrior)

This armor is magically enhanced to turn away piercing weapons such as spears and most arrows. The wearer gains damage reduction 5/bludgeoning or slashing.

If a single suit of armor has two of the three armor blocking qualities (axeblock, hammerblock, and spearblock), it grants its owner just 5 points of damage reduction by whatever damage type appears twice. For example, a +1 *chain shirt* with the axeblock (DR 5/bludgeoning or piercing) and hammerblock (DR 5/piercing or slashing) special abilities only provides DR 5/piercing.

Moderate abjuration; CL 11th; Craft Magic Arms and Armor, *polymorph any object*; Price: +2 bonus.

Grizzly Mastodon [New Monster] (from Monster Manual II)

Huge Animal

Hit Dice: 15d8+96 (163 hp)

Initiative: +0

Speed: 40 ft.

AC: 16 (-2 size, +8 natural), touch 8, flat-footed 16

BAB/Grp: +11/+31

Attack: Gore +21 melee

Full Attack: Slam +21 melee and 2 stamps +16 melee, or gore +21 melee

Damage: Slam 2d6+12, stamp 2d6+6, gore 4d8+12

FS/Reach: 15 ft./10 ft.

Special Atks: Trample 4d8+18

Special Qlty: Darkvision 60 ft., low-light vision, scent

Saves: Fort +15, Ref +9, Will +7

Abilities: Str 35, Dex 10, Con 23, Int 2, Wis 15, Cha 7

Skills: Listen +11, Spot +11

Feats: Alertness, Endurance, Improved Bull Rush, Power Attack, Toughness x2

Climate/Terr: Cold and temperate hills and forests

Organization: Solitary or herd (6-30)

CR: 13

Treasure: None

Alignment: Always neutral

Advancement: 16-21 HD (Huge); 22-45 HD (Gargantuan)

These larger, more temperamental cousins of the elephant roam subarctic and arctic lands. The great strength and endurance of these tremendous herbivores make them highly desirable to giants, who capture and tame them for use as mounts and beasts of burden.

Suspicious and unfriendly by nature, grizzly mastodons are highly protective of their young and their feeding grounds. They never hesitate to drive away intruders, stomping underfoot any who are unwise enough to persist. Grizzly mastodons are among the most aggressive creatures alive when it comes to defending their territories from other groups of mastodons or large herbivores and protecting their mates and offspring from predators of all kinds. More than one hungry creature that thought to make a meal of a young grizzly mastodon has learned a harsh lesson at the sharp tusks and stomping feet of several furious adults.

A grizzly mastodon is a shaggy, elephantine creature covered in gray, brown, or black fur. It is called grizzly because of the sprinkling of gray hairs throughout its coat, like that of a grizzly bear. Unlike an elephant, a grizzly mastodon has two pairs of ivory tusks. The typical adult specimen is 20 feet tall and weighs 22,000 pounds.

COMBAT

In combat, grizzly mastodons gore with their four tusks, then trample opponents underfoot. They prefer to attack in groups, but they show no fear even when overmatched if the safety of their young is at stake.

Trample (Ex): Reflex DC 29 half. The save DC is Strength-based.

Half-Fiend, Durzagon [New Monster] (from Monster Manual II)

Medium Outsider (Evil, Lawful)

Hit Dice: 5d8+10 (32 hp)

Initiative: +6

Speed: 30 ft.

AC: 13 (+2 size, +1 natural), touch 12, flat-footed 11

BAB/Grp: +5/+7

Attack: Claw +7 melee

Full Attack: 2 claws +7 melee and bite +2 melee and beard +2 melee

Damage: Claw 1d6+2, bite 1d6+1, beard 1d3+1 plus poison

FS/Reach: 5 ft./5 ft.

Special Atks: Beard, poison, spell-like abilities

Special Qlty: Darkvision 120 ft., damage reduction 5/magic, duergar traits, immunities, light sensitivity, resistance to acid 10, cold 10, electricity 10 and fire 10, spell resistance 15

Saves: Fort +6, Ref +6, Will +4

Abilities: Str 15, Dex 14, Con 15, Int 14, Wis 11, Cha 8

Skills: Appraise +10, Bluff +7, Craft (metalworking) +10, Craft (stoneworking) +10, Diplomacy +11, Intimidate +1, Listen +11, Move Silently +14, Search +10, Sense Motive +8, Spot +11

Feats: Alertness^B, Improved Initiative, Power Attack

Climate/Terr: Any underground

Organization: Solitary, team (1 plus 2-4 duergar), squad (1 plus 11-20 duergar), or clan (1 plus 30-100 duergar)

CR: 4

Treasure: Double standard

Alignment: Usually lawful evil

Advancement: By character class

A durzagon is the result of secret crossbreeding between a devil and an unsuspecting duergar. From time to time, powerful devils disguised as gray dwarves infiltrate duergar society, seeking out the best mates to bear durzagon children. Most duergar are unaware that they have attracted the attention of diabolical forces. The birth of a half-fiend durzagon is cause for much celebration in the infernal realms.

A durzagon is slightly taller and leaner than a gray dwarf, usually reaching a height of about 5 feet. The half-fiend is bald but sports a wiry, gray beard tinged with red streaks. Its rust-colored skin radiates a palpable heat, and its fingers end in wickedly sharp claws.

Durzagons speak Dwarf and Undercommon. Those who learn of their diabolical ancestry also speak Infernal.

COMBAT

Though durzagons relish physical combat, they usually prefer to use spell-like abilities from behind the protection of duergar guards. In melee; durzagons show no fear; they would rather fight to the death than submit to an enemy.

Beard (Ex): If a durzagon hits a single opponent with both claw attacks, it automatically hits with its beard as well.

Poison (Ex): A durzagon's poison (Fortitude save DC 14; the save is Constitution-based) is a sulfuric fluid delivered with each successful beard attack. The initial damage is 1d4 points of Strength damage, and the secondary damage is 1d2 points of Strength drain.

Spell-like Abilities: 3/day—*darkness*, 1/day—*desecrate*, *enlarge person* (self only), *invisibility* (self only), *unholy blight*. Caster level 10th; save DC 9+spell level.

Duergar Traits: A durzagon gains a +1 bonus on attack rolls against orcs and goblinoids, a +2 bonus on saves against spells and spell-like abilities, and a +4 dodge bonus to AC against giants. It also has stonemasonry (+2 racial bonus on checks to notice unusual stonework; intuit depth) and stability.

Immunities (Ex): A durzagon is immune to paralysis, phantasms, and poison.

Light Sensitivity (Ex): Durzagons are dazzled in bright sunlight or within the radius of a *daylight* spell.

Skills: A durzagon gains a +4 racial bonus to Move Silently checks and a +1 racial bonus on Listen and Spot checks.

Deepwood Sniper (from Masters of the Wild)

Hit Die: d8

Requirements:

Base Attack Bonus: +5

Skills: Hide 4 ranks, Move Silently 4 ranks, Spot 4 ranks

Feats: Far shot, Point Blank Shot, Weapon Focus (any bow or crossbow)

Class Skills:

Balance (Dex), Climb (Str), Craft (bowmaking) (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis), Swim (Str).

Skill Points at Each Level: 4 + Int modifier.

Class Features:

Weapon and Armor Proficiency: Deepwood snipers gain no weapon or armor proficiencies. All weapon-related abilities of this prestige class apply only to projectile ranged weapons with which the character is proficient.

Keen Arrows (Ex): At 1st level, all projectiles the deepwood sniper fires behave as if they were keen weapons in addition to any other properties they might possess. Thus, a normal arrow fired by a deepwood sniper has a threat range of 19-20 instead of 20. This effect does not stack with any other keen effect.

Range Increment Bonus (Ex): With each level the deepwood sniper gains, the range increments of her projectile weapons increase by +10 feet (added after all multipliers). Thus a 10th-level deepwood sniper who has the Far Shot feat would have a 280-foot range increment with a heavy crossbow (120 feet x 1.5 + 100 feet).

Concealment Reduction (Ex): When the deepwood sniper reaches 2nd level, her miss chance against opponents with concealment drops by 10%. Thus, she has a miss chance of 10% rather than 20% against an opponent with normal concealment. Her miss chance drops by an additional 10% per four deepwood sniper levels she gains thereafter, but this ability never reduces her miss chance against any opponent below 0%.

Magic Weapon (Sp): At 2nd level, the character can produce an effect identical to that of a *magic weapon* spell cast by a cleric of her deepwood sniper level. This ability is usable once per day on projectile weapons only.

Projectile Improved Critical (Ex): When the deepwood sniper reaches 2nd level, the critical damage multipliers of all her projectile weapons increase by +1. Thus, an arrow that normally deals x3 damage on a critical hit instead does x4 damage in her hands. When she reaches 7th level, these critical multipliers increase by an additional +1.

Safe Poison Use (Ex): At 3rd level, a deepwood sniper can use poison without any chance of poisoning herself (see Perils of Using Poison in Chapter 8 of the *Dungeon Master's Guide*).

Take Aim (Ex): A 4th-level deepwood sniper can gain a +2 bonus on her attack rolls against a stationary target by aiming carefully. Taking aim is a full-round action, and if the target moves more than 5 feet during that period, the bonus is lost. No additional benefit exists for spending more than 1 round aiming. This bonus increases to +4 at 8th level.

Consistent Aim (Su): Once per day, a 5th level deepwood sniper can reroll one attack roll that she has just made with a projectile weapon. She must keep that result, even if it is worse than the original roll. She can use this ability twice per day at 7th level and three times per day at 10th level, though each use must relate to a different attack roll.

True Strike (Sp): At 10th level, the deepwood sniper can produce an effect identical to that of a *true strike* spell cast by a cleric of her deepwood sniper level. This ability is useable once per day on projectile weapons only.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+0	+2	+0	Keen arrows, range increment bonus +10 ft./level
2 nd	+2	+0	+3	+0	Concealment reduction 10%, <i>magic weapon</i> , projectile improved critical +1
3 rd	+3	+1	+3	+1	Safe poison use
4 th	+4	+1	+4	+1	Take aim +2
5 th	+5	+1	+4	+1	Consistent aim 1/day
6 th	+6	+2	+5	+2	Concealment reduction 20%, <i>keen edge</i>
7 th	+7	+2	+5	+2	Consistent aim 2/day, projectile improved critical +2
8 th	+8	+2	+6	+2	Take aim +4
9 th	+9	+3	+6	+3	Consistent aim 3/day
10 th	+10	+3	+7	+3	Concealment reduction 30%, <i>true strike</i>

Templar (from Defenders of the Faith)

Sworn to the defense of a temple site, the templar is a holy warrior blessed by her deity with combat prowess and great endurance. She bears her deity's favored weapon into battle and fights her deity's enemies without question or hesitation. In addition to defending the temple itself, a templar may be charged with additional duties, including a campaign to attack foes on their home ground.

Faithful people of all professions can enter the ranks of the templars; clerics and paladins are especially likely to do so. Some temples (such as those of Boccob or Wee Jas) welcome wizards and sorcerers to become templars, valuing those characters' ability to use arcane magic combined with the martial training of the templar. Likewise, Olidammara's temples are often guarded by rogue/templars, who combine combat training with sneak attack tactics. Ranger/templars serve in temples of Ehlonna and Obad-Hai, while barbarian/templars are not unknown in temples of Kord or Erythnul. Only monks, with their own specialized combat training, are unlikely to adopt the templar class.

NPC templars usually live cloistered in temple buildings or attached quarters.

Hit Die: d10.

Requirements

To qualify to become a templar, a character must fulfill all the following criteria.

Base Attack Bonus: +5.

Knowledge (religion): 8 ranks.

Feats: Endurance, Weapon Focus (with her deity's favored weapon).

Class Skills

The templar's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (any) (Int), Heal (Wis), Jump (Str), Knowledge (religion) (Int), Profession (any) (Wis), and Swim (Str). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

The following are class features of the templar prestige class.

Weapons and Armor Proficiency: Templars are proficient with all simple and martial weapons, with all types of armor, and with shields.

Mettle (Ex): A templar's special blessing allows her to shrug off magical effects that would otherwise harm her. If a templar makes a successful Will or Fortitude saving throw that would normally reduce the spell's effect, she suffers no effect from the spell at all. Only those spells with a saving throw entry of "Will partial," "Fortitude half," or similar entries can be negated in this ability.

Weapon Specialization: A templar gains the Weapon Specialization feat with her deity's favored weapon.

Spells per Day: A templar has the ability to cast a small number of divine spells. To cast a spell, the templar must have a Wisdom score of at least 10 + the spell's level, so a templar with a Wisdom of 10 or lower cannot cast these spells. Templar bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + the templar's Wisdom modifier. When the templar gets 0 spells of a given level, such as 0 1st-level spells at 1st level, she gets only bonus spells. (A templar without a bonus spell for that level cannot yet cast a spell of that level.) The templar's spell list appears below. A templar has access to any spell on the list and can freely choose which to prepare, just like a cleric. A templar prepares and casts spells just as a cleric does (though the templar cannot spontaneously cast *cure* or *inflict* spells).

Smite (Su): Once per day, a templar of 2nd level or higher may make a single melee attack with a +4 attack bonus and a damage bonus equal to her templar level (if she hits). The templar must declare the smite before making the attack. At 7th level, the templar can use smite twice per day.

If the templar has a smite evil or smite ability (for being a paladin or a cleric with the Destruction domain) already, she can use the ability one extra time per day (two extra times at 7th level). The attack bonus does not increase, but the damage bonus is based on the character's combined level (templar level plus cleric or paladin level).

Damage Reduction (Ex): Starting at 3rd level, templars have the ability to shrug off some amount of injury from each blow or attack. Subtract 1 from the damage the templar takes each time she is dealt damage. At 6th level, this damage reduction rises to 2, and at 9th level, it rises to 3.

Bonus Feat: At 4th level and again at 8th level, the templar gets a bonus feat. These bonus feats must be drawn from the following list: Ambidexterity, Blind-Fight, Combat Reflexes, Dodge (Mobility, Spring Attack), Exotic Weapon Proficiency*, Expertise (Improved Disarm, Improved Trip, Whirlwind Attack), Improved Critical*, Improved Initiative, Improved Unarmed Strike (Deflect Arrows, Stunning Fist), Mounted Combat (Mounted Archery, Trample, Ride-By Attack, Spirited Charge), Point Blank Shot (Far Shot, Precise Shot, Rapid Shot, Shot on the Run), Power Attack (Cleave, Improved Bull Rush, Sunder, Great Cleave), Quick Draw, Two-Weapon Fighting (Improved Two-Weapon Fighting), Weapon Finesse*, Weapon Focus*.

Feats dependent on other feats are listed parenthetically after the prerequisite feat. A character can select feats marked with an asterisk (*) more than once, but it must be for a different weapon each time. Characters must still meet all prerequisites for a feat, including ability score and base attack bonus minimums.

Templar Spell List

Templars choose their spells from the following list:

1st—*bless, cause fear, command, divine favor, entropic shield, magic weapon, mount, shield of faith.*

2nd—*aid, bull's strength, calm emotions, endurance, enthrall, hold person, shield other, spiritual weapon.*

3rd—*blindness/deafness, daylight, dispel magic, invisibility purge, magic vestment, negative energy protection, prayer, searing light.*

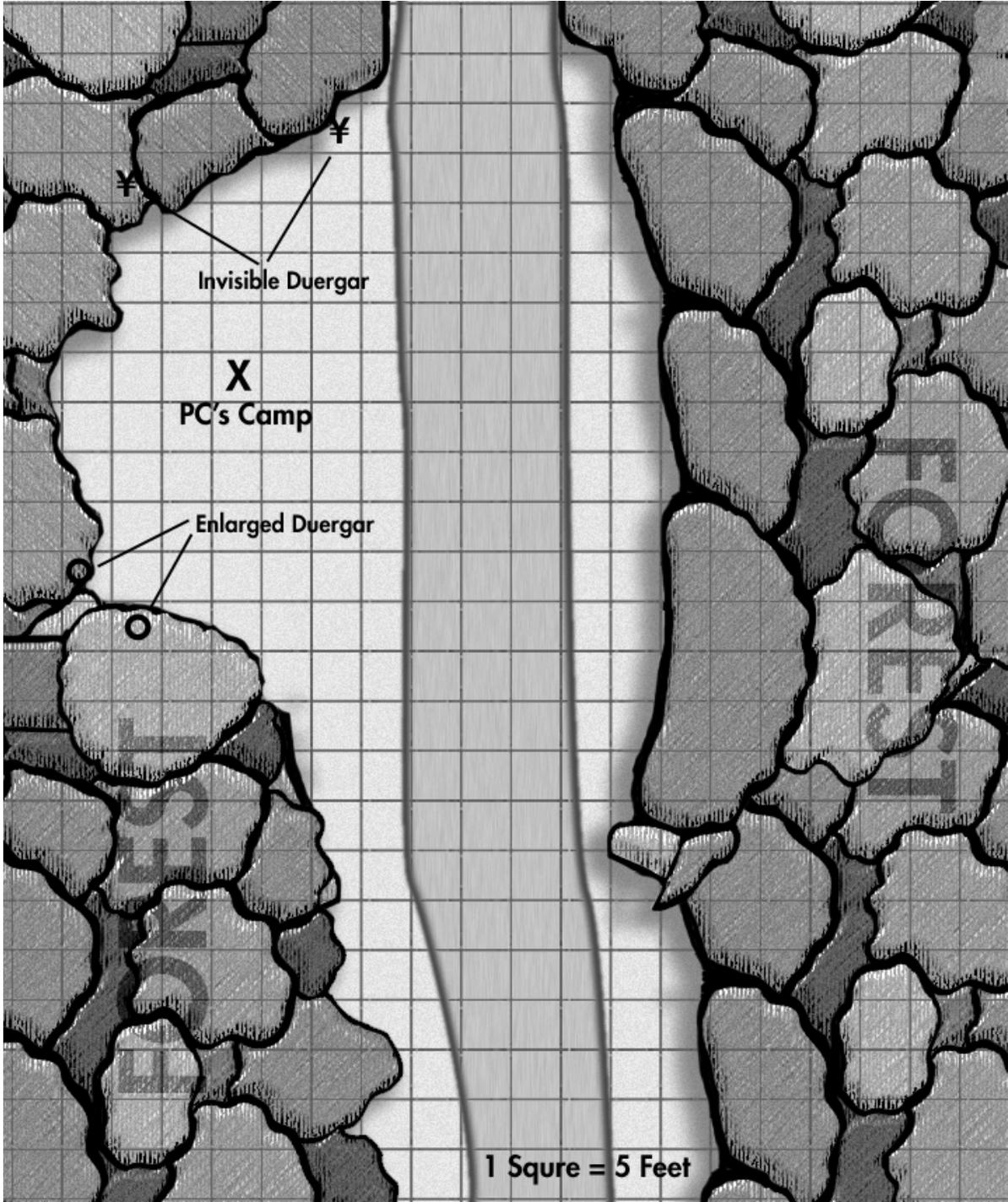
4th—*divine power, freedom of movement, greater magic weapon, status.*

The Templar

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1 st	+1	+2	+0	+2	Mettle, Weapon Specialization	0	-	-	-
2 nd	+2	+3	+0	+3	Smite 1/day	1	-	-	-
3 rd	+3	+3	+1	+3	Damage Reduction 1/-	1	0	-	-
4 th	+4	+4	+1	+4	Bonus feat	1	1	-	-
5 th	+5	+4	+1	+4		1	1	0	-
6 th	+6	+5	+2	+5	Damage Reduction 2/-	1	1	1	-
7 th	+7	+5	+2	+5	Smite 2/day	2	1	1	0
8 th	+8	+6	+2	+6	Bonus feat	2	1	1	1
9 th	+9	+6	+3	+6	Damage Reduction 3/-	2	2	1	1
10 th	+10	+7	+3	+7		2	2	2	1

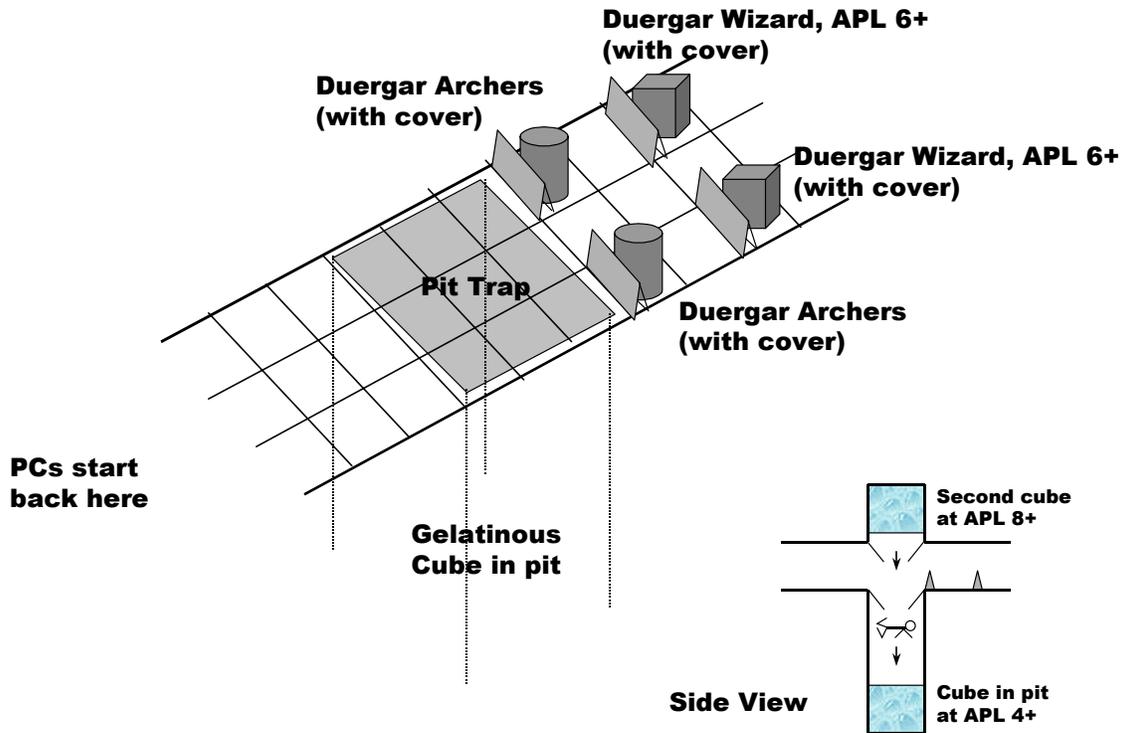
Appendix 3: Map for Encounter Five

This map can be used to represent the night attack by the duergar scouts in Encounter Five: Guests in the Night.



Appendix 4: The Pit Trap

The duergar in Encounter Seven take cover behind ancient debris. The 15 ft. square in front of this debris contains a pit trap, all but invisible unless the characters are making active Search checks for it (unlikely, as the duergar will be raining bolts and magic upon them at the time). The dungeon corridor containing the pit trap looks like the following:



This pit trap varies by APL, as below. Note that the pit trap does not close again once it is sprung. On the far side, behind the duergar, is a hidden switch (DC 20 Search) that will close the pit. This hidden switch can also be used to lock the pit trap cover in place, so that it is safe to walk across.

At most APLs, it is likely that at least one character will end up engulfed in a gelatinous cube. In this case, the cube will deal acid damage to the character, but not to the characters items, as they are "attended" items. Only once the character is dead will the cube's acid start dissolving the now-unattended equipment.

APL 2

➤ **Wide-mouthed Pit Trap:** CR 2; mechanical; location trigger; manual reset; hidden switch bypass (Search check DC 25); DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (all targets in three adjacent 5-ft. squares); Search DC 20; Disable Device DC 23.

APL 4

➤ **Gelatinous Cube Pit Trap:** CR 4; mechanical; location trigger; manual reset; hidden switch bypass (Search check DC 25); DC 22 Reflex save avoids; 30 ft. deep (no damage from fall, but falling characters are automatically engulfed by the gelatinous cube filling the bottom of the pit); multiple targets (all targets in three adjacent 5-ft. squares); Search DC 22; Disable Device DC 23. Note: a gelatinous cube (see *Monster Manual*) fills the bottom 15 ft. of this pit trap.

APL 6

✦ **Gelatinous Cube Pit Trap:** CR 6; mechanical; location trigger; manual reset; hidden switch bypass (Search check DC 30); DC 26 Reflex save avoids; 40 ft. deep (no damage from fall, but falling characters are automatically engulfed by the gelatinous cube filling the bottom of the pit); multiple targets (all targets in three adjacent 5-ft. squares); Search DC 26; Disable Device DC 23. Note: a gelatinous cube (see *Monster Manual*) fills the bottom 15 ft. of this pit trap.

APL 8

✦ **Double Gelatinous Cube Pit Trap:** CR 8; mechanical; location trigger; manual reset; hidden switch bypass (Search check DC 30); DC 28 Reflex save avoids; 50 ft. deep (no damage from fall, but falling characters are automatically engulfed by the gelatinous cube filling the bottom of the pit); multiple targets (all targets in three adjacent 5-ft. squares); Search DC 26; Disable Device DC 23. Note: a gelatinous cube (see *Monster Manual*) fills the bottom 15 ft. of this pit trap. As soon as the trap is triggered, a hatch opens in the ceiling directly above the pit trap, dropping another gelatinous cube (see *Monster Manual*) on top of the victim. The victim is automatically engulfed by the lower gelatinous cube. Furthermore, the victim is sandwiched between the two cubes, and cannot be extricated until the topmost cube is destroyed.

APL 10

✦ **Double Gelatinous Cube Pit Trap:** CR 9; mechanical; location trigger; manual reset; hidden switch bypass (Search check DC 30); DC 30 Reflex save avoids; 50 ft. deep (no damage from fall, but falling characters are automatically engulfed by the gelatinous cube filling the bottom of the pit); multiple targets (all targets in three adjacent 5-ft. squares); Search DC 26; Disable Device DC 23. Note: a gelatinous cube (see *Monster Manual*) fills the bottom 15 ft. of this pit trap. As soon as the trap is triggered, a hatch opens in the ceiling directly above the pit trap, dropping another gelatinous cube (see *Monster Manual*) on top of the victim. The victim is automatically engulfed by the lower gelatinous cube. Furthermore, the victim is sandwiched between the two cubes, and cannot be extricated until the topmost cube is destroyed.

APL 12

✦ **Double Gelatinous Cube Pit Trap:** CR 11; mechanical; location trigger; manual reset; hidden switch bypass (Search check DC 30); DC 33 Reflex save avoids; 50 ft. deep (no damage from fall, but falling characters are automatically engulfed by the gelatinous cube filling the bottom of the pit); multiple targets (all targets in three adjacent 5-ft. squares); Search DC 26; Disable Device DC 23. Note: a gelatinous cube (see below for statistics) fills the bottom 15 ft. of this pit trap. As soon as the trap is triggered, a hatch opens in the ceiling directly above the pit trap, dropping another gelatinous cube (see below for statistics) on top of the victim. The victim is automatically engulfed by the lower gelatinous cube. Furthermore, the victim is sandwiched between the two cubes, and cannot be extricated until the topmost cube is destroyed.

✦ **Tougher Cubes:** advanced (to 12 HD) gelatinous cube; CR 5; Huge Ooze; HD 12d10+96; hp 162; Init -5; Spd 15 ft.; AC 3 (-2 size, -5 Dex), touch 3, flat-footed 3; Base Atk +9; Grp +18; Atk +7 melee (1d6+1 plus 1d6 acid, slam); Full Atk +7 melee (1d6+1 plus 1d6 acid, slam); Space/Reach 15 ft./10 ft.; SA Acid, engulf, paralysis; SQ Blindsight 60 ft., immunity to electricity, ooze traits, transparent; AL N; SV Fort +12, Ref -1, Will -1; Str 12, Dex 1, Con 26, Int -, Wis 1, Cha 1.

Skills and Feats: none.

Acid (Ex): A gelatinous cube's acid does not harm metal or stone.

Engulf (Ex): Although it moves slowly, a gelatinous cube can simply mow down Large or smaller creatures as a standard action. It cannot make a slam attack during a round in which it engulfs. The gelatinous cube merely has to move over the opponents, affecting as many as it can cover. Opponents can make opportunity attacks against the cube, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 18 Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the cube moves forward. Engulfed creatures are subject to the cube's paralysis and acid, and are considered to be grappled and trapped within its body. The save DC is Strength-based and includes a +1 racial bonus.

Paralysis (Ex): A gelatinous cube secretes an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed on a DC 24 Fortitude save or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent. The save DC is Constitution-based.

Transparent (Ex): Gelatinous cubes are hard to see, even under ideal conditions, and it takes a DC 15 Spot check to notice one. Creatures who fail to notice a cube and walk into it are automatically engulfed.