

Bottom of the Truth

A One-Round Dungeons & Dragons® Living Greyhawk™ Onnwal Regional Adventure

Version 1.6

by **Thomas Ian Smith**

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As the people of war-torn Onnwal begin the process of recovery, Milos Feralen, a merchant of Sornhill looks to his family business. He has lost contact with the family owned mine, and more importantly several shipments of valuable ore. Will you help him get to the bottom of this problem? A one-round Onnwal regional adventure set in the Headlands for characters level 1-13 (APLs 2-10).

Metaorganizational Focus: Feralen Family, Church of Zilchus, Fellowship of the Coin
Characters with draconic heritage play at their own risk.

Resources for this adventure [and the authors of those works] include *Complete Adventurer* [Jesse Decker], *Complete Arcane* [Richard Baker], *Complete Divine* [David Noonan], *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *Heroes of Battle* [David Noonan, Will McDermott, Stephen Schubert], *Magic Item Compendium* [Andy Collins], *Races of Destiny* [David Noonan, Eric Cagle and Aaron Rosenberg], *Races of the Dragon* [Gwendolyn F.M. Kestrel, Jennifer Clarke Wilkes and Kolja Raven Liquette], *Races of Stone* [Jesse Decker, Michelle Lyons, David Noonan] and *Spell Compendium* [Matthew Sernett, Jeff Grubb and Mike McArtor].

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

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

To sanction an RPGA event, you must be at least a HERALD-LEVEL™ gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You also have to be a HERALD-LEVEL or higher GM to run this adventure.

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

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

Along with this adventure, you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll

also find a LIVING GREYHAWK Adventure Record (AR). You need one copy of this for each participating player.

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars, paladin's mounts), and you consider that they will provide an advantage in combat, you may add up their CRs.
3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

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

Furthermore, a PC who is four or more levels higher than the APL being played may not play the adventure.

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

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

TIME UNITS AND UPKEEP

This is a standard one-round Onnwal regional adventure, set in the Headlands of Onnwal. Characters native to the Onnwal region pay 1 Time Units per round. All other characters pay 2 Time Units per round.

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

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

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

House Feralen owns a small mine in the foothills of the Headlands near the source of the river Jelald in the eastern marches of Onnwal. 75% of the miners are human and the rest dwur. The dwur are from Irongate and they are not connected to the three citadels. Over the past few months house Feralen has lost all contact with the miners and two shipments of valuable ore have not turned up at their warehouse in Kildeer. A messenger sent to investigate the problems has disappeared and the family is losing revenue. Milos Feralen needs someone to find out what has been happening at the mine and if possible sort out the problem.

The problem in question is that the miners are being attacked and harassed by a number of creatures driven out of the Zael Duranak* and into the mine by a patrol of dwur from the Sarakast Citadel. These dwur are intent on clearing out the Zael Duranak to allow the safe movement of the dwur of the citadels. This patrol is commanded by Thorauk Son of Reothaenn, the brother of Rearthar of the Thegkanduur (thegn's guard) of Sarakast (PCs may have met Rearthar in the adventure ONW5-01 *Crisis of Faith*). Thorauk, though concerned about the watchful eyes amongst his own dwur, has tried to send a messenger through the mines to Dorrinuur, the exiled thegn of Sarakast, asking for him to return.

The attacks have interfered with the mining and the problem has been further compounded by the presence of a number of Ventonii Flan warriors who have been harassing the fortified mining camp because of the presence of dwur among the miners. The Flan have been interfering with hunters and messengers, but are not strong enough to attack the mine settlement directly.

Of The Dwur of Sarakast

Dorrinuur son of Korinuur was Thegn of the Dwur citadel of Sarakast until early year 595 when he was deposed by a coup organised by Vagem Morathunn", the Phrophet of Moradin (ONW5-01 *Crisis of Faith*). The Thegn fled Sarakast into exile in Onnwal rather than touch off a civil war in the citadel allowing the Prophet to lead the dwur into genocidal war with the Flan of the Headlands.

Many of the Dwur are concerned at the leadership of Vagem since he supplanted a Thegn anointed by Moradin, but are confused by the Thegn going into voluntary exile. Though a great many hold loyalty to Dorrinuur they feel obliged to follow the commands of the clergy while the Thegn remains in exile.

The Zael Duranak

*The Zael Duranak or "Roads of the Dwur" are a network of ancient underground tunnels and caves running under the majority of the headlands of Onnwal, which the dwur in the past worked and improved to be used as roads between the Three Citadels and their various mining camps and outposts

ADVENTURE SUMMARY

Introduction: The PCs begin in Sornhill. If any of the PCs have the favor of, gratitude of or Well-Liked status with House Feralen they are approached directly by Milos Feralen otherwise the Church of Zilchus acts as intermediaries. They are asked to investigate and if necessary resolve any problems with the mine and ore shipments.

Encounter 1 [A War-Torn Land]: The PCs travel to the mine seeing signs of a war ravaged land, fewer men than expected in the fields, abandoned crops and outlying cottages showing signs of recent destruction eventually coming across the ruin of a miner's caravan which has been destroyed and partially looted by Underdark denizens.

Encounter 2 [A Dwur is a Dwur]: This encounter can occur as the PCs approach the mine or after they have talked to the miners. They see signs of the Flan presence, tracks of Flan footwear, signs of old campsites and solitary watchers.

The Flan are from the Ventonii Clan and are not hostile to humans and do not initiate contact or combat unless the PCs are travelling with a Draconic or have the recognizable disfavor of the Ventonii.

Encounter 3 [A New Face is a Welcome Face]: The PCs investigate the mining camp to discover what is going on and get asked by the miners for news and are told about the Flan harassment and the creatures from below appearing in the mine. The miners beg the PCs for help with these problems. From this encounter the PCs

can go back to Encounter 2 to deal with the Ventonii or to Encounter 4 to deal with the creatures in the mines.

Encounter 4 [Into the Mines]: The PCs travel through the mines as directed by the miners to the main area where the mines have run into the Zael Duranak. On the way they run into some Underdark denizens driven into the mines by the dwur and may discover the body of a dwur messenger with a message for Thegn Dorrinuur. This encounter leads on into Encounter 5.

Encounter 5 [The Bottom of the Problem]: As the PCs move out into Zael Duranak they encounter a group of grimlocks. If the PCs are stealthy they see the grimlocks being driven towards the surface and the PCs, by fire and earth elementals. During the course of the combat the PCs note the elementals disappear one by one as the summoning spells expire. Following the trail of the elemental attack leads the PCs to Encounter 6.

Encounter 6 [The Threat Behind the Problem]: Quickly following the trail of destruction on the grimlocks and the signs of the elemental passage the PCs come upon a large cavern where a party of dwur has set up camp. These dwur are one of many patrols sent out by the three citadels to clear the Zael Duranak of hostile creatures. They do not expect to meet humans in the mines and try to warn them off unless the PCs include any draconic characters or are recognized as having the disfavor of the dwur of the three citadels, in which case they attack. This group is co-commanded by Thorauk Son of Reothaenn, a dwur loyal to the thegn who is trying to get a message to him without the cleric Helrim, the other commander, becoming aware of it.

Conclusion: The PCs return to Sornhill to get their well deserved rewards (or not as the case may be), from house Feralen and the church of Zilchus.

PREPARATION FOR PLAY

DMs should check if any PCs are wanted by Vagem Morathuann from ONW5-01 *Crisis of Faith* as this disfavor may affect Encounter 6. DMs should also be aware of any players having levels in the Dragon Disciple prestige class or if any have two or more Draconic Heritage feats as this affects the behaviour of any Flan and dwur encountered and players of such should be advised of this racial hatred of the inhabitants of the Headlands of Onnwal, before the adventure starts.

DMs should also familiarize themselves with the rules for illumination and combat in complete darkness on page 164 of the *Players Handbook*, as much of this adventure takes place underground.

PCs who have played ONW5-02 *The Rescue*, ONWS5-03 *For the Rescue* or ESA7-01 *Wooden Ships and Souls of Iron* or members of the L.O.R.A War Company, may have earned the gratitude of, favor of, or Well-Liked status with House Feralen. Milos Feralen is familiar and friendly with those PCs.

The Dwur and the Flan of the Headlands have a long history of mutual suspicion and hostility and both have a hatred of all things draconic. The reasons for this are lost in the mists of time from before the fall of the Sulm Empire in what is now the Bright Dessert.

However any PC who is a member of the Ao'n Iornadh regional metaorg or a member of any of the Dwur of the Three Citadels regional metaorgs, or has the Draconic Heritage feat or any levels in the Dragon Disciple prestige class or any PC making a DC 15 Knowledge (local – Splintered Suns), or Knowledge (history), or Bardic Knowledge check know about it

INTRODUCTION

Once the players are settled and the player characters have been introduced to each other, proceed with the introduction. The module begins in the town of Sornhill on the Storm Coast of Onnwal.

If any of the PCs have the favor of, gratitude of or well-liked status with House Feralen read aloud or paraphrase the following:

You have recently arrived in the town of Sornhill, taking the opportunity to rest from your travels. Your rest is disturbed by the arrival of a letter, asking if you would meet with Milos Feralen on a matter of some urgency.

The letter asks the PCs to meet Milos at his usual booth with the Briny Halls fish market.

Assuming the PCs choose to attend the meeting, they are warmly greeted by Milos Feralen in person.

☛ **Milos Feralen:** male human (mixed) exp6.

Appearance: Milos is a middle-aged man with thinning brown hair. Dressed in fine clothes, he nevertheless presents a distracted and somewhat unkempt appearance.

Character: Milos' words have an undercurrent of urgency to them and he does not appreciate frivolity.

The meeting takes place in a small booth behind some of the stalls within the Briny Halls. The markets produce seems to have improved in quality and quantity since the liberation, and there is a brisk trade going on, accompanied with an all-pervasive smell of fish and brine. Read aloud or paraphrase the following:

“Good day and thank you for coming. Once again I find myself in need of your services. My family owns a small mine in the foothills of the Headlands near the source of the river Jelald. He has lost contact with the mine and I would like you to investigate.”

If none of the PCs have the favor of, gratitude of or well-liked status with House Feralen read aloud or paraphrase the following:

Resting from your labours in the town of Sornhill, you are approached by a young man in the robes of a clerk of the temple of Zilchus. He asks "I have the offer of a contract for a number of investigators. It involves travelling to the lower Headlands to investigate a problem. Are you interested?" If the PCs agree then they are instructed to come to the temple of Zilchus to go over the contract details.

If the PCs go to the temple of Zilchus they are advised that the contract is for Milos Feralen of the merchant house Feralen and involves travelling to a small mining settlement to ascertain what is wrong with the settlement, what happened to several missing ore shipments and to put things right.

It is likely that the PCs have some questions for Milos or the clerk of Zilchus. Some likely questions and their answers are given below.

Q. Why do you need a group of Adventurers?

A. A messenger was sent about a month ago and has not returned or reported back. It is known that there is some instability in the headlands between the dwur and the Flan and I suspect this may have caused problems for the messenger and possibly for the mine. For these reasons we need a group that can look after itself.

Q. What else do you know of the situation?

A. We should have received at least two shipments of ore from the mine at the family's warehouse in Kildeer over the past 3 months, but nothing has shown up. Likewise we have had no word from the mine in those 3 months and our messenger to the mine has gone missing.

Q. How do we get there?

A. The best route would be to follow the coast road to Killdeer then take the road to Silvervale over the Headlands passes. On crossing the river Jelald, you should take a right turn onto the river trail the mining settlement is 3 days' travel along the trail.

Q. Do you have any idea of what may have gone wrong with the mine?

A. No, while there are rumours of troubles and war in the Headlands, we have always had a good relationship with the local Flan tribes of course we have had no contact or cross purposes with the dwur of the citadels.

Q. What's in it for us?

A. I have some coins for expenses now. As is usual any loot you find on bandits you may keep, and if you are able to restore production and transport of the ore, House Feralen and the temple of Zilchus should be able to come up with a suitable reward, and of course you will have my gratitude.

Once the PCs are happy they have all the information and no more questions, Milos gives the PCs a letter of introduction to the miners, marked with the Feralen seal, and wish them all success on their journey.

Treasure: All APLs: Coin 100gp; Total 100 gp.

ENCOUNTER 1: A WAR TORN LAND

This encounter follows on from the introduction as the PCs travel from Sornhill to the Feralen mine near the headwaters of the river Jelald. Read aloud or paraphrase the following:

Travelling down the coast road from Sornhill to Kildeer the travel is fairly easy and the road well maintained. The people are back working in the fields and you are greeted by many with less suspicion and more smiles than would have been the case in earlier times. However the land itself still bears the scars of the war with some fields untended and overgrown with weeds, long burnt out farmsteads lying abandoned and you cannot help but notice that many of the field workers are women. Travelling south from Kildeer towards the headlands the difference becomes more marked, there are fewer travellers and these greet you with caution and tales of dwur and Flan raids, battles and atrocities. You pass sheep and goats allowed to run wild, untended olive groves and the occasional homestead showing signs of recent abandonment or more recent destruction. Close to the crossing of the river Jelald you meet a patrol of the Onnwal Army, and the captain warns you it can be unsafe to leave the Silvervale road as the dwur are intent on killing all Flan and sometimes can't tell the tribesmen from the citizens. On top of that, the Flan seem to be killing each other and any dwur that cross their path.

Once the PCs leave the Silvervale road they enter a land of steep hills, fast flowing rivers and pine forests in the valleys. The Jelald trail is little more than a track for small carts that shows little sign of the presence of man other than the occasional clearance of rocks or pine trees to turn what would be an impossible journey for a cart into a merely difficult one. After a day's travel along the trail read aloud or paraphrase the following:

Following the Jelald trail is slow but not difficult for men and horses but would be a nightmare for wagons or carts. It follows the twist and turns of the river, along the lower slopes of the valley.

Feel free to ask the players for the order of watches when they make camp, but the night passes uneventfully. As dawn breaks and they continue with the second day of

travel along the trail read aloud or paraphrase the following.

Rounding another bend in the trail you come across a sight of unexpected devastation. Ahead on the trail lies the wreckage of two wagons and the remains of an indeterminate number of bodies. The lack of carrion birds disturbed by your arrival suggests the carnage occurred some time ago.

Examining the site identifies two wagons, one with a broken axle and burn damage; the other overturned. Approximately ten bodies lie strewn about the scene, six of them human and the remaining four dwur only identifiable as bodies from the tattered remains of their armor and clothing.

Closely examining the wagons, a DC 20 Search check identifies that the wagon with the broken axle has been stationary and had the remains of a campfire kicked over it while the toppled wagon appears to have been deliberately toppled over. Both wagons have a large quantity of rock strewn around them. A DC 15 Profession (miner) check, identifies the rock as iron ore with some silver though so scattered as to require days of careful recovery and of little immediate value without further processing. Dwarven PCs may make this check untrained.

Closely examining the bodies, a DC 15 Heal check identifies them as being there approximately one month, and a DC 15 Craft (armor) check as having been slain by slashing weapons. All the bodies have been stripped of weapons and valuables and show the effects of prolonged exposure to the elements and carrion eaters, although 3 breastplates and 1 set of studded leather remain serviceable amongst the armor remains. A DC 20 Search check finds the remains of 2 broken stone battleaxes amongst the slain.

Checking for tracks around the site does not identify much due to the passage of time. A character with the Track feat may make a DC 20 Survival check to identify that the wagons were in a camp formation with no animals in the traces, possibly at night and the caravan was attacked looted and the wagon animals proficiently butchered. A DC 30 Survival check identifies the tracks of various small wild animals and the occasional booted, moccasin and barefoot medium humanoid track but timing is impossible to identify other than "not recently".

Treasure: All APLs: Loot 52 gp; Total 52 gp.

Developments: the PCs may wish to give the bodies a proper burial according to their religion. This can be accomplished in a few hours and they can then move onto Encounter 2.

ENCOUNTER 2: A DWUR IS A DWUR

For the past month, a hunting party of young Ventonii Flan warriors, out to make a name for themselves, has taken up residence in the hills, drawn there by the rumour of dwur miners who they wrongly believe to be from the Three Citadels.

They have been harassing the settlement, attacking hunters and small parties particularly those including dwur and trying to drive them out of the headlands.

This encounter can occur following Encounter 1 as the PCs approach the mine, if the Flan are hostile to them, or if the PCs choose to investigate the watchers or after Encounter 3 once they have talked to the miners and been asked to deal with the Flan raiders.

Read aloud or paraphrase the following:

Travel amongst the hills and valleys is slow at the best of times, but as you find your way along the unfamiliar path the strange silences of the Headlands hangs ominously over the heads of everyone as you come across the signs that you are not alone with signs of recent campsites and the occasional sightings of solitary Flan watchers on the heights of the hills.

These Flan tribesmen are from the Ventonii Clan. They ignore most travellers, letting them pass through without hindrance. However if any of the PCs are dwur they are Unfriendly, shouting a warning to leave the area while they still can. Diplomatic characters who are fluent in Flan have a chance to settle it peacefully through the Diplomacy skill, otherwise the Flan attack unless the PCs comply.

If any PCs have any visible sign of draconic heritage or traits (e.g. levels in dragon disciple or 2 or more draconic heritage feats) or have a recognizable disfavor of the Ventonii Flan, the warriors attempt an ambush, without any warning.

As the PCs attempt to contact them read aloud or paraphrase the following:

Any time you have seen the tribesmen they have appeared to have been watching you and have moved away and hidden if approached, however this time you appear to have found their campsite. Close to the ridgeline of the opposite hill, a trickle of smoke betrays the presence of a small fire.

If the PCs approach, unless they are not spotted a tribesman stands out in plain view on the small hillock near the campsite while the remainder remain hidden in cover behind rocks and bushes around the camp.

When the PCs get to 100 ft. range the visible tribesman challenges them speaking in Ancient Flan. If the PCs include those with disfavor or any dwur character he states:

“You have trespassed on the lands of the Ventonii tribe without permission, prepare to defend yourselves.”

At this point the rest of the tribesmen attack using missiles.

If the Flan are not hostile their spokesman asks:

“You have trespassed on the lands of the Ventonii tribe without permission. Explain yourselves and your presence here!”

The Flan do not speak or respond to any language other than Flan, except to warn the PCs away. If the PCs do not respond in Flan, they are told in pidgin Common, supplemented by gesturing to “leave Flan lands and do not meddle in the business of the headlands”. The tribesman then turns and walks down the back of the hillock out of sight. If the PCs attempt to interfere or follow, the tribesmen defend themselves.

If the PCs are able to communicate in Flan they may be able to persuade the tribesmen to stop the harassment of the mine through diplomacy. The Flan initial position to the miners is hostile due to presence of the dwur miners. Apply the following circumstance bonuses to any Diplomacy check.

- If the PCs state that the dwur miners are from Irongate and not the three citadels apply a +2 bonus.
- If the diplomacy is carried out by a dwur from the Citadels apply a –4 penalty; or if one is present apply a –2 penalty.
- If a member of the Ao'n Iornadh carries out the diplomacy apply a +4 bonus; if one is present apply a +2 bonus.
- If combat has occurred and any Flan has been injured apply a –2 penalty, if any Flan has been killed increase this penalty to –5.

Note that penalties and bonuses from the same circumstance don't stack. The Flan attitude would need to be increased to at least Indifferent to succeed in letting them leave the miners alone. Should the Flan all be captured but not killed this has the same effect.

Note that penalties and bonuses from the same circumstance don't stack.

Terrain: See the map appendix 4 The Flan campsite. The PCs approach the campsite from the bottom right hand corner of the map. The Flan spokesman is initially standing at “X” on the map with the remaining tribesmen hidden behind the bushes around the fire pit.

Contour lines: each represents an approximate 5 - 10 foot increase in height, with the lowest height on the right of the map and the highest on the left. Anyone immediately to the left of a contour line, or on the hillock where the Flan Spokesman is positioned (point X), will have the advantage of height for attacks against anyone

below him (not on the hillock or to the right of a contour line).

Loose rocks: These are dense rubble on the hillside that provide no cover but cause uncertain footing. It costs 2 squares of movement to enter a square with rocks. The DC of Balance and Tumble checks on loose rocks increases by 5, and the DC of Move Silently checks increases by 2.

Small bushes: These are light undergrowth,. They provide concealment to anyone behind them and increase the DC of Tumble and move Silently checks by 2.

Trees: A creature standing in the same square as a tree gains a +2 bonus to AC and a +1 bonus on reflex saves

Fire Pit: This provides little obstacle to movement and no cover or concealment. Anyone moving through the square must pay double movement and take 1 HP of fire damage. Anyone ending a move in this square will take 1d3 fire damage.

Creatures: These are male human (Flan) in leather armor, armed with bow and spear. PCs who are members of the Ao'n Iornadh regional metaorg or make a DC 15 Knowledge (local – Splintered Suns) check recognizes the tribesman as young untried inexperienced warriors, probably out to make a name for themselves, and possibly not representative of main tribal policy.

All APLs (EL2)

🗡️ **Flan Warrior (4):** male human warrior 1; hp 8 each; Appendix 1.

Tactics: The tribesmen rely on missile fire from behind cover but if attacked will engage in hand to hand combat, using the advantage of height were possible.

Treasure: all APLs Loot 35 gp; Total 35 gp.

Developments: if the PCs kill all the Flan tribesmen and report this to Arto or the miners, then this act gains them the disfavor of the Ventonii Flan.

If the PCs defeat the Flan without killing all of them then they may again attempt to convince the Flan to leave the miners alone as above, but with a +5 modifier or they may attempt to intimidate them to leave with the same modifiers.

Troubleshooting: The PCs might not approach the Flan camp. If the Flan tribesmen are hostile to the PCs due to the presence of disfavored PCs or draconic characters, they circle round the PCs, out of sight and set up an ambush site in a location similar to their campsite and they attack from ambush with no warning.

ENCOUNTER 3: A NEW FACE IS A WELCOME FACE

This encounter follows Encounter 2 or encounter 1 if the PCs chose not to investigate the Flan watchers and are

not attacked by them, as the PCs approach the mining settlement. Read aloud or paraphrase.

Finally reaching the mining settlement after your travels, you find it consists of two large barracks buildings, two large warehouses, three medium sized buildings all surrounded by a wooden palisade with walkway. The buildings themselves are made of local stone with slate roofs. As you approach the closed gates a guard challenges in dwur accented common "State your names and business, travellers!"

If the PCs give their names, state that they are working for Milos Feralen and show the letter with the Feralen seal, the gates are quickly opened sufficiently to let them inside.

Once inside the settlement they are soon surrounded by curious miners, many of whom show signs of recent injury. The miners themselves clamour for information. Are they here to save the miners? Did they bring many supplies? Is the army behind them? Did they have any trouble on their journey?

After 5 minutes of this barrage of questions the PCs are approached by Arto Stronghammer, a middle aged Oeridian man with an air of some authority, who asks the miners to wait and ushers the PCs into one of the houses.

🔨 **Arto Stronghammer, foreman of the Feralen mine:** Male human (mixed) cleric 3 of Fortubo.

Appearance: Arto is a large well built middle-aged man with thick black hair, just turning to grey. Dressed in stout workman's clothes and carrying a smith's hammer, he nevertheless presents a strong and authoritarian appearance.

Character: Arto's words have a down to earth common sense about them, but also an undercurrent of concern and urgency to them.

Arto introduces himself as the camp foreman and asks the PCs what brought them to the mine. He is keen for news of the world outside the palisade and hopes to use the PCs to deliver a request for help.

If the PCs have already declared they are working for Milos or declare it now, he informs them that the miners have been having problems with the local Flan and with creatures in the mines themselves.

If the PCs want to question him, some likely questions and their answers are given below.

Q. What is the problem with the Flan?

A. For the past three months our hunting parties are getting attacked. Some nights flaming arrows are fired into the settlement. Three times we have tried to send messenger to Kildeer or Silvervale for help, but our messengers keep getting attacked and turned back. Someone scrawled, "Leave" on the palisade wall in blood. We are afraid to leave the

settlement to hunt or fish or deliver ore and food is staring to run out. I don't believe there are many but they must have us under constant watch.

Q. Have the Flan killed anyone?

A. Several people have been seriously injured by arrows but no one has died yet. Many others have taken injuries or had near misses from arrows.

Note: if questioned further Arto is able to identify that the majority of those seriously injured were dwur or in the company of dwur, while those who received light wounds or warnings were humans.

Q. What is the problem with creatures in the mines?

A. Shortly before the Flan became a problem we started getting attacked by creatures of the Underdark. This has always been a problem in these mines as the workings are close to the Zael Duranak, the dwur road, but over the past few months it has gotten worse with a band of strange grey humanoids falling upon our miners 2 weeks ago. Now no one will go down the mines. The creatures seem to be concentrated at the bottom workings in the caverns at the end of the mine cart rails, though some have come further up the shafts.

Note: if asked about other creatures encountered in the mines he describes long green snakelike creatures with tentacles, huge bats and spiders, strange creatures that seem like a cross between a huge armored snake and large bipedal creatures with great hooked claws and covered in chitin.

A DC 18 Knowledge (dungeoneering) check for each of these descriptions identifies the creatures described as gricks or carrion crawlers, giant and huge spiders, behirs and hooked horrors.

Q. How long would it take to get to the deeper parts of the mines?

A. It will take you approximately 30 minutes to get down the lift shafts to the deep mines close to the old Dwur tunnels. Though the creatures may have moved even closer to the surface by now.

Q. Did you get a messenger from Milos Feralen?

A. No messenger arrived here, I would guess he was probably waylaid on the road.

Q. What happened to the ore that was due to be shipped to the Feralen Warehouse in Kildeer?

A. We have several tons of iron and silver ore in the warehouses and sent a shipment to Kildeer approximately one month ago consisting of two wagons 2 drivers and eight guards. Did they not get through?

Note: If the PCs tell Arto of the ambush site they found and what became of the missing shipment he rewards them for the information.

When the PCs are finished questioning him Arto asks them if they can do anything about the Flan and the creatures in the mines. The PCs, if they have not dealt with the Flan may now go back to Encounter 2 to deal with the Flan or move onto Encounter 4 to deal with the trouble in the mines.

Treasure: for telling Arto the fate and location of the destroyed ore wagon so they can recover the ore:

APL 2: Coin 25 gp; Total 25 gp.

APL 4: Coin 50 gp; Total 50 gp.

APL 6: Coin 75 gp; Total 75 gp.

APL 8: Coin 100 gp; Total 100 gp.

APL 10: Coin 125 gp; Total 125 gp.

Developments: Once the Flan have been dealt with and the PCs return to the mining village, Arto suggests they rest for the night in the village before attempting to resolve the problem with the mines.

ENCOUNTER 4: INTO THE MINES

This encounter follows from Encounter 3 as the PCs travel through the mines as directed by Arto Stronghammer to the main area where the mines meet the Zael Duranak.

Read aloud or paraphrase the following:

Travel through the mines has been fairly easy. The ore lifts were secure and easy to use as you drop into the depths, and the presence of the cart rails show the way, making it difficult to get lost in the tunnels. The miners provided lanterns for everyone to hold off the darkness, but after 20 minutes of travel through the upper mines and down the lifts to the deep workings, it becomes more oppressive. Around you are the signs of rapid flight from the mines: half filled mine carts, barrels of tepid water, abandoned tools and miners' helmets.

They are approaching the lair of a couple of hungry creatures. Unless the PCs are silent and using no light source, the creatures move stealthily to stalk the party, most likely after they have entered the main cavern and the light and noise of their movement alerts the creatures. They attack as soon as they can, lunging out of the darkness. Where multiple creatures are present they use their knowledge of the mines to attack from the front and the rear of the PCs group, if possible, attacking from different side tunnels.

Allow the PCs opposed spot and Listen checks to detect the creatures before they attack. Any PC with the Track Feat who makes a DC 20 check identify the tracks

of the creature and that it was here sometime in the last day.

When the PCs detect the creatures in the mines or if not detected when the creature(s) are about to attack read aloud or paraphrase:

The eerie silence of the mines is suddenly broken by scratching of stealthy movement over the stone floor and the hiss of concentration as lunging out of the darkness comes [see below for the creatures individual descriptions].

Terrain: See the map Appendix 5: The Mines. The PCs will be entering the map from the tunnel on the left hand side and should be following the cart rail to lead them to the deepest part of the mines. The creature(s) start this encounter at the point on the map marked with "X" where they have made a temporary lair.

Pits: these 10 foot deep pits are immediately visible to anyone with illumination or the means to see in the dark. Anyone who cannot see and is not taking precautions such as moving carefully or feeling their way with a 10 foot pole must make a DC 10 reflex save or fall into the pit taking 1d6 damage and requiring a DC5 climb check to get out unassisted.

DM Note: falling into a pit will make noise

Stone Piles: These are piles of rock or mined ore. They provide no cover but cause uncertain footing. It costs 2 squares of movement to enter a square containing a stone pile, the DC of Balance and Tumble checks on stone piles increase by 5 and the DC of Move Silently checks increase by 2.

Cart Track: This consists of two wooden rails bolted into the floor of the tunnel. Used to facilitate the movement of ore carts, it causes little obstacle to movement and provides no cover or concealment. However anyone running or charging through a square containing cart tracks must make a DC5 balance check or trip and fall prone.

Boxes and Barrels: these are the remains of the miner's tools, water barrels crates etc. They provide cover to anyone behind them and provide an obstacle to movement costing double movement to climb onto. Anyone searching them will find stale rations, water, broken tools partially filled with ore etc. Note searching these will make noise.

Ceilings: the mine tunnels have a ceiling 10 foot high and the larger chambers 20 foot high and both the ceiling and walls are of rough hewn stone.

Creatures:

APL2 (EL3)

Comes an abnormally bloated 8 legged hairy black monstrosity, a spider but one the size of a large dog bears its fangs and llunges

 **Medium Monstrous Spider (3):** hp 11, 11, 11 each; *Monster Manual* 288.

APL4 (EL5)

Comes a wormlike creature, its segmented body as long as a mans with four tentacles located around its fearsome beak.

☛ Grick (2): hp 9 each; *Monster Manual* 139

APL6 (EL7)

Comes a large centipede like creature, its segmented body 10 long with 8 writhing tentacles protruding from its head, below the tooth filled maw.

☛ Carrion Crawler (3): hp 19 each; *Monster Manual* 30

APL8 (EL9)

Comes a large powerfully built creature looking like a cross between a great ape and a beetle. The low rounded head dominated by a massive pair of mandibles with armor plates covering virtually all of its chitinous body

☛ UMBER Hulk (2): hp 71 each; *Monster Manual* 248

APL10 (EL11)

Comes a massive worm covered with plates of dark purple chitinous armor. Its toothy maw, as wide as a human is tall lunges towards you.

☛ Purple Worm: hp 200; *Monster Manual* 211

Tactics: The creatures attempt to attack the PCs individually, attacking from different side passages if possible and will each concentrate on a single opponent. If a creature downs a PC it attempts to drag the body back to its lair to eat at its leisure. If a creature is reduced to half or less hit points it attempts to withdraw back into the darkness and avoid further combat if possible.

The carrion crawlers use their ability to climb and their reach to attack from the ceiling of the passages and chambers.

Note: due to the size of the purple worm, it may have to burrow through the smaller passages to get at the PCs. If this is the case it is not able to attack from surprise and is unable to use its stinger unless attacked from the rear.

Treasure: All APLs: Loot 13gp; Total 13 gp

Developments: Once the creature is defeated the PCs may search the lair of the creature. Here they find the body of a dwur, recently slain by the creatures. His weapons and equipment have been scattered and destroyed but a suit of battered chainmail remains.

A DC 15 Search check finds a stone tablet with dwur runes. If the PCs can read dwur or make a DC 20 Decipher Script check give them *Players Handout 1: the stone tablet.*

A DC 20 Knowledge (local – Splintered Suns) or a DC 15 Knowledge (nobility and royalty) check identifies the seal of the Thegkanduurn (Thane's Guard) of Sarakast. This is automatically recognised by members or former members of the Thegkanduurn or Vergannin Guard regional metaorgs.

The PCs may return to the surface to rest after this encounter, if they do Arto will ask them if they have found out where the creatures invading the mines are coming from and why they have been coming in such numbers recently. They can then continue back through the mines to Encounter 5 without any encounters.

ENCOUNTER 5: THE BOTTOM OF THE PROBLEM

This encounter follows from Encounter 4 and may be directly from that encounter or the PCs may have returned to the surface and rested. In terms of duration it takes 10 minutes to get from the map of Encounter 4 to that of Encounter 5. Read aloud or paraphrase the following.

Passing the end of the mine cart rails through a narrow passage, it becomes obvious you have left the mine works as the carved and worked stone gives way to un-worked caverns with the slow drip of water from stalactites, uneven floors and twisting passages. Suddenly from ahead you hear strange high pitched chattering and the unmistakable hiss of flames touching water and the muted clash of steel on stone.

As the PCs move out into the Zael Duranak they encounter a group of grimlocks being driven towards the area of the mines by summoned elementals. If the PCs succeed on opposed Hide and Move Silently checks against the grimlocks (bearing in mind that grimlocks do not have eyes, cannot see light, and cannot detect anything outside their blindsight range of 60 feet) read aloud or paraphrase the following.

Moving carefully and quietly to the mouth of the water cavern, a site of carnage meets your eyes. The cavern echoes to the sounds of battle as a group of medium sized, eyeless, grey stony skinned humanoids engage in an unequal battle with a group of small medium and large fiery and stony creatures. The battle looks to have been going on for a short time judging by the number of grey bodies lying burned or crushed on the ground and as you watch a brightly burning fire creature fades and disappears before your eyes. As the fight continues a wave, of unarmed small and medium sized, grey skinned creatures, rushes towards you.

The grey-skinned creatures are grimlocks, the majority of those rushing towards the PCs being non combatant women and children; the fiery and stony creatures are

summoned fire and earth elementals, sent by the dwur to drive the grimlocks away.

A DC 12 Knowledge (the planes) check identifies the elementals; a DC 12 Knowledge (dungeoneering) check identifies the grey skinned creatures as grimlocks and a DC 23 Spellcraft check while using *detect magic* identifies the elementals as being summoned. It is recommended that you roll the Spellcraft checks secretly if possible so as not to tip the players off.

Terrain: See Appendix 6 Map — the caverns. The PCs enter this map from the left side tunnel marked “to the mines”. The combat is in the water filled cave marked with an “X” on the map. The elementals, coming from both of the tunnels running to the right map edge are trying to drive the grimlocks away from the water cave, the majority of the grimlock combatants are trying to keep the elementals in the tunnels to allow women and children to escape.

Pits: these 10 foot deep pits are immediately visible to anyone with illumination or the means to see in the dark. Anyone who cannot see and is not taking precautions such as moving carefully or feeling their way with a 10 foot pole must make a DC 10 Reflex save or fall into the pit taking 1d6 damage and requiring a DC 5 Climb check to get out unassisted.

DM Note: falling into a pit will make noise.

Stone Piles: These are small piles of rock or mined ore. They provide no cover but cause uncertain footing. It costs 2 squares of movement to enter a square containing a stone pile, the DC of Balance and Tumble checks on stone piles increase by 5 and the DC of Move Silently checks increase by 2.

Stalagmites: These stalagmites rise up from the floor, a creature standing in the same square as a stalagmite gains a +2 bonus to AC and a +1 bonus on reflex saves.

Water Pools: These water pools contain fresh water, drinkable but tainted with a mineral flavour and a few small fish. It costs 2 squares of movement to move into a water pool square and the DC of Move Silently and Tumble checks by 2.

Ceilings: these natural tunnels have a ceiling 10 foot high and the larger chambers 30 foot high and both the ceiling and walls are of rough stone.

Development: The PCs now have three choices, they can attack the grimlocks, they can attack the elementals or they can attempt to use stealth to bypass the encounter. However if stealth fails the grimlocks assume that the PCs are responsible for the elementals and that those warriors who are able attack them.

Given the tenseness of the situation the first PC action decides the path of this encounter as the grimlocks attack if a PC does anything that might be construed as threatening to the grimlock females and children. Proceed with Encounter 5A if the PCs attack or are attacked by the grimlocks. Use Encounter 5B if the PCs focus their attention on the elementals.

ENCOUNTER 5A: GRIMLOCKS AT THE BOTTOM

Read aloud or paraphrase the following:

As the wave of grey skinned creatures, rushes towards they notice you blocking there escape and hesitate with cries of alarm. Immediately a number of larger armed grey skinned creatures withdraw from the combat and turn their attention to you.

The grimlocks start this encounter in the water at the point marked with “X” with the summoned fire and earth elementals coming from the southeast passageway deeper into the Zael Duranak. The grimlocks noted below are those grimlock combatants who are able to break off the combat with the elementals and attack the PCs, and make up approximately 20% of the group, the remainder being non-combatant females and children. These grimlocks attack without hesitation and with ferocity as they assume the PCs are responsible for the elemental attack and are trying to prevent their escape

If the PCs were not detected by the grimlocks, and do not intervene, then the uneven combat continues with the grimlocks warriors being burned and/or crushed. At the start of the encounter there are 4 summoned fire elementals and 3 summoned earth elementals. At the end of each round one summoned elemental, starting with fire and alternating with the earth, fades away as the spell duration expires and the grimlock non-combatants flood past the hidden PCs toward the mines.

Creatures: The grimlocks are typical for their kind. They are frightened and tense, attacking after even the slightest provocation.

APL2 (EL3)

☛ **Grimlock (3):** hp 11 each; *Monster Manual* 140.

APL4 (EL5)

☛ **Grimlock Barbarian (2):** male grimlock barbarian 1; hp 28; Appendix 1.

☛ **Grimlock (2):** hp 11 each; *Monster Manual* 140.

APL6 (EL7)

☛ **Grimlock Barbarian (2):** male grimlock barbarian 1; hp 28 each; Appendix 1.

☛ **Grimlock Sorcerer:** male grimlock sorcerer 4; hp 32; Appendix 1.

☛ **Grimlock Chieftain:** male grimlock barbarian 3; hp 49; Appendix 1.

APL8 (EL9)

☛ **Grimlock Barbarian (2):** male grimlock barbarian 3; hp 49 each; Appendix 1.

☛ **Grimlock Sorcerer:** male grimlock sorcerer 6; hp 40; Appendix 1.

👉 **Grimlock Chieftain:** male grimlock barbarian 5; hp 70; Appendix 1.

APL10 (EL11)

👉 **Grimlock Barbarian (2):** male grimlock barbarian 5; hp 70 each; Appendix 1.

👉 **Grimlock Sorcerer:** male grimlock sorcerer 8; hp 48; Appendix 1.

👉 **Grimlock Chieftain:** male grimlock barbarian 7; hp 100; Appendix 1.

Tactics: If the PCs were detected or chose to intervene, approximately 75% of the grimlock combatants (all the creatures detailed above) turn on them, blaming them for summoning the elementals and blocking the escape while the remainder of the warriors give their lives holding off the elementals.

As the party defeats or is defeated by the grimlocks, the last elemental is destroyed or fade away.

Treasure:

Looting the grimlocks:

APL 2: Loot: 3 gp; Total 3 gp.

APL 4: Loot: 57 gp; Magic: *potion of cure light wounds* ×2 (4 gp each). Total: 65 gp.

APL 6: Loot: 112 gp; Coin: 5 gp; Magic: *bracers of armor* +1 (83 gp), *memento magica* (1st) (125 gp), *potion of cure light wounds* ×3 (4 gp each), *potion of mage armor* (4 gp), *potion of shield of faith* (4 gp). Total: 345 gp.

APL 8: Loot: 112 gp; Coin: 5 gp; Magic: +1 *battleaxe* (193 gp), +1 *breastplate* (113 gp), *bracers of armor* +1 (83 gp), +1 *ring of protection* (167 gp), *memento magica* (1st) (125 gp), *potion of cure light wounds* ×2 (4 gp each), *potion of cure moderate wounds* (25 gp), *potion of mage armor* (4gp), *potion of shield of faith* ×2 (4 gp each). Total: 843 gp.

APL 10: Loot: 53 gp; Coin: 5 gp; Magic: +1 *battleaxe* (193 gp), +1 *breastplate* ×2 (113 gp each), +2 *breastplate* (363 gp), *bracers of armor* +1 (83gp), *cloak of charisma* +2 (333 gp), +1 *ring of protection* (167 gp), *memento magica* (1st) (125 gp), *potion of cure moderate wounds* ×3 (25 gp each), *potion of mage armor* (4 gp), *potion of shield of faith* ×3 (4 gp each). Total: 1639 gp.

Detect magic results: +1 *battleaxe* (Faint Evocation), *bracers of armor* +1 (Faint Conjuration), +1 *breastplate* (Faint Abjuration), +2 *breastplate* (Faint Abjuration), *cloak of charisma* +2 (moderate Transmutation), *memento magica* (1stlv1) (moderate transmutation), +1 *ring of protection* (Faint Abjuration), *potion of cure light wounds* (Faint Conjuration), *potion of cure moderate wounds* (Faint Conjuration), *potion of mage armor* (Faint Conjuration), *potion of shield of faith* (Faint Abjuration),

Developments: If the PCs are able to interrogate the grimlocks, they tell them that they have lived in this area of the Zael Duranak for years, existing by hunting and gathering fungus with no contact with surface dwellers. However recently they have been attacked and driven away from their hunting areas by strange creatures of earth and stone, with some groups being driven almost to

the surface. When they have tried to use the dwur roads to migrate to another area away from the strange creatures, they have been followed by them or ambushed by dwur warriors.

The PCs may return to the surface to rest after this encounter, if they do Arto asks them if they have found out where the creatures invading the mines are coming from and why they have been coming in such numbers recently. He encourages them to try and put a stop to further creatures being driven into the mines. They can then continue back through the mines to Encounter 6 without any problems however if this occurs the Dwur spellcasters in Encounter 6 have recovered any spells used to summon the elementals and the attack on the grimlocks.

ENCOUNTER 5B: ELEMENTAL TIME AT THE BOTTOM

Read aloud or paraphrase the following:

As the wave of grey skinned creatures, rushes towards they notice you blocking there escape and hesitate with cries of alarm. However as you strike at the fire and stone creatures the cries of alarm change to wary respect even thanks as the small grey creatures slip warily by you and escape their tormentors

The elementals have been summoned by a patrol of Dwur to drive off the grimlocks from this part of the Zael Duranak. They have been summoned by means of a wand, scrolls and elemental gems. The Dwur are not trying to exterminate the grimlocks only drive them away from their area of the tunnels, as such the elementals have been commanded to attack those who do not flee away from them

Creatures: These are regular summoned elementals. A *protection from evil* spell blocks them out as per the normal rules.

APL2 (EL3)

👉 **Small Fire Elemental (2):** hp 9 each; *Monster Manual* 99

👉 **Small Earth Elemental:** hp 11; *Monster Manual* 97

APL4 (EL5)

👉 **Small Fire Elemental (2):** hp 9 each; *Monster Manual* 99

👉 **Small Earth Elemental:** hp 11; *Monster Manual* 97

👉 **Medium Fire Elemental:** hp 26; *Monster Manual* 99

👉 **Medium Earth Elemental:** hp 30; *Monster Manual* 97

APL6 (EL7)

👉 **Small Fire Elemental (2):** hp 9 each; *Monster Manual* 99

- ☛ **Small Earth Elemental (2):** hp 11 each; *Monster Manual* 97
- ☛ **Medium Fire Elemental (2):** hp 26 each; *Monster Manual* 99
- ☛ **Medium Earth Elemental:** hp 30; *Monster Manual* 97
- ☛ **Large Fire Elemental:** hp 60; *Monster Manual* 99

APL8 (EL9)

- ☛ **Small Fire Elemental (2):** hp 9 each; *Monster Manual* 99
- ☛ **Small Earth Elemental (2):** hp 11 each; *Monster Manual* 97
- ☛ **Medium Fire Elemental:** hp 26 each; *Monster Manual* 99
- ☛ **Medium Earth Elemental:** hp 30; *Monster Manual* 97
- ☛ **Large Fire Elemental (1):** hp 60; *Monster Manual* 99
- ☛ **Large Earth Elemental (2):** hp 68; *Monster Manual* 97

APL10 (EL11)

- ☛ **Small Fire Elemental (2):** hp 9 each; *Monster Manual* 99
- ☛ **Small Earth Elemental (2):** hp 11 each; *Monster Manual* 97
- ☛ **Medium Fire Elemental (2):** hp 26 each; *Monster Manual* 99
- ☛ **Medium Earth Elemental:** hp 30; *Monster Manual* 97
- ☛ **Large Fire Elemental (2):** hp 60; *Monster Manual* 99
- ☛ **Large Earth Elemental (2):** hp 68; *Monster Manual* 97
- ☛ **Huge Fire Elemental:** hp 136; *Monster Manual* 99

Tactics: The elementals above are those that are able to break off combat with the grimlocks to engage the PCs. They ignore foes that are unconscious, and do not strike at any creature moving away from them.

Each round of combat starting on the third round, a random elemental fades away as the spell of summoning finishes. The small elementals fade before the medium ones and the medium ones before the large.

Treasure:

- APL 2: None.
- APL 4: None.
- APL 6: Magic: *memento magica* (1st) (125 gp). Total: 125 gp.
- APL 8: Magic: *memento magica* (1st) (125 gp). Total: 125 gp.
- APL 10: Magic: *memento magica* (1st) (125 gp). Total: 125 gp.

Detect magic results: *Memento Magica* (1stlvl) (moderate transmutation).

Developments: Once the elementals are defeated, at APL 6 or higher, the Grimlock sorcerer thanks the PCs for their help and as a reward for helping to save their mates and children he gives the PCs his *Memento Magica* to aid their endeavours.

The grimlocks tells the PCs that they have lived in this area of the Zael Duranak for years, existing by hunting and gathering fungus with no contact with surface dwellers. However recently they have been attacked and driven away from their hunting areas by strange creatures of earth and stone, with some groups being driven almost to the surface. When they have tried to use the Dwur roads to migrate to another area away from the strange creatures, they have been followed by them or ambushed by Dwur warriors. The grimlocks themselves are keen to find out who is setting the elementals on them and why.

The PCs may return to the surface to rest after this encounter, if they do Arto asks them if they have found out where the creatures invading the mines are coming from and why they have been coming in such numbers recently. He encourages them to try and put a stop to further creatures being driven into the mines. They can then continue back through the mines to Encounter 6 without any problems however if this occurs the Dwur spellcasters in Encounter 6 have recovered any spells used to summon the elementals and the attack on the grimlocks.

ENCOUNTER 6: THE THREAT BEHIND THE PROBLEM

This encounter follows directly from Encounter 5, assuming the PCs continue down the mines. They may go and rest up first if desired; the dwur aren't going anywhere. However, if they do not choose to return, the adventure ends for them. The path takes the PCs deeper into the Zael Duranak towards the dwur way station. In terms of duration it takes 20 minutes to get from the map of Encounter 5 to that of Encounter 6. Read aloud or paraphrase the following.

The path deeper into the caverns away from the mine workings continues from the water cavern. The trail of dead grimlocks, abandoned baggage and the scorch marks showing the passage of the fire elementals, is obvious to all. However all traces of the elementals disappear approximately 150 feet from the entrance to the caverns.

This point of the passage between the caverns and the dwur outpost is where the elementals were summoned. A *detect magic* cast on the area may detect faint Conjunction if the caster succeeds on a DC 15+½APL Spellcraft check. (The DC scales with APL because a higher-level *summon monster* spell is used.) A DC 19 Survival check (made by someone with the Track feat) finds the tracks of approximately 5 humanoids with booted feet (note: grimlocks are bare foot) heading deeper into the caverns.

At APLs A DC 15 search check also finds the remains of shattered red and amber gemstones. A *detect magic* cast on them may detect faint Conjunction if the caster succeeds on a DC 20 Spellcraft check. These are the remains of the elemental gems used to summon the large elementals.

Continuing on down the passage leads the PCs to the dwur outpost.

OUTPOST

See Appendix 6 Map — the Dwur Outpost.

The PCs enter this map at the top edge at the tunnel marked “to the mines”. The Dwur are camped in the room marked “The Lair” and have 2 Dwarf Warrior sentries on watch, positioned at the points marked with “S” on the map.

If the dwur are not taken by surprise, they halt the PCs in the caverns outside the lair. If any of the PCs have any visible sign of draconic heritage or traits (e.g. levels in dragon disciple or 2 or more Draconic Heritage feats) or are recognized as “Wanted by Vagem Morathunn”, from ONW5-01 *Crisis of Faith*, then they attack without warning.

Otherwise they summon the rest of the patrol including Helrim who is initially in command, and call out a warning in common to the PCs:

“Stop, go back, this is not your place”.

Other than this warning they refuse to talk to any PC in any language except dwur. Helrim the cleric then takes over the Questioning of the PCs calling out:

How did you get here? Are you Flan spies? Or just meddling interlopers?

Irrespective of the PCs’ replies, he cuts them off after a few seconds saying:

You do not belong here. Begone!

Roll 1d20 for each PC, who is, “Wanted by Vagem Morathunn”, from ONW5-01 *Crisis of Faith*. On a roll of 1 or 2 or if the PC states that they know Rearthar Son of Reothaenn or if any PC produces the stone tablet of the Thegkanduurn, Helrim recognizes them as wanted, calls for their arrest, and the dwur attack (though Thorauk does not initiate combat except to assist a warrior).

After this rant Helrim also only speaks to the PCs in Dwur.

If at any stage after being warned to go back by the dwur, any PC moves forward, draws a weapon or is recognized as casting any spell, the dwur attack.

If the PCs are able to communicate in dwur they may be able to persuade the dwur to stop the harassment of the mine through diplomacy. The dwur are indifferent towards the miners but unfriendly towards the idea of

stopping chasing away the beasts. Apply the following circumstance bonuses to any diplomacy check.

- If the PCs point out that there are dwur miners from Irongate in the mines +2 bonus.
- If a member of Ao’n Iornadh carries out the diplomacy apply a –4 penalty or if one is present apply a –2 penalty.
- If a dwur of the citadels carries out the diplomacy apply a +4 bonus; or if one is present apply a +2 bonus.
- If Helrim is in command apply a –5 penalty.
- If Thorauk is in command apply a +5 bonus, and
- if any PC has the favor of Dorrinuur apply an additional +5 bonus.
- If any dwur warrior has been killed apply a –1 penalty.

Note bonuses and penalties for the same reason do not stack.

The dwur attitude needs to be changed to at least friendly for this to succeed.

Terrain:

Rock Piles: These are small piles of rock. They provide no cover but cause uncertain footing. It costs 2 squares of movement to enter a square containing a stone pile, the DC of Balance and Tumble checks on stone piles increase by 5 and the DC of Move Silently checks increase by 2.

Stalagmites: These stalagmites rise up from the floor, a creature standing in the same square as a stalagmite gains a +2 bonus to AC and a +1 bonus on reflex saves.

Water Pools: These water pools contain fresh water, drinkable but tainted with a mineral flavour and a few small fish. It costs 2 squares of movement to move into a water pool square and the DC of Move Silently and Tumble checks by 2.

Ceilings: these natural tunnels have a ceiling 10 foot high and the larger chambers 30 foot high and both the ceiling and walls are of rough stone.

The doors to the lair are made of iron, with heavy iron bolts and crossbow slits. They are normally open, with sentries posted.

🗡️ **Iron Doors:** 2 in. thick; hardness 10; hp 60; AC 5; Break DC 28

Creatures:

🗡️ Thorauk Son of Reothaenn

Appearance: Thorauk is young stocky dwur in a battered but well maintained chain shirt armed with battleaxe and buckler with his equipment packed about him as if ready to move. He bears a distinct likeness to his brother Rearthar, a member of the Thegkanduurn of Sarakast

Character: He is quiet and restrained deferring to Helrim in the leadership role except in areas of his

knowledge and experience as a guide on the Zael Duranak. He is loyal to the Thegn of Sarakast and wishes to get a message to him so that his return to the citadel can be arranged, but is wary that Helrim has been set to watch him. He has no hatred for the Flan and does not initiate combat against non-draconic PCs except to go to the aid of a dwur warrior who has been attacked, he does not go to the aid of an active Helrim.

PCs that have played ONW5-01 *Crisis of Faith* may recognize this likeness on a DC 15 Spot Check. If this occurs remind them that Rearthar commanded the escort that took them to meet the thegn and then provided a distraction while they escaped.

🔱 **Helrim of Nerakern**

Appearance: Helrim is a thin ascetic dwur with piercing eyes. In heavy armor engraved with the symbols of the priesthood of Moradin, he presents a strong and authoritarian appearance.

Character: Helrim is a priest of Moradin fanatically loyal to the prophet Morathuann. His role in the patrol is to maintain the loyalty of the patrol since Thorauk is suspect due to his brother's membership of the Thegkanduurn. He believes that the headlands including the Zael Duranak belong to the dwur when he speaks it is mainly in dwur and he is inclined to rant.

🔱 **Dwarf Warriors**

Appearance: these are dwur warriors of the Citadel of Sarakast armored in well maintained heavy armor and armed with warhammers and heavy crossbows. While lacking the uniform appearance of elite guards they give the impression of steady confidence.

Character: these are solid dwur warriors doing a job for the survival of their citadel. They obey the orders of Helrim since he has been put in command of them and Thorauk accepts it. In the absence of Helrim all the dwur will follow his command. Their attitude to the thegn is mixed, while he is their lawful ruler he went into exile rather than refute the prophet's charges against him. When he acts like a thegn they will treat him as one.

They have no ill feelings against the miners but the ongoing war against the Flan has inflamed their dislike of Flan and all things draconic.

APL2 (EL4)

🔱 **Thorauk Son of Reothaenn:** male dwarf ranger 1; hp 10; Appendix 1.

🔱 **Helrim of Nerakern:** male dwarf cleric 1; hp 10; Appendix 1.

🔱 **Dwarf Warrior (4):** male dwarf warrior 1; hp 10 each; Appendix 1.

APL4 (EL6)

🔱 **Thorauk Son of Reothaenn:** male dwarf ranger 3; hp 23; Appendix 1.

🔱 **Helrim of Nerakern:** male dwarf cleric 3; hp 23; Appendix 1.

🔱 **Dwarf Warrior (3):** male dwarf fighter 1; hp 13 each; Appendix 1.

APL6 (EL8)

🔱 **Thorauk Son of Reothaenn:** male dwarf ranger 5; hp 36; Appendix 1.

🔱 **Growler, Animal Companion Wolf:** hp 13; monster manual 283.

🔱 **Helrim of Nerakern:** male dwarf cleric 5; hp 36; Appendix 1.

🔱 **Dwarf Warrior (3):** male dwarf fighter 2; hp 21 each; Appendix 1.

APL8 (EL10)

🔱 **Thorauk Son of Reothaenn:** male dwarf ranger 7; hp 49; Appendix 1.

🔱 **Growler, Animal Companion Black Bear:** hp 19; monster manual 269.

🔱 **Helrim of Nerakern:** male dwarf cleric 7; hp 49; Appendix 1.

🔱 **Dwarf Warrior (3):** male dwarf fighter 4; hp 38 each; Appendix 1.

APL10 (EL12)

🔱 **Thorauk Son of Reothaenn:** male dwarf ranger 9; hp 71; Appendix 1.

🔱 **Growler, Animal Companion Dire Boar:** hp 52; monster manual 63.

🔱 **Helrim of Nerakern:** male dwarf cleric 9; hp 80; Appendix 1.

🔱 **Dwarf Warrior (3):** male dwarf fighter 6; hp 55 each; Appendix 1.

Tactics: The dwur cleric initially casts his highest level buff spell, and then starts summoning monsters, buffing or casting offensive spells. The warriors use their crossbows until attacked in close combat. If the combat is going against them, then the dwur withdraw to the lair bolting the doors, sniping with crossbows while the cleric alternates healing and summoning monsters outside. If the PCs are not watching both doors the dwur sortie from an unwatched door to attack them from behind.

If Helrim is killed or reduced to unconsciousness Thorauk immediately takes full command and calls for combat to stop and requests another parley.

Treasure:

APL 2: Loot: 217 gp; Magic: *potion of cure light wounds* (4 gp), *wand of summon monster III* (5 charges) (94 gp); Total 315 gp.

APL 4: Loot: 440 gp; Magic: *potion of cure light wounds* ×4 (4 gp each), *potion of shield of faith* (4 gp), *wand of summon monster III* (5 charges) (94 gp); Total 554 gp.

APL 6: Loot: 532 gp; Magic: +1 *buckler* (97 gp), +1 *mithral chain shirt* (175 gp), *potion of cure light wounds* ×4 (4 gp each), *potion of shield of faith* (4 gp), *wand of summon monster III* (5 charges) (94 gp); Total 918 gp.

APL 8: Loot: 711 gp; Magic: +1 battle plate (291 gp), +1 buckler (97 gp), +1 mithral chain shirt (175 gp), +1 dwarven waraxe (194 gp), periapt of wisdom +2 (333 gp), potion of cure light wounds ×4 (4gp each), potion of shield of faith ×4 (4gp each), wand of summon monster III (10 charges) (188gp); Total 2021 gp.

APL 10: Loot: 972 gp; Magic: +1 battle plate (291 gp), +1 buckler (97 gp), +2 mithral chain shirt (425gp), +1 dwarven waraxe (194 gp), +1 undead bane warhammer (692 gp), periapt of wisdom +2 (333 gp), belt of priestly might (500 gp), potion of cure light wounds ×4 (4 gp each), potion of shield of faith ×4 (4 gp each), wand of summon monster III (10 charges) (188 gp); Total 3796 gp.

Detect Magic Results: +1 battle plate (Faint Abjuration), +1 dwarven waraxe (Faint Evocation), +1 undead bane warhammer (Moderate Conjunction), +1 mithral chain shirt (Faint Abjuration), +1 buckler (Faint Abjuration), +2 mithral chain shirt (Faint Abjuration), belt of priestly might (Moderate Transmutation), periapt of wisdom +2 (moderate Transmutation), potion of cure light wounds (Faint Conjunction), potion of shield of faith (Faint Abjuration), wand of summon monster III (Faint Conjunction).

Developments: If the PCs kill all the dwur and inform the miners, then this act gains them the disfavor of the dwur of the Three Citadels.

If the PCs defeat the dwur, without killing all of them, then they may attempt to convince the dwur to leave the miners alone and drive the creature of the Zael Duranak elsewhere as above, but with a +5 modifier or they may attempt to intimidate them to leave with the same modifiers.

Once combat and diplomacy have been resolved Thorauk approaches the PCs — openly if Helrim has been killed or is unconscious, or secretly if he is still alive. He asks them to take the stone tablet to the Thegn. He explains:

Sarakast is bleeding from Vagem Morathunn's war and many remember their thegn and the times of peace. Tell Dorinuur son of Korinuur that his people have not forgotten him and seek his deliverance.

If Thorauk has taken command of the dwur after the combat the PCs find them slightly more open and talkative and may make a Gather Information check (results below) to ascertain their motives. PCs with the favor of Dorrinuur may apply a +5 to this check:

- DC 15: Much is happening for the dwarves but it is none of your affair.
- DC 20: The actions of the Thegn have been shown to be right. Morathunn's war costs too much. Dorinuur son of Korinuur truly is Thegn of Sarakast.
- DC 25: I will renew my oath to the Thegn for I am a Thegn's Man now and will walk with him when he returns to the Citadel.

- DC 30: Many enemies will seek the life of the Thegn for our enemies know a renewed Thegn means a renewed dwur.
- DC 35: The Thegn will gather dwur here and march on the Gates of Citadel. They will open to him or they will fall before him.

CONCLUSION

The conclusion follows on from Encounter 6 or can occur earlier if the PC decide not to explore further, as the PCs meet with the miners and with Milos Feralen. Read aloud or paraphrase the following:

Returning from the mines and the Zael Duranak to the surface a final time you find a group of miners waiting with expectant faces, Arto Stronghammer at the front. "Well tell us what happened?" asks Arto.

Allow the PCs to report to the miners what has happened with the mines and with the Flan.

If the PCs have defeated the Flan and dwur, and the dwur were persuaded to leave the mine alone, without any of the dwur being killed then they gain the favor of the Jelald Miners.

Read aloud or paraphrase:

Your journey back to Sornhill has the same air of expectancy as on your journey to the mines, however nothing troubles you in the headlands and soon you are back in the relative safety of the lowlands of Onnwal. Reporting back to Milos Feralen, in his usual booth, he asks you "well what happened? Have you sorted out the problems at the mines?"

If the PCs have defeated the dwur in the mines then they gain the favor of House Feralen. If they have also defeated the Flan then they gain the favor of the temple of Zilchus.

CAMPAIGN CONSEQUENCES

This adventure has campaign consequences and may direct future events in the course of the campaign. Please send the following questions and their answers to tismith@ntlworld.com, copied to steve@sueandsteve.name. General comments about the module are also welcomed at this address.

1. Were the Flan tribesmen defeated?
2. Were the Flan tribesmen slain?
3. Were the dwur warriors defeated?
4. Were the dwur warriors slain?
5. Was Helrim slain?
6. Was Thorauk slain?
7. Did the PCs carry the message to the Thegn?

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.

1: A war torn land

Identify the caravan from the mine and getting some idea on what happened

APL2	15 XP
APL4	25 XP
APL6	35 XP
APL8	45 XP
APL10	55 XP

2: A dwur is a dwur

Defeat the Flan warriors

APL2	60 XP
APL4	60 XP
APL6	60 XP
APL8	60 XP
APL10	60 XP

Successfully negotiate with the Flan to leave the miners alone. In this case they also gain the experience for defeating the Flan warriors.

APL2	20 XP
APL4	30 XP
APL6	40 XP
APL8	50 XP
APL10	60 XP

4: Into the mines

Defeating or bypassing the creatures in the mines

APL2	90 XP
APL4	150 XP
APL6	210 XP
APL8	270 XP
APL10	330 XP

5: The bottom of the problem

Defeat the grimlocks or the elementals

APL2	90 XP
APL4	150 XP
APL6	210 XP
APL8	270 XP
APL10	330 XP

6: The Threat behind the Problem

Defeat the dwur patrol.

APL2	120 XP
APL4	180 XP
APL6	240 XP
APL8	300 XP
APL10	360 XP

Successfully negotiate with the dwur to leave the miners alone. In this case they also gain the experience for defeating the dwur warriors.

APL2	30 XP
APL4	45 XP
APL6	55 XP
APL8	65 XP
APL10	80 XP

Discretionary roleplaying award

APL2	25 XP
APL4	35 XP
APL6	50 XP
APL8	65 XP
APL10	75 XP

Total Possible Experience

APL2	450 XP
APL4	675 XP
APL6	900 XP
APL8	1,125 XP
APL10	1,350 XP

TREASURE SUMMARY

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

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

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

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

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

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

Introduction

APL 2: Coin 100 gp; Total 100 gp.
APL 4: Coin 100 gp; Total 100 gp.
APL 6: Coin 100 gp; Total 100 gp.
APL 8: Coin 100 gp; Total 100 gp.
APL 10: Coin 100 gp; Total 100 gp.

Encounter 1: A war torn land

APL 2: Loot: 52 gp; Total 52 gp.
APL 4: Loot: 52 gp; Total 52 gp.
APL 6: Loot: 52 gp; Total 52 gp.
APL 8: Loot: 52 gp; Total 52 gp.
APL 10: Loot: 52 gp; Total 52 gp.

Encounter 2: A dwur is a dwur

APL 2: Loot: 35 gp; Total 35 gp.
APL 4: Loot: 35 gp; Total 35 gp.
APL 6: Loot: 35 gp; Total 35 gp.
APL 8: Loot: 35 gp; Total 35 gp.
APL 10: Loot: 35 gp; Total 35 gp.

Encounter 3: A new face is a welcome face

APL 2: Coin 25 gp; Total 25 gp.
APL 4: Coin 50 gp; Total 50 gp.
APL 6: Coin 75 gp; Total 75 gp.
APL 8: Coin 100 gp; Total 100 gp.
APL 10: Coin 125 gp; Total 125 gp.

Encounter 4: Into the mines

APL 2: Loot: 13 gp; Total 13 gp.
APL 4: Loot: 13 gp; Total 13 gp.
APL 6: Loot: 13 gp; Total 13 gp.
APL 8: Loot: 13 gp; Total 13 gp.
APL 10: Loot: 13 gp; Total 13 gp.

Encounter 5A: Grimlocks At The Bottom

APL 2: Loot: 3 gp; Total 3 gp.
APL 4: Loot: 57 gp; Magic: *potion of cure light wounds* ×2 (4 gp each); Total 65 gp.

APL 6: Loot: 112 gp; Coin: 5 gp; Magic: *bracers of armor* +1 (83 gp), *memento magica* (1st) (125 gp), *potion of cure light wounds* ×3 (4 gp each), *potion of mage armor* (4 gp), *potion of shield of faith* (4 gp); Total 345 gp.

APL 8: Loot: 112 gp; Coin: 5 gp; Magic: +1 *battleaxe* (193 gp), +1 *breastplate* (113 gp), *bracers of armor* +1 (83 gp), +1 *ring of protection* (167gp), *memento magica* (1st) (125 gp), *potion of cure light wounds* ×2 (4 gp each), *potion of moderate wounds* (25 gp), *potion of mage armor* (4gp), *potion of shield of faith* ×2 (4 gp each); Total 843 gp.

APL 10: Loot: 53 gp; Coin: 5 gp; Magic: +1 *battleaxe* (193gp), +1 *breastplate* ×2 (113 gp each), +2 *breastplate* (363

gp), *bracers of armor* +1 (83 gp), *cloak of charisma* +2 (333 gp), +1 *ring of protection* (167 gp), *memento magica* (1st) (125 gp), *potion of cure moderate wounds* ×3 (25 gp each), *potion of mage armor* (4 gp), *potion of shield of faith* ×3 (4 gp each); Total 1639 gp.

Encounter 5B: Elemental Time At The Bottom

Treasure:

APL 2: None.

APL 4: None.

APL 6: Magic: *memento magica* (1st) (125 gp). Total: 125 gp.

APL 8: Magic: *memento magica* (1st) (125 gp). Total: 125 gp.

APL 10: Magic: *memento magica* (1st) (125 gp). Total: 125 gp.

Encounter 6: The Threat behind the Problem

APL 2: Loot: 217 gp; Magic: *potion of cure light wounds* (4 gp), *wand of summon monster III* (5 charges) (94 gp); Total 315 gp

APL 4: Loot: 440 gp; Magic: *potion of cure light wounds* ×4 (4 gp each), *potion of shield of faith* (4 gp), *wand of summon monster III* (5 charges) (94 gp); Total 554 gp

APL 6: Loot: 532 gp; Magic: +1 *buckler* (97 gp), +1 *mithral chain shirt* (175 gp), *potion of cure light wounds* ×4 (4 gp each), *potion of shield of faith* (4 gp), *wand of summon monster III* (5 charges) (94 gp); Total 918 gp

APL 8: Loot: 711 gp; Magic: +1 *battle plate* (291 gp)+1 *buckler* (97 gp), +1 *mithral chain shirt* (175 gp), +1 *dwarven waraxe* (194 gp), *periapt of wisdom* +2 (333 gp), *potion of cure light wounds* ×4 (4gp each), *potion of shield of faith* ×4 (4gp each), *wand of summon monster III* (10 charges) (188 gp); Total 2021 gp

APL 10: Loot: 972 gp; Magic: +1 *battle plate* (291 gp), +1 *buckler* (97 gp), +2 *mithral chain shirt* (425 gp), +1 *dwarven waraxe* (194 gp), +1 *undead bane warhammer* (692 gp), *periapt of wisdom* +2 (333 gp), *belt of priestly might* (500 gp), *potion of cure light wounds* ×4 (4gp each), *potion of shield of faith* ×4 (4gp each), *wand of summon monster III* (10 charges) (188 gp); Total 3796 gp

Treasure Cap

APL 2: 450 gp

APL 4: 650 gp

APL 6: 900 gp

APL 8: 1,300 gp

APL10: 2,300 gp

Total Possible Treasure

APL 2: Loot: 320 gp; Coin: 125 gp; Magic: 98 gp; Total 543 gp.

APL 4: Loot: 597 gp; Coin: 150 gp; Magic: 122 gp; Total 869 gp

APL 6: Loot: 744 gp; Coin: 180 gp; Magic: 614 gp; Total 1538 gp

APL 8: Loot: 923 gp; Coin: 205 gp; Magic: 2,036 gp; Total 3164 gp

APL10: Loot: 1125 gp; Coin: 230 gp; Magic: 4,405 gp;
Total 5760 gp

ADVENTURE RECORD ITEMS

Disfavor of the dwur of the Three Citadels: For slaying dwur warriors, you have the disfavor of the three citadels. If you are a member of any of the Onnwal dwur metaorgs you are expelled with no recovery of TU. Also, you now have Disliked RIP status with the Three Citadels.

Disfavor of the Ventonii: For slaying Flan warriors, you have the disfavor of the Ventonii. If you are a member of the Ao'n Iornadh metaorg you are expelled with no recovery of TU. Also, you now have Disliked RIP status with the Ventonii and the Flan of the Headlands.

Favor of the Thegn: for resolving the miner's problems with minimum bloodshed and carrying the message, Thegn Dorrinuur grants access to the limited prestige class "Stoneblessed (dwarf) (Races of Stone)" for a cost of 4 TU.

Favor of House Feralen: For resolving a problem at their mine you gain 1 RIP with House Feralen and they arrange access to one of the following upgrades (at full normal costs for the item). For every 3 RIP with House Feralen, spent immediately, you gain an additional choice.

One time access to a single mithral or adamantite weapon, shield or a suit of armor.

One time access to one of the following enhancements: *light fortification*; *arrow deflection*; *keen*; or *ghost touch* (DMG) or *agility*, *blueshine*, *ghost ward*, *everbright*, *ghost strike* (*Magic Item Compendium*).

Milos Feralen will negotiate on your behalf to grant a once off 20% reduction in the cost of a regional, or metaregional access (whether from the items found section or through a favor) for an armor, shield or weapon upgrade or purchase. This may only be chosen once and it does not stack with other favors that offer a reduction in price.

Favor of the Church of Zilchus: House Feralen has arranged for one of the following (choose one immediately and cross off the others). Members of either of the Onnwal Metaorgs "Fellowship of the Coin" or "Established Church of Zilchus" may choose a second category and need only cross off one.

Access to the following divine spells: *close wounds*; *align weapon*, *mass*; and *positive energy aura* (all *Spell Compendium*).

Access to the following arcane spells: *ectoplasmic feedback*; *disrupt undead*, *greater*; and *wall of law* (all *Spell Compendium*; wizards must still pay the normal cost to scribe these spells).

Access to any one of the following feats: Block Arrow, Ready Shot or Shield Wall (*Heroes of Battle*);

Versatile Spellcaster or Spell Rehearsal (*Races of The Dragon*).

ITEM ACCESS

APL 2:

- *Wand of summon monster III* (5 charges) (Adventure; DMG; 1,125 gp)
- Ghostblight capsule (Regional; CV)

APL 4 (all of APL 2 plus the following):

- Mithral chain shirt (Adventure; DMG)

APL 6 (all of APLs 2-4 plus the following):

- *Memento magica* (1st) (Adventure; *Races of the Dragon*)

APL 8 (all of APLs 2-6 plus the following):

- *Wand of summon monster III* (10 charges) (Adventure; DMG; 2,250gp)

APL 10 (all of APLs 2-8 plus the following):

- +1 *undead bane warhammer* (Adventure; DMG)
- *Belt of priestly might* (Moradin LG) (Adventure; *Magic item Compendium*)

DM Note: apart from the memento magica the remainder of these items comes from the Dwur. If the dwur and in particular Helrim are not fought and defeated then these are not available. However if Helrim is defeated any surviving dwur will consider it the victor's right to the spoils and will not object to the PCs taking them.

APPENDIX 1: APL 2

2: A DWUR IS A DWUR

FLAN WARRIOR

CR ½

Male human (Flan) warrior 1
N Medium humanoid (human)
Init +1; **Senses** Listen +0, Spot +0
Languages Flan

AC 14, touch 11, flat-footed 13
(+1 Dex, +2 armor, +1 shield)

hp 8 (1 HD)

Fort +2, **Ref** +1, **Will** -1

Speed 30 ft (6 squares)

Melee shortspear +2 (1d6+1) or

Melee dagger +2 (1d4+1/19-20) or

Ranged longbow +2 (1d8/x3)

Base Atk +1; **Grp** +2

Atk Options Point Blank Shot

Combat Gear

Abilities Str 12, Dex 13, Con 11, Int 10, Wis 9, Cha 8

Feats Point Blank Shot, Track

Skills Climb +4, Hide +1, Listen +0, Move Silently +1, Spot +0.

Possessions combat gear plus shortspear, dagger, 20 arrows, longbow, buckler, leather armor

6: THE THREAT BEHIND THE PROBLEM

THORAUK SON OF REOTHAENN CR 1

Male dwur ranger 1
LG Medium-Size Humanoid (Dwarf)
Init +2; **Senses** Darkvision 60 ft; Listen +4, Spot +4
Languages Common, dwur

AC 17, touch 12, flat-footed 15; +4 dodge against giant type opponents
(+2 Dex, +4 armor, +1 shield)

hp 10 (1 HD)

Fort +4 (+6 against poison), **Ref** +4, **Will** +1 (+3 against spells and spell-like effects)

Speed 20 ft. in mwk chain shirt (4 squares), base movement 20 ft.

Melee dwarven waraxe +3 (1d10+2/x3); or

Melee short sword +3 (1d6+2/19-20x2); or

Ranged heavy crossbow +3 (1d10/19-20x2);

Base Atk +1; **Grp** +3

Atk Options +1 on attack rolls against orcs and goblinoids, favored enemy humanoid (human) +2

Combat Gear potion of *cure light wounds*, ghostblight capsule*.

*New item see appendix 2

Abilities Str 15, Dex 14, Con 15, Int 10, Wis 12, Cha 6

SQ Stability, Stonecunning, Wild Empathy

Feats Improved Buckler Defense*, Track,

*New feat see appendix 2

Skills Handle Animal +0, Hide +3, Knowledge (Dungeoneering) +2, Listen +4, Move Silently +3, Ride +4, Search +2, Spot +4, Survival +5,

Possessions combat gear plus dwarven waraxe, short sword, heavy crossbow, 20 bolts, mwk chain shirt, buckler

HELRIM OF NERAKERN

CR 1

Male dwur Cleric 1
LG Medium-Size Humanoid (Dwarf)
Init +0; **Senses** Darkvision 60 ft; Listen +2, Spot +2
Languages Common dwur

AC 18, touch 10, flat-footed 18; +4 dodge against giant type opponents
(+0 Dex, +6 armor, +2 shield)

hp 10 (1 HD)

Fort +4 (+6 against poison), **Ref** +0, **Will** +4; +2 against spells and spell-like effects

Speed 20 ft. in splint mail (4 squares), base movement 20 ft.

Melee warhammer +3 (1d8+2/x3) or

Melee dagger +2 (1d4+2/19-20x2) or

Ranged Heavy crossbow +0 (1d10/19-20x2)

Base Atk +0; **Grp** +2

Atk Options +1 on attack rolls against orcs and goblinoids

Special Actions Rebuke Fire Elementals, Turn Undead, Turn Water Elementals

Combat Gear *wand of summon monster III* (5 charges)

Cleric Spells Prepared (CL 1st):

1st—*bless*, *lesser vigour*, *magic weapon* **D**

0—*detect magic*, *detect poison*, *read magic*

D: Domain spell. Deity: Moradin. Domains: Fire, War
‡ Already cast

Abilities Str 14, Dex 10, Con 15, Int 8, Wis 15, Cha 10

SQ Stability, Stonecunning

Feats Augment Healing*, Weapon Focus (warhammer)

*New feat see appendix 2

Skills Heal +6

Possessions combat gear plus dagger, heavy crossbow, 20 bolts, warhammer, splint mail, large steel shield, spell component pouch, wooden holy symbol

DWARF WARRIOR

CR ½

Male dwur warrior 1
LG Medium-Size Humanoid (Dwarf)
Init +0; **Senses** Darkvision 60 ft; Listen -1, Spot -1
Languages Common, dwur

AC 17, touch 10, flat-footed 17+4 dodge against giant type opponents
(+0 Dex, +5 armor, +2 shield)

hp 10 (1 HD)

Fort +4 (+6 against poison), **Ref** +0, **Will** -1; +2 against spells and spell-like effects

Speed 20 ft. in chainmail (4 squares), base movement 20 ft.

Melee warhammer +2 (1d8+1/x3) or

Melee dagger +2 (1d4+1/19-20x2) or
Ranged Heavy crossbow +1 (1d10/19-20x2)
Base Atk +1; **Grp** +2
Atk Options +1 on attack rolls against orcs and
goblinoids, Power Attack

Special Actions

Combat Gear , ghostblight capsule *.

*New item see appendix 2

Abilities Str 13, Dex 11, Con 14, Int 10, Wis 8, Cha 7

SQ Stability, Stonecunning

Feats Power attack

Skills Climb -3, Jump -3, Profession (miner) +1

Possessions combat gear plus dagger, heavy
crossbow, 20 bolts, warhammer, chainmail, large
steel shield

2: A DWUR IS A DWUR

FLAN WARRIOR

CR ½

Male human (Flan) warrior 1
N Medium humanoid (human)
Init +1; **Senses** Listen +0, Spot +0

Languages Flan

AC 14, touch 11, flat-footed 13
(+1 Dex, +2 armor, +1 shield)

hp 8 (1 HD)

Fort +2, **Ref** +1, **Will** -1

Speed 30 ft (6 squares)

Melee shortspear +2 (1d6+1) or

Melee dagger +2 (1d4+1/19-20) or

Ranged longbow +2 (1d8/x3)

Base Atk +1; **Grp** +2

Atk Options Point Blank Shot

Combat Gear

Abilities Str 12, Dex 13, Con 11, Int 10, Wis 9, Cha 8

Feats Point Blank Shot, Track

Skills Climb +4, Hide +1, Listen +0, Move Silently +1, Spot +0.

Possessions combat gear shortspear, dagger, 20 arrows, longbow plus buckler, leather armor

Grimlocks are susceptible to sound- and scent-based attacks, however, and are affected normally by loud noises and sonic spells (such as ghost sound or silence) and overpowering odours (such as stinking cloud or incense-heavy air). Negating a grimlock's sense of smell or hearing reduces this ability to normal Blind-Fight (as the feat). If both these senses are negated, a grimlock is effectively blinded.

Immunities: Grimlocks are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Skills: *A grimlock's dull grey skin helps it hide in its native terrain, conferring a +10 racial bonus on Hide checks when in mountains or underground.

When not raging the Grimlock Barbarian has the following changed statistics

AC 20, touch 13, flat-footed 17

hp 22 (3 HD)

Fort +4, **Ref** +6, **Will** +3

Melee mwk battleaxe +8 (1d8+6/x3) or

Ranged Javelin +6 (1d6+4)

Grp +7

Skills Climb +3

5: THE BOTTOM OF THE PROBLEM

GRIMLOCK BARBARIAN

CR 2

Male grimlock barbarian 1
NE Medium monstrous humanoid
Init +3; **Senses** Blindsight 40ft, Scent; Listen +5, Spot +5

Languages Common, Grimlock

AC 18, touch 11, flat-footed 15
(+3 Dex, +3 armor, +4 natural, -2 rage)

hp 28 (3 HD)

Immune gaze attacks, visual effects, illusions and other attack forms that rely on sight

Fort +6, **Ref** +6, **Will** +5

Weakness sound and scent based attacks reduce blindsight to blindfight

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

Melee mwk battleaxe +10 (1d8+9/x3) or

Ranged Javelin +6 (1d6+6)

Base Atk +3; **Grp** +9

Atk Options Power Attack, rage 1/day (8 rounds)

Combat Gear potion of *cure light wounds*

Abilities Str 23, Dex 16, Con 19, Int 10, Wis 10, Cha 4

Feats Alertness, Power Attack, Track,

Skills Climb +5, Hide +12, Listen +5, Spot +5, Survival +4

Possessions combat gear plus mwk battleaxe, 4 javelins, hide armor,

Blindsight (Ex): Grimlocks can sense all foes within 40 feet as a sighted creature would. Beyond that range, they treat all targets as having total concealment.

6: THE THREAT BEHIND THE PROBLEM

THORAUK SON OF REOTHAENN

CR 3

Male dwur ranger 3
LG Medium-Size Humanoid (Dwarf)
Init +2; **Senses** Darkvision 60 ft; Listen +6, Spot +5
Languages Common, dwur

AC 17, touch 12, flat-footed 15 +4 dodge against giant type opponents
(+2 Dex, +4 armor, +1 shield)

hp 23 (3 HD)

Fort +5 (+7 against poison), **Ref** +5, **Will** +2; +2 against spells and spell-like effects

Speed 20 ft. in chain shirt (4 squares), base movement 20 ft.

Melee mwk dwarven waraxe +6 (1d10+2/x3); or

Melee short sword +5 (1d6+2/19-20x2); or

Melee mwk dwarven waraxe +4 (1d10+2/x3); and

Melee short sword +2 (1d6+1/19-20x2); or

Ranged mwk heavy crossbow +6 (1d10/19-20x2);

Base Atk +3; **Grp** +5

Atk Options +1 on attack rolls against orcs and goblinoids, favored enemy +2 humanoid (human), two-weapon fighting axe and short sword

Special Actions wild empathy

Combat Gear potion of *cure light wounds*, potion of *shield of faith*, ghostblight capsule*.

*New item see appendix 2

Abilities Str 15, Dex 14, Con 15, Int 10, Wis 12, Cha 6

SA +1 on attack rolls against orcs and goblinoids

SQ Stability, Stonecunning, Wild Empathy

Feats Endurance , Improved Buckler Defense*, Track, Two Weapon Fighting, Weapon Focus (dwarven waraxe)

*New feat see appendix 2

Skills Handle Animal +1, Hide +6, Knowledge (Dungeoneering) +3, Listen +6, Move Silently +6, Ride +5, Search +5, Spot +5, Survival +6,

Possessions combat gear plus mwk dwarven waraxe, short sword, mwk heavy crossbow, 20 bolts, mithral chain shirt, mwk buckler

HELKIM OF NERAKERN

CR 3

Male dwur Cleric 3

LG Medium-Size Humanoid (Dwarf)

Init +0; **Senses** Darkvision 60 ft Listen +2, Spot +2

Languages Common, dwur

AC 20, touch 10, flat-footed 20 +4 dodge against giant type opponents

(+0 Dex, +8 armor, +2 shield)

hp 23 (3 HD)

Fort +5 (+7 against poison), **Ref** +1, **Will** +5; +2 against spells and spell-like effects

Speed 20 ft. in full plate (4 squares), base movement 20 ft.

Melee Mwk warhammer +6 (1d8+2/x3) or

Melee dagger +4 (1d4+2/19-20x2) or

Ranged Heavy crossbow +2 (1d10/19-20x2)

Base Atk +2; **Grp** +4

Atk Options +1 on attack rolls against orcs and goblinoids

Special Actions Rebuke Fire Elementals, Turn Undead, Turn Water Elementals

Combat Gear wand of *summon monster III* (5 charges)

Cleric Spells Prepared (CL 3rd):

2nd—*resist energy*, *silence* (DC14), *spiritual weapon* **D**

1st—*bless*, *burning hands* **D**, *magic weapon*, *vigor lesser*

0—*detect magic*, *detect poison*, *light read magic*

D: Domain spell. Deity: Moradin. Domains: Fire, War

Abilities Str 14, Dex 10, Con 15, Int 8, Wis 15, Cha 10

SA +1 on attack rolls against orcs and goblinoids

SQ Stability, Stonecunning

Feats Augment Healing*, Dwarven Armor Proficiency*, Weapon Focus (warhammer)

*New feat see appendix 2

Skills Concentration +3, Heal +6, Knowledge (religion) +0

Possessions combat gear plus dagger, heavy crossbow, 20 bolts, mwk warhammer, full plate, large steel shield, spell component pouch, wooden holy symbol, silver holy symbol

DWARF WARRIOR

CR 1

Male dwur fighter 1

LG Medium-Size Humanoid (Dwarf)

Init +0; **Senses** Darkvision 60 ft Listen +1, Spot +1

Languages Common dwur

AC 19, touch 11, flat-footed 18+4 dodge against giant type opponents

(+1 Dex, +6 armor, +2 shield)

hp 13 (1 HD)

Fort +5 (+7 against poison), **Ref** +1, **Will** +1; +2 against spells and spell-like effects

Speed 20 ft. in banded mail (4 squares), base movement 20 ft.

Melee warhammer +4 (1d8+2/x3) or

Melee dagger +3 (1d4+2/19-20x2) or

Ranged Heavy crossbow +2 (1d10/19-20x2)

Base Atk +1; **Grp** +3

Atk Options +1 on attack rolls against orcs and goblinoids, Power Attack

Special Actions

Combat Gear potion of *cure light wounds*, ghostblight capsule*

*New item see appendix 2

Abilities Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6

SA +1 on attack rolls against orcs and goblinoids

SQ Stability, Stonecunning

Feats Power attack Weapon Focus (warhammer)

Skills Climb -4, Jump -4, Profession (miner) +3

Possessions combat gear plus dagger, heavy crossbow, 20 bolts, warhammer, banded mail, large steel shield

2: A DWUR IS A DWUR

FLAN WARRIOR

CR ½

Male human (Flan) warrior 1
 N Medium humanoid (human)
Init +1; **Senses** Listen +0, Spot +0
Languages Flan

AC 14, touch 11, flat-footed 13
 (+1 Dex, +2 armor, +1 shield)
hp 8 (1 HD)
Fort +2, **Ref** +1, **Will** -1

Speed 30 ft (6 squares)
Melee shortspear +2 (1d6+1) or
Melee dagger +2 (1d4+1/19-20) or
Ranged longbow +2 (1d8/x3)
Base Atk +1; **Grp** +2
Atk Options Point Blank Shot
Combat Gear

Abilities Str 12, Dex 13, Con 11, Int 10, Wis 9, Cha 8
Feats Point Blank Shot, Track
Skills Climb +4, Hide +1, Listen +0, Move Silently +1, Spot +0.
Possessions combat gear plus shortspear, dagger, 20 arrows, longbow, buckler, leather armor

5: THE BOTTOM OF THE PROBLEM

GRIMLOCK BARBARIAN

CR 2

Male grimlock barbarian 1
 NE Medium monstrous humanoid
Init +3; **Senses** Blindsight 40ft, Scent, Listen +5, Spot +5
Languages Common, Grimlock

AC 18, touch 11, flat-footed 15
 (+3 Dex, +3 armor, +4 natural, -2 rage)
hp 28 (3 HD)
Immune gaze attacks, visual effects, illusions and other attack forms that rely on sight
Fort +6, **Ref** +6, **Will** +5
Weakness sound and scent based attacks reduce blindsight to blindfight

Speed 30 ft. in medium armor(6 squares), base movement 40 ft
Melee mwk battleaxe +10 (1d8+9/x3) or
Ranged Javelin +6 (1d6+6)
Base Atk +3; **Grp** +9
Atk Options Power Attack, rage 1/day (8 rounds)
Combat Gear potion of *cure light wounds*

Abilities Str 23, Dex 16, Con 19, Int 10, Wis 10, Cha 4
SQ
Feats Alertness, Power Attack, Track,
Skills Climb +5, Hide +12, Listen +5, Spot +5, Survival +4
Possessions combat gear plus mwk battleaxe, 4 javelins, hide armor,
Blindsight (Ex): Grimlocks can sense all foes within 40 feet as a sighted creature would. Beyond that

range, they treat all targets as having total concealment.

Grimlocks are susceptible to sound- and scent-based attacks, however, and are affected normally by loud noises and sonic spells (such as ghost sound or silence) and overpowering odours (such as stinking cloud or incense-heavy air). Negating a grimlock's sense of smell or hearing reduces this ability to normal Blind-Fight (as the feat). If both these senses are negated, a grimlock is effectively blinded.

Immunities: Grimlocks are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Skills: *A grimlock's dull grey skin helps it hide in its native terrain, conferring a +10 racial bonus on Hide checks when in mountains or underground.

When Not Raging the Grimlock Barbarian has the following changed statistics

AC 20, touch 13, flat-footed 17
hp 22 (3 HD)
Fort +4, **Ref** +6, **Will** +3
Melee mwk battleaxe +8 (1d8+6/x3) or
Ranged Javelin +6 (1d6+4)
Grp +7
 Skills Climb +3,

GRIMLOCK SORCERER

CR 4

Male grimlock sorcerer 4
 NE Medium monstrous humanoid
Init +3; **Senses** Blindsight 40ft, Scent, Listen +3, Spot +3
Languages Common, Grimlock

AC 23, touch 13, flat-footed 20
 (+3 Dex, +1 armor, +4 shield, +5 natural)
hp 32 (6 HD)
Immune gaze attacks, visual effects, illusions and other attack forms that rely on sight
Fort +3, **Ref** +7, **Will** +5
Weakness sound and scent based attacks reduce blindsight to blindfight

Speed 30 ft. (6 squares), base movement 30ft.;
Melee battleaxe +7 (1d8+3/x3) or
Ranged javelin +7 (1d6+3)
Base Atk +4; **Grp** +7
Combat Gear potion of *mage armor*, *Memento Magica* (1st)

Sorcerer Spells Known (CL 4th):
 2nd (3/day)—*gitterdust* (DC13),
 1st (7/day)—*enlarge person*, *hail of stone**,
shield †
 0 (6/day)—*acid splash*, *detect magic*, *detect poison*, *ray of frost*, *read magic*, *resistance*
 † Already cast

*new spell see appendix 2

Abilities Str 16, Dex 16, Con 15, Int 10, Wis 6, Cha 12

Feats Alertness, Eschew Materials, Improved Natural Armor, Track

Skills Climb +5, Concentration +6, Hide +15, Listen +3, Spot +3, Spellcraft +4

Possessions combat gear plus battleaxe, 4 javelins, *bracers of armor* +1, Toad familiar Jade worth 30 gp

Blindsight (Ex): Grimlocks can sense all foes within 40 feet as a sighted creature would. Beyond that range, they treat all targets as having total concealment.

Grimlocks are susceptible to sound- and scent-based attacks, however, and are affected normally by loud noises and sonic spells (such as ghost sound or silence) and overpowering odours (such as stinking cloud or incense-heavy air). Negating a grimlock's sense of smell or hearing reduces this ability to normal Blind-Fight (as the feat). If both these senses are negated, a grimlock is effectively blinded.

Immunities: Grimlocks are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Skills: *A grimlock's dull grey skin helps it hide in its native terrain, conferring a +10 racial bonus on Hide checks when in mountains or underground.

GRIMLOCK CHIEFTAIN CR 4

Male grimlock barbarian 3

NE Medium monstrous humanoid

Init +3; **Senses** Blindsight 40ft, Scent, Listen +7, Spot +6

Languages Common, Grimlock

AC 20, touch 11, flat-footed 15

(+3 Dex, +5 armor, +4 natural, -2 rage)

hp 49 (5 HD)

Immune gaze attacks, visual effects, illusions and other attack forms that rely on sight

Fort +7, **Ref** +7, **Will** +6

Weakness sound and scent based attacks reduce blindsight to blindfight

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

Melee mwk battleaxe +13 (1d8+10/x3) or

Ranged Javelin +8 (1d6+7)

Base Atk +5; **Grp** +12

Atk Options Power Attack, rage 1/day (8 rounds)

Combat Gear potion of *cure light wounds*, potion of *shield of faith*

Abilities Str 24, Dex 16, Con 19, Int 10, Wis 10, Cha 4

SQ Trap Sense+1, Uncanny Dodge

Feats Alertness, Power Attack, Track,

Skills Climb +7, Hide +12, Listen +7, Spot +6, Survival +6

Possessions combat gear plus mwk battleaxe, 4 javelins, mw breastplate armor,

Blindsight (Ex): Grimlocks can sense all foes within 40 feet as a sighted creature would. Beyond that

range, they treat all targets as having total concealment.

Grimlocks are susceptible to sound- and scent-based attacks, however, and are affected normally by loud noises and sonic spells (such as ghost sound or silence) and overpowering odours (such as stinking cloud or incense-heavy air). Negating a grimlock's sense of smell or hearing reduces this ability to normal Blind-Fight (as the feat). If both these senses are negated, a grimlock is effectively blinded.

Immunities: Grimlocks are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Skills: *A grimlock's dull grey skin helps it hide in its native terrain, conferring a +10 racial bonus on Hide checks when in mountains or underground.

When not raging the Grimlock Barbarian has the following changed statistics

AC 22, touch 13, flat-footed 19

hp 39 (3 HD)

Fort +5, **Ref** +7, **Will** +4

Melee mwk battleaxe +11 (1d8+7/x3) or

Ranged Javelin +8 (1d6+5)

Grp +10

Skills Climb +5

6: THE THREAT BEHIND THE PROBLEM

THORAUK SON OF REOTHAENN CR 5

Male dwur ranger 5

LG Medium-Size Humanoid (Dwarf)

Init +2; **Senses** Darkvision 60 ft Listen +8, Spot +7

Languages Common, dwur

AC 19, touch 12, flat-footed 15; +4 dodge against giant type opponents

(+2 Dex, +5 armor, +2 shield)

hp 36 (5 HD)

Fort +6 (+8 against poison), **Ref** +6, **Will** +2; +2 against spells and spell-like effects

Speed 20 ft. in chain shirt (4 squares), base movement 20 ft.

Melee mwk dwarven waraxe +10 (1d10+3/x3); or

Melee short sword +8 (1d6+3/19-20x2); or

Melee mwk dwarven waraxe +8 (1d10+3/x3); and

Melee short sword +5 (1d6+1/19-20x2); or

Ranged mwk heavy crossbow +8 (1d10/19-20x2);

Base Atk +5; **Grp** +8

Atk Options +1 on attack rolls against orcs and goblinoids, favored enemy humanoid (human) +2; favored enemy humanoid aberrations +4; two-weapon fighting axe and short sword

Special Actions wild empathy

Combat Gear potion of *cure light wounds* potion of *shield of faith*, ghostblight capsule*.

*New item see appendix 2

Ranger Spells Prepared (CL 2nd):

1st—*embrace the wild**

New spell see appendix 2

Abilities Str 16, Dex 14, Con 15, Int 10, Wis 12, Cha 6

SA +1 on attack rolls against orcs and goblinoids

SQ Animal Companion, Stability, Stonecunning, Wild Empathy

Feats Endurance, Improved Buckler Defense*, Track, Two Weapon Fighting, Weapon Focus (dwarven waraxe)

*New feat see appendix 2

Skills Handle Animal +2, Hide +7, Knowledge (Dungeoneering) +5, Listen +8, Move Silently +7, Ride +6, Search +5, Spot +7, Survival +10,

Possessions combat gear plus mwk dwarven waraxe, short sword, mwk heavy crossbow, 20 bolts, +1 *mithral chain shirt*, +1 *buckler*, gold insignia of Moradin

HELKIM OF NERAKERN CR 5

Male dwur cleric 5

LG Medium-Size Humanoid (Dwarf)

Init +0; **Senses** Darkvision 60 ft Listen +2, Spot +2

Languages Common, dwur

AC 22, touch 10, flat-footed 22; +4 dodge against giant type opponents (+0 Dex, +9 armor, +3 shield)

hp 36 (5 HD)

Fort +6 (+8 against poison), **Ref** +1, **Will** +7; +2 against spells and spell-like effects

Speed 20 ft. in battle plate (4 squares), base movement 20 ft.

Melee Mwk warhammer +7 (1d8+2/x3) or

Melee dagger +5 (1d4+2/19-20x2) or

Ranged Heavy crossbow +3 (1d10/19-20x2)

Base Atk +3; **Grp** +5

Atk Options +1 on attack rolls against orcs and goblinoids

Special Actions Rebuke fire elementals, turn Undead, turn water elementals

Combat Gear wand of *summon monster III* (5 charges)

Cleric Spells Prepared (CL 5th):

3rd—*insignia of healing*, *magic vestments D* †, *prayer*

2nd—*remove paralysis*, *resist energy*, *silence* (DC15),, *spiritual weapon D*

1st—*bless*, *burning hands*(DC14) **D**, *magic weapon*, *shield of faith*, *vigor lesser*

0—*detect magic*, *detect poison*, *guidance*, *light read magic*

D: Domain spell. Deity: Moradin. Domains: Fire, War
† Already cast

Abilities Str 14, Dex 10, Con 15, Int 8, Wis 16, Cha 10

SA +1 on attack rolls against orcs and goblinoids

SQ Stability, Stonecunning

Feats Augment Healing*, Dwarven Armor Proficiency*, Weapon Focus (warhammer)

*New feat see appendix 2

Skills Concentration +3, Heal +6, Knowledge (religion) +1, Spellcraft +0

Possessions combat gear plus dagger, heavy crossbow, 20 bolts, mwk warhammer, battle plate, large steel shield, spell component pouch, wooden holy symbol, silver holy symbol, gold insignia of Moradin

DWARF WARRIOR CR 2

Male dwur fighter 2

LG Medium-Size Humanoid (Dwarf)

Init +0; **Senses** Darkvision 60 ft Listen +1, Spot +1

Languages Common, dwur

AC 19, touch 11, flat-footed 18; +4 dodge against giant type opponents (+1 Dex, +6 armor, +2 shield)

hp 21 (2 HD)

Fort +6 (+8 against poison), **Ref** +1, **Will** +1; +2 against spells and spell-like effects

Speed 20 ft. in banded mail (4 squares), base movement 20 ft.

Melee mwk warhammer +6 (1d8+2/x3) or

Melee dagger +4 (1d4+2/19-20x2) or

Ranged heavy crossbow +3 (1d10/19-20x2)

Base Atk +2; **Grp** +4

Atk Options +1 on attack rolls against orcs and goblinoids, Power Attack

Special Actions

Combat Gear potion of *cure light wounds*, ghostblight capsule*.

*New item see appendix 2

Abilities Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6

SA +1 on attack rolls against orcs and goblinoids

SQ Stability, Stonecunning

Feats Combat Reflexes, Power attack Weapon Focus (warhammer)

Skills Climb -2, Jump -2, Profession (miner) +3

Possessions Combat gear plus dagger, heavy crossbow, 20 bolts, mwk warhammer, mwk banded mail, large steel shield, gold insignia of Moradin

2: A DWUR IS A DWUR

FLAN WARRIOR

CR ½

Male human (Flan) warrior 1
 N Medium humanoid (human)
Init +1; **Senses** Listen +0, Spot +0
Languages Flan

AC 14, touch 11, flat-footed 13
 (+1 Dex, +2 armor, +1 shield)

hp 8 (1 HD)
Fort +2, **Ref** +1, **Will** -1

Speed 30 ft (6 squares)
Melee shortspear +2 (1d6+1) or
Melee dagger +2 (1d4+1/19-20) or
Ranged longbow +2 (1d8/x3)
Base Atk +1; **Grp** +2
Atk Options Point Blank Shot
Combat Gear

Abilities Str 12, Dex 13, Con 11, Int 10, Wis 9, Cha 8
Feats Point Blank Shot, Track
Skills Climb +4, Hide +1, Listen +0, Move Silently +1, Spot +0.
Possessions combat gear plus shortspear, dagger, 20 arrows, longbow, buckler, leather armor

5: THE BOTTOM OF THE PROBLEM

GRIMLOCK BARBARIAN

CR 4

Male grimlock barbarian 3
 NE Medium monstrous humanoid
Init +3; **Senses** Blindsight 40ft, Scent, Listen +7, Spot +6

Languages Common, Grimlock

AC 20, touch 11, flat-footed 15
 (+3 Dex, +5 armor, +4 natural, -2 rage)

hp 49 (5 HD)
Immune gaze attacks, visual effects, illusions and other attack forms that rely on sight

Fort +7, **Ref** +7, **Will** +6
Weakness sound and scent based attacks reduce blindsight to blindfight

Speed 30 ft. in medium armor (6 squares), base movement 40 ft
Melee mwk battleaxe +13 (1d8+10/x3) or
Ranged Javelin +8 (1d6+7)
Base Atk +5; **Grp** +12
Atk Options Power Attack, rage 1/day (8 rounds)
Combat Gear potion of *cure light wounds*, potion of *shield of faith*

Abilities Str 24, Dex 16, Con 19, Int 10, Wis 10, Cha 4
SQ Trap Sense +1, uncanny dodge
Feats Alertness, Power Attack, Track,
Skills Climb +7, Hide +12, Listen +7, Spot +6, Survival +6

Possessions combat gear plus mwk battleaxe, 4 javelins, mw breastplate armor,
Blindsight (Ex): Grimlocks can sense all foes within 40 feet as a sighted creature would. Beyond that

range, they treat all targets as having total concealment.

Grimlocks are susceptible to sound- and scent-based attacks, however, and are affected normally by loud noises and sonic spells (such as ghost sound or silence) and overpowering odours (such as stinking cloud or incense-heavy air). Negating a grimlock's sense of smell or hearing reduces this ability to normal Blind-Fight (as the feat). If both these senses are negated, a grimlock is effectively blinded.

Immunities: Grimlocks are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Skills: *A grimlock's dull grey skin helps it hide in its native terrain, conferring a +10 racial bonus on Hide checks when in mountains or underground.

When not raging the grimlock barbarian has the following changed statistics

AC 22, touch 13, flat-footed 19
hp 39 (3 HD)
Fort +5, **Ref** +7, **Will** +4
Melee mwk battleaxe +11 (1d8+7/x3) or
Ranged Javelin +8 (1d6+5)
Grp +10
Skills Climb +5

GRIMLOCK SORCERER

CR 5

Male grimlock sorcerer 6
 NE Medium monstrous humanoid
Init +3; **Senses** Blindsight 40ft, Scent, Listen +3, Spot +3

Languages Common, Grimlock

AC 24, touch 14, flat-footed 21
 (+3 Dex, +1 armor, +4 shield, +1 deflection, +5 natural)

hp 40 (8 HD)
Immune gaze attacks, visual effects, illusions and other attack forms that rely on sight

Fort +4, **Ref** +8, **Will** +6
Weakness sound and scent based attacks reduce blindsight to blindfight

Speed 30 ft. (6 squares), base movement 30ft.
Melee battleaxe +8 (1d8+3/x3) or
Ranged javelin +8 (1d6+3)
Base Atk +5; **Grp** +8
Combat Gear potion of *mage armor*, *Memento Magica* (1st)

Sorcerer Spells Known (CL 6th):
 3rd (3/day)—*haste*
 2nd (5/day)—*darkness*, *gitterdust t*(DC13)
 1st (6/day)—*enlarge person*, *hail of Stone**, *magic missile*, *shield* †
 0 (6/day)—*acid splash*, *detect magic*, *detect poison*, *ghost sound*, *ray of frost*, *read magic*, *resistance*

† Already cast

*new spell see appendix 2

Abilities Str 16, Dex 16, Con 15, Int 10, Wis 6, Cha 13

SQ

Feats Alerness, Eschew Materials, Improved Natural Armor, Track

Skills Climb +5, Concentration +10, Hide +15, Listen +3, Spot +3, Spellcraft +8

Possessions combat gear plus battleaxe, 4 javelins, *bracers of armor +1*, *+1 ring of protection* Toad familiar Jade worth 30 gp

Blindsight (Ex): Grimlocks can sense all foes within 40 feet as a sighted creature would. Beyond that range, they treat all targets as having total concealment.

Grimlocks are susceptible to sound- and scent-based attacks, however, and are affected normally by loud noises and sonic spells (such as ghost sound or silence) and overpowering odours (such as stinking cloud or incense-heavy air). Negating a grimlock's sense of smell or hearing reduces this ability to normal Blind-Fight (as the feat). If both these senses are negated, a grimlock is effectively blinded.

Immunities: Grimlocks are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Skills: *A grimlock's dull grey skin helps it hide in its native terrain, conferring a +10 racial bonus on Hide checks when in mountains or underground.

GRIMLOCK CHIEFTAIN CR 5

Male grimlock barbarian 5
NE Medium monstrous humanoid

Init +3; **Senses** Blindsight 40ft, Scent, Listen +10, Spot +7

Languages Common, Grimlock

AC 21, touch 11, flat-footed 16
(+3 Dex, +6 armor, +4 natural, -2 rage)

hp 70 (7 HD)

Immune gaze attacks, visual effects, illusions and other attack forms that rely on sight

Fort +8, **Ref** +7, **Will** +6

Weakness sound and scent based attacks reduce blindsight to blindfight

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

Melee +1 *battleaxe* +16/+11 (1d8+11/x3) or

Ranged Javelin +10 (1d6+7)

Base Atk +7; **Grp** +14

Atk Options Power Attack, rage 2/day (8 rounds)

Combat Gear potion of *cure moderate wounds*,
potion of *shield of faith*

Abilities Str 24, Dex 16, Con 19, Int 10, Wis 10, Cha 4

SQ Improved Uncanny Dodge, TrapSense+1, Uncanny Dodge

Feats Alertness, Power Attack, Track, Weapon Focus (battleaxe)

Skills Climb +9, Hide +12, Listen +10, Spot +7, Survival +7

Possessions combat gear plus +1 *battleaxe*, 4 javelins, +1 *breastplate*,

Blindsight (Ex): Grimlocks can sense all foes within 40 feet as a sighted creature would. Beyond that range, they treat all targets as having total concealment.

Grimlocks are susceptible to sound- and scent-based attacks, however, and are affected normally by loud noises and sonic spells (such as ghost sound or silence) and overpowering odours (such as stinking cloud or incense-heavy air). Negating a grimlock's sense of smell or hearing reduces this ability to normal Blind-Fight (as the feat). If both these senses are negated, a grimlock is effectively blinded.

Immunities: Grimlocks are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Skills: *A grimlock's dull grey skin helps it hide in its native terrain, conferring a +10 racial bonus on Hide checks when in mountains or underground.

When Not Raging the Grimlock Barbarian has the following changed statistics

AC 23, touch 13, flat-footed 20

hp 56 (7 HD)

Fort +6, **Ref** +7, **Will** +4

Melee +1*battleaxe* +14/+9 (1d8+8/x3) or

Ranged Javelin +10 (1d6+5)

Grp +10

Skills Climb +7,

6: THE THREAT BEHIND THE PROBLEM

THORAUK SON OF REOTHAENN CR 7

Male dwarven ranger 7

LG Medium-Size Humanoid (Dwarf)

Init +2; **Senses** Darkvision 60 ft Listen +10, Spot +10

Languages Common, dwarven

AC 19, touch 12, flat-footed 15 +4 dodge against giant type opponents

(+2 Dex, +5 armor, +2 shield)

hp 49 (7 HD)

Fort +7 (+9 against poison), **Ref** +7, **Will** +3; +2 against spells and spell-like effects

Speed 20 ft. in chain shirt (4 squares), base movement 20 ft.

Melee +1 dwarven waraxe +12/+8 (1d10+4/x3); or

Melee mwk short sword +11/+6 (1d6+3/19-20x2); or

Melee +1 dwarven waraxe +10/+5 (1d10+4/x3); and

Melee mwk short sword +8/+3 (1d6+1/19-20x2); or

Ranged mwk heavy crossbow +10 (1d10/19-20x2);

Base Atk +7; **Grp** +10

Atk Options +1 on attack rolls against orcs and goblinoids, Favored enemy humanoid (human) +2 Favored enemy humanoid aberrations +4 Two weapon fighting axe and short sword, Improved Two Weapon Fighting

Special Actions wild empathy

Combat Gear potion of *cure light wounds* potion of *shield of faith*, ghostblight capsule*.

*New item see appendix 2

Ranger Spells Prepared (CL 3rd):

1st—*embrace the wild**, *faerie fire*

New spell see appendix 2

Abilities Str 16, Dex 14, Con 15, Int 10, Wis 12, Cha 6

SA+1 on attack rolls against orcs and goblinoids

SQ Animal Companion, Stability, Stonecunning, Wild Empathy, Woodland Stride

Feats Endurance, Improved Buckler Defense*, Improved Two Weapon Fighting, Natural Bond*, Track, Two Weapon Fighting, Weapon Focus (dwarven waraxe)

*New feat see appendix 2

Skills Handle Animal +3, Hide +9, Knowledge (Dungeoneering) +5, Listen +10, Move Silently +9, Ride +9, Search +5, Spot +9, Survival +12,

Possessions combat gear +1 dwarven waraxe, mwk short sword, mwk heavy crossbow, 20 bolts, plus +1 *mithral chain shirt*, +1 *buckler*, gold insignia of Moradin

HELKIM OF NERAKERN CR 7

Male dwarf cleric 7

LG Medium-Size humanoid (Dwarf)

Init +0; **Senses** Darkvision 60 ft Listen +2, Spot +2

Languages Common dwarf

AC 24, touch 10, flat-footed 24 +4 dodge against giant type opponents (+0 Dex, +11 armor, +3 shield)

hp 49 (7 HD)

Fort +7 (+9 against poison), **Ref** +2, **Will** +8; +2 against spells and spell-like effects

Speed 20 ft. in battle plate(4 squares), base movement 20 ft.

Melee Mwk warhammer +9 (1d8+2/x3) or

Melee dagger +7 (1d4+2/19-20x2) or

Ranged Heavy crossbow +5 (1d10/19-20x2)

Base Atk +5; **Grp** +7

Atk Options +1 on attack rolls against orcs and goblinoids

Special Actions Rebuke Fire Elementals, Turn Undead, Turn Water Elementals

Combat Gear wand of *summon monster III* (10 charges)

Cleric Spells Prepared (CL 7th):

4th—*castigate** (DC18), *recitation**, *wall of fire D*

3rd—*dispel magic*, *insignia of healing*, *magic vestments D* †, *prayer*

2nd— *hold person* (DC16), *remove paralysis*, *resist energy*, *silence* (DC16), *spiritual weapon D*

1st—*bles*, *burning hands* (DC15) **D**, *magic weapon*, *remove fear*, *shield of faith*, *vigor lesser*

0—*create water* *detect magic*, *detect poison*, *guidance*, *light read magic*

D: Domain spell. Deity: Moradin. Domains: Fire, War
† Already cast

Abilities Str 14, Dex 10, Con 15, Int 8, Wis 16, Cha 10

SA +1 on attack rolls against orcs and goblinoids

SQ Stability, Stonecunning

Feats Augment Healing*, Dwarven Armor Proficiency*, Heavy Armor Optimization*, Weapon Focus (warhammer)

*New feat see appendix 2

Skills Concentration +3, Heal +6, Knowledge (religion) +3, Spellcraft +0

Possessions combat gear plus dagger, heavy crossbow, 20 bolts, mwk warhammer, +1 *battle plate*, large steel shield, *peripart of wisdom* +2, spell component pouch, wooden holy symbol, silver holy symbol, gold insignia of Moradin

DWARF WARRIOR CR 4

Male dwarf fighter 4

LG Medium-Size Humanoid (Dwarf)

Init +0; **Senses** Darkvision 60 ft Listen +1, Spot +1

Languages Common dwarf

AC 21, touch 11, flat-footed 20+4 dodge against giant type opponents (+1 Dex, +8 armor, +2 shield)

hp 38 (4 HD)

Fort +7 (+9 against poison), **Ref** +2, **Will** +2; +2 against spells and spell-like effects

Speed 20 ft. in full plate (4 squares), base movement 20 ft.

Melee mwk warhammer +9 (1d8+5/x3) or

Melee dagger +7 (1d4+3/19-20x2) or

Ranged mwk heavy crossbow +6 (1d10/19-20x2)

Base Atk +4; **Grp** +7

Atk Options +1 on attack rolls against orcs and goblinoids, Power Attack

Special Actions Combat Gear potion of *cure light wounds*, potion of *shield of faith*, ghostblight capsule*.

*New item see appendix 2

Abilities Str 16, Dex 13, Con 16, Int 10, Wis 12, Cha 6

SA +1 on attack rolls against orcs and goblinoids

SQ Stability, Stonecunning

Feats Combat Reflexes, Hold The Line, Power attack Weapon Focus (warhammer), Weapon Specialization (warhammer)

*New feat see appendix 2

Skills Climb -2, Jump -2, Profession (miner) +3

Possessions combat gear plus dagger, mwk heavy crossbow, 20 bolts, mwk warhammer, full plate, mwk large steel shield, gold insignia of Moradin

2: A DWUR IS A DWUR

FLAN WARRIOR CR ½

Male human (Flan) warrior 1
 N Medium humanoid (human)
Init +1; **Senses** Listen +0, Spot +0
Languages Flan

AC 14, touch 11, flat-footed 13
 (+1 Dex, +2 armor, +1 shield)

hp 8 (1 HD)
Fort +2, **Ref** +1, **Will** -1

Speed 30 ft (6 squares)
Melee shortspear +2 (1d6+1) or
Melee dagger +2 (1d4+1/19-20) or
Ranged longbow +2 (1d8/x3)

Base Atk +1; **Grp** +2
Atk Options Point Blank Shot

Combat Gear

Abilities Str 12, Dex 13, Con 11, Int 10, Wis 9, Cha 8

Feats Point Blank Shot, Track

Skills Climb +4, Hide +1, Listen +0, Move Silently +1, Spot +0.

Possessions combat gear plus shortspear, dagger, 20 arrows, longbow buckler, leather armor

5: THE BOTTOM OF THE PROBLEM

GRIMLOCK BARBARIAN CR 5

Male grimlock barbarian 5
 NE Medium monstrous humanoid
Init +3; **Senses** Blindsight 40ft, Scent, Listen +10, Spot +7

Languages Common, Grimlock

AC 21, touch 11, flat-footed 16
 (+3 Dex, +6 armor, +4 natural, -2 rage)

hp 70 (7 HD)
Immune gaze attacks, visual effects, illusions and other attack forms that rely on sight

Fort +8, **Ref** +7, **Will** +6

Weakness sound and scent based attacks reduce blindsight to blindfight

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

Melee mwk battleaxe +16/+11 (1d8+10/x3) or
Ranged Javelin +10 (1d6+7)

Base Atk +7; **Grp** +14

Atk Options Power Attack, rage 2/day (8 rounds)

Combat Gear potion of *cure moderate wounds*,
 potion of *shield of faith*

Abilities Str 24, Dex 16, Con 19, Int 10, Wis 10, Cha 4

SQ Improved Uncanny Dodge, TrapSense+1, Uncanny Dodge

Feats Alertness, Power Attack, Track, Weapon Focus (battleaxe)

Skills Climb +9, Hide +12, Listen +10, Spot +7, Survival +7

Possessions combat gear plus mwk battleaxe, 4 javelins, +1 *breastplate*,

Blindsight (Ex): Grimlocks can sense all foes within 40 feet as a sighted creature would. Beyond that range, they treat all targets as having total concealment.

Grimlocks are susceptible to sound- and scent-based attacks, however, and are affected normally by loud noises and sonic spells (such as ghost sound or silence) and overpowering odours (such as stinking cloud or incense-heavy air). Negating a grimlock's sense of smell or hearing reduces this ability to normal Blind-Fight (as the feat). If both these senses are negated, a grimlock is effectively blinded.

Immunities: Grimlocks are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Skills: *A grimlock's dull grey skin helps it hide in its native terrain, conferring a +10 racial bonus on Hide checks when in mountains or underground.

When Not Raging the Grimlock Barbarian has the following changed statistics

AC 23, touch 13, flat-footed 20

hp 56 (7 HD)

Fort +6, **Ref** +7, **Will** +4

Melee mwk battleaxe +14/+9 (1d8+7/x3) or

Ranged Javelin +10 (1d6+5)

Grp +12

Skills Climb +7,

GRIMLOCK SORCERER CR 8

Male grimlock sorcerer 8
 NE Medium monstrous humanoid
Init +3; **Senses** Blindsight 40ft, Scent, Listen +3, Spot +3

Languages Common, Grimlock

AC 24, touch 14, flat-footed 21
 (+3 Dex, +1 armor, +4 shield, +1 deflection, +5 natural)

hp 48 (10 HD)

Immune gaze attacks, visual effects, illusions and other attack forms that rely on sight

Fort +4, **Ref** +8, **Will** +7

Weakness sound and scent based attacks reduce blindsight to blindfight

Speed 30 ft. (6 squares), base movement 30ft.;

Melee battleaxe +9/+4 (1d8+3/x3) or

Ranged javelin +9 (1d6+3)

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

Combat Gear potion of *mage armor*, *Memento Magica* (1st),

Sorcerer Spells Known (CL 8th):

4th (3/day)—*confusion* (DC16)

3rd (5/day)—*displacement*, *haste*, *lightning bolt* (DC15)

2nd (7/day)—*darkness*, *gitterdust* (DC14), *resist energy*

1st (6/day)—*enlarge person*, *hail of Stone**, *magic missile*, *shield* † *orb of Acid*, *lesser**

0 (6/day)—*acid splash, detect magic, detect poison, ghost sound, ray of frost, read magic, resistance, virtue*

‡ Already cast

*new spell see appendix 2

Abilities Str 16, Dex 16, Con 15, Int 10, Wis 6, Cha 15

Feats Alertness, Eschew Materials, Extra Spell (3rd), Improved Natural Armor, Track

Skills Climb +5, Concentration +12, Hide +15, Listen +3, Spot +3, Spellcraft +10

Possessions combat gear plus battleaxe, 4 javelins, *bracers of armor* +1, *cloak of charisma* +2, +1 *ring of protection* Toad familiar, Jade worth 30 gp

Blindsight (Ex): Grimlocks can sense all foes within 40 feet as a sighted creature would. Beyond that range, they treat all targets as having total concealment.

Grimlocks are susceptible to sound- and scent-based attacks, however, and are affected normally by loud noises and sonic spells (such as ghost sound or silence) and overpowering odours (such as stinking cloud or incense-heavy air). Negating a grimlock's sense of smell or hearing reduces this ability to normal Blind-Fight (as the feat). If both these senses are negated, a grimlock is effectively blinded.

Immunities: Grimlocks are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Skills: *A grimlock's dull grey skin helps it hide in its native terrain, conferring a +10 racial bonus on Hide checks when in mountains or underground

GRIMLOCK CHIEFTAIN CR 8

Male grimlock barbarian 7

NE Medium monstrous humanoid

Init +3; **Senses** Blindsight 40ft, Scent, Listen +12, Spot +8

Languages Common, Grimlock

AC 23, touch 11, flat-footed 18
(+3 Dex, +7 armor, +5 natural, -2 rage)

hp 100 (9 HD) **DR** 1/--

Immune gaze attacks, visual effects, illusions and other attack forms that rely on sight

Fort +10, **Ref** +8, **Will** +7

Weakness sound and scent based attacks reduce blindsight to blindfight

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

Melee +1 *battleaxe* +18/+13 (1d8+11/x3) or

Ranged Javelin +12 (1d6+7)

Base Atk +9; **Grp** +16

Atk Options Power Attack, rage 2/day (8 rounds)

Combat Gear *potion of cure moderate wounds*, *potion of shield of faith*

Abilities Str 24, Dex 16, Con 20, Int 10, Wis 10, Cha 4

SQ Improved Uncanny Dodge, Trapsense+2, Uncanny Dodge

Feats Alertness, Improved Natural Armor, Power Attack, Track, Weapon Focus (battleaxe)

Skills Climb +9, Hide +12, Listen +12, Spot +8, Survival +10

Possessions combat gear plus +1 *battleaxe*, 4 javelins, +2 *breastplate*

Blindsight (Ex): Grimlocks can sense all foes within 40 feet as a sighted creature would. Beyond that range, they treat all targets as having total concealment.

Grimlocks are susceptible to sound- and scent-based attacks, however, and are affected normally by loud noises and sonic spells (such as ghost sound or silence) and overpowering odours (such as stinking cloud or incense-heavy air). Negating a grimlock's sense of smell or hearing reduces this ability to normal Blind-Fight (as the feat). If both these senses are negated, a grimlock is effectively blinded.

Immunities: Grimlocks are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Skills: *A grimlock's dull grey skin helps it hide in its native terrain, conferring a +10 racial bonus on Hide checks when in mountains or underground

When not raging the grimlock barbarian has the following changed statistics

AC 25, touch 13, flat-footed 22

hp 82 (9 HD)

Fort +8, **Ref** +8, **Will** +5

Melee +1 *battleaxe* +16/+11 (1d8+8/x3) or

Ranged Javelin +12 (1d6+5)

Grp +14

Skills Climb +8,

6: THE THREAT BEHIND THE PROBLEM

THORAUK SON OF REOTHAENN CR 9

Male dwarven ranger 9

LG Medium-Size Humanoid (Dwarf)

Init +2; **Senses** Darkvision 60 ft Listen +11, Spot +11

Languages Common, dwarven

AC 20, touch 12, flat-footed 18 +4 dodge against giant type opponents

(+2 Dex, +6 armor, +2 shield)

hp 71 (7 HD)

Resist evasion

Fort +9 (+11 against poison), **Ref** +8, **Will** +4; +2 against spells and spell-like effects

Speed 20 ft. in chain shirt (4 squares), base movement 20 ft.

Melee lance +12/+7 (1d8+3/x3); or

Melee +1 dwarven waraxe +14/+9 (1d10+4/x3); or

Melee mwk short sword +13/+8 (1d6+3/19-20x2); or

Melee +1 dwarven waraxe +12/+7 (1d10+4/x3); +5 damage vs humans and

Melee mwk short sword +10/+5 (1d6+1/19-20x2); or

Ranged mwk heavy crossbow +12 (1d10/19-20x2);

Base Atk +9; **Grp** +12

Atk Options +1 on attack rolls against orcs and goblinoids, favored enemy humanoid (human) +2, favored enemy aberrations +4, two-weapon fighting axe and short sword, Improved two-weapon Fighting

Special Actions wild empathy

Combat Gear potion of *cure light wounds*, potion of *shield of faith*, ghostblight capsule*.

*New item see appendix 2

Ranger Spells Prepared (CL 4th):

1st—*embrace the wild**, *faerie fire*

New spell see appendix 2

Abilities Str 16, Dex 14, Con 16, Int 10, Wis 12, Cha 6

SA +1 on attack rolls against orcs and goblinoids

SQ Animal Companion, Evasion, Stability, Stonecunning, Swift Tracker, Wild Empathy, Woodland Stride

Feats Endurance, Improved Buckler Defense*, Improved Favored Enemy, Improved Two-Weapon Fighting, Natural Bond*, Track, Two-Weapon Fighting, Weapon Focus (dwarven waraxe).

*New feat see appendix 2

Skills Handle Animal +4, Hide +10, Knowledge (Dungeoneering) +5, Listen +11, Move Silently +10, Ride +14, Search +5, Spot +11, Survival +13,

Possessions combat gear plus +1 dwarven waraxe, mwk short sword, lance, mwk heavy crossbow, 20 bolts, +2 *mithral chain shirt*, +1 *buckler*, gold insignia of Moradin

HELRIM OF NERAKERN CR 9

Male dwur cleric 9

LG Medium-size humanoid (Dwarf)

Init +0; **Senses** Darkvision 60 ft Listen +2, Spot +2

Languages Common, dwur

AC 26, touch 11, flat-footed 26; +4 dodge against giant type opponents
(+0 Dex, +12 armor, +3 shield, +1 natural)

hp 80 (9 HD)

Fort +9 (+11 against poison), **Ref** +3, **Will** +9; +2 against spells and spell-like effects

Speed 20 ft. in battle plate (4 squares), base movement 20 ft.

Melee +1 undead bane warhammer +10/+5 (1d8+3/x3) or

Melee dagger +9/+4 (1d4+2/19-20x2) or

Ranged Heavy crossbow +6 (1d10/19-20x2)

Base Atk +6; **Grp** +8

Atk Options +1 on attack rolls against orcs and goblinoids

Special Actions Rebuke Fire Elementals, Turn Undead, Turn Water Elementals

Combat Gear wand of *summon monster III* (10 charges)

Cleric Spells Prepared (CL 9th):

5th—*flame strike* (DC19) **D**, *summon monster V* †

4th—*castigate** (DC18), *neutralize poison*, *recitation**, *wall of fire* **D**

3rd—*dispel magic*, *insignia of healing*, *invisibility purge*, *magic vestments* **D** †, *prayer*

2nd—*align weapon*, *hold person* (DC16), *remove paralysis*, *resist energy*, *silence* (DC16), *spiritual weapon* **D**

1st—*bless*, *burning hands* (DC15) **D**, *magic*

0—*create water* *detect magic*, *detect poison*, *guidance*, *light read magic*

D: Domain spell. Deity: Moradin. Domains: Fire, War
† Already cast

Abilities Str 16, Dex 10, Con 16, Int 8, Wis 16, Cha 10

SA +1 on attack rolls against orcs and goblinoids

SQ Stability, Stonecunning

Feats Augment Healing*, Dwarven Armor Proficiency*, Heavy Armor Optimization*, Improved Toughness*, Weapon Focus (warhammer)

*New feat see appendix 2

Skills Concentration +5, Heal +6, Knowledge (religion) +3, Spellcraft +0

Possessions combat gear plus dagger, heavy crossbow, 20 bolts, +1 *undead bane warhammer*, +1 *battle plate*, +1 *large steel shield*, *periapt of wisdom* +2, *belt of priestly might*, spell component pouch, wooden holy symbol, silver holy symbol, gold insignia of Moradin

DWARF WARRIOR CR 6

Male dwur fighter 6

LG Medium-Size Humanoid (Dwarf)

Init +0; **Senses** Darkvision 60 ft Listen +1, Spot +1

Languages Common dwur

AC 23, touch 11, flat-footed 22 +4 dodge against giant type opponents
(+1 Dex, +10 armor, +2 shield)

hp 55 (6 HD)

Fort +8 (+10 against poison), **Ref** +3, **Will** +3; +2 against spells and spell-like effects

Speed 20 ft. in battle plate (4 squares), base movement 20 ft.

Melee mwk warhammer +11/+6 (1d8+5/x3) or

Melee dagger +9/+4 (1d4+3/19-20x2) or

Ranged mwk heavy crossbow +8 (1d10/19-20x2)

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

Atk Options +1 on attack rolls against orcs and goblinoids, Hold the Line, Power Attack

Special Actions

Combat Gear potion of *cure light wounds* and potion of *shield of faith*, ghostblight capsule*.

*New item see appendix 2

Abilities Str 16, Dex 13, Con 16, Int 10, Wis 12, Cha 6

SA +1 on attack rolls against orcs and goblinoids

SQ Stability, Stonecunning

Feats Combat Reflexes, Dwarven Armor Proficiency*, Heavy Armor Optimization*, Hold The Line, Power attack Weapon Focus (warhammer), Weapon Specialization (warhammer)

*New feat see appendix 2

Skills Climb +2, Jump 2, Profession (miner) +3

Possessions combat gear plus dagger, mwk heavy crossbow, 20 bolts, mwk warhammer, mwk *battle plate*, mwk large steel shield, gold insignia of Moradin

APPENDIX 2: NEW RULES ITEMS

FEATS

Augment Healing [General]

Prerequisite: Heal 4 ranks

Benefit: Add +2 points per spell level to the amount of damage healed by any Conjunction [Healing] spell that you cast.

For example, a 1st-level cleric with this feat casting *cure light wounds* would restore 1d8+3 hp. An 8th-level cleric with the Healing domain and this feat casting *cure moderate wounds* would restore 2d8+13 hp (9 for his caster level including the +1 caster level bonus for the Healing domain, +4 for the feat). A 13th-level druid casting *heal* would restore 144 hp (130 for her caster level + 14 for the feat, since *heal* is a 7th-level druid spell).

Source: *Complete Divine* 79

Dwarven Armor Proficiency

You are familiar with exotic armor of dwarven manufacture and understand how to use it properly.

Prerequisites: Dwarf, Armor Proficiency (heavy).

Benefit: You are proficient with battle plate, interlocking plate, interlocking scale and mountain plate, and you take no armor nonproficiency penalties when you wear any of these types of exotic armor.

Normal: A character who wears exotic armor with which she is not proficient takes its armor check penalty on attack rolls and on all strength- and dexterity-based skill checks.

Source: *Races of Stone* 138

Extra Spell

You learn an additional spell.

Prerequisite: Caster level 3rd.

Benefit: You learn one additional spell at any level up to one lower than the highest level of spell you can currently cast. Thus, a 4th-level sorcerer (maximum spell level 2nd) gains a new 0-level or 1st-level spell known with which to expand her repertoire. For classes such as wizard that have more options for learning spells, Extra Spell is generally used to learn a specific spell that the character lacks access to and would be unable to research.

Special: You can gain this feat multiple times. Each time, you learn a new spell at any level up to one lower than the highest level of spell you can cast.

Source: *Complete Arcane* 79

Heavy Armor Optimization [General]

You have trained extensively in heavy armor and you have learned to take advantage of the protection it offers.

Prerequisites: Armor Proficiency (Heavy), Base Attack Bonus +4.

Benefit: When you are wearing heavy armor, lessen the armor check penalty of the armor by 1 and increase the armor bonus by 1.

Special: A fighter may select Heavy Armor Optimization as one of his fighter bonus feats (see page 38 of the Players handbook).

Source: *Races of Stone* 141

Hold the Line

You are trained in defensive techniques against charging opponents.

Prerequisites: Combat Reflexes, base attack bonus +2.

Benefit: You may make an attack of opportunity against a charging opponent who enters an area you threaten. Your attack of opportunity happens immediately before the charge attack is resolved.

Normal: You only get an attack of opportunity against a character that exits a square you threaten.

Source: *Complete Warrior* 100

Improved Buckler Defense

You can attack with an off-hand weapon while retaining a buckler's shield bonus to your Armor Class.

Prerequisite: Shield Proficiency.

Benefit: When you attack with a weapon in your offhand, you may still apply your buckler's shield bonus to your Armor Class.

Normal: Without this feat, a character wielding a buckler who attacks with an off-hand weapon loses the buckler's shield bonus to AC until his or her next turn.

Source: *Complete Warrior* 100

Improved Favored Enemy

You know how to hit your favored enemies where it hurts.

Prerequisites: Favored enemy ability, base attack bonus +5.

Benefit: You deal an extra 3 points of damage to your favored enemies. This benefit stacks with any existing favored enemy bonus gained from another class.

Source: *Complete Warrior* 101

Improved Toughness

You are significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2.

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

Source: *Complete Warrior* 101

Natural Bond

Your bond with your animal companion is exceptionally strong

Prerequisite: Animal companion.

Benefit: Add three to your effective druid level for the purposes of determining the bonus Hit Dice, extra tricks, special abilities and other bonuses that your animal companion receives (see page 36 of the Players handbook). This bonus can never make your effective druid level exceed your character level

Source: *Complete Adventurer* 111

MAGIC ITEMS

Belt of Priestly Might

This belt features a deity's holy symbol. Followers of that deity or anyone of the deity's alignment can wear the belt safely. Any other creature gains one negative level when wearing the belt. The negative level remains for as long as the belt is worn. The negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the belt is worn.

While wearing the belt, you gain a +1 enhancement bonus to your existing natural armor bonus. (A creature without natural armor has an effective bonus of +0). The belt also grants you a +2 enhancement bonus to Strength.

Prerequisites: Craft Wondrous Item, *barkskin*, *bull's strength*.

Cost to create: 3000gp 240 XP, 6 days.

Source: *Magic Item Compendium* 74

Memento Magica.

Sorcerers, bards and all spontaneous spell casters of all sorts can benefit from a *Memento Magica*.

Description: A *Memento Magica* appears to be an amethyst cunningly cut into some draconic shape, often that of a dragon's scale.

Effect: A *Memento Magica* is a great aid to spontaneous spellcasters such as sorcerers, bards, and favored souls, much as a pearl of power is to casters who prepare spells. Once per day on command, a *Memento Magica* enables its possessor to regain any one spell slot that she had previously used that day. The spell slot is available just as if a spell had not been cast. A *Memento Magica* can only recall a spell slot of the level it was created to hold. Different *Memento Magica* exist for recalling one spell slot per day of each level from 1st through 9th.

Source: *Races of the Dragon* 124

MUNDANE EQUIPMENT

Battle Plate

2500 gp, +9 Armor Bonus, +1 Max Dex Bonus, -7 Armor check penalty, 50% arcane spell failure chance, speed 20ft/15 ft 125lb weight.

This exotic heavy armor consists of reinforced metal plates, a layer of padding worn under the armor,

and a suit of light chain worn between the two. The armor includes gauntlets, metal shod boots, a heavy helm and carefully wrought joint guards. As with full plate, buckles and straps distribute the weight over the wearers body so battle plate hampers movement less than heavy plate even though heavy plate is lighter.

Battle plate is a dwarven armor so a character with the Dwarven Armor Proficiency feat is considered proficient in its use

Source: *Races of Stone* 158

Ghostblight

A ghostblight alchemical capsule coats a melee weapon or a thrown weapon with a thick grey liquid. This substance allows the weapon to ignore the miss chance that ordinarily applies when the wielder is in combat with incorporeal creatures (as if the weapon had the ghost touch magical property). The capsule's effects last for 3 rounds.

Source: *Complete Adventurer* 122

SPELLS

Castigate

Evocation [Sonic]

Level: Cleric 4, paladin 4

Components: V

Casting Time: 1 standard action

Range: 10 ft.

Area: 10-ft. radius burst centered on you

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

This spell has no effect on creatures that cannot hear. All creatures whose alignment differs from yours on both the law-chaos and good-evil axes take 1d4 points of damage per caster level (maximum 10d4). All creatures whose alignment differs from yours on one component take half damage, and this spell does not deal damage to those who share your alignment.

For example a lawful good cleric who casts this spell deals full damage to any creature that is not lawful and good, half damage to any creature that is lawful or good (but not both) and no damage to lawful good creatures.

A Fortitude saving throw reduces damage by half.

Source: *Spell Compendium* 44

Embrace the Wild

Transmutation

Level: Druid2, Ranger 1

Components: V

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes per level (d)

Upon casting the spell, you gain the senses of animal creatures. You gain low light vision and either

blindsense out to 30 feet or scent (your choice). You also gain a +2 bonus on listen and spot checks.

Source: *Spell Compendium* 79

Hail of Stone

Conjuration (Creation) [Earth]

Level: Sorcerer/wizard 1

Components: V, S, M

Casting Time: 1 round

Range: Medium (100ft. +10ft./level)

Area: Cylinder (5ft radius, 40ft high)

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You create a rain of stones that deals 1d4 points of damage per caster level (maximum 5d4) to creatures and objects within the area.

Material Component: A piece of jade worth 5gp.

Source: *Spell Compendium* 108

Insignia of Healing

Conjuration (healing)

Level: Bard 3, Cleric 3

Components: V, S, F

Casting Time: 1 standard action

Range: Long (400ft. +40ft./level)

Area: 400ft. +40ft./level spread centred on you

Duration: Instantaneous

Saving Throw: Will half (harmless) see text

Spell Resistance: Yes (harmless) see text

This spell requires significant preparation. Before using this spell you must forge specially crafted insignias. These can be crafted in the form of amulets, badges, rings or any similar object, but each one must bear the same logo, crest or symbol. Each insignia costs 10 gp.

This spell causes all insignia wearers to be healed by positive energy. The spell cures 1d8 points of damage +1 point per caster level (maximum +10) to all wearers of the insignia.

Since undead are powered by negative energy, this spell deals damage to them instead of curing wounds. Any undead creature can apply spell resistance and attempt a will save to take half damage

Focus: A specially prepared insignia worth 10gp.

Source: *Races of Destiny* 166

Recitation

Conjuration (Creation)

Level: Cleric 4, Purification 3

Components: V, S, DF

Casting Time: 1 standard action

Range: 60 ft.

Effect: All allies and foes in a 60-ft radius burst centred on you.

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

By reciting a sacred passage or declaration, you invoke your deity's blessing upon yourself and your allies while causing confusion and weakness among your enemies. The spell affects all allies and foes within the spell's area at the moment you cast it. Your allies gain a +2 luck bonus to AC, on attack rolls and on saving throws, or a +3 luck bonus if they worship the same deity as you.

Divine Focus: In addition to your holy symbol, this spell requires a sacred text as a divine focus.

Source: *Spell Compendium* 170

Orb of Acid, Lesser

Conjuration (Creation) [Acid]

Level: Sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25ft +5ft/2levels)

Effect: One orb of acid

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

An orb of acid about 2 inches across shoots from your palm at its target, dealing 1d8 points of acid damage. You must succeed on a ranged touch attack to hit your target.

For every two caster levels beyond 1st, your orb deals an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th level or higher.

Source: *Spell Compendium* 151

Vigour, Lesser

Conjuration (Healing)

Level: Cleric 1, Druid 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Effect: Living creature touched

Duration: 10 rounds + 1 round/level (max 15 rounds)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject gains fast healing 1, enabling it to heal 1 hit point per round until the spell ends and automatically becoming stabilized if it begins dying from hit point loss during that time.

Lesser vigour does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow or attach lost body parts.

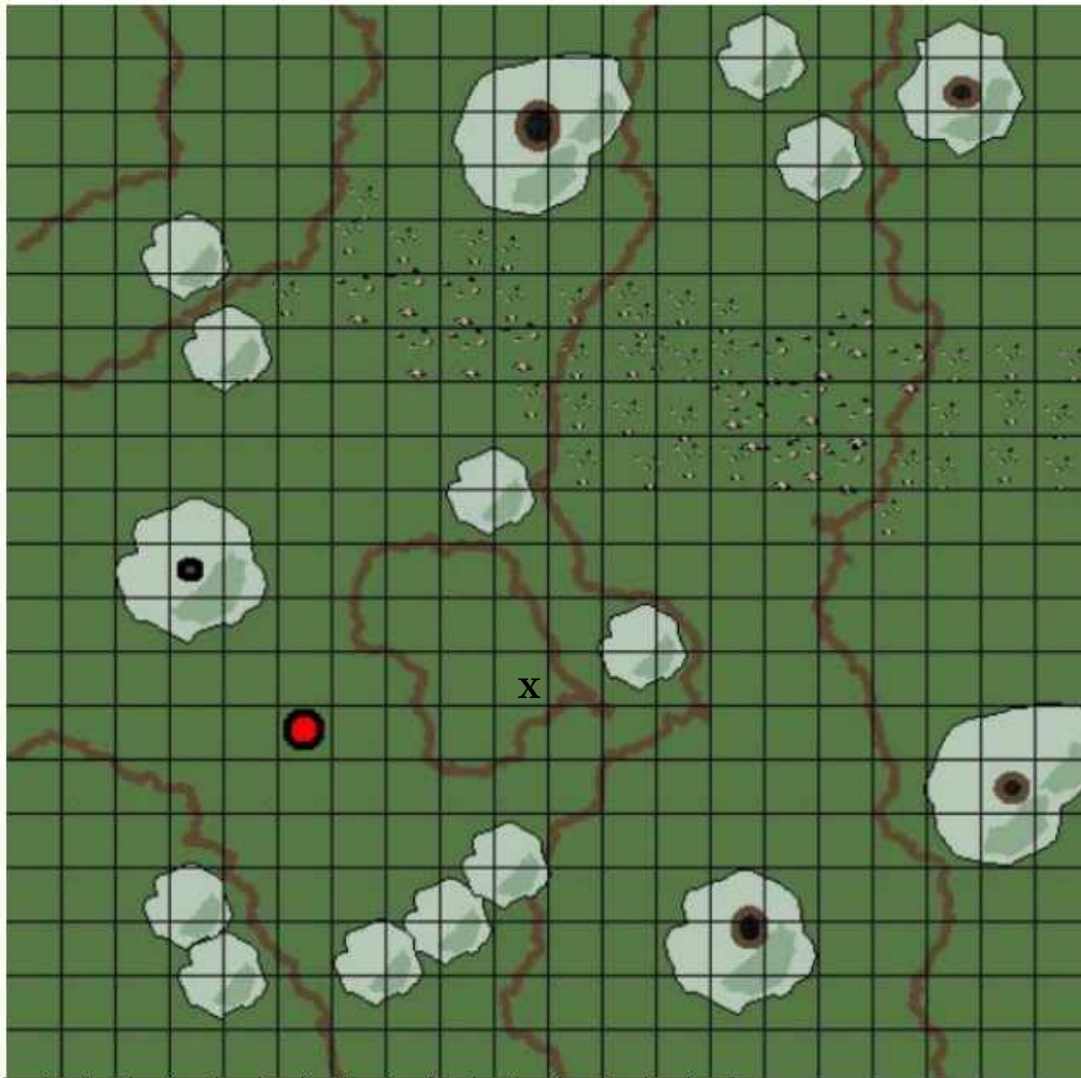
The effects of multiple *vigour* spells do not stack; only the highest-level effect applies.






Source: *Spell Compendium* 229

APPENDIX 3: MAP OF THE MINE AREA

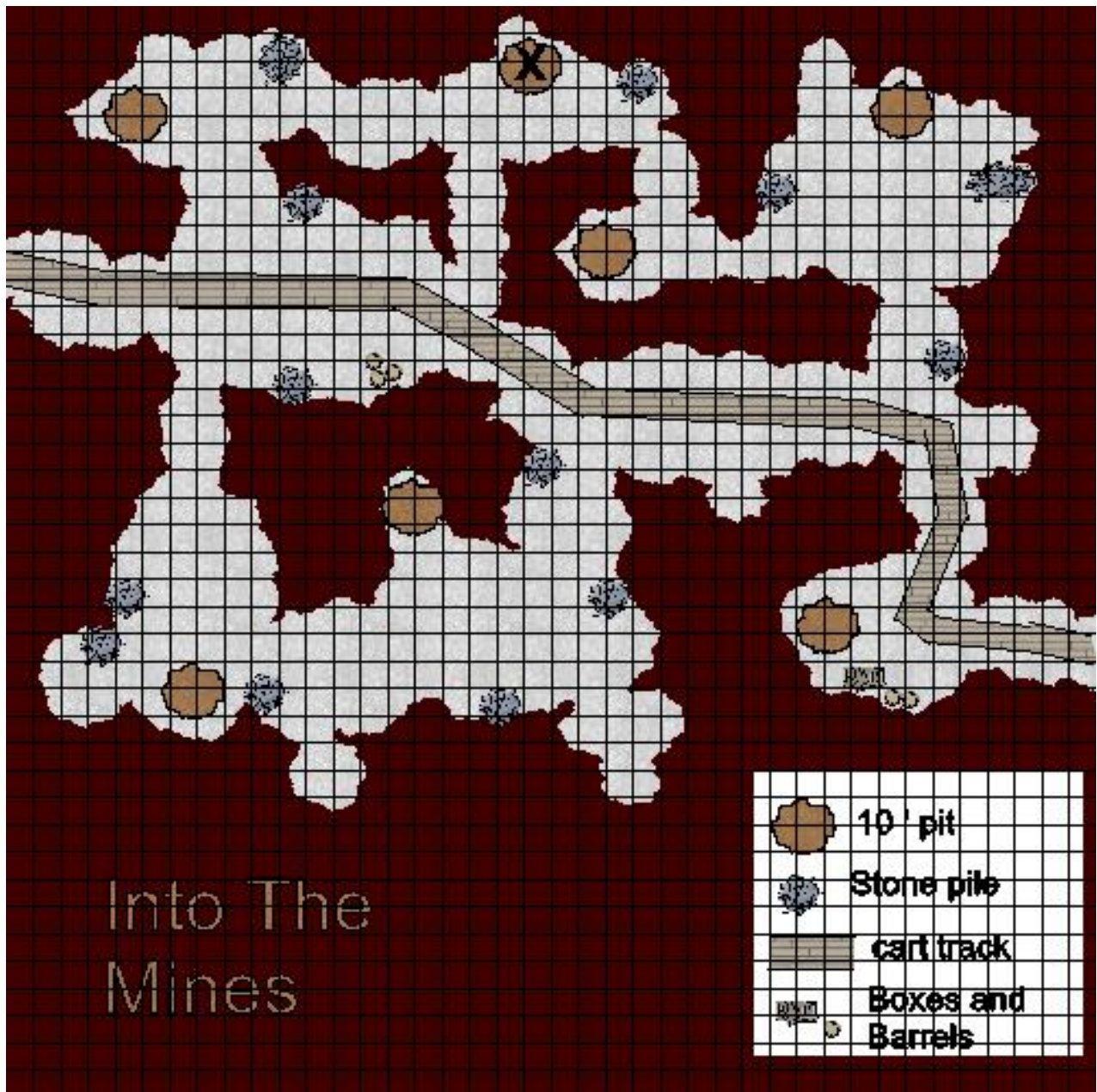


APPENDIX 4: THE FLAN CAMPSITE

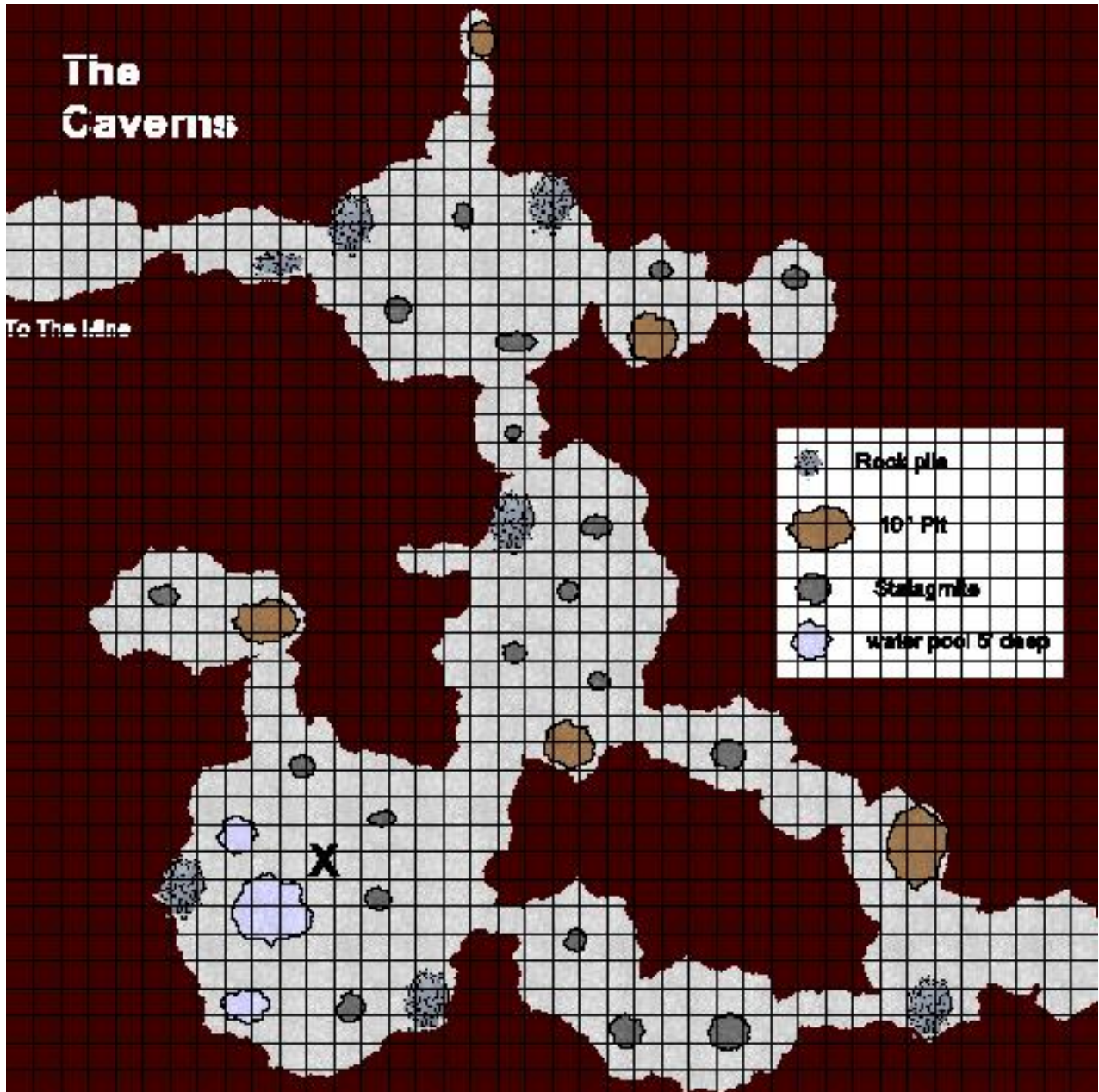


Key	
	Contour Line
	Tree
	Bush
	Fire Pit
	Loose Rocks

APPENDIX 5: THE MINES



APPENDIX 6: THE CAVERNS



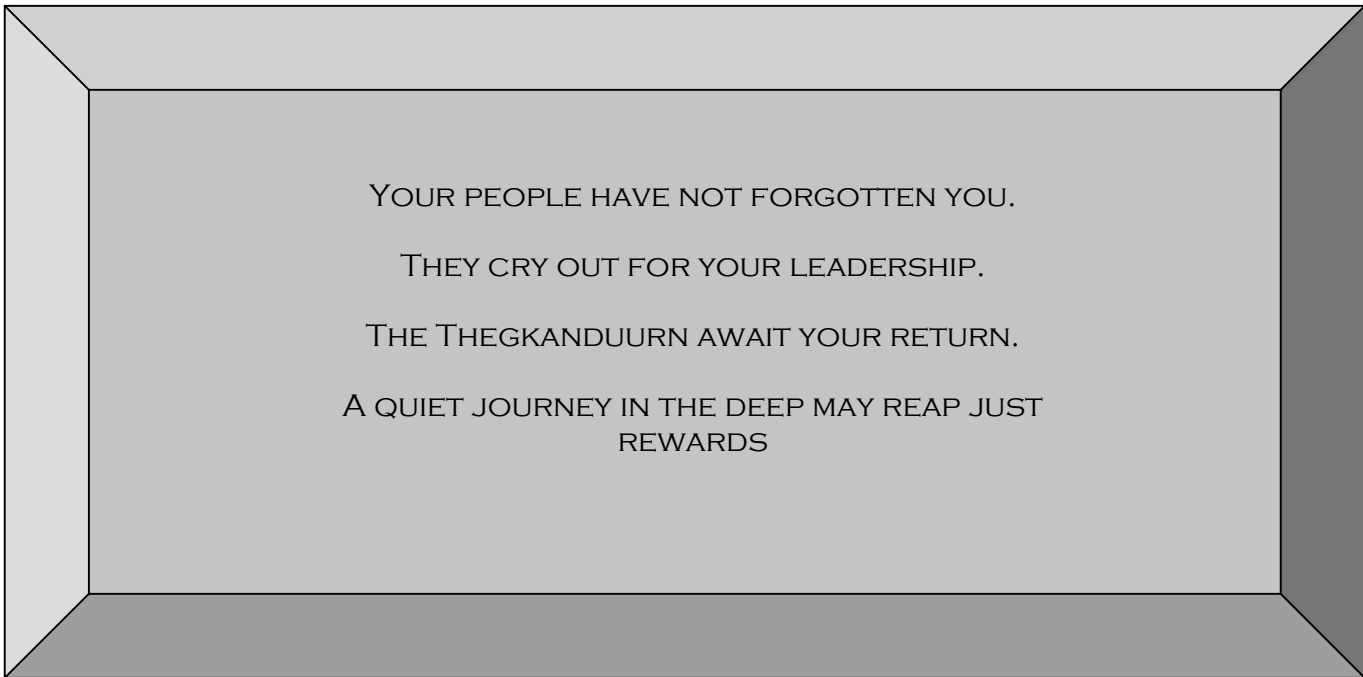
APPENDIX 7: THE DWUR OUTPOST



Key



PLAYERS HANDOUT 1: THE STONE TABLET



YOUR PEOPLE HAVE NOT FORGOTTEN YOU.
THEY CRY OUT FOR YOUR LEADERSHIP.
THE THEGKANDUURN AWAIT YOUR RETURN.
A QUIET JOURNEY IN THE DEEP MAY REAP JUST
REWARDS