



MINES OF THE EYE

Lower-Level (APLs 2-8)

A One-Round D&D[®] LIVING GREYHAWK[™]
Core Special Adventure

Version 1.0

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Deep below the Abbor-Alz the duergar are stirring. Rumors are rife of a fell compact between the duergar's mysterious leader, a being known only as "Father Eye" and the perfidious Rary, monarch of the Bright Lands. What evil purpose is served by this alliance is unknown, but assuredly it serves some goal in Rary's greater design. The paladin Karistyne has determined that Rary's scheme must be stymied. So the call has gone out for doughty adventurers to eradicate this growing threat.

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 event 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.

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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 further 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 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. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

Along with this adventure you'll find an RPGA Table 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).

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars, paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up 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 highest APL supported by the adventure may not play the adventure.

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

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 one-round Core Special adventure, set in the Bright Lands. Characters native to the Bright Lands pay one Time Unit per round, all others pay two 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 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 scenario.

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 Survival check (DC 20), the character heals temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

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

ADVENTURE BACKGROUND

In the past several months, there have been an unusual number of sightings of duergar in the Abbor-Alz, close to the Hardby Pass. From the barbarians of those lands, there come tales of great battles beneath the hills. On its own, this would be nothing strange for such wild lands, were it not for a chilling discovery several years before.

Some time ago, a company beholden to the paladin Karistyne discovered the battered and scorched bodies of a Baklunish man and a Tiger Nomad woman washed up along the banks of the Storm Run. The Bakluni had a set of scrolls and notebooks on him. It took Karistyne's folk some time to decipher them, but they revealed that the man was He Chak, an apprentice to Rary the Traitor. His master had sent him to liaise with and lend aid to the ruler of the duergar hold, somewhere in the Abbor-Alz near the Hardby Pass called the Mines of the Eye. The reason for Rary's interest in the duergar was unclear from He Chak's writings. However, since that time, there have been more and more attacks by duergar bearing the blazon of a single baleful eye on their armor.

The Mines of the Eye: The only duergar stronghold of any significance in this part of the Abbor-Alz, the Mines of the Eye are unusual when compared to most duergar holds. The undisputed ruler of the mines is Father Eye, a beholder of some power. Though his motives are unknown, he took control of the duergar over a decade ago. Since then, the dark dwur have grown steadily in power, fending off attacks by enemies above- and belowground, and expanding their influence.

This has in part been due to the determination of the duergar, who see the Abbor-Alz as part of their ancient birthright. However, it is also due to the alliance between Father Eye and another recent and enigmatic arrival to the Bright Desert: Rary the Traitor.

Rary has provided Father Eye with magical aid to fend off his rivals in the Underdark—both his own kind and a loose alliance of illithids, who dwell deep beneath the hills. Several of the Traitor's apprentices, including the ill-fated He Chak, have dwelt within the Mines, lending their assistance and knowledge to Father Eye, as well as reporting back to their master on the goings on in the mines.

In return, Rary has asked for little—until now. The traitor archmage has taken a sudden interest in a place known as the Pits of Azak-Zil. In 198 CY, when the Great Kingdom was at its height, a great comet the color of blood stained the skies over Rauxes. Selvor the Younger, the overking's astronomer, prophesied that it heralded "wealth, strife, and a living death," and the coming of the Age of Great Sorrow. For his troubles, he was banished from the Imperial Court, but many remembered his prophecy as Aerdy fell into decay, decadence and despotism in the years and centuries that followed.

The Great Comet itself was forgotten, until in 514 CY as dwur sage named Jemrek Longsight pronounced that the comet had almost certainly fallen to Oerth in the western Abbor-Alz. After years of searching, Clan Ironforge, one of the wealthiest of the dwur clans of Irongate, discovered the site and the vast fortune in pure mithril and starsteel that formed the remains of the comet. Naming the site Azak-Zil (Pureheart), the Ironforge's wealth eclipsed that of princes and potentates for a few short years. Then all contact with Azak-Zil was lost. After several expeditions to discover what had happened vanished, the Ironforge reluctantly abandoned their great fortune as lost. Since then, the Pits of Azak-Zil have had a fell and haunted reputation. Few go there and fewer still return.

Yet, now Rary the Traitor has turned his attentions there. In repayment for the help he has given Father Eye against his enemies in the Underdark, Rary has asked Father Eye, through his apprentice Turav, to send an expedition of duergar to occupy Azak-Zil and reopen the mine there. Given the wealth of the site, the duergar have needed little persuasion. For the past several months, the duergar have been preparing their expedition—sending out scouting parties and raiding the hillmen of the Abbor-Alz for slaves. It is this activity that has the Lady Karistyne so worried.

Given that the servants of the Traitor seem to be stirring to some unknown purpose in the Bright Lands, Karistyne greatly desires to know what passes in the Mines of the Eye and why Rary has taken such an interest in the doings of the duergar there. To that end, she has sent out word, summoning certain brave freeswords and heroes to her stronghold high in the western Abbor-Alz.

ADVENTURE SUMMARY

CORS5-02 Mines of the Eye is split into low-level and high-level paths. The synopsis below details the likely progress of the low level PCs as they move through the adventure.

Introduction: The action begins in the stronghold of the paladin Karistyne. The lady paladin has summoned the PCs on a matter of some import. She explains some of the recent events in the hills, including the increased number of duergar raids and the discovery of He Chak's body. Lady Karistyne allows her seneschal, Aeron Marander, to fill the PCs in on the details of the task she has set them. For low-level parties (APL 2-8), this involves assailing the upper levels of the Mines to creating diversion that should allow the high level party (APLs 10-16) to slip into the heart of the duergar hold and discover what is going on. The PCs are also introduced to their guides for the journey. The specific guides vary, depending on which mission and APL the PCs are playing.

Encounter 1: A Barbarian Standoff: At APL 2-8, the PCs set off towards the Mines with their guide, an Abbor-Alz barbarian named Curadhal. Curadhal and his sister, Curadhae, were captured and enslaved by the duergar. Curadhal managed to escape, and now has a fierce hatred of the dark dwarves. The journey to the Mines is uneventful except for an encounter with a band of barbarians from the stronghold of Ghazal. Of Sueloise descent, the men of Ghazal are mortal enemies of Curadhal's people (who are Flan).

Encounter 2: The Entrance to the Mines: The PCs come to the entrance to the Mines of the Eye, set high in the hills, at the end of a wide canyon. There are three obvious entrances and two concealed ones. Pairs of duergar sentries guard each of the obvious entrances.

Encounter 3: Hide and Seek, Hit and Run: The next line of defenses that the PCs must encounter is four concealed guardposts and their garrisons of duergar warriors. Each of the four garrison commanders has his own style of command and tactics. Depending on which entrance the PCs take, they encounter different challenges—from portcullis trapped killing grounds and hit and run tactics—duergar style.

Encounter 4: The Outer Mines: Once past the duergar guardposts, the PCs must still find their way through the Outer Mines to the Bridge of the Eye.

Encounter 5: The Bridge of the Eye: The Outer Mines are separated from the inner by a large chasm, bridged by a single narrow span of stone. The far end of the bridge is fortified and defended by a force of duergar armed with crossbows. Though the PCs may not wish to attack the bridge, if Curadhal is still alive, he asks the PCs to help him free his sister, who is held along with the rest of the slaves in a chamber close to the far side of the bridge.

Encounter 6: The Mustering Chamber: After crossing the bridge, the noise of whips draws the PCs to the chamber where the duergar are preparing the equipment and materials for their expedition to Azak-Zil.

Also present are a large number of slaves, including Curadae, Curadhal's sister. Overseeing the mustering is Turav, Rary's Ghazal Sueloise apprentice and a small duergar bodyguard. If the PCs defeat or capture the apprentice, they may be able to learn that the duergar are planning an expedition to Azak-Zil at Rary's behest.

Encounter 7: Fleeing the Mines: If the PCs have freed the slaves, they need to lead them to safety. Even if they haven't, but they have defeated three of the four guardpost garrisons and/or the bridge guard, the PCs succeed in the mission of drawing the main body of the duergar force and their chieftain, Attus Darkgem, out of the Inner Mines. Their mission successful, the PCs can now retreat and return to Castle Karistyne.

Conclusion: The success of the mission depends on how the PCs performed. If they successfully drew Attus and the main force of duergar out of the mines before the end of the slot, then the other war company managed to sneak into the heart of the Mines and attack Father Eye himself. If the PCs didn't cause a duergar counterattack, then the other war company failed. If the PCs have freed Curadhae and some of the slaves of the Mines, then they also receive suitable rewards from Curadhal and his tribe.

PREPARATION FOR PLAY

Before play commences, the DM should carefully review this module. Many of the monsters herein are extremely dangerous and have many powerful abilities that require careful adjudication. In addition the DM should review the following sections:

- Illumination
- Duergar Tactics

ILLUMINATION

Much of the action within this module takes place deep within the trackless wastes of the Underdark. As such, illumination, or its lack, is of crucial importance to the PCs. Before play commences the DM should review the rules on illumination and their effects in combat.

For ease of reference these rules are summarized below.

There are three basic levels of illumination: bright light, shadowy illumination, and darkness.

Bright Light: All individuals with visual organs can see clearly in areas of bright light. A creature cannot hide in an area of bright light unless it is invisible or has cover.

Shadowy Illumination: In areas of shadowy illumination individuals can see dimly. Individuals in this area have concealment. A creature in an area of shadowy illumination can make a Hide check to conceal itself.

Concealment gives the subject of a successful attack a 20% miss chance.

Darkness: In areas of darkness, creatures without darkvision are effectively blinded.

Blinded characters cannot see. A blinded character takes a –2 penalty to Armor Class, loses his Dexterity bonus to AC (if any), moves at half speed, and takes a –4

penalty on Search checks and on most Strength- and Dexterity-based skill checks. All checks and activities that rely on vision (such as reading and Spot checks) automatically fail. All opponents are considered to have total concealment (50% miss chance) to the blinded character.

Low-light Vision: Characters with low-light vision double the effective radius of low light and shadowy illumination.

Darkvision: Characters with darkvision can see lit areas normally as well as dark areas within 60 feet. It is impossible to hide within 60 feet of a character with darkvision unless the individual attempting to hide is invisible or has cover.

DUERGAR TACTICS

Duergar are skilled warriors well versed in the art of fighting underground, often preferring to strike from ambush. While doughty warriors, they prefer hit-and-run tactics, making use of their innate talents as much as possible.

All duergar possess two spell-like abilities that they rely on in combat. *Invisibility* allows a duergar to close with opponents and to attack with the element of surprise. *Enlarge person* gives a duergar greater size and strength, allowing him to deal more damage in combat. All duergar stat blocks include detailed information on the affects of these two spells.

Duergar also possess darkvision out to a range of 120 feet. This allows them to lurk in the darkness beyond the extent of an opponent's vision. In such cases, duergar continually harass interlopers with missile fire; particularly arcane spellcasters. Duergar crossbowmen are trained to shoot and move in such situations, making it harder for enemy spellcasters and archers to keep track of them.

If they have room, duergar forced into melee will use their *enlarge person* ability to gain extra reach. Duergar wielding glaives or dwarven pikes will tend to cluster together to make it hard for enemies to get in close without suffering multiple attacks of opportunity. In confined spaces such as tunnels they will line up behind one another so that a single attacker receives multiple attacks.

MINIATURES

We recommend the following miniatures when playing this adventure.

7 × human barbarians
12 × duergar
1 × human wizard

INTRODUCTION

A hot summer sun beats down on the courtyard of Castle Karistyne. The shade of a spreading oak tree, its

roots fed by the same spring that waters the great castle provides you with some relief from the heat of the afternoon. Around you, warriors in azure and gold, the colors of the famed Lady Karistyne, paladin and wyrm-slayer, pace the walls and five square towers of the castle that bears her name. Behind looms the citadel itself, its white granite stones shimmering in the sun, a bastion of safety and peace in the wild hills of the Abbor-Alz.

Horns ring out from the gatehouse to welcome home a returning patrol. As they march in good order beneath the gate arch, the warriors, caked in dust, raise a lively song that belies the weariness of their steps.

At this point allow the PCs to react and introduce themselves in character. They might wonder why they have come to Castle Karistyne. If the PCs have played any of the previous adventures in the *Blight on Bright Sands* series (*COR5-06 Blood on Bright Sands* or *COR5-09 Gateway to the Bright Sands*), they may already be acquainted with the castle and its mistress. In this case, having found the PCs to be competent and skilled, the Lady Karistyne has called upon the services once more—asking them to attend her in her stronghold, but curiously without giving a reason why.

If only some or none of the PCs have played the *Blight on Bright Sands* adventures, then they have heard, in Hardby or Greyhawk City, that the Lady Karistyne is looking for skilled war companies to undertake certain tasks in the wilds of the Abbor-Alz.

Once the PCs have been introduced to each other and their reasons for being in Castle Karistyne, proceed to read aloud or paraphrase the following:

As the patrol files past, the voices echoing from the walls, a young warrior in a tabard emblazoned with the Sword and Bolts of the Lady Karistyne approaches and clears his throat nervously.

"Sirs, the Lady would speak with you now ... in the Great Hall, if it please you."

Allow the PCs to respond and, assuming they follow the soldier into the great hall, read aloud or paraphrase the following:

The Great Hall is easily one hundred feet long and forty feet wide. Sunlight slants through three great stained-glass windows, casting patches of color across the flagstones. In the centre of the opposite wall stands a wide fireplace. Banners hang from the ceiling and the walls are decked with trophies. Most imposing however, is the collection of trophy heads mounted on the wall behind the top table. Among the heads of manticores, wyverns, hippogriffs and other more mundane animals, three stand out: the heads of two blue dragons and one red.

Karistyne is seated at the far end of the table, poring over a map. She is dressed in white robes emblazoned with her coat of arms—a golden sword surrounded by an azure wave, flanked by two silver lightning bolts. Her

muddy blonde hair is tied back in a ponytail. Beside her stands a hulking man in a leather jerkin, with black hair and a close-cropped beard. He looks up and bids you approach with a wave of his hand.

"Good sirs, thank you for your patience," the lady paladin says, fixing you with an unflinching gaze. "Please be seated while I explain why I have summoned you here so ... enigmatically."

As you take your seats, the door at the end of the hall opens once more. Four people enter—two human, a man and a woman and two half-elves, male and female. From their hard looks and grim expressions, you can tell that they are seasoned campaigners all. The man wears a broadsword at his hip, the woman a longblade and dagger. Both wear leather jerkins. The half-elves are dressed in loose pantaloons and green tunics. The female bears a brooch of a foaming wave upon her breast.

"I should introduce you," says Karistyne. "These are your companions in this task. They are the Breakers, a war company from Onnwal, sent here by Szek Jian Destron himself. It seems the szek has had more cause to hate the Traitor than many of late—but that is another tale."

If the PCs inquire about why the szek hates Rary tell them it is rumored that Rary has kidnapped his daughter.

☞ **Karistyne**, female human Pal15—Heironeous, Lady of Castle Karistyne.

Appearance: Karistyne is a soft-spoken woman in her late thirties, of mixed blood, though with pronounced Oeridian heritage. She is well built, with a tanned complexion and blonde hair. When not expecting battle, the lady of the Abbor-Alz favors white robes emblazoned with her coat of arms—a golden sword surrounded by an azure wave flanked by two silver lightning bolts. The lightning bolts symbolize her devotion to Heironeous, the Archpaladin.

Character: As a servant of Heironeous, Karistyne views it as her sacred duty to drive evil from the Abbor-Alz and ensure the safety of the good folk of the hills. She is renowned as a wyrmslayer and is rumored to have slain a total of seven wyrms with the aid of her war company.

Though she does not raise her voice often, Karistyne is intense and forceful, with seemingly inexhaustible reserves of energy and willpower. She can sometimes come across as quite arrogant in this assertion, and she brooks no interference in achieving her goals. She detests the Free City of Greyhawk, seeing the Oligarchy as weak and corrupt. However, she has great respect for the Mountaineer Militia of Greyhawk.

Karistyne is renowned for her tolerance and is a friend to most good-aligned faiths. She believes herself to be bound by ancient codes of hospitality. No one in need is ever turned away from her castle gates, but if possible, she tries to personally *detect evil* upon visiting guests during an audience. Any bearing the taint of evil are either sent away or detained at the lady's pleasure.

☞ **Aeron Marander**: male human (Oeridian) Ftr13; LG; Seneschal of Castle Karistyne.

Appearance: Aeron is in his early thirties, though the lines that years of sun, travel and many hard battles have left make him look older. Of Oeridian blood and Nyrondese birth, he wears his black hair and beard short cropped. Heavily built and standing nearly six and a half feet tall, Aeron cuts an impressive figure, especially when clad in his magical full plate armor. A devoted follower of Heironeous, he wields a great axe.

Character: Aeron is one of Karistyne's oldest and most loyal followers. A supremely competent seneschal, he is also an able battle leader, capable of inspiring loyalty and devotion in his men. Aeron is a no-nonsense man, direct to the point of rudeness, for which he does not apologize. Despite his appearance as a bruiser, Aeron is well educated. But while he appreciates learning, he values practical knowledge rather than arcane lore. Equally, he values practical thinkers, rather than scholars, but prefers both to boors and fools. Better to think your way out of trouble, rather than cut your way out—though he is well able to do either.

Karistyne stands and paces as she speaks:

"Something is stirring in the Abbor-Alz. Many disquieting rumors have reached us of late. Duerger—gray dwarves—have been seen oft in the hills south of here. Their once-rare raids upon the Abbor-Alz hillfolk have become more frequent. Hundreds of the hillfolk have been carried off as slaves into Underdark. The hillmen speak in awed tones of battles beneath the Oerth. The Hardby Pass, never safe, has become so perilous that even the boldest traders will not risk travel to Ul Bakak.

"Events such as these would not normally be worthy of note in this wilderlands, if it were not for something we discovered several years ago. Some of my people found the bodies of a Baklunish man and a Tiger Nomad woman on the banks of the Storm Run. The man, it appears was a mage named He Chak—an apprentice to no less a personage than the Archmage Rary, known justly as the Traitor. From papers we found on his body, he had been sent by his master to liaise with and spy upon someone he named "Father Eye," the ruler of a duergar hold in the hills called the Mines of the Eye.

"Now, we know that the servants of the Traitor are stirring to some unknown end in the Bright Lands. Surely, given the connection between Rary and this "Father Eye," this sudden restlessness of the duergar is more than mere happenstance.

"I want to know what is happening in the Mines of the Eye, and I would like you to find out for me. Will you help us?"

Allow the PCs to consider this and answer. If any of the PCs waver or show doubt, Karistyne asks them to consider what could happen to the surrounding realms if the machinations of the Traitor are not foiled. She says that if they consider themselves heroes, they cannot in good conscience stand by and allow evil to flourish. If any of the PCs still refuse, she looks hurt and

disappointed and tells them that they can leave if they so wish.

Assuming that the PCs do accept the mission, Karyistine introduces the bearded man as Aeron Marander, her seneschal. Read aloud or paraphrase the following:

Marander unfurls a map of the Abbor-Alz on the table before you.

"As the lady has said, we need to know what is happening in the Mines of the Eye; what the duergar are doing, and why the Traitor is taking such an interest in them. From what we know of the Mines, they are well guarded, and gaining entry is unlikely to be an easy task—especially the inner chambers of this Father Eye. However, we've devised a plan of attack that we believe should work.

"You will travel to the Mines overland and assail the gates and outer defenses. Your task is to cause as much disruption as possible, in order to draw the main force of the duergar out to deal with you. This is just the distraction that the Breakers need to discover what it is we need to know. It's best that you remain ignorant of the exact details of each other's goals, lest any of you be captured and tortured. It is enough for you to know that the success of this enterprise depends on you stirring up the nest enough to draw the hornets out. Do you have any questions?"

It's likely that the PCs have questions at this point. The answers to the most likely are shown below:

Q: What's in it for us?

A: Marander: *"If fighting the good fight is not enough for you, then the dark dwur have plunder aplenty to fill your pockets.*

Q: How do we find the Mines?

A: Marander: *"Each war company will have its own guide, who will be able to lead you to where you need to go. I will introduce them to you when we are finished here."*

Q: What aid can you give us?

A: Marander: *"Obviously we have some maps of the hills. For the mines themselves, your guides are your best bet. In addition, we have within the castle a number of specialized artisans whose wares might interest you."*

(The PCs are able to purchase any item from Chapter 6 of the *Players Handbook* within the 200 gp limit for Castle Karistyne.)

Q: How long do we have to perform this deed?

A: Marander: *"The Mines are about 30 leagues south of here. The other war company will be in position in four days. You need to be ready to act by then. After that, matters will take as long as they take, if the Archpaladin wills it."*

Q: When do we leave?

A: Marander: *"Dusk this evening, at the earliest. We know that the Traitor has eyes everywhere, and that some of them watch this place, so it's better that you slip out under the cover of night. Once you are away from the castle, you can travel by day."*

Q: What exactly are the Breakers looking for?

A: Marander: *"Anything that will tell us more about what is going on: papers, overheard conversations—any clues they can find. And, obviously, should you come across anything of that nature, anything the Breakers might have missed, we would be grateful if you brought it to us."*

Q: How do we know what to look for in the Mines?

A: Marander: *"Any information on the Mines is useful, and information on Rary the Traitor and Father Eye are especially useful."*

Q: What do you know of Father Eye?

A: Marander: *"Nothing, except that he is not a duergar. But he must wield great power to dominate the dark dwur as he does."*

Neither Karistyne nor Marander offers coin. If the PCs refuse to aid them otherwise, Aeron says they are free to go and the adventure is over.

If the PCs have horses or other mounts, Aeron advises the PCs to go on foot. Duergar scouts patrol the Abbor-Alz, and it would be a colossal blunder for the plan to be ruined because the duergar chanced upon the PCs' mounts and raised the alarm. The PCs *could* ride their mounts only partway; walking the rest of the way, but Aeron feels quite strongly that the risk of ruining the plan far outweighs the convenience of taking mounts. Flying mounts are even more problematic, as Curadhal cannot ride any flying beast, and keeps his eyes tightly shut if forced to ride one—making him useless as a guide.

The Guide: Once the PCs have finished asking their questions and purchased what equipment they need, Aeron introduces them to their guide. Read aloud or paraphrase the following:

Aeron Marander approaches with a short, wiry man, whose bronze skin bespeaks obvious Flan descent. He wears a rough spun tunic and kilt, and a pair of rough sandals on his feet. He leans on a barbed spear and gazes at you all with narrowed eyes.

"This is your guide, Curadhal. He's a warrior of one of the Flan tribes who dwell in the hills to the south of here. His people have suffered more than most from the attacks of the duergar, and he is eager to help our cause. He knows the Abbor-Alz like the back of his hand and has himself only recently escaped from the Mines of the Eye. It says something about his courage that he is willing to lead you back there."

Curadhal nods and stretches out his hand towards you.

☛ **Curadhal:** male human (Flan) Bbn2; NG.

Appearance: Curadhal (pronounced Cur-a-thal) is a short wiry man, with matted black hair and dark bronzed skin. His face and arms are covered in ritual tattoos and he wears a rough spun tunic and a kilt. He carries a small round shield, a barbed spear and a small quiver of javelins.

Character: Curadhal is a member of the Cnuchrua (Cin-uck-rooa) tribe of Flan hillmen, whose ancestors have inhabited the Abbor-Alz for thousands of years. The Cnuchrua have suffered many raids from the duergar in recent years. In one of the most recent, Curadhal and his sister Curadha (Cur-atha) were captured and carried off into the Mines of the Eye as slaves. While Curadhal managed to escape, his sister remains a captive of the dark dwur. Understandably, Curadhal hates the duergar with a passion, and so has agreed to aid Karistyne's people, if it means striking back against the duergar.

Curadhal speaks Flan and enough Common to communicate with the PCs. He is very impressed if any of the PCs speak Flan and prefers speaking to them, in his native tongue, to speaking to the others in Common. A devout follower of Pelor, he is also well disposed towards priests or paladins of the Sunfather. Curadhal is initially quite reserved around the PCs, saying little while he gauges their characters. He rarely speaks unless directly spoken to, and even then keeps his answers brief. He offers to set the camp and do the cooking.

After the first day, however, Curadhal opens up—asking the PCs about their homelands and their family. He mentions his family and his sister. Once he has gained the trust of the PCs, he asks the PC if they will help him save Curadha. In general, he is respectful, if unrefined. He has little compunction about eating with his hands or starting the day by clearing his throat noisily and spitting. However, if he thought he was causing offense, he would be deeply embarrassed, though somewhat confused as to what he had done wrong.

Stats for Curadhal at each APL [Not sure whey this is highlighted; stats for him do appear in each appendix. Delete this text] are provided in Appendix 1.

Once the PCs have been introduced to their guide and are ready to begin their mission, proceed to Encounter 1.

ENCOUNTER 1: A BARBARIAN STANDOFF

Read aloud or paraphrase the following:

The sun sets orange and huge behind the rugged peaks of the Abbor-Alz. As the last of the day's light drains away into the west, you slip out through a postern gate on the eastern side of the castle. A narrow foot trail leads you under the looming walls and across the plateau upon which Castle Karistyne stands. The stars are already burning bright above you by the time you reach the plunging path that leads south into the hills.

Once the PCs have traveled about two leagues south from the castle, Curadhal calls a halt and leads them to a small sheltered side gully with a small spring, saying it is a good place to make camp. The PCs can set watches and take other precautions, but the night passes uneventfully. Even so, having the sentries make Spot checks should keep the PCs on edge.

The following morning, Curadhal—who like many of his tribe worships “Pelor SunFather”—is up at dawn, scrambling up a hill to greet the first rays of dawn. Once the PCs are ready to move out, have them assign a marching order.

The overland journey to the Mines is 90 miles over rough hills. How long this takes to travel depends on the PCs and their means of transport. No matter how they travel, though, the first day and night are uneventful. But, to keep up the pretense that they may really be in danger, have the PCs make Spot checks from time to time.

Upon the morning of the second day, however, the PCs' luck changes: They encounter a band of Tureg warriors from the stronghold of Ghazal. Of Sueloise descent, the Tureg are mortal enemies of Curadhal's people (who are Flan). The band is camped in some caves overlooking the PCs' route, and easily spots them unless the PCs are taking precautions to travel unseen. In this case, roll an opposed Spot check for the Suel to detect the PCs. Likewise, have the PCs roll an opposed Spot check against the barbarians' Hide check for them to notice the Suel as they make their way down the hill to intercept the PCs.

If the PCs do not spot the Suel, read aloud or paraphrase the following:

As you make your way southward on the morning of the second day, you suddenly notice movement on the hillside above you.

A man dressed in leathers, his head covered in a leather coif stands up and calls out in accented Common: “Who sullies the lands of the Tareg with their unclean footsteps?”

Most likely, though, the PCs notice the approach of the Suel. In this case, read aloud or paraphrase the following:

As you make your way southward on the morning of the second day, you suddenly notice movement on the hillside above you. A small band of humans is making their way stealthily towards you through the brush. The men are dressed in leather, their heads covered by leather coifs. They are carrying bows with arrows nocked, and wear swords at their sides. Their skin is tanned and mottled with freckles, and sun-bleached blonde hair pokes out from under the coifs. Each warrior wears an ornate brass armband inlaid with semi precious stones.

Allow the PCs to react and then read aloud or paraphrase the following (with appropriate changes if the PCs have already attacked the Suel):

As they notice you looking at them, the men halt and one stands up and calls out in accented Common: "Who sullies the lands of the Tareg with their unclean footsteps?"

A DC 15 Knowledge (Local—Core) check reveals that the Tareg are a tribe of Suel barbarians who dwell in the stronghold of Ghazal, close to the Hardby Pass. PCs that have played COR3-13 *The Traitor's Road* may have already encountered them and if so, recognizes them automatically. The Tareg consider the Abbor-Alz their sacred domain, and so regard the presence of outsiders as a minor form of sacrilege. However, in practice, the offense can easily be forgotten, if the trespassers pay a tribute of gold or other items.

The leader of the band, Kerdav, explains this to the PCs in accented Common. If the PCs ask what tribute Kerdav wants, he simply points at Curadhal and say: "The blood of our mortal enemy." Though the PCs can attempt to negotiate, Kerdav is not to be persuaded. If the PCs hand Curadhal over to Kerdav and his men, then they can proceed on to the Mines of the Eye unmolested. And if they simply refuse to give up Curadhal, the Tareg attacks the PCs.

APL 2 (EL 2)

♣ **Warrior of Ghazal (3):** human (Suel) male Bbn1: hp 14; see Appendix 1.

APL 4 (EL 4)

♣ **Warrior of Ghazal (6):** human (Suel) male Bbn1: hp 14; see Appendix 1.

APL 6 (EL 6)

♣ **Warrior of Ghazal (6):** human (Suel) male Bbn2: hp 23; see Appendix 1.

APL 8 (EL 8)

♣ **Warrior of Ghazal (6):** human (Suel) male Bbn3: hp 32; see Appendix 1.

Tareg Tactics: The Tareg are spread out along the hillside in a loose line, keeping at least 20 feet between them to avoid getting caught by area of affect spells. The sagebrush covering the hill counts as light undergrowth (+2 to the DC of Tumble checks; -2 to Move Silently checks) and provides concealment.

The slope itself is a steep slope (a further +2 to the DC of Tumble checks). Characters moving up hill must spend 2 squares of movement to enter each steep slope square. Characters running or charging downhill must make a DC 10 Balance check upon entering the first steep slope square. (Mounted characters must make a DC 10 Ride checks instead.) Failure means that the character stumbles and ends his movement 1d2 × 5 feet later. Failure by 5 or more means the character falls prone in the square and loses his movement for that round.

The Tareg opens fire on the PCs from the cover of the hillside. Any Tareg who has a clear shot at Curadhal (assuming he is still active) fires an arrow at him each round, if they are not in a PC's threatened squares. If Curadhal is reduced to less than 0 hp assume that he automatically stabilises in the following round. They attempt to hold the high ground, forcing the PCs to come up the hill to them. As soon as a Suel enters melee combat, he rages.

For his part, Curadhal charges up the slope towards them, flinging javelins as he goes. He has as little love for the Suel as they have for him. As they feel they are defending their sacred territory, the Tareg fights to the death rather than face the dishonor of retreat.

Treasure: If the PCs loot the bodies of the dead, each PC can recover the following amounts, depending on APL:

APL2: Loot: 30 gp;

APL4: Loot: 60 gp;

APL6: Loot: 60 gp;

APL8: Loot: 60 gp;

Development: Assuming the PCs win, they can proceed onwards to the Mines and Encounter 2. So that the PCs can find the mines, Curadhal must survive this combat. If he receives enough damage to kill him, instead assume that he is reduced to -8 hp. On the next round he automatically stabilises on -9 hp.

Troubleshooting: If the PCs use spells such as *teleport* to get close to the Mines of the Eye, spring the above encounter on them shortly after they arrive.

ENCOUNTER 2: ENTRANCE TO THE MINES

Assuming the PCs make it to the entrance of the mines, read aloud or paraphrase the following:

Following Curadhal's lead, you wind your way southwards deep into the Abbor-Alz. The sun is already sinking westwards when Curadhal turns east, into a long, winding canyon. You follow it for nearly an hour, until Curadhal motions you to stop.

"Around this corner comes the valley's end. There lies the mouth of the Mines."

If the PCs have stated they are looking for tracks, allow PCs with the Track feat to make a DC 15 Survival check. A successful result reveals that a patrol of a half-dozen Medium bipeds with booted feet passed this way a day ago. There are also some older tracks superimposed on each other.

If the PCs want to creep closer to get a look at the entrance to the Mines themselves, then read aloud or paraphrase the following:

Before you the canyon narrows and the walls meet in a V. The walls rise steeply in bare, white granite cliffs. At their bases, piles of scree and boulders litter the ground,

half overgrown by scrub-brush and half-dead desert pines.

As the sun sinks lower in the west, the western wall of the canyon is in a deep shadow that even now is beginning to creep up the rugged eastern wall. At the edge of the line of shadow and light, you can make out an opening in the canyon wall—no more than maybe five feet across.

“There,” Curadhal whispers. “That is one of the mouths of the Mines.”

Lay of the Land (see DM’s Map 1): The canyon floor is generally level, sloping slightly up to the sides. Where the map shows boulders scattered over the ground, consider this as light rubble (+2 to Balance and Tumble check DCs). Where boulders completely fill the square, consider it to be dense rubble (double movement costs; +5 to Balance and Tumble check DCs; –2 to Move Silently checks). Squares with bushes or trees in them are considered to be light undergrowth (+2 to Tumble check DCs; –2 to Move Silently checks).

Curadhal is able to tell the PCs that there are three entrances into the Mines—two on the west side of the canyon and one on the east side (the entrances marked on Player’s Handout 1). When Cuaradhal escaped, there were two duergar sentries guarding the entrance—but what he doesn’t know is that there are also three concealed entrances, used by the duergar to sally out and ambush approaching enemies.

It’s possible that careful or observant PCs may spot the concealed entrances. Detecting the entrances requires a Spot check (DC 5 + 1 for every 10 feet of distance between the PC and the entrance). If the PC is specifically looking for entrances, apply a +2 circumstance bonus. (Don’t forget to apply modifiers for poor light and darkness where appropriate. If a concealed entrance is in shadow; apply a –2 circumstance modifier to the check.) The east wall is in shade in the morning and the west wall in the evening. Both walls are fully lit for about 6 hours in the middle of the day (3 hours either side of noon). If the PCs approach within 10 feet of a concealed entrance, it is immediately obvious to them.

Inside the tunnels themselves, the first 30 feet are in shadowy illumination. Everything beyond that is in darkness.

Spotting the Sentries: The sentries occupy small niches in the tunnel walls (as shown in the inset to DM’s Map 1). The outermost sentry in each niche keeps watch, standing just in the shadow of the entrance. The second sentry stands further back inside the tunnel.

To notice a sentry, the PCs must make a successful Spot check opposed by the duergar sentry’s Hide checks. (Assume that the sentries take 10 on their Hide checks, and because they’re so well concealed in the darkened niches, they gain +5 circumstance bonuses to their checks, bringing their check totals up to 17.)

Approaching the Entrance: If the PCs approach in daylight, have each of them roll Hide checks, opposed by the Spot checks of the sentries at Entrances A and C.

(The sentry at Entrance B doesn’t have a line of sight down the canyon.)

If the PCs approach Entrance C in daylight, then they also need to roll an opposed Hide check against the sentry at Entrance B (once they are within his line of sight). If they approach under cover of darkness, matters are not much better, given the 120-foot range of the duergars’ darkvision. Once the PCs come within 120 feet of one or more of the sentries, the PCs need to start making Hide checks.

If human PCs are approaching by night, they need to have some way of seeing in the darkness—or they need to be led by PCs that can see—or they suffer the appropriate penalties (see the *Dungeon Master’s Guide* page 302). Of course, light sources easily give the PCs’ position away to the duergar.

A sentry who spots the PCs immediately alerts his companion, who runs to the nearest guardpost (see DM’s Map 1) and raises the alarm. If the PCs surprise the sentry, his companion turns invisible and goes to raise the alarm, while the sentry holds off the PCs. Once he has raised the alarm, the sentry’s companion returns cautiously to his position and aids his companion in combat, if appropriate.

ALL APLS (EL 2)

➤ **Duergar warrior:** male duergar War1 (2): hp 10; see Appendix 1

Tactics: Once the PCs approach to within 80 feet of any sentry aware of their presense, sentries open fire with their crossbows. The sentries in the other entrances provide supporting fire, assuming they have line of sight. However, the other sentries do not leave their positions, even if one or more of their colleagues is engaged in melee combat. They have strict orders to hang back and snipe at intruders.

If engaged in melee combat, the sentry falls back slightly and attempts to impede the PCs’ advance, all the while shouting at the top of his voice. If a pair of sentries has been surprised by the PCs, then the inner sentry attempts to flee under the cover of *invisibility* to raise the alarm, while his companion holds off the PCs. If the second sentry has returned from alerting the guardposts by the time the PCs attack, he supports his companion by firing his crossbow at any PCs who aren’t engaged in melee with another duergar. Duergar sentries fight to the death.

The duergar do not voluntarily fight in the open during daylight, so as to avoid the penalties brought on by their light sensitivity.

Treasure: If the PCs loot the bodies of the dead, each PC can recover the following amounts, depending on APL:

APL 2: Loot: 36 gp; Magic: 2 × *potion of cure light wounds* (2 × 4 gp);

APL4: Loot: 36 gp; Magic: 2 × *potion of cure moderate wounds* (2 × 25 gp);

APL6: Loot: 260 gp; Magic: 2 × *potion of cure moderate wounds* (2 × 25 gp), *potion of bull's strength* (2 × 25 gp).

APL8: Loot: 260 gp; Magic: 2 × *potion of cure moderate wounds* (2 × 25 gp), *potion of bull's strength* (2 × 25 gp).

Development: Assuming the PCs defeat the sentries, they can proceed deeper into the Mines. Proceed to Encounter 3.

If the PCs attempt to capture and question the duergar, only magical compulsion can force the duergar to talk. Even if *charmed*, they don't divulge numbers of guards or the location of the guardposts, though they mention that these exist, as well as the bridge and chasm leading into the Inner Mines (though this latter information requires a successful opposed Charisma check; see *charm person* in the *Player's Handbook*). The guard also mentions the names of the four guardpost commanders (see below) and the fact that Turakal ("*a fierce warrior*") and Duneraz ("*a craven not worthy to be called a warrior*") hate each other, while Balavur is a cunning and respected commander. If there is time, allow the PCs roleplay out this interaction and apply modifiers depending on the how well the PCs perform.

Troubleshooting: The PCs might try to bluff their way into the Mines. This tactic is only partially effective, though: The sentry's companion runs off to alert the nearest guardpost as soon as anyone approaches; the guardpost simply doesn't send reinforcements right away. (The sentry's companion does return as quickly as possible, though.)

If the PCs take the form of duergar, the real duergar see through their disguises immediately; the Mines are not so vast that the duergar do not know every other duergar in the Mines.

If the PCs pose as emissaries of Rary—and shout out that they are such (as true emissaries of Rary know to do) before the duergar open fire on them—make an opposed Bluff check against the duergar sentry's Sense Motive. If the PCs succeed, the duergar sentries allow them to pass.

ENCOUNTER 3: HIDE AND SEEK, HIT AND RUN

Once the PCs have dealt with or circumvented the sentries, they can enter the passages of the Outer Mines. This encounter is designed to be very free-flowing, as the duergar guards attempt to react to the tactics and mode of attack of the PCs.

The Lay of the Land—The Outer Mines: The tunnels in the Outer Mines are rough-hewn, with irregular stone walls. Unless stated otherwise, they are typically 5 feet wide and 8 feet tall, though they vary in certain specific locations. The floor is of hewn stone, covered in many places by sand and gravel that has been carried from the outside or crumbled from the walls. As

such it requires a DC 12 Balance check to run or charge across; failure means that the character can't run or charge in that round, but can still act.

As the duergar do not require natural light to see, the tunnels are completely dark, unless stated otherwise. Characters without darkvision, a light source, or some other means to see in the dark suffer the appropriate darkness penalties (see the *Dungeon Master's Guide* p302)

The Guardposts: The next line of defenses that the PCs have to deal with is four concealed guardposts and their garrisons of duergar warriors (see DM's Map 2).

Each has a secret door (which pivots at one end and opens outwards) and a set of concealed arrow loops. Well-hidden by cunning duergar stonecraft, these each require a DC 30 Search check to detect when closed. The stone doors and loop shutters can only be opened from the inside. The arrow loops give the guards inside the guardpost a field of fire out into the tunnel, while providing them with improved cover (+8 AC; +4 Reflex save bonus; +10 Hide bonus).

Each of the four guardpost commanders has his own style of command and tactics. Depending on which entrance the PCs take, they encounter different challenges, duergar-style—from portcullis-trapped killing grounds, to secret passages, dead end tunnels, and hit and run tactics.

Tactics for each of the guardposts are provided below, along with a description of the character of each of the guardpost commanders. If the DM needs to improvise, use the character of the commander of the guardpost as a guide to their likely reactions.

Once the PCs have engaged and defeated three of the four guardpost garrisons, the last remaining garrison sends runners to the Inner Mines and retreats into its guardpost, refusing to engage the PCs (except to defend the guardpost or snipe at the PCs from the arrow loops if they present themselves as targets). If the runner gets through to the Inner Mines, he rouses the main duergar force against the PCs—incidentally providing the distraction that the PCs have been sent to create. (See Encounter 7 below.)

☛ **Stone secret door:** DC 30 Search; thickness 1 ft.; hardness 8; 60 hp; break DC 28.

Guardpost Layout (see DM's Map 2 for locations, and DM's Map 3 for enlarged maps of the Guardposts): While each of the guardposts is different and holds different challenges, each has four rooms. All of the floors are flagstone floors and all of the internal doors are strong wooden doors. Guardposts C and D have well concealed secret doors leading to secret passages (see below).

☛ **Strong wooden door:** thickness 2 in.; hardness 5; 20 hp; break DC 25.

☛ **Stone secret door:** DC 30 Search; thickness 1 ft.; hardness 8; 60 hp; break DC 28.

1: *Watchpost*: Two duergar sentries, who keep a careful watch on the tunnel outside through concealed spyholes and arrow loops, man this room at all times. PCs trying to sneak past the guardpost have to make Hide and Move Silently checks opposed by the guards' Spot and Listen checks. If the guards detect the PCs, they alert their companions in the barracks. Further details of tactics and the contents of this room are listed under each individual guardpost.

2: *Barracks*: The remainder of the duergar, aside from the captain (if he is present), are stationed here. There are cots and tables strewn with various personal effects. Exact details of the contents of this room are listed under each individual guardpost.

3: *Captain's Quarters*: At APLs 4-10, a veteran duergar warrior, who has his quarters in this room, commands each guardpost. The room is furnished with a comfortable bed, desk, table and a chest containing personal effects. Exact details of the contents of this room are listed under each individual guardpost.

4: *Armory*: This room contains arms and armor for the garrison.

The Killing Zone: Guardposts A, B, and C have a killing zone formed by a pair of iron portcullises set 10 feet apart and arranged so that when dropped, the victims are trapped directly in the field of fire of the guardpost's arrow loops. Any PCs moving down the tunnel may make a DC 20 Spot check (or a DC 15 Search check if they are actively searching the area) to notice the presence of the portcullises.

If the PCs spot the holes, read aloud or paraphrase the following:

Something catches your eye on the floor in front of you. There are a series of seven regular indentations set in a line across the floor, each about 2 inches wide. Above you, you can see that a groove has been hewn into the roof of the tunnel, cunningly concealed from casual notice by the rough contours of the stone.

The points of the portcullis are not visible. If the duergar observe more than one PC entering the killing zone, the duergar drop both portcullises.

If the PCs behave as though they've detected the portcullis, Keralzûr orders his men to drop the portcullis (so long as there's even a single PC in the killing zone) and attack.

If the PCs do not spot the holes, read aloud or paraphrase the following:

Suddenly there is a grating of steel on stone, a whoosh of air, and two enormous clangs as a pair of iron portcullises slam down, throwing up sparks from the granite and sealing a section of the tunnel. There is a moment of total silence and then the twangs and the buzz of crossbow bolts fills the air.

☠ **Iron portcullis**: thickness 2 in.; hardness 10; 60 hp; Lift DC 25; break DC 28.

ENCOUNTER 3A: GUARDPOST A

Keralzûr, a middle-aged warrior, commands the easternmost guardpost (see DM's Maps 1 and 2—Guardpost A). A brave, dependable, but conservative captain, he prefers to play things by the book rather than improvise. This means he is biased towards holding his ground, rather than aggressively seeking out the PCs.

Battle Preparations: If the sentries have alerted the guardposts, Keralzûr has readied his men for combat and they are all standing by in the watchpost. In this case, unless the PCs are moving under the cover of *invisibility*, the guards automatically spot them. Even if the PCs are invisible, have them make Move Silently checks opposed by the guard's Listen check. If the PCs are moving under both *invisibility* and *silence* spells, the radius of the area of effect catches the guards and alerts them to the fact that enemies are moving past.

If the guardpost has not been alerted, then all of the guards (except for the two sentries) are in the barracks, and Keralzûr is in his quarters. The PCs may be able to sneak past with successful Hide and Move Silently checks opposed by the guard's Spot and Listen checks. Apply a –2 circumstance penalty to the guards' checks due to their lack of attention. In this case, it takes 4 rounds for the duergar to sally out to engage the PCs.

APL 2 (EL 4)

☠ **Duergar warrior**: male duergar War1 (6): hp 10; see Appendix 1

APL 4 (EL 6)

☠ **Duergar warrior**: male duergar War1 (5): hp 10; see Appendix 1

☠ **Duergar adept**: male duergar Adp 1: hp 9; see Appendix 1.

☠ **Keralzûr**: male duergar Ftr4: hp 36; see Appendix 1.

APL 6 (EL 8)

☠ **Duergar warrior (crossbowman)**: male duergar Ftr1 (2): hp 12; see Appendix 1.

☠ **Duergar warrior**: male duergar Ftr1 (3): hp 12; see Appendix 1.

☠ **Duergar wizard**: male duergar Wiz1: hp 7; see Appendix 1.

☠ **Keralzûr**: male duergar Ftr5: hp 45; see Appendix 1.

APL 8 (EL 10)

☛ **Duergar warrior (Crossbowman):** male duergar Ftr1 (5): hp 12; see Appendix 1.

☛ **Duergar warrior:** male duergar Ftr1 (6): hp 12; see Appendix 1.

☛ **Duergar wizard:** male duergar Wiz1: hp 7; see Appendix 1.

☛ **Keralzûr:** male duergar Ftr7: hp 63; see Appendix 1.

Keralzûr's Tactics: If the PCs become trapped in the killing zone between the two portcullises, Keralzûr then sends a small group of his men to attack PCs who haven't been trapped (looping around and using the concealed entrance to attack the PCs from the rear), while the remainder pepper the PCs with crossbow bolts through the arrow loops. If the trap fails, he sallies out with his men to engage the PCs in melee in front of the guardpost, trying to give his troops in the arrow loops a position to give supporting fire from the arrow loops. If more than three quarters of his men are killed or incapacitated, he orders a retreat back into the guardpost, where he attempts to hold off the PCs. If the PCs break in, he and his men fight to the death.

If the PCs enter by another entrance and there is fighting elsewhere in the Outer Mines, Keralzur holds his ground unless Balavûr summons him. In this case, he leaves two guards to hold the guardpost and leads his men to Balavûr, taking 5 rounds to reach guardpost B.

The duergar crossbowmen try to eliminate any obvious enemy spellcasters, while the duergar wizard attempts to incapacitate the trapped PCs with his spells. They also target any PCs attempting to break or lift the portcullises.

Provided they have the numbers, two duergar use glaives or dwarven pikes to attack the trapped PCs. Meanwhile, the remaining duergar move to engage the rest of the PCs while under cover of *invisibility*. Duergar engaging PCs not trapped in the killing zone *enlarge* themselves to gain a 10-foot reach. They attempt to keep the PCs in their threatened squares, never retreating by more than a single square.

Keralzûr (and the wizard, where applicable) holds at the door of the guardpost, the wizard providing spell support (where applicable) and the captain directing his men. If Keralzûr is killed, the surviving duergar scatter and flee towards the Inner Mines, under the cover of their *invisibility*, if they have not already used it.

If the PCs do not fall into the duergar trap, Keralzûr has his men (and adept/wizard) open fire on them and then lead a sally to engage the PCs. In this case, the duergar immediately cast *enlarge person* and use their 10-foot reach to best effect against the PCs.

At APLs where the adept is present, if he has a chance to cast before engaging the PCs (for example, if the guardposts are alerted), he casts his *bleed* to augment his companions' prowess. In the first round of combat against the PC, he attempts to catch as many of them as he can with a *sleep* spell. He then casts *enlarge person*

and use his reach to deliver *touch of fatigue* against a heavily armored PC.

At APLs where the wizard is present, he casts *mage armor* on himself first, followed by *color spray* against as many of the PCs as possible. He uses his *burning hands* either as close in defense against PCs that break through to him or to catch PCs that are trapped in the killing zone. Generally, he tries to remain behind the cover of his companions and stay out of trouble, shooting his *wand of magic missiles* at the PCs.

Treasure: If the PCs loot the bodies of the dead, each PC can recover the following amounts, depending on APL:

APL2: Loot: 108 gp; Magic: 6 × *potion of cure light wounds* (6 × 4 gp);

APL4: Loot: 174 gp; Magic: +1 *breastplate* (112 gp); +1 *dwur warpike* (195 gp); 2 × *potion of cure serious wounds* (2 × 62 gp); 6 × *potion of cure moderate wounds* (6 × 25 gp);

APL6: Loot: 558 gp; Magic: +2 *breastplate* (362 gp); +1 *dwur warpike* (195 gp); *amulet of natural armor* +1 (195 gp); 5 × *potion of cure moderate wounds* (5 × 25 gp); 2 × *potion of cure serious wounds* (2 × 62 gp); 5 × *potion of bull's strength* (5 × 25 gp); *wand of magic missiles* (62 gp).

APL8: Loot: 1143 gp; Magic: +2 *breastplate* (362 gp); +2 *dwur warpike* (695 gp); *amulet of natural armor* +1 (195 gp); 11 × *potion of cure moderate wounds* (11 × 25 gp); 2 × *potion of cure serious wounds* (2 × 62 gp); 11 × *potion of bull's strength* (11 × 25 gp); 11 × *potion of heroism* (11 × 62 gp); *wand of magic missiles* (62 gp).

ENCOUNTER 3B:

GUARDPOST B

Balavûr, a cunning old captain with a scarred face and a long silver beard, commands guardpost B (see DM's Maps 2 and 3—Guardpost B). He is skilled and able commander, respected by his men and trusted by the duergar chieftain, Attus Darkgem.

Battle Preparations: If the sentries have alerted the guardposts, Balavûr dispatches one of his men (or where applicable the rogue) to keep watch on the Y-shaped junction just south of the bridge leading to the Inner Mines. Before the scout goes out, the priest applies whatever long duration support spells he has. (He holds his more powerful and short-term augmentations for the main engagement with the PCs, either in front of the guardpost or on the bridge.) The scout is under strict orders not to engage the PCs, but to report to Balavûr if they head down the passage leading to the bridge.

Balavûr's plan is to wait until the PCs attempt to cross the bridge into the Inner Mines and then attack them in the rear. If the PCs begin to approach the bridge, the scout slips back under cover of *invisibility* and informs Balavûr. If detected, the rogue does his best to

escape from pursuing PCs. If the rogue successfully reports back to Balavûr, the duergar commander immediately leads all but two of his men to ambush the PCs from behind when they cross the bridge (see Encounter 5 below for details).

Balavûr's Tactics: If the PCs become trapped in the killing zone, Balavûr sends a small group of his men to attack any PCs who haven't been trapped, while the rest of his troops peppers the PCs with crossbow bolts through the arrow loops. The duergar crossbowmen preferentially target any obvious enemy spellcasters, or PCs attempting to break or lift the portcullises. Provided they have the numbers, two duergar use glaives or dwarven pikes to attack the trapped PCs, while the rest move around behind to engage the rest of the PCs under cover of *invisibility*.

Duergar engaging PCs not trapped in the killing zone cast *enlarge person* to give themselves 10-foot reach. They attempt to keep the PCs in their threatened squares, never retreating by more than a single square. The priest and Balavûr holds at the door of the guardpost, the priest providing spell support and the captain directing his men. If Balavûr is killed, the surviving duergar scatter, fleeing towards the Inner Mines, under the cover of their *invisibility*, if they have not already used it.

If the trap fails, he and his troops use *enlarge person* upon themselves, then sally out to engage the PCs in melee in front of the guardpost, trying to give his troops in the arrow loops a position to give supporting fire from the arrow loops. If more than half of his troops are killed or incapacitated, he orders a retreat, sending two of them back into the guardpost, while he and the rest of his forces scatter through the tunnels, using *invisibility* to hide and regroup. If the PCs do not find him, he attempts to gather his surviving men to attack the PCs from behind when they cross the bridge, summoning the survivors of the other guardposts that rally to him if he can.

See Encounter 5 for Balavûr's tactics if he is attacking the PCs crossing the bridge.

APL 2 (EL 4)

☛ **Duergar warrior:** male duergar War1 (6): hp 10; see Appendix 1

APL 4 (EL 6)

☛ **Duergar warrior:** male duergar War1 (6): hp 10; see Appendix 1

☛ **Balavûr:** male duergar Ftr4: hp 36; see Appendix 1.

APL 6 (EL 8)

☛ **Duergar warrior (crossbowman):** male duergar Ftr1 (2): hp 12; see Appendix 1.

☛ **Duergar warrior:** male duergar Ftr1 (3): hp 12; see Appendix 1.

☛ **Duergar scout:** male duergar Rog 1: hp 9; see Appendix 1.

☛ **Balavûr:** male duergar Ftr5: hp 45; see Appendix 1.

APL 8 (EL 10)

☛ **Duergar warrior (Crossbowman):** male duergar Ftr1 (5): hp 12; see Appendix 1.

☛ **Duergar warrior:** male duergar Ftr1 (6): hp 12; see Appendix 1.

☛ **Duergar scout:** male duergar Rog 1: hp 9; see Appendix 1.

☛ **Balavûr:** male duergar Ftr7: hp 63; see Appendix 1.

Treasure: If the PCs loot the bodies of the dead, each PC can recover the following amounts, depending on APL:

APL2: Loot: 108 gp; Magic: 6 × *potion of cure light wounds* (6 × 4 gp);

APL4: Loot: 148 gp; Magic: +1 *breastplate* (112 gp); +1 *greataxe* (193 gp); *amulet of natural armor* +1 (195 gp); 2 × *potion of cure serious wounds* (2 × 62 gp); 6 × *potion of cure moderate wounds* (6 × 25 gp);

APL6: Loot: 558 gp; Magic: +2 *breastplate* (362 gp); +1 *greataxe* (193 gp); *amulet of natural armor* +1 (195 gp); 5 × *potion of cure moderate wounds* (5 × 25 gp); 2 × *potion of cure serious wounds* (2 × 62 gp); 5 × *potion of bull's strength* (5 × 25 gp); *wand of magic missiles* (62 gp).

APL8: Loot: 1143 gp; Magic: +2 *breastplate* (362 gp); +2 *greataxe* (693 gp); *amulet of natural armor* +1 (195 gp); 11 × *potion of cure moderate wounds* (11 × 25 gp); 2 × *potion of cure serious wounds* (2 × 62 gp); 11 × *potion of bull's strength* (11 × 25 gp); 11 × *potion of heroism* (11 × 62 gp); *wand of magic missiles* (62 gp).

ENCOUNTER 3C:

GUARDPOST C

Dûneraz, an ineffectual and unpopular captain, commands guardpost C (see DM's Maps 1 and 2—Guardpost C). Until recently, he was second-in-command to a far more able leader, who (as far as his men are concerned) was killed in a raid by derro due to Dûneraz's negligence. Dûneraz is very indecisive and is unwilling to make any important tactical decisions.

Dûneraz's Tactics: Dûneraz is unwilling to do anything more than try to catch the PCs in the portcullis trap. If that fails, he keeps his men inside the guardpost, content to fire at them from the arrow loops rather than sally out to attack.

Dûneraz then sends a small group of his men to attack PCs who haven't been trapped while the remainder peppers the PCs with crossbow bolts through the arrow loops. If the trap fails, he refuses to sally out and holds his men inside the guardpost, content to shoot at any PCs that come into view of the arrow loops. If the PCs attempt to break into the guardpost, then Dûneraz

flees, making for the bridge and the Inner Mines, leaving his men to fend for themselves.

If the PCs have fallen into the killing zone, the duergar crossbowmen preferentially target any obvious enemy spellcasters, or PCs attempting to break or lift the portcullises. Provided they have the numbers, two duergar use glaives or dwarven pikes to attack the trapped PCs, while the rest move around behind to engage the rest of the PCs under cover of *invisibility*.

Duergar engaging PCs not trapped in the killing zone cast *enlarge person* to give themselves 10-foot reach. They attempt to keep the PCs in their threatened squares, never retreating by more than a single square. Dûneraz directs the attack from inside the guardpost. If the captain is killed, his men, if anything, fight better, only retreating back into the guardpost or deeper into the mines if three-quarter of their number are killed or incapacitated.

If the PCs are trapped in the killing zone at guardpost C, Tûrakal leads all but two of his men in a sally from guardpost D to attack the PCs from that direction (see Guardpost D below).

APL 2 (EL 4)

☠ **Duergar warrior:** male duergar War1 (6): hp 10; see Appendix 1

APL 4 (EL 6)

☠ **Duergar warrior:** male duergar War1 (6): hp 10; see Appendix 1

☠ **Dûneraz:** male duergar Ftr4: hp 36; see Appendix 1.

APL 6 (EL 8)

☠ **Duergar warrior (crossbowman):** male duergar Ftr1 (3): hp 12; see Appendix 1.

☠ **Duergar warrior:** male duergar Ftr1 (3): hp 12; see Appendix 1.

☠ **Dûneraz:** male duergar Ftr5: hp 45; see Appendix 1.

APL 8 (EL 10)

☠ **Duergar warrior (Crossbowman):** male duergar Ftr1 (6): hp 12; see Appendix 1.

☠ **Duergar warrior:** male duergar Ftr1 (6): hp 12; see Appendix 1.

☠ **Dûneraz:** male duergar Ftr7: hp 63; see Appendix 1.

Treasure: If the PCs loot the bodies of the dead, each PC can recover the following amounts, depending on APL:

APL2: Loot: 108 gp; Magic: 6 × *potion of cure light wounds* (6 × 4 gp);

APL4: Loot: 200 gp; Magic: +1 *breastplate* (112 gp); +1 *heavy pick* (192 gp); 2 × *potion of cure serious wounds* (2 × 62 gp); 6 × *potion of cure moderate wounds* (6 × 25 gp).

APL6: Loot: 559 gp; Magic: +2 *breastplate* (362 gp); +1 *heavy pick* (192 gp); *amulet of natural armor* +1 (195 gp); 5 × *potion of cure moderate wounds* (5 × 25 gp); 2 × *potion of cure serious wounds* (2 × 62 gp); 5 × *potion of bull's strength* (5 × 25 gp); *wand of magic missiles* (62 gp).

APL8: Loot: 1143 gp; Magic: +2 *breastplate* (362 gp); +2 *heavy pick* (692 gp); *amulet of natural armor* +1 (195 gp); 11 × *potion of cure moderate wounds* (11 × 25 gp); 2 × *potion of cure serious wounds* (2 × 62 gp); 11 × *potion of bull's strength* (11 × 25 gp); 11 × *potion of heroism* (11 × 62 gp); *wand of magic missiles* (62 gp).

ENCOUNTER 3D:

GUARDPOST D

Tûrakal, the captain of guardpost D (see DM's Maps 1 and 2—Guardpost D), is the youngest of the four guardpost commanders, and also the most aggressive. He is eager to lead his men from the front, seeking out invaders, softening them up with hit and run tactics and luring them into a favorable position to engage them in melee.

Tûrakal's Tactics: Guardpost D has no portcullis killing zone, so Tûrakal sees little reason to hold his position if there is fighting going on elsewhere in the Mines. If the sentries have alerted the guardposts, then Tûrakal has readied his men for combat and they are all standing by in the watchpost.

If Tûrakal's men detect the PCs, they open fire with their crossbows though the arrow loops. Tûrakal then leads the rest of his troops to attack the PCs, retreating only if three quarters of his men are killed or incapacitated. He falls back into the guardpost if he can; otherwise, he scatters his men.

If the PCs are caught in the killing zone of guardpost C, Tûrakal leads all but two of his men out to engage the PCs in melee. If the guardposts have been alerted, Tûrakal's men arrive at the killing zone in four rounds. If the guardposts have not been alerted, then they take eight rounds to arrive. Tûrakal directs his wizard to cast his most devastating spell into the PCs's ranks, before he and his warriors enlarge themselves and charge into melee.

If the duergar get the jump on the PCs within view of the arrow loops, the duergar crossbowmen preferentially target any obvious enemy spellcasters. Meanwhile, the rest of the duergar boil out through the door to engage the PCs in melee, enlarging to give themselves 10-foot reach. They attempt to keep the PCs in their threatened squares, never retreating by more than a single square.

At APLs where the adept is present, if he has a chance to cast before engaging the PCs (for example, if the guardposts are alerted), he casts *bless* to augment his companions' prowess. In the first round of combat against the PC, he attempts to catch as many of them as he can with a *sleep* spell. He then casts *enlarge person*

and uses his reach to deliver *touch of fatigue* against a heavily armored PC.

If the priest is present, he uses his spells to bolster his men before they go into battle, if he can. He casts *shield of faith* on Tûrakal and deploys his *magic stones* from behind the cover of the rest of his companions. He uses his *silence* to suppress PC spell casters if he can, flinging a silenced stone into their midst. He saves his *cure light wounds* for either Tûrakal or himself.

Tûrakal leads from the front and if he is killed surviving duergar scatter and flee towards the Inner Mines, under the cover of their *invisibility*, if they have not already used it.

APL 2 (EL 4)

☛ **Duergar warrior:** male duergar War1 (6): hp 10; see Appendix 1

APL 4 (EL 6)

☛ **Duergar warrior:** male duergar War1 (5): hp 10; see Appendix 1

☛ **Duergar adept:** male duergar Adp 1: hp 9; see Appendix 1.

☛ **Tûrakal:** male duergar Ftr4: hp 36; see Appendix 1.

APL 6 (EL 8)

☛ **Duergar warrior (crossbowman):** male duergar Ftr1 (2): hp 12; see Appendix 1.

☛ **Duergar warrior:** male duergar Ftr1 (3): hp 12; see Appendix 1.

☛ **Duergar priest:** male duergar Clr1—Laduguer: hp 11; see Appendix 1.

☛ **Tûrakal:** male duergar Ftr5: hp 45; see Appendix 1.

APL 8 (EL 10)

☛ **Duergar warrior (Crossbowman):** male duergar Ftr1 (5): hp 12; see Appendix 1.

☛ **Duergar warrior:** male duergar Ftr1 (6): hp 12; see Appendix 1.

☛ **Duergar priest:** male duergar Clr1—Laduguer: hp 11; see Appendix 1.

☛ **Tûrakal:** male duergar Ftr7: hp 63; see Appendix 1.

Treasure: If the PCs strip the bodies of the dead of their arms and armor, each PC can recover the following amounts, depending on APL:

APL2: Loot: 108 gp; Magic: 6 × *potion of cure light wounds* (6 × 4 gp);

APL4: Loot: 200 gp; Magic: +1 *breastplate* (112 gp); +1 *large warhammer* (192 gp); *amulet of natural armor* +1 (195 gp); 2 × *potion of cure serious wounds* (2 × 62 gp); 6 × *potion of cure moderate wounds* (6 × 25 gp).

APL6: Loot: 559 gp; Magic: +2 *breastplate* (362 gp); +1 *large warhammer* (192 gp); *amulet of natural armor* +1 (195 gp); 5 × *potion of cure moderate wounds* (5 × 25 gp); 2 × *potion of cure serious wounds* (2 × 62 gp); 5 × *potion*

of bull's strength (5 × 25 gp); *wand of magic missiles* (62 gp).

APL8: Loot: 1143 gp; Magic: +2 *breastplate* (362 gp); +2 *large warhammer* (692 gp); *amulet of natural armor* +1 (195 gp); 11 × *potion of cure moderate wounds* (11 × 25 gp); 2 × *potion of cure serious wounds* (2 × 62 gp); 11 × *potion of bull's strength* (11 × 25 gp); 11 × *potion of heroism* (11 × 62 gp); *wand of magic missiles* (62 gp).

ENCOUNTER 4: THE OUTER MINES

Even after passing the duergar guardposts, the PCs still need to find their way to the Bridge of the Eye, through a maze of narrow passages. (See DM's Map 1).

Some of the corridors in the mines are warded by a variety of magical traps designed to confuse attackers and to alert the duergar beyond. These traps are noted on the map by a "4." Once the PCs have set off one of these traps they will not encounter any others.

The traps are designed so they only go off when a good-aligned individual passes by. Close-by duergar who succeed at a DC 5 Listen check may also hear the sound caused by this trap. If they do hear it they will of course be alerted to the presence of interlopers.

ALL APLS (EL 2)

☛ **Sound Burst Trap:** CR 2; magic device; proximity trigger (*detect good*); no reset; spell effect (*sound burst*, 3rd-level cleric, 1d8 sonic plus stun, DC 13 Fort save to negate stun); Search DC 27; Disable Device DC 27.

ENCOUNTER 5: THE BRIDGE OF THE EYE

The Outer Mines are separated from the Inner Mines by a large chasm some 20 feet across flanked on either side by 10-foot ledges, and bridged by a single 5 foot wide span of stone. The ceiling of the cavern rears 50 feet above the bridge. The far side of the chasm is fortified with a 5-foot high wall, pierced by arrow loops. The wall and arrow loops give improved cover (+8 AC; +4 Reflex save bonus; +10 Hide bonus) to those behind them. A set of stairs leads up from the far end of the bridge into the Inner Mines. The bridge and the floor on the far side of the chasm are smooth stone floors. At all times the far side is guarded by a group of duergar warriors armed with crossbows, which at higher APLs are supported by a duergar wizard. (See DM's Map 3.)

Once the PCs get within sight of the bridge, read aloud or paraphrase the following:

Ahead of you, the passages widens out into a large cavern. The cavern floor is rent asunder by a chasm, its sheer walls falling away into the stygian darkness. A single slender arch of stone spans the gulf. On the far side you can see that a low, crenellated wall as been built

along the edge of the precipice. Nothing moves. An oppressive silence fills the vast space.

Though the PCs may not wish to attack the bridge, if their guide, Curadhal, is still alive, suspects that his sister is still being held, along with the rest of the slaves, in a chamber close to the far side of the bridge. Once the PCs have defeated three of the four guardpost garrisons or reach the bridge (whichever happens first), read aloud or paraphrase the following:

Curadhal turns to you, an anguished look upon his face. "My friends. I have led you this far. Guided you. Helped you. Will you help me now? My sister, she is a slave of these shortlings. I know she is not far from me. They hold her in a cave close by—across the bridge. I cannot come so close and then turn back without trying to reach her. Will you help me?"

Curadhal pleads with each of the PCs in turn. If none of the PCs wish to help him, he gives them all a reproachful look and departs alone to try to free his sister in what amounts to a suicide mission.

If the PCs refuse to help, Curadhal's rescue attempt is doomed to failure. Read aloud or paraphrase the following (adjust this for where the PCs are at the time):

His eyes fixed on the far side of the bridge, Curadhal slowly slides his scimitar from its scabbard. The oiled blade glints in the flickering torchlight.

Then without a whisper of sound, he leaps to his feet and charges towards the bridge. Just as he reaches the centre of the span, there is a metallic twang and a buzzing, like a steel wasp. Two crossbow quarrels slam into Curadhal's chest, flinging him backwards. With an anguished cry, he topples into the darkness and is gone. Laughter, cruel and scornful, echoes through the cavern.

The Bridge

If a runner from the guardposts has not alerted the duergar guards, then there are only two guards actually on watch, while the rest are taking their ease behind the wall. PCs trying to cross the bridge must make successful Hide and Move Silently checks opposed by the guard's Spot and Listen checks. Once alerted, the guards take one round to ready themselves and load their crossbows.

If a runner from the outer gatehouses has alerted the guards, all of the duergar are standing ready at their posts, ready to open fire on the PCs as soon as they are ordered to do so. (See Bridge Tactics, below.) In either case, once the PCs come into view, one of the duergar sounds a horn to summon the duergar of the Inner Mines.

Jumping: Alternatively, some PCs may try and jump the chasm, which is 20 ft. across. At APL 2 PCs require a DC 20 Jump check to successfully reach the other side. At higher APLs however the sides of the chasm are crumbling and unstable. Therefore the Jump DC increases by 2 for every APL because PCs have to start their jumps from further back. Thus,

APL 2: DC 20 Jump check.

APL 4: DC 22 Jump check.

APL 6: DC 24 Jump check.

APL 8: DC 26 Jump check.

PCs almost succeeding at this check can still make a DC 15 Reflex save to grab the side of the chasm.

APL 2 (EL 2)

☚ **Duergar warrior:** male duergar War1 (3): hp 10; see Appendix 1

APL 4 (EL 4)

☚ **Duergar warrior:** male duergar War1 (5): hp 10; see Appendix 1

☚ **Duergar adept:** male duergar Adp 1: hp 9; see Appendix 1.

APL 6 (EL 6)

☚ **Duergar warrior (crossbowmen):** male duergar Ftr1 (4): hp 12; see Appendix 1.

☚ **Duergar warrior:** male duergar Ftr1 (1): hp 12; see Appendix 1.

☚ **Duergar wizard:** male duergar Wiz1: hp 7; see Appendix 1.

APL 8 (EL 8)

☚ **Duergar warrior (crossbowmen):** male duergar Ftr1 (6): hp 12; see Appendix 1.

☚ **Duergar warrior:** male duergar Ftr1 (2): hp 12; see Appendix 1.

☚ **Duergar wizard:** male duergar Wiz1: hp 7; see Appendix 1.

Duergar Tactics: The duergar guarding the far side of the bridge attempt to shoot the PCs as they are coming across the bridge. The dark dwarves try to alternate their fire, with half of their number firing one round and the other half firing the next. Where there are odd numbers of duergar, the larger fraction of the duergar fire in the first round.

Once they are aware of the PCs' approach, one of the duergar uses his *invisibility*, followed by his *enlarge person* ability. He then stands ready with a glaive or a dwarf warpike at the far end of the bridge to receive the charge, or to engage any PC in melee that attempts to rush across the bridge. Once this dwarf engages, another casts *enlarge person* behind him to give support, moving back one square at a time to swap positions if the lead duergar is badly injured. The combined reach of the enlarged dwarf and the glaive or warpike is 20 feet, and he uses this to his advantage. The dwarf attempts to trip any PC on the bridge. [Deleted Trip stuff and subsequent fall. Delete this text]

If applicable, the adept (or wizard) tries to cast from cover through the arrow loops, or by popping up from behind cover. At APLs where the adept is present, if he has a chance to cast before engaging the PCs (for

example, if the guardposts are alerted), he casts his *bless* to augment his companions' prowess. In the first round of combat against the PC, he attempts to catch as many of them as he can with a *sleep* spell. He then casts *enlarge person* and uses his reach to deliver *touch of fatigue* against a heavily armored PC.

At APLs where the wizard is present, he attempts to catch the PCs in the middle of the bridge with *color spray*. He then uses the cover of the arrow loops to fire his *wand of magic missiles* at PCs on the bridge, sniping from the far side or threatening to break through on the near side of the bridge, wherever the greatest threat seems to lie. If possible, he fires on spellcasters in an attempt to disrupt their casting.

If things are going badly, the adept (or wizard) uses his *scroll of silent image* to conjure the image of a beholder floating down the stairs towards the bridge, in the hope that it panics the PCs.

The duergar guards fight to the bitter end, dropping their crossbows and using *enlarge person* to engage the PCs in melee to prevent them from crossing the bridge. Enlarged duergar will not venture onto the bridge; they know that it is too narrow for them to effectively fight on while enlarged.

Balavûr's Tactics: If the PCs have not killed Balavûr (from guardpost B), he takes as many of his men as he can muster (minus two to hold the guardpost) and attempts to sneak up on the PCs from behind to attack them as they cross the bridge—hoping to catch the PCs in the open between two groups of duergar.

If Balavûr's rogue is still alive, the duergar commander sends him forward to scout and shadow the PCs. The PCs need a successful Spot or Listen check (opposed by the scout's Hide or Move Silently check) to notice the scout lurking near the Y-junction just south of the bridge. Once he has seen the PCs heading for the bridge, the rogue attempts to slip quietly away to report to Balavûr, taking 3-5 rounds to return to the guardpost (depending on where he is positioned).

Balavûr then musters his men and leads them as quietly as he can to attack the PCs from the rear. Moving slowly, it takes the duergar 7 further rounds to reach the bridge. However, once the PCs engage in battle at the bridge, both the scout and Balavûr's men move at full speed—reaching the bridge in 3 rounds. In this case, when the duergar are 1 round away from the bridge, give the PCs a DC 5 Listen check to notice the clamor of armor coming up behind them (see below for tactics).

If possible, Balavûr wants his men to approach under cover of *invisibility*—so that even if they are moving at full speed, the PCs are not able to draw a bead on them. One round away from the bridge, he and his men cast *enlarge person* and then attempt to bull rush any PCs at the south side of the bridge into the chasm. If after becoming enlarged these duergar are attacked in the tunnel they will make full use of their increased reach. Additionally duergar behind the lead warrior will shoot at any PC blocking access to the ledge. Balavûr's men engage any PCs they can in melee, while any spare

warriors spread out along the ledge to snipe at PCs on the bridge. If Balavûr is killed, and over half of his men have already been slain the remainder will flee; survivors retreating back to their guardpost.

Bull Rushed: PCs who are bull rushed in this encounter will likely fall into the chasm. Such individuals will not necessarily plummet to their deaths. Bull rushed individuals may, if they drop everything they are holding in their hands, make a DC 15 Reflex save to grab the edge of the chasm as they are pushed over. (Such unfortunates must make a DC 15 Climb check to pull themselves back onto the ledge). Individuals failing the Reflex save fall over the edge of the chasm. Each individual will fall a certain distance before coming to rest on a small 10 ft. by 10 ft. ledge in the side of the chasm.

Climbing up from these ledges requires a number of DC 15 Climb checks determined by the PC's base movement and distance fallen.

PCs fall the following distanced based on their APL:

APL 2: 20 ft. drop (2d6 falling damage).

APL 4: 40 ft. fall (4d6 falling damage).

APL 6: 60 ft. fall (6d6 falling damage).

APL 8: 80 ft. fall (8d6 falling damage).

Treasure: Remember that the PCs need to take 10 minutes per 5 enemies to loot the bodies. However, the main duergar force arrives at the bridge in about 5 minutes.

APL2: Loot: 60 gp; Magic: 3 × *potion of cure light wounds* (3 × 4 gp);

APL4: Loot: 100 gp; Magic: 5 × *potion of cure moderate wounds* (5 × 25 gp); *potion of cure light wounds* (4 gp); *scroll of silent image* (2 gp).

APL6: Loot: 528 gp; Magic: 5 × *potion of cure moderate wounds* (5 × 25 gp); 4 × *potion of cat's grace* (4 × 25 gp); *potion of bull's strength* (25 gp); *wand of magic missiles* (62 gp); *scroll of silent image* (2 gp).

APL8: Loot: 834 gp; Magic: 8 × *potion of cure moderate wounds* (8 × 25 gp); 6 × *potion of cat's grace* (6 × 25 gp); 2 × *potion of bull's strength* (2 × 25 gp); *wand of magic missiles* (62 gp); *scroll of silent image* (2 gp).

Development: When the duergar at the bridge sounded their horn, the inner garrison immediately mustered to defend the bridge. The vanguard of the main force takes 50 rounds (5 minutes) from the end of the combat on the bridge to reach the stairs at the north end of the bridge. If the PCs wish to rescue Curadhal's sister, they have to be quick.

ENCOUNTER 6: THE MUSTERING CHAMBER

If the PCs are intent on rescuing Curadhal's sister and the other slaves, they can find them in the large chamber that lies to the west of the bridge and chasm. This chamber is being used by the duergar to muster the materials they need for their expedition to Azak-Zil. As luck would have it, just as the PCs are making their raid, Rary's apprentice

Turav is here overseeing the preparations. (See DM's Map 4.)

Remember that after the fight at the bridge, the main duergar force is approaching. Keep a track of how long the PCs take—though allow a small bit of leeway if they choose to parley with Turav (see below). However, if the PCs dither and waste time, they risk being trapped on the wrong side of the bridge.

Should the PCs climb the stairs at the northern side of the bridge, they quickly come to a T-junction with a much larger passage. Read aloud or paraphrase the following:

You come to a junction with a large passage, about 10 feet across and 8 feet high. To the right it runs off into darkness. To the left, you can make out the flicker of torches—bright now after the oppressive darkness of the tunnels.

If Curadhal is still alive, add the following:

"There," Curadal says, pointing towards the flickering light. "That is where they are holding my sister."

At this point the PCs may detect the distant sounds of clamor and commotion from the right-hand passage (DC -10, +1 per 10 feet of distance). This way leads to the Inner Mines, where Attus Darkgem is gathering his warriors. As the PCs listen, they can dimly make out the din of metal on metal—like weapons being beaten against shields. If the PCs wait here for any length of time, tell them the sound is slowly getting louder.

Alerted by the sound of the horn from the bridge, Turav and his bodyguard are now prepared for an attack. As shown in DMs Map 4, they have drawn up the slaves in front of them—to act as a shield from behind which he can cast his spells. The slaves, numbering about a dozen (12), are shackled by masterwork manacles and linked in groups of 6 by 2 long steel chains, which are linked to the ground at either end by steel rings set into the stone floor. The slaves are in no condition to rise up against the duergar and play no active part in any fight.

❖ **Masterwork manacles:** hardness 10; hp 10; Escape Artist DC 35; Break DC 28

❖ **Steel chains:** hardness 10; hp 5; Break DC 26

The duergar warriors have cast their *enlarge person* and *invisibility* and arrayed themselves directly behind the slaves, who provide them with cover. Two of the duergar protect the wizard and stick by him at all times. The rest move as their tactics require (see below). One of the duergar warriors has a pot of alchemist's fire ready to throw into the midst of the chain slaves. Turav plans to use the slaves both as a shield and as a bargaining chip.

Once the PCs enter the chamber, read aloud or paraphrase the following (adjust the text to account for the varying numbers of duergar):

You enter a large chamber, 20 feet high, irregular in shape, and lit by a series of torches set into sconces around the walls. Gear, provisions and equipment are neatly piled around the walls of the cavern. This is not the main focus of interest in the room, however. Towards the far wall stand a mixed group of ragged humans, noniz and pale albino dwarves. All wear rags and all are chained together and to the floor by bright steel links. Behind them stands a human man in leather armor, his leathern coif cast back from his white blonde hair.

This man raises his open hand towards you and says in accented Common, "Parlay! Please no rash actions or sudden moves, unless you want these thralls to perish. Let us speak rather than kill."

This man is Turav. Allow the PCs to react to his offer of parlay. If they attack, go to Kill, below. Otherwise, go to Talk.

Talk

If the PCs choose to honor Turav's parlay, then read aloud or paraphrase the following:

"Good," the blonde man says, with a wry smile as he wipes sweat from his brow. "It's good to deal with sensible men for once. You wouldn't believe how many gormless freeswords smite first and ask questions later. Very common and very dull.

"It's lucky that you are so uncommonly interesting though—because you see, if you had attacked me, you'd have sealed the fate of these thralls, who, I deem it likely, you came here to save. Terrible waste of time on all sides if that'd happened, don't you agree?"

"But is that the only reason you came I wonder? Perhaps we can bargain. The lives of these thralls for some information. A fair price, I think you will agree, no?"

If the PCs continue to parlay, Turav is prepared to answer some of their questions.

Q: Who are you?

A: *"Well, that's what I want to know: who you are. Why are you here and who do you serve? Tell me that truthfully and I give you my oath I shall release these thralls to you and allow you and they to leave these mines unharmed—by me and my guards here at least. That sound from behind you, by the way, is the noise that 300 angry duergar make as they march to defend their home from invaders. So, I'd be quick about my answers, were I you."*

Q: What do you want?

A: *"You're not getting this are you? You give me information and I give you the thralls—not the other way around. You are wasting what little time you have."*

Q: How do we know can we trust you?

A: *"You don't, but for what my word is worth to you, I swear that if you tell me what I want to know, I will turn these slaves free and let you leave these Mines with them. Of course, when Attus and his 300 arrive shortly—I doubt he'll make you such a good offer."*

If the PCs truthfully tell Turav what he wants to know (that they were sent by Lady Karistyne to act as a diversionary force to allow another band of adventurers to slip into the Inner Mines to discover what the duergar were up to and what their connection was to Rary the Traitor), then Turav, true to his word, orders the duergar to release the slaves. Provided the PCs make no attempt to harm him, he allows them to leave, though not without a parting message:

"The gods speed you back to the Lady Karistyne," the blonde man says. "Give her the kind regards of the Emperor of the Bright Lands. Tell her the eye of the Rider is upon her. Tell her not to meddle in affairs that are beyond her comprehension, for evil comes only from ignorance and just as she is as innocent as a newborn child, so is she as unknowing. Tell her this: Step carefully."

"Now run—run quickly, for death awaits any who fall under the blades of the duergar."

If the PCs lie or try to leave out parts of the story, have them roll an opposed Bluff check against Turav's Sense Motive. He asks each of the PCs, in turn, if their story is true (giving him separate Sense Motive checks against each of them).

If Turav has any doubt about the PCs' story or he hasn't learned all that he wants to know, he won't release the slaves. If Turav believes their story, then he releases the slaves and lets the PCs depart as promised, with the following flourish.

"Thank you. That wasn't hard now, was it? Take your thralls and go, with the blessings of the Emperor of the Bright Lands. Now run—run quickly, for death awaits any who fall under the blades of the duergar."

True to his word, neither Turav nor his guards harm the PCs, and the PCs and the slaves may retreat to the bridge. The duergar do not permit the PCs to loot the equipment in the room however, and Turav warns them that if they persist that the terms of their deal are voided.

Kill

If the PCs make any sort of offensive action, cast a spell or attempt to approach Turav in any way, roll initiative. The first thing the duergar holding the glazed earthen pot does on his initiative (unless prevented from doing so) is smash it down in the middle of the slaves (treat Curadhae as the target), igniting the alchemist's fire inside and likely killing many of the thralls. PCs who are aware of the duergar—and who act before the duergar's

initiative—may of course move or act to stop him if they can.

If the alchemists' fire goes off, determine damage and splash damage to the slaves and Curadhae. A direct hit deals 1d6 points of fire damage. Every creature within 5 feet of the point where the flask hits takes 1 point of fire damage from the splash.

If Curadhal is present, the sight of his sister being burned sends him into a frenzy. He rages and charges straight at Turav.

All APLs:

☞ **Slaves (11)**, Com1; hp 4;

☞ **Curadhae**, female human (Flan) Com2; hp 6.

APL 2 (EL 4)

☞ **Duergar warrior**: male duergar War1; hp 9; see *Monster Manual* p 91

☞ **Turav**: male human (Suel) Wiz4; hp 21; see Appendix 1.

APL 4 (EL 6)

☞ **Duergar warrior**: male duergar War1 (4); hp 10; see Appendix 1

☞ **Turav**: male human (Suel) Wiz6; hp 31; see Appendix 1.

APL 6 (EL 8)

☞ **Duergar warrior**: male duergar War1 (6); hp 10; see Appendix 1

☞ **Turav**: male human (Suel) Wiz8; hp 41; see Appendix 1.

APL 8 (EL 10)

☞ **Duergar warrior**: male duergar Ftr1 (5); hp 12; see Appendix 1.

☞ **Duergar priest**: male duergar Clr1—Laduguer; hp 11; see Appendix 1.

☞ **Turav**: male human (Suel) Wiz8; hp 41; see Appendix 1.

Turav's Tactics: If Turav has a chance to prepare, he casts *fox's cunning* and *mage armor* on himself before the PCs arrive.

Once battle starts, Turav tries to immobilize as many of the PCs as he can, as quickly as he can. He and the duergar use the thralls as shields, relying on the fact that the PCs are unlikely to use devastating area of affect spells on him and his guards for fear of killing the captives.

If there is more than one duergar, they move to positions where they can flank the PCs before making their attacks and revealing themselves. If the PCs move into squares threatened by any of the duergar, they make attacks of opportunity and follow up with regular melee attacks. Duergar entering melee combat, or imminently threatened with such, will use *enlarge person*. Duergar

suffering ranged attacks turn invisible and shift position, while staying behind the slave-wall.

APL2: At APL 2, Turav begins by attempting to blind as many of the PCs as he can with *glitterdust*. He then summons a medium-sized fiendish monstrous scorpion behind the PCs using *summon monster II*, followed by a small-sized fiendish monstrous scorpion using *summon monster I*. (Remember that these summoned creatures are augmented by Turav's Augment Summoning feat.)

Once the PCs are occupied, Turav uses *Melf's acid arrow*, *grease*, and *web* to disrupt them, targeting the acid arrows at heavily armored warriors. If he is being targeted by spellcasters or arrow fire (or just needs to escape), he uses his *scroll of fog cloud* and *potion of blur*.

APL4: Turav immediately tries to incapacitate as many of the PCs as possible with *deep slumber*. He then tries to use his *scroll of blink*. This done, he summons a fiendish dire bat with *summon monster III*, followed by a Medium fiendish monstrous scorpion behind the PCs using *summon monster II*, followed by a Small fiendish monstrous scorpion using *summon monster I*. (Remember that these summoned creatures are augmented by Turav's Augment Summoning feat.) Once the PCs are occupied he uses *Melf's acid arrow*, *stinking cloud*, *dispel magic*, *grease*, and *web* to disrupt them, targeting the acid arrows at heavily armored warriors. If he is being targeted by spellcasters or arrow fire or needs to escape, he uses his *scroll of fog cloud* and *potion of blur* to cover his escape attempt.

APL6 and 8: If possible, Turav tries to cast his *stoneskin* and *lesser globe of invulnerability* before combat begins. Then, in the first round of combat, he summons a yeth hound behind the PCs with *summon monster IV*, followed by a fiendish dire bat with *summon monster III*, followed by a Medium fiendish monstrous scorpion behind the PCs using *summon monster II*, followed by a Small fiendish monstrous scorpion using *summon monster I*. (Remember that these summoned creatures are augmented by Turav's Augment Summoning feat.)

Once the PCs are occupied, Turav uses *deep slumber*, *Evard's black tentacles*, *Melf's acid arrow*, *stinking cloud*, *dispel magic*, *grease*, and *web* to disrupt them, targeting the acid arrows at heavily armored warriors. If he is being targeted by spellcasters or arrow fire, he uses his *scrolls of blink* and *fog cloud* and *potion of blur* to evade the missiles. Turav saves his *dust of disappearance* in case he needs to escape.

If the priest is present, the priest uses his spells to bolster the duergar before they go into battle, if he can. He casts *shield of faith* on Turav and deploys his *magic stones* from behind the cover of the rest of his companions. He uses *silence* to suppress PC spellcasters if he can, flinging a silenced stone into their midst. He saves his *cure light wounds* for either Tûrav or himself.

Treasure: Remember that the PCs need to take 10 minutes per 5 enemies to loot the bodies. However, the main duergar force arrives at the bridge well before that.

APL2: Loot: 18 gp; Magic: *potion of cure light wounds* (4 gp); *potion of cure moderate wounds* (25 gp); *bracers of armor +1* (83 gp); *scroll of fog cloud* (12 gp); *scroll of web* (12 gp); *potion of blur* (25 gp).

APL4: Loot: 72 gp; Magic: 5 × *potion of cure moderate wounds* (5 × 25 gp); *bracers of armor +1* (83 gp); *scroll of fog cloud* (12 gp); *scroll of web* (12 gp); *potion of blur* (25 gp); *ring of protection +1* (166 gp); *scroll of blink* (31 gp); *wand of Melf's acid arrow* (376 gp).

APL6: Loot: 108 gp; Magic: 5 × *potion of cure moderate wounds* (5 × 25 gp); *potion of cure serious wounds* (62 gp); *bracers of armor +1* (83 gp); *scroll of fog cloud* (12 gp); *scroll of web* (12 gp); *potion of blur* (25 gp); *ring of protection +1* (166 gp); *scroll of blink* (31 gp); *wand of Melf's acid arrow* (376 gp); *dust of disappearance* (291 gp).

APL8: Loot: 108 gp; Magic: 5 × *potion of cure moderate wounds* (5 × 25 gp); 5 × *potion of heroism* (5 × 62 gp); *potion of cure serious wounds* (62 gp); *bracers of armor +1* (83 gp); *scroll of fog cloud* (12 gp); *scroll of web* (12 gp); *potion of blur* (25 gp); *ring of protection +1* (166 gp); *scroll of blink* (31 gp); *wand of Melf's acid arrow* (376 gp); *dust of disappearance* (291 gp); *potion of cure light wounds* (4 gp); *scroll of sanctuary* (2 gp); *scroll of silence* (25 gp).

With a successful DC 10 Spot check, the PCs notice a leather-bound book that falls from Turav's clothes. It is entitled "Of the Discovery and Loss of Azak-Zil." It contains a map of the Abbor-Alz and several loose sheets of parchment with notes detailing an inventory of equipment required for an overland expedition to Azak-Zil.

❖ **Of the Discovery and Loss of Azak-Zil:** This leather-bound tome was written by Folinaar Ironforge of Irongate. It recounts somewhat melodramatically the expedition to discover the legendary Pits of Azak-Zil, the operations by the Clan Ironforge there, and the ultimately tragic and vain attempts of the members of the clan to discover what became of the mines, when all contact was subsequently lost with them. The tome is illustrated with a number of detailed maps showing the location of Azak-Zil. Rary's apprentice Turav has made some notes detailing an inventory of equipment required for an overland expedition to Azak-Zil.

This book is worth 200 gp to Lady Karistyne.

Development: If any of the slaves survived, they may now be freed—either by breaking the chains or using the keys hanging from the belts of one of the duergar. The slaves are in a bad state, but are able to run, if led. The humans are mainly Flannae tribesfolk, mainly from the Cnuchrua tribe—though one was a guard for a merchant traveling from Hardby to Ul Bakak in the Bright Desert. The noniz are from clanholds on the western edge of the Abbor-Alz. The humans and noniz offer their thanks to the PCs.

The six derro prisoners, on the other hand, glare at the PCs in raw hatred. If the PCs release the derro, they

immediately flee, heading for the Outer Mines and the connecting tunnels into the deeper Underdark. The PCs may of course elect to leave the derro chained up or to kill the derro out of hand. While not chivalrous, given the cruel insanity of the derro, this is not an evil act—provided it is done as quickly and humanely as possible. However, this may use up valuable time, as it takes a round for one PC to *coup de grace* one derro.

If the PCs want to quickly ransack the duergar supplies, allow each PC to grab one item from the following list:

- Earthsilk rope
- Shield sheath
- Light steel shield
- Alchemist's fire
- Thunderstone (10)

These are the items that are most obvious. (A more thorough search would take too long.)

If the Curadhae died in the battle, and Curadhal is still alive, read aloud or paraphrase the following:

Weeping unashamedly, Curadhal cradles the body of his sister in his arms. He rocks her gently as tears fall from his cheeks.

Troubleshooting: It's possible that the PCs might have gotten across the bridge without the guards there alerting anyone. In this case, they have the jump on Turav and his duergar. The mage is checking through papers and manifests, assisted by the duergar guards, who are overseeing the prisoners. Give the wizard and his servants Listen and Spot checks to notice the PCs (and thus avoid being surprised).

CONCLUSION

With 300 duergar warriors bearing down on them from the Inner Mines, the PCs have little time to lose. Unless the PCs take far too much time looting bodies or the equipment in the Mustering Chamber, allow them to make it across the bridge and away in the nick of time.

Read aloud or paraphrase the following:

The tramp of marching feet and the rhythmic clank of arms and armor echo loudly down the tunnels from the direction of the Inner Mines.

Just as you reach the junction leading to the bridge, the first rank of duergar warriors rounds the corner ahead of you. They cry out in anger and the front row rushes forward five steps and kneels quickly, bringing arbalests to bear upon you. Rank upon rank of mailed duergar fill the passage behind them.

The PCs should really run for their lives. If they choose to stand and fight, or otherwise hesitate, the duergar pump volley after volley of heavy crossbow fire into them until they are dead or have escaped.

If the PCs do insist on wasting time, even after warnings of the sound of the approaching warriors, feel free to have them face a solid wall of duergar between them and the bridge. There is no question of victory—the PCs are overborne by weight of numbers, captured and used as slaves of Father Eye. The PCs can escape, but only at the cost of 13 TU. During their escape, they are able to make off with treasure and equipment equal to half of their total gp worth when captured. They also carry the mark of the whips of the Mines of the Eye on their backs.

The Guardposts: If the PCs have not fought at least three of the guardpost garrisons, have one of the garrisons lying in ambush for them in the Outer Mines. The duergar warriors lie in wait under the cover of the invisibility, their crossbows ready to release a volley of bolts into the PCs before the warriors cast *enlarge person* and rush to engage. Use the tactics for Guardpost D above.

If the PCs have fought the three garrisons and have had a random encounter with a creature of the Underdark, then they can escape with no further difficulty. The duergar do not pursue the PCs outside the Mines.

Returning to Karistyne: The journey back to Castle Karistyne normally takes two days. If they are leading slaves however the journey takes four days.

Read aloud or paraphrase the following:

You break out into the open, the clear sky over your head—instead of an oppressive weight of stone. The clamor of the pursuit fades behind you and you can make your way down the canyon with little difficulty aside from a few stray quarrels that skip off the rocks about you. The road home lies before you and the Mines of the Eye behind.

Several days' hard travel later, you gaze upon the proud granite towers of Castle Karistyne, glinting in the sunlight. As you draw near, horn blasts echo from the walls and a small guard of horsemen ride out to escort you into the courtyard. As you enter, the Lady Karistyne, resplendent in her armor and a long gold trimmed blue cloak, salutes you from the battlements above the gate.

The lady descends to greet you in the courtyard: "You have returned. What tidings from the Mines? Had you success?" she asks eagerly.

Success: If the PCs drew Attus and the main force of duergar out of the Inner Mines before the end of the slot, then the other war company managed to sneak into the heart of the Mines and attack Father Eye himself. The Breakers return several days later with the news that they have did battle with Father Eye and slew him.

The Onnwalons found evidence that Rary was directing Father Eye to send an expedition to reopen the Mines of Azak-Zil, an old dwur mithril mine lost in the depths of the Abbor-Alz. It seems that Rary wants some

starforged mithril from the mine, said to be purer than any mithril ever known in the Flanaess.

If the PCs killed Turav and recovered the book on the Mines of Azak-Zil, this news comes as no surprise to Karistyne. The PCs have done the paladin a great service by providing her with the location of the Pits of Azak-Zil. With this, she can plan to thwart the plans of Rary and Father Eye.

In either case, the PCs are feted by Karistyne and her folk and treated to one of the prodigious feasts for which the lady paladin is renowned. In the midst of the feasting, Karistyne calls the PCs up one by one in front of the assembled revelers and recounts each of their deeds.

In this case while exploring the mines, the Breakers found small quantities of several very precious metals. To celebrate the mission's success, Karistyne bestows up on the PCs the following favor:

❖ **Precious Metals Found:** During the assault on the Mines of the Eye, several small caches of precious metals were found and carried away. The PC may in the future purchase any one of the options listed below:

❖ **Mithral:** The PC may purchase any one metal suit of armor or shield listed in the *Player's Handbook* as a mithral item. This favor may not be used to upgrade an existing weapon.

The End

Failure: The PCs didn't do enough to draw the main body of duergar out of the Inner Mines by the end of the slot, and the other war company failed. They return to Castle Karyistyne battered and bloodied several days later with news that the duergar resistance was just too much for them and they were forced to flee for their lives.

If the PCs told all that they knew to Turav, then the Breakers do not return at all. After several weeks, Karistyne gives them up as dead. If the PCs admit to what they did, Aeron is appalled. Karistyne is more forgiving, given that they did what they did to save the lives of innocents. Nonetheless, she sends the PCs away empty handed and never hires any of them again.

❖ **Disfavor of Lady Karistyne:** The bearer betrayed their mission and their companions to the minions of Rary the Traitor. As a result, they are not welcome in Castle Karistyne or in the company of any who serve her. This cancels any previously held favors of Karistyne and may have other effects in future adventures.

❖ **Curadhae:** If the PCs have freed Curadhae and some of the slaves of the Mines, then Curadhal (or Curadhae if Curadhal is dead), invites them to return to their village high in the Abbor-Alz. The PCs are feted as heroes and a feast is held in their honor. At the height of the ceremony, Curadhal (or Curadhae, if Curdhal has fallen), calls the PCs out and, cutting his/her palm with a blade, offers to become the PCs *sanghahaar* (blood kin) [san-ga-har]. If the PCs accept, they are cheered loudly by the tribesmen and the celebration carries on until dawn.

❖ **Sanghahaar of the Cnuchrua:** The bearer successfully rescued Curadae of the Cnuchrua from the Mines of the Eye. In gratitude, Curadhae has made them her *sangahaar*, or blood kin. As a result, the PCs can have free Adventurer's Standard upkeep for any adventure that starts in the Abbor-Alz. This reward may have other effects in future adventures.

The End

CAMPAIGN CONSEQUENCES

CORS5-02 Mines of the Eye is part of the *Blight on Bright Sands* trilogy. As such events within this module directly relate to subsequent modules. If you ran this module at Origins 2005 please email the answers to the below questions to:

creighton@greyworks.fsworld.co.uk.

1. Was Turav slain?
2. Did the PCs get the book about Azak-Zil?
- 3: Did the PCs betray the other war company?
- 4: Did Curadhal survive?
- 5: Did Curadhae survive?
- 6: Did any PCs die?
- 7: Which of the following captains survived:

Keralzur	Y/N
Balavur	Y/N
Duneraz	Y/N
Turakal	Y/N

EXPERIENCE POINT SUMMARY

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

Encounter 1: A Barbarian Standoff

Defeat the Tareg of Ghazal.

APL 2	60 XP
APL 4	120 XP
APL 6	240 XP
APL 8	300 XP

Encounter 2: The Entrance to the Mines

Defeat the sentries.

APL 2	60 XP
APL 4	60 XP
APL 6	60 XP
APL 8	60 XP

Encounter 3: Hide and Seek, Hit and Run

Defeat the duergar guards (each of three guardpost garrisons)

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

Encounter the trap

APL 2	60 XP
APL 4	60 XP
APL 6	60 XP
APL 8	60 XP

Encounter 5: The Bridge of the Eye

Defeat the duergar guards

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP

Encounter 6: The Mustering Chamber

Defeat Turav and his bodyguards

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

Rescue Curadhae and **all** of the slaves alive.

APL 2	45 XP
APL 4	67 XP
APL 6	75 XP
APL 8	97 XP

Find "Of the Discovery and Loss of Azak-Zil"

APL 2	45 XP
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APL 4	67 XP
APL 6	75 XP
APL 8	97 XP

Conclusion

Lure the main duergar force out of the Inner Mines

APL 2	45 XP
APL 4	68 XP
APL 6	75 XP
APL 8	98 XP

Discretionary roleplaying award

APL 2	45 XP
APL 4	68 XP
APL 6	75 XP
APL 8	98 XP

Total possible experience:

APL2	900 XP
APL4	1350 XP
APL6	1800 XP
APL8	2250 XP

TREASURE SUMMARY

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

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

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

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

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

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

Maximum Treasure

APL 2:	450 gp
APL 4:	650 gp
APL 6:	900 gp
APL 8:	1300 gp

Encounter 1: Barbarian Standoff

Defeat the warriors of Ghazal

APL 2:	Loot: 30 gp
APL 4:	Loot: 60 gp
APL 6:	Loot: 60 gp
APL 8:	Loot: 60 gp

Encounter 2: The Entrance to the Mines

Note: The treasure values here are for one pair of sentries.

Defeat the sentries.

APL 2: Loot: 36 gp; Magic: 2 × *potion of cure light wounds* (2 × 4 gp);

APL 4: Loot: 36 gp; Magic: 2 × *potion of cure moderate wounds* (2 × 25 gp);

APL 6: Loot: 260 gp; Magic: 2 × *potion of cure moderate wounds* (2 × 25 gp), *potion of bull's strength* (2 × 25 gp).

APL 8: Loot: 260 gp; Magic: 2 × *potion of cure moderate wounds* (2 × 25 gp), *potion of bull's strength* (2 × 25 gp).

Encounter 3: Hide and Seek, Hit and Run

Note: The PCs cannot gain the treasure from more than three of the guardposts.

Guardpost A:

Defeat Keralzur and his warriors:

APL 2: Loot: 108 gp; Magic: 6 × *potion of cure light wounds* (6 × 4 gp);

APL 4: Loot: 174 gp; Magic: +1 *breastplate* (112 gp); +1 *dwur warpike* (195 gp); 2 × *potion of cure serious wounds* (2 × 62 gp); 6 × *potion of cure moderate wounds* (6 × 25 gp);

APL 6: Loot: 558 gp; Magic: +2 *breastplate* (362 gp); +1 *dwur warpike* (195 gp); *amulet of natural armor* +1 (195 gp); 5 × *potion of cure moderate wounds* (5 × 25 gp); 2 × *potion of cure serious wounds* (2 × 62 gp); 5 × *potion of bull's strength* (5 × 25 gp); *wand of magic missiles* (62 gp).

APL 8: Loot: 1143 gp; Magic: +2 *breastplate* (362 gp); +2 *dwur warpike* (695 gp); *amulet of natural armor* +1 (195 gp); 11 × *potion of cure moderate wounds* (11 × 25 gp); 2 × *potion of cure serious wounds* (2 × 62 gp); 11 × *potion of bull's strength* (11 × 25 gp); 11 × *potion of heroism* (11 × 62 gp); *wand of magic missiles* (62 gp).

Guardpost B:

Defeat Balavur and his warriors:

APL 2: Loot: 108 gp; Magic: 6 × *potion of cure light wounds* (6 × 4 gp);

APL 4: Loot: 148 gp; Magic: +1 *breastplate* (112 gp); +1 *greataxe* (193 gp); *amulet of natural armor* +1 (195 gp); 2 × *potion of cure serious wounds* (2 × 62 gp); 6 × *potion of cure moderate wounds* (6 × 25 gp);

APL 6: Loot: 558 gp; Magic: +2 *breastplate* (362 gp); +1 *greataxe* (193 gp); *amulet of natural armor* +1 (195 gp); 5 × *potion of cure moderate wounds* (5 × 25 gp); 2 × *potion of cure serious wounds* (2 × 62 gp); 5 × *potion of bull's strength* (5 × 25 gp); *wand of magic missiles* (62 gp).

APL 8: Loot: 1143 gp; Magic: +2 *breastplate* (362 gp); +2 *greataxe* (693 gp); *amulet of natural armor* +1 (195 gp); 11 × *potion of cure moderate wounds* (11 × 25 gp); 2 × *potion of cure serious wounds* (2 × 62 gp); 11 × *potion of bull's strength* (11 × 25 gp); 11 × *potion of heroism* (11 × 62 gp); *wand of magic missiles* (62 gp).

Guardpost C:

Defeat Duneraz and his warriors:

APL 2: Loot: 108 gp; Magic: 6 × *potion of cure light wounds* (6 × 4 gp);

APL 4: Loot: 200 gp; Magic: +1 *breastplate* (112 gp); +1 *heavy pick* (192 gp); 2 × *potion of cure serious wounds* (2 × 62 gp); 6 × *potion of cure moderate wounds* (6 × 25 gp).

APL 6: Loot: 559 gp; Magic: +2 *breastplate* (362 gp); +1 *heavy pick* (192 gp); *amulet of natural armor* +1 (195 gp); 5 × *potion of cure moderate wounds* (5 × 25 gp); 2 × *potion of cure serious wounds* (2 × 62 gp); 5 × *potion of bull's strength* (5 × 25 gp); *wand of magic missiles* (62 gp).

APL 8: Loot: 1143 gp; Magic: +2 *breastplate* (362 gp); +2 *heavy pick* (692 gp); *amulet of natural armor* +1 (195 gp); 11 × *potion of cure moderate wounds* (11 × 25 gp); 2 × *potion of cure serious wounds* (2 × 62 gp); 11 × *potion of bull's strength* (11 × 25 gp); 11 × *potion of heroism* (11 × 62 gp); *wand of magic missiles* (62 gp).

Guardpost D:

Defeat Turakal and his warriors:

APL 2: Loot: 108 gp; Magic: 6 × *potion of cure light wounds* (6 × 4 gp);

APL 4: Loot: 200 gp; Magic: +1 *breastplate* (112 gp); +1 *large warhammer* (192 gp); *amulet of natural armor* +1 (195 gp); 2 × *potion of cure serious wounds* (2 × 62 gp); 6 × *potion of cure moderate wounds* (6 × 25 gp).

APL 6: Loot: 559 gp; Magic: +2 *breastplate* (362 gp); +1 *large warhammer* (192 gp); *amulet of natural armor* +1 (195 gp); 5 × *potion of cure moderate wounds* (5 × 25 gp); 2 × *potion of cure serious wounds* (2 × 62 gp); 5 × *potion*

of bull's strength (5 × 25 gp); *wand of magic missiles* (62 gp).

APL 8: Loot: 1143 gp; Magic: +2 *breastplate* (362 gp); +2 *large warhammer* (692 gp); *amulet of natural armor +1* (195 gp); 11 × *potion of cure moderate wounds* (11 × 25 gp); 2 × *potion of cure serious wounds* (2 × 62 gp); 11 × *potion of bull's strength* (11 × 25 gp); 11 × *potion of heroism* (11 × 62 gp); *wand of magic missiles* (62 gp).

Encounter 5: The Bridge of the Eye

Remember that the PCs need to take 10 minutes per 5 enemies to strip the bodies. However, the main force of the duergar arrives at the bridge in about 5 minutes.

Defeat the duergar:

APL 2: Loot: 60 gp; Magic: 3 × *potion of cure light wounds* (3 × 4 gp);

APL 4: Loot: 100 gp; Magic: 5 × *potion of cure moderate wounds* (5 × 25 gp); *potion of cure light wounds* (4 gp); *scroll of silent image* (2 gp).

APL 6: Loot: 528 gp; Magic: 5 × *potion of cure moderate wounds* (5 × 25 gp); 4 × *potion of cat's grace* (4 × 25 gp); *potion of bull's strength* (25 gp); *wand of magic missiles* (62 gp); *scroll of silent image* (2 gp).

APL 8: Loot: 834 gp; Magic: 8 × *potion of cure moderate wounds* (8 × 25 gp); 6 × *potion of cat's grace* (6 × 25 gp); 2 × *potion of bull's strength* (2 × 25 gp); *wand of magic missiles* (62 gp); *scroll of silent image* (2 gp).

Encounter 6: The Mustering Chamber

Remember that the PCs need to take 10 minutes per 5 enemies to strip the bodies. However, the main force of the duergar arrives at the bridge in about 5 minutes.

APL 2: Loot: 18 gp; Magic: *potion of cure light wounds* (4 gp); *potion of cure moderate wounds* (25 gp); *bracers of armor +1* (83 gp); *scroll of fog cloud* (12 gp); *scroll of web* (12 gp); *potion of blur* (25 gp).

APL 4: Loot: 72 gp; Magic: 5 × *potion of cure moderate wounds* (5 × 25 gp); *bracers of armor +1* (83 gp); *scroll of fog cloud* (12 gp); *scroll of web* (12 gp); *potion of blur* (25 gp); *ring of protection +1* (166 gp); *scroll of blink* (31 gp); *wand of Melf's acid arrow* (376 gp).

APL 6: Loot: 108 gp; Magic: 5 × *potion of cure moderate wounds* (5 × 25 gp); *potion of cure serious wounds* (62 gp); *bracers of armor +1* (83 gp); *scroll of fog cloud* (12 gp); *scroll of web* (12 gp); *potion of blur* (25 gp); *ring of protection +1* (166 gp); *scroll of blink* (31 gp); *wand of Melf's acid arrow* (376 gp); *dust of disappearance* (291 gp).

APL 8: Loot: 108 gp; Magic: 5 × *potion of cure moderate wounds* (5 × 25 gp); 5 × *potion of heroism* (5 × 62 gp); *potion of cure serious wounds* (62 gp); *bracers of armor +1* (83 gp); *scroll of fog cloud* (12 gp); *scroll of web* (12 gp); *potion of blur* (25 gp); *ring of protection +1* (166 gp); *scroll of blink* (31 gp); *wand of Melf's acid arrow* (376 gp); *dust of disappearance* (291 gp); *potion of cure light wounds* (4 gp); *scroll of sanctuary* (2 gp); *scroll of silence* (25 gp).

Of the Discovery and Loss of Azak-Zil: This leather-bound tome was written by Folinaar Ironforge of Irongate. It recounts somewhat melodramatically the expedition to discover the legendary Pits of Azak-Zil, the operations by the Clan Ironforge there, and the ultimately tragic and vain attempts of the members of the clan to discover what became of the mines, when all contact was subsequently lost with them. The tome is illustrated with a number of detailed maps showing the location of Azak-Zil. Rary's apprentice Turav has made some notes detailing an inventory of equipment required for an overland expedition to Azak-Zil.

Lady Karistyne purchases this book from the PCs for the sum of 200 gp if they wish to sell it.

Special

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Lady Karistyne purchases this book from the PCs for the sum of 200 gp if they wish to sell it.

Disfavor of Lady Karistyne: The bearer betrayed their mission and their companions to the minions of Rary the Traitor. As a result, they are not welcome in Castle Karistyne or in the company of any who serve her. This cancels any previously held favors of Karistyne and may have other effects in future adventures.

Sanghahaar of the Cnuchrua: The bearer successfully rescued Curadae of the Cnuchrua from the Mines of the Eye. In gratitude, Curadae has made them her *sangahaar*, or blood kin. As a result, the PCs can have free Adventurer's Standard upkeep for any adventure that starts in the Abbor-Alz. This reward may have other effects in future adventures.

ITEMS FOR THE ADVENTURE RECORD

Of the Discovery and Loss of Azak-Zil: This leather-bound tome was written by Folinaar Ironforge of Irongate. It recounts somewhat melodramatically the expedition to discover the legendary Pits of Azak-Zil, the operations by the Clan Ironforge there, and the ultimately tragic and vain attempts of the members of the clan to discover what became of the mines, when all contact was subsequently lost with them. The tome is illustrated with a number of detailed maps showing the location of Azak-Zil. Rary's apprentice Turav has made

some notes detailing an inventory of equipment required for an overland expedition to Azak-Zil.

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☛ **Sangahaar of the *Cnuchrua*:** The bearer successfully rescued Curadae of the Cnuchrua from the Mines of the Eye. In gratitude, Curadhae has made them her *sangahaar*, or blood kin. As a result, the PCs can have free Adventurer's Standard upkeep for any adventure that starts in the Abbor-Alz. This reward may have other effects in future adventures.

🔱 **Precious Metals Found:** During the assault on the Mines of the Eye several small caches of precious metals were found and carried away. The PC may in the future purchase any one of the options listed below:

Mithral: The PC may purchase any one metal suit of armor or shield listed in the *Player's Handbook* as a mithral item. This favor may not be used to upgrade an existing weapon.

APL 2:

Earthsilk rope (50 ft.) (Adventure, 12 gp, Races of Stone)
Shield sheath (Adventure, 25 gp, Races of Stone)

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

+1 *dwur warpike* (Adventure, 2,345 gp, Races of Stone)
+1 *large warhammer* (Adventure, 2,000 gp, DMG)
wand of Melf's acid arrow (Adventure, 4,500 gp, DMG)

APL 6: (All of APL 4 plus the following)

+2 *breastplate* (Adventure, 4,350 gp, DMG)
wand of magic missiles, (1st level) (Adventure, 750 gp, DMG)
dust of disappearance (Adventure, 3,500 gp, DMG)

APL 8: (All of APL 6 plus the following)

+2 *dwur warpike* (Adventure, 8,345 gp, Races of Stone)
+2 *greataxe* (Adventure, 8,320 gp, DMG)
+2 *heavy pick* (Adventure, 8,308 gp, DMG)
+2 *large warhammer* (Adventure, 8,312 gp, DMG)

APPENDIX 1: APL 2

☛ **Curadhal:** human (Flan) male Brb 1: CR 1; Medium humanoid; HD 1d12+2; hp 14; Init +2; Spd 40 ft.; AC 16, touch 14, flat-footed 14; Base Atk +1; Grp +2; Atk +3 melee (1d6+1/18-20, scimitar) or +3 ranged (1d8/×3, composite shortbow); Full Atk +3 melee (1d6+1/18-20, scimitar) or +3 ranged (1d8/×3, composite shortbow); SA Rage; SQ Fast movement; AL CN; SV Fort +4, Ref +2, Will +0; Str 13, Dex 15, Con 14, Int 12, Wis 10, Cha 8.

Skills and Feats: Climb +5, Handle Animal +3, Intimidate +3, Listen +6, Spot +4, Survival +4; Alertness, Weapon Focus (scimitar).

Languages: Ancient Sueloise, Common.

Rage (Ex): 1/day; Temporarily gain a +4 bonus to Strength, a +4 bonus to Constitution and a +2 morale bonus to Will saves. Takes a –2 penalty to AC. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly modified) Constitution modifier.

Possessions: Studded leather armor, light wooden shield, scimitar, composite shortbow, 20 arrows.

Power-Up Suite (Rage)—hp 16; AC 14, touch 12, flat-footed 12; Grp +9; Atk and Full Atk +5 melee (1d6+3/18-20, scimitar); SV Fort +4, Ref +2, Will +2; Str 17, Con 18; Skills: Climb +5.

ENCOUNTER 1: A BARBARIAN

STANDOFF

☛ **Warrior Of Ghazal:** human (Suel) male Brb 1: CR 1; Medium humanoid; HD 1d12+2; hp 14; Init +2; Spd 40 ft.; AC 16, touch 14, flat-footed 14; Base Atk +1; Grp +2; Atk +3 melee (1d6+1/18-20, scimitar) or +3 ranged (1d8/×3, composite shortbow); Full Atk +3 melee (1d6+1/18-20, scimitar) or +3 ranged (1d8/×3, composite shortbow); SA Rage; SQ Fast movement; AL CN; SV Fort +4, Ref +2, Will +0; Str 13, Dex 15, Con 14, Int 12, Wis 10, Cha 8.

Skills and Feats: Climb +4, Handle Animal +3, Intimidate +3, Listen +6, Spot +4, Survival +4; Alertness, Weapon Focus (scimitar).

Languages: Ancient Sueloise, Common.

Rage (Ex): 1/day; Temporarily gain a +4 bonus to Strength, a +4 bonus to Constitution and a +2 morale bonus to Will saves. Takes a –2 penalty to AC. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly modified) Constitution modifier.

Possessions: Studded leather armor, light wooden shield, scimitar, composite shortbow, 20 arrows.

Power-Up Suite (Rage)—hp 16; AC 14, touch 12, flat-footed 12; Grp +4; Atk and Full Atk +5 melee (1d6+3/18-20, scimitar); SV Fort +4, Ref +2, Will +2; Str 17, Con 18; Skills: Climb +6.

ENCOUNTER 2: THE ENTRANCE TO THE MINES

☛ **Duergar Warrior:** hp 9; see Monster Manual with the following changes: AC 16, touch 10, flatfooted 16 (AC 15, touch 10, flat-footed 15 when using glaive); add Atk +2 melee (1d10+1/×3, glaive); Skills: Move Silently –3; Possessions: swap out heavy steel shield with buckler.

Power-Up Suite (Enlarge Person)—AC 14, touch 8, flat-footed 14 (AC 13, touch 8, flat-footed 13 when using glaive); Grp +7; Atk and Full Atk +2 melee (2d6+2/×3, warhammer), or +2 melee (2d8+3/×3, glaive), or +0 ranged (2d6/19-20, light crossbow); Face/Reach 10 ft./10 ft. (20 ft. with glaive); SV Ref –1; Str 15, Dex 9; Skills: Move Silently –4.

ENCOUNTER 3: HIDE AND SEEK, HIT AND RUN.

☛ **Duergar Warrior:** hp 9; see Monster Manual with the following changes: AC 16, touch 10, flatfooted 16 (AC 15, touch 10, flat-footed 15 when using glaive); add Atk +2 melee (1d10+1/×3, glaive); Skills: Move Silently –3; Possessions: swap out heavy steel shield with buckler.

Power-Up Suite (Enlarge Person)—AC 14, touch 8, flat-footed 14 (AC 13, touch 8, flat-footed 13 when using glaive); Grp +7; Atk and Full Atk +2 melee (2d6+2/×3, warhammer), or +2 melee (2d8+3/×3, glaive), or +0 ranged (2d6/19-20, light crossbow); Face/Reach 10 ft./10 ft. (20 ft. with glaive); SV Ref –1; Str 15, Dex 9; Skills: Move Silently –4.

ENCOUNTER 5: THE BRIDGE OF THE EYE

☛ **Duergar Warrior:** hp 9; see Monster Manual with the following changes: AC 16, touch 10, flatfooted 16 (AC 15, touch 10, flat-footed 15 when using glaive); add Atk +2 melee (1d10+1/×3, glaive); Skills: Move Silently –3; Possessions: swap out heavy steel shield with buckler.

Power-Up Suite (Enlarge Person)—AC 14, touch 8, flat-footed 14 (AC 13, touch 8, flat-footed 13 when using glaive); Grp +7; Atk and Full Atk +2 melee (2d6+2/×3, warhammer), or +2 melee (2d8+3/×3, glaive), or +0 ranged (2d6/19-20, light crossbow); Face/Reach 10 ft./10 ft. (20 ft. with glaive); SV Ref –1; Str 15, Dex 9; Skills: Move Silently –4.

ENCOUNTER 6: THE MUSTERING CHAMBER

☛ **Duergar Warrior:** hp 9; see Monster Manual with the following changes: AC 16, touch 10, flatfooted 16

(AC 15, touch 10, flat-footed 15 when using glaive); add Atk +2 melee (1d10+1/×3, glaive); Skills: Move Silently –3; Possessions: swap out heavy steel shield with buckler.

Power-Up Suite (*Enlarge Person*)—AC 14, touch 8, flat-footed 14 (AC 13, touch 8, flat-footed 13 when using glaive); Grp +7; Atk and Full Atk +2 melee (2d6+2/×3, warhammer), or +2 melee (2d8+3/×3, glaive), or +0 ranged (2d6/19-20, light crossbow); Face/Reach 10 ft./10 ft. (20 ft. with glaive); SV Ref –1; Str 15, Dex 9; Skills: Move Silently –4.

☞ **Turav, male human (Suel) Wiz (Conjurer) 4:** CR 4; Medium humanoid; HD 4d4+8; hp 21; Init +6; Spd 30 ft.; AC 13, touch 12, flat-footed 11; Base Atk +2; Grp +2; Atk +2 melee (1d4/19-20, dagger); Full Atk +2 melee (1d4/19-20, dagger); SA Spells; SQ Summon familiar; AL NE; SV Fort +3, Ref +3, Will +4; Str 10, Dex 14, Con 14, Int 16, Wis 10, Cha 12.

Skills and Feats: Concentration +9, Decipher Script +10, Diplomacy +4, Knowledge (arcana) +10, Knowledge (dungeoneering) +9, Listen +1, Spellcraft +12; Augment Summoning, Improved Initiative, Scribe Scroll, Spell Focus (Conjuration).

Barred Schools: Evocation, Necromancy.

Spells Prepared: (5/5/4; base DC = 13 + spell level): 0-*acid splash*^C (2), *detect magic*, message, *prestidigitation*; 1st- *color spray*, *mage armor*^C, *grease*^C, *summon monster* I^{C/AS} (2); 2nd- *fox's cunning*, *glitterdust*^C, *Melf's acid arrow*^C, *summon monster* II^{C/AS}

^C: Conjuration spell DC = 14 + spell level

^{AS}: Augment Summoning feat used to improved summoned monsters. They gain a +4 enhancement bonus to Strength and Constitution.

Possessions: Dagger, *bracers of armor +1*, *scroll of fog cloud*, *scroll of web*, *potion of cure moderate wounds*, *potion of blur*.

APPENDIX 2: APL 4

ENCOUNTER 2: THE ENTRANCE TO THE MINES

☛ **Duergar Warrior:** hp 9; see Monster Manual with the following changes: AC 16, touch 10, flatfooted 16 (AC 15, touch 10, flat-footed 15 when using glaive); add Atk +2 melee (1d10+1/×3, glaive); Skills: Move Silently –3; Possessions: swap out heavy steel shield with buckler.

Power-Up Suite (Enlarge Person)—AC 14, touch 8, flat-footed 14 (AC 13, touch 8, flat-footed 13 when using glaive); Grp +7; Atk and Full Atk +2 melee (2d6+2/×3, warhammer), or +2 melee (2d8+3/×3, glaive), or +0 ranged (2d6/19-20, light crossbow); Face/Reach 10 ft./10 ft. (20 ft. with glaive); SV Ref –1; Str 15, Dex 9; Skills: Move Silently –4.

ENCOUNTER 3: HIDE AND SEEK, HIT AND RUN.

All guardposts:

☛ **Duergar Warrior:** hp 9; see Monster Manual with the following changes: AC 16, touch 10, flatfooted 16 (AC 15, touch 10, flat-footed 15 when using glaive); add Atk +2 melee (1d10+1/×3, glaive); Skills: Move Silently –3; Possessions: swap out heavy steel shield with buckler.

Power-Up Suite (Enlarge Person)—AC 14, touch 8, flat-footed 14 (AC 13, touch 8, flat-footed 13 when using glaive); Grp +7; Atk and Full Atk +2 melee (2d6+2/×3, warhammer), or +2 melee (2d8+3/×3, glaive), or +0 ranged (2d6/19-20, light crossbow); Face/Reach 10 ft./10 ft. (20 ft. with glaive); SV Ref –1; Str 15, Dex 9; Skills: Move Silently –4.

Guardpost A:

☛ **Duergar Adept: male duergar Adp 1:** CR 1; Medium humanoid (dwarf); HD 1d6+3; hp 7; Init +1; Spd 20 ft.; AC 11, touch 11, flat-footed 10; Base Atk +0; Grp +0; Atk +0 melee (1d6, light mace); Full Atk +0 melee (1d6, light mace); SQ Spell-like abilities, immunity to paralysis, phantasms and poisons, +2 bonus on saving throws against spells and spell-like abilities, light sensitivity, darkvision 120 ft.; AL LE; SV Fort +3, Ref +1, Will +5; Str 10, Dex 12, Con 16, Int 12, Wis 16, Cha 6.

Skills and Feats: Concentration +7, Heal +7, Listen +1, Move Silently +5, Spellcraft +5, Spot +1; Spell Focus (Enchantment).

Languages: Common, Dwarven, Undercommon.

Light Sensitivity (Ex): Duergar are dazzled in bright sunlight or within the radius of a *daylight* spell. While dazzled duergar are unable to see well and suffer a –1 penalty on attack rolls, Search checks and Spot checks.

☛ **Curadhal:** human (Flan) male Brb 1: CR 1; Medium humanoid; HD 1d12+2; hp 14; Init +2; Spd 40 ft.; AC 16, touch 14, flat-footed 14; Base Atk +1; Grp +2; Atk +3 melee (1d6+1/18-20, scimitar) or +3 ranged (1d8/×3, composite shortbow); Full Atk +3 melee (1d6+1/18-20, scimitar) or +3 ranged (1d8/×3, composite shortbow); SA Rage; SQ Fast movement; AL CN; SV Fort +4, Ref +2, Will +0; Str 13, Dex 15, Con 14, Int 12, Wis 10, Cha 8.

Skills and Feats: Climb +5, Handle Animal +3, Intimidate +3, Listen +6, Spot +4, Survival +4; Alertness, Weapon Focus (scimitar).

Languages: Ancient Sueloise, Common.

Rage (Ex): 1/day; Temporarily gain a +4 bonus to Strength, a +4 bonus to Constitution and a +2 morale bonus to Will saves. Takes a –2 penalty to AC. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly modified) Constitution modifier.

Possessions: Studded leather armor, light wooden shield, scimitar, composite shortbow, 20 arrows.

Power-Up Suite (Rage)—hp 16; AC 14, touch 12, flat-footed 12; Grp +9; Atk and Full Atk +5 melee (1d6+3/18-20, scimitar); SV Fort +4, Ref +2, Will +2; Str 17, Con 18; Skills: Climb +5.

ENCOUNTER 1: A BARBARIAN STANDOFF

☛ **Warrior Of Ghazal:** human (Suel) male Brb 1: CR 1; Medium Humanoid; HD 1d12+2; hp 14; Init +2; Spd 40 ft.; AC 16, touch 14, flat-footed 14; Base Atk +1; Grp +2; Atk +3 melee (1d6+1/18-20, scimitar) or +3 ranged (1d8/×3, composite shortbow); Full Atk +3 melee (1d6+1/18-20, scimitar) or +3 ranged (1d8/×3, composite shortbow); SA Rage; SQ Fast movement; AL CN; SV Fort +4, Ref +2, Will +0; Str 13, Dex 15, Con 14, Int 12, Wis 10, Cha 8.

Skills and Feats: Climb +4, Handle Animal +3, Intimidate +3, Listen +6, Spot +4, Survival +4; Alertness, Weapon Focus (scimitar).

Languages: Ancient Sueloise, Common.

Rage (Ex): 1/day; Temporarily gain a +4 bonus to Strength, a +4 bonus to Constitution and a +2 morale bonus to Will saves. Takes a –2 penalty to AC. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly modified) Constitution modifier.

Possessions: Studded leather armor, light wooden shield, scimitar, composite shortbow, 20 arrows.

Power-Up Suite (Rage)—hp 16; AC 14, touch 12, flat-footed 12; Grp +4; Atk and Full Atk +5 melee (1d6+3/18-20, scimitar); SV Fort +4, Ref +2, Will +2; Str 17, Con 18; Skills: Climb +6.

Immunities (Ex): Duergar are immune to paralysis, phantasms and poison. In addition they receive a +2 racial bonus to all saving throws against spells and spell-like abilities.

Skill Bonuses: Duergar receive a +4 racial bonus to Move Silently checks and a +1 racial bonus on Listen and Spot checks (already added).

Spell-Like Abilities: 1/day—*enlarge person* and *invisibility* as a wizard of twice the duergar's class level (minimum caster level 3rd); these abilities affect only the duergar and whatever it carries. *Enlarge person:* Duration 1 min./level; Effects: increase to Large size, +2 size bonus to Strength, –2 size penalty to Dex, –1 penalty to attack rolls and AC, all equipment becomes large (light mace = d8). *Invisibility:* Duration 1 min./level.

Prepared Spells: (3/2; base DC = 13 + spell level): 0—*cure minor wounds*, *detect magic*, *touch of fatigue*, 1st—*bless*, *sleep*^E.

^E: Enchantment Spell DC = 14 + spell level.

Possessions: Light mace, *potion of cure light wounds*.

Power-Up Suite (Enlarge Person)—Init +0; AC 9, touch 8, flat-footed 9; Atk and Full Atk +0 melee (1d8+1, light mace); Face/Reach 10 ft./10 ft.; SV Ref +3; Str 12, Dex 10; Skills: Move Silently +4.

☞ **Keralzûr, male duergar Ftr 4:** CR 5; Medium humanoid (dwarf); HD 4d10+8; hp 36; Init +3; Spd 20 ft.; AC 19, touch 13, flat-footed 16; Base Atk +4; Grp +6; Atk +7 melee (1d8+2/×3, masterwork warhammer), +8 melee (2d6+6/×3, +1 *dwarven warpike*) or +8 ranged (1d10/19-20, masterwork repeating heavy crossbow); Full Atk +7 melee (1d8+2/×3, masterwork warhammer), +8 melee (2d6+6/×3, +1 *dwarven warpike*) or +8 ranged (1d10/19-20, masterwork repeating heavy crossbow); SQ Spell-like abilities, immunity to paralysis, phantasms and poisons, +2 bonus on saving throws against spells and spell-like abilities, light sensitivity, darkvision 120 ft.; AL LE; SV Fort +6, Ref +4, Will +1; Str 14, Dex 16, Con 15, Int 12, Wis 10, Cha 4.

Skills and Feats: Climb +4, Jump +5, Listen +3, Move Silently +11, Spot +2; Combat Reflexes, Exotic Weapon Proficiency (dwarven warpike), Power Attack, Weapon Focus (dwarven warpike), Weapon Specialization (dwarven warpike).

Languages: Common, Dwarven, Undercommon.

Light Sensitivity (Ex): Duergar are dazzled in bright sunlight or within the radius of a *daylight* spell. While dazzled duergar are unable to see well and suffer a –1 penalty on attack rolls, Search checks and Spot checks.

Immunities (Ex): Duergar are immune to paralysis, phantasms and poison. In addition they receive a +2 racial bonus to all saving throws against spells and spell-like abilities.

Skill Bonuses: Duergar receive a +4 racial bonus to Move Silently checks and a +1 racial bonus on Listen and Spot checks (already added).

Spell-Like Abilities: 1/day—*enlarge person* and *invisibility* as a wizard of twice the duergar's class level (minimum caster level 3rd); these abilities affect only the duergar and whatever it carries. *Enlarge person:* Duration 1 min./level; Effects: increase to Large size, +2 size bonus to Strength, –2 size penalty to Dex, –1 penalty to attack rolls and AC, all equipment becomes large (weapons do more damage: warhammer = 2d6, dwarven warpike = 3d6, light crossbow not affected). *Invisibility:* Duration 1 min./level.

Possessions: +1 *breastplate*, masterwork warhammer, +1 *dwarven warpike*, masterwork repeating heavy crossbow, 4 bolt cases (20 bolts total), *potion of cure serious wounds*.

Power-Up Suite (Enlarge Person)—Init +2; AC 12, touch 6, flat-footed 13; Grp +12; Atk and Full Atk +7 melee (2d6+3/×3, masterwork warhammer), +8 melee (3d6+7/×3, +1 *dwarven warpike*) or +6 ranged (1d10/19-20, masterwork repeating heavy crossbow); Face/Reach 10 ft./10 ft.; SV Ref +3; Str 16, Dex 14; Skills: Move Silently +10.

Guardpost B:

☞ **Balavûr, male duergar Ftr 4:** CR 5; Medium humanoid (dwarf); HD 4d10+8; hp 36; Init +3; Spd 20 ft.; AC 20, touch 13, flat-footed 17; Base Atk +4; Grp +6; Atk +8 melee (1d12+6/×3, +1 *greataxe*) or +8 ranged (1d10/19-20, masterwork repeating heavy crossbow); Full Atk +8 melee (1d12+6/×3, +1 *greataxe*), or +8 ranged (1d10/19-20, masterwork repeating heavy crossbow); SQ Spell-like abilities, immunity to paralysis, phantasms and poisons, +2 bonus on saving throws against spells and spell-like abilities, light sensitivity, darkvision 120 ft.; AL LE; SV Fort +6, Ref +4, Will +1; Str 14, Dex 16, Con 15, Int 12, Wis 10, Cha 4.

Skills and Feats: Climb +4, Jump +5, Listen +3, Move Silently +11, Spot +2; Combat Reflexes, Power Attack, Tunnel Fighting, Weapon Focus (greataxe), Weapon Specialization (greataxe).

Languages: Common, Dwarven, Undercommon.

Light Sensitivity (Ex): Duergar are dazzled in bright sunlight or within the radius of a *daylight* spell. While dazzled duergar are unable to see well and suffer a –1 penalty on attack rolls, Search checks and Spot checks.

Immunities (Ex): Duergar are immune to paralysis, phantasms and poison. In addition they receive a +2 racial bonus to all saving throws against spells and spell-like abilities.

Skill Bonuses: Duergar receive a +4 racial bonus to Move Silently checks and a +1 racial bonus on Listen and Spot checks (already added).

Spell-Like Abilities: 1/day—*enlarge person* and *invisibility* as a wizard of twice the duergar's class level (minimum caster level 3rd); these abilities affect only the duergar and whatever it carries. *Enlarge person:* Duration 1 min./level; Effects: increase to Large size, +2 size bonus to Strength, –2 size penalty to Dex, –1

penalty to attack rolls and AC, all equipment becomes large (weapons do more damage: greataxe = 3d6, glaive = 2d8, repeating heavy crossbow not affected). *Invisibility*: Duration 1 min./level.

Possessions: +1 breastplate, +1 greataxe, masterwork repeating heavy crossbow, 4 bolt cases (20 bolts total), *potion of cure serious wounds*, *amulet of natural armor* +1.

Power-Up Suite (Enlarge Person)—Init +2; AC 18, touch 11, flat-footed 16; Grp +11; Atk and Full Atk +8 melee (3d6+7/×3, +1 greataxe) or +8 ranged (1d10/19-20, masterwork repeating heavy crossbow); Face/Reach 10 ft./10 ft.; SV Ref +3; Str 16, Dex 14; Skills: Move Silently +10.

Guardpost C:

☛ **Dûneraz, male duergar Ftr 4**: CR 5; Medium humanoid (dwarf); HD 4d10+8; hp 36; Init +3; Spd 20 ft.; AC 20, touch 13, flat-footed 17 (AC 18, touch 13, flat-footed 15 with glaive or crossbow); Base Atk +4; Grp +6; Atk +8 melee (1d6+5/×4, +1 heavy pick), +7 melee (1d10+3/×3, masterwork glaive) or +8 ranged (1d10/19-20, masterwork repeating heavy crossbow); Full Atk +8 melee (1d6+3/×5, +1 heavy pick); +7 melee (1d10+3/×3, masterwork glaive) or +8 ranged (1d10/19-20, masterwork repeating heavy crossbow); SQ Spell-like abilities, immunity to paralysis, phantasms and poisons, +2 bonus on saving throws against spells and spell-like abilities, light sensitivity, darkvision 120 ft.; AL LE; SV Fort +6, Ref +4, Will +1; Str 14, Dex 16, Con 15, Int 12, Wis 10, Cha 4.

Skills and Feats: Climb +4, Jump +5, Listen +3, Move Silently +11, Spot +2; Combat Reflexes, Tunnel Fighting, Power Attack, Weapon Focus (heavy pick), Weapon Specialization (heavy pick).

Languages: Common, Dwarven, Undercommon.

Light Sensitivity (Ex): Duergar are dazzled in bright sunlight or within the radius of a *daylight* spell. While dazzled duergar are unable to see well and suffer a –1 penalty on attack rolls, Search checks and Spot checks.

Immunities (Ex): Duergar are immune to paralysis, phantasms and poison. In addition they receive a +2 racial bonus to all saving throws against spells and spell-like abilities.

Skill Bonuses: Duergar receive a +4 racial bonus to Move Silently checks and a +1 racial bonus on Listen and Spot checks (already added).

Spell-Like Abilities: 1/day—*enlarge person* and *invisibility* as a wizard of twice the duergar's class level (minimum caster level 3rd); these abilities affect only the duergar and whatever it carries. *Enlarge person*: Duration 1 min./level; Effects: increase to Large size, +2 size bonus to Strength, –2 size penalty to Dex, –1 penalty to attack rolls and AC, all equipment becomes large (weapons do more damage: heavy pick = 1d8, glaive = 2d8, repeating heavy crossbow not affected). *Invisibility*: Duration 1 min./level.

Possessions: Masterwork breastplate, heavy steel shield, +1 heavy pick, masterwork glaive, masterwork repeating heavy crossbow, 4 bolt cases (20 bolts total), 2 × *potion of cure serious wounds*.

Power-Up Suite (Enlarge Person)—Init +2; AC 18, touch 11, flat-footed 16 (AC 16, touch 11, flat-footed 14 with glaive or crossbow); Grp +11; Atk and Full Atk +8 melee (1d8+6/×4, +1 heavy pick), +7 melee (2d8+4/×3, masterwork glaive) or +6 ranged (1d10/19-20, masterwork repeating heavy crossbow); Face/Reach 10 ft./10 ft. (20 ft. with glaive); SV Ref +3; Str 16, Dex 14; Skills: Move Silently +10.

Guardpost D:

☛ **Duergar Adept: male duergar Adp 1**: CR 1; Medium humanoid (dwarf); HD 1d6+3; hp 7; Init +1; Spd 20 ft.; AC 11, touch 11, flat-footed 10; Base Atk +0; Grp +0; Atk +0 melee (1d6, light mace); Full Atk +0 melee (1d6, light mace); SQ Spell-like abilities, immunity to paralysis, phantasms and poisons, +2 bonus on saving throws against spells and spell-like abilities, light sensitivity, darkvision 120 ft.; AL LE; SV Fort +3, Ref +1, Will +5; Str 10, Dex 12, Con 16, Int 12, Wis 16, Cha 6.

Skills and Feats: Concentration +7, Heal +7, Listen +1, Move Silently +5, Spellcraft +5, Spot +1; Spell Focus (Enchantment).

Languages: Common, Dwarven, Undercommon.

Light Sensitivity (Ex): Duergar are dazzled in bright sunlight or within the radius of a *daylight* spell. While dazzled duergar are unable to see well and suffer a –1 penalty on attack rolls, Search checks and Spot checks.

Immunities (Ex): Duergar are immune to paralysis, phantasms and poison. In addition they receive a +2 racial bonus to all saving throws against spells and spell-like abilities.

Skill Bonuses: Duergar receive a +4 racial bonus to Move Silently checks and a +1 racial bonus on Listen and Spot checks (already added).

Spell-Like Abilities: 1/day—*enlarge person* and *invisibility* as a wizard of twice the duergar's class level (minimum caster level 3rd); these abilities affect only the duergar and whatever it carries. *Enlarge person*: Duration 1 min./level; Effects: increase to Large size, +2 size bonus to Strength, –2 size penalty to Dex, –1 penalty to attack rolls and AC, all equipment becomes large (light mace = d8). *Invisibility*: Duration 1 min./level.

Prepared Spells: (3/2; base DC = 13 + spell level): 0—*cure minor wounds*, *detect magic*, *touch of fatigue*, 1st—*bless*, *sleep*^E.

^E: Enchantment Spell DC = 14 + spell level.

Possessions: Light mace, *potion of cure light wounds*.

Power-Up Suite (Enlarge Person)—Init +0; AC 9, touch 8, flat-footed 9; Atk and Full Atk +0 melee (1d8+1, light mace); Face/Reach 10 ft./10 ft.; SV Ref +3; Str 12, Dex 10; Skills: Move Silently +4.

☛ **Túrakal, male duergar Ftr 4:** CR 5; Medium humanoid (dwarf); HD 4d10+8; hp 36; Init +3; Spd 20 ft.; AC 19, touch 13, flat-footed 16; Base Atk +4; Grp +6; Atk +8 melee (2d6+6/×3, +1 large warhammer), +7 melee (1d10+3/×3, masterwork glaive) or +8 ranged (1d10/19-20, masterwork repeating heavy crossbow); Full Atk +8 melee (2d6+6/×3, +1 large warhammer), +7 melee (1d10+2/×3, masterwork glaive) or +8 ranged (1d10/19-20, masterwork repeating heavy crossbow); SQ Spell-like abilities, immunity to paralysis, phantasms and poisons, +2 bonus on saving throws against spells and spell-like abilities, light sensitivity, darkvision 120 ft.; AL LE; SV Fort +6, Ref +4, Will +1; Str 14, Dex 16, Con 15, Int 12, Wis 10, Cha 4.

Skills and Feats: Climb +4, Jump +5, Listen +3, Move Silently +11, Spot +2; Combat Reflexes, Dodge, Power Attack, Weapon Focus (warhammer), Weapon Specialization (warhammer).

Languages: Common, Dwarven, Undercommon.

Light Sensitivity (Ex): Duergar are dazzled in bright sunlight or within the radius of a *daylight* spell. While dazzled duergar are unable to see well and suffer a –1 penalty on attack rolls, Search checks and Spot checks.

Immunities (Ex): Duergar are immune to paralysis, phantasms and poison. In addition they receive a +2 racial bonus to all saving throws against spells and spell-like abilities.

Skill Bonuses: Duergar receive a +4 racial bonus to Move Silently checks and a +1 racial bonus on Listen and Spot checks (already added).

Spell-Like Abilities: 1/day—*enlarge person* and *invisibility* as a wizard of twice the duergar's class level (minimum caster level 3rd); these abilities affect only the duergar and whatever it carries. *Enlarge person:* Duration 1 min./level; Effects: increase to Large size, +2 size bonus to Strength, –2 size penalty to Dex, –1 penalty to attack rolls and AC, all equipment becomes large (weapons do more damage: large warhammer = 3d6, glaive = 2d8, repeating heavy crossbow not affected). *Invisibility:* Duration 1 min./level.

Possessions: +1 breastplate, +1 large warhammer, masterwork glaive, masterwork repeating heavy crossbow, 4 bolt cases (20 bolts total), *potion of cure serious wounds*.

Power-Up Suite (Enlarge Person)—Init +2; AC 17, touch 11, flat-footed 15; Grp +11; Atk and Full Atk +8 melee (3d6+7/×3, +1 large warhammer), +7 melee (2d8+4/×3, masterwork glaive) or +6 ranged (1d10/19-20, masterwork repeating heavy crossbow); Face/Reach 10 ft./10 ft. (20 ft. with glaive); SV Ref +3; Str 16, Dex 14; Skills: Move Silently +10.

ENCOUNTER 5: THE BRIDGE OF THE EYE

☛ **Duergar Warrior:** hp 9; see Monster Manual with the following changes: AC 16, touch 10, flatfooted 16 (AC 15, touch 10, flat-footed 15 when using glaive); add Atk +2 melee (1d10+1/×3, glaive); Skills: Move Silently

–3; Possessions: swap out heavy steel shield with buckler.

Power-Up Suite (Enlarge Person)—AC 14, touch 8, flat-footed 14 (AC 13, touch 8, flat-footed 13 when using glaive); Grp +7; Atk and Full Atk +2 melee (2d6+2/×3, warhammer), or +2 melee (2d8+3/×3, glaive), or +0 ranged (2d6/19-20, light crossbow); Face/Reach 10 ft./10 ft. (20 ft. with glaive); SV Ref –1; Str 15, Dex 9; Skills: Move Silently –4.

☛ **Duergar Adept: male duergar Adp 1:** CR 1; Medium humanoid (dwarf); HD 1d6+3; hp 7; Init +1; Spd 20 ft.; AC 11, touch 11, flat-footed 10; Base Atk +0; Grp +0; Atk +0 melee (1d6, light mace); Full Atk +0 melee (1d6, light mace); SQ Spell-like abilities, immunity to paralysis, phantasms and poisons, +2 bonus on saving throws against spells and spell-like abilities, light sensitivity, darkvision 120 ft.; AL LE; SV Fort +3, Ref +1, Will +5; Str 10, Dex 12, Con 16, Int 12, Wis 16, Cha 6.

Skills and Feats: Concentration +7, Heal +7, Listen +4, Move Silently +5, Spellcraft +5, Spot +4; Spell Focus (Enchantment).

Languages: Common, Dwarven, Undercommon.

Light Sensitivity (Ex): Duergar are dazzled in bright sunlight or within the radius of a *daylight* spell. While dazzled duergar are unable to see well and suffer a –1 penalty on attack rolls, Search checks and Spot checks.

Immunities (Ex): Duergar are immune to paralysis, phantasms and poison. In addition they receive a +2 racial bonus to all saving throws against spells and spell-like abilities.

Skill Bonuses: Duergar receive a +4 racial bonus to Move Silently checks and a +1 racial bonus on Listen and Spot checks (already added).

Spell-Like Abilities: 1/day—*enlarge person* and *invisibility* as a wizard of twice the duergar's class level (minimum caster level 3rd); these abilities affect only the duergar and whatever it carries. *Enlarge person:* Duration 1 min./level; Effects: increase to Large size, +2 size bonus to Strength, –2 size penalty to Dex, –1 penalty to attack rolls and AC, all equipment becomes large (light mace = d8). *Invisibility:* Duration 1 min./level.

Prepared Spells: (3/2; base DC = 13 + spell level): 0—*cure minor wounds*, *detect magic*, *touch of fatigue*, 1st- *bless*, *sleep*^E.

^E. Enchantment Spell DC = 14 + spell level.

Possessions: Light mace, *potion of cure light wounds*, *scroll of silent image*.

Power-Up Suite (Enlarge Person)—Init +0; AC 9, touch 8, flat-footed 9; Atk and Full Atk +0 melee (1d8+1, light mace); Face/Reach 10 ft./10 ft.; SV Ref +3; Str 12, Dex 10; Skills: Move Silently +4.

ENCOUNTER 6: THE MUSTERING CHAMBER

☛ **Duergar Warrior:** hp 9; see Monster Manual with the following changes: AC 16, touch 10, flatfooted 16 (AC 15, touch 10, flat-footed 15 when using glaive); add Atk +2 melee (1d10+1/×3, glaive); Skills: Move Silently –3; Possessions: swap out heavy steel shield with buckler.

Power-Up Suite (*Enlarge Person*)—AC 14, touch 8, flat-footed 14 (AC 13, touch 8, flat-footed 13 when using glaive); Grp +7; Atk and Full Atk +2 melee (2d6+2/×3, warhammer), or +2 melee (2d8+3/×3, glaive), or +0 ranged (2d6/19-20, light crossbow); Face/Reach 10 ft./10 ft. (20 ft. with glaive); SV Ref –1; Str 15, Dex 9; Skills: Move Silently –4.

☛ **Turav: male human (Suel) Wiz (Conjurer) 6:** CR 6; Medium humanoid; HD 6d4+12; hp 31; Init +2; Spd 30 ft.; AC 13, touch 12, flat-footed 11; Base Atk +3; Grp +3; Atk +3 melee (1d4/19-20, dagger); Full Atk +3 melee (1d4/19-20, dagger); SA Spells; SQ summon familiar; AL NE; SV Fort +4, Ref +4, Will +5; Str 10, Dex 14, Con 14, Int 16, Wis 10, Cha 12.

Skills and Feats: Concentration +11, Decipher Script +10, Diplomacy +4, Knowledge (arcana) +12, Knowledge (dungeoneering) +10, Listen +2, Spellcraft +14; Augment Summoning, Combat Casting, Extend Spell, Improved Initiative, Scribe Scroll, Spell Focus (Conjuration).

Barred Schools: Evocation, Necromancy.

Spells Prepared: (5/5/5/4; base DC = 13 + spell level): 0—*acid splash*^C (2), *detect magic*, *message*, *prestidigitation*; 1st—*color spray*, *mage armor*^C, *grease*^C, *summon monster I*^{C/AS} (2); 2nd—*fox's cunning*, *glitterdust*^C, *Melf's acid arrow*^C, *summon monster II*^{C/AS} (2); 3rd—*deep slumber*, *dispel magic*, *stinking cloud*^C, *summon monster III*^{C/AS}.

^C: Conjuration spell DC = 14 + spell level

^{AS}: Augment Summoning feat used to improved summoned monsters. They gain a +4 enhancement bonus to Strength and Constitution.

Possessions: Dagger, bracers of armor +1, scroll of fog cloud, scroll of web, potion of cure moderate wounds, potion of blur, ring of protection +1, scroll of blink, wand of Melf's acid arrow[25 charges].

APPENDIX 3: APL 6

☛ **Curadhal:** human (Flan) male Brb 1: CR 1; Medium humanoid; HD 1d12+2; hp 14; Init +2; Spd 40 ft.; AC 16, touch 14, flat-footed 14; Base Atk +1; Grp +2; Atk +3 melee (1d6+1/18-20, scimitar) or +3 ranged (1d8/×3, composite shortbow); Full Atk +3 melee (1d6+1/18-20, scimitar) or +3 ranged (1d8/×3, composite shortbow); SA Rage; SQ Fast movement; AL CN; SV Fort +4, Ref +2, Will +0; Str 13, Dex 15, Con 14, Int 12, Wis 10, Cha 8.

Skills and Feats: Climb +5, Handle Animal +3, Intimidate +3, Listen +6, Spot +4, Survival +4; Alertness, Weapon Focus (scimitar).

Languages: Ancient Sueloise, Common.

Rage (Ex): 1/day; Temporarily gain a +4 bonus to Strength, a +4 bonus to Constitution and a +2 morale bonus to Will saves. Takes a –2 penalty to AC. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly modified) Constitution modifier.

Possessions: Studded leather armor, light wooden shield, scimitar, composite shortbow, 20 arrows.

Power-Up Suite (Rage)—hp 16; AC 14, touch 12, flat-footed 12; Grp +9; Atk and Full Atk +5 melee (1d6+3/18-20, scimitar); SV Fort +4, Ref +2, Will +2; Str 17, Con 18; Skills: Climb +5.

ENCOUNTER 1: A BARBARIAN STANDOFF

☛ **Warriors of Ghazal:** human (Suel) male Brb2: CR 2; Medium Humanoid; HD 2d12+4; hp 23; Init +2; Spd 40 ft.; AC 16, touch 14, flat-footed 14; Base Atk +2; Grp +3; Atk +4 melee (1d6+1/18-20, scimitar) or +4 ranged (1d8/×3, composite shortbow); Full Atk +4 melee (1d6+1/18-20, scimitar) or +4 ranged (1d8/×3, composite shortbow); SA Rage; SQ Fast movement, uncanny dodge; AL CN; SV Fort +5, Ref +2, Will +0; Str 13, Dex 15, Con 14, Int 12, Wis 10, Cha 8.

Skills and Feats: Climb +6, Handle Animal +4, Intimidate +4, Listen +6, Spot +5, Survival +5; Alertness, Weapon Focus (scimitar).

Languages: Ancient Flan, Common.

Rage (Ex): 1/day; Temporarily gain a +4 bonus to Strength, a +4 bonus to Constitution and a +2 morale bonus to Will saves. Takes a –2 penalty to AC. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly modified) Constitution modifier.

Possessions: Studded leather armor, light wooden shield, scimitar, composite shortbow, 20 arrows.

ENCOUNTER 2: THE ENTRANCE TO THE MINES

☛ **Duergar Warrior:** hp 9; see Monster Manual with the following changes: AC 16, touch 10, flatfooted 16 (AC 15, touch 10, flat-footed 15 when using glaive); add Atk +2 melee (1d10+1/×3, glaive); Skills: Move Silently –3; Possessions: swap out heavy steel shield with buckler.

Power-Up Suite (Enlarge Person)—AC 14, touch 8, flat-footed 14 (AC 13, touch 8, flat-footed 13 when using glaive); Grp +7; Atk and Full Atk +2 melee (2d6+2/×3, warhammer), or +2 melee (2d8+3/×3, glaive), or +0 ranged (2d6/19-20, light crossbow); Face/Reach 10 ft./10 ft. (20 ft. with glaive); SV Ref –1; Str 15, Dex 9; Skills: Move Silently –4.

ENCOUNTER 3: HIDE AND SEEK, HIT AND RUN.

All guardposts:

☛ **Duergar Warrior (Crossbowman): male duergar**
Ftr1: CR 2; Medium humanoid (dwarf); HD 1d10+2; hp 12; Init +2; Spd 20 ft.; AC 17, touch 12, flat-footed 15; Base Atk +1; Grp +3; Atk +4 melee (1d8+2/×3, masterwork warhammer) or +4 ranged (1d10/19-20, heavy repeating crossbow); Full Atk +4 melee (1d8+2/×3, masterwork warhammer) or +4 ranged (1d10/19-20, heavy repeating crossbow); SQ Spell-like abilities, immunity to paralysis, phantasms and poisons, +2 bonus on saving throws against spells and spell-like abilities, light sensitivity, darkvision 120 ft.; AL LE; SV Fort +4, Ref +2, Will +0; Str 14, Dex 15, Con 15, Int 12, Wis 10, Cha 4.

Skills and Feats: Climb +4, Jump +4, Listen +2, Move Silently +6, Spot +2; Exotic Weapon Proficiency (heavy repeating crossbow), Weapon Focus (heavy repeating crossbow).

Languages: Common, Dwarven, Undercommon.

Light Sensitivity (Ex): Duergar are dazzled in bright sunlight or within the radius of a *daylight* spell. While dazzled duergar are unable to see well and suffer a –1 penalty on attack rolls, Search checks and Spot checks.

Immunities (Ex): Duergar are immune to paralysis, phantasms and poison. In addition they receive a +2 racial bonus to all saving throws against spells and spell-like abilities.

Skill Bonuses: Duergar receive a +4 racial bonus to Move Silently checks and a +1 racial bonus on Listen and Spot checks.

Spell-Like Abilities: 1/day—*enlarge person* and *invisibility* as a wizard of twice the duergar's class level (minimum caster level 3rd); these abilities affect only the duergar and whatever it carries. *Enlarge person:* Duration 1 min./level; Effects: increase to Large size, +2 size bonus to Strength, –2 size penalty to Dex, –1 penalty to attack rolls and AC, all equipment becomes large (weapons do more damage: warhammer = 2d6, heavy repeating crossbow not affected). *Invisibility:* Duration 1 min./level.

Possessions: Masterwork chainmail, masterwork warhammer, heavy repeating crossbow, 4 bolt cases (20 bolts total), *potion of cure moderate wounds*, *potion of cat's grace*.

Power-Up Suite (Enlarge Person)—Init +1; AC 15, touch 10, flat-footed 14; Grp +8; Atk and Full Atk +4

melee (1d2d6+3/×3, masterwork warhammer) or +2 ranged (1d10/19-20, heavy repeating crossbow); Face/Reach 10 ft./10 ft.; SV Ref +1; Str 16, Dex 13; Skills: Move Silently +5.

☛ **Duergar Warrior: male duergar Ftr 1:** CR 2; Medium humanoid (dwarf); HD 1d10+2; hp 12; Init +2; Spd 20 ft.; AC 19, touch 12, flat-footed 17; Base Atk +1; Grp +3; Atk +3 melee (1d8+2/×3, warhammer), +4 melee (2d6+3/×3, dwarven warpike) or +3 ranged (1d8/19-20, light crossbow); Full Atk +3 melee (1d8+3/×3, warhammer), +4 melee (2d6+2/×3, dwarven warpike) or +3 ranged (1d8/19-20, light crossbow); SQ Spell-like abilities, immunity to paralysis, phantasms and poisons, +2 bonus on saving throws against spells and spell-like abilities, light sensitivity, darkvision 120 ft.; AL LE; SV Fort +4, Ref +2, Will +0; Str 14, Dex 15, Con 15, Int 12, Wis 10, Cha 4.

Skills and Feats: Climb -1, Jump -1, Listen +2, Move Silently +1, Spot +2; Exotic Weapon Proficiency (dwarven warpike), Weapon Focus (dwarven warpike).

Languages: Common, Dwarven, Undercommon.

Light Sensitivity (Ex): Duergar are dazzled in bright sunlight or within the radius of a *daylight* spell. While dazzled duergar are unable to see well and suffer a -1 penalty on attack rolls, Search checks and Spot checks.

Immunities (Ex): Duergar are immune to paralysis, phantasms and poison. In addition they receive a +2 racial bonus to all saving throws against spells and spell-like abilities.

Skill Bonuses: Duergar receive a +4 racial bonus to Move Silently checks and a +1 racial bonus on Listen and Spot checks.

Spell-Like Abilities: 1/day—*enlarge person* and *invisibility* as a wizard of twice the duergar's class level (minimum caster level 3rd); these abilities affect only the duergar and whatever it carries. *Enlarge person:* Duration 1 min./level; Effects: increase to Large size, +2 size bonus to Strength, -2 size penalty to Dex, -1 penalty to attack rolls and AC, all equipment becomes large (weapons do more damage: warhammer = 2d6, dwarven warpike = 3d6, light crossbow not affected). *Invisibility:* Duration 1 min./level.

Possessions: Masterwork chainmail, heavy steel shield, masterwork warhammer, dwarven warpike, light crossbow, 20 bolts, *potion of cure moderate wounds*, *potion of bull's strength*, *potion of heroism*.

Power-Up Suite (Enlarge Person)—Init +1; AC 17, touch 10, flat-footed 15; Grp +8; Atk and Full Atk +3 melee (2d6+3/×3, warhammer), +4 melee (3d6+4/×3, dwarven warpike) or +1 ranged (1d8/19-20, light crossbow); Face/Reach 10 ft./10 ft.; SV Ref +1; Str 16, Dex 13; Skills: Move Silently +0.

Guardpost A:

☛ **Duergar Wizard: male duergar Wiz (Evoker) 1:** CR 2; Medium humanoid (dwarf); HD 1d4+3; hp 7; Init +1;

Spd 20 ft.; AC 11, touch 11, flat-footed 10; Base Atk +0, Grp -1; Base Atk -1 melee (1d4+1/19-20, dagger); Full Atk -1 melee (1d4+1/19-20, dagger); SA Spells; SQ Spell-like abilities, immunity to paralysis, phantasms and poisons, +2 bonus on saving throws against spells and spell-like abilities, light sensitivity, darkvision 120 ft., summon familiar; AL LE; SV Fort +3, Ref +1, Will +2; Str 8, Dex 13, Con 16, Int 15, Wis 10, Cha 8.

Skills and Feats: Concentration +6, Knowledge (arcana) +5, Listen +1, Move Silently +7, Spellcraft +6, Spot +1; Scribe Scroll, Spell Focus (evocation).

Languages: Common, Dwarven, Undercommon.

Light Sensitivity (Ex): Duergar are dazzled in bright sunlight or within the radius of a *daylight* spell. While dazzled duergar are unable to see well and suffer a -1 penalty on attack rolls, Search checks and Spot checks.

Immunities (Ex): Duergar are immune to paralysis, phantasms and poison. In addition they receive a +2 racial bonus to all saving throws against spells and spell-like abilities.

Skill Bonuses: Duergar receive a +4 racial bonus to Move Silently checks and a +1 racial bonus on Listen and Spot checks.

Spell-Like Abilities: 1/day—*enlarge person* and *invisibility* as a wizard of twice the duergar's class level (minimum caster level 3rd); these abilities affect only the duergar and whatever it carries. *Enlarge person:* Duration 1 min./level; Effects: increase to Large size, +2 size bonus to Strength, -2 size penalty to Dex, -1 penalty to attack rolls and AC, all equipment becomes large (dagger = 1d6). *Invisibility:* Duration 1 min./level.

Prepared Spells: (4/3; base DC = 12 + spell level): 0—*acid splash*, *flare*^E, *light*^E, *ray of frost*^E; 1st—*burning hands*^E, *color spray*, *mage armor*.

^E: Evocation spell DC = 13 + spell level. Barred Schools: Enchantment, Necromancy.

Possessions: Dagger, *wand of magic missile* (20 charges).

Power-Up Suite (Enlarge Person)—Init +0; AC 9, touch 9, flat-footed 9; Grp +4; Atk and Full Atk -1 melee (1d6/19-20, dagger); Face/Reach 10 ft./10 ft.; SV Ref +0; Str 10, Dex 11; Skills: Move Silently +6.

☛ **Keralzûr: male duergar Ftr 5:** CR 6; Medium humanoid (dwarf); HD 5d10+10; hp 45; Init +3; Spd 20 ft.; AC 21, touch 13, flat-footed 18; Base Atk +5; Grp +7; Atk +8 melee (1d8+2/×3, masterwork warhammer), +10 melee (2d6+6/×3, +1 dwarven warpike) or +9 ranged (1d10/19-20, masterwork repeating heavy crossbow); Full Atk +8 melee (1d8+2/×3, masterwork warhammer), +10 melee (2d6+6/×3, +1 dwarven warpike) or +9 ranged (1d10/19-20, masterwork repeating heavy crossbow); SQ Spell-like abilities, immunity to paralysis, phantasms and poisons, +2 bonus on saving throws against spells and spell-like abilities, light sensitivity, darkvision 120 ft.; AL LE; SV Fort +6, Ref +4, Will +1; Str 14, Dex 16, Con 15, Int 12, Wis 10, Cha 4.

Skills and Feats: Climb +6, Jump +6, Listen +4, Move Silently +11, Spot +4; Combat Reflexes, Exotic Weapon Proficiency (dwarven warpike) Power Attack, Weapon Focus (dwarven warpike), Weapon Specialization (dwarven warpike).

Languages: Common, Dwarven, Undercommon.

Light Sensitivity (Ex): Duergar are dazzled in bright sunlight or within the radius of a *daylight* spell. While dazzled duergar are unable to see well and suffer a –1 penalty on attack rolls, Search checks and Spot checks.

Immunities (Ex): Duergar are immune to paralysis, phantasms and poison. In addition they receive a +2 racial bonus to all saving throws against spells and spell-like abilities.

Skill Bonuses: Duergar receive a +4 racial bonus to Move Silently checks and a +1 racial bonus on Listen and Spot checks.

Spell-Like Abilities: 1/day—*enlarge person* and *invisibility* as a wizard of twice the duergar's class level (minimum caster level 3rd); these abilities affect only the duergar and whatever it carries. *Enlarge person:* Duration 1 min./level; Effects: increase to Large size, +2 size bonus to Strength, –2 size penalty to Dex, –1 penalty to attack rolls and AC, all equipment becomes large (weapons do more damage: warhammer = 2d6, dwarven warpike = 3d6, repeating heavy crossbow not affected). *Invisibility:* Duration 1 min./level.

Possessions: +2 *breastplate*, masterwork warhammer, +1 *dwarven warpike*, masterwork repeating heavy crossbow, 4 bolt cases (20 bolts total), 2 × *potion of cure serious wounds*, *potion of bull's strength*, *potion of heroism*, *amulet of natural armor* +1.

Power-Up Suite (*Enlarge Person*)—Init +2; AC 19, touch 11, flat-footed 17; Grp +12; Atk and Full Atk +8 melee (2d6+3/×3, masterwork warhammer), +10 melee (3d6+7/×3, +1 *dwarven warpike*) or +7 ranged (1d10/19-20, masterwork repeating heavy crossbow); Face/Reach 10 ft./10 ft.; SV Ref +3; Str 16, Dex 14; Skills: Move Silently +10.

Guardpost B:

☛ **Balavûr: male duergar Ftr 5:** CR 6; Medium humanoid (dwarf); HD 5d10+10; hp 45; Init +3; Spd 20 ft.; AC 21, touch 13, flat-footed 18; Base Atk +5; Grp +7; Atk +10 melee (1d12+6/×3, +1 *greataxe*), +8 melee (1d10+4/×3, masterwork glaive) or +9 ranged (1d10/19-20, masterwork repeating heavy crossbow); Full Atk +10 melee (1d12+6/×3, +1 *greataxe*), +8 melee (1d10+4/×3, masterwork glaive) or +9 ranged (1d10/19-20, masterwork repeating heavy crossbow); SQ Spell-like abilities, immunity to paralysis, phantasms and poisons, +2 bonus on saving throws against spells and spell-like abilities, light sensitivity, darkvision 120 ft.; AL LE; SV Fort +6, Ref +4, Will +1; Str 14, Dex 16, Con 15, Int 12, Wis 10, Cha 4.

Skills and Feats: Climb +6, Jump +6, Listen +4, Move Silently +11, Spot +4; Combat Reflexes, Dodge,

Tunnel Fighting, Weapon Focus (greataxe), Weapon Specialization (greataxe).

Languages: Common, Dwarven, Undercommon.

Light Sensitivity (Ex): Duergar are dazzled in bright sunlight or within the radius of a *daylight* spell. While dazzled duergar are unable to see well and suffer a –1 penalty on attack rolls, Search checks and Spot checks.

Immunities (Ex): Duergar are immune to paralysis, phantasms and poison. In addition they receive a +2 racial bonus to all saving throws against spells and spell-like abilities.

Skill Bonuses: Duergar receive a +4 racial bonus to Move Silently checks and a +1 racial bonus on Listen and Spot checks.

Spell-Like Abilities: 1/day—*enlarge person* and *invisibility* as a wizard of twice the duergar's class level (minimum caster level 3rd); these abilities affect only the duergar and whatever it carries. *Enlarge person:* Duration 1 min./level; Effects: increase to Large size, +2 size bonus to Strength, –2 size penalty to Dex, –1 penalty to attack rolls and AC, all equipment becomes large (weapons do more damage: greataxe = 3d6, glaive = 2d8, repeating heavy crossbow not affected). *Invisibility:* Duration 1 min./level.

Possessions: +2 *breastplate*, +1 *greataxe*, masterwork glaive, masterwork repeating heavy crossbow, 4 bolt cases (20 bolts total), 2 × *potion of cure serious wounds*, *potion of bull's strength*, *potion of heroism*, *amulet of natural armor* +1.

Power-Up Suite (*Enlarge Person*)—Init +2; AC 19, touch 11, flat-footed 17; Grp +12; Atk and Full Atk +10 melee (3d6+7/×3, +1 *greataxe*), +8 melee (2d8+5/×3, masterwork glaive) or +7 ranged (1d10/19-20, masterwork repeating heavy crossbow); Face/Reach 10 ft./10 ft. (20 ft. with glaive); SV Ref +3; Str 16, Dex 14; Skills: Move Silently +10.

☛ **Duergar Rogue: male duergar Rog 1:** CR 2; Medium humanoid (dwarf); HD 1d6+3; hp 9; Init +2; Spd 30 ft.; AC 15, touch 12, flat-footed 13; Base Atk +0; Grp +1; Atk +1 melee (1d6+1/19-20, short sword), +1 melee (1d4+1/19-20, dagger) or +2 ranged (1d8/19-20, light crossbow); Full Atk +1 melee (1d6+1/19-20, short sword), +1 melee (1d4+1/19-20, dagger) or +2 ranged (1d8/19-20, light crossbow); SA Sneak attack +1d6; SQ trapfinding, spell-like abilities, immunity to paralysis, phantasms and poisons, +2 bonus on saving throws against spells and spell-like abilities, light sensitivity, darkvision 120 ft.; AL LE; SV Fort +3, Ref +4, Will +0; Str 12, Dex 15, Con 16, Int 13, Wis 10, Cha 4.

Skills and Feats: Balance +6, Climb +5, Disable Device +6, Hide +8, Listen +5, Move Silently +12, Open Lock +6, Search +3, Spot +5, Tumble +6; Stealthy.

Languages: Common, Dwarven, Undercommon.

Light Sensitivity (Ex): Duergar are dazzled in bright sunlight or within the radius of a *daylight* spell. While dazzled duergar are unable to see well and suffer a –1 penalty on attack rolls, Search checks and Spot checks.

Immunities (Ex): Duergar are immune to paralysis, phantasms and poison. In addition they receive a +2 racial bonus to all saving throws against spells and spell-like abilities.

Skill Bonuses: Duergar receive a +4 racial bonus to Move Silently checks and a +1 racial bonus on Listen and Spot checks.

Spell-Like Abilities: 1/day—*enlarge person* and *invisibility* as a wizard of twice the duergar's class level (minimum caster level 3rd); these abilities affect only the duergar and whatever it carries. *Enlarge person:* Duration 1 min./level; Effects: increase to Large size, +2 size bonus to Strength, –2 size penalty to Dex, –1 penalty to attack rolls and AC, all equipment becomes large (short sword = 1d8, dagger = 1d6, light crossbow = 2d6). *Invisibility:* Duration 1 min./level.

Possessions: Masterwork studded leather armor, short sword, dagger, light crossbow, 10 bolts.

Power-Up Suite (*Enlarge Person*)—Init +1; AC 13, touch 10, flat-footed 12; Grp +6; Atk and Full Atk +1 melee (1d8+2/19-20, short sword), +1 melee (1d6+2/19-20, dagger) or +0 ranged (1d8/19-20, light crossbow); Face/Reach 10 ft./10 ft.; SV Ref +3; Str 14, Dex 13; Skills: Balance +5, Disable Device +5, Hide +3, Move Silently +11.

Guardpost C:

☛ **Dúneraz: male duergar Ftr 5:** CR 6; Medium humanoid (dwarf); HD 5d10+10; hp 45; Init +3; Spd 20 ft.; AC 23, touch 13, flat-footed 21 (AC 21, touch 11, flat-footed 19 with glaive or crossbow); Base Atk +5; Grp +7; Atk +9 melee (1d6+5/×4, +1 *heavy pick*), +8 melee (1d10+4/×3, masterwork glaive) or +9 ranged (1d10/19-20, masterwork repeating heavy crossbow); Full Atk +9 melee (1d6+5/×4, +1 *heavy pick*), +8 melee (1d10+4/×3, masterwork glaive) or +9 ranged (1d10/19-20, masterwork repeating heavy crossbow); SQ Spell-like abilities, immunity to paralysis, phantasms and poisons, +2 bonus on saving throws against spells and spell-like abilities, light sensitivity, darkvision 120 ft.; AL LE; SV Fort +6, Ref +4, Will +1; Str 14, Dex 16, Con 15, Int 12, Wis 10, Cha 4.

Skills and Feats: Climb +6, Jump +6, Listen +4, Move Silently +11, Spot +4; Combat Reflexes, Dodge, Tunnel Fighting, Weapon Focus (heavy pick), Weapon Specialization (heavy pick).

Languages: Common, Dwarven, Undercommon.

Light Sensitivity (Ex): Duergar are dazzled in bright sunlight or within the radius of a *daylight* spell. While dazzled duergar are unable to see well and suffer a –1 penalty on attack rolls, Search checks and Spot checks.

Immunities (Ex): Duergar are immune to paralysis, phantasms and poison. In addition they receive a +2 racial bonus to all saving throws against spells and spell-like abilities.

Skill Bonuses: Duergar receive a +4 racial bonus to Move Silently checks and a +1 racial bonus on Listen and Spot checks.

Spell-Like Abilities: 1/day—*enlarge person* and *invisibility* as a wizard of twice the duergar's class level (minimum caster level 3rd); these abilities affect only the duergar and whatever it carries. *Enlarge person:* Duration 1 min./level; Effects: increase to Large size, +2 size bonus to Strength, –2 size penalty to Dex, –1 penalty to attack rolls and AC, all equipment becomes large (weapons do more damage: heavy pick = 1d8, glaive = 2d8, repeating heavy crossbow not affected). *Invisibility:* Duration 1 min./level.

Possessions: +2 *breastplate*, heavy steel shield, +1 *heavy pick*, masterwork glaive, masterwork repeating heavy crossbow, 4 bolt cases (20 bolts total), 2 × *potion of cure serious wounds*, *potion of bull's strength*, *potion of heroism*, *amulet of natural armor* +1.

Power-Up Suite (*Enlarge Person*)—Init +2; AC 21, touch 11, flat-footed 15 (AC 19, touch 11, flat-footed 13 with glaive or crossbow); Grp +12; Atk and Full Atk +9 melee (1d8+6/×4, +1 *heavy pick*), +8 melee (2d8+5/×3, masterwork glaive) or +7 ranged (1d10/19-20, masterwork repeating heavy crossbow); Face/Reach 10 ft./10 ft. (20 ft. with glaive); SV Ref +3; Str 16, Dex 14; Skills: Move Silently +10.

Guardpost D:

☛ **Duergar Cleric: male duergar Clr 1—Laduguer:** CR 2; Medium humanoid (dwarf); HD 1d8+3; hp 8; Init –1; Spd 20 ft.; AC 17, touch 9, flat-footed 17; Base Atk +0; Grp +1; Atk +2 melee (1d8+1/×3, masterwork warhammer) or –1 ranged (1d8/19-20, light crossbow); Full Atk +2 melee (1d8+1/×3, masterwork warhammer) or –1 ranged (1d8/19-20, light crossbow); SA Spells, rebuke undead; SQ Spell-like abilities, immunity to paralysis, phantasms and poisons, +2 bonus on saving throws against spells and spell-like abilities, light sensitivity, darkvision 120 ft.; AL LE; SV Fort +5, Ref –1, Will +4; Str 12, Dex 8, Con 16, Int 10, Wis 15, Cha 9.

Skills and Feats: Concentration +5, Diplomacy +1, Knowledge (religion) +2, Listen +3, Move Silently +3, Spellcraft +2, Spot +3; Martial Weapon Proficiency (warhammer).

Languages: Common, Dwarven, Undercommon.

Light Sensitivity (Ex): Duergar are dazzled in bright sunlight or within the radius of a *daylight* spell. While dazzled duergar are unable to see well and suffer a –1 penalty on attack rolls, Search checks and Spot checks.

Immunities (Ex): Duergar are immune to paralysis, phantasms and poison. In addition they receive a +2 racial bonus to all saving throws against spells and spell-like abilities.

Skill Bonuses: Duergar receive a +4 racial bonus to Move Silently checks and a +1 racial bonus on Listen and Spot checks.

Spell-Like Abilities: 1/day—*enlarge person* and *invisibility* as a wizard of twice the duergar's class level (minimum caster level 3rd); these abilities affect only the duergar and whatever it carries. *Enlarge person:* Duration 1 min./level; Effects: increase to Large size,

+2 size bonus to Strength, –2 size penalty to Dex, –1 penalty to attack rolls and AC, all equipment becomes large (warhammer = 2d6, light crossbow not affected). *Invisibility*: Duration 1 min./level.

Spells Prepared: (3/2+1; base DC = 12 + spell level): 0—*cure minor wounds*, *resistance*, *virtue*, 1st—*bless*, *magic stone*^D, *shield of faith*.

^DDomain Spell. Domains: Earth (3 + Cha modifier daily use, turn or destroy air elementals, rebuke, command or bolster earth creatures as an evil cleric rebukes undead); Protection (protective ward: resistance bonus equal to cleric level on next saving throw).

Possessions: Splint mail, heavy steel shield, masterwork warhammer, light crossbow, 10 bolts, *potion of cure light wounds*, *scroll of sanctuary*, *scroll of silence*.

Power-Up Suite (*Enlarge Person*)—Init –2; AC 15, touch 9, flat-footed 14; Grp +6; Atk and Full Atk +2 melee (2d6+2/×3, masterwork warhammer) or –3 ranged (1d8/19-20, light crossbow); Face/Reach 10 ft./10 ft.; SV Ref –2; Str 14, Dex 6; Skills: Move Silently +2.

☛**Tûrakal: male duergar Ftr 5**: CR 6; Medium humanoid (dwarf); HD 5d10+10; hp 45; Init +3; Spd 20 ft.; AC 21, touch 13, flat-footed 18; Base Atk +5; Grp +7; Atk +9 melee (2d6+6/×3, +1 *large warhammer*), or +9 ranged (1d10/19-20, masterwork repeating heavy crossbow); Full Atk +9 melee (2d6+6/×3, +1 *large warhammer*), or +9 ranged (1d10/19-20, masterwork repeating heavy crossbow); SQ Spell-like abilities, immunity to paralysis, phantasms and poisons, +2 bonus on saving throws against spells and spell-like abilities, light sensitivity, darkvision 120 ft.; AL LE; SV Fort +6, Ref +4, Will +1; Str 14, Dex 16, Con 15, Int 12, Wis 10, Cha 4.

Skills and Feats: Climb +4, Jump +4, Listen +4, Move Silently +9, Spot +4; Combat Reflexes, Dodge, Power Attack, Weapon Focus (warhammer), Weapon Specialization (warhammer).

Languages: Common, Dwarven, Undercommon.

Light Sensitivity (Ex): Duergar are dazzled in bright sunlight or within the radius of a *daylight* spell. While dazzled duergar are unable to see well and suffer a –1 penalty on attack rolls, Search checks and Spot checks.

Immunities (Ex): Duergar are immune to paralysis, phantasms and poison. In addition they receive a +2 racial bonus to all saving throws against spells and spell-like abilities.

Skill Bonuses: Duergar receive a +4 racial bonus to Move Silently checks and a +1 racial bonus on Listen and Spot checks.

Spell-Like Abilities: 1/day—*enlarge person* and *invisibility* as a wizard of twice the duergar's class level (minimum caster level 3rd); these abilities affect only the duergar and whatever it carries. *Enlarge person*: Duration 1 min./level; Effects: increase to Large size, +2 size bonus to Strength, –2 size penalty to Dex, –1

penalty to attack rolls and AC, all equipment becomes large (weapons do more damage: large warhammer = 3d6, glaive = 2d8, repeating heavy crossbow not affected). *Invisibility*: Duration 1 min./level.

Possessions: +2 *breastplate*, +1 *large warhammer*, masterwork repeating heavy crossbow, 4 bolt cases (20 bolts total), *potion of cure serious wounds*, *potion of bull's strength*, *potion of heroism*, *amulet of natural armor* +1.

Power-Up Suite (*Enlarge Person*)—Init +2; AC 19, touch 11, flat-footed 17; Grp +12; Atk and Full Atk +9 melee (3d6+7/×3, +1 *large warhammer*), or +7 ranged (1d10/19-20, masterwork repeating heavy crossbow); Face/Reach 10 ft./10 ft.; SV Ref +3; Str 16, Dex 14; Skills: Move Silently +8.

ENCOUNTER 5: THE BRIDGE OF THE EYE

☛**Duergar Warrior (Crossbowman): male duergar Ftr1**: CR 2; Medium humanoid (dwarf); HD 1d10+2; hp 12; Init +2; Spd 20 ft.; AC 17, touch 12, flat-footed 15; Base Atk +1; Grp +3; Atk +4 melee (1d8+2/×3, masterwork warhammer) or +4 ranged (1d10/19-20, heavy repeating crossbow); Full Atk +4 melee (1d8+2/×3, masterwork warhammer) or +4 ranged (1d10/19-20, heavy repeating crossbow); SQ Spell-like abilities, immunity to paralysis, phantasms and poisons, +2 bonus on saving throws against spells and spell-like abilities, light sensitivity, darkvision 120 ft.; AL LE; SV Fort +4, Ref +2, Will +0; Str 14, Dex 15, Con 15, Int 12, Wis 10, Cha 4.

Skills and Feats: Climb +4, Jump +4, Listen +2, Move Silently +6, Spot +2; Exotic Weapon Proficiency (heavy repeating crossbow), Weapon Focus (heavy repeating crossbow).

Languages: Common, Dwarven, Undercommon.

Light Sensitivity (Ex): Duergar are dazzled in bright sunlight or within the radius of a *daylight* spell. While dazzled duergar are unable to see well and suffer a –1 penalty on attack rolls, Search checks and Spot checks.

Immunities (Ex): Duergar are immune to paralysis, phantasms and poison. In addition they receive a +2 racial bonus to all saving throws against spells and spell-like abilities.

Skill Bonuses: Duergar receive a +4 racial bonus to Move Silently checks and a +1 racial bonus on Listen and Spot checks.

Spell-Like Abilities: 1/day—*enlarge person* and *invisibility* as a wizard of twice the duergar's class level (minimum caster level 3rd); these abilities affect only the duergar and whatever it carries. *Enlarge person*: Duration 1 min./level; Effects: increase to Large size, +2 size bonus to Strength, –2 size penalty to Dex, –1 penalty to attack rolls and AC, all equipment becomes large (weapons do more damage: warhammer = 2d6, heavy repeating crossbow not affected). *Invisibility*: Duration 1 min./level.

Possessions: Masterwork chainmail, masterwork warhammer, heavy repeating crossbow, 4 bolt cases (20

bolts total), *potion of cure moderate wounds*, *potion of cat's grace*.

Power-Up Suite (*Enlarge Person*)—Init +1; AC 15, touch 10, flat-footed 14; Grp +8; Atk and Full Atk +4 melee (2d6+3/×3, masterwork warhammer) or +2 ranged (1d10/19-20, heavy repeating crossbow); Face/Reach 10 ft./10 ft.; SV Ref +1; Str 16, Dex 13; Skills: Move Silently +5.

☛ **Duergar Warrior: male duergar Ftr 1:** CR 2; Medium humanoid (dwarf); HD 1d10+2; hp 12; Init +2; Spd 20 ft.; AC 19, touch 12, flat-footed 17; Base Atk +1; Grp +3; Atk +3 melee (1d8+2/×3, warhammer), +4 melee (2d6+3/×3, dwarven warpike) or +3 ranged (1d8/19-20, light crossbow); Full Atk +3 melee (1d8+3/×3, warhammer), +4 melee (2d6+2/×3, dwarven warpike) or +3 ranged (1d8/19-20, light crossbow); SQ Spell-like abilities, immunity to paralysis, phantasms and poisons, +2 bonus on saving throws against spells and spell-like abilities, light sensitivity, darkvision 120 ft.; AL LE; SV Fort +4, Ref +2, Will +0; Str 14, Dex 15, Con 15, Int 12, Wis 10, Cha 4.

Skills and Feats: Climb -1, Jump -1, Listen +2, Move Silently +1, Spot +2; Exotic Weapon Proficiency (dwarven warpike), Weapon Focus (dwarven warpike).

Languages: Common, Dwarven, Undercommon.

Light Sensitivity (Ex): Duergar are dazzled in bright sunlight or within the radius of a *daylight* spell. While dazzled duergar are unable to see well and suffer a -1 penalty on attack rolls, Search checks and Spot checks.

Immunities (Ex): Duergar are immune to paralysis, phantasms and poison. In addition they receive a +2 racial bonus to all saving throws against spells and spell-like abilities.

Skill Bonuses: Duergar receive a +4 racial bonus to Move Silently checks and a +1 racial bonus on Listen and Spot checks.

Spell-Like Abilities: 1/day—*enlarge person* and *invisibility* as a wizard of twice the duergar's class level (minimum caster level 3rd); these abilities affect only the duergar and whatever it carries. *Enlarge person:* Duration 1 min./level; Effects: increase to Large size, +2 size bonus to Strength, -2 size penalty to Dex, -1 penalty to attack rolls and AC, all equipment becomes large (weapons do more damage: warhammer = 2d6, dwarven warpike = 3d6, light crossbow not affected). *Invisibility:* Duration 1 min./level.

Possessions: Masterwork chainmail, heavy steel shield, masterwork warhammer, dwarven warpike, light crossbow, 20 bolts, *potion of cure moderate wounds*, *potion of bull's strength*, *potion of heroism*.

Power-Up Suite (*Enlarge Person*)—Init +1; AC 17, touch 10, flat-footed 15; Grp +8; Atk and Full Atk +3 melee (2d6+3/×3, warhammer), +4 melee (3d6+4/×3, dwarven warpike) or +1 ranged (1d8/19-20, light crossbow); Face/Reach 10 ft./10 ft.; SV Ref +1; Str 16, Dex 13; Skills: Move Silently +0.

☛ **Duergar Wizard: male duergar Wiz (Evoker) 1:** CR 2; Medium humanoid (dwarf); HD 1d4+3; hp 7; Init +1; Spd 20 ft.; AC 11, touch 11, flat-footed 10; Base Atk +0, Grp -1; Base Atk -1 melee (1d4-1/19-20, dagger); Full Atk -1 melee (1d4-1/19-20, dagger); SA Spells; SQ Spell-like abilities, immunity to paralysis, phantasms and poisons, +2 bonus on saving throws against spells and spell-like abilities, light sensitivity, darkvision 120 ft., summon familiar; AL LE; SV Fort +3, Ref +1, Will +2; Str 8, Dex 13, Con 16, Int 15, Wis 10, Cha 8.

Skills and Feats: Concentration +6, Knowledge (arcana) +5, Listen +1, Move Silently +7, Spellcraft +6, Spot +1; Scribe Scroll, Spell Focus (evocation).

Languages: Common, Dwarven, Undercommon.

Light Sensitivity (Ex): Duergar are dazzled in bright sunlight or within the radius of a *daylight* spell. While dazzled duergar are unable to see well and suffer a -1 penalty on attack rolls, Search checks and Spot checks.

Immunities (Ex): Duergar are immune to paralysis, phantasms and poison. In addition they receive a +2 racial bonus to all saving throws against spells and spell-like abilities.

Skill Bonuses: Duergar receive a +4 racial bonus to Move Silently checks and a +1 racial bonus on Listen and Spot checks.

Spell-Like Abilities: 1/day—*enlarge person* and *invisibility* as a wizard of twice the duergar's class level (minimum caster level 3rd); these abilities affect only the duergar and whatever it carries. *Enlarge person:* Duration 1 min./level; Effects: increase to Large size, +2 size bonus to Strength, -2 size penalty to Dex, -1 penalty to attack rolls and AC, all equipment becomes large (dagger = 1d6). *Invisibility:* Duration 1 min./level.

Prepared Spells: (4/3; base DC = 12 + spell level): 0—*acid splash*^E, *flare*^E, *light*^E, *ray of frost*^E; 1st—*burning hands*^E, *color spray*, *mage armor*.

^E: Evocation spell DC = 13 + spell level. Barred Schools: Enchantment, Necromancy.

Possessions: Dagger, *wand of magic missile* (20 charges).

Power-Up Suite (*Enlarge Person*)—Init +0; AC 9, touch 9, flat-footed 9; Grp +4; Atk and Full Atk -1 melee (1d6/19-20, dagger); Face/Reach 10 ft./10 ft.; SV Ref +0; Str 10, Dex 11; Skills: Move Silently +6.

ENCOUNTER 6: THE MUSTERING CHAMBER

☛ **Duergar Warrior:** hp 9; see Monster Manual with the following changes: AC 16, touch 10, flatfooted 16 (AC 15, touch 10, flat-footed 15 when using glaive); add Atk +2 melee (1d10+1/×3, glaive); Skills: Move Silently -3; Possessions: swap out heavy steel shield with buckler.

Power-Up Suite (*Enlarge Person*)—AC 14, touch 8, flat-footed 14 (AC 13, touch 8, flat-footed 13 when using glaive); Grp +7; Atk and Full Atk +2 melee (2d6+2/×3, warhammer), or +2 melee (2d8+3/×3,

glaive), or +0 ranged (2d6/19-20, light crossbow); Face/Reach 10 ft./10 ft. (20 ft. with glaive); SV Ref -1; Str 15, Dex 9; Skills: Move Silently -4.

Turav: male human (Suel) Wiz (Conjurer) 8: CR 8; Medium humanoid; HD 8d4+16; hp 41; Init +2; Spd 30 ft.; AC 13, touch 12, flat-footed 11; Base Atk +4; Grp +4; Atk +4 melee (1d4/19-20, dagger); Full Atk +4 melee (1d4/19-20, dagger); SA Spells; SQ summon familiar; AL NE; SV Fort +5, Ref +5, Will +7; Str 10, Dex 14, Con 14, Int 16, Wis 10, Cha 12.

Skills and Feats: Concentration +13, Decipher Script +12, Diplomacy +4, Knowledge (arcana) +14, Knowledge (dungeoneering) +12, Listen +2, Spellcraft +16; Augment Summoning, Combat Casting, Extend Spell, Improved Initiative, Scribe Scroll, Spell Focus (Conjuration).

Barred Schools: Evocation, Necromancy.

Spells Prepared: (5/5/5/5/4; base DC = 13 + spell level): 0-*acid splash*^C (2), *detect magic*, message, *prestidigitation*; 1st- *color spray*, *mage armor*^C, *grease*^C, *summon monster I*^{C/AS} (2); 2nd- *fox's cunning*, *glitterdust*^C, *Melf's acid arrow*^C, *summon monster II*^{C/AS} (2); 3rd- *deep slumber*, *dispel magic*, *protection from energy*, *stinking cloud*^C, *summon monster III*^{C/AS}; 4th- *Evard's black tentacles*^C, *lesser globe of invulnerability*, *stoneskin*, *summon monster IV*^{C/AS}.

^C: Conjuration spell DC = 14 + spell level

^{AS}: Augment Summoning feat used to improved summoned monsters. They gain a +4 enhancement bonus to Strength and Constitution.

Possessions: Dagger, *bracers of armor +1*, *scroll of fog cloud*, *scroll of web*, *potion of cure moderate wounds*, *potion of blur*, *ring of protection +1*, *scroll of blink*, *wand of Melf's acid arrow* [25 charges.], *dust of disappearance*.

APPENDIX 4: APL 8

ENCOUNTER 2: THE ENTRANCE TO THE MINES

☛ **Duergar Warrior:** hp 9; see Monster Manual with the following changes: AC 16, touch 10, flatfooted 16 (AC 15, touch 10, flat-footed 15 when using glaive); add Atk +2 melee (1d10+1/×3, glaive); Skills: Move Silently –3; Possessions: swap out heavy steel shield with buckler.

Power-Up Suite (Enlarge Person)—AC 14, touch 8, flat-footed 14 (AC 13, touch 8, flat-footed 13 when using glaive); Grp +7; Atk and Full Atk +2 melee (2d6+2/×3, warhammer), or +2 melee (2d8+3/×3, glaive), or +0 ranged (2d6/19-20, light crossbow); Face/Reach 10 ft./10 ft. (20 ft. with glaive); SV Ref –1; Str 15, Dex 9; Skills: Move Silently –4.

ENCOUNTER 3: HIDE AND SEEK, HIT AND RUN.

All Guardposts

☛ **Duergar Warrior (Crossbowman): male duergar**
Ftr1: CR 2; Medium humanoid (dwarf); HD 1d10+2; hp 12; Init +2; Spd 20 ft.; AC 17, touch 12, flat-footed 15; Base Atk +1; Grp +3; Atk +4 melee (1d8+2/×3, masterwork warhammer) or +4 ranged (1d10/19-20, heavy repeating crossbow); Full Atk +4 melee (1d8+2/×3, masterwork warhammer) or +4 ranged (1d10/19-20, heavy repeating crossbow); SQ Spell-like abilities, immunity to paralysis, phantasms and poisons, +2 bonus on saving throws against spells and spell-like abilities, light sensitivity, darkvision 120 ft.; AL LE; SV Fort +4, Ref +2, Will +0; Str 14, Dex 15, Con 15, Int 12, Wis 10, Cha 4.

Skills and Feats: Climb +4, Jump +4, Listen +2, Move Silently +6, Spot +2; Exotic Weapon Proficiency (heavy repeating crossbow), Weapon Focus (heavy repeating crossbow).

Languages: Common, Dwarven, Undercommon.

Light Sensitivity (Ex): Duergar are dazzled in bright sunlight or within the radius of a *daylight* spell. While dazzled duergar are unable to see well and suffer a –1 penalty on attack rolls, Search checks and Spot checks.

Immunities (Ex): Duergar are immune to paralysis, phantasms and poison. In addition they receive a +2 racial bonus to all saving throws against spells and spell-like abilities.

Skill Bonuses: Duergar receive a +4 racial bonus to Move Silently checks and a +1 racial bonus on Listen and Spot checks.

Spell-Like Abilities: 1/day—*enlarge person* and *invisibility* as a wizard of twice the duergar's class level (minimum caster level 3rd); these abilities affect only the duergar and whatever it carries. *Enlarge person:* Duration 1 min./level; Effects: increase to Large size, +2 size bonus to Strength, –2 size penalty to Dex, –1 penalty to attack rolls and AC, all equipment becomes

☛ **Curadhal:** human (Flan) male Brb 1: CR 1; Medium humanoid; HD 1d12+2; hp 14; Init +2; Spd 40 ft.; AC 16, touch 14, flat-footed 14; Base Atk +1; Grp +2; Atk +3 melee (1d6+1/18-20, scimitar) or +3 ranged (1d8/×3, composite shortbow); Full Atk +3 melee (1d6+1/18-20, scimitar) or +3 ranged (1d8/×3, composite shortbow); SA Rage; SQ Fast movement; AL CN; SV Fort +4, Ref +2, Will +0; Str 13, Dex 15, Con 14, Int 12, Wis 10, Cha 8.

Skills and Feats: Climb +5, Handle Animal +3, Intimidate +3, Listen +6, Spot +4, Survival +4; Alertness, Weapon Focus (scimitar).

Languages: Ancient Sueloise, Common.

Rage (Ex): 1/day; Temporarily gain a +4 bonus to Strength, a +4 bonus to Constitution and a +2 morale bonus to Will saves. Takes a –2 penalty to AC. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly modified) Constitution modifier.

Possessions: Studded leather armor, light wooden shield, scimitar, composite shortbow, 20 arrows.

Power-Up Suite (Rage)—hp 16; AC 14, touch 12, flat-footed 12; Grp +9; Atk and Full Atk +5 melee (1d6+3/18-20, scimitar); SV Fort +4, Ref +2, Will +2; Str 17, Con 18; Skills: Climb +5.

ENCOUNTER 1: A BARBARIAN STANDOFF

☛ **Warrior of Ghazal:** human (Suel) male Brb3: CR 3; Medium Humanoid; HD 3d12+6; hp 32; Init +2; Spd 40 ft.; AC 16, touch 14, flat-footed 14; Base Atk +3; Grp +4; Atk +5 melee (1d6+1/18-20, scimitar) or +5 ranged (1d8/×3, composite shortbow); Full Atk +5 melee (1d6+1/18-20, scimitar) or +5 ranged (1d8/×3, composite shortbow); SA Rage; SQ Fast movement, uncanny dodge, trap sense +1; AL CN; SV Fort +5, Ref +3, Will +1; Str 13, Dex 15, Con 14, Int 12, Wis 10, Cha 8.

Skills and Feats: Climb +7, Handle Animal +5, Intimidate +5, Listen +7, Spot +6, Survival +5; Alertness, Power Attack, Weapon Focus (scimitar).

Languages: Ancient Flan, Common.

Rage (Ex): 1/day; Temporarily gain a +4 bonus to Strength, a +4 bonus to Constitution and a +2 morale bonus to Will saves. Takes a –2 penalty to AC. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly modified) Constitution modifier.

Possessions: Studded leather armor, light wooden shield, scimitar, composite shortbow, 20 arrows.

Power-Up Suite (Rage)—hp 16; AC 14, touch 12, flat-footed 12; Grp +4; Atk and Full Atk +5 melee (1d6+3/18-20, scimitar); SV Fort +4, Ref +2, Will +2; Str 17, Con 18; Skills: Climb +6.

large (weapons do more damage: warhammer = 2d6, heavy repeating crossbow not affected). *Invisibility*: Duration 1 min./level.

Possessions: Masterwork chainmail, masterwork warhammer, heavy repeating crossbow, 4 bolt cases (20 bolts total), *potion of cure moderate wounds*, *potion of cat's grace*.

Power-Up Suite (Enlarge Person)—Init +1; AC 15, touch 10, flat-footed 14; Grp +8; Atk and Full Atk +4 melee (2d6+3/×3, masterwork warhammer) or +2 ranged (1d10/19-20, heavy repeating crossbow); Face/Reach 10 ft./10 ft.; SV Ref +1; Str 16, Dex 13; Skills: Move Silently +5.

☛ **Duergar Warrior: male duergar Ftr 1**: CR 2; Medium humanoid (dwarf); HD 1d10+2; hp 12; Init +2; Spd 20 ft.; AC 19, touch 12, flat-footed 17; Base Atk +1; Grp +3; Atk +3 melee (1d8+2/×3, warhammer), +4 melee (2d6+3/×3, dwarven warpike) or +3 ranged (1d8/19-20, light crossbow); Full Atk +3 melee (1d8+3/×3, warhammer), +4 melee (2d6+2/×3, dwarven warpike) or +3 ranged (1d8/19-20, light crossbow); SQ Spell-like abilities, immunity to paralysis, phantasms and poisons, +2 bonus on saving throws against spells and spell-like abilities, light sensitivity, darkvision 120 ft.; AL LE; SV Fort +4, Ref +2, Will +0; Str 14, Dex 15, Con 15, Int 12, Wis 10, Cha 4.

Skills and Feats: Climb -1, Jump -1, Listen +2, Move Silently +1, Spot +2; Exotic Weapon Proficiency (dwarven warpike), Weapon Focus (dwarven warpike).

Languages: Common, Dwarven, Undercommon.

Light Sensitivity (Ex): Duergar are dazzled in bright sunlight or within the radius of a *daylight* spell. While dazzled duergar are unable to see well and suffer a -1 penalty on attack rolls, Search checks and Spot checks.

Immunities (Ex): Duergar are immune to paralysis, phantasms and poison. In addition they receive a +2 racial bonus to all saving throws against spells and spell-like abilities.

Skill Bonuses: Duergar receive a +4 racial bonus to Move Silently checks and a +1 racial bonus on Listen and Spot checks.

Spell-Like Abilities: 1/day—*enlarge person* and *invisibility* as a wizard of twice the duergar's class level (minimum caster level 3rd); these abilities affect only the duergar and whatever it carries. *Enlarge person*: Duration 1 min./level; Effects: increase to Large size, +2 size bonus to Strength, -2 size penalty to Dex, -1 penalty to attack rolls and AC, all equipment becomes large (weapons do more damage: warhammer = 2d6, dwarven warpike = 3d6, light crossbow not affected). *Invisibility*: Duration 1 min./level.

Possessions: Masterwork chainmail, heavy steel shield, masterwork warhammer, dwarven warpike, light crossbow, 20 bolts, *potion of cure moderate wounds*, *potion of bull's strength*, *potion of heroism*.

Power-Up Suite (Enlarge Person)—Init +1; AC 17, touch 10, flat-footed 15; Grp +8; Atk and Full Atk +3 melee (2d6+3/×3, warhammer), +4 melee (3d6+4/×3,

dwarven warpike) or +1 ranged (1d8/19-20, light crossbow); Face/Reach 10 ft./10 ft.; SV Ref +1; Str 16, Dex 13; Skills: Move Silently +0.

Guardposts A

☛ **Duergar Wizard: male duergar Wiz (Evoker) 1**: CR 2; Medium humanoid (dwarf); HD 1d4+3; hp 7; Init +1; Spd 20 ft.; AC 11, touch 11, flat-footed 10; Base Atk +0, Grp -1; Base Atk -1 melee (1d4-1/19-20, dagger); Full Atk -1 melee (1d4-1/19-20, dagger); SA Spells; SQ Spell-like abilities, immunity to paralysis, phantasms and poisons, +2 bonus on saving throws against spells and spell-like abilities, light sensitivity, darkvision 120 ft., summon familiar; AL LE; SV Fort +3, Ref +1, Will +2; Str 8, Dex 13, Con 16, Int 15, Wis 10, Cha 8.

Skills and Feats: Concentration +6, Knowledge (arcana) +5, Listen +1, Move Silently +7, Spellcraft +6, Spot +1; Scribe Scroll, Spell Focus (evocation).

Languages: Common, Dwarven, Undercommon.

Light Sensitivity (Ex): Duergar are dazzled in bright sunlight or within the radius of a *daylight* spell. While dazzled duergar are unable to see well and suffer a -1 penalty on attack rolls, Search checks and Spot checks.

Immunities (Ex): Duergar are immune to paralysis, phantasms and poison. In addition they receive a +2 racial bonus to all saving throws against spells and spell-like abilities.

Skill Bonuses: Duergar receive a +4 racial bonus to Move Silently checks and a +1 racial bonus on Listen and Spot checks.

Spell-Like Abilities: 1/day—*enlarge person* and *invisibility* as a wizard of twice the duergar's class level (minimum caster level 3rd); these abilities affect only the duergar and whatever it carries. *Enlarge person*: Duration 1 min./level; Effects: increase to Large size, +2 size bonus to Strength, -2 size penalty to Dex, -1 penalty to attack rolls and AC, all equipment becomes large (dagger = 1d6). *Invisibility*: Duration 1 min./level.

Prepared Spells: (4/3; base DC = 12 + spell level): 0—*acid splash*, *flare*^E, *light*^E, *ray of frost*^E; 1st—*burning hands*^E, *color spray*, *mage armor*.

^E: Evocation spell DC = 13 + spell level. Barred Schools: Enchantment, Necromancy.

Possessions: Dagger, *wand of magic missile* (20 charges).

Power-Up Suite (Enlarge Person)—Init +0; AC 9, touch 9, flat-footed 9; Grp +4; Atk and Full Atk -1 melee (1d6/19-20, dagger); Face/Reach 10 ft./10 ft.; SV Ref +0; Str 10, Dex 11; Skills: Move Silently +6.

☛ **Keralzûr: male duergar Ftr 7**: CR 8; Medium humanoid (dwarf); HD 7d10+14; hp 63; Init +3; Spd 20 ft.; AC 21, touch 13, flat-footed 18; Base Atk +7; Grp +9; Atk +10 melee (1d8+2/×3, dwarven warhammer), +12 melee (2d6+7/×3, +1 dwarven warpike) or +11 ranged (1d10/19-20, dwarven repeating heavy crossbow); Full Atk +10/+5 melee (1d8+2/×3,

dwarven warhammer), +12/+7 melee (2d6+7/×3, +1 *dwarven warpike*) or +11/+6 ranged (1d10/19-20, dwarven repeating heavy crossbow); SQ Spell-like abilities, immunity to paralysis, phantasms and poisons, +2 bonus on saving throws against spells and spell-like abilities, light sensitivity, darkvision 120 ft.; AL LE; SV Fort +7, Ref +5, Will +2; Str 14, Dex 16, Con 15, Int 12, Wis 10, Cha 4.

Skills and Feats: Climb +8, Jump +7, Listen +5, Move Silently +12, Spot +5; Combat Reflexes, Dodge, Exotic Weapon Proficiency (dwarven warpike), Mobility, Power Attack, Weapon Focus (dwarven warpike), Weapon Specialization (dwarven warpike).

Languages: Common, Dwarven, Undercommon.

Light Sensitivity (Ex): Duergar are dazzled in bright sunlight or within the radius of a *daylight* spell. While dazzled duergar are unable to see well and suffer a –1 penalty on attack rolls, Search checks and Spot checks.

Immunities (Ex): Duergar are immune to paralysis, phantasms and poison. In addition they receive a +2 racial bonus to all saving throws against spells and spell-like abilities.

Skill Bonuses: Duergar receive a +4 racial bonus to Move Silently checks and a +1 racial bonus on Listen and Spot checks.

Spell-Like Abilities: 1/day—*enlarge person* and *invisibility* as a wizard of twice the duergar's class level (minimum caster level 3rd); these abilities affect only the duergar and whatever it carries. *Enlarge person:* Duration 1 min./level; Effects: increase to Large size, +2 size bonus to Strength, –2 size penalty to Dex, –1 penalty to attack rolls and AC, all equipment becomes large (weapons do more damage: warhammer = 2d6, dwarven warpike = 3d6, repeating heavy crossbow not affected). *Invisibility:* Duration 1 min./level.

Possessions: +2 *breastplate*, dwarven warhammer, +2 *dwarven warpike*, dwarven repeating heavy crossbow, 4 bolt cases (20 bolts total), 2 × *potion of cure serious wounds*, *potion of bull's strength*, *potion of heroism*, *amulet of natural armor* +1.

Power-Up Suite (Enlarge Person)—Init +2; AC 19, touch 11, flat-footed 17; Grp +14; Atk +10 melee (2d6+3/×3, dwarven warhammer), +12 melee (3d6+8/×3, +1 *dwarven warpike*) or +9 ranged (1d10/19-20, dwarven repeating heavy crossbow); Full Atk +10/+5 melee (2d6+3/×3, dwarven warhammer), +12/+7 melee (3d6+8/×3, +1 *dwarven warpike*) or +9/+4 ranged (1d10/19-20, dwarven repeating heavy crossbow); Face/Reach 10 ft./10 ft.; SV Ref +4; Str 16, Dex 14; Skills: Move Silently +11.

Guardpost B

☛ **Duergar Rogue: male duergar Rog 1:** CR 2; Medium humanoid (dwarf); HD 1d6+3; hp 9; Init +2; Spd 30 ft.; AC 15, touch 12, flat-footed 13; Base Atk +0; Grp +1; Atk +1 melee (1d6+1/19-20, short sword), +1 melee (1d4+1/19-20, dagger) or +2 ranged (1d8/19-20, light

crossbow); Full Atk +1 melee (1d6+1/19-20, short sword), +1 melee (1d4+1/19-20, dagger) or +2 ranged (1d8/19-20, light crossbow); SA Sneak attack +1d6; SQ trapfinding, spell-like abilities, immunity to paralysis, phantasms and poisons, +2 bonus on saving throws against spells and spell-like abilities, light sensitivity, darkvision 120 ft.; AL LE; SV Fort +3, Ref +4, Will +0; Str 12, Dex 15, Con 16, Int 13, Wis 10, Cha 4.

Skills and Feats: Balance +6, Climb +5, Disable Device +6, Hide +8, Listen +5, Move Silently +12, Open Lock +6, Search +3, Spot +5, Tumble +6; Stealthy.

Languages: Common, Dwarven, Undercommon.

Light Sensitivity (Ex): Duergar are dazzled in bright sunlight or within the radius of a *daylight* spell. While dazzled duergar are unable to see well and suffer a –1 penalty on attack rolls, Search checks and Spot checks.

Immunities (Ex): Duergar are immune to paralysis, phantasms and poison. In addition they receive a +2 racial bonus to all saving throws against spells and spell-like abilities.

Skill Bonuses: Duergar receive a +4 racial bonus to Move Silently checks and a +1 racial bonus on Listen and Spot checks.

Spell-Like Abilities: 1/day—*enlarge person* and *invisibility* as a wizard of twice the duergar's class level (minimum caster level 3rd); these abilities affect only the duergar and whatever it carries. *Enlarge person:* Duration 1 min./level; Effects: increase to Large size, +2 size bonus to Strength, –2 size penalty to Dex, –1 penalty to attack rolls and AC, all equipment becomes large (short sword = 1d8, dagger = 1d6, light crossbow = 2d6). *Invisibility:* Duration 1 min./level.

Possessions: Masterwork studded leather armor, short sword, dagger, light crossbow, 10 bolts.

Power-Up Suite (Enlarge Person)—Init +1; AC 13, touch 10, flat-footed 12; Grp +6; Atk and Full Atk +1 melee (1d8+2/19-20, short sword), +1 melee (1d6+2/19-20, dagger) or +0 ranged (1d8/19-20, light crossbow); Face/Reach 10 ft./10 ft.; SV Ref +3; Str 14, Dex 13; Skills: Balance +5, Disable Device +5, Hide +3, Move Silently +11.

☛ **Balavûr: male duergar Ftr 7:** CR 8; Medium humanoid (dwarf); HD 7d10+14; hp 63; Init +3; Spd 20 ft.; AC 21, touch 13, flat-footed 18; Base Atk +7; Grp +9; Atk +12 melee (1d12+7/×3, +1 *greataxe*) or +11 ranged (1d10/19-20, dwarven repeating heavy crossbow); Full Atk +12/+7 melee (1d12+7/×3, +1 *greataxe*) or +11/+6 ranged (1d10/19-20, dwarven repeating heavy crossbow); SQ Spell-like abilities, immunity to paralysis, phantasms and poisons, +2 bonus on saving throws against spells and spell-like abilities, light sensitivity, darkvision 120 ft.; AL LE; SV Fort +7, Ref +5, Will +2; Str 14, Dex 16, Con 15, Int 12, Wis 10, Cha 4.

Skills and Feats: Climb +8, Jump +7, Listen +5, Move Silently +12, Spot +5; Combat Reflexes; Dodge, Mobility, Power Attack, Tunnel Fighting, Weapon Focus (greataxe), Weapon Specialization (greataxe).

Languages: Common, Dwarven, Undercommon.

Light Sensitivity (Ex): Duergar are dazzled in bright sunlight or within the radius of a *daylight* spell. While dazzled duergar are unable to see well and suffer a –1 penalty on attack rolls, Search checks and Spot checks.

Immunities (Ex): Duergar are immune to paralysis, phantasms and poison. In addition they receive a +2 racial bonus to all saving throws against spells and spell-like abilities.

Skill Bonuses: Duergar receive a +4 racial bonus to Move Silently checks and a +1 racial bonus on Listen and Spot checks.

Spell-Like Abilities: 1/day—*enlarge person* and *invisibility* as a wizard of twice the duergar's class level (minimum caster level 3rd); these abilities affect only the duergar and whatever it carries. *Enlarge person:* Duration 1 min./level; Effects: increase to Large size, +2 size bonus to Strength, –2 size penalty to Dex, –1 penalty to attack rolls and AC, all equipment becomes large (weapons do more damage: greataxe = 2d8, repeating heavy crossbow not affected). *Invisibility:* Duration 1 min./level.

Possessions: +2 breastplate, +2 greataxe, dwarvencraft repeating heavy crossbow, 4 bolt cases (20 bolts total), 2 × *potion of cure serious wounds*, *potion of bull's strength*, *potion of heroism*, *amulet of natural armor* +1.

Power-Up Suite (Enlarge Person)—Init +2; AC 19, touch 11, flat-footed 17; Grp +14; Atk +12 melee (2d8+8/×3, +1 greataxe) or +9 ranged (1d10/19-20, dwarvencraft repeating heavy crossbow); Full Atk +12/+7 melee (2d8+8/×3, +1 greataxe) or +9/+4 ranged (1d10/19-20, dwarvencraft repeating heavy crossbow); Face/Reach 10 ft./10 ft.; SV Ref +4; Str 16, Dex 14; Skills: Move Silently +11.

Guardpost C

☛ **Dûneraz: male duergar Ftr 7:** CR 8; Medium humanoid (dwarf); HD 7d10+14; hp 63; Init +3; Spd 20 ft.; AC 21, touch 13, flat-footed 18 (AC 19, touch 11, flat-footed 16 with crossbow); Base Atk +7; Grp +9; Atk +10 melee (1d6+6/×4, +2 heavy pick), +10 melee (2d6+3/×3, dwarven warpike) or +11 ranged (1d10/19-20, dwarvencraft repeating heavy crossbow); Full Atk +10/+5 melee (1d6+6/×4, +2 heavy pick), +12/+7 melee (2d6+3/×3, dwarven warpike) or +11/+6 ranged (1d10/19-20, dwarvencraft repeating heavy crossbow); SQ Spell-like abilities, immunity to paralysis, phantasms and poisons, +2 bonus on saving throws against spells and spell-like abilities, light sensitivity, darkvision 120 ft.; AL LE; SV Fort +7, Ref +5, Will +2; Str 14, Dex 16, Con 15, Int 12, Wis 10, Cha 4.

Skills and Feats: Climb +8, Jump +7, Listen +5, Move Silently +12, Spot +5; Combat Reflexes, Dodge, Mobility, Power Attack, Tunnel Fighting, Weapon Focus (heavy pick), Weapon Specialization (heavy pick).

Languages: Common, Dwarven, Undercommon.

Light Sensitivity (Ex): Duergar are dazzled in bright sunlight or within the radius of a *daylight* spell. While dazzled duergar are unable to see well and suffer a –1 penalty on attack rolls, Search checks and Spot checks.

Immunities (Ex): Duergar are immune to paralysis, phantasms and poison. In addition they receive a +2 racial bonus to all saving throws against spells and spell-like abilities.

Skill Bonuses: Duergar receive a +4 racial bonus to Move Silently checks and a +1 racial bonus on Listen and Spot checks.

Spell-Like Abilities: 1/day—*enlarge person* and *invisibility* as a wizard of twice the duergar's class level (minimum caster level 3rd); these abilities affect only the duergar and whatever it carries. *Enlarge person:* Duration 1 min./level; Effects: increase to Large size, +2 size bonus to Strength, –2 size penalty to Dex, –1 penalty to attack rolls and AC, all equipment becomes large (weapons do more damage: dwarven warpike = 3d6, heavy repeating crossbow not affected). *Invisibility:* Duration 1 min./level.

Possessions: +2 breastplate, +2 heavy pick, dwarvencraft heavy steel shield, dwarvencraft repeating heavy crossbow, 4 bolt cases (20 bolts total), 2 × *potion of cure serious wounds*, *potion of bull's strength*, *potion of heroism*, *amulet of natural armor* +1.

Power-Up Suite (Enlarge Person)—Init +2; AC 19, touch 11, flat-footed 17 (AC 17, touch 9, flat-footed 15 with crossbow); Grp +14; Atk +10 melee (1d8+7/×4, +2 heavy pick), +10 melee (3d6+4/×3, dwarven warpike) or +9 ranged (1d10/19-20, dwarvencraft repeating heavy crossbow); Full Atk +10/+5 melee (1d6+7/×4, +2 heavy pick), +12/+7 melee (2d6+4/×3, dwarven warpike) or +9/+4 ranged (1d10/19-20, dwarvencraft repeating heavy crossbow); Face/Reach 10 ft./10 ft.; SV Ref +4; Str 16, Dex 14; Skills: Move Silently +11.

Guardpost D

☛ **Duergar Cleric: male duergar Clr 1—Laduguer:** CR 2; Medium humanoid (dwarf); HD 1d8+3; hp 8; Init –1; Spd 20 ft.; AC 17, touch 9, flat-footed 17; Base Atk +0; Grp +1; Atk +2 melee (1d8+1/×3, masterwork warhammer) or –1 ranged (1d8/19-20, light crossbow); Full Atk +2 melee (1d8+1/×3, masterwork warhammer) or –1 ranged (1d8/19-20, light crossbow); SA Spells, rebuke undead; SQ Spell-like abilities, immunity to paralysis, phantasms and poisons, +2 bonus on saving throws against spells and spell-like abilities, light sensitivity, darkvision 120 ft.; AL LE; SV Fort +5, Ref –1, Will +4; Str 12, Dex 8, Con 16, Int 10, Wis 15, Cha 9.

Skills and Feats: Concentration +5, Diplomacy +1, Knowledge (religion) +2, Listen +3, Move Silently +3, Spellcraft +2, Spot +3; Martial Weapon Proficiency (warhammer).

Languages: Common, Dwarven, Undercommon.

Light Sensitivity (Ex): Duergar are dazzled in bright sunlight or within the radius of a *daylight* spell. While dazzled duergar are unable to see well and suffer a –1 penalty on attack rolls, Search checks and Spot checks.

Immunities (Ex): Duergar are immune to paralysis, phantasms and poison. In addition they receive a +2 racial bonus to all saving throws against spells and spell-like abilities.

Skill Bonuses: Duergar receive a +4 racial bonus to Move Silently checks and a +1 racial bonus on Listen and Spot checks.

Spell-Like Abilities: 1/day—*enlarge person* and *invisibility* as a wizard of twice the duergar's class level (minimum caster level 3rd); these abilities affect only the duergar and whatever it carries. *Enlarge person:* Duration 1 min./level; Effects: increase to Large size, +2 size bonus to Strength, –2 size penalty to Dex, –1 penalty to attack rolls and AC, all equipment becomes large (warhammer = 2d6, light crossbow not affected). *Invisibility:* Duration 1 min./level.

Spells Prepared: (3/2+1; base DC = 12 + spell level): 0—*cure minor wounds*, *resistance*, *virtue*, 1st—*bless*, *magic stone*^D, *shield of faith*.

^DDomain Spell. Domains: Earth (3 + Cha modifier daily use, turn or destroy air elementals, rebuke, command or bolster earth creatures as an evil cleric rebukes undead); Protection (protective ward: resistance bonus equal to cleric level on next saving throw).

Possessions: Splint mail, heavy steel shield, masterwork warhammer, light crossbow, 10 bolts, *potion of cure light wounds*, *scroll of sanctuary*, *scroll of silence*.

Power-Up Suite (*Enlarge Person*)—Init –2; AC 15, touch 9, flat-footed 14; Grp +6; Atk and Full Atk +2 melee (2d6+2/×3, masterwork warhammer) or –3 ranged (1d8/19-20, light crossbow); Face/Reach 10 ft./10 ft.; SV Ref –2; Str 14, Dex 6; Skills: Move Silently +2.

☞**Túrakal: male duergar Ftr 7:** CR 8; Medium humanoid (dwarf); HD 7d10+14; hp 63; Init +3; Spd 20 ft.; AC 21, touch 13, flat-footed 18; Base Atk +7/+2; Grp +9; Atk +13 melee (2d6+7/×3, +2 *large warhammer*), or +11 ranged (1d10/19-20, dwarvencraft repeating heavy crossbow); Full Atk +13/+8 melee (2d6+7/×3, +2 *large warhammer*), or +11/+6 ranged (1d10/19-20, dwarvencraft repeating heavy crossbow); SQ Spell-like abilities, immunity to paralysis, phantasms and poisons, +2 bonus on saving throws against spells and spell-like abilities, light sensitivity, darkvision 120 ft.; AL LE; SV Fort +7, Ref +5, Will +2; Str 14, Dex 16, Con 15, Int 12, Wis 10, Cha 4.

Skills and Feats: Climb +6, Jump +5, Listen +5, Move Silently +10, Spot +5; Cleave, Combat Reflexes, Dodge, Mobility, Power Attack, Weapon Focus (warhammer), Weapon Specialization (warhammer).

Languages: Common, Dwarven, Undercommon.

Light Sensitivity (Ex): Duergar are dazzled in bright sunlight or within the radius of a *daylight* spell. While dazzled duergar are unable to see well and suffer a –1 penalty on attack rolls, Search checks and Spot checks.

Immunities (Ex): Duergar are immune to paralysis, phantasms and poison. In addition they receive a +2 racial bonus to all saving throws against spells and spell-like abilities.

Skill Bonuses: Duergar receive a +4 racial bonus to Move Silently checks and a +1 racial bonus on Listen and Spot checks.

Spell-Like Abilities: 1/day—*enlarge person* and *invisibility* as a wizard of twice the duergar's class level (minimum caster level 3rd); these abilities affect only the duergar and whatever it carries. *Enlarge person:* Duration 1 min./level; Effects: increase to Large size, +2 size bonus to Strength, –2 size penalty to Dex, –1 penalty to attack rolls and AC, all equipment becomes large (weapons do more damage: warhammer = 2d6, dwarven warpike = 3d6, repeating heavy crossbow not affected). *Invisibility:* Duration 1 min./level.

Possessions: +2 *breastplate*, +2 *large warhammer*, dwarvencraft repeating heavy crossbow, 4 bolt cases (20 bolts total), *potion of cure serious wounds*, *potion of bull's strength*, *potion of heroism*, *amulet of natural armor* +1.

Power-Up Suite (*Enlarge Person*)—Init +2; AC 19, touch 11, flat-footed 17; Grp +14; Atk +13 melee (2d6+8/×3, +2 *large warhammer*), or +9 ranged (2d6/19-20, masterwork repeating heavy crossbow); Full Atk +13/+8 melee (2d6+8/×3, +2 *large warhammer*), or +9/+4 ranged (1d10/19-20, masterwork repeating heavy crossbow); Face/Reach 10 ft./10 ft.; SV Ref +4; Str 16, Dex 14; Skills: Move Silently +9.

ENCOUNTER 5: THE BRIDGE OF THE EYE

☞**Duergar Warrior (Crossbowman): male duergar Ftr1:** CR 2; Medium humanoid (dwarf); HD 1d10+2; hp 12; Init +2; Spd 20 ft.; AC 17, touch 12, flat-footed 15; Base Atk +1; Grp +3; Atk +4 melee (1d8+2/×3, masterwork warhammer) or +4 ranged (1d10/19-20, heavy repeating crossbow); Full Atk +4 melee (1d8+2/×3, masterwork warhammer) or +4 ranged (1d10/19-20, heavy repeating crossbow); SQ Spell-like abilities, immunity to paralysis, phantasms and poisons, +2 bonus on saving throws against spells and spell-like abilities, light sensitivity, darkvision 120 ft.; AL LE; SV Fort +4, Ref +2, Will +0; Str 14, Dex 15, Con 15, Int 12, Wis 10, Cha 4.

Skills and Feats: Climb +4, Jump +4, Listen +2, Move Silently +6, Spot +2; Exotic Weapon Proficiency (heavy repeating crossbow), Weapon Focus (heavy repeating crossbow).

Languages: Common, Dwarven, Undercommon.

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

While dazzled duergar are unable to see well and suffer a –1 penalty on attack rolls, Search checks and Spot checks.

Immunities (Ex): Duergar are immune to paralysis, phantasms and poison. In addition they receive a +2 racial bonus to all saving throws against spells and spell-like abilities.

Skill Bonuses: Duergar receive a +4 racial bonus to Move Silently checks and a +1 racial bonus on Listen and Spot checks.

Spell-Like Abilities. 1/day—*enlarge person* and *invisibility* as a wizard of twice the duergar's class level (minimum caster level 3rd); these abilities affect only the duergar and whatever it carries. *Enlarge person:* Duration 1 min./level; Effects: increase to Large size, +2 size bonus to Strength, –2 size penalty to Dex, –1 penalty to attack rolls and AC, all equipment becomes large (weapons do more damage: warhammer = 2d6, heavy repeating crossbow not affected). *Invisibility:* Duration 1 min./level.

Possessions: Masterwork chainmail, masterwork warhammer, heavy repeating crossbow, 4 bolt cases (20 bolts total), *potion of cure moderate wounds*, *potion of cat's grace*.

Power-Up Suite (Enlarge Person)—Init +1; AC 15, touch 10, flat-footed 14; Grp +8; Atk and Full Atk +4 melee (2d6+3/×3, masterwork warhammer) or +2 ranged (1d10/19-20, heavy repeating crossbow); Face/Reach 10 ft./10 ft.; SV Ref +1; Str 16, Dex 13; Skills: Move Silently +5.

☛ **Duergar Warrior: male duergar Ftr 1:** CR 2; Medium humanoid (dwarf); HD 1d10+2; hp 12; Init +2; Spd 20 ft.; AC 19, touch 12, flat-footed 17; Base Atk +1; Grp +3; Atk +3 melee (1d8+2/×3, warhammer), +4 melee (2d6+3/×3, dwarven warpike) or +3 ranged (1d8/19-20, light crossbow); Full Atk +3 melee (1d8+3/×3, warhammer), +4 melee (2d6+2/×3, dwarven warpike) or +3 ranged (1d8/19-20, light crossbow); SQ Spell-like abilities, immunity to paralysis, phantasms and poisons, +2 bonus on saving throws against spells and spell-like abilities, light sensitivity, darkvision 120 ft.; AL LE; SV Fort +4, Ref +2, Will +0; Str 14, Dex 15, Con 15, Int 12, Wis 10, Cha 4.

Skills and Feats: Climb –1, Jump –1, Listen +2, Move Silently +1, Spot +2; Exotic Weapon Proficiency (dwarven warpike), Weapon Focus (dwarven warpike).

Languages: Common, Dwarven, Undercommon.

Light Sensitivity (Ex): Duergar are dazzled in bright sunlight or within the radius of a *daylight* spell. While dazzled duergar are unable to see well and suffer a –1 penalty on attack rolls, Search checks and Spot checks.

Immunities (Ex): Duergar are immune to paralysis, phantasms and poison. In addition they receive a +2 racial bonus to all saving throws against spells and spell-like abilities.

Skill Bonuses: Duergar receive a +4 racial bonus to Move Silently checks and a +1 racial bonus on Listen and Spot checks.

Spell-Like Abilities. 1/day—*enlarge person* and *invisibility* as a wizard of twice the duergar's class level (minimum caster level 3rd); these abilities affect only the duergar and whatever it carries. *Enlarge person:* Duration 1 min./level; Effects: increase to Large size, +2 size bonus to Strength, –2 size penalty to Dex, –1 penalty to attack rolls and AC, all equipment becomes large (weapons do more damage: warhammer = 2d6, dwarven warpike = 3d6, light crossbow not affected). *Invisibility:* Duration 1 min./level.

Possessions: Masterwork chainmail, heavy steel shield, masterwork warhammer, dwarven warpike, light crossbow, 20 bolts, *potion of cure moderate wounds*, *potion of bull's strength*, *potion of heroism*.

Power-Up Suite (Enlarge Person)—Init +1; AC 17, touch 10, flat-footed 15; Grp +8; Atk and Full Atk +3 melee (2d6+3/×3, warhammer), +4 melee (2d6+4/×3, dwarven warpike) or +1 ranged (1d8/19-20, light crossbow); Face/Reach 10 ft./10 ft.; SV Ref +1; Str 16, Dex 13; Skills: Move Silently +0.

☛ **Duergar Wizard: male duergar Wiz (Evoker) 1:** CR 2; Medium humanoid (dwarf); HD 1d4+3; hp 7; Init +1; Spd 20 ft.; AC 11, touch 11, flat-footed 10; Base Atk +0, Grp –1; Base Atk –1 melee (1d4-1/19-20, dagger); Full Atk –1 melee (1d4-1/19-20, dagger); SA Spells; SQ Spell-like abilities, immunity to paralysis, phantasms and poisons, +2 bonus on saving throws against spells and spell-like abilities, light sensitivity, darkvision 120 ft., summon familiar; AL LE; SV Fort +3, Ref +1, Will +2; Str 8, Dex 13, Con 16, Int 15, Wis 10, Cha 8.

Skills and Feats: Concentration +6, Knowledge (arcana) +5, Listen +1, Move Silently +7, Spellcraft +6, Spot +1; Scribe Scroll, Spell Focus (evocation).

Languages: Common, Dwarven, Undercommon.

Light Sensitivity (Ex): Duergar are dazzled in bright sunlight or within the radius of a *daylight* spell. While dazzled duergar are unable to see well and suffer a –1 penalty on attack rolls, Search checks and Spot checks.

Immunities (Ex): Duergar are immune to paralysis, phantasms and poison. In addition they receive a +2 racial bonus to all saving throws against spells and spell-like abilities.

Skill Bonuses: Duergar receive a +4 racial bonus to Move Silently checks and a +1 racial bonus on Listen and Spot checks.

Spell-Like Abilities. 1/day—*enlarge person* and *invisibility* as a wizard of twice the duergar's class level (minimum caster level 3rd); these abilities affect only the duergar and whatever it carries. *Enlarge person:* Duration 1 min./level; Effects: increase to Large size, +2 size bonus to Strength, –2 size penalty to Dex, –1 penalty to attack rolls and AC, all equipment becomes large (dagger = 1d6). *Invisibility:* Duration 1 min./level.

Prepared Spells: (4/3; base DC = 12 + spell level): 0—*acid splash*, *flare*^E, *light*^E, *ray of frost*^E; 1st—*burning hands*^E, *color spray*, *mage armor*.

^E: Evocation spell DC = 13 + spell level. Barred Schools: Enchantment, Necromancy.

Possessions: Dagger, wand of magic missile (20 charges).

Power-Up Suite (*Enlarge Person*)—Init +0; AC 9, touch 9, flat-footed 9; Grp +4; Atk and Full Atk –1 melee (1d6/19-20, dagger); Face/Reach 10 ft./10 ft.; SV Ref +0; Str 10, Dex 11; Skills: Move Silently +6.

ENCOUNTER 6: THE MUSTERING CHAMBER

☛ **Duergar Warrior (Crossbowman): male duergar** **Ftr1:** CR 2; Medium humanoid (dwarf); HD 1d10+2; hp 12; Init +2; Spd 20 ft.; AC 17, touch 12, flat-footed 15; Base Atk +1; Grp +3; Atk +4 melee (1d8+2/×3, masterwork warhammer) or +4 ranged (1d10/19-20, heavy repeating crossbow); Full Atk +4 melee (1d8+2/×3, masterwork warhammer) or +4 ranged (1d10/19-20, heavy repeating crossbow); SQ Spell-like abilities, immunity to paralysis, phantasms and poisons, +2 bonus on saving throws against spells and spell-like abilities, light sensitivity, darkvision 120 ft.; AL LE; SV Fort +4, Ref +2, Will +0; Str 14, Dex 15, Con 15, Int 12, Wis 10, Cha 4.

Skills and Feats: Climb +4, Jump +4, Listen +2, Move Silently +6, Spot +2; Exotic Weapon Proficiency (heavy repeating crossbow), Weapon Focus (heavy repeating crossbow).

Languages: Common, Dwarven, Undercommon.

Light Sensitivity (Ex): Duergar are dazzled in bright sunlight or within the radius of a *daylight* spell. While dazzled duergar are unable to see well and suffer a –1 penalty on attack rolls, Search checks and Spot checks.

Immunities (Ex): Duergar are immune to paralysis, phantasms and poison. In addition they receive a +2 racial bonus to all saving throws against spells and spell-like abilities.

Skill Bonuses: Duergar receive a +4 racial bonus to Move Silently checks and a +1 racial bonus on Listen and Spot checks.

Spell-Like Abilities: 1/day—*enlarge person* and *invisibility* as a wizard of twice the duergar's class level (minimum caster level 3rd); these abilities affect only the duergar and whatever it carries. *Enlarge person:* Duration 1 min./level; Effects: increase to Large size, +2 size bonus to Strength, –2 size penalty to Dex, –1 penalty to attack rolls and AC, all equipment becomes large (weapons do more damage: warhammer = 2d6, heavy repeating crossbow not affected). *Invisibility:* Duration 1 min./level.

Possessions: Masterwork chainmail, masterwork warhammer, heavy repeating crossbow, 4 bolt cases (20 bolts total), *potion of cure moderate wounds*, *potion of cat's grace*.

Power-Up Suite (*Enlarge Person*)—Init +1; AC 15, touch 10, flat-footed 14; Grp +8; Atk and Full Atk +4 melee (2d6+3/×3, masterwork warhammer) or +2 ranged (1d10/19-20, heavy repeating crossbow); Face/Reach 10 ft./10 ft.; SV Ref +1; Str 16, Dex 13; Skills: Move Silently +5.

☛ **Duergar Warrior: male duergar Ftr 1:** CR 2; Medium humanoid (dwarf); HD 1d10+2; hp 12; Init +2; Spd 20 ft.; AC 19, touch 12, flat-footed 17; Base Atk +1; Grp +3; Atk +3 melee (1d8+2/×3, warhammer), +4 melee (2d6+3/×3, dwarven warpike) or +3 ranged (1d8/19-20, light crossbow); Full Atk +3 melee (1d8+3/×3, warhammer), +4 melee (2d6+2/×3, dwarven warpike) or +3 ranged (1d8/19-20, light crossbow); SQ Spell-like abilities, immunity to paralysis, phantasms and poisons, +2 bonus on saving throws against spells and spell-like abilities, light sensitivity, darkvision 120 ft.; AL LE; SV Fort +4, Ref +2, Will +0; Str 14, Dex 15, Con 15, Int 12, Wis 10, Cha 4.

Skills and Feats: Climb –1, Jump –1, Listen +2, Move Silently +1, Spot +2; Exotic Weapon Proficiency (dwarven warpike), Weapon Focus (dwarven warpike).

Languages: Common, Dwarven, Undercommon.

Light Sensitivity (Ex): Duergar are dazzled in bright sunlight or within the radius of a *daylight* spell. While dazzled duergar are unable to see well and suffer a –1 penalty on attack rolls, Search checks and Spot checks.

Immunities (Ex): Duergar are immune to paralysis, phantasms and poison. In addition they receive a +2 racial bonus to all saving throws against spells and spell-like abilities.

Skill Bonuses: Duergar receive a +4 racial bonus to Move Silently checks and a +1 racial bonus on Listen and Spot checks.

Spell-Like Abilities: 1/day—*enlarge person* and *invisibility* as a wizard of twice the duergar's class level (minimum caster level 3rd); these abilities affect only the duergar and whatever it carries. *Enlarge person:* Duration 1 min./level; Effects: increase to Large size, +2 size bonus to Strength, –2 size penalty to Dex, –1 penalty to attack rolls and AC, all equipment becomes large (weapons do more damage: warhammer = 2d6, dwarven warpike = 3d6, light crossbow not affected). *Invisibility:* Duration 1 min./level.

Possessions: Masterwork chainmail, heavy steel shield, masterwork warhammer, dwarven warpike, light crossbow, 20 bolts, *potion of cure moderate wounds*, *potion of bull's strength*, *potion of heroism*.

Power-Up Suite (*Enlarge Person*)—Init +1; AC 17, touch 10, flat-footed 15; Grp +8; Atk and Full Atk +3 melee (2d6+3/×3, warhammer), +4 melee (3d6+4/×3, dwarven warpike) or +1 ranged (1d8/19-20, light crossbow); Face/Reach 10 ft./10 ft.; SV Ref +1; Str 16, Dex 13; Skills: Move Silently +0.

☛ **Duergar Cleric: male duergar Clr 1—Laduguer:** CR 2; Medium humanoid (dwarf); HD 1d8+3; hp 8; Init –1; Spd 20 ft.; AC 17, touch 9, flat-footed 17; Base Atk +0; Grp +1; Atk +2 melee (1d8+1/×3, masterwork warhammer) or –1 ranged (1d8/19-20, light crossbow); Full Atk +2 melee (1d8+1/×3, masterwork warhammer) or –1 ranged (1d8/19-20, light crossbow); SA Spells, rebuke undead; SQ Spell-like abilities, immunity to

paralysis, phantasms and poisons, +2 bonus on saving throws against spells and spell-like abilities, light sensitivity, darkvision 120 ft.; AL LE; SV Fort +5, Ref –1, Will +4; Str 12, Dex 8, Con 16, Int 10, Wis 15, Cha 9.

Skills and Feats: Concentration +5, Diplomacy +1, Knowledge (religion) +2, Listen +3, Move Silently +3, Spellcraft +2, Spot +3; Martial Weapon Proficiency (warhammer).

Languages: Common, Dwarven, Undercommon.

Light Sensitivity (Ex): Duergar are dazzled in bright sunlight or within the radius of a *daylight* spell. While dazzled duergar are unable to see well and suffer a –1 penalty on attack rolls, Search checks and Spot checks.

Immunities (Ex): Duergar are immune to paralysis, phantasms and poison. In addition they receive a +2 racial bonus to all saving throws against spells and spell-like abilities.

Skill Bonuses: Duergar receive a +4 racial bonus to Move Silently checks and a +1 racial bonus on Listen and Spot checks.

Spell-Like Abilities: 1/day—*enlarge person* and *invisibility* as a wizard of twice the duergar's class level (minimum caster level 3rd); these abilities affect only the duergar and whatever it carries. *Enlarge person*: Duration 1 min./level; Effects: increase to Large size, +2 size bonus to Strength, –2 size penalty to Dex, –1 penalty to attack rolls and AC, all equipment becomes large (warhammer = 2d6, light crossbow not affected). *Invisibility*: Duration 1 min./level.

Spells Prepared: (3/2+1; base DC = 12 + spell level): 0—*cure minor wounds*, *resistance*, *virtue*; 1st- *bless*, *magic stone*^D, *shield of faith*.

^DDomain Spell. Domains: Earth (3 + Cha modifier daily use, turn or destroy air elementals, rebuke, command or bolster earth creatures as an evil cleric rebukes undead); Protection (protective ward: resistance bonus equal to cleric level on next saving throw).

Possessions: Splint mail, heavy steel shield, masterwork warhammer, light crossbow, 10 bolts, *potion of cure light wounds*, *scroll of sanctuary*, *scroll of silence*.

Power-Up Suite (*Enlarge Person*)—Init –2; AC 15, touch 9, flat-footed 14; Grp +6; Atk and Full Atk +2 melee (2d6+2/×3, masterwork warhammer) or –3 ranged (1d8/19-20, light crossbow); Face/Reach 10 ft./10 ft.; SV Ref –2; Str 14, Dex 6; Skills: Move Silently +2.

☛**Turav: male human (Suel) Wiz (Conjurer) 8:** CR 8; Medium humanoid; HD 8d4+16; hp 41; Init +2; Spd 30 ft.; AC 13, touch 12, flat-footed 11; Base Atk +4; Grp +4; Atk +4 melee (1d4/19-20, dagger); Full Atk +4 melee (1d4/19-20, dagger); SA Spells; SQ summon familiar; AL NE; SV Fort +5, Ref +5, Will +7; Str 10, Dex 14, Con 14, Int 16, Wis 10, Cha 12.

Skills and Feats: Concentration +13, Decipher Script +12, Diplomacy +4, Knowledge (arcana) +14, Knowledge (dungeoneering) +12, Listen +2, Spellcraft

+14; Augment Summoning, Combat Casting, Extend Spell, Improved Initiative, Scribe Scroll, Spell Focus (Conjuration).

Barred Schools: Evocation, Necromancy.

Spells Prepared: (5/5/5/5/4; base DC = 13 + spell level): 0-*acid splash*^C (2), *detect magic*, message, *prestidigitation*; 1st- *color spray*, *mage armor*^C, *grease*^C, *summon monster* I^{C/AS} (2); 2nd- *fox's cunning*, *glitterdust*^C, *Melf's acid arrow*^C, *summon monster* II^{C/AS} (2); 3rd- *deep slumber*, *dispel magic*, *protection from energy*, *stinking cloud*^C, *summon monster* III^{C/AS}; 4th- *Evard's black tentacles*^C, *lesser globe of invulnerability*, *stoneskin*, *summon monster* IV^{C/AS}.

^C: Conjuration spell DC = 14 + spell level

^{AS}: Augment Summoning feat used to improved summoned monsters. They gain a +4 enhancement bonus to Strength and Constitution.

Possessions: Dagger, *bracers of armor +1*, *scroll of fog cloud*, *scroll of web*, *potion of cure moderate wounds*, *potion of blur*, *ring of protection +1*, *scroll of blink*, *wand of Melf's acid arrow* [25 charges.], *dust of disappearance*.

APPENDIX 5: NEW RULE ITEMS

From *Races of Stone*:

Tunnel Fighting [General]: You are adept at maneuvering and fighting in tight spaces and underground passages.

Prerequisites: Base attack bonus +1

Benefit: You do not take a penalty on your attack rolls or to Armor Class when squeezing into or through a tight space.

Normal: Each movement into or through a narrow space counts as if it were 2 squares, and while squeezed in a narrow space a character takes a –4 penalty on attack rolls and a –4 penalty to AC. See page 148 of the *Player's Handbook* for more information on squeezing through tight spaces.

Special: A fighter may select Tunnel Fighting as one of his fighter bonus feats (see page 38 of the *Player's Handbook*).

Earthsilk Rope: On addition to being used for clothing, earthsilk fibers can be woven together to form a strong thin rope that finds common use in many dwarf cities. Earthsilk rope feels similar to silk ropes made in the surface world but is roughly twice as thick, putting it between silk and hempen ropes in bulk and ease of use. It is stronger even than silk rope, however, and can bear heavier loads without breaking.

Earthsilk rope has hardness 1, 10 hit points, and can be burst with a DC 26 Strength check.

Shield Sheath: This small sheath fits on the inside of a shield (but not a buckler) and holds one light weapon (of your size category or smaller). As long as you have the shield ready, drawing the weapon in the shield sheath is a free action. No shield can have more than one shield sheath attached to it.

Dwarven Warpike: The dwarven warpike resembles a halberd with a greatly elongated shaft, to the end of which a counter weight has been added. A dwarven warpike has reach. You can strike opponents 10 ft. away with it but you can't use it against an adjacent foe.

Normally, you can strike with a dwarven warpike's axe head, but the spike on the end is useful against charging foes. If you use a ready action to set a dwarven warpike against a charge, you deal double damage on a successful hit against a charging character.

You can use the hook on the back of a dwarven warpike to make trip attacks. If you are tripped during your own trip attempt, you can drop the dwarven warpike to avoid being tripped.

Cost: 45 gp; Dmg (S/M/L): 1d8/2d6/3d6; Crit: ×3; weight: 15 lb; Type: slashing or piercing;

APPENDIX 6: MINES OF THE EYE MAPS

Player's Map 1: The Entrance to the Mines



DM's Map 1: The Outer Mines of the Eye

NOTE: The scale on all maps is 1 square = 10 ft.



DM's Map 2: Encounter 3: Hide and Seek, Hit and Run:

Guardpost A:



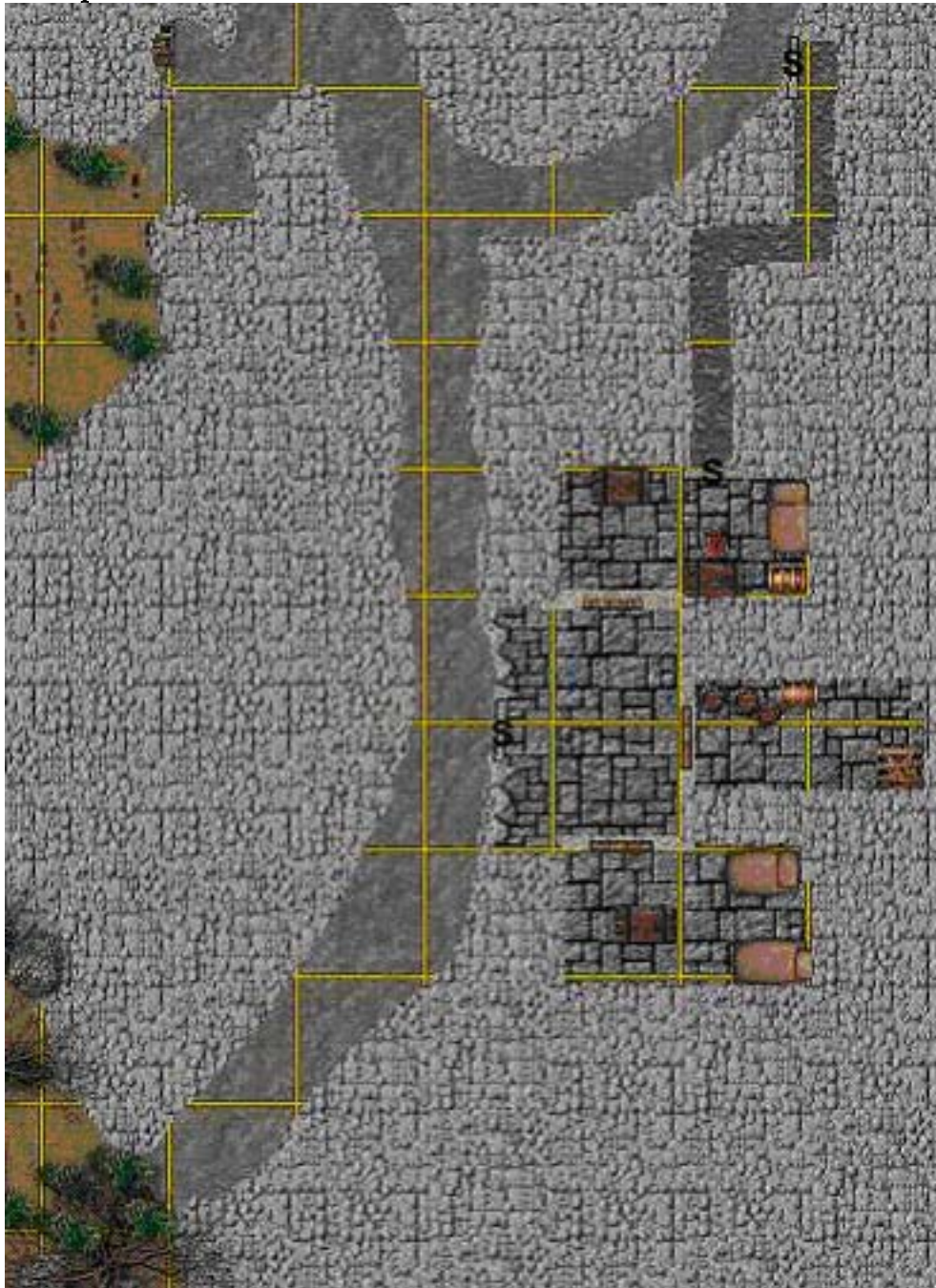
Guardpost B:



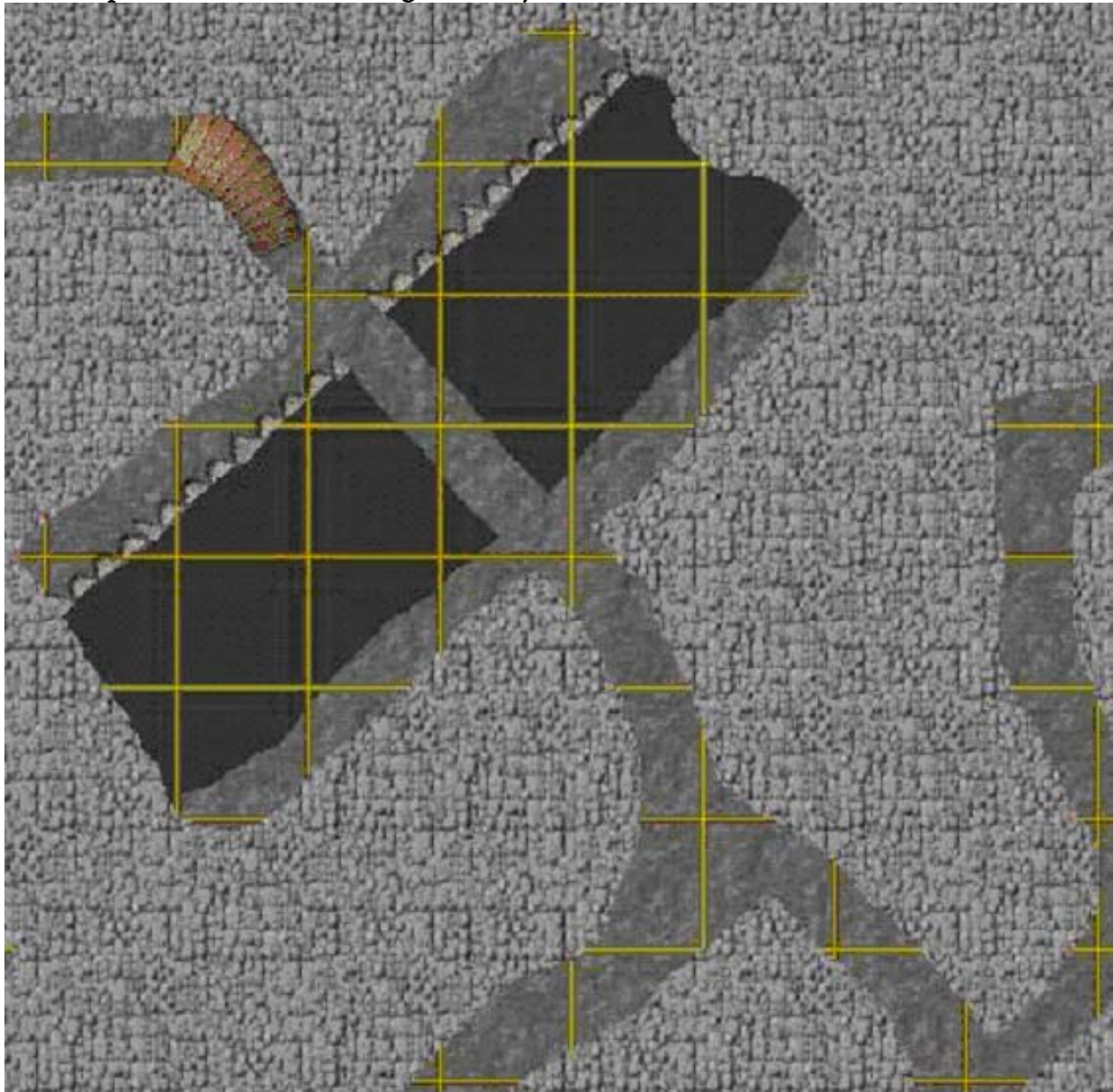
Guardpost C:

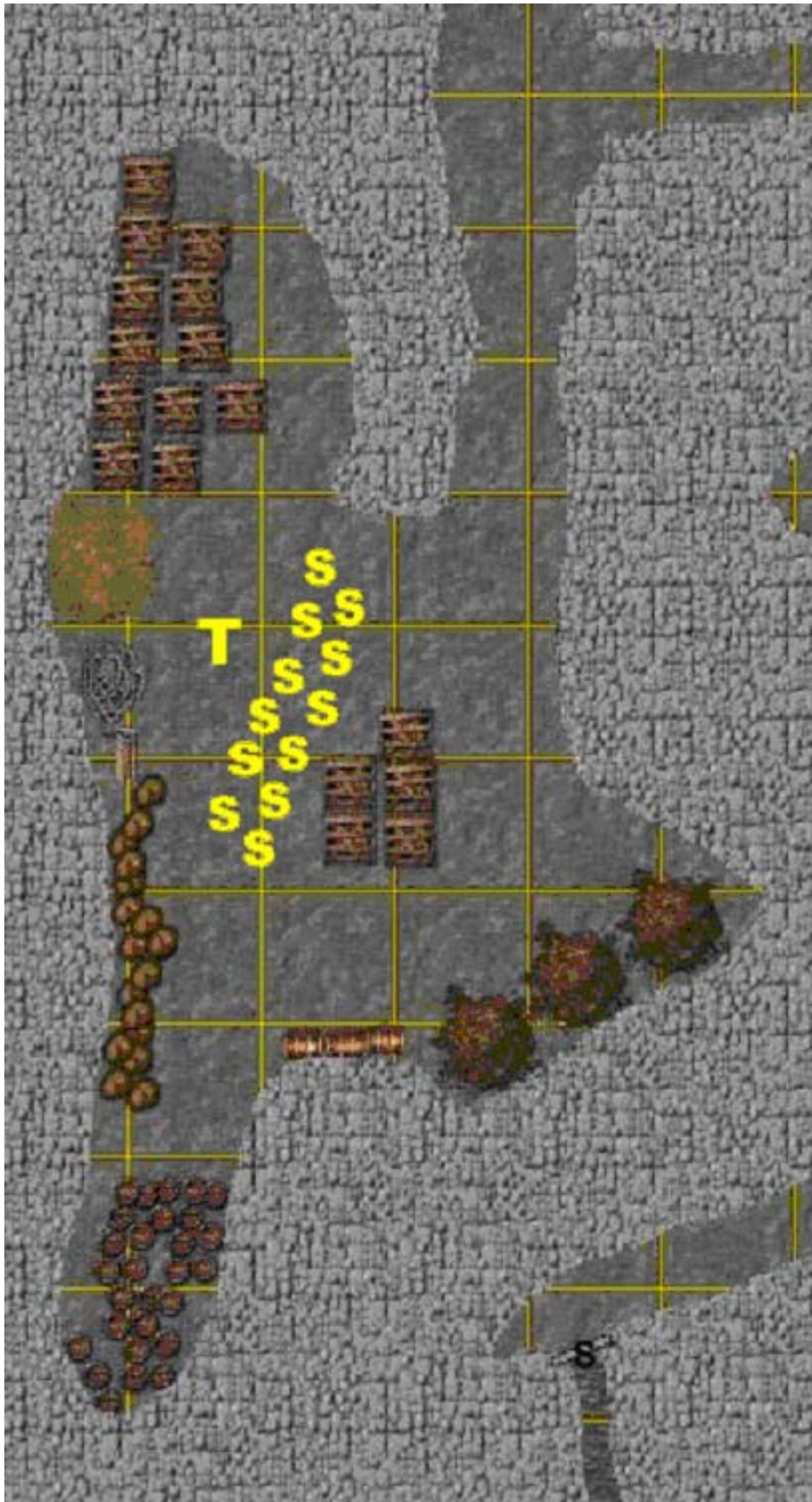


Guardpost D:

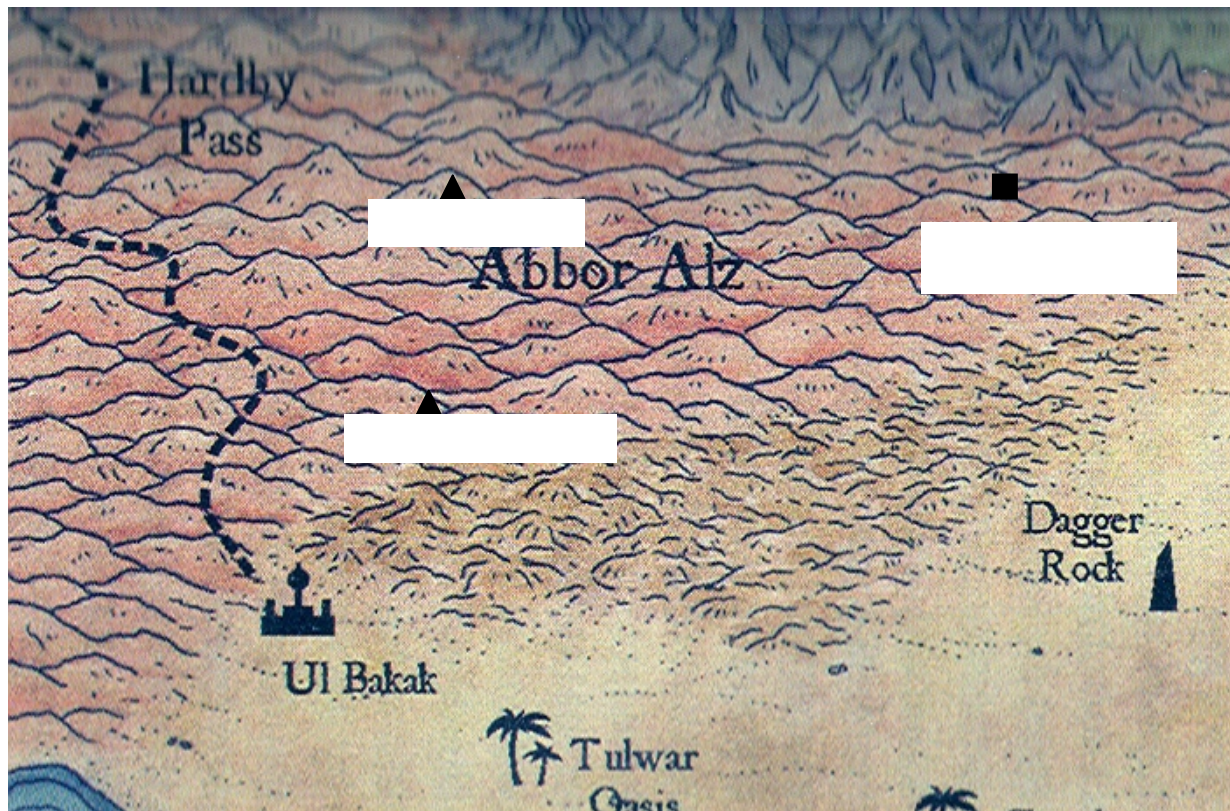


DM's Map 3: Encounter 5: The Bridge of the Eye:





APPENDIX 7: THE ABBOR-ALZ



30 miles

APPENDIX 8: KARISTYNE CASTLE AT A GLANCE

🏰Karistyne Castle (small castle): Conventional; AL LG; 200 gp; Assets 1,740 gp; Population Mixed (human 78, half-elf 7, elf 2.)

Authority Figures: Karistyne (LG human female Pal15—Heironeous).

Important Characters: Aaron Marander (LG human male Ftr13 Caralin Arvendis (LG half-elf male Ftr3/Clr7—Labelas Enoreth); Helena Stanmaer (LG human female Clr12—Fharlanghn); Shianne Stormhanded (LG female human Wiz(E)15; Gasharin Hefloranis (LG elf male Ftr9; Ambara (LG human female).

Faiths: Fharlanghn, Heironeous, Labelas Enoreth.

Karistyne's Castle sits upon a great plateau nestled below some of the highest peaks of the Abbor Alz. This well-fortified and defended five-towered castle is home to the paladin Karistyne and her loyal companions.

In addition to the plethora of highly skilled adventurers who make the castle their home, the castle is well defended. Forty well-equipped and motivated men-at-arms are to be found here along with almost two dozen specialists.

Karistyne herself is an extremely devout follower of Heironeous. She believes it is her duty to root out and destroy any and all evil creatures lairing in the Abbor-Alz. In this she has generally been very successful. No fewer than seven dragons have fallen before the combined might of Karistyne and her comrades. As a result, they are generally considered to be incredibly wealthy and extremely well-equipped.

Rulership and Law: Karistyne rules her castle and the territory within a 10-mile radius of it. Technically, this part of the Abbor-Alz falls into that territory claimed by the Free City of Greyhawk. However, a tacit agreement exists between the paladin and the Mountaineer Militia granting the lands to her, in return for her aid against the denizens of the Abbor Alz.

Trade and Commerce: The folk of Karistyne's Castle do not partake in any industry; they are too busy defending their home and slaying evil creatures. Much trade is carried on with the hillmen of Marstefel. From them, the garrison gets fresh meat and a powerful local wine made from bitter berries. Most other trade goods come here by way of the Duchy of Urnst or the Domain of Greyhawk. Historically, no trade is carried out with the denizens of the Bright Desert; with the rise to power of Rary the Traitor this is doubly true.

Rumors and Whispers: Generally the inhabitants of Karistyne Castle are well disciplined and do not engage in idle gossiping. However, several of the guards claim to have seen a great winged beast flying high above the citadel on moonless nights. A few others (if sufficiently in their cups) may speak of seeing a mysterious cloaked

stranger in earnest conversation with Karistyne. No one has seen this person enter or leave the castle; magic is suspected. Rumors also circulate amongst the garrison of alliance with Hardby.

NPC Spellcasting: Although Karistyne is a relatively small settlement, PCs can call upon spell casting services not normally found in a place of this size. The PCs can call upon either Caralin Arvendis, Helena Stanmaer or Shianne Stormhanded to cast spells on their behalf. In these instances all applicable normal rules from the *LIVING GREYHAWK Campaign Sourcebook* and the *Player's Handbook* apply.