

CORS6-02 The Pits of Azak Zil – High Level Adventure (APLs 10-16) Clarification Errata

Posted by the author: Bruce Paris

Time Of Arrival

There are contradictory times as to the PC's arrival at the mesa overlooking the mines. The DM should make it clear to the players that their PCs arrive at the mesa overlooking the mines at **midday (12 noon)**. The journey was tougher than expected due to a sudden sandstorm (such as the one encountered in *Phantoms on Bright Sands*).

Unless the PCs specifically state that they are *teleporting* (or *flying*, etc.) down off the mesa, then it takes the PCs **a further 1 hour** to trek down off the mesa to the ground-level of the mine area. Then, unless the whole party *teleports* down into the crater pit, it takes them **a further 1 hour** to get to the bottom of the crater pit (where the entrances are to the Upper Deep Mines).

To summarise, most parties should arrive at the entrance to the Upper Deep Mines at **2pm**. This gives them only **3 hours** to explore the Upper Mines before dark. The Upper Deep Mines are extremely difficult to traverse. There are fallen beams, and obvious unsafe stonework and woodwork. The PCs need to move very slowly through this entire complex, and that is why **it takes 3 hours to uncover only 3 areas (before dark)**. Darkness falls at **5pm**. The DM is welcome to describe this obvious danger to the PCs. Those PCs who still determine to rush (thus ignoring common sense), will need to make a DC 10 Dexterity check in every Area beyond the third in order to avoid smacking an unstable beam – thus bringing the whole Upper Mines crashing down. The PCs will be able to crawl out through the rubble and escape, but their adventure will be over.

PCs who *teleport* or *fly* down off the mesa, or into the crater pit, may gain 1 or 2 hours of exploration time. This will give them an extra 1 or 2 areas of the Upper Mines to explore before dark.

Effects Of The Thinaun On PCs

The effects of the thinaun affect PCs at all APLs (ie. From APLs 2-16) – not just APLs 2-10 as stated in the adventure.
