



THE HAVENMINE GAUNTLET RULES APPENDIX



This product requires the use of the Dungeons & Dragons, Third Edition Core Books, published by Wizards of the Coast Inc. This product utilizes updated material from the v3.5 revision.

This product requires the use of **Domains of Adventure: The Havenmine Gauntlet**.

AREA 1: NEUTRAL GROUND EL VARIABLE

Without the gnomes' assistance, a DC 25 Search check is required to discover the holes holding the latches. A DC 25 Disable Device check is then required to disable the poisoned dart trap. The locked steel door can be bypassed with a DC 26 Open Lock check or a DC 28 Strength check.

Fusillade of Greenblood Oil Darts: CR 7; mechanical; location trigger; manual reset; Atk +18 ranged (1d4+1 plus poison, dart); poison (greenblood oil, DC 13 Fortitude save resists, 1 Con/1d2 Con); multiple targets (1d8 darts per target in a 10 ft.-by-10 ft. area); Search DC 25; Disable Device DC 25.

AREA 2: THE MASON'S SURPRISE

EL 7

Nestled in nooks in the corpse wall, kobold snipers wait to ambush the PCs. After a few volleys or if the

characters approach the wall, the kobold's sense of self-preservation overcomes them and they flee.

Bloodstone Tribe Warrenguard - CR 3

Kobold Fighter 2/Rogue 1

LE Small Humanoid (Reptilian)

Init +3; **Senses** Listen +4, Spot +4 (darkvision 60)

Languages Draconic, Common

AC 18, touch 14, flat-footed 14 (+3 armor, +3 Dexterity, +1 Natural Armor, +1 size)

HP 15 (2d10 plus 1d6 HD)

Fort +3, **Ref** +5, **Will** +0, trapsense +1

Weakness Light sensitivity

Speed 30 feet (six squares)

Ranged Light crossbow +7 (1d6/19-20x2)

Melee Short sword +3 (1d4/19-20x2)

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

Atk Options Rapid Shot, Sneak Attack

Combat Gear Masterwork studded leather armor, small light crossbow, 20 bolts, short sword, *potion cure light wounds*

Abilities Str 11, Dex 16, Con 11, Int 12, Wis 10, Cha 8

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

Skills Climb +6, Escape Artist +7, Hide +11, Jump +2, Listen +4, Move Silently +7, Search +7, Spot +4, Tumble +7.

Possessions combat gear plus each Havenmine Guard carries a dragon's tooth with the phrase, "The Blood is strength" carved in draconic along its length. The carved teeth, found in many different sizes, denote the kobolds station within the ranks of the warriors.

The wall itself is disgusting but not very strong, and only takes a DC 10 strength check to shove it over. Any character handling the wall in this way stands a chance of contracting *Slimy Doom* (Contact, DC 14 Fort, incubation 1 day, 1d4 Con).

Before a character can get a chance to inspect or manipulate the wall, there is a chance that the floor will collapse. If more than 75 pounds of weight is concentrated in any 10-foot section the floor collapses into a 5-foot deep pit. Debris from the collapsing ceiling falls on the PCs trapped by this and gnomish zombies fall into the rubble and begin attacking.

Collapse of Undeath: CR 7; mechanical; location trigger (weight); repair reset; Atk+15 (4d6, falling bricks); multiple targets (all targets within 10 ft. or either side of the wall); balance DC 15 or fall prone from falling into difficult terrain; plus 12 zombie attackers; Search DC 28; Disable Device DC 28.

Gnome Zombie - CR ½

NE Small Undead

Init X; **Senses** Listen +x, Spot +x (darkvision, low-light vision, scent, tremorsense, blindsense, blindsight, etc)

AC 15, touch 12, flat-footed 13 (+2 armor, +1 dex, +1 natural, +1 size)

HP 16 (2d12+3 HD) **DR** 5/slashing

Fort +0, **Ref** +1, **Will** +3

Speed 20 ft. (4 squares; can't run)

Melee Slam +4 (1d4+2)

Base Atk +1; **Grp** -1

Combat Gear leather armor

Abilities Str 14, Dex 13, Con -, Int -, Wis 10, Cha 1
SQ Single actions only, undead traits.

Feats Toughness

Treasure: In addition to a +2 *ring of protection*, a golden chain and locket with a miniature portrait of a pig-tailed gnomish woman worth 75gp lies beneath the rubble as well as a collection of 160gp worth of gems found on the numerous gnome corpses.

AREA 3: TILT AND WHIRL EL 5

Every square in this passage is considered difficult terrain. When a PC steps into the square directly in front of the exit to this corridor the net trap is sprung. Discovering the ropes on the floor of the chamber takes only a DC 20 Search check on the floors of the room.

Snatch Net Trap: CR 5; mechanical; location trigger; repair reset; DC 25 Reflex save avoids; subject entangled and bludgeoned by debris (Atk +15, 3d6, stones) on first round and skewered by spears (Atk +15, 2d8, spears) on the second round; Search DC 20, Disable Device DC 28.

The two nets that cover the corridor operate independently aside from the individual trigger.

Treasure: A discarded *rust bag of tricks* drops from the debris when the trap is sprung.

AREA 4: WILL YOU WALK INTO MY PARLOR?

EL 5

Every square in this chamber is considered difficult terrain. The well-concealed pit holds Mother Weaver and her newly hatched brood. The spiders are aware of any movement across the floor of the chamber and

attack any creatures that bypass the pit.

Funnelweb Deathtrap: CR 3; mechanical; location trigger; repair reset; DC 24 Reflex save avoids; subject falls harmlessly 10' and is entangled; multiple targets; after 1d4 rounds of combat the web breaks dropping the victims onto blades, fire or acid destroys the web immediately (Atk +15, 1d4 blades for 1d4+3 each); Search DC 28; Disable Device DC 22.

Mother Weaver - CR 2

Monstrous Spider

N Large Vermin

Init +3; **Senses** Listen +0, Spot +4 (Darkvision 60 feet, tremorsense 60 feet when in contact with her web)

AC 14, touch 12, flat-footed 11 (-1 size, +3 dexterity, +2 natural armor)

HP 22 (4d8+4 HD)

Fort +5, **Ref** +4, **Will** +1

Speed 30 feet, climb 20 feet

Melee bite +4 melee (1d8+3 plus poison (Fort DC 13, 1d6 Str))

Space/Reach 10 ft./5 ft.

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

Special Actions Poison, web

Abilities Str 15, Dex 17, Con 12, Int 0, Wis 10, Cha 2

Special Qualities vermin traits

Skills Climb +11, Hide +3, Jump +2, Spot +4

Web (Ex)

Mother Weaver waits in her web for prey to fall in. A single strand is strong enough to support her and one creature of the same size. Mother Weaver can throw a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than she is. An entangled creature can escape with a successful DC 13 Escape Artist check or burst it with a DC 17 Strength check. Both are standard actions.

Mother Weaver can move across her own web at her climb speed and can pinpoint the location of any creature touching her web.

Weaver's Brood - CR 1

N Diminutive Vermin (Swarm)

Init +3; **Senses** Listen +4, Spot +4 (Darkvision 60 ft., tremorsense 30 ft.)

AC 17, touch 17, flat-footed 14 (+4 size, +3 dex)

HP 9 (2d8 HD)

Fort +3, **Ref** +3, **Will** +0

Speed 20 feet, climb 20 feet

Melee Swarm (1d6 plus poison)

Space/Reach 10 ft./0 ft.

Base Atk +1; **Grp** -

Special Attacks Distraction, poison

Abilities Str 1, Dex 17, Con 10, Int 0, Wis 10, Cha 2

Special Qualities Immune to weapon damage, swarm traits, vermin traits

Skills Climb +11, Listen +4, Spot +4

Distraction (Ex)

Any living creature that begins its turn with the crawling brood of hatchlings in its space must succeed on a DC 11 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Poison (Ex)

Injury, Fortitude DC 11, initial and secondary damage 1d3 Str. The save DC is Constitution-based.

Skills

Weaver's Brood has a +4 racial bonus on Hide and Spot checks and a +8 racial bonus on Climb checks. It uses its Dexterity modifier instead of its Strength modifier for Climb checks. It can always choose to take 10 on a Climb check, even if rushed or threatened.

The trap on the exit door foreshadows the threat in the next room.

Shocking Door Trap: CR 5; magic device; touch trigger; automatic reset; spell effect (shocking grasp, 9th level wizard, 5d6 electricity); Search DC 29; Disable Device DC 29.

Treasure: Victims of the spiders left behind a number of goods. Searching the ground around the blades find a *hat of disguise* (in comb form currently), a scroll tube containing a *scroll of freedom of movement*, a *scroll of flaming sphere* and a *scroll of restoration*, a silvered crowbar and a pouch containing 6pp and 138gp.

AREA 5: SHOCK UNSEEN

EL 6

The chamber is under the effect of a permanent mass invisibility effect where all living creatures entering are affected. This effect last as long as the creature is in the room and none of the affected creatures can see each other.

The shocker lizards remain quiet and still attempting to listen for intruders to dispense their Lethal Shock ability.

Shocker Lizards - CR 2

N Small Magical Beast

Init +6; **Senses** Listen +4, Spot +4 (Darkvision 60 ft., low-light vision, electricity sense)

AC 16, touch 13, flat-footed 14 (+1 size, +2 Dex, +3 natural)

HP 13 (2d10+3 HD)

Immune immunity to electricity

Fort +4, **Ref** +5, **Will** +1

Speed 40 ft., climb 20 ft., swim 20 ft.

Melee Bite +3 (1d4)

Base Atk +2; **Grp** -2

Special Attacks Stunning shock, lethal shock

Abilities Str 10, Dex 15, Con 13, Int 2, Wis 12, Cha 6

Skills Climb +11, Hide +11, Jump +7, Listen +4, Spot +4, Swim +10

Feats Improved Initiative

Stunning Shock (Su)

Once per round, a shocker lizard can deliver an electrical shock to a single opponent within 5 feet. This attack deals 2d8 points of non-lethal damage to living opponents (Reflex DC 12 half). The save DC is Constitution-based.

Lethal Shock (Su)

Whenever two or more shocker lizards are within 20 feet of each other, they can work together to create a lethal shock. This effect has a radius of 20 feet, centered on any one contributing lizard. The shock deals 2d8 points of electricity damage for each lizard contributing to it, to a maximum of 12d8. A Reflex save (DC 10 + number of lizards contributing) reduces the damage by half.

Electricity Sense (Ex)

Shocker lizards automatically detect any electrical discharges within 100 feet.

The steel panel on the far wall requires a DC 22 Strength check to break past the ice holding it in place. The cold metal surface causes any creatures attempting to shove the door to take 1 point of cold damage.

AREA 6: COLD BLOWS

THE WIND

EL 5

The icy floor of the twisting passage is slick resulting in difficult terrain for all who enter.

A DC 12 Balance check is required each round or the creature falls prone.

Each round spent in the room, a creature takes 2 points of cold damage from the ambient temperature.

Once a creature makes it to the center of the passage the trap is sprung. Each square in the remainder

of the hallway contains an identical trap.

Gust of Wind Trap: CR 5; magical device; location trigger; automatic reset; spell effect (gust of wind, 9th level wizard); Search DC 28; Disable Device DC 28.

All surfaces in this passage, lined with wind-blown icicles, deal damage to any creature making contact. The chipped and craggy ice deals 2d6 slashing damage to any creature blow into a wall or failing their balance check to remain standing.

The door exiting this chilly cavern requires a DC 20 Strength check to pull open due to collected ice.

AREA 7: KEYHOLE

EL 7

The fierce kobolds in the room are persistent images (Will DC 20 to disbelieve) and last for nine minutes.

Central Tier Trap: CR 4; mechanical; location trigger; automatic reset; Reflex DC 20 avoids; 8d6 bludgeoning damage; DC 18 strength check to avoid being pinned and suffering 8d6 bludgeoning damage on subsequent rounds; Search DC 24; Disable Device DC 24.

Second Tier Trap: CR 1; mechanical; location trigger; automatic reset; Reflex DC 20 avoids; 2d6 falling damage; Search DC 24; Disable Device DC 24.

There is a 25% chance to pull the appropriate chain to reset the trap early. If they attempt is unsuccessful the following trap is triggered each time.

Hail of Needles: CR 3; mechanical; touch trigger; automatic reset; Atk +20 ranged (2d4); Search DC 22; Disable Device DC 22.

A character with 4 ranks in Open Lock or Knowledge (architecture and engineering) can notice that only five of the many keys would possibly fit the

keyholes. Randomly using the keys in the locks provides a 20% chance of choosing the right key and lock pairing. Attempting the second lock increases the chances to 25% (then 35%, and finally 50% for the forth lock). Failing to use the proper key in the correct lock triggers a random spell effect from the table below. Only one lock can be manipulated at a time.

The trap can only be disabled by opening the locks with the key or a skillful Open Lock check DC 40. Once all the locks are solved, the door opens unassisted. A Disable Device check DC 30 gives the character a 15% bonus to choose the right key.

Roll 1d8 and consult the table below to determine the result of an incorrect choice.

- 1 *Lightning bolt* (CL 9th)
- 2 *Baleful polymorph* (CL 9th)
- 3 *Deep slumber* (CL 9th)
- 4 *Fireball* (CL 9th)
- 5 *Cloudkill* (CL 9th)
- 6 *Sepia snake sigil* (CL 9th)
- 7 *Explosive runes* (CL 9th)
- 8 *Cone of cold* (CL 9th)

In addition to the Bloodstone Warrenguard, the tribal sorcerers accompany the warriors on important or dangerous ambushes to provide arcane firepower.

Bloodstone Tribe Sorcerer - CR 6

Kobold Sorcerer 6

LE Small Humanoid (Reptilian)

Init +3; **Senses** Listen +1, Spot +1 (darkvision 60 feet)

Languages Draconic, Common, Gnomish

AC 20, touch 15, flat-footed 17 (+1 deflection+ 3 dexterity, +4 mage armor, +1 natural armor, +1 size)

HP 15 (6d4 HD)

Fort +2, **Ref** +5, **Will** +4

Weakness Light sensitivity

Speed 30 feet (six squares)

Melee Masterwork dagger +1 (1d3-2/19-20/x2)

Ranged Ranged touch attack +6

Base Atk +3; **Grp** -6

Combat Gear *scroll of invisibility, ring of protection +1, potion of cure light wounds, masterwork dagger*

Spells Known (CL 6th):

3rd (4/day) - *lightning bolt* (DC 18)

2nd (6/day) - *glitterdust* (DC 16), *mirror image*

1st (7/day) - *burning hands* (DC 16), *grease* (DC 15), *mage armor, ray of enfeeblement*

0 (6/day) - *arcane mark, daze* (DC 13), *detect magic, message, ray of frost, read magic, resistance*

Abilities Str 6, Dex 16, Con 10, Int 13, Wis 8, Cha 16

Skills Bluff +10, Concentration +7, Diplomacy +5,

Knowledge (Arcana) +7, Listen +1, Spellcraft +10, Spot +1.

Feats Spell Focus (conjuration), Spell Focus (evocation), Greater Spell Focus (evocation)

Possessions combat gear plus a rust red robe sewn with many interior pockets, a small amulet made of a combination of blue and white metal depicting two dragons curled around a perfectly cut garnet worth 350gp.

Bloodstone Tribe Sorcerers forgo calling a familiar until they are powerful enough to call an outsider or creature of the dragon type.

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