

GEOS4-01A

# The Caverns

**A One-Round D&D LIVING GREYHAWK<sup>®</sup>  
Geoff Regional Delve Mini Module**

Version 1.6

**Round 1**

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## Adventure Background

See the adventure background in the Master Document.

## Adventure Summary

The PCs are transported to the Cloud Castle by the mages of the Cyvrin (pr. Kie-vrin), the arcane corps of the Geoff Army of Liberation. After passing through various zones already cleared, they arrive at "The Caverns."

The caverns houses pens for young dragons and quarters for their keepers, as well as barracks for the goblin prison guards. The dragons are being trained to serve as mounts for the giants, and the goblin jail guards claim part of this level as their warren.

The PCs eventually encounter Gruubliak, an indentured kobold wizard who has been put to work by the cloud giant wizard Magnild Heinrichsen, second son of the deceased cloud giant patriarch. He has been charged with making magic items and potions for the giant forces.

The exits from this level present dangers of their own for the PCs. One is a shaft that leads straight down and out of the castle, to the ground far below. Another leads to a stairway up to the Cistern and yet another leads to the Prison.

## Introduction

***"You are to infiltrate, clear, and hold a section of the cloud castle dungeons referred to in captured documents as the 'The Caverns'. We are not sure what is on this level, but suspect it may contain a way onto the cloud surface. Do not allow the enemy forces to alert the next level, as this would hinder the wolfpacks that follow yours."***

***"We are not interested in enemy prisoners but would be interested in documents or other information."***

***"You have fifteen minutes to prepare yourselves. May Pelor shine upon you and provide his blessings. Report back to me when ready."***

After the PCs have prepared or they have used up fifteen minutes of game time, read the following:

***You are transported by the Cyvrin to a shallow crevice near an opening on the rocky***

***underside of the cloud castle via shadow. Mist, fog, and darkness surround you.***

A successful Spot check (DC 20) will reveal that the 'rocky underside' of the cloud castle is actually comprised of a grayish-white substance that appears to be hardened cloud. If they try to Search or manipulate the 'rock' they will automatically notice that it is indeed not stone.

***You are greeted by Olwythi Cyntaf Dwrthdyn Davyth Longshanks. Davyth is just inside the opening and beckons you to follow. He leads you through a maze of sewers before you finally you reach a short side tunnel. Cyntaf Dwrthdyn Longshanks points to a series of rungs set into the wall that leads up into darkness. Everything up to this point has been secured by other wolfpacks and elite units of the Army of Liberation. It is your job to face whatever dangers lay above.***

Other wolfpacks have already cleared out portions of the Cloud Castle, followed by Army of Liberation elite units. The PCs have been asked to advance into the next hostile zone.

## Encounter 1: Entryway

***The shaft upwards is unlit, and the iron rungs, damp to the touch. You ascend for some time, and finally come out of a hole in the floor in the middle of corridor. Alcoves flank the exit hole, and the hallway goes for about twenty feet in one direction before coming to a wide four-way intersection, and about thirty feet in the other direction before ending in a T intersection.***

If the PCs make a Listen check DC 15, they can hear the sound of gusting wind coming from around the corner, in the direction of the ventilation shaft (see Encounter 2). The sound may be heard every five rounds.

Should the PCs decide to move into the four-way intersection, the goblins in Encounter 3 notice them if they bring light sources, and may hear them if they are not cautious. If the PCs are quiet and do not bring light, they have a chance of hearing the goblins in Encounter 3, who are currently playing a dice game.

From this area, the party can move to Encounter 2 or the "T" intersection that leads towards Encounter 6.

## Encounter 2: A Mighty Wind

*Turning the corner, the tunnel goes for a few more yards before it is interrupted by a gaping hole in the middle of the floor. The crevasse spans the entire corridor right where it makes a "T" intersection.*

If the PCs make a DC 25 Spot check, or actively look up to the ceiling 20 feet above, they see:

*A dozen or so holes, a hand's width in diameter, riddle the ceiling of the tunnel directly over the shaft.*

Every 10 rounds, four *gust of wind* spells go off just inside four of the ceiling holes and blow wind down the shaft. This action alternates with four *gust of wind* spells that activate every 10 rounds from a space in the middle of the hole, and blow air upwards into the ceiling holes. The net effect being that every 5 rounds there is a mighty wind blowing either up or down the area over the shaft hole. See the *Player's Handbook* for the effects of a *gust of wind* spell.

The gaping hole in the floor is the beginning of the exit shaft for the dragons. The *gust of wind* effect is an automatic ventilation system, but it is also a trap.

**Trap:** Should anyone pass over the hole in the floor or into the shaft without uttering the password, four *gust of wind* spells immediately activate emanating from the ceiling, affecting a 10 foot square area in the middle of the hole, and 60 feet down the shaft from the ceiling.

This trap can be difficult to disarm because a rogue must reach the location of the spell emanation, which is just inside the holes in the ceiling over the shaft. If he is affected by the spell, he cannot reach the trap for one round while he is being blown down. The trap resets 2 rounds after it is activated.

Also, should a PC fail the save against the spell, and is crossing the crevasse, they get a Reflex save at the same DC as the Fortitude save, to avoid being blown down the shaft. Add circumstance modifiers for holding onto a rope, or any other precautions they may have taken. If the PC fails the Reflex save, they fall down the shaft. PCs get one last Reflex save (at the same DC) towards the end of the shaft 150 feet down. If they make this save, they have managed to grab onto a chunk of hard cloud in the shaft wall. If they fail

this save, they fall to the ground hundreds of feet below.

### APL 2 (EL 1)

**Gust of Wind Trap:** CR 1; magical; proximity trigger; automatic reset; DC 13 Fortitude save negates; Search DC 15; Disable Device 15.

### APL 4 (EL 3)

**Heightened Gust of Wind Trap:** CR 3; magical; proximity trigger; automatic reset; DC 16 Fortitude save negates; Search DC 15; Disable Device 15.

### APL 6 (EL 5)

**Heightened Gust of Wind Trap:** CR 5; magical; proximity trigger; automatic reset; DC 19 Fortitude save negates; Search DC 15; Disable Device 15.

### APL 8 (EL 7)

**Heightened Gust of Wind Trap:** CR 7; magical; proximity trigger; automatic reset; DC 22 Fortitude save negates; Search DC 15; Disable Device 15.

### APL 10 (EL 9)

**Heightened Gust of Wind Trap:** CR 9; magical; proximity trigger; automatic reset; DC 23 Fortitude save negates; Search DC 15; Disable Device 24.

### APL 12 (EL 10)

**Heightened Gust of Wind Trap:** CR 10; magical; proximity trigger; automatic reset; DC 24 Fortitude save negates; Search DC 24; Disable Device 24

### APL 14 (EL 13)

**Heightened Gust of Wind Trap:** CR 13; magical; proximity trigger; automatic reset; DC 24 Fortitude save negates; Search DC 29; Disable Device 39.

### APL 16 (EL14)

**Heightened Gust of Wind Trap:** CR 14; magical; proximity trigger; automatic reset; DC 25 Fortitude save negates; Search DC 39; Disable Device 39.

## Encounter 3: The Goblin Warrens

If the PCs are cautious in their approach, the majority of the goblins will be towards the south end of Encounter 3, playing a dice game. There is, however, a sentry posted at the northeast wall between Encounter 1 and Encounter 4. He alerts the other goblins if he detects any unusual noise or light.

*The wide corridor opens into a large chamber. Stacked palettes form bunk beds against the west and south wall, perhaps three dozen in all. Tables and stools are scattered in front of the beds, and the whole place smells faintly of urine and leather.*

If the party has made their presence known, the goblins have positioned themselves strategically near the entrance to their warren, and are ready to attack.

If the goblins are not aware of the party, they are surprised when intruders enter their home. They pick up weapons and engage at the first opportunity.

#### **APL 2 (EL 4)**

**Goblin Scourge Ftr1 (2):** hp 12 each; see Appendix A.

**Goblins (8):** hp 6 each; see *Monster Manual* page 133.

#### **APL 4 (EL 6)**

**Goblin Scourge Ftr4:** hp 36; see Appendix A.

**Goblin Healer Clr2:** hp 17; see Appendix A.

**Goblins (4):** hp 6 each; see *Monster Manual* page 133.

#### **APL 6 (EL 8)**

**Goblin Scourge Ftr4 (2):** hp 36 each; see Appendix A.

**Goblin Healer Clr4:** hp 31; see Appendix A.

**Goblin Skirmisher Rog2 (2):** hp 12 each; see Appendix A.

#### **APL 8 (EL 10)**

**Goblin Whip Lashers Ftr5/Lshr1 (2):** hp 52 each; see Appendix A.

**Goblin Healer Clr6:** hp 45; see Appendix A.

**Goblin Skirmisher Rog2 (4):** hp 12 each; see Appendix A.

#### **APL 10 (EL 12)**

**Goblin Whip Lashers Ftr5/Lshr3 (2):** hp 68 each; see Appendix A.

**Goblin Healer Clr8:** hp 59; see Appendix A.

**Goblin Skirmisher Rog4 (4):** hp 22 each; see Appendix A.

#### **APL 12 (EL 14)**

**Goblin Whip Lashers Ftr5/Lshr5 (2):** hp 84 each; see Appendix A.

**Goblin Healer Clr10:** hp 73; see Appendix A.

**Goblin Skirmisher Ftr2/Rog4 (4):** hp 36 each; see Appendix A.

#### **APL 14 (EL 16)**

**Goblin Whip Lashers Ftr5/Lshr7 (2):** hp 100 each; see Appendix A.

**Goblin Healer Clr12:** hp 87; see Appendix A.

**Goblin Warden Ftr3/Rog5 (4):** hp 48 each; see Appendix A.

#### **APL 16 (EL 18)**

**Goblin Whip Lashers Ftr5/Lshr9 (2):** hp 116 each; see Appendix A.

**Goblin Healer Clr12 (2):** hp 87 each; see Appendix A.

**Goblin Warden Ftr3/Rog7 (4):** hp 56 each; see Appendix A.

**Tactics:** For this encounter, it is necessary to know **where** the PC clerics (and other casters) keep their divine focus (DF). Players of clerics often neglect to describe where their holy symbol is located, but in most cases it is hanging from a necklace of some kind, readily accessible to the caster.

To avoid stirring suspicion amongst the players, do not be too obvious when attempting to find out where the cleric's holy symbol is located. Try to note the holy symbol's location when they describe their PC. Failing that, ask to see their character sheet to ascertain the holy symbol's location. If it is not noted as being in a specific place, it is assumed (for purposes of this encounter) to be hanging around the neck.

One of the whip-wielding goblins will first attempt to deprive any clerics of their holy symbol, arcane casters of their material components, and druids and rangers of their divine focus sprigs. Ideally, he attempts to 'disarm' the holy symbols of the clerics **before** the clerics have them 'in hand'. The other 'whip' goblin disarms any light sources any of the PCs may be carrying. Their 15 foot reach helps them avoid attacks of opportunity at the lower APLs.

The disarm attacks of the goblin whip-wielders are better than their regular attacks. Their disarm

attack versus a medium creature wielding anything that is **not** a melee weapon is listed below by APL:

**APL 2:** Disarm starts at +8. If the item to be disarmed is poorly secured or easy to cut away (i.e. loose cloak or brooch pinned to a shirt), the disarm attack is +12.

**APL 4 & 6:** Disarm starts at +16. If the item to be disarmed is poorly secured or easy to cut away (i.e. loose cloak or brooch pinned to a shirt), the disarm attack is +20.

**APL 8:** Disarm starts at +19. If the item to be disarmed is poorly secured or easy to cut away (i.e. loose cloak or brooch pinned to a shirt), the disarm attack is +23.

**APL 10:** Disarm starts at +22. If the item to be disarmed is poorly secured or easy to cut away (i.e. loose cloak or brooch pinned to a shirt), the disarm attack is +26.

**APL 12:** Disarm starts at +24. If the item to be disarmed is poorly secured or easy to cut away (i.e. loose cloak or brooch pinned to a shirt), the disarm attack is +28.

**APL 14:** Disarm starts at +27. If the item to be disarmed is poorly secured or easy to cut away (i.e. loose cloak or brooch pinned to a shirt), the disarm attack is +31.

**APL 16:** Disarm starts at +30. If the item to be disarmed is poorly secured or easy to cut away (i.e. loose cloak or brooch pinned to a shirt), the disarm attack is +34.

Once this is done, one of the goblin skirmishers attempts to retrieve the holy symbols and other divine foci, and throw them down the shaft. The same is done with any light sources that have been disarmed. At higher APLs, the Lashers can throw the items with their whips with their 'Third Hand' special ability.

Note: Disarmed items have a range increment of 10 feet, and can be thrown up to 5 range increments away. If the objects are thrown by a Lasher with the 'Third Hand' ability (APL 10+), the reach on their whip allows an object to be thrown to a maximum of 65 feet.

**Developments:** If the goblins lose more than half their number, one of them runs to the portcullis entrance of the prison in an attempt to escape and warn others of the intruders. The PCs may later return to this entrance which leads to 'The Prison' map.

## Encounter 4: Kobold's Quarters

If the PCs engage the goblins first, it is likely that the kobolds hear the commotion. However, they are none too fond of the goblins, and do not get involved. Instead, they watch, and ready themselves to defend their quarters and their dragon charges should the PCs decide to venture into their area.

*The corridor meanders left, and soon opens into a small cul-de-sac. Wooden palettes line the walls, and kegs sit against the far wall. The area looks well lived in.*

If the PCs make it to Encounter 4 without alerting the kobolds read the following:

*Short dog-like lizard men sit about the room, rubbing oils into their bow shafts.*

### APL 2 (EL 3)

**Kobold Scout Rgr1:** hp 8 each; see Appendix A.

**Kobolds (4):** hp 4 each; see *Monster Manual* page 161.

### APL 4 (EL 5)

**Kobold Scout Rgr3:** hp 18 each; see Appendix A.

**Kobolds (6):** hp 4 each; see *Monster Manual* page 161.

### APL 6 (EL 7)

**Kobold Scout Rgr5:** hp 28 each; see Appendix A.

**Kobold Attendants Rgr1 (4):** hp 8 each; see Appendix A.

### APL 8 (EL 9)

**Kobold Scout Rgr6/OoB1:** hp 38 each; see Appendix A.

**Kobold Attendants Rgr3 (4):** hp 18 each; see Appendix A.

### APL 10 (EL 11)

**Kobold Scout Rgr6/OoB3:** hp 48 each; see Appendix A.

**Kobold Attendants Rgr5 (4):** hp 28 each; see Appendix A.

### APL 12 (EL 13)

**Kobold Scout Rgr6/OoB5:** hp 58 each; see Appendix A.

**Kobold Attendants Rgr6/OoB1 (4):** hp 38 each; see Appendix A.

#### **APL 14 (EL 15)**

**Kobold Scout Rgr6/Rog2/OoB5:** hp 66 each; see Appendix A.

**Kobold Attendants Rgr8/OoB1 (4):** hp 48 each; see Appendix A.

#### **APL 16 (EL 17)**

**Kobold Scout Rgr6/Rog4/OoB5:** hp 74 each; see Appendix A.

**Kobold Attendants Rgr8/OoB1 (4):** hp 58 each; see Appendix A.

**Tactics:** It is more likely that the PCs have alerted the kobolds before they reach their living quarters. If so, the kobolds sneak forward assess the situation. If the PCs move towards the dragon pens, the kobolds fire at them from the entrance of their corridor, but do not go into the pen area, because they know that the dragons are likely to use breath weapons to fight off the intruders.

If pressed, they retreat to their quarters, and concentrate fire down the tunnel to their room.

**Developments:** If the PCs somehow avoid combat with the dragons, the kobolds do not engage the PCs, though they do defend themselves and their living area if the PCs are aggressive.

## **Encounter 5: Wurm Pens**

*The tunnel gives way to a large cavern, it's ceiling reaching to over 60 feet in height. You are immediately aware of a softly rasping and long-winded breathing echoing throughout the chamber. Before you lies a raised area, seemingly carved from the cloud-rock. Rough stairs cut into it rise about 10 feet, before curving out of site. A wall surrounding the top of the raised area blocks your view, but the breathing seems to be coming from behind it.*

*The room echoes as something large shifts, and the breathing changes cadence.*

The dragons in the 'pens' area notice the PCs with their blindsense ability before they even enter the chamber. They can sense 'tyv', and have been trained to attack anyone other than the inhabitants of this level and their giant masters.

**Tactics:** The dragons use the wall around their 'pens' as cover. Their first action is to poke their heads over the wall, assess the intruders quickly, and use their breath weapon at first opportunity. They then engage in melee.

**Developments:** If the kobolds make a DC 10 Listen check, they hear a commotion, and come as quickly as possible. If the PCs are attacking the dragons, the kobolds engage them at range because they know about the dragon's breath weapons and do not risk getting blasted.

If the dragons are killed, the kobolds flee. If the goblins are alerted by the noise, one spies on the fight from a distance, while another goes to the Prison to warn of intruders. The remainder then set up to defend their warren.

#### **APL 2 (EL 4)**

**Dragon, White Wyrmling (2):** hp 22 each; see Appendix A.

#### **APL 4 (EL 7)**

**Dragon, blue, very young:** hp 76; see Appendix A.

**Dragon, white, young (2):** hp 76 each; see Appendix A.

#### **APL 6 (EL 9)**

**Dragon, blue, young:** hp 102; see Appendix A.

**Dragon, white, juvenile (2):** hp 102 each; see Appendix A.

#### **APL 8 (EL 11)**

**Dragon, blue, juvenile:** hp 142; see Appendix A.

**Dragon, white, young adult (2):** hp 142 each; see Appendix A.

#### **APL 10 (EL 13)**

**Dragon, red, juvenile:** hp 168; see Appendix A.

**Dragon, white, adult (2):** hp 189 each; see Appendix A.

#### **APL 12 (EL 15)**

**Dragon, blue, young adult (2):** hp 189 each; see Appendix A.

**Dragon, red, juvenile fiendish:** hp 168; see Appendix A.

#### **APL 14 (EL 17)**

**Dragon, blue, mature adult:** hp 276 each; see Appendix A.

**Dragon, red, juvenile fiendish (2):** hp 168 each; see Appendix A.

#### **APL 16 (EL 19)**

**Dragon, blue, old:** hp 337 each; see Appendix A.

**Dragon, red, juvenile fiendish elite (2):** hp 200 each; see Appendix A.

## **Encounter 6: The Fashioner**

An *alarm* spell (mental) is situated 20 feet from the intersection, about 2 feet off the ground. Should someone pass through it, Gruubliak is immediately alerted to the party's presence. *Detect magic* detects the *alarm* and *dispel magic* can bypass it; it cannot be disarmed by a rogue.

***The flicker of candlelight emanates from the alcove at the end of the long tunnel. As you approach, you can see that the end of the tunnel it is a room, complete with shelves, a table, a desk, and a hay covered palette.***

***The worktable holds a small cauldron that bubbles with a bright green liquid. The shelves are lined with jars containing sundry items from bird feathers, to plant roots, and vials of all kinds are sorted in wooden holders.***

***Scroll cases are neatly arranged on a shelf, and against one wall, shoes, slippers and boots are stacked, most of them giant sized.***

***Sitting at a stool in front of the boiling pot of green goop, is a kobold garbed in well-worn, comfortable robes, a deep burgundy in color. He is engrossed in his work, but looks up as you approach, as if he knew you were coming.***

The kobold is named Gruubliak the Fashioner. He has been tasked by the cloud giant wizard Magnild with making magical items for the giant army.

A PC with the Spellcraft skill is able to identify the contents of the jars as spell components: licorice root (*haste*), feathers (*fly*), granite and diamond dust (*stoneskin*), eyelashes in gum Arabic (*invisibility*), small strips of leather from a displacer beast hide (*displacement*). They are labeled in Draconic.

Gruubliak does not want to fight the PCs. He is content to answer their questions, and if asked about himself, he tells the PCs that he has a good position, that he has garnered the respect of his superiors, and that he has no interest in leaving. In

truth, he lives in fear of his master. Though Gruubliak is quite powerful in his own right, he was raised to fear and unquestioningly obey his giant overseers.

He used to be chained down here, but was released as a reward for good work. The chain is in the hay covered palette (Spot/Search check DC 10). If they search the kobold, PCs find a steel manacle still attached to Gruubliak's left ankle.

If asked about the others on this level, he is somewhat elusive in his answers, calling the other kobolds 'servants of the great ones' or 'the keepers', the goblins 'the lessers' and the dragons 'the great winged ones'. He matter-of-factly tells the PCs that they stand no chance of defeating the inhabitants of this level, and somewhat embellishes the dangers to 'put the fear in 'em' regarding what they may face.

It would take good roleplaying (DM's discretion) **plus** a successful Diplomacy check DC 15+APL, too get him to consider leaving this place, and even then, the party would have to convince him that they have the force to keep him safe from his giant overseer.

**Tactics:** Gruubliak uses spells like *wall of force* defensively to keep the PCs away from him and his work. If the PCs press the attack, he uses spells to keep the PCs at bay. As a last resort, he activates his *contingency invisibility* (trigger is mouthing the verbal component for teleport) and then drink a potion of *gaseous form* to escape through a small ventilation hole in his lab, and tell his master, Magnild, about the intruders.

**Development:** If the PCs are diplomatic enough (see above), and ask the right questions, Gruubliak gives them more detailed information on what they may face on this level. He knows the password to get past the golem(s) in Encounter 7, but he does **not** volunteer it unless specifically asked, and even then, the PCs must make another successful Diplomacy check, DC 10+APL.

If the PCs convince him to leave, he takes some essential items from his lab. Should the PCs request some of his items, he explains that his most recent magic items were delivered a couple of days ago. Fair treatment could earn the PCs the Favor of Gruubliak.

If the PCs are able to somehow subdue or kill Gruubliak, and search his lab, they find that it is full of raw materials, but has little in the way of usable magic items. He delivered most of his

potions, scrolls, and boots to his masters just the other day.

The green goop in the pot on his worktable is a new experiment of Gruubliak's. If the PCs try drinking any of the bottled green goop, the imbiber activates an effect similar to a *rod of wonder*. Roll d100 on the table located on page 237 of the *Dungeon Master's Guide*, and apply the listed effect to the PC as if he were the target. If the listed effect makes no sense (DM's discretion), nothing happens.

#### All APLs (EL 15)

**Gruubliak, Sor15:** hp 61; see Appendix A.

## Encounter 7: Hall Monitors

*Turning the corner reveals a tunnel that opens into a small cavern. In the southeast corner, a rope ladder leads up to a ledge ten feet above the chamber floor. On this ledge, a kobold sits next to a hanging brass bell, and surveys the tunnel in your direction.*

*To the left of where the tunnel enters the room, a set of stairs carved from the cloud-rock spiral upwards.*

The stairs in this room spiral upwards for some time, and emerge in The Cistern.

The true guardian of this room is a golem (or two at APL 6 and 12). If anyone passes under the archway entrance to the room, without uttering the password, "Niktu", the golem(s) is activated.

The golem is hidden 5 feet beyond and to the right of the archway, beneath a *permanent image* illusion that appears to be a continuation of the chamber wall. A Will save, DC 21, is allowed to disbelieve the illusion if it is interacted with.

At APL 12, the second golem is hidden 5 feet beyond the kobold's ledge on the east wall, also behind an illusory wall.

If the party is pressed when facing the unfamiliar 'dragon' golems (APL 14-16), the PCs can make a Knowledge: Arcana check on a similar golem (i.e. Iron Golem when facing an Iron Wyrms) to get a clue as to how to defeat it.

**Tactics:** If the kobold spots the interloping PCs, he immediately pulls on the rope dangling from the bell, and continues to ring it furiously until reinforcements arrive. He ducks behind the stone

lip of the ledge, which gives him total cover from attacks coming from the chamber floor.

The golem(s), upon activation, come out of the walls and attack the PCs relentlessly. Should the PCs flee, the golem(s) do not pursue them beyond the archway. They only attack intruders inside the room, but do not hesitate to use area effect abilities, even if they would kill the kobold guard.

#### All APLs (EL ¼)

**Kobold:** hp 4; see *Monster Manual* page 161.

#### APL 2 (EL 4)

**Gargoyle:** hp 42; see *Monster Manual*, page 113.

#### APL 4 (EL 7)

**Flesh Golem:** hp 79; see *Monster Manual*, page 135.

#### APL 6 (EL 9)

**Flesh Golems (2):** hp 79 each; see *Monster Manual*, page 135.

#### APL 8 (EL 11)

**Stone Golem:** hp 107; see *Monster Manual*, page 137.

#### APL 10 (EL 13)

**Iron Golem:** hp 107; see *Monster Manual*, page 136.

#### APL 12 (EL 15)

**Iron Golem (2):** hp 107 each; see *Monster Manual*, page 136.

#### APL 14 (EL 16)

**Advanced Drakestone:** hp 216; see Appendix A.

#### APL 16 (EL 18)

**Advanced Iron Wyrms Golem:** hp 244; see Appendix A.

## Conclusion

The adventure concludes when the PCs have finished exploring the caverns. If they have time, they may proceed to the Prison map, or the Cistern map. Proceeding to another map section negates any XP for holding the Caverns and requires the expenditure of an additional TU (or an additional 2 TUs for out of region PCs). PCs may then earn additional XP and gold up to the normal maximums per APL.



	Max	Max
APL	XP	GP
2	450	450
4	675	650
6	900	900
8	1125	1300
10	1350	2300
12	1575	3300
14	1800	6600
16	2025	9900

## The End

### Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus story awards) to each character. As this is a Regional Special, all experience point values are halved from normal.

#### Encounter 2: A Mighty Wind

Overcome the the wind trap: APL 2 15 xp; APL 4 45 xp; APL 6 75 xp; APL 8 105 xp; APL 10 135 xp; APL 12 165 APL14 195; APL 16 210

#### Encounter 3: The Goblin Warrens

Defeat the Goblins:

APL 2 60 xp; APL 4 90 xp; APL 6 120 xp; APL 8 150 xp; APL 10 180 xp; APL 12 210; APL14 210; APL 16 240

#### Encounter 4: Kobold Lair

Defeat the Kobolds:

APL 2 45 xp; APL 4 75 xp; APL 6 105 xp; APL 8 135 xp; APL 10 165 xp; APL 12 195; APL14 225; APL 16 255

#### Encounter 5: Wyrms Pens

Defeat the dragons:

APL 2 60 xp; APL 4 105 xp; APL 6 135 xp; APL 8 165 xp; APL 10 195 xp; APL 12 225; APL14 255; APL 16 285

#### Encounter 6: The Fashioner

Negotiate or defeat the Fashioner:

APL 2 30 xp; APL 4 45 xp; APL 6 60 xp; APL 8 75 xp; APL 10 90 xp; APL 12 105xp; APL14 120xp; APL 16 135 xp.

#### Encounter 7: Hall Monitors

Defeat the Constructs:

APL 2 60 xp; APL 4 105 xp; APL 6 135 xp; APL 8 165 xp; APL 10 195 xp; APL 12 225xp.; APL14 240 xp; APL 16 270 xp.

#### Objective Awards

Hold the area until reinforcements arrive:

APL 2 15 xp; APL 4 30 xp; APL 6 45 xp; APL 8 60 xp; APL 10 75 xp; APL 12 90 xp.; APL14 105 xp; APL 16 120 xp.

#### Total possible experience:

APL 2 225 xp; APL 4 338 xp; APL 6 450 xp; APL 8 563 xp; APL 10 675 xp; APL 12 788 xp; APL14 900 xp; APL 16 1013 xp.

### Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure. The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below. The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below. Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times

characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below. Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

Note: Values given are full values per PC, not halved. PCs may gain treasure up to the listed maximum per APL.

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

### Encounter 3: The Goblin Warrens

**APL 2:** L: 127 gp; C: 0 gp; M: *Whip* +1 (192 gp per PC), *amulet of natural armor* +1 (167 gp per PC), *potion of cure light wounds* (8 gp per PC).

**APL 4:** L: 144 gp; C: 0 gp; M: *Whip* +1 (192 gp per PC), *amulet of natural armor* +1 (167 gp per PC)

**APL 6:** L: 577 gp; C: 0 gp; M: *Whip* +1 (192 gp per PC), *amulet of natural armor* +1 (167 gp per PC)

**APL 8:** L: 445 gp; C: 0 gp; M: *chain shirt* +1 (104 gp per PC), *light wooden shield* +1 (96 gp per PC), *Whip* +1 (192 gp per PC), *amulet of natural armor* +1 (167 gp per PC).

**APL 10:** L: 515 gp; C: 0 gp; M: *chain shirt* +1 (104 gp per PC), *light wooden shield* +1 (96 gp per PC), *Whip* +1 (192 gp per PC), *amulet of natural armor* +1 (167 gp per PC), *studded leather armor* +1 (98 gp per PC).

**APL 12:** L: 740 gp; C: 0 gp; M: *chain shirt* +2 (354 gp per PC), *light wooden shield* +1 (96 gp per PC), *Whip* +1 (192 gp per PC), *amulet of natural armor* +1 (167 gp per PC), *studded leather armor* +1 (98 gp per PC), *brooch of shielding* (125 gp per PC), *gloves of dex* +2 (333 gp per PC), *scroll of break enchantment* (94 gp per PC).

**APL 14:** L: 1267 gp; C: 0 gp; M: *studded leather* +2 (348 gp per PC), *Disarming Whip* +1 (3,050 gp

per PC), *brooch of shielding* (125 gp per PC), *gloves of dex* +2 (333 gp per PC), *studded leather* +1 (98 gp per PC), *scroll of break enchantment* (94 gp per PC), *potion of cure moderate wounds* (25 gp per PC).

**APL 16:** L: 1190 gp; C: 0 gp; M: *studded leather* +2 (348 gp per PC), *Disarming Whip* +1 (1,333 gp per PC), *gloves of dex* +4 (333 gp per PC), *studded leather* +1 (98 gp per PC), *scroll of break enchantment* (94 gp per PC), *potion of cure moderate wounds* (25 gp per PC).

### Encounter 4: Kobold Attendants

**APL 2:** L: 814 gp; C: 0 gp; M: 0 gp.

**APL 4:** L: 661 gp; C: 0 gp; M: *composite shortbow* +1 (194 gp per PC).

**APL 6:** L: 1160 gp; C: 0 gp; M: +1 *composite shortbow* (*str* +1) (200 gp per PC), *potion of haste* (63 gp per PC), *potion of cure moderate wounds* (25 gp per PC), *ring of protection* +1 (167 gp per PC).

**APL 8:** L: 1118 gp; C: 0 gp; M: +1 *studded leather* (181 gp per PC), +1 *composite shortbow* (*str* +1) (200 gp per PC), *potion of haste* X5 (313 gp per PC), *potion of cure moderate wounds* X5 (125 gp per PC), *ring of protection* +1 (167 gp per PC), *keen edge (oil)* (63gp per PC).

**APL 10:** L: 1118 gp; C: 0 gp; M: +1 *studded leather* (98 gp per PC), +1 *shocking composite shortbow* (*str* +1) (700 gp per PC), *potion of haste* X5 (313 gp per PC), *potion of cure moderate wounds* X5 (125 gp per PC), *ring of protection* +2 (667 gp per PC), *keen edge (oil)* (63gp per PC).

**APL 12:** L: 1860 gp; C: 0 gp; M: +1 *studded leather* (98 gp per PC), +2 *magical buckler* (347 gp per PC), +1 *shocking composite shortbow* (*str* +1) (700 gp per PC), *potion of haste* X5 (313 gp per PC), *potion of cure moderate wounds* X5 (125 gp per PC), *ring of protection* +2 (667 gp per PC), *keen edge (oil)* (63gp per PC).

**APL 14:** L: 1560 gp; C: 0 gp; M: +1 *leather* (97 gp per PC), +2 *magical buckler* (347 gp per PC), +1 *shocking composite shortbow* (*str* +1) (700 gp per PC), *potion of haste* X5 (313 gp per PC), *potion of cure moderate wounds* X5 (125 gp per PC), *ring of protection* +2 (667 gp per PC), *keen edge (oil)* (63 gp per PC).

**APL 16:** L: 1485 gp; C: 0 gp; M: +1 *leather* (97 gp per PC), +2 *magical buckler* (347 gp per PC), +1 *shocking composite shortbow* (*str* +1) (700 gp per

PC), *potion of haste* X5 (313 gp per PC), *potion of cure moderate wounds* X5 (125 gp per PC), *ring of protection* +2 (667 gp per PC), *keen edge (oil)* (63gp per PC), *ring of invisibility* (1,667 gp per PC), *potion of barkskin* +4 (300 gp per PC).

### Encounter 5: Wyrms Pens

**APL 2:** L: 0 gp; C: 500 gp; M: 0 gp.

**APL 4:** L: 0 gp; C: 1000 gp; M: 0 gp.

**APL 6:** L: 0 gp; C: 2000 gp; M: 0 gp.

**APL 8:** L: 0 gp; C: 3000 gp; M: 0 gp.

**APL 10:** L: 0 gp; C: 4000 gp; M: 0 gp.

**APL 12:** L: 0 gp; C: 5000 gp; M: 0 gp.

**APL 14:** L: 0 gp; C: 6000 gp; M: 0 gp.

**APL 16:** L: 0 gp; C: 7000 gp; M: 0 gp.

### Encounter 6: The Fashioner

**All APLs:** L: 0 gp; C: 0 gp; M: *cloak of charisma* (1,333 gp per PC), *potion of gaseous form* (63gp per PC).

### Encounter 7: Hall Monitors

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

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

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

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

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

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

**APL 14:** L: 0 gp; C: 0 gp; M: 0 gp.

**APL 16:** L: 0 gp; C: 0 gp; M: 0 gp.

### Total Possible Treasure (Maximum Reward Allowed)

**APL 2:** L: 941 gp; C: 500 gp; M: 10576 gp - Total: gp **(225 gp)**

**APL 4:** L: 9180 gp; C: 1000 gp; M: 11690 gp - Total: gp **(325 gp)**

**APL 6:** L: 1737 gp; C: 2000 gp; M: 13253 gp - Total: gp **(450 gp)**

**APL 8:** L: 1563 gp; C: 3000 gp; M: 18517 gp - Total: gp **(650 gp)**

**APL 10:** L: 1633 gp; C: 4000 gp; M: 27604 gp - Total: gp **(1150 gp)**

**APL 12:** L: 2600 gp; C: 5000 gp; M: 32867 gp - Total: gp **(1650 gp)**

**APL 14:** L: 2827gp; C: 6000 gp; M: 56229 gp - Total: gp **(3300 gp)**

**APL 16:** L: 2625gp; C: 7000gp; M: 69210 gp - Total: gp **(4950 gp)**

### Special

**Favor of Gruubliak the Fashioner:** For giving Gruubliak the courage to leave his Giant Overseer and treating him fairly he will fashion the one of the following items for the PC: *boots of the mountain king*, *steadfast boots*, *boots of haste*, *boots of speed*, *boots of flying*, *weapon upgrade (disarming)*, *weapon upgrade (last resort)*, *weapon upgrade (bane, giant)*, *weapon upgrade (keen)*, *ring of force shield*, *ring of telekinesis*, *helm of comprehend languages and read magic*, *cloak of displacement (minor)*. The PC is responsible for the cost of the item/upgrade.

**Enmity of Gruubliak the Fashioner:** For breaking into his lab and attempting to assassinate him, the PC has gained the ire of Gruubliak the Fashioner. He has cataloged details about the PC and ensures the Giant Army is properly equipped to deal with such a menace. When this PC plays in any Geoff Regional Module or Special against the Giant Army there is a 20% chance that one enemy in one encounter is wielding a *bane* weapon or 2 *greater arrows of slaying* attuned to the PC's race. Void this enmity if the PC dies in battle against the Giant Army with one of these attacks.

**Enmity of the "Dragon Keeper":** For slaying a dragon in service of the Sakhut the PC has gained the enmity of the "Dragon Keeper". Dragons in the service of the Sakhut preferentially seek out this PC and try to end their existence. Void this enmity if the PC dies at the hands of a dragon.