Dark Obelisk: The Mondarian Elective

Adventure Book

A Fantasy Roleplaying Adventure

by J. Evans Payne

5th Edition Fantasy

FlexTale

INFINIUM Game Studio

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Thanks
To my friends from middle school, who embraced this silly nerdy hobby as a welcome escape from the pressures everyone endures in that environment.

To my friends from high school, who rekindled my love of the game that was now used as the basis of philosophical discussions and dreaming about the future.

To my friends from college, who stuck with all manner of nerdy obsessions of mine through the years, despite dwindling free time in which to pursue such things, and increasing responsibilities in other realms.

Special Thanks: Kickstarter Backers
Thank you for believing in me, when all I had to prove myself was an idea, a blurb, a handful of maps, and a dream.

The product you hold in your hands—or store on your hard drive—is a direct result of your faith, and support. I can't thank you enough.

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Dedication

This book is hereby dedicated to my amazing Kickstarter backers, without whom I would have merely ideas, and little across the finish line.

Foreward

Good lord.

I've said often that my ambition is an excess outstripped only by the devotion of my backers and colleagues. Never has that been more the case than with this project.

Dark Obelisk 2 was intended as a simple follow-up to the original. An extension of the story, an expansion of the mythology and the realm, and a continuation of the fun I had putting the first project together.

Now, more than a year after the Kickstarter for DO2 wrapped up, and after a half-dozen intervening books and publications, we're finally getting to the meat of the matter.

And meat there is: what you hold, in whatever format, is at the very physical limit of how much I can pack into a single volume.

The trek into Mondaria City and its nine-level (okay, eight and change, really) mining complex is a challenging one, and not for the faint of heart. But the rewards are considerable.

"Adventure" hardly seems an appropriate moniker for this behemoth of a tome of content. But this adventure is not just continuation of an adventure path and story.

It is the fulfillment of a dream. The completion of a promise. The satisfaction, I would hope, of a very long time waiting, and of confidence given, and an emotional investment that has hopefully reaped rewards.

It is also the stepping-off point for the next phase of my ambition, and of an entire world and universe of possible content that will hopefully follow.

I can only once again thank my backers, my followers, my colleagues, my advocates, and all those who have stuck in there waiting for this to come to fruition.

Hopefully, you consider it worth the wait.

J. Evans Payne

Malvern, Pennsylvania

February 2018

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About Infinium Game Studio

Founded in 2015, **Infinium Game Studio (IGS)** came about as the result of a simple mission: Make shared storytelling games easier and more fun for both players and referees alike.

Our vision is that **Infinium Game Studio** empowers referees, players, and the industry entire with innovative gaming tools; high-quality, deeply-designed products; and creative takes on established paradigms.

Values and Key Differences

Plays Well With Everyone

IGS products are engineered to be usable by both novice and veteran gaming groups. As a result, they must contain everything a novice GM might need to react quickly to his/her play group.

Comprehensive and Immersive

Each **IGS** product should "feel real" and come with everything the referee might require to make the setting, context, environment, or other content come alive.

Everything You Need

The ideal adventure should contain practically everything you need to run the game, except the core rulebook. Even the most skilled GM wastes time looking things up in multiple books. It's so exceedingly rare that an adventure contain all of the crunch and fluff necessary to run it.

Maps: Where Are We, Again?

A picture is worth a thousand words... and also, a thousand seconds of prep time. Visually appealing, easy-to-use, and extensive Maps are an essential part of any shared-storytelling experience.

Pervasive Maps

Don't put a building on a map if I can't go inside it.

Prepared for Anything

In a gaming session, a good referee must be prepared for the PCs to explore any aspect of the content. All too often, an otherwise outstanding adventure will fail to provide for a major percentage of its content. If there are twenty buildings in a town, but maps for only two of them--well, it's fairly apparent where the Big Bad is going to be holed up! Not every map will be riddled with secret passages, custom random encounters, and combat, but there should be something of interest in every building. Otherwise, it shouldn't be there!

Thoroughness: But What If...?

It's possible to have a 16-page adventure that's wonderful and exciting. It's also possible to have a 255-page sourcebook be boring and repetitive. Striking the right balance between over-padding and under-describing is challenging, but an important part of what we do at **IGS**.

Flexible

Each product should be usable on its own, completely out of context; as a start to a completely new campaign; as part of the "intended" Adventure Path or associated suite of IGS products; or to insert into an existing ongoing campaign.

Reusable

No **IGS** product is "one and done" by design: FlexTale and Comprehensive Design enable this flexibility and reusability.

Production Quality

Our goal is to produce world-class products with high production values.

FlexTale

What is FlexTale?

FlexTale™ is an attempt to make roleplaying game adventure content dynamic and interesting. A module created using **FlexTale** is different each time it is run. Treasure, monsters, plot activities, NPC backstories and character arcs, and various actions and plot elements can all occur differently.

Differences can occur using the roll of dice, or the GM can simply choose the content that s/he prefers or feels would be most engaging to the play group.

There are two ways that **FlexTale** can help make an adventure dynamic: **Dynamic Content** and **Dynamic Plots**.

Dynamic Content

"**Dynamic content**" is a **FlexTable** term that refers to anything in an adventure that can be modified. Whether one NPC is in love with another, or who murdered the vagrant in the alley behind the town pub—**FlexTale** dynamic content makes it possible to have several explanations or paths through a story.

Dynamic Content is made possible by something called a **FlexTable**™.

FlexTables

Most roleplaying game resources have tables—lots and lots of tables, in many cases! Typically, these tables are two-column, or perhaps three-column: you have one column that lists the dice roll result, and you reference that row as the outcome of the randomization. This is all well and good, but it limits the scenario to that one set of probabilities and outcomes, without accounting for things that happen in the game that you might want to impact those outcomes.

A Traditional RPG Lookup Table

": Traditional Lookup Table" is a typical "what's in the treasure chest" table that requires rolling a **d100**. You roll a **d100**, and then you look up which row your roll falls into, and then you get your single result. Interesting, to be sure, and it definitely provides for some variability... but the extent of that variability is constant.

Table 1: Traditional Lookup Table

D%	Result	Description
01-30	**Nothing**	The treasure chest is empty.
31-40	**Minor Reward**	1d20 gp and a silver locket worth 5 pp.
41-80	**Average Reward**	3d12 gp, a gold-hilted dagger worth 10 pp, and two potions of cure light wounds.
81-100	**Major Reward**	2d20 pp, a potion of cure moderate wounds, and a scroll of fireball (CL 12).

The FlexTable Difference

A **FlexTable** is used to do the same thing a normal RPG lookup table does. What makes **FlexTables** different is that they have multiple columns to represent dice rolls. Each of the columns represents a different situation or set of conditions under which that column is used to reference the result.

This seemingly simple change is used to make all of the following possible:

- Differences in **probabilities** for the individual outcomes.
- **"Scalable" monsters** and rewards that more appropriately match the level and power of the PCs.
- **Proportional rewards,** measured against the strength of a relationship or other conditions.
- **Circumstantial content**, restricted to certain conditions or prerequisites.

": Sample Treasure Chest Contents" is the same table we saw earlier, modified to be a **FlexTable**.

Contexts

In the above example, there are now four columns used to indicate the range of the dice roll result. These columns are referred to as **Contexts**.

Before you roll on a **FlexTable** like this one, you will have to figure out which **Context** you should refer to. In the above table, the leftmost column is **Context "A" (D%A)**, the next one is **"B",** and so on. Each **Context** also indicates the dice to be rolled—in this example, you roll the same dice (d%) in each **Context**, but in some **FlexTables**, different dice may be used.

This straightforward example demonstrates the following differences in converting a standard table into a **FlexTable**:

Different Probabilities: Context C is the most favorable, since it provides a much bigger range of rolls under which you would receive the "Major Reward". Context B is the next best, since it, too, expands the range that Context A has.

Circumstantial Results: In **Context D**, not only are the favorable outcomes less likely, but there is a fifth result row that is only possible under this **Context**: "**Cursed Reward**".

Determining Context: When you are called upon to roll on this **FlexTable**, the adventure will use some description to make it clear which **Context** to use. In the above example, perhaps the **Context** is determined by how favorable the party's relationship is with a local wizard... but if the party has fought or slain that wizard, then **Context D** is used to represent the soured atmosphere.

Typically, just prior to a **FlexTable**, adventure content will summarize which **Context** should be used. The GM is encouraged to use his/her common sense and judgement in overriding this guidance as she/he sees fit based on the party and how the game is going. For example, a GM could choose to reference a specific **Context** even though the prerequisites aren't met. She could also choose to simply ignore the table

***FlexTable 1*: Sample Treasure Chest Contents**

D%A	D%B	D%C	D%D	Result	Description
01-30	01-20	01-10	01-30	**Nothing**	The treasure chest is empty.
31-40	21-50	21-30	31-40	**Minor Reward**	**1d20 gp** and a silver locket worth **5 pp**.
41-80	51-60	31-50	41-45	**Average Reward**	**3d12 gp**, a gold-hilted dagger worth **10 pp**, and two *potions of cure light wounds*.
81-100	61-100	51-100	46-50	**Major Reward**	**2d20 pp**, a potion of cure moderate wounds, and a *scroll of fireball* (CL 12).
n/a	n/a	n/a	51-100	**Cursed Reward**	**6d6 cp**, a rusted dagger (useless in combat), and whomever opens it is struck with a *bestow curse* spell (CL 8).

entirely, and force a specific result without even rolling. Experienced GMs should use this power wisely to improve gameplay if necessary; unless you have a specific reason for overruling the recommended use of a **FlexTable**, you should try to use it as it was intended to be used.

Here's an example for the above table, assuming the example of the contents of the treasure chest scaling to the nature of the relationship the party has with the local wizard:

- **Use Context A:**
  If the party's relationship to the wizard is **Unfriendly** or **Indifferent**.
- **Use Context B:**
  If the party's relationship to the wizard is **Friendly**.
- **Use Context C:**
  If the party's relationship to the wizard is **Helpful**.
- **Use Context D:**
  If the party's relationship to the wizard is **Hostile**, or if the party has ever attacked the wizard (or slain her).

This is an impressive-sounding title, but the goal is quite simple to describe: Let the story be different.

Prologue: A Stranger Appears

Quick -Play Summary

A stranger approaches the party, seeking their help in investigating something horrible and unknown.

The PCs must be coerced into accepting the task, and follow **The Stranger** to the mining city of **Mondaria**, to the northwest of **Berinncorte**.

Once they arrive, the adventure truly begins, as the PCs attempt to discover what happened here... and what might be done to resolve it.

Adventure Overview

The PCs are called upon to investigate what has happened to a mining city.

No word has been heard from the city for weeks, and all messengers and travelers sent there have not been seen again.

Though there are many reasons for traveling to **Mondaria City** and seeking the truth of what occured there, the PCs discover a mining complex vast in its scope and ambition, and danger to match.

Location Overviews

Dark Obelisk 2: The Mondarian Elective is broken into the following components:

Prologue: The Stranger

Summary: The PCs are approached by a mysterious figure who offers a hook to get them to travel to **Mondaria City** and begin the adventure in earnest.

Mondaria City

The PCs arrive at the titular mining town, and begin their investigation. Many corpses, and even more questions, are discovered, as is the entrance to the **Mine** itself.

This is the largest single environment in the adventure, and consists in actuality of four levels: **Ground Floor, Second Floor, Third Floor**, and **Basement**.

The Mines

Nine levels, most sprawling and some even larger than the surface city above them. The descent through these levels is made possible via elevators, and hindred by monsters and characters of increasing difficulty.

Plot Summary

As they encounter survivors of the catastrophe that has befallen the city and mine, the PCs discover the following key plot points:

- The mine's workers were brutally divided: the workhorse Dwarves versus the more administrative Elves.
- The Dwarves felt undervalued and subjected to greater and greater reckless danger; the Elves felt that their workers were growing lax and grew tired of words and began to favor the lash.
- Underneath it all, the power of the **Obelisk** thrummed like a cancerous heartbeat, causing strive and division where only the merest seeds had been present.
- At Level 9, a **Dark Obelisk** was uncovered by the mining efforts. Once revealed, it took control of the minds of nearly everyone in the mines, save for those too insane, too strong, or too weak-minded to fall under the influence.
- Half the population of the mines perished in the fighting that followed. Some battles were monster against worker; others were worker against worker, caused by strife, imagined slights, or simply out of malicious insanity.
- Those who walk the mine halls still are shambles, shells of their former selves.
- Uncovered and in the open, the **Obelisk** has caused evil and chaos to grow in the mines.

The PCs may or may not uncover the root cause of the disaster:

- Someone in the **Druid Enclave**, under whose control the city and mines of **Mondaria** fall, ordered the mines to delve more deeply.
- Whether they knew, giving this order, that they were dooming hundreds of workers and residents to a fate somewhat worse than death... that is a terrible mystery outside the scope of this adventure.

Recap: Dark Obelisk I: Berinncorte

Introduction

Whether you are running ***Dark Obelisk 2*** as a follow-up to the adventure in ***Dark Obelisk 1*** and/or ***Berinncorte Basecamp***, or if you are starting the story directly from ***Dark Obelisk 2*** on its own, this section does not matter a great deal.

Why? Because although they are powerful influencers of events, the **Catalyst Trackers** (see below) serve little purpose in this adventure. In ***Dark Obelisk 1***, they were instrumental to determining when a monumental event occured, and the spark that caused it.

In Dark Obelisk 2, the catastrophic event that puts things in motion has already taken place.

Why Care About Catalysts?

If you are running ***Dark Obelisk 2*** on its own, feel free to simply ignore this whole subject.

If you're running it as part of the larger **Dark Obelisk Adventure Path**, however, please keep track of the changes so that they may inform later events in subsequent adventures.

Catalyst Trackers

Each of these **Trackers** manages the current state of affairs and power of forces at play in the city while the PCs are within it during this adventure. Each **Tracker** is affected by Quest resolutions, actions taken by the PCs, who they speak to, how they interact with NPCs, what they do in the city, who they fight, what they loot—pretty much everything they do could conceivably have an impact on one or more Trackers.

Each **Tracker** is a visual indicator that (if printed out) can be marked with pencil to indicate the current level of **Law**, **Chaos**, and **Love** in the adventure as events unfold and the PCs interact with the citizens of the city. You can find a standalone, extra electronic copy of these Trackers for free on RPGnow, or on the Infinium Game Studio website.

These are similar to Attitude Trackers (see ***Dramatis Personae***, p 651)), in that they are a numerical representation of a collection of behavior and interactions that can be used as a shorthand to summarize the current state of things. They differ, however, in two key ways: one, with **Attitude Trackers**, higher numbers represent a greater affinity toward the PCs; with **Catalyst Trackers**, higher numbers represent a greater sense of disruption and danger. The second difference is of course that instead of measuring the **Attitude** of a single character, **Catalyst Trackers** instead measure the collective feelings, sympathies, urges, and, yes, attitudes of an entire city.

As with everything else in this adventure, these are merely tools that are meant to help the majority of GMs and gaming groups; you are free to modify, or ignore, them as you see fit. Veteran GMs, or those who know in advance that their group's play style will not coordinate well with this approach, can implement their own replacement system, potentially using this one as inspiration of intent.

When to Pay Attention

Whenever a conversation, battle, sale, or action or interaction results in an impact on one or more Catalyst Trackers, it will be noted in the text like this: **Catalyst: Chaos +2.**

Unless the text specifically indicates this impact, then the party's actions generally do not have an impact on any of the **Trackers**. Of course, although this adventure attempts to discuss many contingencies and activities the party may undertake, if there's one thing that GMs understand, it's that PCs will do whatever they damn well please, and will constantly come up with inventive ways to try things that were simply not anticipated.

The GM is therefore encouraged to apply your own, additional, modifiers to any **Catalyst Tracker** in reflection of PC actions that are not covered by indicators in this text.

Finally, veteran GMs, or those whose gaming groups are simply not taking actions that result in impact to the **Catalyst Trackers** with sufficient rapidity, are encouraged to "move things along" by tweaking the state of the Trackers themselves.

Tracking Trackers

You should monitor all of the trackers, as any of them could trigger during the course of play. In addition, each Tracker has a handful of additional pieces of information. These are described below.

Starting Value

This is a number representing the conditions of **Mondaria** at the beginning of the adventure.

As the GM, you should feel free to adjust this starting value as you see fit; it is a suggestion that is meant to represent the state of affairs amongst the characters, factions, and general plot elements in play when the PCs arrive in the city.

Low Values

This section describes what low values in this **Tracker** indicate.

High Values

It may not be obvious what is meant if this **Tracker** escalates toward a Trigger state; this section indicates this.

Law Tracker

Summary: The imposition of law on a group who is not fundamentally and universally lawful in nature is always a balance between monitoring and control on the one hand, and free will and flexibility on the other. This Catalyst Tracker therefore does not merely reflect the extent of law and order—rather, it indicates the extent to which law impacts and interferes with the people, their desires, and their true natures. Indeed, negative modifiers to this Tracker could take the form either of decreased lawfulness,

or of increased, but imposing lawfulness.

Starting Value: 22 (Dangerous)

Low Values: Indicate a effective, acceptable, and welcome creation of, and execution of, law to both help curb the bad and accentuate the good in society, to the betterment of most, if not all, citizens.

High Values: Represent either a low state of lawfulness, and/or the application of law with an iron fist or arbitrary and unfeeling will.

Chaos Tracker

Summary: Represents the degree of anarchy in the citizenry... but also the extent to which the populace embraces that chaos. A chaos unwanted will simply make the people cry out for an increase in law.

Starting Value: 20 (Dangerous)

Low Values: People are free to be chaotic, and do so, to limited degree. All things in moderation... including moderation itself. There's the occasional rukus or conflict, but it's swiftly and harmoniously addressed. Think of the level of chaos in the town as being the societal equivalent of "a good cry", or of the occasional bout of drinking with an old friend.

High Values: Citizens lust to embrace a higher magnitude of chaos in their lives, to break free of an existence in which they feel increasingly shackled—by their families, by their jobs, by their customers, by society, by the gods themselves, even. Blood pressures are piqued, frenzies are common, and society in general is more in a state of blackout-drunkenness or drug addiction than in balanced and occasional excess.

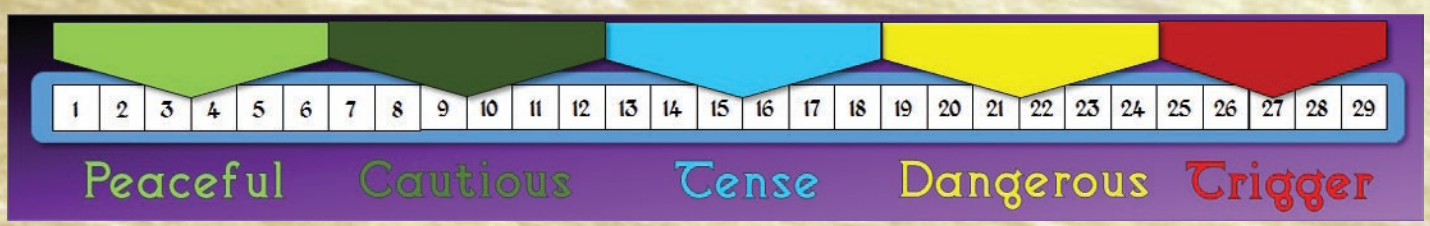
Love Tracker

Summary: This is really more a tracker of heartbreak, of despair, and of general emotional discontent.

Starting Value: 18 (Tense)

Low Values: Your average citizen feels actualized, self-fulfilled, and validated. This fulfillment could be derived from family, from friends, from employment, from love requited, or from a general sense of contentment and success shared by most. Families grow, happiness abounds, and productivity soars.

High Values: More and more people are sad, lonely, angry, frustrated, and filled with angst and ennui. Dark thoughts occur to many, and some may even have begun to take action on them—suicide rates increase as does this Tracker.



Introduction

What Is This Book?

This book is intended to be any or all of the following. These are listed in no particular order.

- A **companion** to the enormous ***Dark Obelisk 1: Berinncorte*** adventure.
- A **sequel** to that adventure, taking place just after the events of that adventure.
- An adventure setting describing a vast city and **underground mining complex**, usable as a **supplement** in any campaign world, setting, or environment.
- A **standalone campaign setting**, usable as a "sandbox" style adventure without a main plot or objective, but still offering plenty of interesting quests, challenge, and intrigue.
- A **sourcebook** of NPCs, monsters, and common character reference of fully-fleshed-out and interesting characters, ready to insert into any adventure or campaign, at any level of difficulty or challenge.
- A source of "**tidbits**" of characters, beasts, descriptions, and other game elements—you can "steal" content from this as a sourcebook and insert as desired into your own adventures or campaign
- **Inspiration** for construction of your own adventures and content.

In short, how you use this book is really dependent upon you and your needs as a GM.

Plot Summary

In the context of ***Dark Obelisk 2: The Mondarian Elective***, upon arriving at the titular town, the PCs begin to discover what catastrophe befell the rich mining city and enormous underground mining complex.

They research, delve, loot, and fight their way through a complex city and nine levels of mines.

The adventure concludes with the **Obelisk** discovered, and either temporarily defeated, or the PCs escape with their lives intact for now.

Adventure Path Summary

This setting book was created to enhance a series of connected modules which together take the players through a single unified story. This does not mean it cannot be used on its own, however.

If you do intend to use this adventure in sequence with its companion products, here is the logical order in which to play them:

- **1: Dark Obelisk: Berinncorte**
- **Berinncorte Basecamp** *(optional)*
- **2: Dark Obelisk: The Mondarian Elective** *(this book)*
- **3: Dark Obelisk: Forge and Fluid** *(working title)*
- **4: Dark Obelisk: The Siege of Berinncorte** (working title)

In addition, the **Adventure Path** described above is intended to be the beginning of a much broader story arc and campaign setting.

Regardless of which pieces of the envisioned world and story are published when, the intent is for a GM to be able to pick up any piece of the overall campaign setting and be able to play it without having any background of the other components that may come before or after it.

Notes & Conventions

As is typical in a roleplaying game adventure or module, some text herein is meant to be read or shown to players verbatim... but the majority of the content is meant to be for the Game Master's (GM) eyes only. Below please find some visual conventions that make this differentiation clear.

Player Descriptive Text

These sections are meant to be read aloud to players as-is. You are of course free to introduce your own changes as you see fit as a Game Master. Player Descriptive Text blocks are meant to serve as informative tidbits that have been preconstructed to reflect the exact nature of the situation being encountered by the party.

GM-Only Notes

Granted, nearly everything not highlighted in Player Descriptive Text is not meant to be read aloud to the players. However, some content is much more "sensitive" than others.

GM-Only Notes such as this typically give away plot points, major background, or other information that the players may not normally have access to—either right now, or in some cases, ever. Make sure to conceal these sections from players unless there is a specific reason to tell them!

Designer's Soapbox

In some cases, the game designer will want to express a specific opinion about some aspect of the adventure. Typically, this takes the form of a discussion on interpreting rules, or a recommendation as to how best to play or run a particular piece of the adventure. In all cases, veteran GMs should feel comfortable ignoring these "soapbox" diatribes... but veteran and new GMs alike may find something of interest in the coalesced experience of three decades of roleplaying experience!

Quests

A quest can be large, tiny, or in between. Some can be very quickly accomplished; others span days, weeks, or even

years, across multiple cities and even planes of existence!

In this book, all quests, big or small, have a similar presentation and key elements, as shown by the green block below.

Quest: Rats in the Cellar (example)

Summary: Kill rats in a fantasy tavern. Fun and creative.

Rewards: Rat corpses. Plus 10 gp from the bartender.

Locations: Bar.

Key NPCs: Bartender.

Kickoff: When any PC speaks with the bartender.

Description:

The bartender asks the party to slay **2d6** Giant Rats that have invested his basement.

In so doing, they will benefit from his goodwill, and a reward of **10 gp**.

Obstacles

Doors, locks, and other obstacles that don't necessarily incorporate a trap. You'll find these prefaced by little brown symbols like this one:

Locked Secret Door (example)

5" thick; **Hardness** 5; **hp** 30;
Perception DC 16; **Break** DC 15; **Disable Device** DC 18

5" thick; **Hardness** 5; **hp** 30;
Perception DC 18; **Break** DC 17; **Disable Device** DC 20

5" thick; **Hardness** 5; **hp** 30;
Perception DC 20; **Break** DC 19; **Disable Device** DC 22

5" thick; **Hardness** 5; **hp** 30;
Perception DC 22; **Break** DC 21; **Disable Device** DC 24

Skill Checks

Whether it's a single, simple check, or a series of checks in escalating difficulty, skill checks may be an opportunity to either avoid disaster or discover what might otherwise remain hidden and ignored. Such chances are indicated via yellow symbols as follows:

Some PCs may have insight into the Blacksmith's wealth; make a DC 12 **Knowledge (Profession)** check.

Skill Challenges

Skill checks are typically a single roll, often made in secret by the GM. A **skill challenge** is usually a bit more involved than a simple check—or there's simply more at stake. Either way, a challenge is a more formal, and explicit, exercise, intentionally engaged in by the players.

You'll find a skill challenge in a yellow box such as this:

Falling Timbers (example)

First Check: DC 18 Perception (16 if aflame) to notice the falling building; success cancels subsequent checks.

Second Check: DC 15 **Acrobatics** to avoid the debris; failure inflicts **2d6** points of crushing damage plus a possible **1d8** points of fire damage; success cancels subsequent checks.

Third Check: DC 12 **Strength** to dislodge one's self from the debris; failure inflicts **1d4** points of crushing damage plus a possible **1d8** points of fire damage; success quits the challenge.

Rewards

Treasure, swords, gems, keys, filthy lucre—this is the stuff your players are really gunning for, right? Well, that, plus a good time with friends. And maybe, if you're lucky, a good, engaging session of shared storytelling that you'll all remember for a long time.

At any rate, rewards are shown with blue boxes like this one. Some containers have common treasure, which applies equally to all difficulty bands; these are shown with the badges for all four bands like this: .

Other treasure is "scaled"; that is, the PCs receive different treasure depending on what difficulty band they are playing at. Select the band that's appropriate for the level of the PCs; that is the treasure they receive. They do **not** receive all of the treasure listed across all four bands!

Secret Closet Chest

Brushgather geneology book (a small book; value **6 gp**)

19 gp; opal pendant on gold chain (value **31 gp**)

8 pp; 42 gp; opal pendant on gold chain (value **72 gp**)

19 pp; 37 gp; opal pendant on gold chain (value **180 gp**)

52 pp; 84 gp; opal pendant on gold chain (value **428 gp**)

Traps

Hey, blame the rogue—who in all likelihood is suffering the brunt of the trap s/he either failed to detect, and/or to disarm. Whether it becomes a bragging right, a bargaining chip, or an epitaph, traps of all manner are shown in a purple box like this one.

Note that the statistics for the impact of most traps scale to the four difficulty bands; select the one that is appropriate for the PCs in your game.

Acid Arrow Chest Trap

Type Magic; **Trigger** Touch; **Reset** none

Perception DC 18; **Disable Device** DC 20

Effect spell effect (*acid arrow*; Atk +1 ranged touch (**1d4** acid damage for 2 rounds)

Perception DC 20; **Disable Device** DC 22

Effect spell effect (*acid arrow*; Atk +3 ranged touch (**2d4** acid damage for 2 rounds)

Perception DC 22; **Disable Device** DC 24

Effect spell effect (*acid arrow*; Atk +5 ranged touch (**2d4** acid damage for 3 rounds)

Perception DC 24; **Disable Device** DC 22

Effect spell effect (*acid arrow*; Atk +7 ranged touch (**2d4** acid damage for 4 rounds)

Items

Be they simple items, magical items, rods, staves, potions, books, or something wondrous, items share a common block of information like the following... note that this format is used for all manner of non-weapon, non-armor equipment and usable items, both magical and mundane:

Adventurer's Chronicle (example)

Value 50 gp; **Weight** 1 lb.; **Materials** paper; **Nature** non-magical; **Aura** none; Slot usable; **CL** n/a

This book is chock full of useful information. When used as a reference (an action that typically takes **1d4** full rounds of searching the text), an *adventurer's chronicle* grants a **+2** competency bonus on a specific **Knowledge** check for which the book is designed.

Construction Requirements means to assemble a physical book; the author must have at least **10** ranks in the skill for which you are designing the book; **Cost** 30 gp

NPCs and Monsters

Crunch time!

Due to the scale of this adventure, this Adventure Book contains statistics only for NPCs (both Common and Dramatis Personae) and new monsters.

Common monsters, such as Umber Hulks and Giant Spiders, do not have statistics within this tome. Most of the common monsters referenced in this book have freely-available stats, either for free online, or as part of the core books of the game system you are playing.

The upcoming ***Aquilae: Bestiary of the Realm*** by **Infinium Game Studios** will contain ful, Quadded Statblocks for every common monster referenced in this book. While that book is not required to use this one, the ***Bestiary*** will allow for greater flexibility in how this adventure is used, and what level of party for which it's appropriate.

PC Replacement Opportunities

No way around it: **Dark Obelisk 2: The Mondarian Elective** is a gruesome, brutal, and challenging adventure, particularly for low-level parties. Unless the PCs are exceptionally fortunate with their dice, or they see the writing on the wall and decide to escape alive and leave the city, it's unlikely that they will all survive.

Each gaming group has its own perspective on what to do about PC demise. Many GMs enforce death as a consequence of decision-making, and if your beloved PC dies, so be it; roll up another character and start over again. Other groups are more in the storytelling aspect of things; lenient GMs will take every measure necessary to make sure that every single PC makes it through, no matter how bone-headed their decision-making or horrible their luck.

If one or more PCs die in the course of this adventure, the GM has some options. You may of course enforce the death, and either have the player roll up a brand-new first-level character, or create a character of a level matching the lowest current level of surviving party members.

As every named NPC is dynamically located—that is, they pop up as the result of **Random Encounters** or specific probabilities in **Areas of Interest**—they are not tied to a certain location.

The GM is encouraged to try to match races and/or classes where possible, to suggest possible replacements for players whose PCs have perished.

These opportunities are chances for the specified NPC to be "taken over" by the player who lost a PC. This way, the player doesn't have to slow down play creating a new character, and the party can keep going.

This should be viewed as an opportunity for roleplaying: the GM may consider showing the player the detailed information for the NPC they are assuming control over, and the player should be encouraged to act as though their new PC had that background, secrets, and so on.

The gaming group is encouraged to roleplay the "taken over" NPC as though s/he still had their place in society and the greater scope of the adventure, and **Adventure Path**. For example, if a player takes over an NPC who hates a rival NPC, then subsequent interactions between the "taken over" PC and that rival should reflect that animosity in the player's roleplaying.

Shops & Services

Many of the tents and kiosks in the **Mines**, for example, the **Firedancer Camp** (p 525), vend wares or services.

In most cases, the shop will be described as simply referring to a section of the appropriate rulebook, or to describe things in general terms. When selecting an item to purchase, it's important to remember the context of the transaction: the bowels of an enormous, largely abandoned, and chaotic mining complex that has been overtaken by monsters and whose inhabitants run amok.

Thus, each item for sale may have a bit of difference as to its typical prices, as this is far from a typical scenario and rules of supply and demand are quite abnormal.

It's also worth remembering that what can be bought, can also be sold: while the PCs may have no use for buying, say, a bolt of silk, generally speaking whatever a vendor has for sale, they will also purchase. Use normal rules, but use the table below to help determine each item's price basis.

Table 2: In-the-Mines Vendor Price Adjustments

D%	Price Adjustment	Description
1-2	+30%	"Hand-crafted or assembled from the best in the trade.
3-5	+10%	"Ah, that's a useful item. And much in demand, of late."
6	None	Use normal / typical prices as per sourcebook.
7	-5%	"Few folks seem to want that item."
8	-10%	"I'll be glad to see it gone."

Kiosk Negotiations

At the GM's discretion, enterprising PCs can attempt to negotiate. Once a PC receives a result from the **Price Adjustments** table above, they may make a **Diplomacy, Bluff, Intimidate**, or **Appraise** check, at DC 16, plus 1 for each full **500 gp** of retail value (so negotiating for an item normally worth **1,225 gp** would be DC 18).

Success by **1-5** points means the PC may force a re-roll on the **Price Adjustments** table, with a **+1** circumstsance modifier to the roll. The new roll stands, even if it is less favorable to the PC than the original roll pre-negotiations. If the GM allows it, a stubborn PC can attempt to negotiate further; each successive attempt increases the DC by **+1**, and these modifiers stack. Succeeding at multiple negotiations generates circumstance modifiers that DO stack!

Here's an example: a PC wants to purchase a masterwork dagger, which is normally worth **302 gp**. The GM rolls on the **Price Adjustments** table, and rolls a 4—which means the kiosk sells the dagger for **10%** more than normal, and therefore the transaction will require **332 gp**. This PC is skilled in **Diplomacy**, however, and so asks to negotiate. The check is DC 16; the PC's check value is 18, so they succeed. The GM rerolls on the **Price Adjustments** table, and rolls a 1—but this time the roll benefits from a **+1** modifier, and so it's treated as a 2 outcome. This is worse, however, than the original price! The PC asks to negotiate further, and the GM indulges them, but this time, the DC for the check is 17. The check outcome is 18, so the PC succeeds; the GM rerolls the **Price Adjustments** check, and this time adds **+2**, because it is the second successful negotiation. The roll is a 4, plus 2, with a 6 total outcome—and the masterwork dagger is now on sale for **302 gp**. The PC accepts the price, and completes the transaction.

If the PC fails a negotiations check, the GM has some options as to how to penalize them. If the check is failed by **1-5** points, the price may simply stand as-is. Failure by **5-10** points might indicate that the price is fixed, and no further negotiations are possible with this vendor. Failure by more than **10** points might suggest that the price increase as though the next-worst result had been rolled on the Price Adjustements table.

In addition, the type of skill employed in negotiations might imply additional consequences. Failure at an Intimidate check, for example, might mean that the vendor refuses to do any further business with the PC in question; failure by more than 5 points may even involve the vendor attacking the PC.

The Dark Obelisk

In the Mines, there are several false and true pieces of **Dark Obelisk**. These are dark, horrid artifacts from times long past, and discovering their true nature is—as of yet!—still beyond the scope of this point in the **Adventure Path**.

True iterations of the titular crystals have the following effects.

Obelisk Taint

Shards of the **Obelisk**, no matter how large, produce an atmosphere of evil and chaos, from the effects of which few are immune.

This takes the form of auras, which influence creatures based on their proximity to the physical presence of the **Obelisk**.

Aura: Minor Obelisk Taint

Effect Lawful creatures within 30 ft. suffer a **-1** penalty on their attack rolls, skill checks, and damage rolls if used against a creature with this aura. In addition, a creature with this aura may **Take 10** on skill checks used in opposition to groups of creatures with at least one member who has the **Lawful** descriptor.

The effects of this **aura** do not stack with those of **Greater Obelisk Taint**, though a single creature may be under the impact of both auras simultaneously.

Origin All creatures with the **Chaotic** descriptor, who are within 50 ft. of an **Obelisk**, gain the benefit of this aura, which lasts for **1 hour** after this proximity. In the context of this adventure, all **Chaotic** monsters have this aura.

Aura: Greater Obelisk Taint

Effect Lawful creatures within 30 ft. suffer a **-3** penalty on their attack rolls, skill checks, and damage rolls if used against a creature with this aura. In addition, a creature with this aura may **Take 10** on skill checks used in opposition to groups of creatures with at least one member who has the **Lawful** descriptor.

The effects of this **aura** do not stack with those of **Minor Obelisk Taint**, though a single creature may be under the impact of both auras simultaneously.

Origin All creatures with the **Chaotic** descriptor, who are within 20 ft. of an **Obelisk**, gain the benefit of this aura, which lasts for **10 minutes** after this proximity.

Variable Challenge

Dark Obelisk 2: The Mondarian Elective was designed initially as an adventure for four to six PCs of between 4th and 6th level. However, one of the things that has frustrated many GMs is that adventures are almost universally designed in this manner: for a specific level of challenge, or at most, a very narrow range of PC levels (e.g., "4th to 6th level").

There are many advantages to this approach, not least of which being the guarantee that all challenges (monsters, traps, and NPCs) are calibrated very specifically to that

narrow zone of difficulty.

The drawback, of course, is the narrowness of that range. GMs wishing to run a module designed for 10th-level PCs, for example, are either flat out of luck, or have to do some fairly intensive work to scale the content up or down to better align with the PCs she is playing with.

The degree to which a particular GM, or even gaming group, enjoys perusing and tweaking game statistics—"crunch", in common parlance—varies, of course. Some GMs love crunch, and spend a majority of their prep time creating and refining their challenges to ensure the crunch is accurate and appropriately challenging. On the other end of the spectrum are "by the seat of their pants" GMs, who ignore crunch almost entirely, rarely referring to stat blocks lest it distract from the focus of storytelling.

This adventure, and in a broader sense, **Infinium Game Studio**, does not want to judge as to which approach is "better" or "worse". What matters is that you have fun and enjoy yourselves!

However, we do want to make it as easy as possible to play this adventure no matter what level your PCs happen to be.

Experience Points and Reward Nuggets

There are many ways of calculating, dispersing, and accounting for experience points (XP) in a Pathfinder gaming group. What follows is a method that I have used over the decades, and it's been a lot of fun. Although it may not be for every gaming group—your mileage may vary—it's an interesting spin on traditional methods, and the approach may work for you.

Whether this approach works for you or not, however, it's worth reading through, because all of the Quests in this adventure denote XP awards using this method.

I Want Candy

In the author's early days as a GM, I tossed out candies as rewards to the players when their characters did a good job. Candy could be distributed for defeating a kobold, picking a lock, dodging an attack, convincing the castle guard to look the other way, or any of the ordinary actions whose consequence typically involve experience points.

However, I also gave out candy for good roleplaying, convincing dialogue, outstanding (or horrid) emulation of accents, meta-jokes about the circumstances of the game that were truly hilarious, suggesting things to me as the GM or other players that took the story in a new direction, or—and I have to be honest, here—helping me as a GM.

My general rule was, if I forgot a rule, and you pointed it out in a way that didn't make you seem like a jerk, then you got rewarded. This could be something as innocuous as reminding me that your elf ranger's longbow was firing +1 arrows, or as significant as reminding me that a certain piece of equipment granted a reroll to a critically-failed outcome.

Generally speaking, candy rewards were given out in my games for anything—literally, anything—that made the gaming experience more fun. Doorbell rings, and the pizza's here, and your character is tied up in the cyclops' cave, so you know you won't be doing anything for a few minutes, and so you go and grab the grub, and tip the delivery guy—that's worth a candy. Tell a funny joke—that's worth a candy. Save the life of your comrade, only to drug him unconscious and use him as a prop, in the manner of Weekend at Bernie's—okay, that's a little ghoulish, but it's in charcter, and amazing, so, yeah, that's three candies right there.

Candy as XP

Candy is awesome, though for one of my gaming group, who was a diabetic, it was a controlled and mindful awesomeness. But even the most free-wheeling player wants their character to level up. I get it.

At the end of each gaming session, my players would "turn in" their candy wrappers. Each wrapper represented something gone right, a good deed done—and therefore it was converted to XP. Generally speaking, no matter what the PCs' levels, no matter what the adventure, 10 candy wrappers meant you advanced to the next level. If you fell short—let's say, you only got 6—then it meant you were closer for next gaming session (i.e., 4 needed in this example).

As years went on, it became a bit less practical and/or healthy to urge my friends to consume at least ten pieces of candy every time we got together, and so the approach was tweaked. Instead of candy wrappers, gold stars, or spare dice in a particular color, or Warhammer 40,000 figurines. The point was, you got a token, a "nugget" of reward, which was later converted into XP.

Rules lawyers hate this method, and I respect that. But even the most hardened min/maxer eventually recognizes that this approach, despite its drawbacks, keeps play flowing quite quickly, and keeps everyone focused on what I believe should be the goal of any roleplaying game session.

Namely: to have fun!

Reward Stars: The Formalized Approach

Whether or not you appreciated the above anecdote, or the approach it describes, it's required reading, because now we'll get to how it applies to **Dark Obelisk: Berinncorte**.

As with everything else in this book, the GM is encouraged to completely ignore or change this approach if you feel it would make it work better for your gaming group.

The following represent opportunities to gain an experience point reward in this adventure:

- **Defeating** monsters and NPCs.
- Avoiding traps, picking locks, or otherwise **overcoming obstacles**.
- Succeeding in **skill challenges** or checks.
- Fulfilling other objects in pursuit of a **Quest**.

Monsters and NPCs in this adventure list the **XP** reward the PCs should obtain for defeating them in combat. They also list the number of "**Reward Stars**" players should receive for success. This is denoted like this: **+2**.

Think of a **Reward Star** as a sugar-free and abstracted version of a piece of candy from the earlier anecdote: players receive one or more most times that they achieve something in the game.

Locks, traps, and skill checks are typically "quadded"; each level of **CR** lists a suggested **XP** reward, but also a number of

Reward Stars.

Quests only list **Reward Stars**. This is because **Quests** should be fun, interesting, and above all, useful to the PCs, but shouldn't be game-breakingly powerful or ignorably impotent. A simple delivery quest, for example: what should that be worth? **500 XP**? For a level one character, that can be almost halfway to levelling up; for a level 19 character, that makes for a completely worthless diversion. Using **Reward Stars** solves this problem, by automatically scaling the reward to be significant regardless of character level.

If you follow the approach I've used, then at the end of each gaming session (or in between sessions, or at the start of the next session, whatever works best for your schedule), convert the **Reward Stars** to traditional **Experience Points**.

The GM is heavily encouraged to augment the rewards documented with additional rewards, for perhaps-less-tangible contributions: good jokes, helpful behavior, playing fair and nice, being a good sport, paying for or even just ordering dinner, that sort of thing.

Such "intangible rewards" should be general in nature: a good, timely joke should be rewarded with a chunk of XP that's meaningful and helpful to the PC in question, whether they're level 1 or level 19.

Stay In Character... Or Else

In rare cases, or with certain gaming groups, the GM should reserve the right to remove or revoke the **Reward Stars** a particular player, or the group entire, has earned.

Such penalties should not be applied in a discouraging manner, or against players who are genuinely trying, but whose luck is simply poor, or for whom things just aren't working out. Indeed, successful roleplaying in the face of dire circumstances should be rewarded more!

Reward Stars should only be revoked if the player is detracting from play, distracting others, making inappropriate jokes not appreciated by the rest of the group, not paying their fair share... or just generally being a jerk.

Converting Reward Stars to XP

Each **Reward Star** represents different **XP** depending on what your current level is.

If you've assigned **Reward Stars** to a particular PC, use the character's current level on the table below to convert to an **XP** reward.

On some occasions, you may instead have granted **Reward Stars** to the party as a whole. In this scenario, calculate the **Average Party Level** (APL) as you normally would, and use that on the table below to convert the reward to standard **XP**.

If a PC has more than the minimum sufficient **Reward Stars** to advance in level, they may continue to advance! In such a scenario, count Stars using the PC's current level, until they level up. Any remaining stars are converted to **XP** using the character's new level. In exceptionally rare circumstances—or with exceptionally indulgent GMs!—this may involve a PC levelling up multiple times between sessions, though such power-levelling is generally discouraged.

Finally, in addition to different methods of determining rewards, gaming groups tend to have different theories as to how rapidly characters should level up. Slow, average, and fast tracks are shown here, which scale to the corresponding Character Advancement experience point totals in the ***Pathfinder Core Rulebook***.

For purposes of **Reward Stars**, the following standard has been used:

- **Slow** advancement requires 15 **Reward Stars** to advance.
- Advancement with the **Average** progression demands 10 **Reward Stars** per level.
- Only 5 **Reward Stars** are needed to advance following the **Fast** track.

Table 3: Converting Reward Stars to XP

Level, CR, or APL	Slow	Avg	Fast
1	200	200	260
2	300	300	400
3	433	400	540
4	600	600	800
5	800	800	1,000
6	1,200	1,200	1,600
7	1,600	1,600	2,200
8	2,533	2,400	3,200
9	3,000	3,000	4,200
10	5,000	5,000	6,800
11	6,333	6,500	8,000
12	9,667	9,500	13,000
13	12,667	13,000	17,000
14	19,333	19,000	26,000
15	26,333	25,500	35,000
16	36,667	41,000	50,000
17	53,333	50,000	70,000
18	76,667	75,000	100,000
19	100,000	105,000	140,000
20	n/a	n/a	n/a

"Quadded" Stat Blocks

Toward the goal of having an adventure that can be run with PCs of various levels, all NPCs and monsters in this adventure have four separate sets of statistics.

These represent iterations of the creature in four distinct scales of challenge. These scales are referred to, in ascending difficulty, as **Low**, **Moderate**, **Advanced**, and **Elite**.

Low-level statistics are the default, and are intended for parties of 1st to 4th level PCs. Typically, the **Low CR** for a creature will be in the range of fractional, up to 4.

Moderate statistics present a bit more challenge, and are meant for 5th to 8th level PCs. **CRs** can be in the range from 4-10.

Advanced creatures give even more of a fight, representing **CRs** in the range of 10-15, and are meant for adventurers of the same levels.

Elite monsters and NPCs are the most evolved, and present formidable difficulty in the 12-20 **CR** range. These stat blocks are designed for PCs above 15th level.

To avoid confusion, elsewhere in the text outside of the creature's quadded stat block definition, the statistics referred to are the **Low**, or default, block. For example, the condensed, "vital stats" block that is shown in red where the NPC or monster is introduced in the adventure uses the **Low** values.

Quadded Challenge Blocks

Skill challenges and checks, traps, poisons, and obstacles sometimes have quadded stat blocks as well.

Although nearly all NPCs and monsters have quadded stat blocks, not all other game elements do. This is intentional. It represents the reality that although monsters and people might be of advanced difficulty, the city of **Berinncorte** exists in a typical, average fantasy realm—DC 50 Mythic-caliber locks simply doesn't exist, let alone on every door in town!

Below is an example of a door that has a quadded challenge block. The icons represent the scale of increasing difficulty; from top to bottom, they are **Low, Moderate, Advanced**, and **Elite**.

Locked Secret Wooden Door

5" thick; **Hardness** 5; **hp** 60; **Perception** DC 16; **Break** DC 20; **Disable Device** DC 18

5" thick; **Hardness** 5; **hp** 60; **Perception** DC 20; **Break** DC 24; **Disable Device** DC 22

5" thick; **Hardness** 5; **hp** 60; **Perception** DC 22; **Break** DC 26; **Disable Device** DC 24

5" thick; **Hardness** 5; **hp** 60; **Perception** DC 24; **Break** DC 28; **Disable Device** DC 26

Incorporation

Some gaming groups are comfortable just sitting down around a table and starting things off by the GM informing everyone "all right, you're in the Central Tavern on Main Street of Middle Town. What do you want to do?"

However, many gaming groups desire a bit more context. Particularly for play styles that emphasize storytelling, it can help for players to have a bit of information about the game world. What sort of law and order are kept, and by whom? What good and evil forces roam the land? What is the history of the region, and what wars or struggles have occurred or whose influence lingers still? And above all, what does the surrounding territory look like, and what are our options in terms of travelling elsewhere?

To play **Dark Obelisk: The Mondarian Elective,** there are a few options to choose from to introduce your players to the larger world. Which option you select as a GM, and as a roleplaying game group, will depend mainly on how you want this adventure to tie in to the larger world and/or campaign setting.

As a New Start or Standalone Adventure

This is the simplest option to using this adventure: simply generate your party's new characters and get going! Make sure you have a good variety of characters, races, classes, and so on represented.

Then, feel free to "drop" the party wherever it makes the most sense to do so—e.g., the party simply walks into town.

Using With an Existing Campaign

The plot, NPCs, and other elements of this adventure do not hinge on a dependence to a particular gaming world. As such, it should be straightforward to use this adventure as a one-off module in the context of a grander, established campaign setting—either one "off the shelf", or one of the GM's own creation.

In fact, ***Dark Obelisk 2: The Mondarian Elective*** does not require you as a GM to have any larger gaming world established, described, or chosen. You can just play it as-is.

If you choose to continue playing the other modules in the **Adventure Path**, you can spool out additional details about the gaming world as they become relevant; for any given moment in time, your gaming group can focus simply on the plot and action happening that moment, and leave the world-building and grandiose backstory for a later time.

Where In the World...?

Mondaria City was designed to be somewhat typical in nature and needs in terms of where it could be placed in a n existing or new game world. It's a mining town, of course, so naturally it must be placed in a region with mountains and rich in ore.

Realistically, it can "go anywhere", so long as that context isn't too extreme—for example, it probably doesn't make much sense to have **Mondaria** atop a mountain surrounded by a moat of lava!

Mondaria can be situated in any temperate climate. The intended, explicit environs surrounding the town will be elaborated upon in subsequent campaign material, but suffice it to say that all of the following elements are nearby:

- **Forest**, very close by to the south and east.
- The **river**, that flows to the west of the city and up north of the mountains.
- **Mountains** to the north.

As a Start to a New Campaign

You may wish to use this adventure to kick off a new campaign... but don't necessarily want to follow the **Adventure Path** to which it leads. Or, you may have an established campaign in mind

In such circumstances, feel free to ignore or amend any references to geography beyond **Mondaria** found throughout the adventure. You can "place" **Mondaria** anywhere you like within an existing map, campaign setting, or geography that makes sense. In doing so, remember that **Mondaria**, while featuring some significant qualities, is not meant to be a geographic, economic, or political hub, and is in fact

intended to be somewhat remote relative to other towns and villages.

You can also use ***Dark Obelisk 2: The Mondarian Elective*** as a "transitional adventure" to change the setting, context, or theme of an existing adventure campaign. This is a bit trickier, since this module is meant for 4th- to 6th-level characters.

However, experienced GMs can modify the difficulty of challenges found herein to adapt the content to be a suitable match for more powerful PCs. Used in this manner, you can use the obelisks' eruptions to disrupt existing cities in your campaign world—if you're up to a bit of tweaking and advance preparation, you could even adapt the adventure so that it takes place in an existing city of your choice!

Hooks and Links

If you're looking for reasons that the party seeks out **Mondaria** or begins their tale of adventuring there, here are some ideas. Of course, as a GM, you are by no means bound to selecting from among these... but it's always useful to have some inspiration or something to get started quickly.

Class-Based Hooks

These connections and motivations are based on the presence of one or more characters in the party who have at least one level in a particular class. As GM, you may judge that only one of these is a sufficient motivator; alternately, you can combine multiple class hooks to provide the entire party a believable reason to travel to **Mondaria**.

Paladins

There is a calamity that may have befallen the mining town, causing suffering and death for innocents. Paladins should have no choice but to seek out the city and investigate.

Rogues

An abandoned city? Above a massive, rich mine? With little law or order to speak of? Rogues would sign up by the dozen for such an opportunity.

Fighters and Martial Characters

Mercenaries can always be tempted with a bit of coin... either given outright, by **The Stranger** (p 780), or in the form of promised loot.

Arcane & Divine Classes

Though it is a mining town, it is an exceptionally successful one, and the **Keeper of Records, Loremaster**, and others have a substantial font of recorded knowledge. There just might be something in their archives to attract the interest of these types of characters.

Monks and Druids

Druids are simple: **The Druid Enclave**, a powerful nexus of the class to the northeast of **Mondaria**, can simply mandate the involvement of practically any Druid.

Monks are a bit more challenging, but there is so much to investigate, see, and slay, that it can match with the ulterior motives of nearly any character.

General Hooks

These hooks are not linked directly to any particular race, class, or other party element, and can be deployed as the GM sees fit as best matches the play style and existing motivations of the party.

Political / Racial Strife

Dwarves and Elves are in conflict over the power struggle within the mining city: the Elven Administration rules things from an official standpoint, and the worker-class Dwarven Union is convinced there's more opportunity for improved conditions and shared profit.

Commissioned to Investigate

The Stranger is a well-paid, well-placed, and powerful ally; she's hardly the only person the Druid Enclave Council sent into the wilderness to seek out helpers to investigate what occured.

Former Attachment

For dwarves or elves, having a former attachment to or involvement with the mining city of Mondaria is hardly unthinkable. The GM and players are encouraged to craft a convincing backstory that involves them, if nothing else seems reasonable.

The Campaign World

Overview

Aquilae, the campaign setting in which **Berinncorte** is located, will be elaborated and described in detail in other books by **Infinium Game Studio**. This is partly due to limitations of length: a focused narrative on the campaign world would itself take longer than the adventure itself! Scope is a factor, as well—too much about the broader game world may distract from the immediacy of the "day-to-day" plot of this particular adventure.

However, the biggest reason for an abbreviated depiction of the game world is that there is much, much more to this realm than meets the eye... and the events of this adventure, while seemingly isolated and bizarre, play a large role in the revelation of these attributes.

In truth, the events of this adventure are so self-contained, and limited to the mining town and the mines underneath it, that for the purposes of playing it out, the larger context hardly matters.

While this is primarily limited to things that directly affect the narrative and activities in the adventure, there are some aspects of **Aquilae** that you may want to bear in mind as you guide the PCs through events—so you don't have to "backtrack" in subsequent components of this **Adventure Path**.

What You Need to Know

Here's an executive summary of important aspects of the realm that may affect how you portray the game world in the context of this adventure:

- **Gods** are real, and many. (See **Religion**, below.)
- Nearly every sentient being pays **tribute** to one or more gods. (See **Tribute**, below). Typically this is through tithing to the appropriate **church**, or **government**.
- **Tribute** can be done in the form of monetary wealth, artwork or valuables, or a devotion of magical power. No matter what the form, nearly all tribute actually does end up being transported to the gods themselves!
- About six months ago, the **Dark Obelisk** was discovered on **Level 9** of the **Mines**, and it caused evil and chaos to burst forth, upending everything in the **Mines** and the City of **Mondaria**, and causing a massive amount of death and suffering.

High Ability, Low Tech

Leafing through the ***Dramatis Personae*** section, you may notice that the **Ability Scores** of most key NPCs are not what might be considered "average". This is by design.

There are many schools of thought as to the differences, if any, between a player-character and a non-player-character, or a commoner. Are the PCs superhero-caliber individuals, each imbued with something special that drives their capabilities above and beyond that of normal people? Or instead, are the PCs just people, pretty much the same as everyone around them—they just happened down a different path than others, but one that others weren't prevented from taking by some innate quality or limitation.

It's possible to have a great deal of fun with either philosophy, or anywhere in between. This adventure, the city of **Mondaria**, and the realm of **Aquilae** all operate under the theory that people are people, and most

In addition to which, **Mondaria** sports a goodly number of fairly talented individuals. Hence the stats.

If your gaming group rebels against this sort of approach, you as a GM are of course welcome to "handicap" any or all NPCs so that they are more in line with your players' expectations of what is considered "normal".

Religion

Gods play a major role in **Aquilae**. The pantheon is varied and vast—dozens, perhaps hundreds, of supremely powerful beings. It is exceptionally uncommon to find someone who is not a devotee of at least one higher power—and there are many who are advocates of multiple gods. The general mindset of most sentient beings in **Aquilae** is an open acknowledgment, an agreement that all gods exist. Devotion to one or more gods in particular merely means that you favor their perspective on things... and, with any luck and enough tribute (see below), those gods return the favor by aiding you from time to time when it is needed most.

One might think of Roman and Greek mythology as a good comparison here: there are many gods, and while they are all immortal and wield immense power, they all share certain "human" weaknesses, such as a proclivity for playing tricks and engaging with mortal affairs. Some gods are more powerful than others, and the "society" of gods is a rich and storied plot unto itself which most mere mortals rarely glimpse.

Tribute

If you pray, you pay! Everyone, in every religion, gives money and resources to their god. In almost all cases, this is done through the church, though in remote situations, tithing in this manner can be quite difficult. Even isolated hermits typically worship at least one god.

Many devotees do not live near a temple of worship for their deity. The pantheon is flexible, however: any worshipper, of any god, can visit any church, and donate their tribute there. Part of each church's responsibility is to make sure all tribute eventually gets sent to its appropriate god.

To be clear: in **Aquilae**, churches are kind of a form of tax center. And all tribute does in fact end up being shipped off to the gods themselves.

The mechanics of tribute, of how it gets processed and where it goes, how it actually gets to the objects of worship, and the nature of the gods themselves will all be discussed in greater detail in subsequent campaign books.

Factions

Dozens of factions, religious and secular, struggle for control and influence in the greater world of **Aquilae**. **Berinncorte** is a smaller village, somewhat remotely located, and although it is proximate to natural resources, it is not a crucial part of the greater territory.

About Faction Profiles

The factions discussed here are the ones with the greatest influence in the city, and those with whom the residents are aligned.

Each faction has quite a bit of information associated with it, as follows:

Badge / Icon: Iconography can be important in factions. The symbol of a faction might be used to inform members as to the whereabouts of meeting locations, signal membership to others, or simply as a form of medieval "advertising" to spread knowledge of the faction's presence.

Type: The general nature of the faction and its goals.

Alignments: Some factions enforce only certain alignments in their membership; others tend to attract those of a particular alignment. Many factions don't care so much about alignment, and welcome members from all backgrounds and demeanors.

Motivations: The driving force of the faction itself, or the common goal, behavior, or desires of its membership.

Day-to-Day Goals: What the group hopes to accomplish on a day-to-day ongoing basis. Typically, this is a more humble hope than Long-Term Goals.

Long-Term Goals: In addition to short-term goals, most factions have an over-arching agenda they realize may take a long time to bring to fruition.

Notable Philosophies: A phrase or mantra that best summarizes the beliefs of members.

Influence: How much power the group and its members wield, if pressed to do so. This can be political power, military strength, magical prowess, etc.

Reputation: The general sentiment those outside the group have of the group itself.

Leadership: The nature of the faction's leader(s), how they come to power, and under what circumstances leadership can change.

Inner Circle: In addition to Leadership, some factions also have an "inner circle" or group of Elders within their ranks. Such elite members are often privy to secrets about the faction and its motivation.

Size: Most factions have a fluctuating membership; the Size noted here is typically a range.

Stability: Thousand-year guilds or start-up social clubs, this indicates how likely the group is to still be around in a few years.

Enemies: If the group has enmity with any other factions, they are listed here. Sometimes, this is a general statement as to what sorts of people or organizations would be unwelcome in the midst of this faction.

Allies: Any formal alliances, or informal relationships, between factions are noted here.

Resources: This section describes how many resources the organization as a whole has at its immediate disposal—this can be arcane knowledge, money, or other assets.

Description: A summarization of the nature of the faction and its behavior. Anything noteworthy about the group that doesn't belong in another heading goes here.

Membership: Most groups won't let just anyone into their ranks—at least without getting to know them. Many groups demand something else, too: money, in many cases, but in certain factions, it may be necessary to embark upon a quest, create an item, discover new knowledge, save the life of an existing member, and so on.

Members: Description of the membership of the faction, whether any races, classes, etc. are forbidden.

Common Traits: If members have anything in common—either formally as part of their membership, or if many of them just happen to frequently have something notable about them—it is mentioned here.

Demeanor: The attitude of members, both in general (are they paranoid? Devout? Irrational?), and in the context of the faction itself (do they deny the group even exists? Are they proud of their membership?).

Tribute & Dues: Factions are not religious, but the gods and governments of **Aquilae** demand that even those who choose a secular lifestyle contribute as they are able. Nearly all factions collect at least a **1%** tribute from each member annually. In all but the most extreme cases, members are not prevented from giving additional tribute to other religions or groups as they wish.

Factions in Mondaria

Elven Administration

Icon / Badge: A mountain, superimposed by a leaf.

Type: Operations and administration.

Alignments: Lawful, almost exclusively.

Motivations: Keeping a mining operation profitable.

Day-to-Day Goals: Maintain order and ensure worker prodictivity.

Long-Term Goals: Help the city and its inhabitants to thrive by establishing relationships, trade, and investing back in infrastructure. Profiting the Druid Enclave.

Notable Philosophies: Law and order are the most effective means of running a city.

Influence: Extreme, within the city of Mondaria.

Reputation: Fair.

Age: Mature (~125 years).

Leadership: Autocracy (**Mayor Faenadorn,** p 693).

Size: Small (~30 members).

Stability: Highly Stable.

Enemies: None officially.

Allies: The Druid Enclave.

Resources: High.

Description: In one entity, the Elven Administration combines the office of Mayor of the City of Mondaria, and the oversight of operations of the entire mining complex. They report only to the Druid Enclave Council, which largely cares only for continued profitability.

Membership: All members are either hired or appointed by the Druid Enclave.

Members: Typically Lawful or Lawful Neutral citizens with a knack for administration, or a special skill.

Common Traits: In addition to alignment, members of the Administration are often better dressed, fed, and generally taken care of than workers in the mines.

Demeanor: Effectiveness and efficiency, law and order are the goals of most government employees.

Tribute & Dues: Employees are expected to **Tribute 1%** of their wealth annually to the city. Citizens are also expected to tribute, either directly to the city, or to one of its factions or religions. As always, employees or citizens are welcome to tribute additional wealth to **Mondaria**, though in practice this hardly ever happens unless the citizen in question needs something specific from the government. In theory, this is not quite as quid-pro-quo as it might seem; typically the extra tribute is paid to the city by way of thanks for extra effort.

Dwarven Union

Icon / Badge: A chunk of ore, superimposed by a pickaxe.

Type: Worker's union

Alignments: Chaotic and Neutral; typically not Lawful.

Motivations: Ensuring for the health of their workers, and fostering a more profitable and safer environment for all.

Day-to-Day Goals: Ensure worker safety.

Long-Term Goals: Take over ownership of the Mines from the Elven Administration. They realize this is a very far-fetched goal.

Notable Philosophies: Workers are the fuel that generates the warmth of profit.

Influence: Medium, within Mondaria; zero, outside it, which largely accounts for their failure to produce much true change.

Reputation: Good.

Age: Mature (~125 years).

Leadership: Democracy (**Danalin Foeslash,** p 687).

Size: Large (~400 members).

Stability: Stable.

Enemies: None officially.

Allies: None.

Resources: Low.

Description: The Dwarven Union was formed unofficially several decades ago to combat unfair treatment and abuse by the Elven Administration. Outright murder by the Administration has ceased, but beatings, rapes, and injuries in general have gone up, since the Union formed.

Membership: Every single worker in the Mines is automatically a member.

Members: Every miner, nearly all dwarves no matter their line of work, and some sympathizers outside those endeavors.

Common Traits: Blue-collar, working-class folks, or those with a family history of same.

Demeanor: They are careful to prevent their protests and political views from impacting their productivity overmuch, lest they be accused of being shiftless.

Tribute & Dues: Employees are expected to **Tribute 1%** of their wealth annually to the city. As always, employees or citizens are welcome to tribute additional wealth to **Mondaria**, though in practice this hardly ever happens unless the citizen in question needs something specific from the government. In theory, this is not quite as quid-pro-quo as it might seem; typically the extra tribute is paid to the city by way of thanks for extra effort.

Other Factions

There are numerous other factions in **Aquilae**—traders, guilds, bandits, thieves, assassins, governments, clergy, and so forth. However, none of them holds formal sway within the city limits of **Mondaria**.

This is hardly an anomaly: most settlements in the realm are ruled from within by a small handful of factions, who among them wield total power. Outsiders as individuals may be welcome, but external influences are typically not.

Railcar Rules

In the Mines, nearly every level has some form of railway system. Before the catastrophe, these were used to move ore about, and even sometimes to move workers about.

In your use of this adventure, decide beforehand what, if any, role the railways will serve in your gaming group. Here are some suggestions:

- An atmospheric **novelty**: with this approach, the PCs cannot use the railway, and it doesn't matter therefore where the railcars are.
- A means of facilitating **safe travel** between points along the railway. If this approach is taken, then moving between any two points on a map connected via a railway will suspend **Random Encounters** rolls for the duration of the trip. Place railcars at entry/exit points, for example the **elevators**.
- A **questionably-safe** mechanism for transport. Randomize a calamity every so often, or introduce a **Random Encounter** to throw the sense of safety for a spin.

Elevator Rules

Every level of the **Mines**, and the surface level of **Mondaria City**, has elevators. These function to transport creatures from one level to the other.

For simplicity's sake, assume all elevators are in working order. Some are covered in spiderwebs or other impediments; rules for what is involved to restore them to normal use are described in each case.

Assume that the **controls** to operate every elevator are freely accessible.

It's also possible to **summon** an elevator from another floor.

No matter the circumstances, moving from one level to another takes approximately **four minutes**.

Crate Climbing

Throughout the Mines, there are many, many cases where crates or other containers are stacked atop one another.

Large crates are typically 5' to 10' cubes; small crates are usually 1' to 5' cubes.

Climbing them should use typical climbing rules. However, if you're looking to streamline things a bit, here is an alternate approach:

Climbing Crates

DC 15 Climb (**12** for small crates) to scramble up to the top. Failure means falling to the ground (and **1d4** points of bludgeoning damage if a large crate).

Debris & Difficult Terrain

The Mondarian Mines were a rich, vast operation, brought low by creatures of chaos and evil, and the insanity of its own population. Buildings, and in one case, an entire underground city, have been destroyed.

Simply put, rubble abounds. There are entire mine levels where the regions without debris are far outnumbered by those with.

Count all squares on all maps that have any debris or rubble on them as being **difficult terrain**.

It is suggested that for prolonged slogs through major areas of rubble, the following rule be used:

Debris Treks

If a creature's turn begins in rubble, and the creature's planned movement for the entire round indicates they will remain in rubble, make a **DC 14 Athletics** check. Failure means falling to the ground immediately and **1d4** points of bludgeoning and piercing damage.

Looting & Alignment

It is possible to spend the entire adventure not looting from the destroyed city and Mines. However, that would make things incredibly difficult, and a bit boring, besides.

It should be made clear that the entire region has fallen into chaos and evil, and that possessions and buildings in the typical sense of those words no longer really hold much weight.

In some rare cases, it's clear that a certain, single building is still under the ownership and control of a certain NPC; in those cases, you can consider thievery from a moral

perspective.

In all other cases, however, even Paladins should be given a grand bit of leeway in how they go about ensuring they have sufficient possessions to make it through the adventure alive.

Rumors and Tales

The following snippets of conversation, convoluted retelling, misunderstanding, urban myth, hearsay, and outright lie are usable as additional incentives for the PCs to uncover mysteries about the town.

There are two ways to use these **FlexTables**:

First, if the PCs are actively searching for information, you can make a **Skill Check** and look up the result. If you come to a result that has already been discovered by the PCs, at the GM's discretion, you may pick a result with a lower DC and read that instead. The party may use **Knowledge (Local)** or **Diplomacy**; the DC listed applies equally to either of these skills. Alternately, a PC may use **Knowledge (History)**, but with a **-3** circumstance penalty (as knowledge of general history will apply in only a limited basis to the immediate vicinity of **Mondaria**).

Alternately, if a specific quest explicitly rewards the PCs with a piece of lore, you may simply roll on the appropriate Context and read the result. In such a circumstance, a Skill Check is not required.

There are several different **FlexTables** to use here. One is the default, which is a good starting point for general lore and rumor. It will guide you to the more detailed **FlexTables** that are more topic-based.

Each of the subsequent topic-based **FlexTables** may be used directly, if the PCs are inquiring as to a specific topic. If the party is gathering information pertaining explicitly to NPCs, Factions, or Settings, roll directly on the relevant **FlexTable**. Skill checks focused on a particular subject take a **-2** penalty.

As the party will not yet have heard anything about the **Obelisk**, it will be difficult to justify going explicitly to that **FlexTable**.

Default Rumors and Lore

Use "FlexTable 2: Default Rumors, Tales, and Lore" on page 25 as a starting point for general rumors and lore discussed within the city of **Mondaria**.

- **Use Context A:**
  As a **Skill Check** against one of the skills as described above.
- **Use Context B:**
  If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.
- **Use Context C:**
  If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Crazed Harbinger**.
- **Use Context D:**
  If the party is blindly trying to obtain information in an unstructured manner.

Plot Discovery Rumors and Lore

"**FlexTable 3: Plot Discoveries**" on page 26 contains rumors and tales that reveal (mostly) truths about what has occured, and how it came to pass.

- **Use Context A:**
  As a **Skill Check** against one of the skills as described above.
- **Use Context B:**
  If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.
- **Use Context C:**
  If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Crazed Harbinger**.
- **Use Context D:**
  If the party is blindly trying to obtain information in an unstructured manner.

FlexTable 2: Default Rumors, Tales, and Lore

D%A	D%B	D%C	D%D	DC	Rumor Type	Reference
01-60	01-50	01-75	01-90	-	No Rumor	No information is obtained.
61-75	51-80	76-85	91-93	14	Plot Discovery	See "Plot Discoveries", p 26
76-90	81-90	86-90	94-95	15	Obelisk Rumor	Obelisk Rumor
91-00	91-00	91-00	96-00	16	Realm Lore	See "Realm Rumors and Lore", p 51

FlexTable 3: Plot Discoveries

D%A	D%B	D%C	D%D	DC	Description	Veracity
01-10	01-05	01-08	01-30	-	No Rumor	No information is obtained.
11-14	06-09	09-13	31-32	18	The Elven Administration imposes harsh punishments on those who fail to meet their needs.	**True.**
15-19	10-13	14-17	33-34	8	The Elven Administration is answerable only to the Council of Elders in the Druid Enclave to the northeast.	**True.**
20-23	14-18	18-22	35-36	16	Members of the Elven Administration are in fact demons who sold their souls to gain powers over the spirits of the living.	**False.** They may be mean on occasion, but this is preposterous.
24-25	19-22	23-26	37-38	14	Dwarven Union leaders formed the faction to get more money out of the Elves.	**Partially True.** Fair wages were only one of the aims of the faction when it was established; safety was a far greater concern.
26-27	23-25	27-30	39-40	12	Were it not for the Dwarven Union, worker deaths would be a hundred times what they are.	**Partially True.** While it's true that deaths have decreased markedly, two orders of magnitude is an exaggeration.
28-29	26-30	31-33	41	19	Eight months ago, there was a sealed message from the Druid Enclave to the Elven Administration, ordering them to press down and delve deeper into the Mines.	**True.**
31-32	31-35	34-37	42	22	A copy of a letter to the Druid Enclave six months ago confirmed the discovery of the Obelisk, according to plan.	**Partially True.** A letter confirming the discovery was written and sent; however, even the Council wasn't entirely sure what would be found down in the depths.
33-34	36-40	38-41	43	20	On one of the mine levels is a secret chamber, connected to all three major mine regions, which contains a false Obelisk.	**True.**
35-36	41-42	42-44	44-45	16	Those who have glimpsed the Obelisk in person go insane, and become its slaves.	**Partially True.** There is a saving throw involved, and the PCs are immune.
37-38	43-44	45-47	46	11	In the nether levels are miners who willingly wander into pools of dreadslime, sacrificing themselves for the will of the Obelisk.	**True.** They become Dreadslimed Miners.
39-40	45-48	48-50	47	18	On the ninth level of the Mines is a massive, true crystal of Dark Obelisk, the source of all chaos and evil in the mines.	**Partially True.** "All chaos and evil" is a bit of a stretch.
41-42	49-50	51-53	48	18	False Obelisks have been established in the Mines as a means of hiding the true ones and to seed devotion from the insane.	**True.**
43-44	51-52	54-56	49	20	There is more than one shard of true Obelisk in the Mines.	**True.**
45-46	53-54	57-58	50	22	Deep in the mines is a platform which hides a horrible monster and a great treasure behind an enormous illusory wall.	**True.**
47-48	55-56	59-60	51	22	To defeat the true Obelisk, one must sacrifice evenly.	**True.**
49-50	57-58	61-62	52	22	It is written that to suppress the power of the Obleisk, true sacrifice requires a balance of forces.	**True.**
51-52	59-60	63-64	53	24	The Druid Enclave knew, or strongly suspected, that a force of evil would be discovered when they ordered the expansion of the Mines down several levels.	**True.**
53	61	65	54	24	Sacrifices matter not the source, save for their natures.	**True.**

D%A	D%B	D%C	D%D	DC	Description	Veracity
54-70	62-70	66-72	55-70	14	In the wake of the Obelisk's discovery, prostitution is on the rise.	**True.**
71-85	71-85	73-83	71-85	13	Corruption and abuse are on the rise, in the wake of the Obelisk's discovery.	**True.**
86-90	86-90	84-90	86-90	14	Even before the Obelisk's discovery, Taskmasters were censured and disciplined for abuse and murder.	**True.**
91-95	91-95	91-95	91-95	12	In the wake of the Obelisk's discovery, miners went crazy and slew each other with mining tools.	**True.**
96-00	96-00	96-00	96-00	16	The minds of most denizens of the City and Mines are not their own any longer.	**True.**

Obelisk Rumors and Lore

Truly, truly rare, there are some very faint snippets of information about the **Obelisk** and the forces it represents that remain in the minds and hearts of those who have studied strenuously. These are collected in "FlexTable 9: Obelisk-Based Rumors".

- **Use Context A:**
  As a **Skill Check** against one of the skills as described above.
- **Use Context B:**
  If the party is attempting to gather information from a **Key NPC**. Any named NPC, is a "key" NPC for these purposes.
- **Use Context C:**
  If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Crazed Harbinger**.
- **Use Context D:**
  If the party is blindly trying to obtain information in an unstructured manner.

FlexTable 4: Obelisk-Based Rumors

D%A	D%B	D%C	D%D	DC	Description	Veracity
01-40	01-10	01-20	01-80	-	No Rumor	No information is obtained.
41-53	11-27	21-35	81-84	18	In ancient times, rituals and desperate magicks were used to keep at bay vile forces from underneath the very earth.	**True.**
54-66	28-40	36-50	85-88	20	On the other side of the world we know live countless hordes of the fallen, the vile, the dread, and the horrid... all of whom resent we "bright folk" who live in the light of the Sun, and seek to destroy us for their pitiful plight in life.	**True.**
67-79	41-60	51-65	89-92	16	The entire Realm is but one enormous dream, had in the mind of a sleeping giant who dwells on an island, floating amidst a sea of acid, in a far-flung world we have never heard of.	**False.** Whoever came up with this was likely under the influence of... something, when they had the idea.
80-90	61-80	66-85	93-96	19	Sprinkled in forgotten locations throughout the Realm are artifacts, powerful magics which each contain a fragment of a power that might be used to combat the greatest forces that might threaten the world.	**True.**
91-00	81-00	86-00	97-00	20	In olden times, a warrior, priestess, or king was selected from among a random assortment of applicants. The selected person would become a champion of the living, given special powers, and equipped with ancient relics, that they might fight off encroaching evil that threatened all.	**True.**

Realm Rumors and Lore

No city is an island, and **Berinncorte** is no exception. Some folk speak of events and locales far beyond the city walls. These may be found in "FlexTable 10: Realm-Based Rumors".

These tales are hints of the world-building that has gone into the **Realm** entire, and are mainly foreshadowing for future publications in the mythos of **Aquilae**.

- **Use Context A:**
  As a **Skill Check** against one of the skills as described above.
- **Use Context B:**
  If the party is attempting to gather information from a **Key NPC**. Any named NPC is a "key" NPC for these purposes.
- **Use Context C:**
  If the party is gathering information from generic townsfolk, or NPCs without specific names. For example, **Crazed Harbinger**.
- **Use Context D:**
  If the party is blindly trying to obtain information in an unstructured manner.

FlexTable 5: Realm-Based Rumors

D%A	D%B	D%C	D%D	DC	Description	Veracity
01-40	01-10	01-20	01-80	-	No Rumor	No information is obtained.
41-48	11-23	21-32	81-84	18	Far to the north of the Realm, there lies a mysterious island, from which no one who has ventured has yet returned alive.	**True**.
49-56	24-32	33-43	85-90	20	A conclave of gods—the vengeful and tricksters—has created a playground of the damned, a miniature realm where the sinful and horrid may be punished, and have a chance to atone for, their dark deeds.	**True**.
57-64	33-45	44-56	91-92	18	Deep beneath the surface, far under the tallest mountains, there dwell the remnants of ancient creatures who ruled the Realm in times long past.	**True**.
65-72	46-53	57-66	93-94	18	The system of **Tribute** that we know, that which funds government, and empowers the gods to hear our prayers and take helpful action on our behalf, is broken and corrupt, serving only an elite few at the expense of the many.	**True**.
73-80	54-65	67-76	95-96	17	Despite the appearance of power in the hands of government, rulers, and gods, the truth is that a small handful of secret and ultra-powerful factions dictates their whims to the massive preponderance of the population.	**False**. Mostly. Kind of. Depending on how you look at it...
81-89	66-80	77-85	97-98	15	Druids to the north of the Realm have begun digging deep into the earth, in an attempt to mine the knowledge of nature long dead. There is division amongst the druid populace as to the wisdom of this approach to gaining power; they say that which is dead should be let to rest, be it sentient life or that of plants.	**True**. Also True is the divisiveness of the issue, as is the justification for wariness.
90-00	81-00	86-00	99-00	22	Far, far beneath the land we know and live upon, there exists a sentient force not unlike a vampire, which requires and feeds off of surface life to sustain itself. Of the many vagrants, unfortunates, and hermits who go missing every year, some portion are in fact stolen from the surface by this vampiric force.	**True**.

Mondaria City: Ground Floor

Map 1: Mondaria City Overview (MC-O)

One square equals 20 ft.

Level Introduction: Mondaria City

Summary

The mining town of **Mondaria** formally falls under the jurisdiction of the **Druid Enclave**, a secretive and largely Elven compound to the northeast of the town itself.

In practice, however, Mondaria is run by the elven administrators who are few in number, but nearly absolute in their power over the largely Dwarvish and Gnomish worker population.

In its current state, the city is a ghost town. This may be literal depending on how **Random Encounter** tables are rolled!

What is typically dozens, if not hundreds, of workers and shoppers and visitors and tradespeople is now a small handful of sentients and many more unsavories.

Monsters have largely taken over the region, though the mentally afflicted and warped populace tends to disregard the threat in preference for living in a constant state of strained denial that anything has befallen the once thriving mining town.

Entrances and Exits

Note that the following are typical, even secret, means of entering and exiting the level as it was designed.

Other, magical means of navigating the level (for example, teleportation spells or those that grant incorporeality) are not discussed and are left to the GM to manage should they be introduced.

Entry

The PCs will always enter this area via the **road to the southeast**, which leads to the city of **Berinncorte** from the ***Dark Obelisk 1*** adventure.

Exits to Mines Level 1

Several locations have **basement zones** underneath, accessible via staircase or trapdoor: **Locations 1, 3, 4, 5, 7, 8, 9, 10, 11, 12,** and **13.**

Location 14 has a **hole** in the floor.

Exits to Mondaria City, Second Floor

Several buildings have **second floors** accessible via staircase: **Locations 7, 12,** and **13.**

There are four **staircases** that lead to the **Watchspires**, near **Locations 3, 17,** and **22.**

Overview

The PCs are likely to run into the Blacksmith, plying his trade and willing to sell all manner of expected offerings.

They are equally likely, however, to run into a demon, or other monster, even in shops or other buildings.

Monsters come from two sources: some have emerged from the depths of the mines that lay underneath the town, finding their way to the surface out of a sense of grim malevolence and inevitability.

Others come from the surrounding forests and plains, drawn by the growing sense of chaos and evil.

Atmosphere & Theme

No matter the source, the monsters are legitimately dangerous. Paritcularly as the PCs have been led to believe only that contact has been lost, and that this may turn out to be more of an investigation than a battle, there should be an element of alarm, of surprise, and of growing unease with the situation throughout the party's exploration of this level.

The tone here should be careful, intentional, and sure-footed: the PCs should be ready and willing to hide, to evade, or otherwise avoid threats.

Although the PCs—and the players!—may not fully comprehend the enormity of what waits for them under the crust of the mines, they should nevertheless realize that this is but the beginning of their adventures here.

As a result, they should conserve their resources, or at the very least, make certain to resupply before venturing underneath the mountain.

Moreso than any other level, **Mondaria City** requires a deft GM hand with pacing. It's an enormous area, rich with content and detail, and the PCs could easily spend a half-dozen gaming sessions merely exploring everything. It is neither necessary, nor recommended, to be a "completionist" in this zone! Keep the party moving, either via the careful introduction of formidable **Random Encounters**, or through other means.

Default Random Encounters

Some **Areas of Interest** within this level will describe a certain approach to **Random Encounters**, either by overriding the **timing** (e.g., "every 30 minutes), and/or by providing its own localized **version** of the random encounter table below.

Absent such an override, roll on the following table of **Default Random Encounters** for every **5 minutes t**he party remains in this area.

Table 4: Mondaria City Default Random Encounters

D%	Event	Description
01-30	**No Encounter**	Nothing interesting or specific occurs to deter the party from their overall objectives and exploration.
31-50	**Trivial Encounter**	Roll once on **Monsters: Surface, Trivial**.

D%	Event	Description
51-70	**Light Encounter**	Roll once on **Monsters: Surface, Light**.
71-64	**Average Encounter**	Roll once on **Monsters: Surface, Average**.
65-74	**Advanced Encounter**	Roll once on **Monsters: Surface, Advanced**.
75-79	**Elite Encounter**	Roll once on **Monsters: Surface, Elite**.
80-00	**NPC Encounter**	Roll once on the **Default NPC Encounter Table** below.

Default NPC Encounters

Some **Areas of Interest** within this level will describe a certain approach to **NPC Encounters**, providing its own localized **version** of the table below.

Absent such an override, when in this level, when directed to roll for a random NPC, roll on the following table.

Note that if a certain circumstance mandates the presence of an NPC, you may ignore and reroll results of "No Encounter" on the table below.

The GM is, as in all other aspects of the adventure, to use her common sense regarding use of this table. You should feel free to ignore or reroll results with which you don't agree, or simply choose a result yourself to keep with the atmosphere of the adventure as experienced by your gaming group.

Note, also, that any entry in the list below that has a blank ("-") next to it for roll results means that that NPC is never normally encountered in this level.

Table 5: Mondaria City Default NPC Encounters

D%	Event	Description
01-21	**No Encounter**	Despite an initial feeling, the party does not encounter any NPCs at this time.
22	**Common NPC**	**Addicted Miners** shamble toward the party: 1d4x 2d4x 2d6x 3d8x
23	**Common NPC**	**Afflicted Miners** shamble toward the party: 1d4x 2d4x 2d6x 3d8x
24-30	**Common NPC**	A single **Bleak Mute** lurches within view of the party.
31-45	**Common NPC**	One **Crazed Harbinger** stumbles about within view of the party.
46	**Common NPC**	**Tainted Miners** walk creepily toward the party: 2d4x 2d6x 2d8x 2d12x
47	**Common NPC**	**Miners** approach the party suspiciously: 2d6x 2d8x 2d10x 2d12+4x
48	**Common NPC**	One **Mining Taskmaster** walks purposefully toward the party.
49	**Common NPC**	A terrified **Munitions Wench** is visible, huddled in her rags.
50	**Common NPC**	You see a **Supply Maid** in tattered clothes, though you're not sure she sees you.
-	**Common NPC**	A horrifying **Tainted Taskmaster** walks about.
51-60	**Named NPC**	Ambling scholar **Brocambe Methurzz**.
61	**Named NPC**	Beastmaster **Gabharn**.
62	**Named NPC**	Blacksmith **Hamfast Burrbottom**.
63	**Named NPC**	Feastmaster **Frobwin Glamfork**.
64	**Named NPC**	Herbalist **Innelothe**.
-	**Named NPC**	Illusionist entertainer **Raekeldorr**.
-	**Named NPC**	Keeper of Records **Skandern Lithutz**.
-	**Named NPC**	Keepmaster **Vanarelia Riccards**.
-	**Named NPC**	Loremaster **Dalnarok**.
65-74	**Named NPC**	Mercenary dwarf **Gordsturll**.
75-84	**Named NPC**	Merenary tiefling **Killarth**.
-	**Named NPC**	Railmaster **Arranz Trevain**.
-	**Named NPC**	Tinkermaster **Skandbard**.
85	**Named NPC**	Warden **Imeltrude Legande**.
86	**Named NPC**	Brewmaster **Glimdarffe Sudsglub**.
-	**Named NPC**	Cartographer **Estarel Finequill**.
87	**Named NPC**	Chemist **Incebb Gullip**..
88	**Named NPC**	Chief engineer **Didkeln Clawhammer**.
89	**Named NPC**	Coinmaster **Lugatoo**.
-	**Named NPC**	Dwarven union leader **Danalin Foeslash**.
-	**Named NPC**	Elven administration leader **Maresmir**.
90	**Named NPC**	Engineer **Brimdog Firecleave**.
91	**Named NPC**	Foreman **Belerras**.
92	**Named NPC**	Gangboss **Dagbrag**.

D%	Event	Description
-	**Named NPC**	Lead designer **Estarel Finequill**.
93	**Named NPC**	Mayor **Faenadorn**.
-	**Named NPC**	Minemaster **Thrennian Lo'quee**.
-	**Named NPC**	A Mystic Seer.
-	**Named NPC**	Sage **Natobbe**.
94-95	**Named NPC**	Stablehand **Friskbik**.
96	**Named NPC**	Stablemaster **Semtammi**.
97-00	**Named NPC**	Tribute magister **Elawelle**.

Areas of Interest

MC-O-1: Blacksmith

Please refer to page 35 for more information about this building.

MC-O-2: Central Area / Market

Page 37 commences detail on this area.

MC-O-3: Checkpoint Control

Details about this region can be found starting on page 40.

MC-O-4: Fishery

This building is described starting on page 43.

MC-O-5: Garrison

Please refer to page 47 for more details about this building.

MC-O-6: Hunter's Glen

Full description of this area may be found on page 50.

MC-O-7: Inn & Stables

Page 52 starts details on this building.

MC-O-8: Mess Hall

This building is detailed in full on page 56.

MC-O-9: Mill

Please go to page 59 for full details on this building.

MC-O-10: Residence Northeast

More information about this building is contained on page 64.

MC-O-11: Residence Northwest

Please turn to page 66 for more information about this building.

MC-O-12: Residence Southeast

This structure is described in full starting on page 68.

MC-O-13: Residence Southwest

Please refer to page 70 for full details on this structure.

MC-O-14: Fishery Secret Grotto

This area is detailed starting on page 72.

MC-O-15: Storage

[...]

MC-O-16: Trading Post

Please turn to page 78 for full details on this region.

MC-O-17: Chaos Overview

This area is described in more detail starting on page 81.

MC-O-18: Chaos Secret

Please see page 84 for more details about this area.

MC-O-19: Chaos Foreman

Page 86 contains more description about this area.

MC-O-20: Chaos Supplies

This zone is detailed starting on page 88.

MC-O-21: Law Entrance

Please refer to page 91 for full details about this area.

MC-O-22: Law Foreman

This structure is explored starting on page 94.

MC-O-23: Love Overview

Please go to page 96 for more information about what to find here.

MC-O-24: Love Secret

More detail about this area can be found starting on page 98.

MC-O-25: Love Foreman

Please turn to page 100 for more information.

MC-O-26: Outside the Gates

You may find more detail about this area starting on page 103.

MC-O-27: Past the Gates

Page 105 begins description of this zone.

MC-O-28: Law General

Please turn to page 107 for more information about this area.

Map 2: Blacksmith Ground Floor (MC-BS-GF)

One square equals 5 ft.

MC-BS-GF: Blacksmith Ground Floor

Overview

This building once served the mundane metallurgical needs of the surface citizenry, trading in metal and leather goods to one and all.

Since the corruption of the mines and the desolation of the city, business has of course waned, but the blacksmith pretends as though everything is normal, in a slightly manic, desperate manner.

Despite the growing edge of insanity, his skill has not eroded, and he will continue to ply his trade; indeed, any activity with a feel as though things are normal will bolster his confidence and defeat the gnawing sanity that threatens his wellbeing.

Theme & Purpose

As with most shops in town, the feel here should be foreboding, dark, and desperate.

Strive to convey the unease, the insanity, and the desperation the **Blacksmith** lives with, but don't overdo it to the point where needy PCs are too disquieted to do business if they need to re-equip.

This is particularly critical for lower-level PCs, as this shop is one of the most useful areas of relative solace.

Trading

All manner of mundane arms and armor may be purchased here. Should the **Blacksmith** be in attendance (see below), he will buy and sell freely.

Prices are erratic, however, as follows; roll on this table for each item requested by the PCs.

Table 6: Blacksmith Price Adjustments

D%	Price Adjustment	Description
1-2	+50%	"Folk are desperate for this, and I've but a few remaining."
3-4	+20%	"Quite useful, quite needful, quite pricey, it is."
5-6	None	-
7	-5%	"A bit less useful, this item."
8	-30%	"I've had this about for too long; it's taking up space."

Random Encounters

Upon entering this area for the first time, first determine if the Blacksmith is in residence (see below); if he is not, immediately roll once on "**Table 7: Mondaria City Default NPC Encounters**" on page 111 to determine if there is at least one NPC hanging out here.

Otherwise, use the standard / default **Random Encounter** rules for this level, at twice the standard interval of delay.

The GM is encouraged to reroll or ignore results if the party is in desperate need of a rest or resupply.

Any results of "**no encounter**" or "**NPC encounter**" indicate that, at least for one night's worth of rest, this building is momentarily safe for refuge, and may be used to sleep, recover spells, etc. I.e., do not reroll on the **Random Encounters** table until a full night's rest, in this scenario.

NPCs of Note

Of note, the **Blacksmith X** frequents this establishment. He has a **30%** chance of being here during all hours.

Default Doors

Unless otherwise indicated, all doors are encountered closed and locked, and are of the following profile:

	Access
Default Door	**Locks: Door, Reinforced**; closed & locked when encountered

Areas of Interest

MC-BS-GF-1: Entrance

Lit sconces are mounted to the wall on either side of a reinforced double door. Small shuttered windows, and plant urns, also flank the aperture.

This entrance is unlocked and open when the PCs happen upon it.

Three octagonal tables, one ringed with chairs, and a rectangular table, fill in a large open space. Given its placement relative to the front counter, you assume this was a reception area for prospective customers to wait their turn to receive attention.

Any NPCs selected via the NPC Encounter tables will be here, sitting at a table and staring into space, most likely.

There is nothing else of interest in this area.

MC-BS-GF-3: Front Counter

Two large rectangular tables are set up here as a separation between the waiting area and the rear counter. Reinforced double doors lead to the northwest and east of this area.

If the **Blacksmith** is in residence, he will be found here, polishing some armor or weapon distractedly when the PCs arrive. If greeted, he will refocus on the party and act somewhat naturally so long as business is being conducted.

MC-BS-GF-4: Office / Store Room

A square table ringed with chairs sits in the western area of this room. A staircase leads down to the basement in the east. To the northeast is a privy hole, next to an array of crates, chests, and urns.

For rules purposes, the storage containers consist of a **crate**, an **empty chest**, and **two locked chests**.

	Access	Contents
Crate	**Container: Barrel or Crate**	**Glasses, Metals, and Woods**; use **Medium** size
Locked Chests (2x)	**Locks: Chest, Strongbox**	**Weapons: General**; use **Context C**

MC-BS-GF-5: Stairs to Basement

These lead to "Map 50: Blacksmith Basement (MC-BS-BM)" on page 163.

MC-BS-GF-6: Store Room East

This room smells of dust and oil. Against the eastern wall are two large crates: a small crate sits atop the northern one, and two small chests are atop the southern crate. Reinforced single doors lead to the north and southeast.

	Access	Contents
Crates (3x)	**Container: Barrel or Crate**	**Glasses, Metals, and Woods**; use **Medium** size
Locked Chests (2x)	**Locks: Chest, Strongbox**	**Weapons: General**

MC-BS-GF-7: Blacksmith's Quarters

This is clearly where the smith lays his head. Two potted plants, desk, bed, small table, two stools, and an empty washbasin ring a clothes cabinet.

	Access	Contents
Clothes Cabinet	no lock	• **Clothing: General** • **Weapons: Light**; use **Context C**
Desk	no lock	**Writing Supplies**

MC-BS-GF-8: Workroom

A fiery, metal tang scents the air in this room, which appears to be the main workstation of the smithy. In the southeast corner is a dormant firepit sitting atop a patch of slate to protect the floor from flaming debris. Worktables littered with tools and ore sit in the southwest and northwest corners. An open barrel of silty water is against the east wall; to its north is a second barrel of water, with an unsealed top. One large crate, one small crate, and two locked treasure chests are against the west wall.

	Access	Contents
Large Crates	**Container: Barrel or Crate**	**Glasses, Metals, and Woods**; use **Medium** size
Small Crate	**Container: Barrel or Crate**	**Glasses, Metals, and Woods**
Locked Chests	**Locks: Chest, Strongbox**	**Weapons: General**; use **Context C**

Map 3: Central Area / Market (MC-MKT)

One square equals 5 ft.

MC-MKT: Central Area / Market

Overview

This was once a thriving marketplace. It's nearly deserted now, instead a graveyard of commerce, picked nearly clean by scavengers and opportunists.

The occasional desperate denizen can be found here, searching for something of value among the ruin.

Theme & Purpose

Much of Mondaria City is located in buildings, close quarters; this is one of the few large open spaces. That it's so open, that it was so obviously once a place of community, but now desolate—taken together, this should give the PCs a great deal of unease to add to whatever impressions the city has already given them.

Random Encounters

Upon entering the area, wait for a few minutes, then roll on "Table 3: Mondaria City Default Random Encounters" on page 31; in doing so, the GM is encouraged to reroll any results of "**no encounter**".

Other than that, use the standard / default **Random Encounter** rules for this level, rolling twice as often as the normal interval.

NPCs of Note

This was once a very thriving location, teeming with characters.

It is now, however, largely ignored and avoided; monsters have a clear line of sight to those venturing in this area.

Sunshades

Throughout this region are sunshades, large canvases meant to offer some protection against the sun. This is meant as a safety measure rather than an indulgence: for a population who spends most of their time in the mines underground, sunshine is truly blinding!

While resting underneath any sunshade, reroll any **Random Encounters** that would offer one or more monsters.

Areas of Interest

MC-MKT-1: Signpost

- [ ] Two arrows emerge from this post: to the northeast is labeled "**D Enclave**"; to the southeast is marked "**Berinncorte**". The writing in each case is a stylish chisel, as though wrought by a scribe more than a carpenter.

MC-MKT-2: Firepit & East Sunshade

- [ ] A tiny firepit sits to the east of the main marketplace. A sunshade is just to its east; the ground underneath and around it is well-worn, with beaten paths leading to the north, east, and south.

MC-MKT-3: Northeast Sunshades

- [ ] Two large canvases are stretched over stout wooden poles embedded in the ground here. The ground underneath the resulting shade is cool and soothing.

MC-MKT-4: North Sunshade

- [ ] Just to the north of a row of colorful kiosks is a greyish, weathered sunshade.

MC-MKT-5: North Kiosks

- [ ] A row of multicolored canvas kiosks is arranged here. Many are damaged; others look singed from some long-gone fire. All are abandoned.

Each of these has some piddling remnant of commerce to discover:

	Access	Contents
Kiosk (5x)	unprotected	**General Supplies**

MC-MKT-6: Firepit & Northwest Sunshade

- [ ] A grey, tattered sunshade sits here, to the north of a firepit.

MC-MKT-7: Northwest Tent

- [ ] A large yellow-and-blue canvas stretches over a set of tables once used to display dozens of wares. The store now seems unused and dusty despite the wind.

	Access	Contents
Kiosk	unprotected	**Alcohol: General**

MC-MKT-8: West Sunshade & Textiles Tent

Nearly in the shade of the sunshade to its west is a red-and-white tent that appears to have once sold fabric.

	Access	Contents
Kiosk	unprotected	**Textiles: General**

MC-MKT-9: Southwest Sunshade

In between the kiosk to the north and a row of sunshades to the south is a yellowed canopy offering protection from the sunshine.

MC-MKT-10: South Sunshades

A row of four giant greyish-blue canvas marks a boundary between the market area and the beginning of the light forest to the south.

MC-MKT-11: Firepit & Southwest Kiosks

A small fire, recently lit, burns here.

These two kiosks are completely empty.

The fire, however, draws monsters: upon walking within 15' of it, roll immediately on **Monsters: Surface, Average** using **Context C**.

MC-MKT-12: South Kiosks

These two kiosks appear to have sustained some fire and smashing damage.

These two tents once sold gemstones of middling rarity and some degree of variety. Leftovers of their former wares lie unrpotected amongst the rubble of the shops:

	Access	Contents
Kiosk (2x)	unprotected	**Gems: Semi-Precious**

MC-MKT-13: Southeast Kiosks

Two small stands sit here, nearly untouched in terms of damage, but fully looted from the looks of it. Some scraps of parchment and rice paper indicate these used to sell writing supplies and the like.

There's not much to be had here, but for those interested, it may turn out to be valuable.

	Access	Contents
Kiosk (2x)	unprotected	**Books: General** AND **Writing Supplies**

MC-MKT-14: Southeast Tent

A smell of burnt leather and animal flesh greets you at the front of this nearly-destroyed tent, which has suffered a great deal of smashing and burning damage. Mundane and now-useless arrows blossom from the four wooden posts that hold the canopy aloft.

This was once an armory, selling wares that competed with the **Blacksmith** to the northeast. It was never very successful, but its owners persisted, mainly to annoy the **smith** himself.

	Access	Contents
SE Tent	unprotected	**Armor: General**; **roll twice**

MC-MKT-15: Central Meeting Area

[...]

No NPCs will cross this region at all, preferring instead to keep to the perimeter kiosks and make their way from a vantage of relative cover.

Anyone found alone in this area is likely to attract the attention of any beasts nearby; if the PCs ever find themselves crossing more than three of these empty squares in the middle of this area, roll on "**FlexTable 47: Wandering Monsters, Surface, Advanced FlexContent**" on page 99.

MC-MKT-16: Southeast Road

This leads to the city of **Berinncorte** as described in ***Dark Obelisk 1*** and ***Berinncorte Basecamp***. It is about a half-day's journey to the largely-destroyed city.

MC-MKT-17: Eastern Road

Taking this road will lead to the **Druid Enclave**, under whose jurisdiction and nominal guidance the city of **Mondaria** and its undermountain mining complex fall.

MC-MKT-18: Path to Mine Entrance

This leads to "**Map 28: Outside the Gates (MC-OG)**" on page 103.

MC-MKT-19: Path to Storage

This leads to the area described starting on page 75.

MC-MKT-20: Paths to Hunter's Glen

Please refer to page 50 for more details on the wooded area to the south.

Map 4: Checkpoint Control Ground Floor (MC-CC-GF)

One square equals 5 ft.

MC-CC-GF: Checkpoint Control Ground Floor

Overview

Before the discovery of the Obelisk in the mines underneath the city, this building was the administrative center of the surface village, acting as a security checkpoint for all visitors going into the mines.

In today's environment, it's all but abandoned, and ignored in terms of its original intended function... there are precious few sane people who wish to descend these days!

Theme & Purpose

Abandoned administrative-ness should be portrayed as horrific in its own right. Quills still in inkwells, paper and parchment still spread out on tables in the act of mid-processing, and other signs should imbue the area with a sense of foreboding, a sense that *something happened here*.

If the PCs don't take to the feeling, and/or the GM is under pressure to convey the atmosphere easily, you can simply tell the players outright that from all appearances, something happened, in the last few weeks or month at most, to take at least a dozen people away from their normal activities here, and it happened very suddenly and without making much of a mark on the situation.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. Reroll any results of an NPC encounter once. (That is, if the rerolled result is also an NPC encounter, then yes, that's what happens.)

NPCs of Note

Prior to the **Obelisk's** influence, this structure was filled with NPCs. Today, however, any NPCs that do appear here seem hollow-eyed, insane, stuck in the repetition of their normal duties and seemingly in denial or impossible ignorance that their circumstances have dramatically changed.

Default Doors

Unless otherwise indicated, all doors are encountered closed and locked, and are of the following profile:

	Access
Default Door	**Locks: Door, Reinforced**; closed & locked when encountered

Areas of Interest

MC-CC-GF-1: South Entrance

Wall sconces can be found to either side of a set of half-open reinforced double doors. A well-worn path leads from the southeast; this must have been one of the main entrances to the building.

These doors are **unlocked** and, as described, half-open, when encountered. There is no key to them that the PCs may find.

MC-CC-GF-2: Southeast Entrance

This entrance is identical to the one to the southwest, described above.

MC-CC-GF-3: Northeast Entrance

Although otherwise just like the other two sets of double doors to the south, these doors are **closed** and **locked** when encountered.

MC-CC-GF-4: Southwest Entrance

Use **Context C** when determining the profile of these doors, which are **locked** when first encountered.

MC-CC-GF-5: Main Reception Room

A quiet sits on this room like a fog. Benches line the wall to the east. Double doors lead to the north and northwest. Entrances are located to the east and south. To the southwest is a waist-high table set with candles, behind which is a little alcove before a thick velvet curtain.

Whenever the PCs enter this room, there is a **50%** chance there will be **1d4 Miners** sitting here, waiting insanely for a place in line they will never realize. They stare into space, rocking back and forth; spittle forms on their lips and they may be heard to chant old dwarvish folk songs under their breath in a distracted monotone.

They will not fight back if attacked and will die largely as they are encountered in this state should the party take that route.

MC-CC-GF-6: Administrative Alcove

Parchment and other writing supplies are stacked behind the counter here.

	Access	Contents
Alcove	unprotected	Writing Supplies; roll 3 times

MC-CC-GF-7: Small Meeting Room

Bookshelves line the north and south walls of this room, making the narrow space around the rectangular wooden table in the center feel quite claustrophobic. An enormous set of open books sit in the table's center.

The books are visitor registers, written in fine elven script.

Even a cursory examination shows that there have been no entries for the past three weeks.

MC-CC-GF-8: Banquet Room

This large, long room contains a huge table set for a banquet. To the north is a double door behind a thick curtain; a similar curtain hides a single door to the west. A reinforced double door leads to the southwest.

Set it may be, but there is no food on the table. This scene has been ready for a meal that hasn't happened in a month.

The sideboards flanking the north door are unlocked, but empty; they are meant to contain the wares on the table when it is not in use.

MC-CC-GF-9: Administrative Quarters

A simple bed, desk, chair, and tiny wardrobe are lodged in this room, which appears to butt right up against the mountain wall along its north edge.

These quarters were intended for temporary and versatile use for anyone pulling an all-nighter or to house visiting nobles, who for whatever reason could not enter the mine nor lodge at the **Inn** to the southeast.

The **wardrobe** is empty and bears no lock; the **desk** is also unlocked, and contains simple writing supplies:

	Access	Contents
Desk	unprotected	Writing Supplies

MC-CC-GF-10: Workhall

Tables are sprinkled throughout this room, each buried a heap of books. Double doors lead to the southwest, east, and north.

These books inventory various mundane aspects of the mine's operation.

Reading through any of them results in a vague appreciation of the mine's volume of output, which seems to have increased markedly a few months ago, though the reason is not indicated.

MC-CC-GF-11: Storage

Crates, barrels, and privites seem shoved in this triangular room with little rhyme or reason.

	Access	Contents
Crates (3x)	Container: Barrel or Crate	Glasses, Metals, and Woods
Barrel	Container: Barrel or Crate	Alcohol: General
Chests (2x)	Locks: Chest, Simple	Coin Treasure: General
Sack Piles (3x)	unprotected	Simple Foodstuffs

MC-CC-GF-12: Stairs Down

These lead to the **basement** as described starting on page 167.

MC-CC-GF-13: Secret Watchspire Stairs

Only read the *italicized* text below if the secret is discovered.

A crevice in the mountain wall to the northwest allows purchase; pulling on the crack, you discover the wall is false—plaster atop a wooden door made to look like the rock around it. A gloomy and narrow staircase, carved out of the mountain, leads up.

This leads to the **Western Watchspire** as described on page 132. The secret door is locked; use the following profile:

	Access
Secret Staircase	Locks: Door, Secret

MC-CC-GF-14: Extended Reception Hall

Benches line the west and east walls of this long room. Octagonal, chest-high tables are staggered in its center. A small steel door leads to the north; to the northeast and south are reinforced double doors.

The **door to the north** uses the following profile:

	Access
Storage Door	Locks: Door, Stronghold

MC-CC-GF-15: Northern Storage

This extremely cramped room is filled with barrels.

These all contain fresh, drinkable water, and are unsealed.

Map 5: Fishery Ground Floor (MC-FH-GF)

One square equals 5 ft.

MC-FH-GF: Fishery Ground Floor

Overview

This was once a Fishery, used for the purposes of harvesting, storing, and distributing fish from the river to the west of the city.

60% of the catch was used to feed the city and its miners; **20%** was shipped back to the **Druid Enclave**; the rest was exported for revenue.

Theme & Purpose

It's an abandoned fish factory that's been abandoned for a month. Nausea and unease should go without saying.

In the context of the PCs' investigation, it's an opportunity to gain a bit of insight into the operation of the city and its mine, and to remember that there was a huge amount of life to support and sustain in this operation.

Random Encounters

The scent of dead fish keeps NPCs away, and attracts monsters.

Use the standard / default **Random Encounter** rules for this level; however, re-roll any results of "**NPC Encounter**" or "**No Encounter**" once.

NPCs of Note

Of note, the **Blacksmith X** frequents this establishment. He has a **30%** chance of being here during all hours.

Default Doors

Unless otherwise indicated, all doors are encountered closed and locked, and are of the following profile:

	Access
Default Door	Locks: Door, Simple

Fish Stink

At the best of times, this building never smelt too favorable to visitors. The PCs are now encountering a fish production facility that has gone nearly a month without cleaning; the scent is nigh overpowering for those not accustomed to it.

Upon entering this building for the first time, each PC must make a **Constitution** save at **DC** 14 / 16 / 18 / 20; any character with at any ranks in **Profession (Fisherman)** gain a **+2** competency bonus on this save for each rank, to a maximum of **+5**.

Failure means that PC suffers from the condition **Sickened** (**-2** penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks). This condition lasts until they leave the **Fishery**, and thereafter for another full **2** hours.

A PC who has already taken this check (succeed or fail) must still take it again each time they re-enter the building, but having been exposed to the scent previously grants them a **+2** circumstance bonus on the roll.

Areas of Interest

MC-FH-GF-1: Quarters Entrance

A single door flanked by wall torches swings on its creaky hinges.

This door is unlocked and freely swinging when encountered.

MC-FH-GF-2: Storage Entrance

Wall sconces are mounted to either side of a set of reinforced double doors here.

	Access
Storage Entrance	Locks: Door, Reinforced

MC-FH-GF-3: East Production Entrance

These are identical to the double doors to the east and west.

	Access
Production Entrance	Locks: Door, Reinforced

MC-FH-GF-4: West Production Entrance

	Access
Production Entrance	Locks: Door, Reinforced

MC-FH-GF-5: Quarters Living Room

An expansive room, relatively free of fish aroma, contains large relaxing spaces and plenty of tables. Double doors lead to the northwest; single doors lead

to the north and south. A staircase leads down to the basement in the southwest.

Of note, the two **sideboards** to the northwest and east contain a "relaxation stash":

	Access	Contents
Sideboard (2x)	unprotected	Alcohol: General

The staircase leads to the **western basement**, whose description begins on page 169.

MC-FH-GF-6: Fishmaster's Quarters

A cozy wedge in the southeast of the building houses functionally Spartan quarters for the fishmaster. Of note, a wardrobe sits just to the east of the northwest door. A layer of dust sits on nearly everything.

Note, the **Fishmaster** himself has been slain weeks ago. This room hasn't been used in that time.

	Access	Contents
Wardrobe	unprotected	Clothing: General

MC-FH-GF-7: Simple Storage

A huge room houses all manner of container. It reeks of dust, earth, and fish. Five large crates, five smaller crates, and three wooden chests are stacked among other sacks, urls, and baskets. To the southeast is a large staircase leading down; double doors lead to the north, east, and west.

Chaotically arranged, these various containers largely hold mundane wares:

	Access	Contents
Large Crates (5x)	Container: Barrel or Crate	Simple Foodstuffs
Small Crates (5x)	Container: Barrel or Crate	Rations & Prepared Food
Chests (3x)	Locks: Chest, Simple	Fishing Supplies

MC-FH-GF-8: Stairs Down

The staircase leads to the **western basement**, whose description begins on page 169.

MC-FH-GF-9: Production Floor

An expansive chamber here is open to the river to the west. Flies buzz in hordes amidst fish in all stages of butchery and in advanced stages of decomposition; the stench is nearly unbearable. Benches and tables hold buckets, knives, and fish guts. Workbenches line the north wall. Along the north wall are two sets of double doors; another set leads to the east, and a fourth set leads to the south.

Treat the dozens of **knives** described as ordinary **daggers**, should the PCs require a weapon ready to hand.

The door to the south has the following profile:

	Access
Secure Storage Door	Locks: Door, Reinforced

MC-FH-GF-10: Secure Storage

All manner of containers are arrayed in this room, organized in as orderly a manner as could be expected given the shape and size of the chamber involved. The smell is more of dust and wet wood, and less of fish, in this room, allowing a brief reprieve of the nostrils. Double doors lead to the north; a small single door is set to the southwest.

	Access	Contents
Large Crates (6x)	Container: Barrel or Crate	Fishing Supplies; Size Large
Small Crates (3x)	Container: Barrel or Crate	Simple Foodstuffs; Size Medium
Chests (4x)	Locks: Chest, Strongbox	Gems: Medium Quality
Large Barrels (9x)	Container: Barrel or Crate	Fish, packed in water
Small Barrels (11x)	Container: Barrel or Crate	Alcohol: General

	Access
Southwest Door	Locks: Door, Reinforced

MC-FH-GF-11: South Production

Inactive firepits sit atop piles of protective slate. Barrels, of grimy water and empty, line the coast to the west. Three wooden piers lead out into the water of the river.

MC-FH-GF-12: North Pier

Firm wooden planks appear hold your weight as you walk out into the water. Barrels dot the pier, which terminates in a fishing stool and chair.

	Access	Contents
Pier Barrels (4x)	Container: Barrel or Crate	Rations & Prepared Food

MC-FH-GF-13: Center Pier

The middle pier is large, ending in a glob of wooden planks that allows for a lot of simultaneous fishing. Barrels, stools, and a chair are sprinkled here and there.

	Access	Contents
Pier Barrels (5x)	Container: Barrel or Crate	Fishing Supplies

MC-FH-GF-14: South Pier

A narrow pier extends to the southwest. There is but one simple stool here, amidst two sealed barrels and three empty ones.

	Access	Contents
Pier Barrels (4x)	Container: Barrel or Crate	Alcohol: General

MC-FH-GF-15: Secret Storage Door

Only read the *italicized* text below if the secret is discovered.

Behind a huge stack of bags, the brick wall appears a bit different in pattern. Exploring, you discover a false door: wood amidst the brick, with a layer of plaster glue holding bits of brick to the wood to disguise the secret.

	Access
Storage Secret	Locks: Door, Secret

MC-FH-GF-16: South River

The river flows downstream here at a panicked rate as the banks narrow slightly.

Attempting to sneak into the building around the corner here is possible, but prone to risk: those trying must succeed in a **DC 15 Acrobatics** check, or fall into the river. Once in the river at this point, a **Swim** check at **DC 14** is necessary to gain purchase on the bank and get back onto dry land.

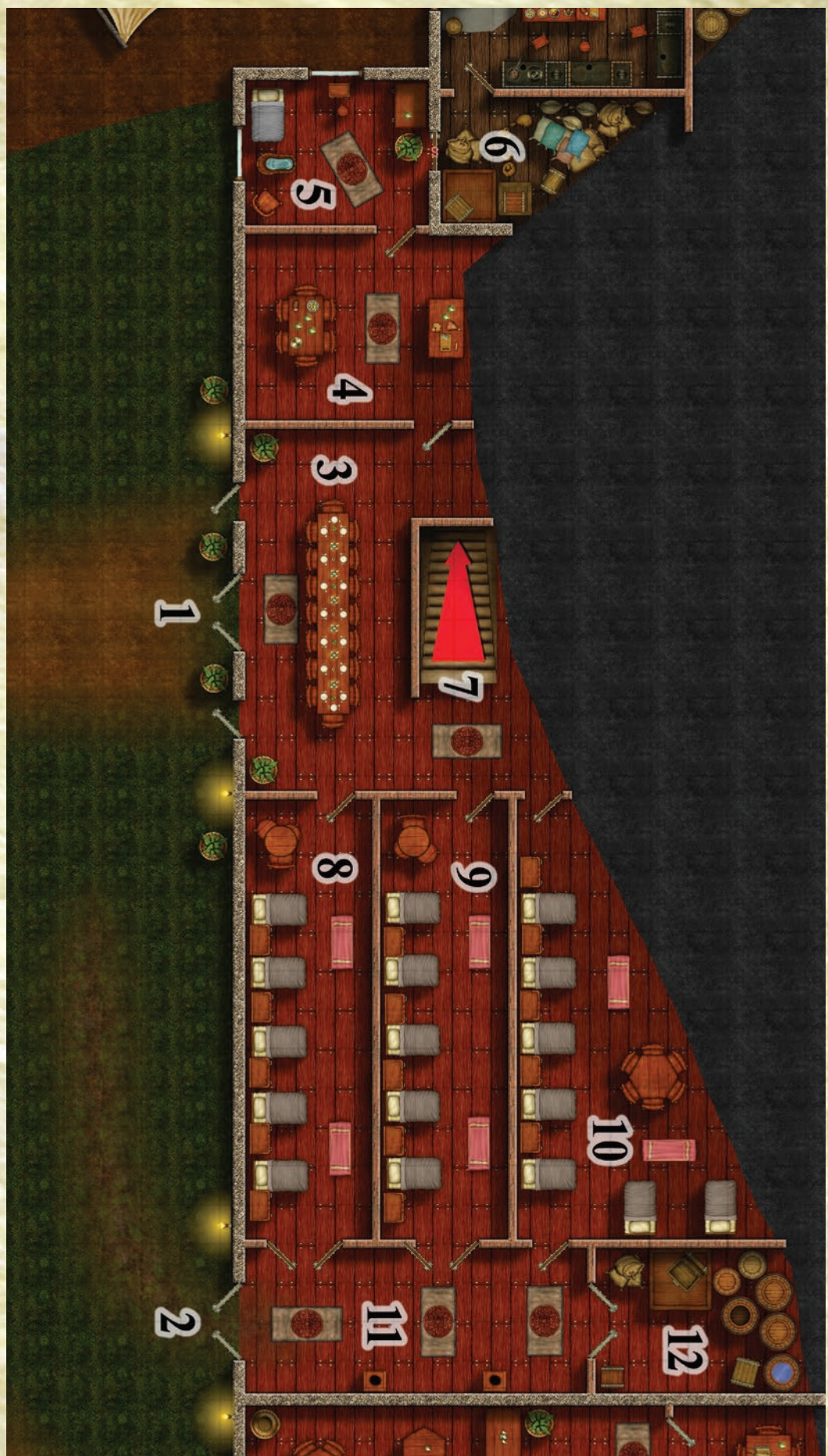
MC-FH-GF-17: North River

Here to the north of the Fishery, the river is calm and flows gracefully... perfect for fishing!

Attempting to sneak into the building around the northern corner here is relatively straightforward: a simple **DC 10 Acrobatics** check will prevent an unplanned dunk in the stream. Anyone falling into the river at this point need merely pass a **Swim** check at **DC 10**; doing so allows emergence onto the nearest pier.

Map 6: Garrison Ground Floor (MC-GR-GF)

One square equals 5 ft.



MC-GR-GF; Garrison Ground Floor

Overview

This was once the barracks, the centerpiece of a kind of informal infantry police force that kept things in line in the mines. That those entrusted to keep the peace were granted the luxury of living on the surface caused no small amount of frustration for the underprivledged whom they served.

Nevertheless, the **Garrison** here was a place of relative calm and lawfulness.

Theme & Purpose

The epicenter of law has been abandoned—unless this building is the very first stop in their investigation, this simple fact will come as little surprise to the PCs.

It is, however, an opportunity to underscore the absence of order and an overseeing presence to the events that the party will discover.

Random Encounters

Use the standard / default **Random Encounter** rules for this level, with the following exception: Reroll once any results that would produce one or more monsters.

NPCs of Note

There is a **20%** chance that any other NPC rolled as a Random Encounter will instead be the **Warden**.

Default Doors

Unless otherwise indicated, all doors are encountered closed and locked, and are of the following profile:

	Access
Default Door	**Locks: Door, Reinforced**

Areas of Interest

MC-GR-GF-1: Main Entrance

A set of steel double doors is flanked on either side by a steel single door, sconces, and potted plants.

	Access
Main Entrance	**Locks: Door, Stronghold**

MC-GR-GF-2: East Entrance

A set of steel double doors lies coldly here, set on either side with an extinguished wall torch.

	Access
Main Entrance	**Locks: Door, Stronghold**

MC-GR-GF-3: Dining Hall

A simple banquet table set for over a dozen places occupies the center of this extremely Spartan room, which can speak only of some rugs and plants aside from this. Rotted and spoiled food sits in various stages of the meal in almost every plate. Single doors lead to the northwest, east, northeast, and far northeast; to the north of the table is a huge staircase leading to the basement.

MC-GR-GF-4: Officer's Mess

This clean room has a food prep station to the north, an eating table to the south, and single doors to the northweast and northeast. The eating table has rotted food set for a handful of people.

The door to the west has the following profile:

	Access
Officer's Door	**Locks: Door, Stronghold**

MC-GR-GF-5: Officer's Quarters

A neatly-organized small chamber here houses all that is needed for a comparatively luxurious overnight stay: a wash basin, chair, desk, bed, and wardrobe—even some windows!

Typically the **Warden** stays here, though in theory it is reserved for the highest-ranking member of the force who happens to be here for some shuteye.

	Access	Contents
Officer's Wardrobe	**Locks: Furniture, Strong**	**Potions: Moderate** AND **Weapons: Light** AND **Gems: Low**

The secret door to the north leads directly to the pantry of the **Mess Hall**.

	Access
Main Entrance	Locks: Door, Secret

MC-GR-GF-6: Mess Hall

This leads to the **Mess Hall** on page 56.

MC-GR-GF-7: Stairs Down

These lead to the **Garrison Basement**, page 177.

MC-GR-GF-8: Barracks South

Five neatly-made beds face the north wall, each with its own desk. Double doors open to the

The double doors to the east are as described unlocked and open when encountered.

	Access	Contents
Barracks Desk (5x)	Locks: Furniture, Simple	Weapons: Light AND Clothing: General

MC-GR-GF-9: Barracks Center

This area is as described in **Barracks South**, above.

MC-GR-GF-10: Barracks North

Seven beds are arrayed here, interpsersed with five desks. An octagonal table sits in the extra space formed by the hypoteneuse of the room's triangle.

The desks are as described above in **Barracks South**.

MC-GR-GF-11: Training Hall

The floorboards and rugs here are well-worn; you suspect this may have been used as a sparring or training area when the establishment was in regular use. Two privies sit against the east wall. Three sets of double doors are open to the west; reinforced double doors lead to the north and south.

	Access
Storage Door North	Locks: Door, Stronghold

MC-GR-GF-12: Storage

A large crate sits among barrels of various sze and three chests, one of which sits open and empty. The chamber smells of mud and rust.

	Access	Contents
Large Crate	Container: Barrel or Crate	Rations & Prepared Food: Size Large
North Chest	Locks: Chest, Strongbox	Weapons: Martial 1H AND Weapons: Exotic
South Chest	Locks: Chest, Strongbox AND Traps: Generic	Weapons: Martial 2H AND Armor: Heavy

	Access	Contents
Barrels	Container: Barrel or Crate	Alcohol: General; Size Medium

Map 7: Hunter's Glen (MC-HG)

One square equals 5 ft.

MC-HG: Hunter's Glen

Overview

An odd arboreal escape from the stone-and-metal chaos of the mine itself, the **Hunter's Glen** is one of the few externally-clear influences of the **Druid Enclave** on the city of **Mondaria**.

It was used as a more food-centric marketplace than the more popular, but more broadly commercial area to its north.

Theme & Purpose

Though they may not believe it, this area is one of the very few regions of peace in the city.

Sunshades

The three canvas sunshades here function as their northern **Market** counterparts.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. Ignore or re-roll any results that would produce a monster, unless you are looking to get the party moving.

Areas of Interest

MC-HG-1: Paths North

These lead to the **Market** area to the north (page 37).

MC-HG-2: Food Sale Kiosk

Foodstuffs of all manner are available here. You don't see the purveyor, so you suspect you may be able to help yourself to the wares, though much of it is spoiled.

Though there is much more to be found here, the following table will identify how much remains edible.

	Access	Contents
Kiosk	unprotected	**Simple Rations & Prepared Food, Size Medium**

MC-HG-3: Sunshade East

A beautifully-crafted canvas of sail quality is stretched here across wooden staves.

MC-HG-4: Ingredient Kiosk

This wooden table holds a variety of simple food building blocks.

	Access	Contents
Kiosk	unprotected	**Simple Foodstuffs**

MC-HG-5: Large Food Tent

A big tent in the center has a wide variety of smaller tables showcasing wares now mostly spoiled.

	Access	Contents
Tent	unprotected	**Rations & Prepared Food, Size Medium;** AND **Simple Foodstuffs, Size Medium**

MC-HG-6: Cow Tent

This appears to have shown cows and/or horses. It's difficult to tell, as there is one inert corpse of each here, lying bloodless in the hay.

Nothing of value can be found here. A rare swarm of above-ground **stirges** slew the beasts here.

MC-HG-7: Pavilion Tent

This tent smells of rancid horseflesh. Inside is a bloody morass of useless leather strips.

This was originally used to showcase leather goods, but it has been scattered with blood. Valuables have long since been looted.

MC-HG-8: Fruit Cart

All the fruit here is spoiled and useless.

MC-HG-9: Vegetable Cart

As with the fruit to the south, the food here is inedible.

MC-HG-10: Hunter's Tent

Blood can be found flecked here and there, and even a few used arrows.

This was used to showcase recent hunting trophies... it's vacant now.

Map 8: Inn & Stables Ground Floor (MC-IS-GF)

One square equals 5 ft.

MC-IS-GF: Inn & Stables Ground Floor

Overview

This was once a major social epicenter of the surface town: visitors and merchants alike had reason to treat here.

Theme & Purpose

Empty stables, a vacant inn, and the tavern entirely without patrons: this should cause great unease, not least because such facilities are typically one of the rare trustworthy resupply stations and sources of local information in adventures.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. Reroll any monster results once.

Default Doors

Unless otherwise indicated, all doors are encountered closed and locked, and are of the following profile:

	Access
Default Door	Locks: Door, Simple

Areas of Interest

MC-IS-GF-1: North Stables Entrance

A set of open, reinforced double doors leads to a realm of strong horse-scent. Bits of hay are clumped at the foot of the door.

MC-IS-GF-2: Inn Entrance

Double doors open freely to the inn itself. Spent torches are mounted to either side.

MC-IS-GF-3: Inn Rear Entrance

Large double doors open freely to the rear of the establishment.

MC-IS-GF-4: Large Stable South Doors

Small double doors are closed and locked here.

	Access
Large Stable South Doors	Locks: Door, Reinforced

MC-IS-GF-5: Inn Common Room

A warm, homey chamber comprises the eastern third of the Inn. Four large tables ringed with chairs are all set with various qualities of foodstuffs, all of which seem to have spoiled weeks ago. Comfortable lounge chairs sit against the eastern wall between wide, shuttered windows. The bar forms an "L" shape against the western wall; bits of light fare lie spoiled among empty drink vessels. A prep table and four barrels form the rear bar; to the southwest is a thick and grimy curtain that hides a free-swinging double door to the west.

Though there is nothing of true value here aside from a few pieces of cutlery that could count as simple daggers should desperation arise, this scene should strike the PCs as both disappointing and alarming: a city of hundreds, whose main tavern is vacant.

MC-IS-GF-6: Back Bar

One barrel contains fresh water; the other three are unsealed and filled with more potent contents.

	Access
Barrels (3x)	Alcohol: General, Size Medium

MC-IS-GF-7: Kitchen

The smell of grease and burnt spoilage hangs over this room like a funky cloud. Large stoves sit idle against the south wall; a food prep station in the northwest contains a variety of ruined food. Swinging double doors lead to the north, east, and west; those to the north and east have curtains.

MC-IS-GF-8: Dining Room

It's cramped in here, but hearty: a large rectangular table haphazardly ringed with stools and chairs occupies the center; two sideboards sit against the east and west walls. Potted plants are in the northeast and southwest corners, and an empty pot sits in the northwest.

This was used as a more private dining option for those willing to spend a little extra coin. There is some chance of loot in the **sideboards**:

	Access
Sideboards (2x)	Coin Treasure: Moderate, Context D, AND Potions; General, Context D

MC-IS-GF-9: Secret Door

Only read the *italicized* text if the secret is discovered.

☐ *Behind the empty plant pot, the wood of the wall shifts a bit when pressed; with a bit more testing, you manage to slide the entire false panel south, revealing a waist-high passage between rooms.*

	Access
Secret Door	Locks: Door, Secret

MC-IS-GF-10: Storage

☐ A mess of supplies for both inn and stables, this chaotic heap of inventory now reeks of both horse and rot. A simple wooden door sits in the corner of the northwest wall. A large crate, two small crates, an assortment of sacks, a heap of barrels, and two locked chests comprise the wares.

	Access	Contents
Large Crate	Container: Barrel or Crate	Rations & Prepared Food: Size Large
Small Crates (2x)	Container: Barrel or Crate	General Supplies: Size Medium
Chests (2x)	Locks: Chest, Strongbox	Weapons: Light AND Coin Treasure: Moderate
Barrels (5x)	Container: Barrel or Crate	Alcohol: General; Size Medium
Sacks	unprotected	Simple Foodstuffs

Though easily opened, the door to the closet is trapped:

	Access
Closet Door	Locks: Door, Simple AND Traps: Door

MC-IS-GF-11: Deliveries / Office

☐ This odd room seems to be both an office (with a combination desk and workbench in the southwest), a place for deliveries, and the means by which customers access their rooms.

	Access	Contents
Desk	unprotected	Writing Supplies

MC-IS-GF-12: Staircase Up

This wide staircase leads to the **Inn Second Floor**, page 113.

MC-IS-GF-13: Closet

☐ This tiny, dusty chamber underneath the staircase is entirely empty, save for a trapdoor in the floor.

	Access
Closet Trapdoor	Traps: Generic, Context D AND Locks: Door, Weak

MC-IS-GF-14: Large Stable South

☐ Whatever manner of beast was stored here, it nearly destroyed the place: hoof, claw, and horn marks dot every surface. The water barrels in the northwest seem recently-added, as they bear no such marks.

MC-IS-GF-15: Stable Center

☐ The hay-stren floorboards are well-worn, showing decades of regular use for all manner of semi-domesticaed creature.

MC-IS-GF-16: Narrow Stable South

☐ A narrow, long stable contains only the bare necessities. Its lock is perfunctory; the gate swings freely despite the device.

MC-IS-GF-17: Narrow Stable Center

☐ The lock here is bizarrely intricate, and inscribed in elven characters that seem to make no sense. It was as though someone crafted this hasp for those who thought elves fancy, but the crafter themselves knew no actual script.

MC-IS-GF-18: Narrow Stables North

☐ The northwesternmost two stables are narrow; each has a window, a water barrel, and interior slatted windows.

Underneath the water barrel of the southern stable here is some treasure debris that fell out of a saddlebag:

	Access	Contents
Narrow Stable South	unprotected	Coin Treasure: Moderate, Context D

MC-IS-GF-19: Northeast Stable

☐ Dark despite the window to the northeast, this stable is well-kept and the hay orderly.

MC-IS-GF-20: Stable Lock

☐ A large chamber with double doors to the east and west acts as a kind of entry buffer between the outside and the inside of the stables.

Underneath the urn in the southeast are some scattered gemstones from a wealthy merchant who traveled through here some months ago:

	Access	Contents
Stable Lock	unprotected	Gems: Low

MC-IS-GF-21: Outside Storage

☐ Crates, barres, and a single chest sit here, out in the open, in the back of the building. You suspect there to be little of value here, lest it constantly be in danger of theft.

The hunch described is partly correct: there is little of value. But there is loot worth exploring in the **chest**.

	Access	Contents
Large Crates (2x)	Container: Barrel or Crate	Rations & Prepared Food: Size Large
Small Crate	Container: Barrel or Crate	General Supplies: Size Medium
Chest	Locks: Chest, Strongbox AND Traps: General	Potions: Moderate (roll twice) AND Coin Treasure: Moderate
Barrels (13x)	Container: Barrel or Crate	Alcohol: General; Size Medium

Map 9: Mess Hall Ground Floor (MC-MH-GF)

One square equals 5 ft.

MC-MH-GF: Mess Hall Ground Floor

Overview

This was the social nexus of the city before the **Obelisk** was discovered. Folk from all manner of purpose congregated here under the commmon banner of consumption; the great social equalizer of food and drink was at times the sole thing standing in the way of class warfare and social chaos.

Theme & Purpose

This building should echo.

Literally, in the sense that it's basically a single enormous room, that now sits empty. But also metaphorically: although the ghosts of those who once ate and drank and sang here aren't actually in attendance, one can easily imagine this structure under normal use, and conjecture darkly at the difference from the here and now.

Random Encounters

Upon first entering the building, roll immediately **1d4** times on the **NPC Encounter** table (p 32) to see if any NPCs are here.

Otherwise, use the standard / default **Random Encounter** rules for this level, except reroll any monster-related results once.

NPCs of Note

Of note, the **Feastmaster** is still often here. Whenever the PCs enter this building, there is a **35%** chance of the **Feastmaster** being here.

Default Doors

Unless otherwise indicated, all doors are encountered closed and locked, and are of the following profile:

	Access
Default Door	Locks: Door, Simple

Areas of Interest

MC-MH-GF-1: South Entrance

Well-used double doors swing freely amidst potted plants and wall sconces. A heavily beaten path leads here from the south.

MC-MH-GF-2: West Entrance

Wooden double doors bear no key. Potted plants and torches greet those who would enter.

MC-MH-GF-3: Plates and Cutlery

Two tables positioned near the doors offer a huge pile of eating necessities: plates, knives, forks, and spoons.

The PCs may treat the knives as simple **daggers** if the need presents itself.

MC-MH-GF-4: Main Chamber

Five huge common tables take up most of the space here; two additional, even larger, tables are oriented vertically to the northwest. Every surface is littered with rotted foodstuffs, cutlery, and plates; many are broken.

The sense here should be that more than a hundred people were eating a meal, when suddenly something happened to steal their attention and make them abandon their meal.

Searching everything here for any useful loot or forgotten personal items will take about an hour, but will yield some small portion of interesting fare:

	Access	Contents
Mess Hall Floor	unprotected	**Weapons, Light** AND **Gems, Low**

MC-MH-GF-5: Elite Tables

These two tables sit apart from the others. They're neither set nor seem to have been used at the time the other diners abandoned their food.

These were reserved for the elite, the upper crust of the mining society. To sit here uninvited was an arrestable offense, usually.

MC-MH-GF-6: Private Dining

This musty room smells of dank ichor. The table is set, but the food is spoiled.

MC-MH-GF-7: Drink Storage

A barrel of fresh water sits here, along with more sealed barrels and a chest.

	Access	Contents
Chest	Locks: Chest, Simple	Gems: Low AND Coin Treasure: Moderate
Barrels (5x)	Container: Barrel or Crate AND Traps: General, Context D	Alcohol: General; Size Medium

MC-MH-GF-8: Stairs Down

These lead to the **Mess Hall Basement**, page 180.

MC-MH-GF-9: Kitchen

Five large stoves form a perimeter around the north and eastern walls. An unlit firepit sits tot he south, atop a field of slate and next to a cauldron of water. In the center of the room is a "U" shaped array of tables, containing an assortment of food that appears to have been prepared and then abandoned. A reinforced door leads to the southeast.

The food is all spoiled.

	Access
Pantry Door	Locks: Door, Reinforced

MC-MH-GF-10: Pantry

A completely unorganized heap of supplies has been shoved in this cramped chamber that abuts the mountain wall to the northeast. Crates, sacks, and two chests can be found here.

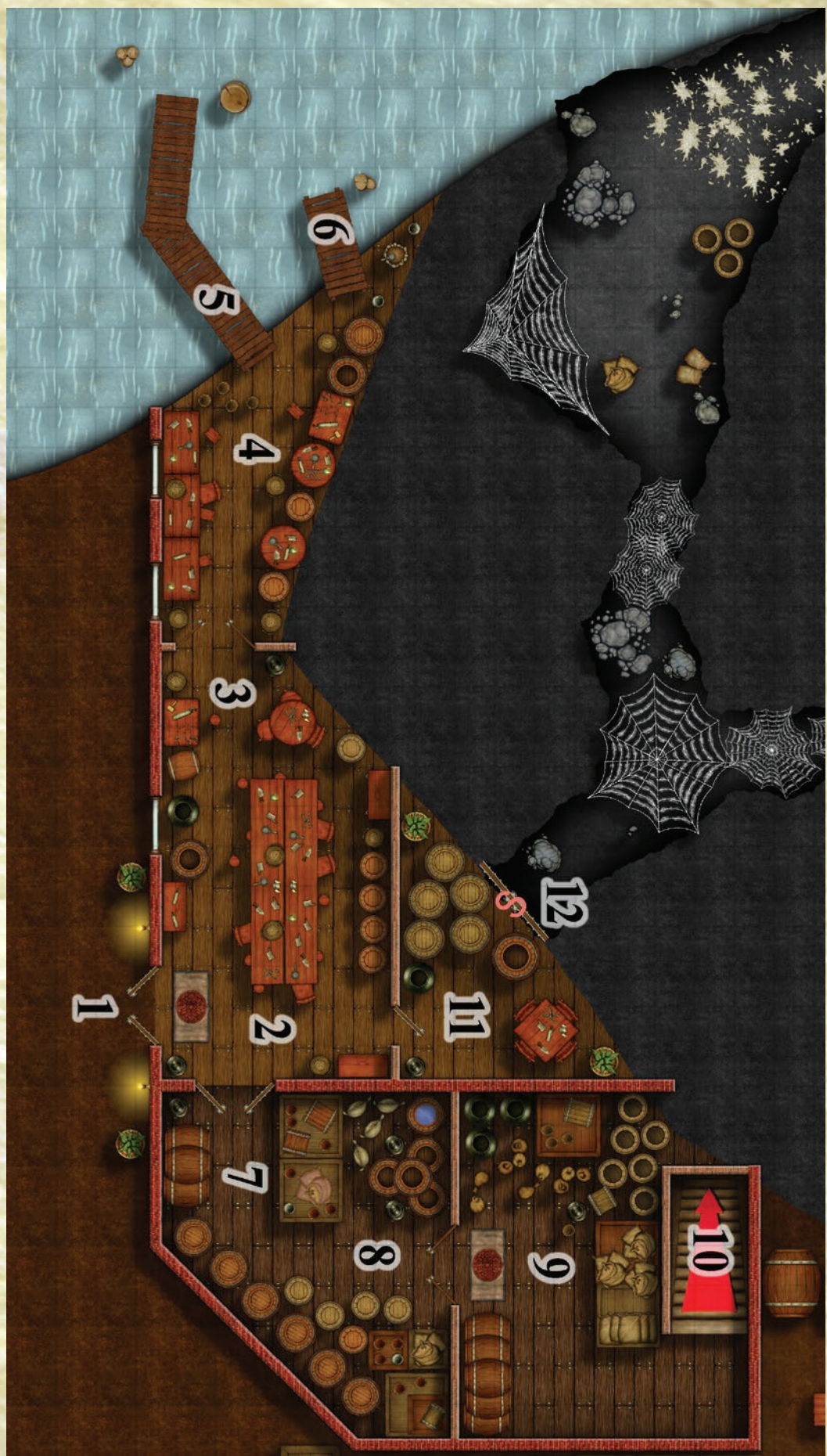
	Access	Contents
Large Crate	Container: Barrel or Crate	Rations & Prepared Food: Size Large
Small Crate	Container: Barrel or Crate	Simple Foodstuffs: Size Large
Chests (2x)	Locks: Chest, Strongbox	Potions: Moderate AND Coin Treasure: Moderate, Context D
Sacks (heap)	unprotected	General Supplies

MC-MH-GF-11: Garrison

This leads to the Garrison, as described starting page 47.

Map 10: MIll Ground Floor (MC-ML-GF)

One square equals 5 ft.



MC-ML-GF: Mill Ground Floor

Overview

"Mill" is a strong word for this establishment: it performed all manner of food-processing duties, and typically did a lot of grinding and sorting, but the building itself has neither wheel or actual millstone, relying instead upon imports from outside the city as the starting point for its work.

Theme & Purpose

It's a close-quarters building with lots of furniture and objects: should be interesting for a fight or two, if the PCs are feeling up to it.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. Reroll any **NPC Encounters** once. For any monster-related encounters, place the monster(s) in rooms that the PCs have not yet explored, and treat the introduction as a surprise as the party enters the room with the monster within.

Default Doors

Unless otherwise indicated, all doors are encountered closed and locked, and are of the following profile:

	Access
Default Door	Locks: Door, Reinforced

Areas of Interest

MC-ML-GF-1: Entrance

Reinforced double doors grant entry to this building. To the left and right are wall sconces and potted plants; windows can be seen in the wall to the west.

MC-ML-GF-2: Main Processing

An enormous worktable hulks in the middle of this big chamber. Around the perimeter are all manner of cupboards, baskets, barrels, tables, workbenches, barrels, and urns. Double doors lead to the east and west; a single door heads to the north.

The tools count as dozens of mundane **daggers**, should the party be interested.

	Access	Contents
Barrels (6x)	Container: Barrel or Crate	Rations & Prepared Food: Size Medium

MC-ML-GF-3: Doors West

Although these doors are unlocked and open when encountered, they nevertheless contain a trap.

	Access
Processing West Door	Traps: General

MC-ML-GF-4: Riverbank Processing

Workbenches, baskets, barrels, and tools lie strewn everywhere in this claustrophobic and oddly-shaped room that opens onto the river to the west.

The cleavers, hooks, and other tools count as a dozen **daggers**.

	Access	Contents
Barrels (3x)	Container: Barrel or Crate	Simple Foodstuffs, Size Medium

MC-ML-GF-5: South Pier

Thin wooden planks form a bridge of sorts into the river. There appears to be nothing on the pier itself, which leads to two mooring posts stuck in the water.

This is as described; there is nothing to be found here. If more than two Medium-sized creatures step on the pier simultaneously, it will break, tumbling all three into the water and requiring a **DC 14 Swim** check to escape to the riverbank to the east.

MC-ML-GF-6: North Pier

This looks as though it was either once a much larger pier, the majority of which fell into the river at one point; or someone started to build a reasonably-sized pier, and then simply stopped quite early in the process.

There is nothing of interest here.

MC-ML-GF-7: Storage Trap

Any PC walking in this space between the barrels to the south and the crates to the north will trigger a trap:

	Access
Storage Trap	Traps: General

MC-ML-GF-8: Southeast Storage

A large, wedge-shaped room here holds three large crates, three small crates, three chests, and a huge assortment of barrels, many of which are open and empty. A set of unlocked double doors leads to the north.

	Access	Contents
Large Crates (3x)	Container: Barrel or Crate	Rations & Prepared Food: Size Large
Small Crates (3x)	Container: Barrel or Crate	Simple Foodstuffs: Size Large
Chests (3x)	Locks: Chest, Strongbox	Potions: Moderate AND Coin Treasure: Moderate, Context D
Barrels (11x)	Container: Barrel or Crate	General Supplies, Size Medium

MC-ML-GF-9: Northeast Storage

A stack of barrels sits in the southeast corner. Sacks litter the ground to the west, in front of a large crate, two chests and a cluster of empty barrels. To the north, just south of a basement staircase, is a stack of two large crates with sacks on top.

	Access	Contents
Large Crates (3x)	Container: Barrel or Crate	Rations & Prepared Food: Size Large
Barrels	Container: Barrel or Crate	Simple Foodstuffs: Size Medium
Chests (2x)	Locks: Chest, Strongbox	Coin Treasure: Moderate AND Gems: Low
Sacks (heap)	unprotected	General Supplies, Size Medium

MC-ML-GF-10: Staircase Down

This leads to the **Mill Basement**, page 186.

MC-ML-GF-11: Northwest Storage

A working desk and potted plant sit in the north corner; aside from that, there is a cluster of sealed barrels and one empty one.

	Access	Contents
Barrels (5x)	Container: Barrel or Crate	Alcohol: General

MC-ML-GF-12: Secret Grotto Door

Only read the *italicized* text if the secret is discovered.

A section of rock crumbles at your touch here. Scraping, you notice all of the rock here is false painted plaster; you pry around the edges, and find that the whole panel can be moved aside and placed on the floor, revealing a dusky passage to the northwest.

	Access
Secret Grotto Door	Locks: Door, Secret

This leads to the **Fishery Secret Grotto**, page 72.

Map 11: Residential Zone (MC-RZ)

One square equals 5 ft.

Mondaria City Residential Zone

Overview

This is a tight little cluster of four houses that together comprise what is laughably called the "residential district".

These four houses are owned by the **Druid Enclave**, and rented out to tenants at somewhat exorbitant rates—but supply and demand being what it is, there's not really much the wealthy can do but to pay if they want an in-city, private residence that's above-ground.

Theme & Purpose

Something awful happened here. Depending on how the PCs are moving about the town, one of these buildings may show the first sign of blood and violence they encounter.

Random Encounters

Use the standard / default **Random Encounter** rules for this level.

Areas of Interest

MC-RZ-1: Residence Northwest

Please refer to page 66 for full details.

MC-RZ-2: Residence Northeast

Page 64 begins description of this building.

MC-RZ-3: Residence Southeast

Full description of this building starts on page 68.

MC-RZ-1: Residence Southwest

Turn to page 70 for full details of this building.

Map 12: Residence NE Ground Floor (MC-RNE-GF)

One square equals 5 ft.

MC-RNE-GF: Residence Northeast Ground Floor

Overview

This tiny building is nevertheless sufficient for a well-to-do single occupant. The particular occupant who held this house was slain in fairly short order by crazed looters, but the incident occured in the Market area so the house itself is simply deserted... and, it must be noted, fairly well-picked clean by a different set of looters.

Theme & Purpose

As with many other buildings in the city, the sense of immediate, urgent, and sudden abandonment, without clear purpose or cause, should cause some disquiet in the PCs.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. Reroll any results of "**NPC Encounter**", as no NPCs of note would have reason to enter this house.

Areas of Interest

MC-RNE-GF-1: Entrance

This door is open, freely swinging, as you approach it.

The key has been lost to the ages, gone with the corpse of the prior tenant.

MC-RNE-GF-2: Living Room

A simple, but cozy, living room is the first room in the house. Three windows, two comfortable chairs, a rug, a potted plant, a sideboard, and a fully-set table with rotted food make up its contents. To the southeast is a closed and locked simple wooden door.

	Access
Interior Door	Locks: Door, Simple

	Access	Contents
Sideboard	Locks: Furniture, Simple	Alcohol: General, Context C

MC-RNE-GF-3: Bedroom

This was the house's bedroom. A dressing desk and stool sit against the western wall, just south of the bed. To the south is a wardrobe, next to a potted plant in the southeast corner. To their north is a small circular table ringed with chairs and stools. Further north is a washbasin, privy, and in the northeast corner is a trapdoor in the floor with brass ring and hinge.

	Access	Contents
Wardrobe	Locks: Furniture, Simple	Clothing: General AND Coin Treasure: Moderate

	Access
Bedroom Trapdoor	Locks: Door, Weak

The trapdoor leads to the **Residence Northeast Basement**, starting on page 189.

Map 13: Residence NW Ground Floor (MC-RNW-GF)

One square equals 5 ft.

MC-RNW-GF: Residence Northwest Ground Floor

Overview

Very similar in structure and layout to the Northeast Residence, this building also sports a basement trapdoor. However, it also features a great deal of chaos, wreckage, and blood.

Theme & Purpose

Scare the PCs, plain and simple. This is almost certainly the party's first direct encounter with murder and person-on-person, insanity-inspired violence in their investigation of the city.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. Reroll any results of "**NPC Encounter**", as even the most feverishly insane sentient will avoid this area.

Areas of Interest

MC-RNW-GF-1: Entrance

Blood patches lead forebodingly up to the front door, which is ajar as you approach. The blood appears to have been spilled in the last week or so.

MC-RNW-GF-2: Living Room

Chaos: a pile of filthy rags and debris sits just inside the front door, but the more noteworthy aspect of the room is the three mangled and horribly cut-up corpses scattered across a blood-soaked floor and rug. An elf man, a dwarven woman, and a svelte human man all lie here, dead some days from the looks (and smells) of things. It doesn't take any special skill to note that all of the three have been attacked viciously and without remorse; from the dozens of easily-mortal wounds, it seems that each victim was struck repeatedly even after succumbing to death. You almost don't notice it with the carnage, but there is a door open that leads to the southeast.

All three bodies have been stripped of their possessions. The faces are in such a state of disrepair and damage as to make identification impossible aside from the race and sex.

MC-RNW-GF-3: Bedroom

A skeleton bloodied by victims more recently slain mark the most noteworthy part of this room. Aside from that, there is a ring of debris and spatters of blood everywhere.

MC-RNW-GF-4: Trapdoor

In the northeast corner is a trapdoor in the floor. From the placement of the debris stack, it almost seems as though someone was trying to wall the house off from what was underneath the trapdoor. Next to the hinge

lies a padlock, shattered under intense bludgeoning force from the looks of it.

This is indeed what occured. The trapdoor is unlocked when encountered.

This leads to the **Residence Northwest Basement**, starting on page 191.

Map 14: Residence SE Ground Floor (MC-RSE-GF)

One square equals 5 ft.

MC-RSE-GF: Residence Southeast Ground Floor

Overview

This large and very nice residence is the most prestigious of the four structures, and as a result of its high pricetag, can go for months at a time without a proper tenant. If empty, the elite of the mining power structure would simply sleep here, throw parties here, as they wished.

When the Obelisk was discovered in the mines underneath, this building was in between tenants. The scene facing the PCs is one of opulent and slightly-unhinged debauchery, initiatied as the influence of the Obelisk had just begun to grow, and abandoned mere days afterwards.

Theme & Purpose

Allow for a place of rest and repose for the PCs, and show that not all of these residences were actually used as, well, residences.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. Reroll any results that include a monster; this zone is safe.

Areas of Interest

MC-RSE-GF-1: Entrance

A set of wooden double doors with stately brass knockers comprises the entrance to this building. On either side are sconces and potted plants.

	Access
Entrance	Locks: Door, Reinforced

MC-RSE-GF-2: Main Room

A spacious, warm chamber takes up just about the entire ground floor. Three tables, each laden with rich-seeming, but now rotted, food, are staggered along the middle of the room; two sideboards to the northeast and east are littered with bottles of fine wine. To the southwest is a simple wooden door; a staircase leads up behind a wall to the south.

	Access
Closet Door	Locks: Door, Simple AND Traps: General

	Access	Contents
Sideboards (2x)	Locks: Furniture, Simple	Alcohol: General

MC-RSE-GF-3: Staircase Up

This leads to **Residence Southeast Second Floor**, beginning on page 116.

MC-RSE-GF-4: Closet & Trapdoor

This closet is musty and empty, save for a trapdoor in the floor leading down. A shiny padlock encloses the hasp.

	Access
Closet Trapdoor	Locks: Door, Reinforced

This leads to **Residence Southeast Basement**, commencing on page 193.

Map 15: Residence SW Ground Floor (MC-RSW-GF)

One square equals 5 ft.

MC-RSW-GF: Residence Southwest Ground Floor

Overview

This building has occasionally been rented out to a single tenant or family, but far more often, it's been leased for short spans of time as a guild hall or meeting chamber, owing both to its size (and corresponding price!) and to the unusual layout of its ground floor, which seems tailor-made for a formal meeting and discussion.

Theme & Purpose

Although the **Dwarven Miners Guild** had used this hall just prior to the **Obelisk's** discovery for their quarterly meeting, it was entirely unoccupied for the chaos that ensued. The strong locks on the front door, and the fact that all duplicate keys had been misplaced a year ago, meant that it has not had any intruders, though looters did try at the windows for a time before shambling off.

Bizarrely and through sheer happenstance, this building has remained sealed throughout the catastrophe.

Random Encounters

The first time the PCs enter this building, it is a safe haven; they may sleep unmolested. Do not roll on the **Random Encounters** table.

Once they leave and return, however, or if they leave the front doors open while attempting to rest, resume rolling on the table as normal.

Areas of Interest

MC-RSE-GF-1: Entrance

Wall sconces sit to either side of a double-door entrance. Though not visibly reinforced by metal, the doors appear to be incredibly well-wrought wood, of perhaps a rare variety. The lock mechanism and handles of the door appear to have suffered a great deal of battery and scratches, but seem quite intact for all that.

	Access
Entrance	Locks: Door, Stronghold

MC-RSE-GF-2: Main Hall

Two table sringed with chairs sit right inside the entrance. To their west are two long tables, each nearly the whole width of the building. Each table features a row of chairs and stools, but facing only one direction: west.

MC-RSE-GF-3: Guildmasters' Table

At what is clearly the front of the room is a third table, with comfortable-looking chairs all facing east. Behind all of that is a single lounge chair of expensive leather, flanked by neck-high potted plants. Simple wooden doors lead to the southwest and northwest to either side of the leader's chair.

	Access
Simple Wooden Doors (2x)	Locks: Door, Weak

MC-RSE-GF-4: Stairs Up

This leads to **Residence Southwest Second Floor**, which is described on page 118.

MC-RSE-GF-5: Trapdoor Closet

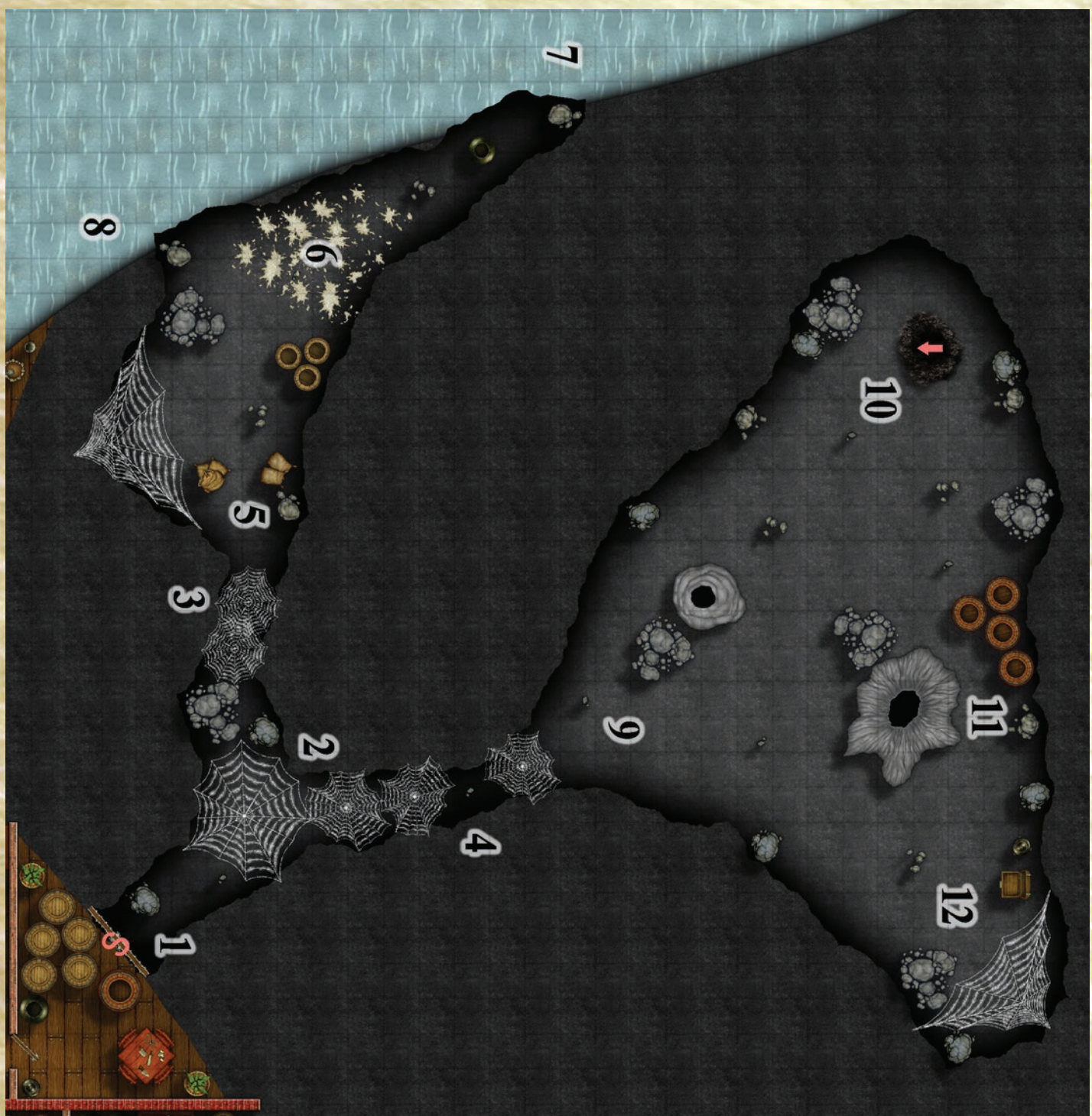
This appears to be a closet, though it's bereft of anything of note save for the locked trapdoor in the floor, which presumably leads to the basement.

	Access
Basement Trapdoor	Locks: Door, Simple

This leads to the **Residence Southwest Basement**, description commencing on page 195.

Map 16: Fishery Secret Grotto (MC-FH-SG)

One square equals 5 ft.



MC-FH-SG: Fishery Secret Grotto

Overview

A crevice in the mountain edge near the Mill leads to this natural grotto, formed from water and condensation in the softer areas of rock.

Theme & Purpose

Sadly, the interesting treasure here has already been looted, so the only real thing of value (other than slaying monsters!) is the pit leading down to the **Mines**. It's an interesting, though typically one-way, means of entering the undermountain.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. However, reroll any results of "**NPC Encounter**", as any NPCs who are aware of this secret area are not sane enough to seek it out.

Areas of Interest

MC-FH-SG-1: Secret Entrance

This door is described in more detail as part of "**Map 4: Checkpoint Control Ground Floor (MC-CC-GF)**" on page 40.

MC-FH-SG-2: Webbed Caverns

Dusty webs are hung across this passage, which forks north and west shortly after the entrance. Rocks and rubble lie underfoot.

When the PCs take either fork in the path for the first time, roll on the **Random Encounters** table. Ignore any NPC results, and place any monsters as coming from the opposite path to the one that the party took.

MC-FH-SG-3: West Cave Path

Spiderwebs in this narrow crevice appear solid, more viscous, and stronger than their counterparts to the east.

These webs are particularly sticky, and require a **DC 14 Strength** check to move through. Alternately, they may be destroyed with at least 8 points of damage from a **Slashing** weapon (assume any attack hits automatically).

MC-FH-SG-4: North Cave Path

The passage narrows to a mere person-width, and is beset by webs. Up ahead, you hear a slight rush of wind.

The wind mentioned comes from the hole in the floor (see below).

MC-FH-SG-5: Western Cave

The passage opens to a triangular-shaped room which opens onto the river in the west. Sacks lie on the ground to the north of a large spiderweb to the south.

The sacks are empty, their contnets having long ago been consumed.

MC-FH-SG-6: Guano

Feces, fresh from the smell, lie slathered over the cave floor here. From the amount and composition, you'd estimate several dozen smaller creatures had been here in the last day or so.

A **Bat Swarm** roosts nearby, and takes refuge here on occasion. When the party touches any guano square, a **Bat Swarm** attacks from the northwest.

MC-FH-SG-7: North River Corner

Hidden inside the cauldron in this corner is a tiny stash of loot sequestered here a few years ago by someone who found themselves trapped in these caves.

	Access	Contents
Cauldron	unprotected	Coin Treasure: Moderate

MC-FH-SG-8: River South

The river flows slowly here. With enough skill and intent, you feel you could enter the water here, and get out quickly downstream.

You can indeed do this: entering the water here is without risk; exiting safely somewhere downstream requires a successful **DC 13 Acrobatics** check.

MC-FH-SG-9: Large Northern Cave

The tight squeeze broadens here to a much larger chamber that extends in a cone shape to the north. The sound of softly rushing wind is louder here, and seems to be coming from the northwest.

Upon entering this chamber for the first time, roll on the **Random Encounters** table; ignore NPC results, reduce

any multiple-monster results to a single iteration of that monster, and place that creature in the northeast corner near the web.

MC-FH-SG-10: Hole Down

Here, then, is the source of the wind sound. A hole in the ground here leads deeper into the mines underneath. From the composition, it seems as though a naturally-occurring water erosion in the rock was chipped away at by a pickaxe to break through.

This leads to "**Map 74: Piers South (ML1-UGRP-S)**" on page 222. It's a 40' drop from here to the Mines Level 1 floor beneath; unprepared PCs will suffer damage as usual if they simply jump.

MC-FH-SG-11: Casks

Behind a big floor-to-ceiling stalagmite column is a clutch of opened and empty wooden barrels.

While there is no treasure to be found here, the manmade items make it clear that at some point in the past few years, this area was used intentionally by people.

MC-FH-SG-12: Raided Treasure Stash

Near a big spiderweb is a wooden chest—opened, and, sadly, empty. The lock appears to have been smashed open by a blunt instrument, maybe even just a rock. Nearby is a small urn.

The urn is filled with drinkable booze.

	Access	Contents
Booze Urn	**unprotected**	**Alcohol: General;** halve resulting quantity

Map 17: Storage Ground Floor (MC-ST-GF)

One square equals 5 ft.

MC-ST-GF: Storage Ground Floor

Overview

This area to the west of the Market was used as a trading waystation, a place to store ore coming out of the mine and goods coming into the mine in between transport to their eventual destinations.

Ordinarily, before the **Obelisk's** discovery, this area would have been guarded around the clock by a half-dozen heavily-armed, and well-paid, members of the mine's security forces.

Theme & Purpose

Though much of the contents are somewhat mundane in the eyes of adventurers, it's clear that this is a location of storage of valuables and commerce. That it's abandoned, and well picked-through, should put the party ill at ease.

Random Encounters

Use the standard / default **Random Encounter** rules for this level; however, roll *twice as often* as usual.

Default Containers

Unless otherwise indicated, all crates and barrels are closed, sealed, and are of the following profile:

	Access
Default Container	**Container: Barrel or Crate**

Areas of Interest

MC-ST-GF-1: Southeast Barrels

One of the light-oak barrels in this area appears to have ruptured, and is leaking wine.

	Access	Contents
Southeast Barrels (15x)	**Container: Barrel or Crate**	**Alcohol: General;** Size Medium

MC-ST-GF-2: South Barrels

These contain potable water.

MC-ST-GF-3: Crates South

This mazelike stack of crates contains a treasure chest atop a small crate that itself is stacked on top of a large crate.

	Access	Contents
Large Crates (2x)	**Container: Barrel or Crate**	**Simple Foodstuffs, Size Large**
Medium Crates (5x)	**Container: Barrel or Crate**	**Rations & Prepared Food, Size Medium**

	Access	Contents
Chest	**Locks: Chest, Simple**	**Armor: Medium**

MC-ST-GF-4: Secret Trapdoor

In the middle of the storage area is a large crate, with a chest and bottle of grog atop it. To the east of this is a mass of grain sacks and four empty barrels.

	Access	Contents
Large Crate	**Container: Barrel or Crate**	**Glasses, Metals, and Woods, Size Large**
Sacks (4x)	unprotected	**Simple Foodstuffs**
Chest	**Locks: Chest, Simple**	**Armor: Medium**

The trapdoor in the center of it all is secret; only read the following if it is discovered.

A wisp of wind teases some dirt aside, and you glimpse a wooden board buried in the dust. Whisking with intent, you reveal a wooden trapdoor, shallowly-buried with dirt and grime.

	Access
Secret Trapdoor	**Locks: Door, Secret**

The trapdoor leads to the **Checkpoint / Storage Secret Stash**, page 203.

MC-ST-GF-5: Sack Pile

A huge pile of bags and sacks of all description lies here in a chaotic array. The scent of stale and spoiled food emanates from the stack.

Any given container has a **25%** chance of being inedibly spoiled:

	Access	Contents
Sacks (8x)	unprotected	Simple Foodstuffs

MC-ST-GF-6: Crates Southeast

If the party snakes around the maze to find the cluster of three chests in the west, roll on the **Random Encounters** table while they are looting; reroll results until you get one involving at least one monster. Place the monster in the northwest of the Market in the empty space marked by the 13.

Note that the chest atop the crate to the north of this region is described separately below.

	Access	Contents
Large Crates (3x)	Container: Barrel or Crate	Glasses, Metals, and Woods, Size Large
Small Crates (4x)	Container: Barrel or Crate	Glasses, Metals, and Woods, Size Medium
Crate-Top Chest SW	Locks: Chest, Simple	Gems: Semi-Precious
Alley Chests (3x)	Locks: Chest, Strongbox AND Traps: General, using Context D	Gems: Medium-Quality

MC-ST-GF-7: Crates Northwest

	Access	Contents
Large Crates (6x)	Container: Barrel or Crate	Glasses, Metals, and Woods, Size Large
Small Crates (2x)	Container: Barrel or Crate	Gems: Low, using Context D
Chest	Locks: Chest, Simple	Coin Treasure: Moderate

MC-ST-GF-8: Chest-Top Crate Center

Only read the *italicized* text below if the party opens this chest successfully.

> *You open the chest. A moment later, you hear a low growl to the east.*

Roll immediately on the **Random Encounters** table; reroll any result that does not provide at least one monster. The monster(s) that result enter from the Market to the east; from their vantage point on top of the crate stack here, the PCs can see their foe emerge.

	Access	Contents
Crate-Top Chest Center	Locks; Chest, Strongbox AND Traps: General	Potions: Moderate AND Gems: High-Quality

MC-ST-GF-9: Urn Arrangement

> A set of six thigh-high brass urns stands here, arranged in a near triangle. Two have been opened and are empty.

These urns contain an enormous supply of healing potion.

When the Obelisk was discovered, and chaos started to rule the mines, sane minds prevailed for a brief time; alchemists with any degree of skill were assembled, and asked to prepare as much curative as they could. What they managed to create now resides here.

It was in the process of being doled out to citizens when monsters struck and slew nearly everyone assembled.

	Access	Contents
Sealed Urns (4x)	unprotected	***potion of cure wounds (20 doses):*** *light* *moderate* *serious* *critical*

MC-ST-GF-10: Barrel Ranks

> Three rows of large barrels are neatly arranged here.

	Access	Contents
Barrels (14x)	Container: Barrel or Crate	Alcohol: General, Size Medium, Using Context D

MC-ST-GF-11: Bench and Barrels

	Access	Contents
Barrels (3x)	Container: Barrel or Crate	Alcohol: General, Size Medium, using Context C

MC-ST-GF-12: Water Stash

These are sealed, and all contain fresh drinkable **water**. This was intended as an emergency cache that was to be transported down to the mines in the event of cave-ins and other catastrophes.

MC-ST-GF-13: Market

This leads to “Map 3: Central Area / Market (MC-MKT)” on page 37.

Subject to GM override, any monsters that result from **Random Encounters** while the PCs are in this area will likely enter from this edge of the map.

Map 18: Trading Post Ground Floor (MC-TP-GF)

One square equals 5 ft.

MC-TP-GF: Trading Post Ground Floor

Overview

Although the Market and the Blacksmith offer competing niche wares, this Trading Post is the only one-stop shop for all manner of equipment and merchandise.

Theme & Purpose

...Or, at least, it was, prior to the **Obelisk's** influence. Bizarrely, this establishment has been looted only slightly in the chaos of the Obelisk's introduction.

One might have thought that it would be a looter's dream... but most looters were actually insane, driven to violence as an act unto itself, with no further thought as to self-gratification by means of acquiring valuables.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. Roll twice as often as you would normally.

Default Doors

Unless otherwise indicated, all doors are encountered closed and locked, and are of the following profile:

	Access
Default Door	**Locks: Door, Reinforced**

Areas of Interest

MC-TP-GF-1: West Entrance

Steel double doors bar entrance to the building. On either side is a wall sconce with unlit torch, and a potted plant. A well-worn path through the grass leads from the Market to the west.

	Access
West Entrance	**Locks: Door, Stronghold**

MC-TP-GF-2: South Entrance

For some reason lost now with the weeks-dead owner of the **Trading Post**, this door's lock is not as strong as its neighbor to the west.

	Access
West Entrance	**Locks: Door, Reinforced**

MC-TP-GF-3: Reception

As you enter the building, there's a multitude of scents: leather, oil, wood, even perfume. It's what one might expect of a general store that has been sealed to the public for some period of time.

MC-TP-GF-4: Potions Table

Bottles of all color and design lie here. A fine layer of dust has settled onto the wares.

	Access	Contents
Potion Table	unprotected	**Potions: Moderate; roll 2d6 times**

MC-TP-GF-5: Alcohol Table

	Access	Contents
Alochol Table	unprotected	**Alcohol: General;** roll 2d8 times; limit quantities to 2 lbs per roll

MC-TP-GF-6: Center Counter

A long table bisects the room from the south. Atop it is an array of treasure; some appears to have been displayed here intentionally, and the rest seems to have been dumped here, possibly by someone attempting to gather as much as possible and then forced to leave in a hurry.

	Access	Contents
Center Counter	unprotected	**Coin Treasure: Moderate (roll twice)** AND **Armor: Light** AND **Weapons: Simple** AND **Weapons: Martial 1H** AND **Weapons: Exotic** AND **Gems: Moderate**

MC-TP-GF-7: Behind the Counter

There's dust here, but also signs of a scuffle: parts of the wooden floorboards have been churned up. Not from a weapon; it's almost as though a beast with hooves or horned feet was here, and pivoted quickly and/or ran away. To the east is a reinforced set of double doors that

stands ajar; you can glimpse a grey velvet curtain behind it, leading into another room.

Several combats have taken place here. It's a wonder the tables are still intact at all!

MC-TP-GF-8: Books Table

	Access	Contents
Books Table	unprotected	**Books: General (roll 3d4 times)** AND **Writing Supplies, size Medium**

MC-TP-GF-9: Rare Items Room

This room smells expensive—an odd thing to notice! This sensation is likely a combination of exotic materials, fine linens, and the slight perfume that seems to have been applied to most of the random assortment of items on the two tables. To the southeast is a curtain which leads beyond; to the northeast is a reinforced door mostly hidden by another curtain.

Items on the table to the south are set atop a pressure-sensitive trap, which is triggered the first time anyone moves or removes any of the items on it.

	Access	Contents
North Rare Items Table	unprotected	**Potions: Moderate, using Context C** AND **Armor: Shields, using Context C** AND **Weapons: Ranged using Context C**
South Rate Items Table	**Traps: General, using Context D**	**Weapons: Martial 2H, using Context C** AND **Weapons: Exotic, using Context C** AND **Armor: Heavy, using Context C** AND **Weapons: General, using Context C**

MC-TP-GF-10: Closet

This cramped room contains a workbench in the southwest, which appears to have been used exclusively to craft and repair jewelry from the look of the tiny and precise tools. There's a scattering of uncut gemstones still atop it. To the northeast is a small crate, atop which rests a locked chest. An assortment of sacks is in the southeast.

	Access	Contents
Jewelry Workbench	unprotected	**Gems: Low;** halve quantities rounding down
Small Crate	**Container: Barrel or Crate**	**Writing Supplies, Size Medium**
Sacks	unprotected	**Simple Foodstuffs**

Only read the following italicized text if the PCs discover the secret door to the southeast:

As you move about the closet, you nudge the sacks in the southeast. Some of the rice spills out, and you notice that some grains disappear under the wooden wall. Checking more closely, you notice the wood in this corner has been painted on to a reinforced door.

	Access
Secret Closet Door	**Locks: Door, Secret, using Context B**

MC-TP-GF-11: Stairs Up

This leads to "Map 41: Trading Post Second Floor (MC-TP-SF)" on page 135.

MC-TP-GF-12: Secret Closet

Behind the secret closet door, you discover a second closet, containing two small crates, one large crate, and four chests, one of which is opened and empty. It smells quite dusty in here, as though it has been at least a year since anyone was in here. To the south is a set of stairs leading down to the basement.

	Access	Contents
Large Crate	**Container: Barrel or Crate**	**Armor: Heavy, roll 1d4 times** AND **Armor: Medium, roll 1d4 times** AND **Armor: Light, roll 1d4 times** AND **Weapons: Martial 2H, roll 1d4 times** AND **Weapons: Martial Ranged, roll 1d4 times**
Small Crates (2x)	**Container: Barrel or Crate**	**Glasses, Metals, and Woods, Size Medium, using Context C**
Chests (3x)	**Locks; Chest, Strongbox** AND **Traps: General**	**Potions: Moderate** AND **Coin Treasure: Moderate** AND **Weapons: Light, using Context C**

MC-TP-GF-13: Stairs Down

These steps lead to "Map 65: Trading Post Basement (MC-TP-BM)" on page 200.

Map 19: Chaos Overview (MC-C)

One square equals 5 ft.

MC-C: Chaos Overview

Overview

In the northwest of the mountain's surface floor is a large cavern, mostly natural but augmented by tools and intent. It's in this region that the chaotic aspect of the work team set up shop.

Theme & Purpose

This area contains one of three elevators that can be used to safely access the **Mines** under the mountain... and to return from them!

Owing to the nature of the chaotic component of the city, the elevator itself is hidden, and was not typically used in the day-to-day operations of **Mondaria**.

Random Encounters

Use the standard / default **Random Encounter** rules for this level.

Areas of Interest

MC-C-1: To Mountain Center

This leads to "Map 29: Past the Gates (MC-PG)" on page 105.

Unless otherwise indicated in a given **Area of Interest**, and subject to GM override, any monsters or NPCs resulting from **Random Encounter** rolls will likely enter this area from here.

MC-C-2: Rock Cluster

As you pass by this area, you think you may have seen one of the rocks shift... but it could just have been a falling pebble from above.

If the PCs pass by this area without following up on this oddity, wait until they pass over the **Rubble Wall** (see below), then roll on the **Random Encounters** table, and reroll until you get a result that includes at least one monster; place the monster(s) in this rockpile.

If the party checks this area out intentionally, they discover nothing at all, but this prevents the introduction of the monsters above.

MC-C-3: Destroyed Guardhouse

This square-shaped pile of rubble appears to have been a guardhouse of some sort. More rubble lies beyond. It's difficult to tell what caused the damage; there are signs of blunt weapons having smashed pieces of stone, but there are also scorch marks and nicks from fire and bladed weapons.

Should the PCs search the rubble, they will discover some soldierly essentials, half-buried in the debris:

	Access	Contents
Destroyed Guardhouse	unprotected	**Potions: Moderate, using Context D** AND **Armor: Medium, using Context D** AND **Weapons: Martial, using Context D**

MC-C-4: Rubble Wall

A line of destroyed stone stretches from north to south here.

When the PCs are to the east of this wall, introduce random monsters from the **Stone Group** (see below).

Once the PCs have crossed to the west of this wall, new creatures should emerge from **"To Mountain Center"** to the east.

MC-C-5: Watchspire Stairs

These lead to **"Map 40: Western Watchspire (MC-WW-SF)"** on page 132.

MC-C-6: Stone Group

Three ovoid, bluish-grey boulders sit here, just beyond the wall to the east.

MC-C-7: Chaos Supplies

Please refer to page 88 for more details about this chamber.

MC-C-8: Chaos Foreman

Page 86 begins description on this building.

MC-C-9: Rockline

A haphazard line of rocks seems to mark the western edge of this chamber. Whether they are naturally-occuring or placed here intentionally is difficult to

determine.

MC-C-10: Rocknest

A **Rat Swarm** lives here. It will emerge and attack the party only if disturbed, or will do so from behind once the party discovers and opens the secret door to the southeast.

MC-C-11: South Gatehouse Ruin

A building was once here, though it has been reduced to rubble. It seems similar to the guardhouse you saw to the northeast, but curiously, there's nothing here—nothing to guard seems to be present!

Among the ruin can be found some supplies left by the soldiers who had been stationed here:

	Access	Contents
South Gatehouse Ruin	unprotected	**Potions: Moderate, using Context D** AND **Armor: Shields, using Context D** AND **Weapons: Ranged using Context D**

MC-C-12: Chaos Secret

This region is described in more detail starting on page 84.

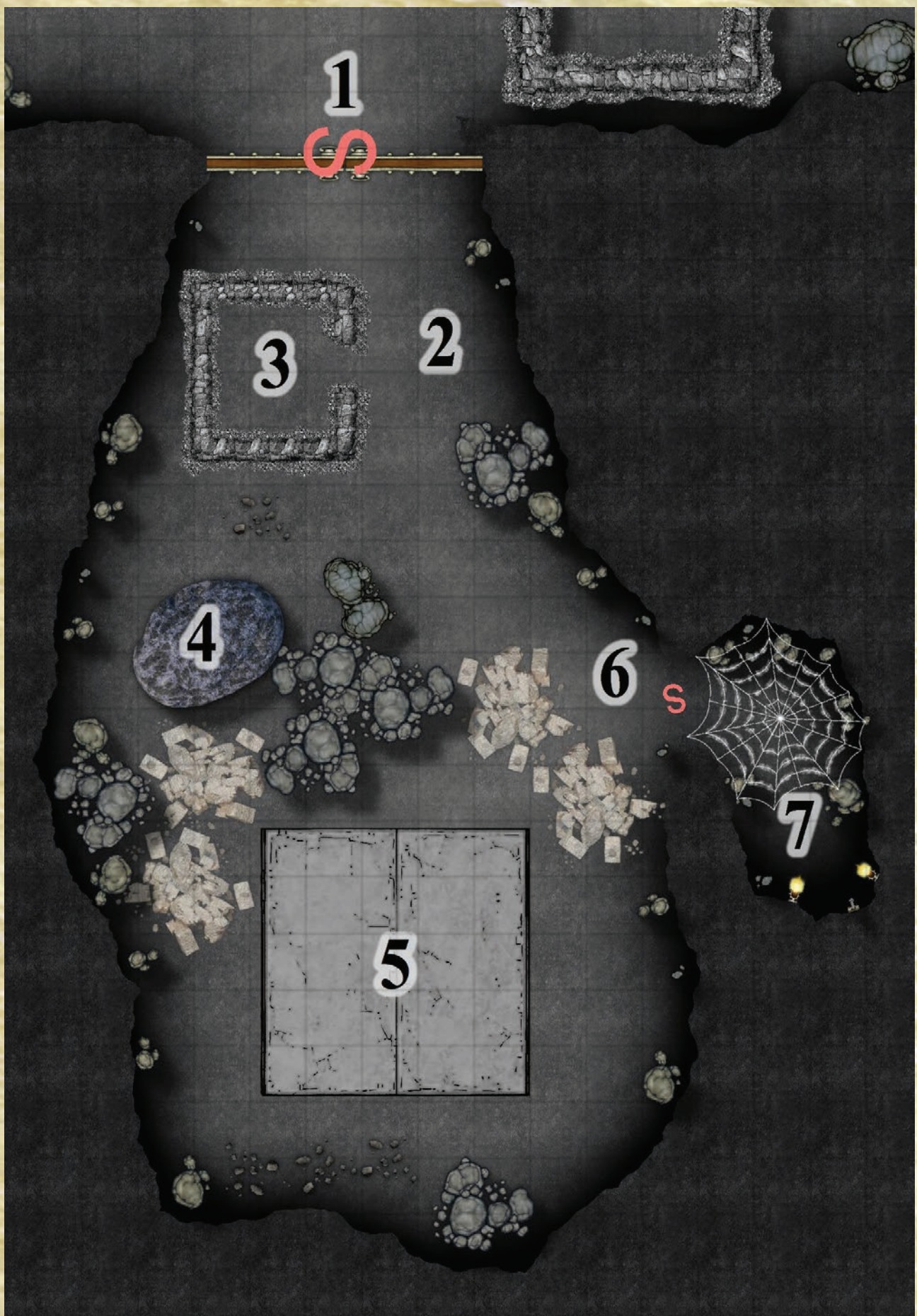
	Access
Chaos Secret Door	**Locks: Door, Secret, using Context C**

Only read the *italicized* text below if the secret is discovered.

Your hunch that the gatehouse must have been protecting something is justified: searching what seemed to be a flat rock wall, you discover a lock mechanism in the center of double doors made to look like rock.

Map 20: Chaos Secret (MC-CSCR)

One square equals 5 ft.



MC-CSCR: Chaos Secret

Overview

This chamber holds an elevator to the **Mines**. It was used either as a backup to the **Law** elevator to the far east, or for those wishing to sneak supplies down (or simply to transport them without interference).

Theme & Purpose

It's a nice escape route for PCs wishing to emerge quickly, though it's certainly not the most straightforward means of entering the **Mines**.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. Ignore any **NPC** results.

Areas of Interest

MC-CSCR-1: Secret Entrance

Please refer to "**Map 19: Chaos Overview (MC-C)**" on page 81 for the profile of this door.

MC-CSCR-2: Entry Passage

Though the cave expands here, the aperture narrows, as there is a ruined building to the west.

Entering this area for the first time prompts two immediate roll on the **Random Encounters** table; reroll until you get one NPC and one Monster encounter.

Monsters resulting from the roll should already be present atop the **Elevator** to the south; NPCs should be hidden in the **Secret Switch Chamber**.

MC-CSCR-3: Destroyed Guardhouse

This pile of rubble was once a guardhouse, or checkpoint, for those traveling to and from the elevator to the south.

There is nothing of value in the rubble.

MC-CSCR-4: Blue Stone

Amidst the debris is a large bluish-black oval stone. It seems somewhat out of place in comparison to the other rocks here.

This stone is far from sinister: it was indeed moved here from elsewhere, but mainly because the **Chaos Foreman** supervising this area liked the color.

It serves no purpose aside from appealing to the cosmetic preferences of a now-deceased leader.

MC-CSCR-5: Elevator

A giant elevator sits here, leading down into the mines under the mountain. You do not see any means of opening it and causing it to move, however.

This elevator is triggered via the switch to the northeast, in the **Secret Switch Chamber** (see below).

MC-CSCR-6: Rubble Wall

Natural stone formations are interspersed with what appears to be destroyed boxes and debris, in a haphazard line bisecting the room.

Searching all of this area will take some time, 15 minutes at least, and will yield the following:

	Access	Contents
Rubble Wall	unprotected	**Coin Treasure: Moderate, using Context D**

To the east is a secret panel that leads to the **Secret Switch Chamber**:

	Access
Switch Chamber Door	**Locks: Door, Secret, using Context B**

MC-CSCR-7: Secret Switch Chamber

Stale cobwebs and spiderwebs pepper the northern piece of this small chamber. To the south, you see a pair of torch sconces mounted into the raw rock wall; between them is a forearm-sized lever.

Any NPCs placed here will be hungry and thirsty, hiding from wandering monsters, and eager of the PCs' assistance in leaving.

Activating the switch mentioned will start the **Elevator** to the west.

Map 21: Chaos Foreman (MC-CF)

One square equals 5 ft.

MC-CF: Chaos Foreman

Overview

This was where the **Foreman** of the Chaos aspect of the mines laid his head, and met with his team. He and his staff are all deceased now, however; these chambers are somewhat picked through and sometimes play host to monsters wishing to get some peaceful slumber.

Theme & Purpose

Get a sense of the

Random Encounters

Use the standard / default **Random Encounter** rules for this level. Any NPCs rolled will enter this building from the main entrance, either happening by or having seen the party and wanting to follow them.

Areas of Interest

MC-CF-1: Entrance

A huge set of steel double doors bars your way. Wall torches to the east and west fail to make this silver-and-stone facade any cheerier.

	Access
Chaos Foreman Entrance	Locks: Door, Stronghold, using Context B

MC-CF-2: Meeting Hall

For a chaotically-leaning nexus, this room is well-organized and neat: a banquet table set for a dozen occupies the middle of the room; to the northeast is a smaller octagonal table ringed with chairs. Benches sit against the east wall, flanked by potted plants. To the north and southwest are pairs of sideboards; a pair of privies sits in bewteen the northern sideboards. A single door masked by a thick grimy curtain leads to the northwest.

	Access	Contents
Sideboards (4x)	Locks: Furniture, Simple	Alcohol: General, using Context D

	Access
Chaos Foreman Quarters Door	Locks: Door, Reinforced

MC-CF-3: Chaos Foreman's Quarters

The furniture in ths chamber appears to have been scattered drunkenly; you're not sure if this is where everything is intended to go, or if someone had a massive fight in here, and things were just left where they ended up. A small crate, two treasure chests, three wardrobes, a writing desk, and two barrels form much of the interesting furniture here; a set table ringed with chairs is in the southeast, and a washbasin and privy may be found to the northeast.

	Access	Contents
Small Crate	Container: Barrel or Crate	Rations & Prepared Food, Size Medium
Wardrobes (3x)	Locks: Furniture, Simple	Clothing: General AND Armor: Heavy, using Context D
Chests (2x)	Locks; Chest, Strongbox AND Traps: General	Potions: Moderate AND Coin Treasure: Moderate AND Weapons: Martial 1H
Barrels (2x)	Container: Barrel or Crate	Alcohol: General, Size Medium
Writing Desk	Locks: Furniture, Simple AND Traps: General	Writing Supplies AND Gems: Medium-Quality

In addition, when the **Writing Desk** is searched, roll on the **Plot Discoveries** table.

MC-CF-Secret Door

Only read the italicized text below if the PCs discover the secret.

An odd place for a secret door: next to a privy. On the other hand, it seems ideal, particularly for one of chaotic bent. The stone here is false, and belies a simple wooden panel that slides aside.

	Access
Supplies Secret Door	Locks: Door, Secret

This leads to "**Map 22: Chaos Supplies (MC-CS)**" on page 88.

Map 22: Chaos Supplies (MC-CS)

One square equals 5 ft.

MC-CS: Chaos Supplies

Overview

Supplies, largely mining-oriented, for a full one-third of the mine's occupants. In practice, with the enormous growth of the mines to more than eight levels underneath, most supplies needed on a day-to-day basis are already present in the levels themselves.

This room now serves as a kind of overflow, emergency reserve, and staging area for serving the needs of particular levels down below.

Theme & Purpose

There are some items of interest here to adventurers, but the main attraction is peace and quiet: so long as they light no fires and keep quiet, the PCs may rest here as they wish.

Random Encounters

If the party lights no fire, casts no spell, keeps their conversation to a whisper, and generally stays quiet, they will be left alone here.

Otherwise, use the standard / default **Random Encounter** rules for this level; do so immediately when the silence is broken.

Areas of Interest

MC-CS-1: Entrance

Massive iron double doors bar entry into the chamber. Barrels are placed outside wall torches.

	Access
Chaos Supplies Entrance	**Locks: Door, Stronghold, using Context D**

The three barrels are unsealed, and contain potable water.

MC-CS-2: Supply Room

It smells deeply of leather, metal, and oil here; underneath these is a mining-dust kind of grittiness to the air. Stacks, heaps, and ranks of various supplies lie everywhere in this triangular room whose hypoteneuse is formed by the mountain wall. Of particular note is a weapons cart just inside the entrance, and a large crate in the southwest corner, atop which rests a locked chest.

	Access	Contents
Large Crate	**Container: Barrel or Crate**	**Rations & Prepared Food, Size Large**

	Access	Contents
Chest	**Locks; Chest, Strongbox** AND **Traps: General**	**Potions: Moderate, using Context C** AND **Coin Treasure: Moderate** AND **Weapons: Martial 1H, using Context C**
Weapons Cart	unprotected	**Weapons: Martial 1H, roll 2d6 times, using Context D** AND **Weapons: Martial 2H, roll 2d4 times, using Context D** AND **Weapons: Simple, roll 3d6 times, using Context D** AND **Weapons: Light, roll 2d4 times, using Context D**

MC-CS-3: Barrels & Food

Stacks of barrels against the south wall are joined by heaps of sacks to the east, and an array of upright casks in the eastern corner.

	Access	Contents
Stacked Barrels (11x)	**Container: Barrel or Crate**	**Potable water**
Sack Pile	unprotected	**Simple Foodstuffs, size Large**
Upright Casks (7x)	**Container: Barrel or Crate**	**Alochol: General, size Medium, using Context B**

MC-CS-4: Food, Polearms, and Tables

Add rotten food to the cavalcade of aromas here experienced. A polearm cart sits to the north of a food table, laid out with an impressive array of now-spoiled fare. To the east of that is a table filled with shields of varying design. Rectangular tables ringed with chairs occupy the middle of the chamber.

	Access	Contents
Polearm Cart	unprotected	Weapons: Martial 2H, roll 3d8 times, using Context D
Shield Cart	unprotected	Armor: Shields, roll 2d6 times, using Context D

MC-CS-5: Ore & Grain Carts

Two groups of handcarts are parked against the western wall. To the north is a cluster of ore carts, laden heavily with raw chunks of mining yield. Grain carts, with slight spillage underneath, are to the south.

	Access	Contents
Ore Cart	unprotected	Glasses, Metals, and Woods: Size Large
Grain Cart	unprotected	Simple Foodstuffs: Size Large

MC-CS-6: Weapons Tables

Four tables of weapons sit in the north region of the supply room.

	Access	Contents
South Weapons Table	unprotected	Weapons: General, roll 3d8 times
Middle Weapons Table	unprotected	Weapons: Martial 2H, roll 2d8 times
North Weapons Table	unprotected	Weapons: Ranged, roll 2d6 times AND Weapons: Martial Ranged, roll 2d6 times
East Weapons Table	unprotected	Weapons: Light, roll 2d6 times AND Weapons: Simple, roll 2d6 times AND Weapons: Exotic, roll 2d4 times

MC-CS-7: Northwest Corner Secret Door

In the northwest corner of the room is a large pile of sacks and bags; to their south is a large crate and two chests.

The secret door's profile is described in **Chaos Foreman**, p 86. It may be discovered, and used, from either side equally.

	Access	Contents
Large Crate	Container: Barrel or Crate	Glasses, Metals, and Woods, size Large
Chests (2x)	Locks: Chest, Strongbox AND Traps: General	Potions: Moderate, using Context C, AND Gems: Medium-Quality
Sack Pile	unprotected	Rations & Prepared Food, size Medium

Map 23: Law Entrance (MC-LE)

One square equals 5 ft.

MC-LE: Law Entrance

Overview

The eastern region of the mine's entrance is the default and main means of enter and egress, at least in the day-to-day operations of the enterprise.

Run with efficiency and precision, this elevator is always running, and does so well and quickly. Goods and personnel were typically in nearly constant flux as the mines churned out their yield.

In the wake of the Obelisk's discovery, however, this area suffered the first and main destruction of the chaos that escaped.

Theme & Purpose

Unless they happen upon the secrets of the **Chaos** and/or **Love** elevators to the west, or choose to enter via the hole in the floor in the **Grotto** to the southwest, the **Law** elevator is likely the way the party enters the mine.

As a result, the GM is encouraged to allow, if not smoothe, navigation of this area, to ensure the party gets to where they need to be.

Random Encounters

Use the standard / default **Random Encounter** rules for this level, with the following modifications: Roll ***half*** as often as you typically would, and reroll any results involving one or more monsters once.

Areas of Interest

MC-LE-1: Entrance

Massive steel doors, 15' high and 20' wide, bar the way. The thick, worn path underfoot that disappears under the gate indicate a route of frequent use by heavy carts and hordes of personnel.

Curiously, the gate appears to be unlocked; as you peer more closely, you notice the doors are ajar a few inches.

Unlocked and ajar though it may be, these massive gates still require a **Strength** check at **DC 20** to move open far enough for the PCs to enter.

The note above regarding frequency and rerolls for Random Encounters applies only once the party has passed this entrance; PCs **Taking 20** or otherwise consuming a lot of time to force open this door may easily run afoul of monsters to their west.

MC-LE-2: Inside the Gates

The smell of the mines hits your noses as you step inside the gate. Gritty and productive, the scent of ground stone, dirt, sweat, and grime is not unwelcome, particularly to those accustomed to manual labor.

MC-LE-3: Ruined Guardpost Northwest

A small guardhouse once sat here. Fire and bludgoning must have spelled its doom, given the telltale signs of scorch and smash.

Looting this area will produce some useful remnants:

	Access	Contents
Guardpost Ruins	unprotected	**Weapons: General, roll 1d4 times,** AND **Armor: General, roll 1d4 times**

MC-LE-4: Ruined Guardpost Southeast

The stone here seems to have melted, alongside shattered pebbles that may once have served to form a circular guardpost.

Digging through the wreckage produces some fruitful results:

	Access	Contents
Guardpost Ruins	unprotected	**Weapons: Martial 2H, roll 1d4 times,** AND **Potions: Moderate, roll 1d4 times** AND **Coin Treasure: Moderate**

MC-LE-5: Guard Building

Between the two guardposts and the north mountain rock, walls had formed a makeshift building. Nothing remains of it, now; everything wooden is now ash, and what was once rock is now gravel. Guano peppers the area in a greasy, horrid mess.

There's nothing of value to be found here, and spending more than a few minutes in any square that has bat feces draws the attention of a **Bat Swarm**, which attacks the party.

MC-LE-6: Office Doors

Steel double doors lock you out of whatever room lies to the south of this region. Wall sconces flank the entrance.

	Access
Office Doors	Locks: Door, Reinforced

MC-LE-7: Office

This appears to have been an office, or perhaps a supply requisition station. Two blank waiting tables ringed with dented chairs sit to the west. A long table with a few empty bags and unlit candles on it splits the east of the room off from the main area; behind this table is a small square table with some supplies on it. A set of locked steel double doors leads further to the east.

	Access	Contents
Supply Table Bags	unprotected	Rations & Prepared Food

	Access
Storeroom Doors	Locks: Door, Stronghold

MC-LE-8: Supply Room

Dust and mold greet your senses as you pull open the doors. Small crates are just to your north; atop them are a bag and a chest. The rest of the room is consumed with barrels of various design.

	Access	Contents
Small Crates (2x)	Container: Barrel or Crate	Rations & Prepared Food, size Medium
Chest	Locks: Chest, Strongbox AND Traps: General	Potions: Moderate, roll 1d4 times
Barrels (12x)	Container: Barrel or Crate	Rations & Prepared Food, size Medium

MC-LE-9: Watchspire Stairs

This leads to "**Map 35: Eastern Watchspire Overview (MC-EW-SF-O)**" on page 120.

MC-LE-10: Law Foreman

This leads to "**Map 24: Law Foreman (MC-LWF)**" on page 94.

MC-LE-11: Guano Line

Bat feces form a battlement behind the former rock wall here, along the guardposts.

As with the guano to the southwest, spending more than a minute in these squares means a **Bat Swarm** will attack the PCs.

Map 24: Law Foreman (MC-LWF)

One square equals 5 ft.

MC-LWF: Law Foreman

Overview

This was once the administrative center of the most important, busy piece of the mine's operation; a place where the Law Foreman could hold court with leaders, rest his head, and on occasion entertain.

It's now abandoned, though oft used as a place to rest one's head.

Theme & Purpose

This is a relatively safe space for the PCs to rest, but more than that, it may yield some important information about the plot and story of the mines.

Random Encounters

For short stays here, use the standard / default **Random Encounter** rules for this level, but ignore monster results.

If the party wishes to take a long (i.e., more than 1 hour) rest here, there is an **80%** chance that they will do so unmolested; otherwise, use the standard **Random Encounter** rules.

Areas of Interest

MC-LWF-1: Entrance

Massive metal double doors block your way, though the sconces and flowerpots to either side of the doorway do make the entrance seem a bit more accessible.

	Access
Law Foreman Entrance	Locks: Door, Stronghold

MC-LWF-2: Entertaining Room

An open space with plenty of room, this seems to have been used for entertaining or waiting. Three chairs sit against the ragged line of the mountain wall to the southeast. Two tables loosely ringed with chairs occupy most of the middle. Two sideboards are against the north wall; to their west is a set of double doors.

	Access	Contents
Sideboard (2x)	Locks: Furniture, Simple	Potions: Moderate

	Access
Dining Room Entrance	Locks: Door, Reinforced

MC-LWF-3: Dining Room

This spacious chamber has a banquet table in its center, with no chairs at its heads. A stove sits right inside the doors to the south; next to it is a cabinet. A sideboard is against the north wall. To the northeast, a single door

leads eastward, obscured by a simple but clean curtain.

	Access	Contents
Cabinet	unprotected	Simple Foodstuffs, Size Medium
Sideboard	Locks: Furniture, Simple	Potions: Moderate

	Access
Foreman Quarters Door	Locks: Door, Stronghold

MC-LWF-4: Law Foreman's Quarters

This clean room smells fresh despite not having been used in a while. A cabinet is just inside the door; to its south are two bookcases. Against the south rock wall is a workbench; to its east is a firepit. A privy and wash basin sit against the east wall, to the south of a square table and a bed. Finally, dressing and writing desks sit against the north wall.

	Access	Contents
Cabinet	Locks: Furniture, Simple	Clothing: General
Bookshelves (2x)	unprotected	Books: General
Dressing Desk	unprotected	Rations & Prepared Food
Writing Desk	Locks: Furniture, Simple AND Traps: General	Writing Supplies AND Coin Treasure: Moderate

In addition, when the **Writing Desk** is searched, roll on the **Plot Discoveries** table.

MC-LWF-5: Secret Door

	Access
Secret Door	Locks: Door, Secret

Map 25: Love Overview (MC-L)

One square equals 5 ft.

MC-L: Love Overview

Overview

The north-central region of the mountain's ground floor is dedicated to the Love aspect of the mining enterprise. The majority of its area is taken up by a huge meeting area and fire circle (see below); there is an elevator which leads to the mines themselves, but it is hidden behind a secret door.

Theme & Purpose

It's one of the four means of getting into (and out of) the mines from the surface. And it's a good means of obtaining information about the enterprise.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. Reroll any monster results once.

Areas of Interest

MC-L-1: Love Foreman

This area is described in more detail on page 100.

MC-L-2: Love Main Area

A calm descends on you as you enter this enormous chamber. Although there are some features within, it seems a massive empty space, ready to be filled with laughter, speech, and festivities.

When the party enters this area, reset the clock on **Random Encounters**.

MC-L-3: Fire Circle

The many footprints in the dust here indicate frequent jubilations in this area, around a gigantic bonfire that is now simply charred wood. Benchlike rocks sit in clumps around the fire; you see worn sections of these where years of repeated sitters have carved a more benchlike level with their rear ends.

While within 20' of the fire, the party is relatively safe: roll as normal on the **Random Encounters** table, but ignore any results that produce one or more monsters.

MC-L-4: Ruined Storage Shed

A stone storage shed once sat here, long ruined by something that smashed the stone to pieces.

There is nothing to find in the rubble, which has been looted clean.

MC-L-5: Northeast Rock Clump

Compared to the openness and feeling of residual jubilation of the rest of the chamber, the clump of dark stones to the northeast seems quite foreboding.

Searching here yields nothing but long-hardened monstous

feces.

However, if the party fails to check this area out, when they pass through the **Secret Doors** to the southwest (see below), roll on the **Random Encounters** table; any monsters that result come from this rock clump.

MC-L-6: Ruined Guard Post

This appears to have been a guard post. Fire has dissolved much of the stone and masonry here; what remains is a somewhat bizarre puddle of hardened liquid rock.

	Access	Contents
Guardpost Ruins	unprotected	Potions: Moderate

MC-L-7: Secret Door

	Access
Secret Door	Locks: Door, Secret, using Context B

MC-L-8: Love Secret

Please refer to page 98 for more details about this area.

Map 26: Love Secret (MC-LS)

One square equals 5 ft.

MC-LS: Love Secret

Overview

This is the secret zone that leads to the elevator.

Theme & Purpose

Most likely, the party will explore here as a means of entering the Mines.

Areas of Interest

MC-LS-1: Secret Door

The profile for the secret door can be found on page 96. When the PCs pass this point, roll on the **Random Encounters** table; place anything that results atop the **Elevator** (see below).

MC-LS-2: Love Secret Passage

As you walk through the aperture created by the secret double door, things turn quiet. If the large fire-circle chamber outside was calm and peaceful, this zone feels deathly quiet.

Past this point, any **Random Encounters** rolled are introduced from beyond the **Secret Door** to the northeast.

MC-LS-3: Ruined Guardhouse

Melted and smashed stone mark the former presence of a guard post here.

	Access	Contents
Guardhouse Ruins	unprotected	**Coin Treasure: Moderate**

MC-LS-4: Elevator

This leads to "**Map 49: Mines Level 1, Overview (ML1-O)**" on page 158. It is operated via the switch to the north (see below).

MC-LS-5: Wall Switch

In the rock face here is carved a stone border, designed with lovely patterns of vines and hearts. In the center of this stonework is a 2'-long wooden lever, banded in rose copper.

Using this lever causes the **Elevator** to the south to descend. There are four rounds between when the switch is used to when the elevator descends to the point where it's unsafe to enter it.

Map 27: Love Foreman (MC-LF)

One square equals 5 ft.

MC-LF: Love Foreman

Overview

This is a curious structure: it is both the Love Foreman's offices and quarters, as well as the only means of passing through to the Love region of the mine's ground floor.

Theme & Purpose

For the party to explore the north-central region of the ground floor of the mines further, they must pass through this zone. There's also a good opportunity to gain some information on the mine, its operations, and the story of what happened here.

Random Encounters

Use the standard / default **Random Encounter** rules for this level.

Areas of Interest

MC-LF-1: Entrance

Massive steel doors are locked against your entry. Huge, person-sized torches are mounted in sconces along the wall.

	Access
Love Foreman Entrance	Locks: Door, Reinforced

MC-LF-2: Guardpost

A tight rectangle is inscribed against the rock wall to the east. Scant stone walls sit at its corners, but the predominant part of the west and south parts are security bars. To the room's north is a steel door. A chest sits in the southwest corner.

	Access
Entrance	Locks: Door, Reinforced

	Access	Contents
Guardpost Chest	Locks: Chest, Simple	Weapons: Martial 1H AND Coin Treasure: Moderate

MC-LF-3: North Doors

These doors mirror the entrance to the south. In the northeast corner of the chamber is a barrel of drinking water and a firepit. Potted plants flank the outside of the door.

	Access
Love Foreman Entrance	Locks: Door, Reinforced

MC-LF-4: Love Foreman Interior

This area is a wide chamber which leads to the north.

Most of the eastern wall is simply mountain rock. The east is a wall interspersed with a double door in the middle and shuttered windows to its north and south. A well-worn path leads from south to north. A barrel is tucked away to the southeast.

	Access	Contents
Barrel	Container Barrel or Crate	fresh water

	Access
Love Apartments Entrance	Locks: Door, Reinforced

MC-LF-5: Foyer

A small, quiet chamber greets you upon entering the doors. The rug underfoot is soft and well-cushioned. Doors lead to the north and south. A small circular table with three chairs occupies much of the room; a sideboard is against the northwest wall.

	Access	Contents
Sideboard	Locks: Furniture, Simple	Potions: Moderate

	Access
North Foyer Door	Locks: Door, Simple
South Foyer Door	Locks: Door, Simple

MC-LF-6: Meeting Room

This "L"-shaped room is comfortable, despite its western edge being composed of raw rock. A well-set, rectangular table is in the main space of the room, laden with now-spoiled food. A sideboard sits against the north wall at the junction of the L. Metal double doors lead to the northwest.

	Access	Contents
Sideboard	unprotected	**Rations & Prepared Food**

	Access
Love Quarters Door	**Locks: Door, Reinforced**

MC-LF-7: Love Foreman's Quarters

The northwest section of these apartments appear to be the quarters of the foreman. A wash basin, comfortable chair, privy, and bed compose the western edge of the room. To the north is a dressing desk and stool; south of that is a chest and a cabinet atop which rests plates of rotten food.

	Access	Contents
Dressing Desk	unprotected	**Writing Supplies**
Cabinet	unprotected	**Clothing: General**
Chest	**Locks: Chest, Simple** AND **Traps: General**	**Gems: High-Quality**

In addition, a scrap of paper can be found in this chest: roll on the **Plot Discoveries** table.

Map 28: Outside the Gates (MC-OG)

One square equals 5 ft.

MC-OG: Outside the Gates

Overview

This region defines the area preceding the main entrance to the inside of the mountain.

Theme & Purpose

There are only two ways to enter the **Mines** that avoid this area: first, the party could fall through the hole in the **Grotto** to the west. Second, they could use the secret staircase in **Checkpoint Control** to the west to scale up the **Western Watchspire**, and from there, descend into the **Chaos** region of the mines via staircase.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. Roll twice as often as normal, and reroll any "**No Encounter**" results.

Areas of Interest

MC-OG-1: Market

This leads to "**Map 3: Central Area / Market (MC-MKT)**" on page 37.

MC-OG-2: Supply Carts

This is a sales kiosk, but creatively arranged out of two carts and an improvised canopy made from a scrap of sailcloth.

	Access	Contents
Supply Carts	unprotected	**Rations & Prepared Food** AND **Potions: Moderate, using Context D** AND **Weapons: Simple**

MC-OG-3: Weapons Cart

This massive wheelbarrow's wheel is broken. Its payload is a wealth of dented, but serviceable-looking arms.

	Access	Contents
Weapons Cart	unprotected	**Weapons: General, roll 1d6 times** AND **Weapons: Martial 1H, roll 1d4 times** AND **Weapons: Exotic**

MC-OG-4: Fishing Cart

Improbably, this cart, closest to the entrance of a massive mining complex, appears to have sold fishing supplies.

	Access	Contents
Fishing Cart	unprotected	**Fishing Supplies, roll 2d4 times**

MC-OG-5: Main Entrance

Twenty-foot-tall, gigantic double doors bar your entrance. They are mainly wood, reinforced by plates of metal and studs of iron. The metal is inscribed with whorling and looping patterns in a strange combination of elven and dwarven symbology. Though there are no letters or words, and the iconography is all abstract, it seems to be in the vein of working together for the betterment of all.

These doors may be beyond easy skill of the party, particularly at lower levels. Strive to present this as expected: these are the main doors to a thriving and profitable mining complex, after all; naturally, the lock on the front door of such an enterprise is bound to be a bit tricky! That said, unless they have discovered one of the very few alternate paths in, the party will likely view this as a path they must take in order to progress.

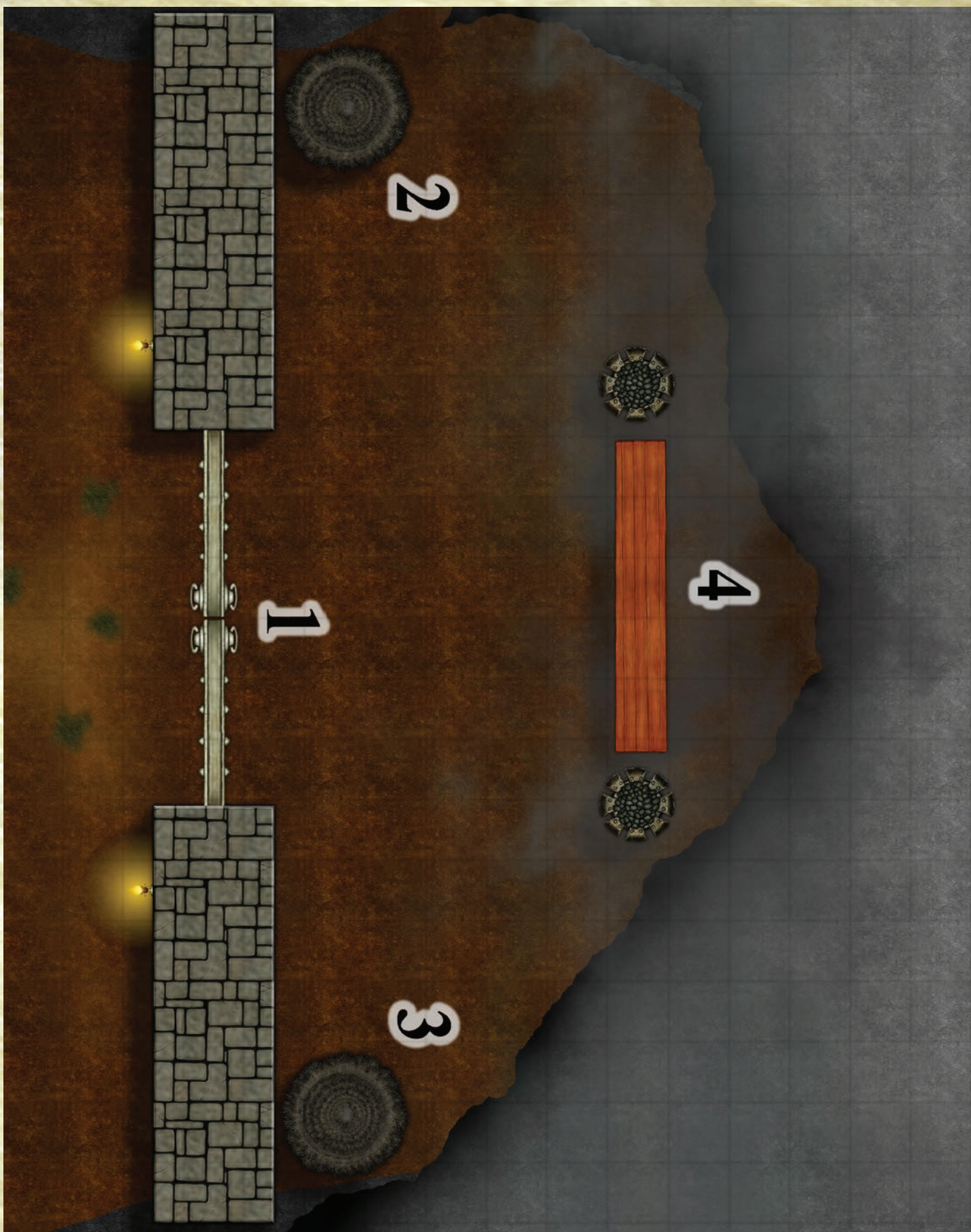
	Access
Main Entrance	**Locks: Door, Stronghold, using Context C**

MC-OG-6: Entrance Wall

Massive, ten-to-fifteen-foot-thick stone wall crosses the path here, making enormously clear the transition from Mondaria City to Mondaria Mines, and the bowels of the mountain looming above you.

Map 29: Past the Gates (MC-PG)

One square equals 5 ft.



MC-PG: Past the Gates

Overview

Slightly beyond the gate is a somewhat quiet zone.

Theme & Purpose

Allow the party passage to areas beyond the main entrance.

Random Encounters

While in this area, the party is actually quite safe, so long as they do not rest. Do not roll on the **Random Encounter** table unless the PCs decide they want to try a long rest; if they do, wait until whichever of them are going to sleep, are asleep, and then roll on the **Random Encounter** table; randomize whether any resulting encounters come from the north or south.

NPCs of Note

There's a **25%** chance that the **Tribute Magister** will be here, sitting on the **Observation Bench** (see below), as the PCs enter this area.

Areas of Interest

MC-PG-1: Main Entrance

These doors are profiled on page 103.

MC-PG-2: Guard Hut West

A guard hut stands here, its thatch and wood oddly out of place amidst all of the stone and metal of its surroundings.

	Access	Contents
Guard Hut West	unprotected	**Rations & Prepared Food** AND **Weapons: Martial 1H**

MC-PG-3: Guard Hut East

	Access	Contents
Guard Hut East	unprotected	**Rations & Prepared Food** AND **Armor: General**

MC-PG-4: Observation Bench

North of the doors is a huge wooden bench, able to hold probably ten people on a side. To its east and west are huge unlit braziers.

This bench was usually used by scribes and other trackers to denote people entering and leaving, and to record commerce represented thereby. Because of this, it was an area oft frequented by the **Tribute Magister** and his staff (see "NPCs of Note", above).

Map 30: Law General (MC-LO)

One square equals 5 ft.

MC-LO: Law General

Overview

The northeast corner of the area under the mountain is devoted to Law, and is the primary entrance and exit of the Mines.

Theme & Purpose

Allow passage into the **Mines** without reliance on the discovery of secrets; also allow easy access to the **Eastern Watchspires**.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. Roll half as often, and reroll monster-related results once.

Areas of Interest

MC-LO-1: Law Entrance

Please refer to "**Map 23: Law Entrance (MC-LE)**" on page 91 for more details about this area.

MC-LO-2: Law Foreman

"**Map 24: Law Foreman (MC-LWF)**" on page 94 contains more detail.

MC-LO-3: Elevator

This leads to "**Map 49: Mines Level 1, Overview (ML1-O)**" on page 158, and is operated via the **Switch** to the east (see below).

MC-LO-4: Elevator Switch

Against the blank rock face here is a huge lever, bordered simply by a metal bracket.

Flipping this lever causes the **Elevator** to the east (see above) to descend. There are five rounds between using the switch and the point at which one can safely get on the Elevator.

MC-LO-5: Watchspire Stairs East

These lead to "**Map 35: Eastern Watchspire Overview (MC-EW-SF-O)**" on page 120.

They are guarded by a monster: before approaching this area, roll on the **Random Encounters** table and reroll until you get a monster result; place the monster(s) here, on the stairs themselves.

MC-LO-6: Watchspire Stairs West

As the stairs to the west, these lead to "**Map 35: Eastern Watchspire Overview (MC-EW-SF-O)**" on page 120.

MC-LO-7: Ruined Guard Tower

From the volume of stone about its base, this used to be a 15'-high guard tower, overlooking the entire large chamber here.

	Access	Contents
Ruined Guard Tower	unprotected	**Coin Treasure: Moderate, using Context D**

MC-LO-8: Law General Area

This whole region appears to be a gigantic chamber, largely person-made, with very little naturally occuring. You feel as unsafe as you do elsewhere in the city, but you do feel a bit of calm, of confidence, that even if you are threatened, you will see it coming, and prevail.

MC-LO-9: Guardhouse Center

A crumble of rocks and masonry denotes a former guardhouse.

There may be something living here: roll on the **Random Encounters** table; if the result is a single **Medium**-sized or smaller creature, it nests here and attacks the party if they come within 10' of its home. Ignore all other results.

There is nothing of value in the debris.

MC-LO-10: Guardhouse East

The debris here, for another guard post, appears scorched and melted.

	Access	Contents
Guard House East	unprotected	**Potions: Moderate**

Mondaria City: Second Floor

Map 31: Mondaria City Second Floor Overview (MC-SF-O)

One square equals 20 ft.

Level Introduction: Mondaria City Second Floor

Summary

"Second floor" is literal in some structures, in that there was a ground floor, and what is explored here is accessible via staircase. To the north, however, the PCs may explore the **Watchspires** that are used to oversee the city and mines.

Entrances and Exits

Note that the following are typical, even secret, means of entering and exiting the level as it was designed.

Other, magical means of navigating the level (for example, teleportation spells or those that grant incorporeality) are not discussed and are left to the GM to manage should they be introduced.

Entry & Exits

Buildings whose second floors are described in this region are typically accessed via staircase within that building. The Watchspires are accessed via staircases carved into the mountain rock, and can be climbed from either the ground floor of the mountains, or in one case via secret staircase from **Checkpoint Control** (p 40).

Alternate Entrance

It should be noted that the **Western Watchspire** contains one of only two means of entering the **Mines** without going through the main entrance: if the party discovers the secret staircase in **Checkpoint Control**, they may ascend to the **Western Watchspire**, then descend to the **Chaos** region of the mines' ground floor.

Overview

The **Watchspires** are well-organized, and good vantage points; they're also great means of resupplying weapons and equipment.

Atmosphere & Theme

The **Watchspires** should feel lofty, displaced from the chaos and threat below, though there are some

Lonely, would be a good word for it... if the alternative typically didn't want to kill you!

Default Random Encounters

Some **Areas of Interest** within this level will describe a certain approach to **Random Encounters**, either by overriding the **timing** (e.g., "every 30 minutes), and/or by providing its own localized **version** of the random encounter table below.

Absent such an override, roll on the following table of **Default Random Encounters** for every **5 minutes t**he party remains in this area.

Table 7: Mondaria City Second Floor Default Random Encounters

D%	Event	Description
01-40	**No Encounter**	Nothing interesting or specific occurs to deter the party from their overall objectives and exploration.
41-49	**Trivial Encounter**	Roll once on M**onsters: Surface, Trivial**.
50-59	**Light Encounter**	Roll once on M**onsters: Surface, Light**.
60-64	**Average Encounter**	Roll once on M**onsters: Surface, Average**.
65-69	**Advanced Encounter**	Roll once on M**onsters: Surface, Advanced**.
70-74	**Elite Encounter**	Roll once on M**onsters: Surface, Elite**.
75-00	**NPC Encounter**	Roll once on the **Default NPC Encounter Table** below.

Default NPC Encounters

Some **Areas of Interest** within this level will describe a certain approach to **NPC Encounters**, providing its own localized **version** of the table below.

Absent such an override, when in this level, when directed to roll for a random NPC, roll on the following table.

Note that if a certain circumstance mandates the presence of an NPC, you may ignore and reroll results of "No Encounter" on the table below.

The GM is, as in all other aspects of the adventure, to use her common sense regarding use of this table. You should feel free to ignore or reroll results with which you don't agree, or simply choose a result yourself to keep with the atmosphere of the adventure as experienced by your gaming group.

Note, also, that any entry in the list below that has a blank ("-") next to it for roll results means that that NPC is never normally encountered in this level.

Table 8: Mondaria City Second Floor Default NPC Encounters

D%	Event	Description
01-21	**No Encounter**	Despite an initial feeling, the party does not encounter any NPCs at this time.

D%	Event	Description
22	**Common NPC**	**Addicted Miners** shamble toward the party: 1d4x 2d4x 2d6x 3d8x
23	**Common NPC**	**Afflicted Miners** shamble toward the party: 1d4x 2d4x 2d6x 3d8x
24-30	**Common NPC**	A single **Bleak Mute** lurches within view of the party.
31-45	**Common NPC**	One **Crazed Harbinger** stumbles about within view of the party.
46	**Common NPC**	**Tainted Miners** walk creepily toward the party: 2d4x 2d6x 2d8x 2d12x
47	**Common NPC**	**Miners** approach the party suspiciously: 2d6x 2d8x 2d10x 2d12+4x
48	**Common NPC**	One **Mining Taskmaster** walks purposefully toward the party.
49	**Common NPC**	A terrified **Munitions Wench** is visible, huddled in her rags.
50	**Common NPC**	You see a **Supply Maid** in tattered clothes, though you're not sure she sees you.
-	**Common NPC**	A horrifying **Tainted Taskmaster** walks about.
51-60	**Named NPC**	Ambling scholar **Brocambe Methurzz**.
61	**Named NPC**	Beastmaster **Gabharn**.
62	**Named NPC**	Blacksmith **Hamfast Burrbottom**.
63	**Named NPC**	Feastmaster **Frobwin Glamfork**.
64	**Named NPC**	Herbalist **Innelothe**.
-	**Named NPC**	Illusionist entertainer **Raekeldorr**.
-	**Named NPC**	Keeper of Records **Skandern Lithutz**.
-	**Named NPC**	Keepmaster **Vanarelia Riccards**.
-	**Named NPC**	Loremaster **Dalnarok**.
65-74	**Named NPC**	Mercenary dwarf **Gordsturll**.
75-84	**Named NPC**	Merenary tiefling **Killarth**.
-	**Named NPC**	Railmaster **Arranz Trevain**.
-	**Named NPC**	Tinkermaster **Skandbard**.
85	**Named NPC**	Warden **Imeltrude Legande**.
86	**Named NPC**	Brewmaster **Glimdarffe Sudsglub**.
-	**Named NPC**	Cartographer **Estarel Finequill**..
87	**Named NPC**	Chemist **Incebb Gullip**..
88	**Named NPC**	Chief engineer **Didkeln Clawhammer**.
89	**Named NPC**	Coinmaster **Lugatoo**.
-	**Named NPC**	Dwarven union leader **Danalin Foeslash**.
-	**Named NPC**	Elven administration leader **Maresmir**.
90	**Named NPC**	Engineer **Brimdog Firecleave**.
91	**Named NPC**	Foreman **Belerras**.
92	**Named NPC**	Gangboss **Dagbrag**.
-	**Named NPC**	Lead designer **Estarel Finequill**.
93	**Named NPC**	Mayor **Faenadorn**.
-	**Named NPC**	Minemaster **Threnian Lo'quee**.
-	**Named NPC**	A Mystic Seer.
-	**Named NPC**	Sage **Natobbe**.
94-95	**Named NPC**	Stablehand **Friskbik**.
96	**Named NPC**	Stablemaster **Semtammi**.
97-00	**Named NPC**	Tribute magister **Elawelle**.

Areas of Interest

MC-SF-1: Inn & Stables Second Floor

Please refer to page 113 for more details.

MC-SF-2: Residence SE Second Floor

Page 116 contains more details on this area.

MC-SF-3: Residence SW Second Floor

Starting on page 118 contains more information.

MC-SF-4: Eastern Watchspire

Please turn to page 120 for more description.

MC-SF-5: Western Watchspire

This area is described in more detail beginning on page 132.

MC-SF-6: Trading Post Second Floor

Please refer to page 135 for more information.

Map 32: Inn & Stables Second Floor (MC-IS-SF)

One square equals 5 ft.

MC-IS-SF: Inn & Stables Second Floor

Overview

This is the second floor of the **Inn & Stables**... really, this describes the Inn portion more completely.

Theme & Purpose

The PCs may find some solace here if they are lucky.

Default Doors

Unless otherwise indicated in its description, all doors in this area have prfiles determined using the same approach:

	Access
Default Door	Locks: Door, Weak

Random Encounters

Use the standard / default **Random Encounter** rules for this level. Roll **half** as often as normal, and reroll monster results once.

Areas of Interest

MC-IS-SF-1: Stairs Down

This leads to "**Map 8: Inn & Stables Ground Floor (MC-IS-GF)**" on page 52.

The door to the east has neither lock nor trap.

MC-IS-SF-2: Hallway North

This hallway runs nearly the entire length of the building. A row of windows dots the northern wall; doors intersperse brick walls along the south.

MC-IS-SF-3: Innkeeper's Quarters

This room is simple, but much is crammed within: a wardrobe, a dressing desk, a wash basin, a privy, a small table with chairs, a sitting lounge chair, and a double bed.

This room was that of the innkeeper, long dead. For an exorbitant fee, he would rent it out for a ngiht or two, and himself sleep in the stables.

	Access	Contents
Wardrobe	unprotected	Clothing: General

MC-IS-SF-4: Corner Stash

This corner is well-lit, and has a lounge chair and potted plant nearby. It's oddly tranquil.

Inside the potted plant is the following stash. To obtain it, the party must either remove most of the soil, or smash the pot.

	Access	Contents
Potted Plant Stash	unprotected	Coin Treasure: Moderate

MC-IS-SF-5: Meeting Room Entrance

Twin potted plants stand outside the hallway's only double door. A rug is to the north, centered in the hallway.

	Access
Meeting Room Entrance	Locks: Door, Simple

MC-IS-SF-6: Meeting Room

This is the largest room on the second floor of the Inn, but it feels incredibly cramped, owing to the mass of furniture that has been stuck into it. The center of the room is a mass of chairs and stools, tucked chaotically around a simple table. To the center of the east and west walls is a sideboard. Comfortable chairs dot the four corners of the chamber. In the southeast is a door, covered by a curtain.

	Access	Contents
Sideboard (2x)	Locks: Furniture, Strong	Coins: Moderate

In addition, the western sideboard contains a letter of importance: roll on the **Plot Discoveries** table.

	Access
Meeting Room Southeast Door	Locks: Door, Simple

MC-IS-SF-7: Guest Room A

The following description applies to rooms A, B, and C.

This tiny room holds a bed, a small rug, and a cabinet.

	Access	Contents
Cabinet	Locks: Furniture, Simple	Clothing: General

MC-IS-SF-8: Guest Room B

	Access	Contents
Cabinet	Locks: Furniture, Simple	Clothing: General AND Coin Treasure: Moderate, using Context D

MC-IS-SF-9: Guest Room C

	Access	Contents
Cabinet	Locks: Furniture, Simple	Rations & Prepared Food

MC-IS-SF-10: Guest Room D

A somewhat larger room than its neighbors, this chamber also holds a circular table ringed with small chairs, and a second wardrobe.

	Access	Contents
Cabinets (2x)	Locks: Furniture, Simple	Clothing: General

MC-IS-SF-11: Hallway East

Along the east edge of the building, another hallway extends the width of the inn. It has but a single door about halfway down on the western wall.

The door that joins this hallway with the northern one is unlocked.

MC-IS-SF-12: Hallway South

This hallway has three doors in its northern wall; its western end is a door as well.

MC-IS-SF-13: Guest Room E

In lieu of a wardrobe, this room has a writing desk.

	Access	Contents
Writing Desk	Locks: Furniture, Simple	Writing Supplies

MC-IS-SF-14: Guest Room F

This room is similar to its neighbors, and has a storage cabinet against its east wall.

	Access	Contents
Cabinet	Locks: Furniture, Simple	Clothing: General AND Potions: Moderate

MC-IS-SF-15: Guest Room G

Similar to other rooms, this one has a bed, a cabinet, a small table, and a rug.

	Access	Contents
Cabinet	Locks: Furniture, Simple	Rations & Prepared Food

MC-IS-SF-16: Guest Room H

A moldy loaf of bread is atop the cabinet in this room.

	Access	Contents
Cabinet	Locks: Furniture, Simple	Clothing: General AND Weapons: Simple

Map 33: Residence SE Second Floor (MC-RSE-SF)

One square equals 5 ft.

MC-RSE-SF: Residence Southeast Second Floor

Overview

This is the second floor of the **Southeast Residence**.

Theme & Purpose

Explore the second level of the building. The PCs may discover a clue along the way.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. Reroll monster-related results once.

Default Doors

Unless otherwise indicated in its description, all doors in this area have prfiles determined using the same approach:

	Access
Default Door	Locks: Door, Weak

Areas of Interest

MC-RSE-SF-1: Stairs Down

These lead to "**Map 14: Residence SE Ground Floor (MC-RSE-GF)**" on page 68.

MC-RSE-SF-2: Hallway

The western quarter of the building is a single hallyway, with three windows Four doors are all locked at equal spacing in the eastern wall.

MC-RSE-SF-3: Southeast Room

The nicest of the rooms, this one is still narrow and cramped. A bed, a privy, a writing desk, and a wardrobe are all tucked in very tightly around a rudimentary chair.

	Access	Contents
Writing Desk	Locks: Furniture, Simple	Writing Supplies
Wardrobe	unprotected	Clothing: General

MC-RSE-SF-4: South-Central Room

The narrowest of all four rooms, this bedroom barely has any space to pass by its contents.

	Access	Contents
Writing Desk	Locks: Furniture, Simple	Coin Treasure: Moderate, using Context D
Wardrobe	unprotected	Clothing: General

MC-RSE-SF-5: North Central Room

Like its neighbors, but breathing a bit wider, is a narrow chamber containing the essentials of sleeping and changing.

	Access	Contents
Writing Desk	Locks: Furniture, Simple	Weapons: Simple, using Context D
Wardrobe	unprotected	Clothing: General

In addition, a scrap of paper can be found in this chest: roll on the **Plot Discoveries** table.

MC-RSE-SF-6: North Room

Wide enough to get past the desk, and brighter by virtue of the second window facing north, this chamber seems somewhat homey by comparison to the others.

	Access	Contents
Writing Desk	unprotected	Writing Supplies
Wardrobe	Locks: Furniture, Simple	Clothing: General AND Coin Treasure: Moderate, using Context D

Map 34: Residence SW Second Floor (MC-RSW-SF)

One square equals 5 ft.

MC-RSW-SF: Residence Southwest Second Floor

Overview

This is the top floor of the building that typically is used for guild hall meetings. Ordinarily, this space is used to store leaders of the guild, or other visiting and valued guests.

Theme & Purpose

There's much of interest to be found here, including several possible clues to the story.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. Reroll any monster encounters once. Place any NPCs inside one of the bedrooms not yet visited; if all have been visited, place new NPCs as coming up the staircase from down below.

Default Doors

Unless otherwise indicated in its description, all doors in this area have prfiles determined using the same approach:

	Access
Default Door	**Locks: Door, Weak**

Areas of Interest

MC-RSW-SF-1: Stairs Down

These lead to "**Map 15: Residence SW Ground Floor (MC-RSW-GF)**" on page 70.

MC-RSW-SF-2: Hallway

A narrow hallway sports three single doors, and on the opposite end of the hall, a double door. Two decorative and threadbare rugs dot the space.

MC-RSW-SF-3: West Bedroom

An L shaped chamber makes a cozy bedroom, complete with a privy, cabinet, small table and chair and stool, and a bed. In addition, two shuttered windows let in a good deal of light.

	Access	Contents
Wardrobe	**Locks: Furniture, Simple**	**Clothing: General** AND **Weapons: Simple, using Context D** AND **Coin Treasure: Moderate, using Context B**

MC-RSW-SF-4: Center-West Bedroom

This room stops just shy of feeling claustrophobic. The bed, table, stools, privy, and large cabinet are all arranged to maximize space.

	Access	Contents
Wardrobe	unprotected	**Clothing: General** AND **Weapons: Simple, using Context B**

MC-RSW-SF-5: East-Center Bedroom

This chamber is identical to its neighbor, the **West-Center Bedroom** (see above), except that the wardrobe also contains a scrap of paper: roll on the **Plot Discoveries** table.

MC-RSW-SF-6: Eastern Bedroom

The largest of the four, this bedroom sports two separate beds, and a larger table and chairs between them. A single privy, two cabinets, two shuttered windows, and a rug complete the ensemble in this roomy chamber.

	Access	Contents
Wardrobes (2x)	**Locks: Furniture, Simple** AND **Traps: General**	**Clothing: General** AND **Weapons: Simple**

Each of the two cabinets contains a clue: roll on the **Plot Discoveries** table when searching each one.

MC-RSW-SF-7: Potted Plant Corner

At the very end of the hallway, a potted plant partially obscures the shuttered window facing northeast.

If the PCs intentionally search this pot, they will discover some treasure:

	Access	Contents
Plant Pot	unprotected	**Gems: Low, using Context B**

Map 35: Eastern Watchspire Overview (MC-EW-SF-O)

One square equals 20 ft.

MC-EW-SF-O: Eastern Watchspire Overview

Overview

The **Watchspires** are large, lofty fortified areas from which one may keep an eye on all the goings-on of both **Mondaria City** and the ground floor of the mountain.

Theme & Purpose

The PCs may loot this area to good effect, or, if chased by something large and powerful, can escape here (see "**Narrow Staircases**", below).

Random Encounters

Use the standard / default **Random Encounter** rules for this level. Reroll any results that call for one or more monsters of size larger than **Medium**.

Narrow Staircases

Note that all four staircases used to access the Watchspires—east and west—are narrow, and bounded on both sides by the stone of the mountain.

As a result, barring magic or other creative means, no creature larger than **Medium** size may navigate these staircases.

Default Doors

Unless otherwise indicated in its description, all doors in this area have prfiles determined using the same approach:

	Access
Default Door	Locks: Door, Reinforced

Areas of Interest

MC-EW-SF-O-1: Eastern Watchspire, West

Refer to page 122 for more details about this region.

MC-EW-SF-O-2: Eastern Watchspire, Southwest

Please turn to page 125 for further details.

MC-EW-SF-O-3: Eastern Watchspire, Southeast

Page 148 begins more information.

MC-EW-SF-O-4: Eastern Watchspire, Northeast

Beginning on page 130, this area is described in detail.

Map 36: Eastern Watchspire, West (MC-EW-SF-W)

One square equals 5 ft.

MC-EW-SF-W: Eastern Watchspire, West

Overview

This area was used for resupply and to access the westernmost spire above.

Theme & Purpose

The western portion of the **Western Watchspire** contains a large supply cache, though it is well protected. It's also a means of accessing many other areas in the spire.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. Reroll monster results involving one or more creatures of larger than **Medium** size.

If the PCs are in the general **Watchspire Floor**, new encounters may be placed in any enclosed area, preferably one the party has not yet been to. If the party is in an enclosed area, the encounter will be waiting for them when they return to the **Watchspire Floor** area.

Areas of Interest

MC-EW-SF-W-1: Staircase North

This leads to "**Map 25: Love Overview (MC-L)**" on page 96.

Remember that creatures larger than **Medium** size cannot pass these staircases.

MC-EW-SF-W-2: Watchspire Floor

Carved into the mountain stone is a large space of gravel floor. To the south, and to the east, you see a handful of towers reach up 30' beyond. From there, you figure it must be possible to keep an eye on both the city to the south, and the mountain's ground floor to the north.

It's an enormous complex, clearly meant to be staffed by dozens of soldiers at a time. The quiet and calm that faces you instead makes for an eerie scene.

Benches, braziers, chairs, and workbenches are scattered along the walls.

MC-EW-SF-W-3: Worktable

A worktable sits here, replete with hammers and knives. It appears to have been used to rework leather armor, and to repair slight problems with arrows and woodwork.

	Access	Contents
Worktable	unprotected	**Weapons: Simple,** AND **Weapons: Martial 1H,** AND **Armor: Light**

MC-EW-SF-W-4: Lit Brazier

Odd among the otherwise deserted area, this brazier appears to be lit. You can see the ash of what must have been a huge pile of wood or coal around the still-orange embers.

The fire was lit days ago by a survivor, hoping to summon help with the telltale smoke that the act yielded. This approach worked, but not as intended: monsters came to investigate, and to dine.

Her corpse is lost to the appetites of the creatures who slew her.

MC-EW-SF-W-5: Supply Entrance

Thick metal doors bar your way here.

MC-EW-SF-W-6: Supply Desk

Beyond a small antechamber, a long waist-high table separates a working area to the west. Empty barrels form a backdrop to a chair, two potted plants that appear long dead, and a writing desk. A metal door sits locked to the southwest.

	Access	Contents
Writing Desk	Locks: Furniture, Strong	**Writing Supplies** AND **Coin Treasure: Moderate AND Gems: Semi-Precious, using Context D**

	Access
Supply Room Door	**Locks: Door, Reinforced** AND **Traps: General, using Context C**

MC-EW-SF-W-7: Supply Room

An enormous, overwhelming volume of crates and barrels greets you here. They're stacked four tall in

places; on the top, you can see an array of chests.

	Access	Contents
Large Barrels (3x)	Container: Barrel or Crate	Alcohol: General, Size Medium
Sack Pile	unprotected	Simple Foodstuffs, Size Medium
Large Crates (7x)	Container: Barrel or Crate	General Supplies, Size Large
Small Crates (4x)	Container: Barrel or Crate	General Supplies, Size Medium
Brown Chests (2x)	Locks: Chest, Strongbox AND Traps: General	Potions: Moderate AND Weapons: General, using Context C AND Armor: General, using Context C
Tan Chests (5x)	Locks: Chest, Simple, using Context C	Coin Treasure: Moderate AND Potions: Moderate
Small Barrel	Container: Barrel or Crate	Alcohol: General, using Context C

MC-EW-SF-W-8: Tower Entrance

A reinforced door leads south.

MC-EW-SF-W-9: Tower General Room

This large chamber sports a few empty tables, one of which is ringed with chairs. A large set of double doors leads to the southeast.

	Access
Tower Entrance	Locks: Door, Reinforced AND Traps: General, using Context C

MC-EW-SF-W-10: Tower Stairs

Entering this chamber, you feel a rush of cold air from the east. It only lasts for a second, though, so quickly you're not sure if you might have imagined it. A spiral staircase is the centerpiece of this room; to the south is an empty table with chairs; to the north is another empty table, and an assortment of crates.

	Access	Contents
Large Crates (2x)	Container: Barrel or Crate	General Supplies, Size Large
Small Crates (2x)	Container: Barrel or Crate	Rations & Prepared Food, Size Medium

The stairs lead up to "**Map 43: Eastern Watchspire, West (MC-EW-TF-W)**" on page 142.

	Access
Secret Tunnel	Locks: Door, Secret

Only read the italicized text below if the PCs discover the secret tunnel to the east:

You follow the rush of wind, and discover that the rock wall to the east of this room is actually soft in places; dirt and grime peel away to reveal a tunnel.

MC-EW-SF-W-11: Secret Tunnel

You have to duck very low to avoid hitting your head on the top of this tunnel, which seems naturally occuring and is very damp. Rocks of all size are underfoot, making it difficult to move at speed; spiderwebs hang at waist height.

Upon entering this tunnel, roll immediately on the **Random Encounters** table, ignoring results that involve an NPC. If the party has not yet explored the other side of this tunnel, place any monsters that result in the room to the east. Otherwise, place them in the **Watchspire Floor** area to the north.

MC-EW-SF-W-12: Dead Man's Stash

A pile of clothing and battered weapons lies here. The fabric is torn and decrepit; the leather is warped and rotted. Whomever left this odd stash here did so long ago.

	Access	Contents
Dead Man's Stash	unprotected	Clothing: General *AND* Weapons: Light *AND* Weapons: Ranged *AND* Potions: Moderate, using Context B

MC-EW-SF-W-13: Tunnel's Other Side

This leads to "**Map 37: Eastern Watchspire, Southwest (MC-EW-SF-SW)**" on page 125.

Map 37: Eastern Watchspire, Southwest (MC-EW-SF-SW)

One square equals 5 ft.

MC-EW-SF-SW: Eastern Watchspire, Southwest

Overview

This room contains a staircase leading to another spire tower.

Theme & Purpose

This room connects two secret tunnels, which can be useful if the party is trying to avoid enemies to the north.

Random Encounters

Use the standard / default **Random Encounter** rules for this area.

Areas of Interest

MC-EW-SF-SW-1: Tower Entrance

The cave narrows here to a point where only a steel-banded door is visible.

MC-EW-SF-SW-2: Tower General Room

You suspect this area would typically be lit by a torch in the sconce against the south wall. Chairs dot the walls, and a table sits to the west. To the southeast is a set of large double doors.

	Access
Tower Entrance	**Locks: Door, Reinforced** AND **Traps: General, using Context B**

Unlike the secret tunnel to the southwest, the PCs have no real reason to suspect the secret passage to the east here:

	Access
East Secret Tunnel	**Locks: Door, Secret, using Context D**

MC-EW-SF-SW-3: Secret Tunnel East

You climb through the rubble and debris, winding your way north.

If the PCs have already triggered a random encounter by crawling through secret tunnels, nothing happens.

If they have not, however, as the PCs enter this tunnel, roll on the **Random Encounters** table until a monster result is indicated, containing only **Medium**-sized or smaller creatures. Place this encounter in the **Watchspire Floor**.

MC-EW-SF-SW-4: Tower Base

A wide room here contains only a few empty tables and some crates.

	Access	Contents
Large Crates (3x)	**Container: Barrel or Crate**	**General Supplies, Size Large** *AND* **Armor: Shields, roll 1d6 times**
Small Crate	**Container: Barrel or Crate**	**Rations & Prepared Food, Size Medium**

MC-EW-SF-SW-5: Staircase

This leads to "**Map 44: Eastern Watchspire, Southwest (MC-EW-TF-SW)**" on page 145.

MC-EW-SF-SW-6: Secret Tunnel

The tunnel entrance on this side has the same profile type as the one on the other side, described on page 122.

MC-EW-SF-SW-7: Splintered Chests

Among the rocks and webs, you see three piles of wooden splinters. A glint of brass amongst them suggests these were once wooden treasure chests.

	Access	Contents
Splintered Chest Debris	unprotected	**Coin Treasure: Moderate, using Context D**

MC-EW-SF-SW-8: Secret Tunnel Exit

This leads to "**Map 45: Eastern Watchspire, Southeast (MC-EW-TF-SE)**" on page 148.

Map 38: Eastern Watchspire, Southeast (MC-EW-SF-SE)

One square equals 5 ft.

MC-EW-SF-SE: Eastern Watchspire, Southeast

Overview

Perhaps the most useful of the subareas in the Eastern Watchpsire, the Southeast area contains a secret supply cache, two secret tunnels, and access to the southeast tower.

Theme & Purpose

If the PCs spend time in only one region in the **Eastern Watchspire**, this should be it. GMs in a hurry may simply railroad the party here.

Random Encounters

Use the standard / default **Random Encounter** rules for this region.

Areas of Interest

MC-EW-SF-SE-1: Northeast Stairs

These lead to "**Map 24: Law Foreman (MC-LWF)**" on page 94.

MC-EW-SF-SE-2: Watchspire Floor

While the party is anywhere else in this region, place any new encounters here.

The double doors used to enter the **Tower General Room** (see below) are standard for the region.

MC-EW-SF-SE-3: Secret Cache Entrance

Only read the italicized text below if the party discovers the secret.

Call it a hunch, but part of the rock wall seems a bit odd to you. Prying with your fingernails, you seize upon what is actually a wooden plank, and with a little effort, you shove it aside amidst a shower of soot and glued-on rocks.

	Access
Secret Cache	Locks: Door, Secret, using Context C

MC-EW-SF-SE-4: Secret Cache

This tiny chamber smells of dust, grime, and oil. It contains a pile of small sacks, three small barrels (one empty), and two treasure chests.

	Access	Contents
Sack Pile	unprotected	Coin Treasure: Moderate, roll twice
Barrels (2x)	Container: Barrel or Crate	Rations & Prepared Food, Size Medium
Chests (2x)	Locks: Chest, Strongbox AND Traps: General, using Context B	Potions: Moderate *AND* Weapons: Exotic *AND* Armor: Medium all using Context C

MC-EW-SF-SE-5: Tower General Room

This antechamber has two plain octagonal tables, and a double door to the southeast, flanked by empty flowerpots.

MC-EW-SF-SE-6: Tower Stairs

This large room holds but two simple tables, some chairs, and a spiral staircase that allows access to the tower above.

The staircase leads to "**Map 45: Eastern Watchspire, Southeast (MC-EW-TF-SE)**" on page 148.

MC-EW-SF-SE-7: Secret Tunnel Southwest

This leads to "**Map 37: Eastern Watchspire, Southwest (MC-EW-SF-SW)**" on page 125. The entrance on this side has the same profile type as the entrance on the other side.

MC-EW-SF-SE-8: Secret Tunnel Northeast

Only read the italicized text if the secret is discovered.

You kick a stray pebble into the wall here... but it disappears. Curious, you investigate; it seems as though the entire wall here is simply a layer of wet dirt and grime. It gives way easily, yielding a passage to the north.

	Access
Secret Tunnel Northeast	Locks: Door, Secret, using Context D

MC-EW-SF-SE-9: Main Tunnel

This tunnel is moist, and your footsteps plod through a semiliquid layer of muck on the floor. Odd fungi sprout

here and there, the larger of which reach to your thighs. The passage branches in a "T" with a cavern to the east.

Upon entering this area, roll on the **Random Encounters** table until you get a result that contains monsters of **Medium** size or smaller. Place the encounter to the west, on the **Watchspire Floor**.

MC-EW-SF-SE-10: Muck Chamber

This ovoid chamber contains a few-inch-thick layer of mucky glop on its floor.

The muck on the floor is actually a **Grey Ooze**, which attacks the party when they step on it. There is no treasure to be found underneath the monster.

MC-EW-SF-SE-11: Secret Tunnel North

This leads to "**Map 39: Eastern Watchspire, Northeast (MC-EW-SF-NE)**" on page 130.

Map 39: Eastern Watchspire, Northeast (MC-EW-SF-NE)

One square equals 5 ft.

MC-EW-SF-NE: Eastern Watchspire, Northeast

Overview

The northeast tower of the **Eastern Watchspire** is perhaps the most important, as it's the main visibility that the troops of the Mine had to those approaching from the north and northeast roads.

These days, of course, it's abandoned for that purpose.

Theme & Purpose

This is likely the most remote area of **Mondaria City**. It's occupied by an NPC. There is also a large cache of supplies to be found.

When the party enters this area, roll on the **NPC Encounters** table. Place the result in the **Tower Base** room (see below).

Random Encounters

Use the standard / default **Random Encounter** rules for this level. Reroll any monster results once, and ignore any results that include any monsters larger than **Medium** size.

Areas of Interest

MC-EW-SF-NE-1: Tower Entrance

Reinforced double doors block your progress. Chairs sit to either side.

	Access
Tower Entrance	Locks: Door, Stronghold, using Context B

MC-EW-SF-NE-2: Tower General Room

This is a large and empty room. A simple table lies to the west of the doors, an unlit brazier to their east. Massive double doors stand ajar to the east, and small but strong metal doors lead north.

MC-EW-SF-NE-3: Requisition Room

This room has a wide table which separates the southern waiting area from the northern administrative area. A writing desk sits against the east wall, just to the south of a locked metal door leading northeast.

	Access
Supply Room Entrance	Locks: Door, Stronghold *AND* Traps: General, using Context B

	Access	Contents
Writing Desk	unprotected	Writing Supplies *AND* Weapons: Light

MC-EW-SF-NE-4: Supply Room

You feel small and insignificant next to the giant heap of supplies here. A huge swath of sacks consumes the northern area. To the south, enormous crates sit; chests on top of them and at their base.

	Access	Contents
Sack Pile	unprotected	Rations & Prepared Food, size Large
Crates, Large (2x)	Container: Barrel or Crate, using Context C	General Supplies, size Large, roll 1d4 times
Crate, Small	Container: Barrel or Crate	Armor, Medium, roll 1d4 times *AND* Armor, Heavy, roll 1d4 times *AND* Armor, Shields, roll 2d4 times
Chests (6x)	Locks: Chest, Simple AND Traps: General, using Context D	Coin Treasure: Moderate, using Context D *AND* Potions: Moderate, using Context B

MC-EW-SF-NE-5: Tower Base

A long and narrow room contains a table, chairs, and a staircase to the north.

MC-EW-SF-NE-6: Tower Staircase

These stairs lead up to the watchspire tower.

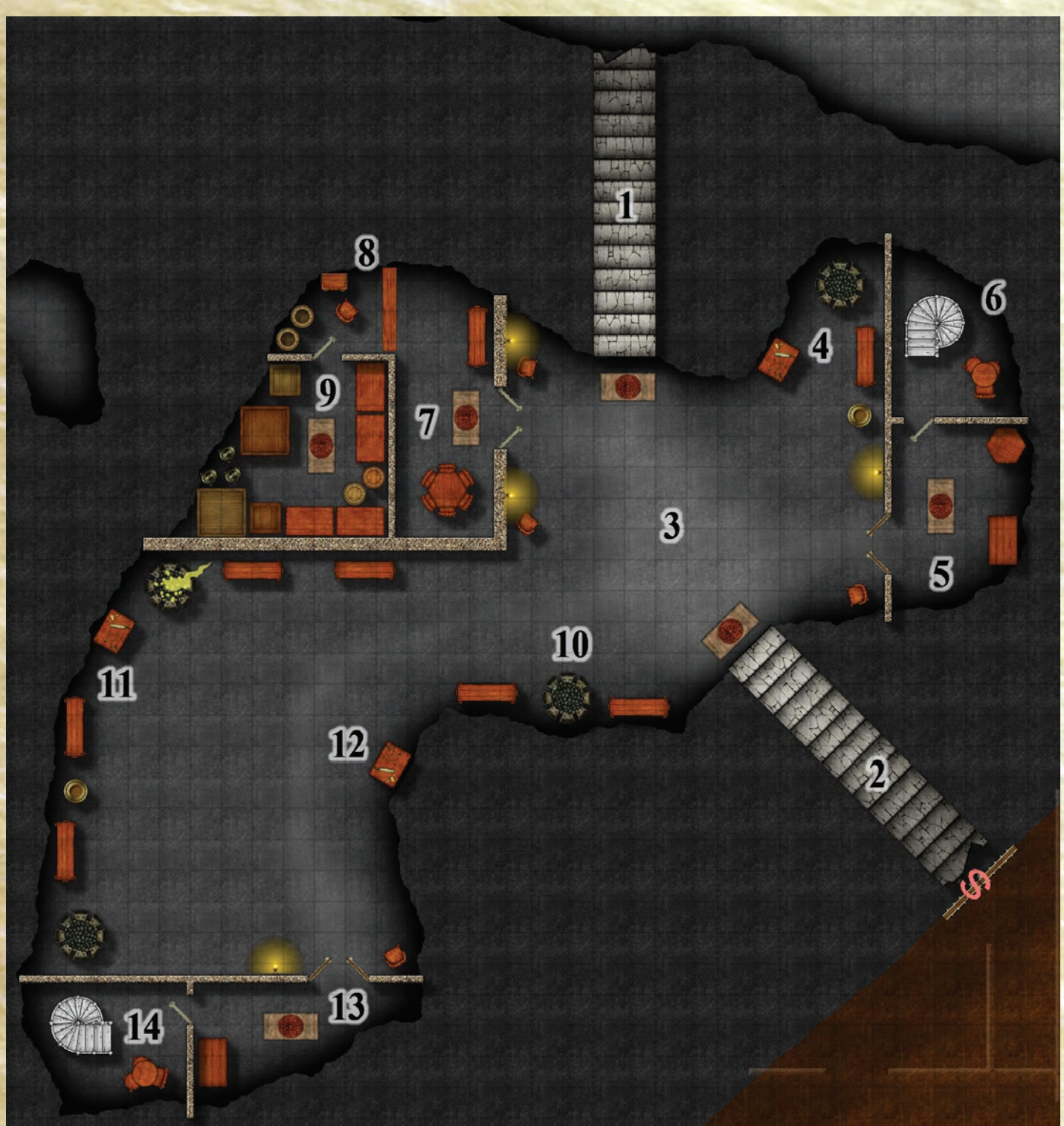
For more details, please refer to "**Map 46: Eastern Watchspire, Northeast (MC-EW-TF-NE)**" on page 150.

MC-EW-SF-NE-7: Secret Passage South

This leads to "**Map 38: Eastern Watchspire, Southeast (MC-EW-SF-SE)**" on page 127; this entrance has the same profile type as that on the other side.

Map 40: Western Watchspire (MC-WW-SF)

One square equals 5 ft.



MC-WW-SF: Western Watchspire

Overview

This region was dedicated to overseeing the eastern half of **Mondaria City**, and the **Chaos** and **Love** sections of the mining floor.

Theme & Purpose

This area, while perhaps not as resource-rich as the **Eastern Watchspire**, may be enormously useful to the party, as it contains one of the few means of entering the **Mines** without going through the front doors.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. Ignore any results that involve one or more creatures larger than **Medium** size.

While the party is in rooms, place new encounters in the **Watchspire Floor**; while they are on the Floor, place new encounters in an unexplored room.

Remember that no creatures of size larger than **Medium** may traverse the staircases to the north and southeast.

Areas of Interest

MC-WW-SF-1: North Staircase

This leads to "**Map 19: Chaos Overview (MC-C)**" on page 81.

MC-WW-SF-2: Secret Staircase

This leads to "**Map 4: Checkpoint Control Ground Floor (MC-CC-GF)**" on page 40.

Note that the staircase is not secret from this side; there is in fact no door or other obstruction from the northeast (and there is even a rug denoting the aperture!).

MC-WW-SF-3: Watchspire Floor

Dust and gravel form the floor of the watchspire, which has been carved into the mountain rock. Spires reach up 30' above the floor to the northeast and southwest. Around the perimeter, benches, worktables, braziers, and chairs are arranged haphazardly.

MC-WW-SF-4: Northeast Worktable

The workbench here next to a braizer and a bench contains an array of weaponry. Some are in disrepair, but others appear used but combat-worthy.

	Access	Contents
Worktable	unprotected	**Weapons: Martial 1H, roll 1d4 times** *AND* **Weapons: Exotic, roll 1d4 times** *AND* **Weapons: Simple, roll 1d6 times**

MC-WW-SF-5: Tower General Room

A small room contains a few empty tables. A single metal door leads to the northwest.

	Access
Tower Stairs Door	**Locks: Door, Stronghold, using Context B** *AND* **Traps: General, using Context D**

MC-WW-SF-6: Tower Stairs

A spiral staircase leads up to the watchtower above. An empty circular table sits just inside the door.

This leads up to "**Map 46: Eastern Watchspire, Northeast (MC-EW-TF-NE)**" on page 150.

MC-WW-SF-7: Supply Requisition

This waiting room has a bench against the northeast wall, an octagonal table to the south, and a waist-high table separating this chamber from the administrative one to the northwest.

MC-WW-SF-8: Supply Admin

A writing desk and chair sit to the east of two empty barrels here. A steel door leads to the south.

	Access	Contents
Writing Desk	unprotected	Writing Supplies

	Access
Supply Room Entrance	Locks: Door, Stronghold *AND* Traps: General, using Context D

MC-WW-SF-9: Supply Room

This supply room is neat and orderly. Crates are arrayed to the west, and a bank of empty tables is against the east and south walls amidst two sealed barrels.

	Access	Contents
Crates, Large (2x)	Container: Barrel or Crate	Rations & Prepared Food, size Large
Crates, Medium (2x)	Container: Barrel or Crate	General Supplies, size Medium, roll 1d4 times
Barrels (2x)	Container: Barrel or Crate	Alochol: General, size Medium

MC-WW-SF-10: Center Brazier

The brazier here is unlit, but contains a large heap of ashes.

	Access	Contents
Brazier	Locks: Door, Secret (Perception only)	Weapons: Martial 1H, using Context C

MC-WW-SF-11: Worktable West

This workbench appears to have been used to repair damaged shields. Some finished work remains atop the stack.

	Access	Contents
Worktable	unprotected	Armor: Shields, roll 2d4 times, using Context B

MC-WW-SF-12: Worktable South

A fletcher must have frequented this worktable, which is stacked with ranged weaponry.

	Access	Contents
Worktable	unprotected	Weapons: Ranged, roll 1d4 times *AND* Weapons: Martial Ranged

MC-WW-SF-13: Tower General Room

Double doors greet you to the south.

	Access
Tower Entrance	Locks: Door, Simple *AND* Traps: General
Stairs Entrance	Locks: Door, Reinforced

MC-WW-SF-14: Tower Stairs Southwest

A simple table and chairs sits next to a spiral staircase leading to the watchtower above you.

Follow these to "**Map 48: Western Watchspire, Southwest (MC-WW-TF)**" on page 155.

Map 41: Trading Post Second Floor (MC-TP-SF)

One square equals 5 ft.

MC-TP-SF: Trading Post Second Floor

Overview

This is the second floor of the **Trading Post**. There's an enormous amount of wealth and supply to be found here... but at a bit of a cost!

Theme & Purpose

Desperate, depleted, or underpowered PCs searching through an abandoned town will almost certainly gravitate toward the **Trading Post**, the second floor of which is almost certain to contain idle wares.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. Reroll any monster results once.

Areas of Interest

MC-TP-SF-1: Stairs Down

These lead to "**Map 18: Trading Post Ground Floor (MC-TP-GF)**" on page 78.

MC-TP-SF-2: Attic

This floor is musty and smells of all manner of things... much like the show room below, but layered with a bit of dust. A door leads to the southeast.

	Access
Bedchamber Door	Locks: Door, Reinforced

MC-TP-SF-3: Crate Storage

An array of crates forms the northwest corner of the attic. Atop the crates is an assortment of chests. To the east of the line of crates is an assortment of bags and sacks.

	Access	Contents
Crates, Large (5x)	Container: Barrel or Crate	Rations & Prepared Food, size Large
Crates, Small (4x)	Container: Barrel or Crate	General Supplies, size Medium
Chests (6x)	Locks: Chest, Strongbox	Gems: Semi-Precious *AND* Coin Treasure: Moderate *AND* Potions: Moderate, all using context B
Sack Pile	unprotected	Simple Foodstuffs, Size Large

MC-TP-SF-4: Barrels

In the southwest corner of the attic sits an assortment of barrels.

	Access	Contents
Barrels (5x)	Container: Barrel or Crate	Alcohol: General, size Medium

MC-TP-SF-5: Table West

In the western area of the attic is a long table with buckets and candles. In its middle is a chest.

	Access	Contents
Chest	Locks: Chest, Strongbox *AND* Traps: General, using Context D	Potions: Moderate, using Context C *AND* Weapons: Exotic, using Context B

MC-TP-SF-6: Table Center

Just inside the attic entrance is a long table bearing candles, a bucket, and a treasure chest.

	Access	Contents
Chest	Locks: Chest, Strongbox, using Context B *AND* Traps: General, using Context C	Gems: High-Quality, using Context D

MC-TP-SF-7: Bedchamber

This appears to have been the owner's bedchamber. A cozy double bed sits against the south wall, in between two large windows. Rugs abound. A writing desk and chair sit just north of a bend in the chamber which continues to the east for a bit before ending in a potted plant corner. To the west wall are a privy, a washbasin filled with moldy water, and two large cabinets.

	Access	Contents
Cabinets (2x)	Locks: Furniture, Simple, using Context D	Clothing: General, using Context C, roll twice
Writing Desk	Locks: Furniture, Simple	Writing Supplies *AND* Coin Treasure: Moderate, using Context B

MC-TP-SF-8: Plant Hallway End

	Access
Secret Closet Door	Locks: Door, Secret, using Context C *AND* Traps: General, using Context C

MC-TP-SF-9: Secret Closet

This room runs the width of the building, and appears to be the Trading Post owner's secret stash of wealth. Dust has settled in heavy clumps throughout the recesses of the chamber, whose roof is set so low you have to stoop to move through the area.

MC-TP-SF-10: Wealth Stash

Crates and chests join scattered coins, stacks of gems, and a pile of adventuring gear.

	Access	Contents
Crates, Small (3x)	Container: Barrel or Crate	General Supplies, size Medium
Chests (3x)	Locks: Chest, Strongbox AND Traps: General, using Context C	Potions: Moderate, using Context C AND Gems: High-Quality, using Context D AND Weapons: Light, using Context C
Scattered Coins	unprotected	Coin Treasure: Moderate
Gem Piles	unprotected	Gems: Low, using Context C *AND* Gems: Semi-Precious AND Gems: Medium-Quality, using Context D

Mondaria City: Third Floor

Map 42: Mondaria City, Third Floor Overview (MC-TF-O)

One square equals 20 ft.

Level Introduction: Mondaria City, Third Floor

Summary

High above the ground of the city rise six watchspire towers, allowing the staff of the city to keep a view as to the goings-on.

Entrances and Exits

Entry & Exit

The only entry to or egress from these watchspire towers is spiral staircases that lead to "**Map 31: Mondaria City Second Floor Overview (MC-SF-O)**" on page 110.

Overview

Each **Watchspire Tower** is a self-enclosed room, with visibility in most cases all around.

Atmosphere & Theme

Wind rushes around these towers. It's a lonely, slightly scary position to be in, particularly above a largely deserted and partially destroyed city. Forged by dwarven hands under the design of elven engineers, these towers are far from precarious... but with the air whistling about them, the PCs may not intuit that stability.

Overlook

Read this section whenever the PCs attempt to look through any of the barred windows in the towers:

It's a bit unnverving, looking out through the windows: simple bars do little to block the wind, or to prevent vertigo. The height is dizzying, and although the structure doesn't seem to wobble, the wind whipping about and through the windows shrieks concern in your soul. These barred windows may be useful for shooting arrows, but they're frightening for those actually up here!

Default Random Encounters

Unless otherwise indicated in an Area of Interest, roll on the **Default Random Encounters** table below for every **20 minutes** the party remains in this area.

In all the watchspire towers, there is a **20%** chance the party may get a full night's rest unmolested; roll at the start of the rest.

Narrow and Spiral Staircases

Note that to get to any of these towers, a monster must be of **Medium** size or smaller, and be able to climb spiral staircases.

Ignore any **Random Encounter** results that call for a monster which simply could not end up here!

Use your own judgment as to whether a particular creature's presence here is reasonable.

Table 9: Mondaria City Third Floor Default Random Encounters

D%	Event	Description
01-44	**No Encounter**	Nothing interesting or specific occurs to deter the party from their overall objectives and exploration.
45-49	**Trivial Encounter**	Roll once on **Monsters: Surface, Trivial**.
50-54	**Light Encounter**	Roll once on **Monsters: Surface, Light**.
55-64	**Average Encounter**	Roll once on **Monsters: Surface, Average**.
65-67	**Advanced Encounter**	Roll once on **Monsters: Surface, Advanced**.
68-69	**Elite Encounter**	Roll once on **Monsters: Surface, Elite**.
70-00	**NPC Encounter**	Roll once on the **Default NPC Encounter Table** below.

Default NPC Encounters

Some **Areas of Interest** within this level will describe a certain approach to **NPC Encounters**, providing its own localized **version** of the table below.

Absent such an override, when in this level, when directed to roll for a random NPC, roll on the following table.

Note that if a certain circumstance mandates the presence of an NPC, you may ignore and reroll results of "No Encounter" on the table below.

The GM is, as in all other aspects of the adventure, to use her common sense regarding use of this table. You should feel free to ignore or reroll results with which you don't agree, or simply choose a result yourself to keep with the atmosphere of the adventure as experienced by your gaming group.

Note, also, that any entry in the list below that has a blank ("-") next to it for roll results means that that NPC is never normally encountered in this level.

Table 10: Mondaria City Third Floor Default NPC Encounters

D%	Event	Description
01-21	**No Encounter**	Despite an initial feeling, the party does not encounter any NPCs at this time.

D%	Event	Description
22	**Common NPC**	**Addicted Miners** shamble toward the party: 1d4x 2d4x 2d6x 3d8x
23	**Common NPC**	**Afflicted Miners** shamble toward the party: 1d4x 2d4x 2d6x 3d8x
24-30	**Common NPC**	A single **Bleak Mute** lurches within view of the party.
31-45	**Common NPC**	One **Crazed Harbinger** stumbles about within view of the party.
46	**Common NPC**	**Tainted Miners** walk creepily toward the party: 2d4x 2d6x 2d8x 2d12x
47	**Common NPC**	**Miners** approach the party suspiciously: 2d6x 2d8x 2d10x 2d12+4x
48	**Common NPC**	One **Mining Taskmaster** walks purposefully toward the party.
49	**Common NPC**	A terrified **Munitions Wench** is visible, huddled in her rags.
50	**Common NPC**	You see a **Supply Maid** in tattered clothes, though you're not sure she sees you.
-	**Common NPC**	A horrifying **Tainted Taskmaster** walks about.
51-60	**Named NPC**	Ambling scholar **Brocambe Methurzz**.
61	**Named NPC**	Beastmaster **Gabharn**.
62	**Named NPC**	Blacksmith **Hamfast Burrbottom**.
63	**Named NPC**	Feastmaster **Frobwin Glamfork**.
64	**Named NPC**	Herbalist **Innelothe**.
-	**Named NPC**	Illusionist entertainer **Raekeldorr**.
-	**Named NPC**	Keeper of Records **Skandern Lithutz**.
-	**Named NPC**	Keepmaster **Vanarelia Riccards**.
-	**Named NPC**	Loremaster **Dalnarok**.
65-74	**Named NPC**	Mercenary dwarf **Gordsturll**.
75-84	**Named NPC**	Merenary tiefling **Killarth**.
-	**Named NPC**	Railmaster **Arranz Trevain**.
-	**Named NPC**	Tinkermaster **Skandbard**.
85	**Named NPC**	Warden **Imeltrude Legande**.
86	**Named NPC**	Brewmaster **Glimdarffe Sudsglub**.
-	**Named NPC**	Cartographer **Estarel Finequill**..
87	**Named NPC**	Chemist **Incebb Gullip**..
88	**Named NPC**	Chief engineer **Didkeln Clawhammer**.
89	**Named NPC**	Coinmaster **Lugatoo**.
-	**Named NPC**	Dwarven union leader **Danalin Foeslash**.
-	**Named NPC**	Elven administration leader **Maresmir**.
90	**Named NPC**	Engineer **Brimdog Firecleave**.
91	**Named NPC**	Foreman **Belerras**.
92	**Named NPC**	Gangboss **Dagbrag**.
-	**Named NPC**	Lead designer **Estarel Finequill**.
93	**Named NPC**	Mayor **Faenadorn**.
-	**Named NPC**	Minemaster **Threnian Lo'quee**.
-	**Named NPC**	A Mystic Seer.
-	**Named NPC**	Sage **Natobbe**.
94-95	**Named NPC**	Stablehand **Friskbik**.
96	**Named NPC**	Stablemaster **Semtammi**.
97-00	**Named NPC**	Tribute magister **Elawelle**.

Areas of Interest

MC-TF-O-1: Eastern Watchspire, West

Please refer to "**Map 43: Eastern Watchspire, West (MC-EW-TF-W)**" on page 142 for more information.

MC-TF-O-2: Eastern Watchspire, Southwest

"**Map 44: Eastern Watchspire, Southwest (MC-EW-TF-SW)**" on page 145 contains more details.

MC-TF-O-3: Eastern Watchspire, Southeast

This area is described in "**Map 45: Eastern Watchspire, Southeast (MC-EW-TF-SE)**" on page 148.

MC-TF-O-4: Eastern Watchspire, Northeast

Please turn to "**Map 46: Eastern Watchspire, Northeast (MC-EW-TF-NE)**" on page 150 for more details.

MC-TF-O-5: Western Watchspire, Northeast

"**Map 47: WEstern Watchspire, Northeast (MC-WW-NE-TF)**" on page 153 contains further detail.

MC-TF-O-6: Western Watchspire, Southwest

Please refer to "**Map 48: Western Watchspire, Southwest (MC-WW-TF)**" on page 155 for more information.

Map 43: Eastern Watchspire, West (MC-EW-TF-W)

One square equals 5 ft.

MC-EW-TF-W: Eastern Watchspire, West

Overview

This is the westernmost tower in the eastern watchspire. It has a perfect view of the approach to the main entrance and to the eastern half of the city below.

Theme & Purpose

As with most other towers, resupply and a bit of safety are priorities here.

Random Encounters

Use the standard / default **Random Encounter** rules for this level.

Areas of Interest

MC-EW-TF-W-1: Stairs Down

These lead to "**Map 36: Eastern Watchspire, West (MC-EW-SF-W)**" on page 122.

MC-EW-TF-W-2: Longbench North

A long, narrow bench sits atop a wide rug. It holds several bows, an array of polearms and other weapons, and a chest.

	Access	Contents
Longbench	unprotected	Weapons: Martial Ranged, roll 2d4 times *AND* Weapons: Ranged, roll 1d6 times *AND* Weapons: Martial 2H, roll 1d6 times *AND* Weapons: Martial 1H, roll 1d4 times
Chest	Locks: Chest, Strongbox	Potions: Moderate, using Context B

MC-EW-TF-W-3: Longbench South

This bench holds a wide array of weaponry, and a locked chest.

	Access	Contents
Longbench	unprotected	Weapons: Martial Ranged, roll 1d6 times *AND* Weapons: Ranged, roll 1d4 times *AND* Weapons: Martial 2H, roll 1d4 times *AND* Weapons: Martial 1H, roll 1d6 times
Chest	Locks: Chest, Strongbox	Potions: Moderate, using Context D

MC-EW-TF-W-4: South Chest Table

A table sits against the south wall; atop it is a jug of soured ale, a candle, and a large treasure chest.

	Access	Contents
Chest	Locks: Chest, Strongbox *AND* Traps: General, both using Context C	Potions: Moderate *AND* Weapons: Light *AND* Coin Treasure: Moderate, all using Context C

MC-EW-TF-W-5: Northeast Corner

In this corner are two stools, posted at the barred window. To the north is a circular table and an open barrel of fresh water. A crate sits to the north.

	Access	Contents
Crate	unprotected	General Supplies, size Medium

MC-EW-TF-W-6: Northwest Corner

Situated here is an array of chairs and stools, a circular table set with rotted food, and a barrel of fresh water. To the north is a crate.

	Access	Contents
Crate	unprotected	Rations & Prepared Food, size Medium

MC-EW-TF-W-7: West Edge

An octagonal table sits against the wall here, flanked by arrays of chairs and smaller tables. Amidst the place settings and spoiled food, there is a knife that looks particularly well-crafted.

	Access	Contents
West Edge Table	unprotected	Weapons: Simple, reroll any results that aren't 1H

MC-EW-TF-W-8: Southwest Corner

A set of chairs and stools sit here along the array of

barred windows. There is also an open barrel of water.

MC-EW-TF-W-9: Southeast Corner

Chairs and stools are scattered here, positioned so as to overlook the city to the south and east.

MC-EW-TF-W-10: East Edge

To the south of the staircase is an array of sacks, and a locked chest.

	Access	Contents
Sacks	unprotected	**Simple Foodstuffs, size Medium**
Chest	**Locks: Chest, Strongbox**	**Coin Treasure: Moderate, using Context B** *AND* **Weapons: Martial 1H**

MC-EW-TF-W-11: East Edge North

Just to the east of the staircase is a communal table ringed with chairs. The table is well-weathered, the wood chipped here and there with knife cuts and dagger stabs.

MC-EW-TF-W-12: Overlook

Read the standard **Overlook** text if the party looks out any of the barred windows.

Map 44: Eastern Watchspire, Southwest (MC-EW-TF-SW)

One square equals 5 ft.

MC-EW-TF-SW: Eastern Watchspire, Southwest

Overview

This tower is one of the largest such observation posts, with responsibility for surveying the eastern entrance to the city and the residential district.

Theme & Purpose

This is one of the best ways to resupply outside the Mines.

Time-pressed GMs might consider guiding lower-level, or under-equipped, parties here initially, before they venture into the Mines.

Random Encounters

Use the standard / default **Random Encounter** rules for this level.

Areas of Interest

MC-EW-TF-SW-1: Stairs Down

These lead down to "**Map 37: Eastern Watchspire, Southwest (MC-EW-SF-SW)**" on page 125.

MC-EW-TF-SW-2: Northwest Supplies

In this corner is a lonely stool and chair, and an array of large barrels.

	Access	Contents
Barrels, Large (6x)	Container: Barrel or Crate	Rations & Prepared Food, size Medium

MC-EW-TF-SW-3: Southwest Supplies

The tower's southwest corner is a rich field of supplies: crates, chests, a pile of sacks, and an open barrel of fresh water.

	Access	Contents
Crate, Large	Container: Barrel or Crate	General Supplies, size Large
Crate, Small	Container: Barrel or Crate	Rations & Prepared Food, size Medium
Chests (3x)	Locks: Chest, Strongbox *AND* Traps: General, using Context C	Potions: Moderate *AND* Coin Treasure: Moderate
Sack Pile	unprotected	Simple Foodstuffs

MC-EW-TF-SW-4: Dining Tables

To the east of the staircase is a barrel, open, showing fresh water. Two rectangular tables ringed with chairs have been placed to the east; places are set haphazardly, and somefood here and there has long ago rotted.

MC-EW-TF-SW-5: Longtable

This table sits atop a huge rug amidst an open space in the east of the tower. Atop it sits an impressive array of weaponry, and a chest.

	Access	Contents
Longtable	unprotected	Weapons: Martial Ranged, roll 2d6 times *AND* Weapons: Ranged, roll 1d4 times *AND* Weapons: Light, roll 1d6 times *AND* Weapons: Martial 1H, roll 1d6 times
Chest	Locks: Chest, Strongbox *AND* Traps: General	Potions: Moderate, using Context C

MC-EW-TF-SW-6: Southeast Corner

A big table set with food and plates sits amidst an array of chairs and stools here. Against the east wall of the tower is a pair of crates, a pile of sacks, and three chests.

	Access	Contents
Crate, Large	Container: Barrel or Crate	Rations & Prepared Food, size Large
Crate, Small	Container: Barrel or Crate	General Supplies, size Medium
Chests (3x)	Locks: Chest, Strongbox *AND* Traps: General, using Context D	Alcohol: General *AND* Coin Treasure: Moderate

MC-EW-TF-SW-7: Northeast Corner

A chair and a stool sit here next to an open barrel of fresh water, and two large barrels.

	Access	Contents
Barrels (2x)	Container: Barrel or Crate	Alcohol: General, size Medium

MC-EW-TF-SW-8: Northeast Crates

An array of three crates is stacked here, next to a window with three stools.

	Access	Contents
Crates (3x)	Container: Barrel or Crate	General Supplies, size Medium

MC-EW-TF-SW-9: North Wall

A table sits against the north wall, with plenty of candles and plates. To its west is a chair and stool in front of a barred window.

MC-EW-TF-SW-10: Overlook

Read the standard **Overlook** text if the party takes a gander out any of the windows.

Map 45: Eastern Watchspire, Southeast (MC-EW-TF-SE)

One square equals 5 ft.

MC-EW-TF-SE: Eastern Watchspire, Southeast

Overview

This is one of the most crowded towers. It has a decent view of the mountain ground floor to the northwest, and an acceptable view of the approach road to the east and southeast. During normal operation, this was considered one of the most boring towers to work in, and as such duty here was generall assigned to low performers.

Theme & Purpose

Owing to the low station of those who worked here, supplies tend to be of meaner stock than in other towers. However, monsters and people alike tend to overlook it, lending safety to the surroundings.

Random Encounters

Use the standard / default **Random Encounter** rules for this level; however, there is a **40%** chance that a long rest will be safe.

Areas of Interest

MC-EW-TF-SE-1: Stairs Down

These lead to "**Map 38: Eastern Watchspire, Southeast (MC-EW-SF-SE)**" on page 127.

MC-EW-TF-SE-2: East Edge

From here, you have a decent view of the roads approaching **Mondaria City** to the east.

MC-EW-TF-SE-3: Northeast Supplies

This wall holds a crate, two chests, and a handful of bags. To the southwest is an octagonal table, set for a meal of spoiled food.

	Access	Contents
Crate	Container: Barrel or Crate	Rations & Prepared Food, size Medium
Bags	unprotected	Simple Foodstuffs
Chests (2x)	Locks: Chest, Simple	Alcohol: General *AND* Coin Treasure: Moderate, both using Context D

MC-EW-TF-SE-4: North Wall

This aperture has a view of the ground floor of the mountain.

If the party has not yet been inside the mountain, a brief description of "**Map 30: Law General (MC-LO)**" on page 107 may be in order.

MC-EW-TF-SE-5: Dining Tables

These octagonal tables are stacked with food that has gone bad weeks ago.

MC-EW-TF-SE-6: Sacks and Bottles

In a corner by a potted plant is an array of bags, sacks, and empty bottles.

	Access	Contents
Bags	unprotected	Rations & Prepared Food, size Medium

In addition, in one of the bags is a slip of paper: In addition, a scrap of paper can be found in this chest: roll on the **Plot Discoveries** table.

MC-EW-TF-SE-7: South Edge

Against the south wall is an array of tables, stools, and chairs, all well-positioned for observing the city below to the south.

MC-EW-TF-SE-8: Longtable

Atop an enormous and threadbare rug is a narrow, long table holding a wide array of weaponry.

	Access	Contents
Longtable	unprotected	Weapons: Martial Ranged, roll 3d4 times *AND* Weapons: Ranged, roll 1d6 times *AND* Weapons: Light, roll 1d4 times *AND* Weapons: Martial 1H, roll 1d4 times, all using Context B

MC-EW-TF-SE-9: Overlook

Read the standard **Overlook** text if the party takes a gander out any of the windows.

Map 46: Eastern Watchspire, Northeast (MC-EW-TF-NE)

One square equals 5 ft.

MC-EW-TF-NE: Eastern Watchspire, Northeast

Overview

The largest of the towers, this was perhaps the most important during normal operations, as it was the only means of scanning for visitors and threats to the northeast and east.

Theme & Purpose

Befitting its impressive size and position, there's a high caliber of supply to be found here. However, that comes with increased danger.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. There is no chance of a safe, long rest here, however.

Areas of Interest

MC-EW-TF-NE-1: Stairs Down

This leads to "**Map 39: Eastern Watchspire, Northeast (MC-EW-SF-NE)**" on page 130.

MC-EW-TF-NE-2: Northeast Supplies

A rich array of supply containers can be found here: large crates, chests, barrels, and sacks.

	Access	Contents
Crate (2x)	Container: Barrel or Crate	General Supplies, size Medium, using Context C
Barrels (5x)	Container: Barrel or Crate	Alcohol: General, using Context C
Chests (5x)	Locks: Chest, Strongbox	Potions: Moderate, using Context C *AND* Gems: Semi-Precious, using Context B
Sacks	unprotected	Rations & Prepared Food, size Medium

MC-EW-TF-NE-3: Longbench North

A long table topped with bows and arrows sits atop a fine rug here in a broad open space in the north of the tower.

	Access	Contents
Longbench	unprotected	Weapons: Martial Ranged, roll 2d6 times *AND* Weapons: Ranged, roll 1d4 times *AND* all using Context C

MC-EW-TF-NE-4: Northeast Corner

From here, you can see roads winding through the forests to the northeast. All seems calm and still; you spy no travelers on the road. Or wildlife, for that matter.

MC-EW-TF-NE-5: Northeast Edge

The barred windows here are broad and tall, making you feel as though there's little at all to prevent people or objects from falling.

MC-EW-TF-NE-6: Dining Tables

Two tables, ringed with chairs, sit here to the south of the staircase. They are set for a family-style meal, though the food has long rotted.

MC-EW-TF-NE-7: Longbench South

A wide array of fine military hardware is on display here, on a low bench atop a huge rug in the south of the tower.

	Access	Contents
Longbench	unprotected	Weapons: Martial Ranged, roll 2d4 times *AND* Weapons: Ranged, roll 1d6 times *AND* Weapons: Martial 1H, roll 1d6 times *AND* Weapons: Simple, roll 1d4 times all using Context C

MC-EW-TF-NE-8: Southwest Corner

From the tables, chairs, and stools in this corner, you gain a nice view of the city to the south.

MC-EW-TF-NE-9: Southeast Corner

Well-padded, relaxing-looking chairs border this corner, owing to the best view in the tower: the approach road to the southeast, through which a majority of traffic must have come to Mondaria.

MC-EW-TF-NE-10: East Edge

You see a broad variety of trees and forest to the east. A main road makes its way north-to-south just outside the

mountain.

MC-EW-TF-NE-11: West Edge

Although there are barred windows here, there's little to observe: you can see several watchspire towers to the west, but little of thecity or the mountain ground floor. You can just barely make out the main entrance of the minus.

MC-EW-TF-NE-12: Southeast Edge

A table here is set with rotted food. In lieu of silverware, an array of daggers is spread artfully.

	Access	Contents
Southeast Table	unprotected	**Daggers (6x)**

MC-EW-TF-NE-13: Southwest Edge

The food at this table is somewhat fresher than those at other tables. It looks barely a few days old.

This is the meal of a survivor who stole up here for supplies. He is long dead now, the victim of roving monsters.

MC-EW-TF-NE-14: North Table

With a view to the ground floor of the mountain entrances below, this cozy seat has a nicely-set table next to it, with an array of high-quality foodstuffs that have unfortunately long spoiled.

Map 47: Western Watchspire, Northeast (MC-WW-NE-TF)

One square equals 5 ft.

MC-WW-NE-TF: Western Watchspire, Northeast

Overview

This tower has a vital job: oversee the main entrance, and approaches, of the **Mines**.

Theme & Purpose

Despite its importance, this tower possesses little in the way of valuable resupply. The PCs can, however, gain an impressive view of the surrounding area, from which to better plan their activities.

Random Encounters

Use the standard / default **Random Encounter** rules for this level.

Areas of Interest

MC-WW-NE-TF-1: Stairs Down

These lead to "**Map 40: Western Watchspire (MC-WW-SF)**" on page 132.

MC-WW-NE-TF-2: North Edge

In this cozy corner is a chair, a stool, and a table set with rotting food. You have a clear view from here of the ground floor of the mountain.

MC-WW-NE-TF-3: East Edge

Two octagonal tables sit against the east wall here, stacked with cutlery and plates and the occasional spoiled feast.

MC-WW-NE-TF-4: Dining Table

Those stationed here must have congregated about this table for their meals when duty did not press.

MC-WW-NE-TF-5: Weapons Bench North

To the south of the staircase is a small bench filled with weapons.

	Access	Contents
Weapons Bench	unprotected	**Weapons: Martial Ranged, roll 1d4 times** *AND* **Weapons: Ranged** *AND* **Weapons: Simple, roll 1d6 times**

MC-WW-NE-TF-6: Weapons Bench South

Here sits a thigh-high bench with an array of weapons.

	Access	Contents
Weapons Bench	unprotected	**Weapons: Martial Ranged** *AND* **Weapons: Ranged, roll 1d6 times** *AND* **Weapons: Simple, roll 1d4 times**

MC-WW-NE-TF-7: Southeast Overlook

From this barred window, you can see much of the city of Mondaria below you. In particular, you have a great view of the approach to the main entrance.

MC-WW-NE-TF-8: East Overlook

Directly below you is the main entrance to the mines. Massive doors and a huge wall block passage. There seems to be neither person nor creature guarding the door, however.

Map 48: Western Watchspire, Southwest (MC-WW-TF)

One square equals 5 ft.

MC-WW-TF: Western Watchspire, Southwest

Overview

This is an odd tower, with visibility only to the westernmost areas of **Mondaria City** and little else. That said, it's vitally important, as it provides for a view of what's going on with the **Mill** and **Fishery**, as well as to observe potential threats from the river.

Theme & Purpose

Aside from scoping out potential areas to search in greater detail, there's a bit of supply to be found here.

Random Encounters

Use the standard / default **Random Encounter** rules for this level.

Areas of Interest

MC-WW-TF-1: Stairs Down

These lead down to "**Map 40: Western Watchspire (MC-WW-SF)**" on page 132.

MC-WW-TF-2: West

An open barrel of fresh water sits against the west wall here. A table ringed with chairs and stools sits to the north.

MC-WW-TF-3: Food Prep and Supplies

Two crates, a chest, and a pile of sacks are positioned against the north wall of the tower here. To the south, a food-prep station lies against the south wall; all of the food here has spoiled weeks ago.

	Access	Contents
Crate (2x)	**Container: Barrel or Crate**	**General Supplies, size Medium**
Sacks	unprotected	**Rations & Prepared Food, size Medium**
Chest	**Locks: Chest, Strongbox** *AND* **Traps: General, using Context D**	**Potions: Moderate** *AND* **Coin Treasure: Moderate, using Context B**

MC-WW-TF-4: Weapons Bench

Much of the center of the tower is consumed by an enormous rug, atop which rests a long table laden with weapons and armor. A chest sits on the western edge of the table.

	Access	Contents
Bench	unprotected	**Weapons: Martial Ranged, roll 1d6 times** *AND* **Weapons: Ranged, roll 1d4 times** *AND* **Weapons: Martial 2H** *AND* **Armor: Shields**
Chest	**Locks: Chest, Strongbox**	**Potions: Moderate, using Context B, roll 1d4 times**

MC-WW-TF-5: East

In the northeast corner of the tower sits an open barrel of fresh water. To its west is a table with an assortment of dining vessels. Chairs, stools, and tables are spaced along the south and east edges, amongst barred windows.

MC-WW-TF-6: Overlook

Read the standard **Overlook** text if the PCs look out any of the barred windows.

Mondaria Mines: Level 1

Map 49: Mines Level 1, Overview (ML1-O)

One square equals 20 ft.

Level Introduction: Mines Level 1

Summary

Level 1 consists of more than a dozen basements and the first level of an enormous mining complex. Threats abound, and the party has plenty of chances to explore.

Entrances and Exits

Note that the following are typical, even secret, means of entering and exiting the level as it was designed.

Other, magical means of navigating the level (for example, teleportation spells or those that grant incorporeality) are not discussed and are left to the GM to manage should they be introduced.

Navigation to Mines Level 2

There are three **Elevators** descending to Level 2, near locations **21**, **20**, and **19**.

Location 13, the basement of the **Southwest Residence**, has a pit in the floor that leads to **Mines Level 2**.

Navigation to Mondaria City

Locations **21**, **20**, and **19** have **Elevators** up as well.

Near **Location 22** is a hole in the ceiling that leads to the **Fishery Grotto**.

Many of the areas in this level are in fact basements of buildings in **Mondaria City**; nearly all of them have staircases or trapdoors that lead back up to the ground floors of those buildings.

Overview

A major nexus of activity, this level is actually a hybrid of two purposes: to the north, the **Mine** itself makes its presence known. To the south and east, however, the basement underpinnings of the city of **Mondaria** make for almost an entire second city's worth of content to explore.

Atmosphere & Theme

As this is the party's first chance to experience the **Mines**, it's important to convey the sense of enormity. This is an absolutely gigantic mine, each level of which is several times the size of a small city and indeed, several times the size of **Mondaria City** on the surface.

Mining Scaffolds

These appear in many areas of the **Mines**. Traversing **mining scaffolds** requires a Climb check at **DC 10**, plus **1d4**, plus **1** for every **Mine** level you are on. For example, scaffolds on **Mines Level 2** require checks at **DC 12+1d4**.

Failure means falling, typically only 10-20'. The height of the mine wall in each mining area will be mentioned in that area's description.

Separate checks are needed to ascend, and to return back to the mine floor safely. Once a safe ascent is completed, the PC in question may stay there without needing further checks.

It is left to the GM's discretion as to whether fighting, casting spells, or ranged combat while in a **scaffold** might require an additional check, but generally speaking, these should be safe once climbed.

ML2-MNW-5: Water Troughs

Scattered near the perimeter of the mining zone is a series of water troughs. Some are depleted, and those that still contain liquid hold a murky, soot-and-silt-stained ooze. You suspect these were used to sift through mined rock for valuables.

Mining Water Troughs

Each **Trough** scattered throughout the **Mines** has a **20%** chance of containing a small amount of residual substance: roll on the **Glasses, Metals, and Woods** table, and halve all quantities produced.

The water in those with liquid still remaining is unsafe to drink.

Default Random Encounters

Some **Areas of Interest** within this level will describe a certain approach to **Random Encounters**, either by overriding the **timing** (e.g., "every 30 minutes), and/or by providing its own localized **version** of the random encounter table below.

Absent such an override, roll on the following table of **Default Random Encounters** for every **5 minutes** the party remains in this area.

Table 11: Mines Level 1 Default Random Encounters

D%	Event	Description
01-24	**No Encounter**	Nothing interesting or specific occurs to deter the party from their overall objectives and exploration.
25-40	**Trivial Encounter**	Roll once on **Monsters: Surface, Trivial**.
41-59	**Light Encounter**	Roll once on **Monsters: Surface, Light**.
60-74	**Average Encounter**	Roll once on **Monsters: Surface, Average**.
75-74	**Advanced Encounter**	Roll once on **Monsters: Surface, Advanced**.
85-89	**Elite Encounter**	Roll once on **Monsters: Surface, Elite**.
90-00	**NPC Encounter**	Roll once on the **Default NPC Encounter Table** below.

Default NPC Encounters

Some **Areas of Interest** within this level will describe a certain approach to **NPC Encounters**, providing its own localized **version** of the table below.

Absent such an override, when in this level, when directed to roll for a random NPC, roll on the following table.

Note that if a certain circumstance mandates the presence of an NPC, you may ignore and reroll results of "No Encounter" on the table below.

The GM is, as in all other aspects of the adventure, to use her common sense regarding use of this table. You should feel free to ignore or reroll results with which you don't agree, or simply choose a result yourself to keep with the atmosphere of the adventure as experienced by your gaming group.

Note, also, that any entry in the list below that has a blank ("-") next to it for roll results means that that NPC is never normally encountered in this level.

Table 12: Mines Level 1 Default NPC Encounters

D%	Event	Description
01-05	**No Encounter**	Despite an initial feeling, the party does not encounter any NPCs at this time.
06-10	**Common NPC**	**Addicted Miners** shamble toward the party: 1d4x 2d4x 2d6x 3d8x
11-14	**Common NPC**	**Afflicted Miners** shamble toward the party: 1d4x 2d4x 2d6x 3d8x
15	**Common NPC**	A single **Bleak Mute** lurches within view of the party.
16	**Common NPC**	One **Crazed Harbinger** stumbles about within view of the party.
17-25	**Common NPC**	**Tainted Miners** walk creepily toward the party: 2d4x 2d6x 2d8x 2d12x
26-40	**Common NPC**	**Miners** approach the party suspiciously: 2d6x 2d8x 2d10x 2d12+4x
41-44	**Common NPC**	One **Mining Taskmaster** walks purposefully toward the party.
45	**Common NPC**	A terrified **Munitions Wench** is visible, huddled in her rags.
46	**Common NPC**	You see a **Supply Maid** in tattered clothes, though you're not sure she sees you.
47	**Common NPC**	A horrifying **Tainted Taskmaster** walks about.
48	**Common NPC**	**Celebrants** dance and amble toward the party: 1d4x 2d4x 2d6x 3d8x
49	**Common NPC**	**Firedancers** lithely come toward the party: 1d4x 2d4x 2d6x 3d8x
50	**Common NPC**	**A Firedancer party** approaches the PCs: **1x Campmaiden, 1d4x Firedancers, 2d4x Celebrants** **1x Hearthstud, 2d4x Firedancers, 2d6x Celebrants** **1x Campmaiden, 1x Hearthstud, 2d6x Firedancers, 2d6x Celebrants** **1x Campmaiden, 1x Hearthstud, 2d8x Firedancers, 2d8x Celebrants**
51	**Common NPC**	A single **Campmaiden** or **Hearthstud** approaches the party with a twinkle in their eye. Use the sex opposite the majority of the PCs' composition, or randomize if there is a tie.
52	**Named NPC**	Ambling scholar **Brocambe Methurzz**.
53	**Named NPC**	Beastmaster **Gabharn**.
54	**Named NPC**	Blacksmith **Hamfast Burrbottom**.
55	**Named NPC**	Feastmaster **Frobwin Glamfork**.
56	**Named NPC**	Herbalist **Innelothe**.
57	**Named NPC**	Illusionist entertainer **Raekeldorr**.
58	**Named NPC**	Keeper of Records **Skandern Lithutz**.
59	**Named NPC**	Keepmaster **Vanarelia Riccards**.
60-64	**Named NPC**	Loremaster **Dalnarok**.
65-69	**Named NPC**	Mercenary dwarf **Gordsturll**.
70-74	**Named NPC**	Merenary tiefling **Killarth**.
75-80	**Named NPC**	Railmaster **Arranz Trevain**.
81	**Named NPC**	Tinkermaster **Skandbard**.
82	**Named NPC**	Warden **Imeltrude Legande**.

D%	Event	Description
83	**Named NPC**	Brewmaster **Glimdarffe Sudsglub**.
84	**Named NPC**	Cartographer **Estarel Finequill**..
85	**Named NPC**	Chemist **Incebb Gullip**..
86	**Named NPC**	Chief engineer **Didkeln Clawhammer**.
87	**Named NPC**	Coinmaster **Lugatoo**.
88	**Named NPC**	Dwarven union leader **Danalin Foeslash**.
89	**Named NPC**	Elven administration leader **Maresmir**.
90	**Named NPC**	Engineer **Brimdog Firecleave**.
91	**Named NPC**	Foreman **Belerras**.
92	**Named NPC**	Gangboss **Dagbrag**.
93	**Named NPC**	Lead designer **Estarel Finequill**.
94	**Named NPC**	Mayor **Faenadorn**.
95	**Named NPC**	Minemaster **Thrennian Lo'quee**.
96	**Named NPC**	A Mystic Seer.
97	**Named NPC**	Sage **Natobbe**.
98	**Named NPC**	Stablehand **Friskbik**.
99	**Named NPC**	Stablemaster **Semtammi**.
00	**Named NPC**	Tribute magister **Elawelle**.

Areas of Interest: City Basements

ML1-O-1: Blacksmith Basement

Please see "**Map 50: Blacksmith Basement (MC-BS-BM)**" on page 163 for more details.

ML1-O-2: Blacksmith/ Trading Post Basement

This complex is discussed in "**Map 51: Blacksmith / Trading Post Basement (MC-BSTP-BM)**" on page 165.

ML1-O-3: Checkpoint Control Basement

"**Map 52: Checkpoint Control Basement (MC-CC-BM)**" on page 167 contains more information on this area.

ML1-O-4: Fishery Basement

This area is described in more detail in "**Map 53: Fishery Basement (MC-FH-BM)**" on page 169.

ML1-O-5: Garrison Basement

Turn to "**Map 56: Garrison Basement (MC-GR-BM)**" on page 177 for more details.

ML1-O-6: Garrison Secret Tunnel Complex

These tunnels are defined in "**Map 54: Garrison Secret Tunnel Complex (MC-GR-ST)**" on page 172.

ML1-O-7: Garrison / Mess Hall Basement Overview

Please refer to "**Map 55: Garrison / Mess Hall Basement Overview (MC-GRMH-BMO)**" on page 175 for more details.

ML1-O-8: Inn & Stables Basement

"**Map 58: Inn & Stables Basement (MC-IS-BM)**" on page 183 has full details on this region.

ML1-O-9: Mess Hall Basement

Turn to "**Map 57: Mess Hall Basement (MC-MH-BM)**" on page 180 for full details.

ML1-O-10: Mill Basement

Please turn to "**Map 59: Mill Basement (MC-ML-BM)**" on page 186 for more information.

ML1-O-11: Residence Northeast Basement

This region is described in "**Map 60: Residence NE Basement (MC-RNE-BM)**" on page 189.

ML1-O-12: Residence Northwest Basement

"**Map 61: Residence NW Basement (MC-RNW-BM)**" on page 191 contains a full description on this area.

ML1-O-13: Residence Southeast Basement

Please refer to "**Map 62: Residence SE Basement (MC-RSE-BM)**" on page 193 for more details.

ML1-O-14: Residence Southwest Basement

This area is described in "**Map 63: Residence SW Basement (MC-RSW-BM)**" on page 195.

ML1-O-15: Trading Post Basement

Please turn to "**Map 65: Trading Post Basement (MC-TP-BM)**" on page 200 for more details.

ML1-O-16: Storage Basement

"**Map 64: Storage Basement (MC-ST-BM)**" on page 198 has more information.

ML1-O-17: Checkpoint / Storage Secret Stash

Refer to "**Map 66: Checkpoint / Storage Secret Stash (MC-CCS-BM)**" on page 203 for full details.

Areas of Interest: The Mines

ML1-O-18: Railmaster's Cottage

Please turn to "**Map 67: Railmaster's Cottage (ML1-RLMC)**" on page 205 for further details.

ML1-O-19: Rail Switchhouse East

"**Map 68: Rail Switchhouse East (ML1-RSE)**" on page 208 contains a full description.

ML1-O-20: Rail Switchhouse North

This area is described in "**Map 69: Rail Switchhouse North (ML1-RSN)**" on page 210.

ML1-O-21: Underground River Fishery

Please turn to page 215 for more information.

ML1-O-22: Underground River Piers Overview

This area is described starting on page 213.

ML1-O-23: Central Storage Overview

Please refer to page 225 for more details.

ML1-O-24: Secret Mine Area North

This region is detailed commencing on page 233.

Map 50: Blacksmith Basement (MC-BS-BM)

One square equals 5 ft.

MC-BS-BM: Blacksmith Basement

Overview

This is the blacksmith's basement, which functions as storage as well as work area.

Theme & Purpose

Something horrible has happened here. The trail of blood leading down the stairs culminates in a corpse near a firepit. A secret passage to the south connects to another basement if discovered.

Random Encounters

Use the standard / default **Random Encounter** rules for this level.

Areas of Interest

MC-BS-BM-1: Stairs Up

These lead to "**Map 2: Blacksmith Ground Floor (MC-BS-GF)**" on page 34.

MC-BS-BM-2: Basement

A trail of bloody footprints leads down the stairs. It snakes around to the south and west. There's a pervasive smell of oil, metal, and leather, and of fire and soot, down here. The footprints lead past a workbench.

	Access	Contents
Workbench	unprotected	**Weapons: Martial 1H** *AND* **Weapons: Simple** *AND* **Armor: Shields**

MC-BS-BM-3: Firepit Corpse

A broken and lacerated body lies here, a few feet from an idle firepit. The body has been dead a week or more. From the garb, you guess it is the blacksmith.

His pockets have been picked clean.

MC-BS-BM-4: Debris & Storage

A few finished pieces sit atop a table. Behind the stairs and to the north of a rockpile are heaps of fabric, raw leather, and other debris.

There is nothing of value in the debris.

	Access	Contents
Table	unprotected	**Armor: Light, roll 1d4 times**

MC-BS-BM-5: Finishing Stations

These two tables against the east wall of the basement contain nearly-finished pieces.

	Access	Contents
North Table	unprotected	**Weapons: Martial 1H, roll 1d4 times** *AND* **Weapons: Light, roll 1d4 times**
South Table	unprotected	**Armor: Light** *AND* **Armor: Medium** *AND* **Armor: Shields, roll 1d4 times**

MC-BS-BM-6: Works in Progress and Secret

To the southeast is a table with half-finished, but combat-ready, weapons. Just to the west of this, between two clumps of rocks, is a circular table with incomplete polearms.

	Access	Contents
West Table	unprotected	**Weapons: Light, roll 1d6 times**
East Table	unprotected	**Weapons: Martial 2H, roll 1d4 times, using Context D**

Only read the *italicized* text below if the secret door to the south is discovered.

You notice the circular table has scratch marks on the floor, indicating it's been moved frequently. Curious, you investigate to the south, and discover the rock here comes away easily, revealing a passage.

	Access
Secret Passage South	**Locks: Door, Secret**

This leads to "**Map 51: Blacksmith / Trading Post Basement (MC-BSTP-BM)**" on page 165.

Map 51: Blacksmith / Trading Post Basement (MC-BSTP-BM)

One square equals 5 ft.

MC-BSTP-BM: Blacksmith / Trading Post Basement

Overview

This complex of rooms is linked via naturally-occuring tunnel. Neither the **Blacksmith**, nor the owner of the **Trading Post**, was familiar with the existence of the connection.

Theme & Purpose

It's worth noting how the two basements are connected in case the party needs to evade pursuit or hide.

Random Encounters

Use the standard / default **Random Encounter** rules for this level.

Areas of Interest

MC-BSTP-BM-1: Blacksmith Basement

More information can be found on page 163.

MC-BSTP-BM-2: Secret Tunnel

This passage smells heavily of earth and soot. You wonder if it has ever been used before.

In truth, it has never been used before; while the party is in this tiny passage, suspend all rolls on the **Random Encounter** table.

This is of limited use, as the party cannot take a full rest here!

MC-BSTP-BM-3: Trading Post Basement

This region is described in full starting on page 200.

Map 52: Checkpoint Control Basement (MC-CC-BM)

One square equals 5 ft.

MC-CC-BM: Checkpoint Control Basement

Overview

This is the basement of the main administrative building in **Mondaria City**.

Theme & Purpose

Paper-pushers do not, as a rule, stash the greatest treasure in their basements, and this area is no exception. It is, however, rich in possibilities to discover information, and it connects with the **Secret Stash** to the south.

Secrets & Lies

For every two books looted by the PCs in this basement, they discover a scrap of paper that could be a clue to the mystery: roll on the **Plot Discoveries** table.

Areas of Interest

MC-CC-BM-1: Stairs Up

These lead to "**Map 4: Checkpoint Control Ground Floor (MC-CC-GF)**" on page 40.

MC-CC-BM-2: Basement Floor

The basement smells of earth and paper, a rich if bizarre comingling of scents. To the west of the staircase, a wooden chest sits empty, with coins scattered about it. To the east, an array of barrels sits: one is empty, and one is open with fresh water inside.

	Access	Contents
Empty Chest	unprotected	Coin Treasure: Moderate, using Context D, halve all numeric results
Barrels (4x)	Container: Barrel or Crate	Alcohol: General, size Medium, using Context B

MC-CC-BM-3: Tables and Barrels

Three tables, laden with books and candles, occupy the center of the basement. To their west is an array of stacked casks.

	Access	Contents
Casks (3x)	Container: Barrel or Crate	Alcohol: General, size Medium, using Context C
Tables (3x)	unprotected	Books: General, using Context C, roll 1d4 times

MC-CC-BM-4: Reading Tables

In the southwest corner of the basement, four rectangular tables form an "L" shape that stops shy of the basement wall. A circular table ringed with chairs sits in the center of the "L" shape. All five tables have books, parchment, and candles atop them.

	Access	Contents
Reading Tables (5x)	unprotected	Writing Supplies, using Context C *AND* Books: General, using Context C

	Access
Secret Passage Southwest	Locks: Door, Secret, using Context B

MC-CC-BM-5: Secret Entrance

Only read the *italicized* text below if the PCs discover the secret.

Behind piles of rocks and boulders, you spy a fallen rock that seems to have revealed a passage. Prying more stones away, you discover a small tunnel you can get through if you hunch down low.

MC-CC-BM-6: Southeast Barrels

Along the southeast bend of the basement wall, two empty small barrels and three stacked large barrels have been placed.

	Access	Contents
Barrels (3x)	Container: Barrel or Crate	Simple Foodstuffs, size Medium

MC-CC-BM-7: Secret Tunnel

The passage winds around to the west, then faces south. The floor is riddled with rocks and grime.

MC-CC-BM-8: Secret Stash

This connects to "**Map 66: Checkpoint / Storage Secret Stash (MC-CCS-BM)**" on page 203.

Map 53: Fishery Basement (MC-FH-BM)

One square equals 5 ft.

MC-FH-BM: Fishery Basement

Overview

This is actually two basements, underneath the same building. To the east is the underside of the more residential aspect of the Fisher structure; the west basement consists of a naturally-occuring cave used for longer-term storage and production results.

Theme & Purpose

There's the treasure in the northwest corner, of course, but other than that, this is a good place to get some fairly esoteric, though mundane, supplies.

Random Encounters

Use the standard / default **Random Encounter** rules for this level.

Areas of Interest

MC-FH-BM-1: Stairs Up West

These lead to "**Map 5: Fishery Ground Floor (MC-FH-GF)**" on page 43.

MC-FH-BM-2: Stairs Up East

These also lead to the ground floor on page 43.

MC-FH-BM-3: Crate Stack

The north third of the basement consists of an array of crates. A treasure chest sits atop the largest of these.

	Access	Contents
Crates, Small (6x)	Container: Barrel or Crate	Fishing Supplies, size Medium
Crate, Large	Container: Barrel or Crate	Supplies: General, size Large
Chest	Locks: Chest, Simple *AND* Traps: General, using Context B	Coin Treasure: Moderate *AND* Potions: Moderate, both using Context B

MC-FH-BM-4: Tables

These mostly-blank tables appear to have been used to pack or unpack containers. The stink of fish flesh permeates the wood.

MC-FH-BM-5: Cauldron

In the south of the basement, a lone cauldron sits in a corner.

	Access	Contents
Cauldron	unprotected	Potions: Moderate

MC-FH-BM-6: Western Basement Floor

This basement is cool, ragged, and seems to be naturally-occuring for the most part, expanded by people manually in places. The earthen floor is cool and slightly damp, but not mucky.

MC-FH-BM-7: Crates

Immediately to the west of the staircase is a trio of crates, just north of a handful of bags.

	Access	Contents
Crates, Small (3x)	Container: Barrel or Crate	Fishing Supplies, size Medium
Bags	unprotected	Simple Foodstuffs

MC-FH-BM-8: Barrels North

Four barrels sit here, next to a pile of empty sacks. Three of the barrels are empty; one is open and half-full of grimy water.

MC-FH-BM-9: Barrels West

Against the northwest corner, an array of barrels has been pushed. Three are open and empty; the remainder are sealed. To their southwest is a chest.

	Access	Contents
Barrels (6x)	Container: Barrel or Crate	Rotted Fish *(no value)*
Chest	Locks: Chest, Simple	Weapons: Light, using Context B

MC-FH-BM-10: Barrels Southeast

Nestled against a rockpile is a stack of barrels.

	Access	Contents
Barrels (6x)	**Container: Barrel or Crate**	**Rotted Fish** *(no value)*

If the party does ***not*** investigate these crates, they may contain a monster: When the party travels through the passage to the north (see below), roll on the **Random Encounters** table; if a monster results of **Small** size or smaller, it bursts forth from these barrels, though it waits for the PCs to finish their exploration of the cave to the northwest.

Ignore any **Random Encounter** results that could not fit in a barrel.

MC-FH-BM-11: North Passage

Behind some rocks is a tight squeeze of a passage covered in cobwebs.

Medium-sized creatures must squeeze through here, meaning that two-handed weapons cannot be wielded by whichever PC is moving at the time.

MC-FH-BM-12: Northwest Cave

This cave is particularly damp; the floor oozes a mostly-solid muck. The smell is rich with earth, saltwater, and fish.

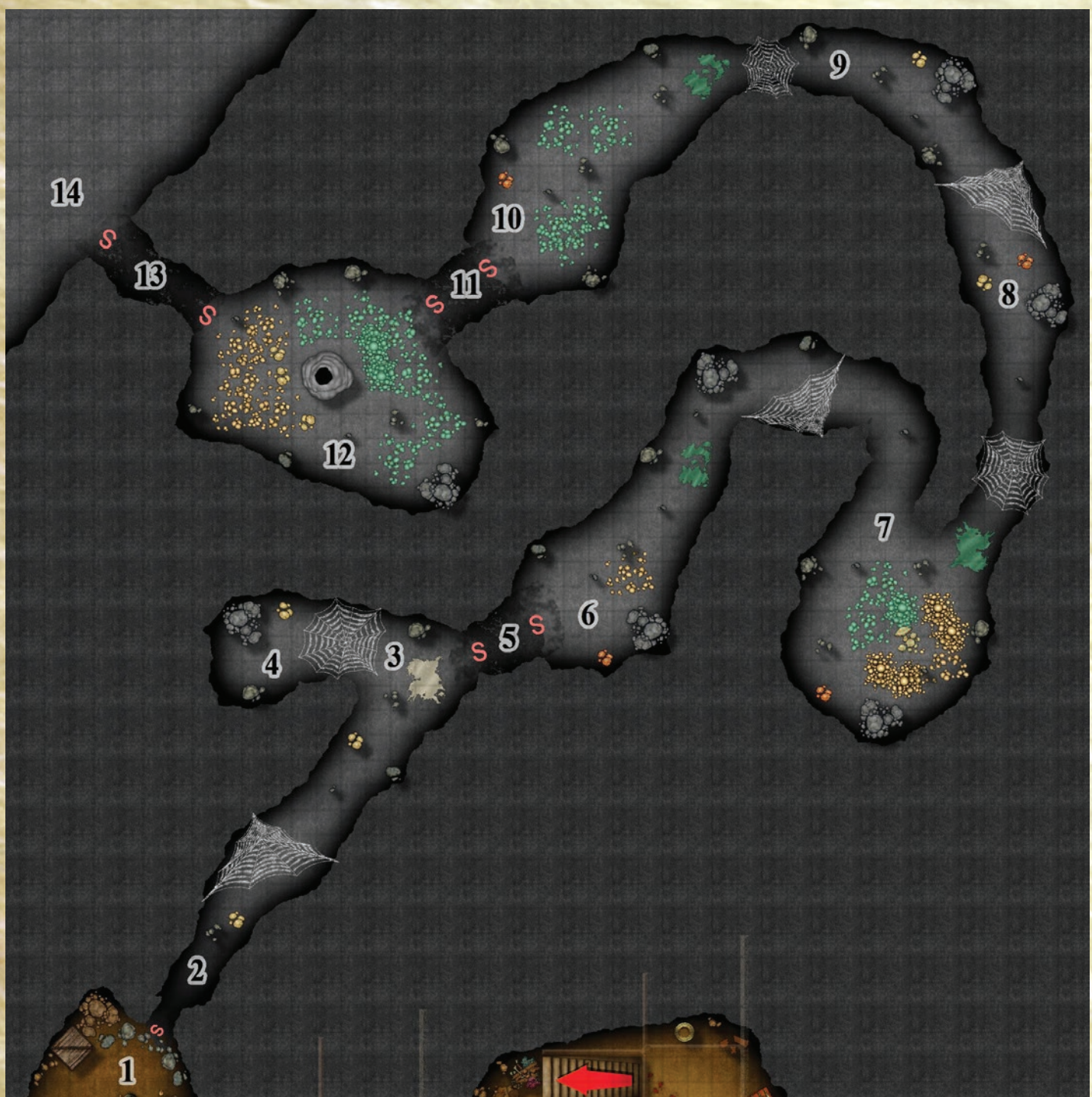
MC-FH-BM-13: Fishmaster's Stash

In a somewhat watertight plateau of gypsum is a locked wooden chest, well-weathered and battered.

	Access	Contents
Chest	**Locks: Chest, Simple** *AND* **Traps: General, using Context D**	**Coin Treasure: Moderate, using Context B** *AND* **Armor: Shields, using Context C**

Map 54: Garrison Secret Tunnel Complex (MC-GR-ST)

One square equals 5 ft.



MC-GR-ST: Garrison Secret Tunnel Complex

Overview

One of the very few means of entering the **Mines** not using the **Elevators**, these tunnels lead from the **Garrison** basement to the eastern portion of the **Mines**.

Theme & Purpose

There's danger here, but a creative way of entering the **Mines**.

A Chain of Secrets

Counting the entrance the PCs have already discovered if they're looking at this map, there are three additional secret doors to discover to progress through the entirety of this region.

Finding each should grant **1 Reward Star**. Discovering all four secrets that link the **Garrison** with the **Mines** should benefit the party an additional **3 Reward Stars** on top of that.

Note that most of the secret passages have secret door symbols on either side of the secret tunnels. Discovering one side of the secret also reveals the other; a second Perception check is not required to uncover the secret at the other end of the secret tunnel. In addition, roll only once for the profile of each secret; the difficulty is the same on either side of a given tunnel.

Random Encounters

Use the standard / default **Random Encounter** rules for this level; roll twice as often as normal. Reroll results of "**No Encounter**". Finally, ignore any "**NPC Encounter**" results, as no citizens have yet discovered these tunnels.

Areas of Interest

MC-GR-ST-1: Garrison Basement

More detail on this area can be found in "**Map 6: Garrison Ground Floor (MC-GR-GF)**" on page 47.

MC-GR-ST-2: Entrance Tunnel

A tight squeeze initially opens up a bit to a rock- and web-encrusted passage leading northeast.

MC-GR-ST-3: Slime Patch

A slick patch of floor looks a lot like a slime or ooze, as the passage curves to the west.

This is in fact a slimy puddle of water, not a semi-sentient monster.

MC-GR-ST-4: Dead End

The cave terminates in a bit wider room with some mushrooms and a rock pile in the north.

There is nothing to find here, but the abrupt and boring dead-end will entice the party to keep exploring.

MC-GR-ST-5: Secret Tunnel South

Only read the *italicized* text if the secret is discovered.

In the northeast corner of the fork in the cavern, you feel a weakness in the mixture of stone and muck. Chunks of soil fall apart as you dig, and soon you've uncovered a passage through which you can all fit if you hunch over.

	Access
Secret Passage South	Locks: Door, Secret, using Context D, Perception only

MC-GR-ST-6: Center Chamber

This chamber is pear-shaped, with the narrow end pointed northeast. Fungus has sprouted on the ground ahead of you; to the north is a patch of green slime.

Although both features mentioned are benign, entering this room prompts an immediate roll on the **Random Encounters** table. Ignore **NPC Encounters**; also ignore any result which calls for a creature of larger than **Small** size. Place any encounter that results in the webbed portion of the tunnel to the northeast.

MC-GR-ST-7: Southeast Fungi Room

A much larger chamber opens to the south. The floor is almost entirely coated in mushrooms of various sizes and shapes, a mixture of green and ochre. To the northeast is a patch of greenish slime.

As the PCs approach this region, **randomize** by rolling a **d100**: on a **0-20**, there is no threat here; on a **21-60**, the fungus contains a **Fungal Crawler**; on a **61-90**, the slime patch is actually a **Grey Ooze**; and on a **91-00**, both the **Crawler** and the **Ooze** are present.

MC-GR-ST-8: Northeast Passage

Cobwebs, rocks, muck, and mushrooms speckle the surfaces in this long, narrow tunnel.

If the PCs have not yet faced any monsters in these tunnels, roll on the **Random Encounters** table as they pass the squares marked with an "**8**". Ignore **NPC Encounters**; also ignore any result which calls for a creature of larger than **Small** size. Place any encounter that results in the webbed portion of the tunnel to the northwest; if the party is moving from north-to-south along this tunnel, place the threat in the square marked with a "7" instead.

MC-GR-ST-9: North Passage

The cave narrows to a heavily-webbed narrow space at one point here. To the west of the pinch point is a patch of greenish muck.

Surprisingly, there are no spiders to be found in these tunnels (aside from those which may result from **Random Encounters**). **Medium**-sized creatures require four rounds to pass through this point, however.

The muck is simply that, and contains no threat.

MC-GR-ST-10: Green Mushroom Room

Two rectangular swathes of green fungus coat much of this kidney-shaped chamber. Rocks pepper the spaces in between.

The fungus contains no inherent risk.

	Access
Secret Passage North	Locks: Door, Secret, using Context D; Perception only, reduce DCs by 2

MC-GR-ST-11: Secret Tunnel Northeast

Only read the *italicized* text below if the secret is discovered.

Along the southwest edge of the chamber is a face of stone that seems slightly different than its neighbors. Pushing, you tip the stone over, revealing a pasage to the southwest.

MC-GR-ST-12: Northwest Pillar Room

In the center of this large room is a floor-to-ceiling connected stalagmite. Surrounding it is a ring of multicolored fungi, small caps speckled with larger, dog-sized chunks as well.

Amidst the fungus is a **Violet Fungus**.

MC-GR-ST-13: Secret Mines Passage

Only read the *italicized* text if the PCs discover the secret.

The dirt wall to the northwest falls away at your touch.

MC-GR-ST-14: Mines Entrance

This leads to "**Map 49: Mines Level 1, Overview (ML1-O)**" on page 158.

	Access
Mines Secret Passage	Locks: Door, Secret, using Context B; Perception only

Map 55: Garrison / Mess Hall Basement Overview (MC-GRMH-BMO)

One square equals 5 ft.

MC-GRMH-BMO: Garrison / Mess Hall Basement Overview

Overview

These two basements, and the secret tunnels that connect them, are part of an interwoven complex of naturally-occuring caverns that have been extended manually to form a large supply cache.

Theme & Purpose

Supplies and treasure abound, but so does danger.

Random Encounters

Use the standard / default **Random Encounter** rules for this level.

Areas of Interest

MC-GRMH-BMO-1: Garrison Basement

Please refer to page 177 for more information.

MC-GRMH-BMO-2: Mess Hall Basement

This region is described in more detail starting on page 180.

MC-GRMH-BMO-3: Mess Hall Secret Stash

This area is also described beginning on page 180.

MC-GRMH-BMO-4: Garrison Secret Tunnel Complex

Turn to page 172 for further information.

Map 56: Garrison Basement (MC-GR-BM)

One square equals 5 ft.

MC-GR-BM: Garrison Basement

Overview

Underneath the **Garrison** is a huge basement that runs the width of the building above and then some. It was used for storage, disaster preparedness, and occasionally for sparring.

Theme & Purpose

Secret passages connect this basement with its neighbor, the **Mess Hall Basement**, and with the secret tunnels to the northeast. The route to the northeast eventually leads to the **Mines** themselves, making this one of the very few entrances into the **Mines** without taking a traditional **Elevator**.

There's also the possibility of discovering more information about the city and what fate has befallen it.

Random Encounters

Use the standard / default **Random Encounter** rules for this level.

Areas of Interest

MC-GR-BM-1: Stairs Up

These lead to "**Map 6: Garrison Ground Floor (MC-GR-GF)**" on page 47.

MC-GR-BM-2: Basement Floor

The air here is less cool, and more humid, than you would have imagined. A slight breeze seems to blow from west to east, but it could be your imagination. This basement is enormous—seeming more so for its lack of inherent light.

MC-GR-BM-3: Weapons Prep East

A long table holds polearms, staves, and shields in a messy abundance. To the east is an open treasure chest with coins scattered about, as though whomever opened it was hastily seeking something in particular.

	Access	Contents
Table	unprotected	**Weapons: Martial 2H, roll 2d6 times** *AND* **Armor: Shields, roll 2d4 times**
Chest	unprotected	**Coin Treasure: Moderate, using Context D, halve all quantities**

MC-GR-BM-4: Monster Corpse

The bones of a large creature rest here. Whatever it was, it was eight feet tall, had long claws, a tail and sharp teeth, and it likely died several weeks ago.

MC-GR-BM-5: Secret Passage Northeast

This leads to "**Map 54: Garrison Secret Tunnel Complex (MC-GR-ST)**" on page 172.

MC-GR-BM-6: Weapons Prep Center

An "L" shape is formed by neatly-organized tables about the base of the staircase. Atop the tables is an assortment of weaponry that appears to be in pristine condition.

	Access	Contents
Table	unprotected	**Weapons: Martial 1H, roll 2d6 times** *AND* **Weapons: Ranged, roll 2d4 times**

MC-GR-BM-7: Weapons Prep West

A long table runs east-west here; swords of all manner are organized crisply. To the south, a stack of barrels has been pushed up against the packed-dirt wall. In between these features, it looks as though someone has ripped apart an unarmored young man and looted his body; the blood trail from the encounter spatters across this entire area.

The deceased was a tally-boy, charged with keeping inventory for the **Garrison**; he was working here when the monster whose corpse now lies to the east ransacked the basement.

	Access	Contents
Table	unprotected	**Weapons: Martial 1H, roll 3d6 times, reroll results that are not Swords**
Barrels, Large (4x)	Container: Crate or Barrel	Simple Foodstuffs, size Medium
Barrels, Small (2x)	Container: Crate or Barrel	Alcohol: General, size Medium

MC-GR-BM-8: North Corpse

Next to a crate and an urn, a half-elven body lays, slain some weeks ago. The blood trail from the assailant leads

to the stairs to the east.

On the body is a scrap of paper: roll on the **Plot Discoveries** table.

	Access	Contents
Crate	Container: Crate or Barrel	Rations & Prepared Food, size Medium
Barrels (3x)	Container: Crate or Barrel	Alcohol: General, size Medium

MC-GR-BM-9: Table & Chest

A rectangular table sits in the middle of this space. To the north is a treasure chest, empty but for coins scattered about the floor surrounding it.

	Access	Contents
Chest	unprotected	Coin Treasure: Moderate, using Context D, halve all quantities

MC-GR-BM-10: Crate & Chest

In the southwest corner of the basement is a large crate, atop which rests a pile of sacks and a locked treasure chest.

	Access	Contents
Crate, Large	Container: Crate or Barrel	Rations & Prepared Food, size Large
Sacks	unprotected	Potions: Moderate
Chest	Locks: Chest, Strongbox	Weapons: Light, using Context C *AND* Gems: Semi-Precious, using Context B

MC-GR-BM-11: Smashed Crates

A crate has been smashed horribly here. Next to it is a pile of five smaller crates, and another large crate.

	Access	Contents
Crate, Large	Container: Crate or Barrel	Rations & Prepared Food, size Large
Crates, Small (5x)	Container: Crate or Barrel	General Supplies

MC-GR-BM-12: Secret Passage West

Only read the *italicized* text below if the secret is uncovered.

Just behind the wall of barrels, and above a bed of loose rock, you discover a pile of earth and stones that shifts when you touch it. The debris crumbles, and you discover a passage to the west.

	Access
Secret Passage West	Locks: Door, Secret, using Context B, Perception only

MC-GR-BM-13: Wall of Barrels

A huge array of barrels is stacked loosely toward the west wall of the basement, stopping just short of a column of rocks and debris.

One open barrel contains fresh water.

	Access	Contents
Barrels (11x)	Container: Crate or Barrel	Alcohol: General, size Medium

Map 57: Mess Hall Basement (MC-MH-BM)

One square equals 5 ft.

MC-MH-BM: Mess Hall Basement

Overview

This is the basement of the huge **Mess Hall** upstairs. As such, it contains a great deal of raw materiel and supplies for feeding hundreds of citizens.

Theme & Purpose

Foodstuffs are typically boring loot for adventurers, but this area contains enough rations to fuel dozens of expeditions.

There's also the possibility of turning up some interesting loot as well, particularly if the party discovers the secret tunnel to the northeast.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. Reroll any monster-related results once.

NPCs of Note

Night or day, there is a **20%** chance that the Feastmaster will be hanging out down here.

Areas of Interest

MC-MH-BM-1: Stairs Up

These lead to "**Map 9: Mess Hall Ground Floor (MC-MH-GF)**" on page 56.

MC-MH-BM-2: Basement Floor

This space smells rich, but earthy, as though a naturally-occuring cave had been hollowed out and expanded by the citizenry of the city, and then filled with reserves of raw foodstuffs and spices. Which, you suspect, is precisely what you encounter here.

MC-MH-BM-3: Sackpile

A large mountain of sacks of all manner has been assembled here.

	Access	Contents
Sack Pile	unprotected	Simple Foodstuffs, size Large

MC-MH-BM-4: Barrels Northwest

Against the northwest edge of the basement is an array of barrels, piled two high. Two are open; one of these is empty, and the second contains a murky brown liquid. A trio of casks sits to the north of the other barrels.

The brown liquid is simply fouled water.

	Access	Contents
Barrels (13x)	unprotected	Fresh water

	Access	Contents
Casks (3x)	Container: Crate or Barrel	Alcohol: General, using Context B, size Medium

MC-MH-BM-5: Looted Chest

In the southwest of the basement is a wooden treasure chest whose lock appears to have been smashed. There is nothing inside, but scattered about the floor nearby you find an array of coins.

	Access	Contents
Chest	unprotected	Coin Treasure: Moderate, using Context D, halve all quantities

MC-MH-BM-6: Barrels Southwest

Ranks of barrels sit here, carefully arranged against the southern cave wall. Two are opened; one is empty, and the other appears to have clear water in it.

	Access	Contents
Barrels (17x)	unprotected	Alcohol: General, using Context D, size Medium

MC-MH-BM-7: Secret Passage South

This leads to "**Map 56: Garrison Basement (MC-GR-BM)**" on page 177.

	Access
Secret Passage South	Locks: Door, Secret, using Context B, Perception only

MC-MH-BM-8: Cutlery Table

A long, narrow table occupies space here, stacked with dozens of plates and arrayed with handfuls of cutlery. It appears to have been a repair and sharpening station of a sort.

	Access	Contents
Cutlery Table	unprotected	Daggers (2d6x)

MC-MH-BM-9: Chests and Sacks North

A pile of large canvas sacks, enormous wooden crates, and a scattering of treasure chests forms a "U" shape to the north of the staircase.

	Access	Contents
Sack Pile	unprotected	Simple Foodstuffs, using Context C, roll 2d4 times
Large Crates (7x)	Container: Crate or Barrel	Rations & Prepared Food, size Large, using Context C
Chests (4x)	Locks: Chest, Simple, using Context B	General Supplies, using Context C

MC-MH-BM-10: Large Chest

Nestled in the northeast, behind a head-high assortment of crates, is a large wooden chest.

	Access	Contents
Chest	Locks: Chest, Simple, *AND* Traps: General, using Context B	Potions: Moderate, using Context B, roll 2d4 times

MC-MH-BM-11: Secret Passage North

This passage is hidden behind cobwebs and rocks.

When the PCs touch the spiderwebs in this area—which is required to investigate this secret—they trigger a roll on the **Random Encounters** table. Ignore "**NPC Encounter**" results, and reroll any results that involve one or more monsters of larger tham **Small** size. Any monsters that then result should be placed in the area marked by the "13" to the east.

Only read the *italicized* text if the secret is discovered.

You scrape the moldy cobwebs from the earthen wall, and discover chunks of rock and grime that fall away at your touch. A tight passage is revealed to the east.

	Access
Secret Passage South	Locks: Door, Secret, using Context B, Perception only

MC-MH-BM-12: Dead Woman's Cave

The long-dead skeleton of an elven female lies here. Of her belongings, there is no sign.

MC-MH-BM-13: Secret Cave East

The narrow passage opens into a circular chamber lined with rocks. In the north is a pile of rotten clothing; to the northeast is a chest.

	Access	Contents
Chest	Locks: Chest, Simple, *AND* Traps: General	Coin Treasure: Moderate *AND* Weapons: Martial 1H
Clothing Pile	unprotected	Clothing: General, roll 2d4 times

The secret passage to the south uses the following profile:

	Access
Secret Passage Southeast	Locks: Door, Secret, using Context C, Perception only

MC-MH-BM-14: Southeast Secret Cache

The earthen walls form a triangular-shaped secret cache here. You see a pile of debris and a locked wooden chest.

	Access	Contents
Chest	Locks: Chest, Simple, *AND* Traps: General, using Context C	Potions: Moderate, using Context C *AND* Gems: High-Quality, using Context D, halve quantities

Map 58: Inn & Stables Basement (MC-IS-BM)

One square equals 5 ft.

MC-IS-BM: Inn & Stables Basement

Overview

This is the basement to the **Inn & Stables** above. Much of its long-term storage is mundane fare.

Theme & Purpose

There's a secret cave to the southwest, but it's terribly disappointing in terms of treasure potential. The main chamber underneath the **Inn** is heavily stocked with long-term fare.

Random Encounters

Use the standard / default **Random Encounter** rules for this level.

Areas of Interest

MC-IS-BM-1: Trapdoor Up

This leads to "**Map 8: Inn & Stables Ground Floor (MC-IS-GF)**" on page 52.

MC-IS-BM-2: Barrels North

To the north of the trap door is an array of barrels against the north wall. A trio of smaller casks sits to the east of this. One barrel is open, and appears to contain fresh water.

	Access	Contents
Barrels (6x)	Container: Crate or Barrel	Alcohol: General, size Medium
Casks (3x)	Container: Crate or Barrel	Alcohol: General, using Context C

MC-IS-BM-3: Table and Casks

A rectangular table sits here. To its west, against the earthen wall, is a quintet of casks. To the south is an open wine cask. A firepit sits, weeks unused, to the southeast of the area.

	Access	Contents
Casks (5x)	Container: Crate or Barrel	Alcohol: General, size Medium, using Context B
Open Cask	unprotected	Alcohol: General, using Context C

MC-IS-BM-4: Barrels & Secret

A trio of casks sits between a clump of fungus and some knee-high rocks. To the south, against the wall of the basement, is a trio of barrels in a line: two of these are open and empty.

	Access	Contents
Casks (3x)	Container: Crate or Barrel	Alcohol: General, size Medium
Barrel	Container: Crate or Barrel	Fresh water

	Access
Secret Passage Southwest	Locks: Door, Secret, using Context D, Perception only

MC-IS-BM-5: Organizing Tables & Barrel Stack

In the center of the basement is a duo of tables, atop which are scattered empty bottles of rum. Two enormous piles of barrels are stored in the center; a small upright cask sits to the west of these.

	Access	Contents
Barrels (13x)	Container: Crate or Barrel	Alcohol: General, size Medium, using Context D
Cask	Container: Crate or Barrel	Alcohol: General, size Medium, using Context C

MC-IS-BM-6: Chairs and Stools

In the southeast of the basement, an enormous assortment of chairs and stools are chaotically scattered.

MC-IS-BM-7: Crates

An "L"-shape of crates is formed here. On top is a scattering of chests, two smaller crates, and a cask.

	Access	Contents
Crates, Large (4x)	Container: Crate or Barrel	Simple Foodstuffs, size Medium, roll 1d4 times

	Access	Contents
Crates, Small (2x)	Container: Crate or Barrel	Rations & Prepared Food, size Medium
Chests (3x)	Locks: Chest, Simple	Coin Treasure: Moderate *AND* Rations & Prepared Food
Cask	Container: Crate or Barrel	Alochol: General, using Context C

MC-IS-BM-8: Spiderweb Entrance

As you enter the secret passage, a maze of spiderwebs greets you.

These may seem threatening, but presage no related monster. It does take **2d6** rounds to pass through his area, however.

MC-IS-BM-9: Fungal Passage

A carpet of hand-sized fungal caps coats the floor of this chamber, which appears to dead-end to the north.

When entering this chamber, roll on the **Random Encounters** table; ignore "**NPC Encounters**" results and any results that involve one or more monsters larger than **Medium** size.

Place any monster(s) that result in the basement in the area marked with a "7".

MC-IS-BM-10: Rock Chamber

A scattering of rocks marks this dead-end chamber to the south.

There is, disappointingly, nothing else of interest to be found here.

Map 59: Mill Basement (MC-ML-BM)

One square equals 5 ft.

MC-ML-BM: Mill Basement

Overview

This is ostensibly the basement of the **Mill** above. The owners discovered a naturally-occuring cavern to the southwest, and used it as a secret cache for long-term storage.

Theme & Purpose

While there is some loot to be found in the main chamber, the secret cache is the real reason to venture down here.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. Reroll monster-related results once.

Areas of Interest

MC-ML-BM-1: Stairs Up

This leads to "**Map 10: MIll Ground Floor (MC-ML-GF)**" on page 59.

MC-ML-BM-2: Barrels North

As you step into the basement, you see a quarter of barrels laid up against the north wall of the chamber.

	Access	Contents
Barrels (4x)	Container: Crate or Barrel	Alcohol: General

MC-ML-BM-3: Organizing Stations

Four tables are ringed with all manner of stools and chairs. Their surfaces are littered with cleavers, buckets, knives, and sieves. From these tools and the marks in the wood, it's apparent that this is where all manner of foodstuff processing occured.

	Access	Contents
Organizing Tables	unprotected	3d20 daggers

MC-ML-BM-4: Crates

Most of the eastern portion of the basement is taken up by an arrangement of large crates. On top and about the crates are scattered a smaller crate, bags, baskkets, three treasure chests, and sacks.

	Access	Contents
Crates, Large (6x)	Container: Crate or Barrel	General Supplies, size Large
Crate, Small	Container: Crate or Barrel	Simple Foodstuffs, size Medium

	Access	Contents
Chests (3x)	Locks: Chest, Simple	Coin Treasure: Moderate, using Context D, halve quantities
Sack Piles (3x	unprotected	Simple Foodstuffs
Baskets (4x)	unprotected	Potions: Moderate, using Context D

MC-ML-BM-5: Opened Chest

In the southeast of the room is an opened chest. Copper pieces have been scattered about the floor nearby.

	Access	Contents
Chest	unprotected	Coin Treasure: Moderate, using Context D, cp only

MC-ML-BM-6: Crates South

A stack of three woodne crates sits against the south wall of the basement. On the very top is a treasure chest. Nearby is a smaller crate, atop which is a basket.

	Access	Contents
Crates, Large (3x)	Container: Crate or Barrel	General Supplies, size Large
Crate, Small	Container: Crate or Barrel	Simple Foodstuffs, size Medium
Chest	Locks: Chest, Simple *AND* Traps: General	Armor: Light, using Context B
Basket	unprotected	Fishing Supplies

MC-ML-BM-7: Cookfire

A firepit sits here in a natural alcove. Frying pans aplenty sit idle in the ashes and rock. Nearby sits a

cauldron full of water, three buckets, and a basket.

The basket is empty.

MC-ML-BM-8: Secret Rockwall

Only read the *italicized* text below if the secret is uncovered.

Above the ample rocks at your feet is an array of rocks that form the wall of the basement. You manage to prize one of them off the wall with your fingers; further effort reveals a passage to the southwest.

	Access
Secret Passage Southwest	Locks: Door, Secret, Perception only

MC-ML-BM-9: Rockpile

To the south of the stairs is a stove and a huge array of canvas sacks filled with cooking supplies. Behind the stairs, to their west, is an assortment of rocks of all sizes.

	Access	Contents
Sacks	unprotected	Simple Foodstuffs, roll 2d6 times
Rockpile	unprotected	Gems: Low, using Context D, halve quantities

MC-ML-BM-10: Secret Passage

Rocks are underfoot, and webs hang from the ceiling, in this passage southwest.

MC-ML-BM-11: Secret Cache Chamber

This natural chamber is moist, and the air humid. Through the rock and earth to the west you can hear rushing water. The floor is earthen, but squishes underfoot as though the waterline is just a few inches below. Waterproof sailcloth bags sit to the west, and an array of casks is piled to the north.

	Access	Contents
Sacks	unprotected	Textiles: General, using Context C, size Medium
Casks (4x)	Container: Crate or Barrel	Alcohol: General, using Context C, size Medium

MC-ML-BM-12: Chest Cache

Almost buried beneath cobwebs and rocks sits a rotted wooden treasure chest.

The wood is rotted, but the trap still functions.

	Access	Contents
Chest	Traps: General, using Context B	Writing Supplies *AND* Clothing: General *AND* Gems: Semi-Precious, using Context B

Map 60: Residence NE Basement (MC-RNE-BM)

One square equals 5 ft.

MC-RNE-BM: Residence Northeast Basement

Overview

This is the basement of one of the four residences.

Theme & Purpose

There's a surprisingly solid amount of treasure to be found.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. Reroll monster-related results once.

Areas of Interest

MC-RNE-BM-1: Trapdoor Up

This leads to "**Map 12: Residence NE Ground Floor (MC-RNE-GF)**" on page 64.

MC-RNE-BM-2: Bag Stash

A large variety of sacks and bags is heaped here.

	Access	Contents
Sacks	unprotected	**Textiles: General, using Context C, size Large** *AND* **Clothing: General, using Context C, size Medium**

MC-RNE-BM-3: Crate and Chest

Behind the array of sacks is a large crate and a chest atop it.

	Access	Contents
Crate, Large	Container: Barrel or Crate	General Supplies, size Large
Chest	Locks: Chest, Simple, using Context B	Potions: Moderate, using Context B

MC-RNE-BM-4: Barrels

A cluster of barrels sits here. One is open and empty; another is open and seems to contain fresh water. Three smaller others are sealed.

	Access	Contents
Barrel (3x)	Container: Barrel or Crate	Alcohol: General, using Context D, size Medium
Chest	Locks: Chest, Simple, using Context B	Potions: Moderate, using Context B

	Access
Secret Door	Locks: Door, Secret, Perception only, using Context C

MC-RNE-BM-5: Secret Tunnel

You have to crouch low to navigate this tunnel, which ends in a web-strewn aperture.

MC-RNE-BM-6: Guano

A spill of guano makes the whole western portion of the room slick and the chamber smell offensive. The feces themselves appears to have a thick crust, suggesting it is from months ago or longer.

MC-RNE-BM-7: Treasure Cache

A pile of belongings sits here, amidst the cobwebs and the guano. From the layer of dust and the decay of the leather and fabric, it must have been sitting here for years.

	Access	Contents
Treasure Pile	unprotected	**General Supplies** *AND* **Weapons: Martial 1H** *AND* **Armor: Medium** *AND* **Potions: Moderate** *AND* **Coin Treasure: Moderate** *AND* **Gems: Low, all using Context B**

MC-RNE-BM-8: Crates

	Access	Contents
Crates (4x)	Container: Barrel or Crate	General Supplies, size Medium

Map 61: Residence NW Basement (MC-RNW-BM)

One square equals 5 ft.

MC-RNW-BM: Residence Northwest Basement

Overview

This is the basment of the ransacked, bloodied residence. Monsters erupted through the passage to the southeast and slew the entire family.

Theme & Purpose

It's a grisly scene, but also the means of traveling south to connect to a series of passages that will eventually allow access to the **Mines** as an alternative to the main entrance.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. Reroll any results of "**NPC Encounter**" or "**No Encounter**".

Place any monsters resulting from **Random Encounters** as coming from the tunnel to the southeast.

Areas of Interest

MC-RNW-BM-1: Trapdoor Up

This leads to "**Map 13: Residence NW Ground Floor (MC-RNW-GF)**" on page 66.

MC-RNW-BM-2: Grisly Scene

The basement makes for an horrific scene: a skeleton, stripped of flesh but recently, presumably by the same firey source that scorched the floor. Blood is flecked all over the floor. A line of slouched, grim black prints traces to the southeast. To the northwest is an assortment of barrels.

	Access	Contents
Barrels (4x)	Container: Barrel or Crate	Fresh water

MC-RNW-BM-3: Debris

Splintered wood indicates the former presence of tables and chairs here. The earthen floor shows large chunks of rock, as though something quite massive was rutting and scraping against the floor here.

MC-RNW-BM-4: Storage

An array of crates and bags has been placed up against the eastern wall. Two treasure chests have been forced open and are empty; a third is still sealed.

	Access	Contents
Crate, Large	Container: Barrel or Crate	General Supplies, size Large
Crate, Small	Container: Barrel or Crate	Simple Foodstuffs, size Medium

	Access	Contents
Chest	Locks: Chest, Simple	Weapons: Simple *AND* Armor: Light *AND* Coin Treasure: Moderate, all using Context D
Sacks	unprotected	Simple Foodstuffs

MC-RNW-BM-5: The Trail

The prints—you're not sure if they're foot- or something else—lead to the southeast, into a passage that appears to have been tunneled out of the earth beyond the basement. To either side of this makeshift entrance to the passage beyond, a pile of skulls and bones has been left.

These are less symbolic and more accidental: they are the bones of the other family member victims who were in the house.

MC-RNW-BM-6: Tunnel

This leads to "**Map 63: Residence SW Basement (MC-RSW-BM)**" on page 195.

Map 62: Residence SE Basement (MC-RSE-BM)

One square equals 5 ft.

MC-RSE-BM: Residence Southeast Basement

Overview

Basement storage for the residence in the southeast of town.

Theme & Purpose

There's a solid amount of loot to be had here. It's also one of the very few truly safe places in **Mondaria City**.

Random Encounters

Do not roll for **Random Encounters** while the PCs are here.

Areas of Interest

MC-RSE-BM-1: Trapdoor Up

This leads to "**Map 14: Residence SE Ground Floor (MC-RSE-GF)**" on page 68.

MC-RSE-BM-2: Table & Barrels

A stack of barrels is piled in the east of the room, next to a pile of empty sacks. In the center of the chamber is a table with plates, a cleaver, and candles.

	Access	Contents
Barrel (4x)	Container: Barrel or Crate	Fresh Water

MC-RSE-BM-3: Crates North

In a little alcove to the north, two crates, some bags, and a chest sit.

	Access	Contents
Crate, Large (2x)	Container: Barrel or Crate	General Supplies, size Medium
Bags	unprotected	Rations & Prepared Food
Chest	Locks: Chest, Simple	Weapons: Light *AND* Armor: Medium *AND* Potions: Moderate, all using Context B

MC-RSE-BM-4: Casks

In the west of the room is an assortment of three casks.

	Access	Contents
Casks (3x)	Container: Barrel or Crate	Alcohol: General, using Context B, size Medium

MC-RSE-BM-5: Supplies

The southwest of the room is an assortment of supply containers.

	Access	Contents
Crate, Small	Container: Barrel or Crate	General Supplies, size Medium
Sacks	unprotected	Rations & Prepared Food
Chest	Locks: Chest, Simple	Gems: Low
Casks (2x)	Container: Barrel or Crate	Alcohol: General, using Context C

MC-RSE-BM-6: Empty Barrels Secret

A quartet of empty barrels has been shoved in the southeast corner of the basement. Some rotted, empty sacks sit nearby. North of here, a trio of open barrels contain fresh water, red wine, and white wine.

	Access
Secret Door	Locks: Door, Secret, Perception only, using Context C

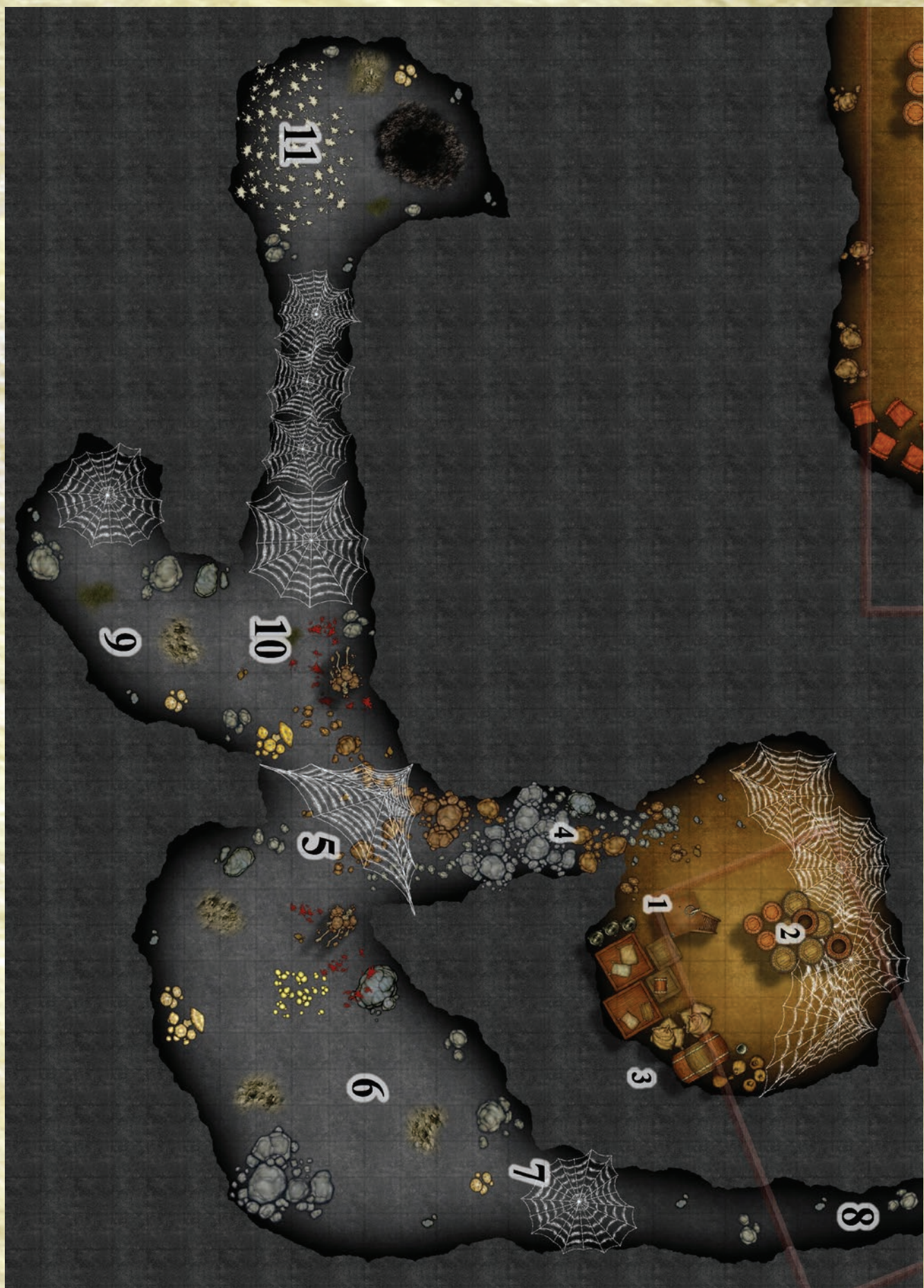
MC-RSE-BM-7: Secret Chamber

A dark, cobwebbed chamber greets you. In the gloom you find a well-preserved, steel-reinforced treasure chest.

	Access	Contents
Chest	Locks: Chest, Strongbox AND Traps: General, both using Context B	Weapons: Martial 1H *AND* Weapons: Ranged *AND* Armor: Heavy

Map 63: Residence SW Basement (MC-RSW-BM)

One square equals 5 ft.



MC-RSW-BM: Residence Southwest Basement

Overview

Ostensibly the basement storage of the southwest residence, this region is really the tunnel that monsters have forged through the loose earth of the basement.

Theme & Purpose

As the monster tunnel connects the two western residences to the pit in the floor, it is one of the very few non-standard approaches to entering the **Mines**... though not necessarily the safest!

Random Encounters

Use the standard / default **Random Encounter** rules for this level. Reroll any results of "**NPC Encounter**" or "**No Encounter**" once.

Position any monsters that result as crawling up through the hole in the ground to the west.

Areas of Interest

MC-RSW-BM-1: Trapdoor Up

The north half of this basement is covered in spiderwebs.

This leads to "**Map 15: Residence SW Ground Floor (MC-RSW-GF)**" on page 70.

MC-RSW-BM-2: Barrel Stack

In the north of the cobwebbed basement sits a big stack of barrels. Some are open and empty.

	Access	Contents
Barrels (8x)	Container: Barrel or Crate	Fresh water

MC-RSW-BM-3: Storage

The southeast of the basement is a vast array of storage containers.

	Access	Contents
Crate, Large (2x)	Container: Barrel or Crate	General Supplies, size Large
Crate, Small (2x)	Container: Barrel or Crate	Rations & Prepared Food, size Medium
Chest	Locks: Chest, Simple	Coin Treasure: Moderate
Barrels (3x)	Container: Barrel or Crate	Simple Foodstuffs, size Medium
Canvas Bags	unprotected	General Supplies, roll 1d4 times

MC-RSW-BM-4: Rockfall

A hole in the southern earthen basement wall leads to a floor-to-ceiling jumble of boulders and rocks that blocks passage.

Barring magical means, passage through here is impossible, though it's clear that there is something beyond.

MC-RSW-BM-5: Tunnel Junction

This four-way junction is covered in a filmy web. The rocks make safe footing difficult; they lead to a huge rockwall to the north.

MC-RSW-BM-6: Antechamber

This stomach-shaped room contains piles of rocks, fungi, and a corpse crused by rocks.

This was used as a home-away-from-home, temporary nest for monsters terrorizing the city above.

MC-RSW-BM-7: Entrance

The following description assumes the PCs are entering the tunnel from the north; revise accordingly if needed.

You follow the tunnel to the south, and it curves around a bit. A spiderweb blocks passage further, but it looks normal apart from its size. You feel a cold breeze blow intermittently from beyond.

MC-RSW-BM-8: Residence Tunnel

This leads to "**Map 61: Residence NW Basement (MC-RNW-BM)**" on page 191.

MC-RSW-BM-9: Turnaround

A divot has been carved out of the walls here; the ground is scratched thin to the rock beneath, and mushrooms spout here and there. Strangely, as you enter, an unusual silence descends upon you, though it seems a natural

effect due to the curvature of these tunnels.

Strangely, this area forms a natural dead zone of sound: so long as the PCs stay huddled here, no **Random Encounters** occur. Any **Random Encounters** that have been rolled and placed, but which have not yet seen the party, do not pursue or seek them out.

MC-RSW-BM-10: Dead Dwarf

A dead dwarf lies here, amidst a crush of blood.

	Access	Contents
Dwarf Corpse	unprotected	**Weapons: Martial 2H** *AND* **Armor: Heavy** *AND* **Coin Treasure: Moderate, using Context D**

MC-RSW-BM-11: Guano Hole

The tunnel ends in a guano-soaked room with a gaping hole in the ground to the north.

This leads to "**Map 79: Mines Level 2 Overview (ML2-O)**" on page 237.

Map 64: Storage Basement (MC-ST-BM)

One square equals 5 ft.

MC-ST-BM: Storage Basement

Overview

Hidden beneath the storage and temporary trading area to the west of the marketplace, more long-term storage normally resides. However, this has been the setting for a horrible, deadly conflict with chaotic monsters who sought the surface in the wake of the **Obelisk's** discovery.

Theme & Purpose

The PCs should go down here seeking resupply... only to discover horror. A swift retreat is a reasonable reaction, though it likely prevents discovery of the hidden passage to the northwest that leads to actual treasure.

Random Encounters

Use the standard / default **Random Encounter** rules for this level.

Areas of Interest

MC-ST-BM-1: Trapdoor Up

As you descend the wooden ladder, you immediately become ill at ease. Something went deeply awry in this basement: you smell the rich iron of spilled blood, layered with a more acidic, smoky scent that makes your lungs itch. Shadows to the east hint at blood and debris.

This leads to "**Map 17: Storage Ground Floor (MC-ST-GF)**" on page 75.

MC-ST-BM-2: Barrels & Barricade

A clutch of barrels to the north has been repurposed to form one end of a makeshift barricade, consisting of clothing, wood scraps, rocks, sacks, and other debris. Two barrels are open, and contain water; two more are open and empty.

	Access	Contents
Barrels (4x)	Container: Barrel or Crate	Alcohol: General

MC-ST-BM-3: Corpses & Chest

Two bodies lie here, slain by some malevolent force that left spatters of blood around a now-opened chest. Coins are scattered here and there, presumably as a result of the chaos.

	Access	Contents
Chest	unprotected	Coin Treasure: Moderate, using Context D, halve all amounts
Dwarf Corpse	unprotected	Weapons: Martial 1H *AND* Armor: Shield *AND* Armor: Heavy

	Access	Contents
Elf Corpse	unprotected	Weapons: Martial Ranged *AND* Armor: Light *AND* Weapons: Light

MC-ST-BM-4: Table & Skeleton

The barricade continues to the south, arcing around a table. A skeleton lies disjointed on the floor.

MC-ST-BM-5: Debris

About a stalagmite are strewn all manner of smashed wooden debris, perhaps from destroyed tables.

MC-ST-BM-6: Barrels

A formation of barrels is stored here.

	Access	Contents
Barrels (8x)	Container: Barrel or Crate	Fresh water

MC-ST-BM-7: Secret Passage

This leads to "**Map 66: Checkpoint / Storage Secret Stash (MC-CCS-BM)**" on page 203.

	Access
Secret Door	Locks: Door, Secret, Perception only

MC-ST-BM-8: Mushroom Bloom

A scattering of fungi sprouts here.

MC-ST-BM-9: Trash Heap

An enormous and disgusting pile of trash and refuse takes up nearly all of the northeast corner of the basement.

Map 65: Trading Post Basement (MC-TP-BM)

One square equals 5 ft.

MC-TP-BM: Trading Post Basement

Overview

The basement to the **Trading Post** above, this area was used to store overflow stock or extra items special-ordered for particular buyers. Since the events following the **Obelisk's** discovery, it has become a looter's paradise, but not without the accompanying danger that this attention brings via hungry monsters.

Theme & Purpose

Perhaps unsurprisingly, this is a great pace to resupply for beleagured or under-equipped PCs.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. Roll twice as often as normal; reroll results of "**No Encounter**" once.

Areas of Interest

MC-TP-BM-1: Staircase Up

This leads to "**Map 18: Trading Post Ground Floor (MC-TP-GF)**" on page 78.

MC-TP-BM-2: Tables

These two tables are outfitted with an array of supplies.

	Access	Contents
Tables	unprotected	**Weapons: Ranged** *AND* **Weapons: Simple** *AND* **Weapons: Light** *AND* **General Supplies**

MC-TP-BM-3: Barrels & Shield Stack

Next to a trio of barrels sits a stack of shields of varying type. Two of the barrels are sealed; the third is open and appears to be filled with mulled wine.

	Access	Contents
Barrels (2x)	**Container: Barrel or Crate**	**Alcohol: General, using Context B**
Shields	unprotected	**Armor: Shields, roll 2d4 times**

MC-TP-BM-4: Barrel Cluster North

Tot he north of the basement is an assortment of barrels in a roughly triangular formation. One of these is open, and contains brackish, muddy water. To their west, another clump of casks is stacked three high.

	Access	Contents
Barrels East (6x)	**Container: Barrel or Crate**	**Fresh water**
Barrels West (8x)	**Container: Barrel or Crate**	**Alcohol: General, using Context D, size Medium**

MC-TP-BM-5: Crate Maze

You can't tell whether the arrangement of these crates was intentionally designed to create a maze of sorts, or if it simply happened that way through sheer chaos. Either way, there's a lot of container to see: a wall of stacked barrels, chin-high, bars entry to the center of the maze from the west; chests and crates are stacked on top of larger crates to form a spiral-shaped maze where entry is possible only from the top. To the north, a floor-to-ceiling spiderweb blocks entry to the main path into the maze. Sack piles dot the perimeter.

The PCs are of course welcome to smash their way into the center via other means, and from any direction.

	Access	Contents
Barrels (7x)	**Container: Barrel or Crate**	**Alcohol: General, using Context D**
Crates, Large (10x)	**Container: Barrel or Crate**	**General Supplies, size Large**
Sack Piles (4x)	unprotected	**Rations & Prepared Food**
Stacked Chests (3x)	**Locks: Chest, Simple, using Context C**	**Potions: Moderate** *AND* **Coin Treasure: Moderate**
Treasure Pile	unprotected	**Weapons: Martial 1H** *AND* **Armor: Medium** *AND* **Gems: Semi-Precious**

	Access	Contents
Treasure Chest	Locks: Chest, Strongbox *AND* Traps: General	Weapons: Exotic *AND* Armor: Light *AND* Potions: Moderate *AND* Gems: Medium-Quality, all using Context C

MC-TP-BM-6: Copper Corner

Nestled in the southeast corner amidst cobwebs and smashed wood is a pile of low-quality coins in leather sacks. Some are dented, others are but slivers; this seems to be the excess, lower-valued currency accumulated over time via sales. A trail of coins leads from the piles to the northwest.

	Access	Contents
Coin Corner	unprotected	Coin Treasure: Moderate, copper pieces only, double quantities

MC-TP-BM-7: Crates Southeast

These crates have partially been smashed, dented, or otherwise damaged in transit.

	Access	Contents
Crates (4x)	Container: Barrel or Crate	Fishing Supplies *AND* General Supplies

MC-TP-BM-8: Crates South

These smaller crates pepper the basement floor to the south.

	Access	Contents
Crates (12x)	Container: Barrel or Crate	Textiles: General, size Medium

MC-TP-BM-9: Sacks

Three enormous sacks hulk against the southern wall. To their north is a thigh-high wall formed of much smaller bags.

	Access	Contents
Sacks, Huge (3x)	unprotected	Simple Foodstuffs, size Large, using Context D, double quantities
Sacks, Small (10x)	unprotected	Simple Foodstuffs, using Context C

MC-TP-BM-10: Barrels Southwest

In the southwest of the basement is a wall of stacked casks; an alley is formed to the south between this and the earthen wall. At its terminus to the east, a clump of spiderwebs blocks passage.

	Access	Contents
Barrels (17x)	Container: Barrel or Crate	Simple Foodstuffs, size Medium, using Context B

MC-TP-BM-11: Water Barrels

A clump of water barrels occupies the northwest corner of the basement. Most are open and empty; one is open and half-filled with fresh water.

	Access	Contents
Barrels (3x)	Container: Barrel or Crate	Fresh water

MC-TP-BM-12: Secret Passage Northwest

Only read the *italicized* text if the secret is discovered.

Behind the barrels, there is a section of earthen wall that seems to have been weakened over time by leaking barrels. You pry at it, and the soil falls apart, revealing a passage to the northwest.

This leads to "**Map 66: Checkpoint / Storage Secret Stash (MC-CCS-BM)**" on page 203.

	Access
Secret Door	Locks: Door, Secret, Perception only

Map 66: Checkpoint / Storage Secret Stash (MC-CCS-BM)

One square equals 5 ft.

MC-CCS-BM: Checkpoint / Storage Secret Stash

Overview

This natural cave has been extended to connect the **Checkpoint Basement** and the **Storage Basement**. Though the current operators of those areas have neglected to discover its existence, the Secret Stash has been used over the years as storage for long-term valuables or during raids or other times of uncertainty.

Theme & Purpose

It's a prime location to get some valuable loot, some of the best in **Mondaria City's** surface region. Due to its undiscovered nature, it's also one of the very rare truly safe regions.

Random Encounters

Do not roll on the **Random Encounters** table while the PCs are in this area, or the connecting secret passages.

Areas of Interest

MC-CCS-BM-1: Secret Passage North

This connects to "**Map 52: Checkpoint Control Basement (MC-CC-BM)**" on page 167.

MC-CCS-BM-2: Secret Passage South

This leads to (or from, depending on how the PCs are traversing) "**Map 64: Storage Basement (MC-ST-BM)**" on page 198.

MC-CCS-BM-3: Secret Stash

As you enter the chamber, you feel an aura of dank, humid, murky air. The floor of the cave is earthen, and soggy in patches. Rocks have tumbled from the walls in places here and there. Spiderwebs coat about half the surfaces.

MC-CCS-BM-4: Treasure Southeast

In the southeast of the chamber is a pile of treasure, discarded long ago by peoples unknown and for purposes similarly unknown. The leather has begun to rot, but is otherwise serviceable.

	Access	Contents
Treasure Pile	unprotected	**Weapons: Light, roll twice** *AND* **Armor: Light** *AND* **Weapons: Simple** *AND* **Potions: Moderate** *AND* **Coin Treasure: Moderate, all using Context B**

MC-CCS-BM-5: Treasure Southwest

Between two clumps of rocks is a pile of treasure, mostly coins and gems. The wood of the open chest has rotted in places.

	Access	Contents
Treasure Pile	unprotected	**Coin Treasure: Moderate** *AND* **Gems: Semi-Precious, using Context B** *AND* **Potions: Moderate, using Context D**

MC-CCS-BM-6: Double Stash

Among the thickest spiderwebs in the northwest corner of the cave is a double stash of wealth: supplies in an alcove to the north, and coin and gem treasure to the west.

	Access	Contents
Treasure Pile North	unprotected	**Weapons: Martial 2H** *AND* **Armor: Light** *AND* **Armor: Shields, roll 1d4 times** *AND* **Potions: Moderate, using Context B**
Treasure Pile West	unprotected	**Coin Treasure: Moderate, using Context B, double quantities** *AND* **Gems: Low, double quantities**

MC-CCS-BM-7: Rock Pillar

In roughly the center of the room is a floor-to-ceiling stalagmite, forming a pillar and lending an odd solemnity to the otherwise natural chamber.

Map 67: Railmaster's Cottage (ML1-RLMC)

One square equals 5 ft.

ML1-RLMC: Railmaster's Cottage

Overview

Here dwells the **Railmaster**, the leader of the operations of the railways in many levels of the **Mines**.

Theme & Purpose

As with many other leaders of the operations of the structure, talking with the **Railmaster** may lead to more information about what happened here.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. Reroll any monster-related encounters once.

NPCs of Note

Perhaps obviously, the **Railmaster** is often to be found here. When approaching the building, roll; there is a **60%** chance of being here during any time of day.

Areas of Interest

ML1-RLMC-1: Southwest Entrance

A steel double door stands here. To the north is a lit wall sconce.

This door is unlocked, but still closed, if the **Railmaster** is in residence. The sconce is unlit if the **Railmaster** is absent.

	Access
Southwest Entrance	Locks: Door, Stronghold, using Context D

ML1-RLMC-2: Sitting Room

Chairs are scattered comfortably around this room, which also holds a cabinet to the north and an octagonal table to the southeast. Double doors lead to the east.

	Access	Contents
Cabinet	Locks: Furniture, Simple	General Supplies, using Context B

ML1-RLMC-3: Informal Dining

This room bears a large octagonal table ringed with chairs, atop a nice but threadbare rug. A stove lurks in the northeast corner; a workbench littered with tools occupies much of the northwest corner. A smaller dining table is in the southwest. Double doors lead to the west and north, and a reinforced door leads eastward.

	Access
Dining Room Door East	Locks: Door, Reinforced, using Context B

ML1-RLMC-4: Railmaster's Workshop

This workshop holds a huge array of tools and projects in various stages of completion and chaos. Of particular note is a small crate in the southeast corner, atop and near which sit a cask and two treasure chests. A firepit sits just south of the window to the north.

	Access	Contents
Crate	Container: Barrel or Crate	General Supplies, size Medium
Cask	Container: Barrel or Crate	Alcohol: General, using Context C
Chests (2x)	Lock: Chest, Simple, using Context C	Coin Treasure: Moderate, using Context B

ML1-RLMC-5: Railmaster's Quarters

The northeast of the building is taken up by what must be the Railmaster's quarters. All the essentials are here: bed, empty basin, privy, writing and dressing desks, and chairs. Simple double doors are locked against the west.

	Access	Contents
Writing Desk	Locks: Furniture, Simple, using Context B	Writing Supplies
Dressing Desk	unprotected	Weapons: Simple, using Context D

	Access
Closet Doors	Locks: Door, Simple

ML1-RLMC-6: Closet

Two large cabinets hulk in the west of this chamber. Piles of clothes lay scattered about on the floor.

	Access	Contents
Cabinets (2x)	Locks: Furniture, Simple, using Context B	Clothing: General, using Context C
Floor Piles (2x)	unprotected	Clothing: General, using Context D

ML1-RLMC-7: Formal Dining Room

A huge banquet table, set for a meal that never took place, occupies the majority of this room. Four sideboards are interspersed along the north and south walls. A curtained door leads to the north.

	Access	Contents
Sideboards (4x)	Locks: Furniture, Simple, using Context B	Rations & Prepared Food, using Context C

ML1-RLMC-8: East Entrance

Solid steel double doors bar your passage here.

These doors are always locked when first encountered.

	Access
East Entrance	Locks: Door, Stronghold, using Context D

ML1-RLMC-9: Railway View

Read the following whenever the PCs look out the windows to the south.

The rail tracks seem a bit out of repair, but otherwise solid and useable. Wooden ties have begun to rot in places, and the rails show spots of rust.

Map 68: Rail Switchhouse East (ML1-RSE)

One square equals 5 ft.

ML1-RSE: Rail Switchhouse East

Overview

Switchhouses are used to control rail traffic. They're also good places for resupply, but mostly for mechanical and mundane purposes.

Theme & Purpose

There's very little to be found here, but for the potential of relative safety.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. Reroll monster-related encounters once. If the PCs wish to take a long rest here, roll once on the **Random Encounter** table, rerolling monsters per the above; if no monster encounter is indicated, then they may rest unobstructed.

NPCs of Note

There's a 10% chance that the **Railmaster** would be found here.

Areas of Interest

ML1-RSE-1: Entrance

A reinforced door bars your entry. To either side are unlit wall sconces with fresh torches inserted.

	Access
Entrance	Locks: Door, Reinforced, using Context B

ML1-RSE-2: Sack Pile

Between two tightly-spaced tables laden with rotting food is a pile of bags.

	Access	Contents
Sack Pile	unprotected	General Supplies

ML1-RSE-3: Storage

The entire eastern half of the small shed is heaped with supply containers. The assemblage gives off a musty, mildewy scent.

	Access	Contents
Crates (2x)	Container: Barrel or Crate	General Supplies, size Medium
Casks (3x)	Container: Barrel or Crate	Alcohol: General, using Context B
Chest	Lock: Chest, Simple, using Context B	Coin Treasure: Moderate, using Context D
Sack Piles (2x)	unprotected	Glasses, Metals, and Woods, using Context D

ML1-RSE-4: Rail View

Read this to the PCs whenever they take a view out the windows to the south.

The rail tracks seem a bit out of repair, but otherwise solid and useable. Wooden ties have begun to rot in places, and the rails show spots of rust.

ML1-RSE-5: Junction

Two sets of tracks merge here. There seems to be a switching mechanism, but you don't see any means of changing the junction without manually touching the contraption at the point of the merge.

Map 69: Rail Switchhouse North (ML1-RSN)

One square equals 5 ft.

ML1-RSN: Rail Switchhouse North

Overview

This shed controlled rail matters in the northern region of the level. It also acted as a mundane resupply station for the workers. Those stationed here during the chaos which unfolded following the **Obelisk's** discovery holed up inside, atteempting to barricade themselves away from the evil. It didn't work, they were slain, and then some days later, their bodies looted by common vandals.

Theme & Purpose

It's an opportunity to build suspense and the sense that truly grisly and horrible things have occured in the **Mines**.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. Reroll monster-related encounters once.

NPCs of Note

Whenever the PCs approach this building, there is a **15%** chance that the **Railmaster** is inside.

Areas of Interest

ML1-RSN-1: Rubble Entrance

A huge pile of rocks partially obstructs the entrance here, which is ajar and battered.

ML1-RSN-2: Barricade

Someone has constructed a makeshift barricade here from all manner of extra materials. Wood, canvas; practically anything that was lying around seems to have been heaped here in an attempt to keep something out.

ML1-RSN-3: Corpses

Two corpses lie here in battered and bloody state: a half-elf and an elf. They have been stripped of their valuables and, from the dried flakiness of the blood about their bodies, have been dead for a week or so.

ML1-RSN-4: Watch Area

This sliver of space at the south of the building seems to have been used as a watch station of sorts. Jugs of ale and mead have been scattered about. Locked steel doors lead to the east and west just north of here.

	Access
Storage Door (2x)	Locks: Door, Reinforced

ML1-RSN-5: Storage West

Sacks of all manner have fallen here. Amidst the piles is a wooden chest.

	Access	Contents
Sacks	unprotected	General Supplies, size Large
Chest	Traps: General, using Context D *(unlocked)*	Alcohol: General, using Context C *AND* Potions: Moderate, using Context B

ML1-RSN-6: Storage Northwest

Crates, small sacks, and a few chests have been scattered to the north of the storage room.

	Access	Contents
Crates, Small (2x)	Container: Barrel or Crate	Glasses, Metals, and Woods, size Medium
Crate, Large	Container: Barrel or Crate	Rations & Prepared Food, size Large
Sacks	unprotected	Simple Foodstuffs, size Medium
Chests (2x)	Locks: Chest, Simple, using Context B	Armor: General, roll 1d4 times *AND* Weapons: General, roll 1d4 times

ML1-RSN-7: Debris

Various wooden structures have been destroyed here. Amidst the debris are a few bones.

ML1-RSN-8: Storage Northeast

A crate and a chest sit here, north of a handful of oily sacks.

	Access	Contents
Crates, Small (2x)	Container: Barrel or Crate	Glasses, Metals, and Woods, size Medium
Crate, Large	Container: Barrel or Crate	Clothing: General, size Large
Sacks	unprotected	Simple Foodstuffs, size Medium
Chest	Locks: Chest, Simple, using Context D	Gems: Semi-Precious, using Context D

ML1-RSN-9: Rail View

Read the following if the PCs take a look out any of the windows of the structure.

The clean windows are of superior quality; it's possible to see a great deal of the mines outside through them. In particular, it's a perfect view of the rails, which makes sense given the function of the structure.

Map 70: Underground River Piers Overview (ML1-UGRP-O)

One square equals 5 ft.

ML1-UGRP-O: Underground River Piers Overview

Overview

This was a major production area for the **Mines**, and one of the rare areas where it was possible to produce useful materiel that did not consist of rock, metal, or ore.

Theme & Purpose

It's a useful area to plunder for resources, and to obtain a bit of information.

Random Encounters

Use the standard / default **Random Encounter** rules for this level.

Areas of Interest

ML1-UGRP-O-1: Elevator Up

This leads to "**Map 20: Chaos Secret (MC-CSCR)**" on page 84.

ML1-UGRP-O-2: Elevator Down

This operates freely, and may be taken down to "**Map 91: Elevators West (ML2-ELW)**" on page 268.

ML1-UGRP-O-3: Fishery

This building is explored in further detail in "**Map 71: Underground River Fishery (ML1-FSH)**" on page 215.

ML1-UGRP-O-4: Piers North

Please refer to page 218 for more details.

ML1-UGRP-O-5: Piers Mid

Page 220 begins more details on this area.

ML1-UGRP-O-6: Piers South

Please refer to page 222 for furhter information.

ML1-UGRP-O-7: Railway Southeast

This sturdy railway was a major vector for production to be distributed throughout the rest of this level, and thus the rest of the mine. Though most of it is intact and in great condition, a rubble pile obstructs the area almost at its end.

ML1-UGRP-O-8: Railway North

Major patches of rubble bar the way on this major expanse of railway that connects to the north of the mine level.

ML1-UGRP-O-9: Fishery Basement

For reference, this is the Fishery Basement, described in "**Map 53: Fishery Basement (MC-FH-BM)**" on page 169.

Map 71: Underground River Fishery (ML1-FSH)

One square equals 5 ft.

ML1-FSH: Underground River Fishery

Overview

This building conducted the operations of producing fish products under the mountain. It was essential for generating a great deal of foodstuffs that were required to support the population of the **Mines;** to have imported all of the necessary meals for the miners would have bankrupted the management.

Theme & Purpose

Some clues may be discovered as to the nature of the **Mines** and what happened here.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. Reroll any **NPC Encounter** results.

Areas of Interest

ML1-FSH-1: Guano Entrance

What might have once been the southern entrance is now an unrecognizable ruin. Guano lies spattered over everything; the wall and doors are completely destroyed, and in their place is a makeshift, thigh-high wall of intentionally-piled debris and bags.

ML1-FSH-2: Southeast Rubble

The southeast corner of the building has been reduced to rubble. Although precarious, it's possible to enter and exit the structure by climbing over the pieces of rock, brick, and detritus.

ML1-FSH-3: Main Hall

This large room is made claustrophobic by the presence of so much rubble. In the center is a body crushed by falling rocks, its corpse picked clean of valuables and flesh.

ML1-FSH-4: Barrel Stack

A pyramid of stacked barrels rests here, somehow intact despite the chaos of the rest of this room.

	Access	Contents
Barrels (12x)	Container: Barrel or Crate	Salted fish (treat as Rations), 20x

ML1-FSH-5: Workbench Debris

A workbench sits against the north wall of this room, nearly intact amidst the chaos. Rusty tools are scattered across its surface; you see one fish-gutting knife that is in uncharacteristically perfect condition. To the northwest, a set of double doors stands ajara.

	Access	Contents
Workbench	unprotected	Weapons: Light, one result, using Context C

ML1-FSH-6: Dining Hall

Workers once congregated here over food and stories. The room is in pristine condition. Double doors open to the west, and a single door lies open to the east. Atop the table in the center of the room is a scrap of paper.

If the PCs investigate the paper, roll on the **Plot Discoveries** table to determine its content.

ML1-FSH-7: Workspace

This cramped, narrow hall contains a row of battered workstations, littered with blood and tools. Blood only a few days old pools on the floor. It looks as though this had once been the main work area for working fish, but recently has been used to dismember, dissect, or torture people.

	Access	Contents
Workbench	unprotected	Weapons: Light, roll 3d6 times, all results are mundane

ML1-FSH-8: Elevator Down

This operates freely, and may be taken down to "**Map 91: Elevators West (ML2-ELW)**" on page 268.

ML1-FSH-9: Formal Hall

This may once have been the more formal dining chambers. A corpse lies across the north entrance to the building, dead but a few days only and fully equipped. A dining table occupies the majority of the space here, set for diners who never enjoyed their last meal, which sits rotted on the plates. A sideboard sits against the south

wall.

	Access	Contents
Corpse	unprotected	**Armor: Light** *AND* **Weapons: Martial 1H** *AND* **Armor: Shields** *AND* **Potions: Moderate, using Context D**
Sideboard	**Locks: Furniture, Simple**	**Weapons: Simple**

ML1-FSH-10: Northwest Rubble

Boulders—thrown or fallen, you cannot discern—have destroyed the corner of the building here, allowing entry or egress. To the southwest is a locked door that is in surprisingly good shape given the destruction elsewhere.

	Access
Quarters Door	**Locks: Door, Reinforced**

ML1-FSH-11: Fishmaster's Quarters

These private quarters are in perfect condition, untouched by the debris and chaos elsewhere in the building. A writing desk, dressing desk, two small cabinets, a bed, a chest, and a privy circle a rug in the middle of the room. To the south and west are great veiws of the undergroudn river area via huge windows that extend nearly floor-to-ceiling.

	Access	Contents
Writing Desk	unprotected	**Writing Supplies**
Dressing Desk	**Locks: Furniture, Simple**	**Coin Treasure: Moderate**
Cabinets (2x)	unprotected	**Clothing: General**
Chest	**Locks: Chest, Simple** *AND* **Traps: General, using Context D**	**Gems: Semi-Precious** *AND* **Potions: Moderate**

ML1-FSH-12: Stalagmite

An enormous stalagmite sits here in the corner formed by the building to the southwest.

ML1-FSH-13: Barrels

Six barrels sit here in an informal cluster. Three are open and empty.

	Access	Contents
Barrels (3x)	**Container: Barrel or Crate**	**Fresh water**

ML1-FSH-14: Railway Terminus

The railway from the north comes to an abrupt end here in a pile of huge boulders.

ML1-FSH-15: Barrels Northwest

Four barrels sit her, nearly dstroyed by the rubble to the north but somehow untouched.

	Access	Contents
Barrels (3x)	**Container: Barrel or Crate**	**Alcohol: General, using Context B**

ML1-FSH-16: Railway North

This leads to the north and east of the **Mines**.

ML1-FSH-17: North Entrance

Coins lie scattered before the door of the main entrance, which is ajar. Blood lies pooled under the corpse that obstructs the doorway.

	Access	Contents
Doorway Coins	unprotected	**Coin Treasure: Moderate, using Context B**

Map 72: Piers North (ML1-UGRP-N)

One square equals 5 ft.

ML1-UGRP-N: Piers North

Overview

This was the northern of the three piers that extended into the underground river, used primarily for fishing purposes and occasionally to acquire water for use elsewhere in the **Mines**.

Theme & Purpose

An underground river is somewhat spooky in and of itself; doubly so amidst an abandoned and creepy mine.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. Reroll **NPC Encounter** results once.

Areas of Interest

ML1-UGRP-N-1: Railway

Boulders and rubble partially obstruct progress on this railway.

ML1-UGRP-N-2: Sacks and Barrels

Just on the bank of the river is a pile of sacks and a large barrel. Everything stinks a bit of fish and the murky dank of the river.

	Access	Contents
Sacks	unprotected	Fishing Supplies, size Medium
Barrel, Large	Container: Barrel or Crate	Fresh water

ML1-UGRP-N-3: Crates and Chests

North of the pier is set of crates and two treasure chests. The chest to the east has been smashed open; coins are scattered about.

	Access	Contents
Crate, Large	Container: Barrel or Crate	General Supplies, size Medium
Crate, Small	Container: Barrel or Crate	Fishing Supplies, size Medium
Chest	Locks: Chest, Simple	Rations & Prepared Food *AND* Potions: Moderate
Open Chest	unprotected	Coin Treasure: Moderate, using Context D, ignore platinum and gold results

ML1-UGRP-N-4: Pier

The pier is a set of wooden planks, sturdy-seeming enough, but hardly industrial-grade. At most, you figure the wood could safely support up to two people at once.

Despite the intuition described, the entire party can safely step afoot without incident, regardless of quantity or composition.

ML1-UGRP-N-5: Pier End

The short L-shaped pier terminates in a drunken assemblage of empty barrels, spilled ale bottles, and a chair.

ML1-UGRP-N-6: Rail South

From the treads and marks underfoot, the rails here appear heavily used to ferry fish produce southward.

ML1-UGRP-N-7: Fish Production Bench

This long table is littered with all manner of dulled, rusty, and otherwise unsafe-looking weapons. Dried fish gunk litters the holes and grooves in the surface of the table. To the west is a trio of empty barrels that reek of fish-stink, and a locked chest.

	Access	Contents
Bench	unprotected	Daggers (3d6x)
Chest	Locks: Chest, Simple	Fishing Supplies *AND* Potions: Moderate

ML1-UGRP-N-8: Rock Debris

Upon searching this area, roll on the **Random Encounters** table; ignore any **NPC Encounters** results. Place any monsters that result in the area marked "6" to the south.

ML1-UGRP-N-9: Boulders

This huge, head-high pile was caused either by flinging or by cave-in; you can't quite be certain which.

Map 73: Piers Mid (ML1-UGRP-M)

One square equals 5 ft.

ML1-UGRP-M: Piers Mid

Overview

This area was used for fishing, of course, and for production. The cave-in to the southeast has left a great deal of rubble, and the hole in the ceiling leading to the surface caves.

Theme & Purpose

This is where the PCs will land if they took the hole in the floor entrance from the surface.

Random Encounters

Use the standard / default **Random Encounter** rules for this level.

Areas of Interest

ML1-UGRP-M-1: Pier

This sturdily-built pier has reinforced wooden planks. The entrance is flanked by two sealed barrels.

	Access	Contents
Barrel (2x)	Container: Barrel or Crate	Fresh water

ML1-UGRP-M-2: Pier End

The end of this pier is a trio of barrels and a small crate. There is also a small circular table, two chairs, and two chests: one is locked, and the other has been bashed open; coins are scattered over the surface of the planks.

	Access	Contents
Barrels (3x)	Container: Barrel or Crate	General Supplies
Crate, Small	Container: Barrel or Crate	Fishing Supplies, size Medium
Locked Chest	Locks: Chest, Simple	Weapons: Martial 1H, using Context D
Open Chest	unprotected	Coin Treasure: Moderate, using Context D, ignore platinum and gold results

ML1-UGRP-M-3: Production Wharf

A long table sits here, clearly used for gutting and cleaning fish caught from the pier to the west.

	Access	Contents
Bench	unprotected	Daggers (4d4x)

ML1-UGRP-M-4: Guano Patch

A long stretch of guano covers the ground here, reaching northeast and connecting with the ruined building there. To the southwest is a trio of barrels; one is empty and open; the other two remain sealed.

	Access	Contents
Barrel (2x)	Container: Barrel or Crate	Rations & Prepared Food

ML1-UGRP-M-5: Rubble

A massive cave-in happened here; debris from the ceiling litters the earth here.

ML1-UGRP-M-6: Ceiling Hole

Looking down on the rubble from on high is a hole in the ceiling, formed from fallen debris. A quiet, yet steady rush of cold, musty wind comes from the aperture, which sits a full 30' above where you stand.

This comes from, and conceivably leads to if the PCs find a way of ascending 30' vertically, "**Map 16: Fishery Secret Grotto (MC-FH-SG)**" on page 72.

ML1-UGRP-M-7: Crates

Three crates sit here at the terminus of the railway. Atop them is an assortment of items, and a locked chest.

	Access	Contents
Crates, Small (3x)	Container: Barrel or Crate	Fishing Supplies, size Medium
Chest	Locks: Chest, Simple	General Supplies *AND* Coin Treasure: Moderate, using Context B

ML1-UGRP-M-8: Rail Terminus

The railway dead-ends here in a head-high pile of boulders. The arrangement appears intentional.

Map 74: Piers South (ML1-UGRP-S)

One square equals 5 ft.

ML1-UGRP-S: Piers South

Overview

The largest of the three subsections of piers in the western area of the first level of the **Mines**, **Piers South** also contains the most in the way of storage.

Theme & Purpose

It's a good place to stock up on supplies... and discover more about the nature and history of the **Mines**.

Random Encounters

Use the standard / default **Random Encounter** rules for this level.

Areas of Interest

ML1-UGRP-S-1: Ceiling Hole

This leads to and from "**Map 16: Fishery Secret Grotto (MC-FH-SG)**" on page 72.

ML1-UGRP-S-2: Rubble

A sizable pile of rubble sits here, fallen from the ceiling. Things look stable now, but you shudder to think of what calamity must have taken place to produce such a dropping of elements from above.

ML1-UGRP-S-3: Guano Patch

A large patch of guano lies in the center of this region.

ML1-UGRP-S-4: Rubble Northeast

A mountain of debris sits here, well over 10' tall. Climbing to the top seems possible, but perhaps ill-advised.

In addition to threatening a dangerous terrain incident, there's nothing to be gained or seen from this vantage point.

ML1-UGRP-S-5: Rubble Southeast

A head-high foothill of rubble cascades from the larger pile to the north, leading all the way to the railtracks to the south.

ML1-UGRP-S-6: Elf Corpse

Amidst the debris lies a dead elf, her gear armor stripped from her but her weapons intact. From the crustiness of the blood nearby, she's been dead at least a week.

	Access	Contents
Elf Corpse	unprotected	**Weapons, Martial Ranged** *AND* **Weapons, Light**

ML1-UGRP-S-7: Dwarf Corpse

Battered and bloody, this dead dwarf was slain in the last few days at most. Only valuables have been looted; gear remains untouched.

	Access	Contents
Dwarf Corpse	unprotected	**Weapons, Martial 2H** *AND* **Armor, Heavy** *AND* **Weapons, Light**

In addition, the dwarf carries an important scrap of paper: roll on the **Plot Discoveries** table.

ML1-UGRP-S-8: Railway Terminus

The railway simply ends here. You're not sure whether someone simply failed to finish building, or if a lazy designer just had the track end with no discernable warning.

ML1-UGRP-S-9: Storage

A large stack of crates, bags, and barrels sits here, nestled against one stalagmite and to the north of a more substantial floor-to-ceiling natural rock column.

	Access	Contents
Crates, Large (5x)	Container: Barrel or Crate	General Supplies
Crates, Small (3x)	Container: Barrel or Crate	Fishing Supplies, size Medium
Locked Chest	Locks: Chest, Simple	Armor: Shields *AND* Potions: Moderate
Barrels (9x)	Container: Barrel or Crate	Alcohol: General, using Context D

ML1-UGRP-S-10: Firepit

A firepit, unused for at least a few weeks, sits here on the bank of the underground river. Scattered and empty ale bottles have been tossed nearby. To the north is a quarter of barrels; while three are empty, the fourth is open and seems to contain fresh water.

ML1-UGRP-S-11: Rock Pillar

While there is nothing to see here, if the PCs venture out onto the pier to the north before they investigate this area, roll on the **Random Encounters** table as they do. Ignore any results of **NPC Encounter**, and place any monsters that result from the roll here.

ML1-UGRP-S-12: Production Bench

All manner of bloody, visceral, fish-slaying implement rests on this bench, with baskets scattered nearby.

	Access	Contents
Bench	unprotected	Weapons, Light, using Context D, roll 1d4 times

ML1-UGRP-S-13: Pier

A sturdy pier greets you. At its entrance is a sealed barrel.

	Access	Contents
Barrel	Container: Barrel or Crate	Fresh Water

ML1-UGRP-S-14: Pier End

A tthe tip of this pier is an assortment of barrels and personal effects, a table, a chair, and a locked chest.

	Access	Contents
Barrels (5x)	Container: Barrel or Crate	Fish (treat as Rations & Prepared Food, size Medium, using Context D)
Chest	Locks: Chest, Simple	Fishing Supplies AND Weapons: Ranged

Map 75: Central Storage Overview (ML1-CST-O)

One square equals 5 ft.

ML1-CST-O: Central Storage Overview

Overview

This area was used as centralized storage for the entire Mine operation. Everything that took more than a day to reach the surface from the **Mines**, or to be distributed into the **Mines** from the surface, ended up here in transit.

Theme & Purpose

Although it's a veritable hoard of potential treasure and supplies, it's also home to a great number of beasties.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. Reroll any results of "**NPC Encounter**" or "**No Encounter**" once.

Areas of Interest

ML1-CST-O-1: Explosives Shack

This building is described in more detail in "**Map 76: Central Storage: Explosives Shack (ML1-CST-EXS)**" on page 227.

ML1-CST-O-2: Rock Pillar

A tall, but thin, needle of rock extends from the floor nearly to the ceiling here. About its base are further rods of seemingly naturally-occuring stalagmites in an arc.

Upon investigating this area, roll on the **Random Encounters** table, ingoring any **NPC Encounter** results; place any monsters that result in the **Stacks** area to the west.

ML1-CST-O-3: Stacks

Please refer to "**Map 77: Central Storage: Stacks (ML1-CST-STK)**" on page 230 for further details.

Map 76: Central Storage: Explosives Shack (ML1-CST-EXS)

One square equals 5 ft.

ML1-CST-EXS: Central Storage: Explosives Shack

Overview

This shed was used to store explosives, primarily for demolition purposes, to excavate and explore distant areas of the mine. Thankfully, the chaotic nature of circumstances in the wake of the **Obelisk's** discovery have not led to any evildoer discovering the cache for destructive purposes.

Theme & Purpose

It's a site of a major explosives cache which, if not defused, has the potential to destroy the mines later in the adventure.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. Reroll "**NPC Encounter**" results once.

Areas of Interest

ML1-CST-EXS-1: Entrance

A massive set of steel double doors is locked against you. The lock mechanism appears to have been bludgeoned, but it did not yield. Wall sconces with burned-down torches flank the doors.

	Access
Explosives Shack Doors	Locks: Door, Stronghold, using Context B

ML1-CST-EXS-2: Main Room

Tables, crates, and debris is littered around this room, which appears to have been a common area for those manning this post. A makeshift meal is set in the table to the southwest, the food long spoiled. Two crates and a chest are stacked against the north wall.

	Access	Contents
Crates (2x)	Container: Barrel or Crate	General Supplies, using Context C
Chest	Locks: Chest, Strongbox	Coin Treasure: Moderate, using Context B *AND* Potions: Moderate

ML1-CST-EXS-3: Debris

There's a small hole in the ceiling of the shack above this area, perhaps head-sized. It seems that someone has taken the debris from the roof, paired it with miscellanous garbage and other spare supplies, and started to form a makeshift barricade. There are two odd things about this, if true: one, there is no sign of who made the obstacle; and two, the barricade faces northeast, which is inside the room, facing the reinforced door that is partially hidden behind a grey curtain.

	Access
East Door	Locks: Door, Reinforced

	Access	Contents
Sacks	unprotected	Rations & Prepared Food

ML1-CST-EXS-4: East Storage

Barrels are stacked in the south crevice in this store room. Two chests sit chaotically in the open: one is open and empty; the other is closed and locked. A door is locked against further passage to the north.

	Access
North Door	Locks: Door, Reinforced, using Context C

	Access	Contents
Chest	Locks: Chest, Strongbox	Gems: Semi-Precious, using Context D
Barrels (5x)	Container: Barrel or Crate	Fresh water

ML1-CST-EXS-5: Explosives Hall

A chest sits in the northeast corner. A chequered floor extends narrowly to the west.

	Access	Contents
Chest	Locks: Chest, Strongbox *AND* Traps: General, using Context B	Armor: Heavy, using Context C

ML1-CST-EXS-6: Explosives

Three barrels sit here. There is a smell of something sulfurous that singes the nostrils.

Simple intuition may tell the PCs that they're looking at explosive powder, but in case the olfactory clue is insufficient, any character may make a passive **Skill** check to conclude the nature of the barrels' contents. Appropriate skills include **Profession: Soldier**, **Alchemy**, **Nature**, and so on. The GM is encouraged to have the PCs surmise correctly, so that the **Quest** below can be initiated.

The barrels are quite heavy: it's possible to roll them outside, particularly if the secret door right nearby is discovered, but it is not feasible to cart them about for the remainder of the adventure.

The purpose of the explosives here is purely story-based; however, clever PCs wishing to make use of the powder may use the following profile.

Explosive Mining Powder

Value 50 gp; **Weight** 1 lb.; **Materials** gunpowder base; **Nature** non-magical; **Aura** none; **Slot** usable; **CL** n/a

Depending on the nature of your campaign and its technology level, you may treat this as simple gunpowder, with all the benefits and uses that derive therefrom.

For lower-tech campaigns in which that substance has not yet been discovered, or in which it's not commonplace, treat it as a mining, excavating tool only if possible.

Exposing the *powder* to any flame or spark will detonate it instantly. It inflicts **2d10** damage, and has an explosive range of **10'**; any other doses of the *powder* that are within this range also detonate. Additional pounds of *powder* increase the damage by **2d10** points, and the range by **5'**, per pound.

Construction Requirements n/a

It should be noted, perhaps obviously, that any ignition of the barrels, accidental or intentional, detonates all three kegs and destroys the building as well as any PCs within it instantly.

	Access	Contents
Barrels (3x)	**Container: Barrel or Crate, using Context C**	**Explosive powder (50 lbs.)**

Quest: Things Fall Apart

Summary: Defuse the demolition explosives in this shed, or risk their misuse by others later in the adventure.

Rewards: **2 Reward Stars.**

Locations: Central Storage: Explosives Shack (ML1-CST-EXS).

Key NPCs: None.

Kickoff: The PCs discover the shed, and identify the barrels in **Location 6** as being explosive in nature.

Description:

It's possible that the PCs never encounter this building, or perhaps in exploring it they never discover the explosive barrels in Location 6. If so, no **Catalyst Impact** is generated, as the party has not made an intentional action.

If the party does discover the barrels, however, and determine that they are filled with explosives, they have a decision to make:

- They may ignore the barrels, either failing to predict that they may be used for ill purpose, or seeing that possibility and shrugging it off.
- Alternately, they may attempt to defuse the potential bomb. This can be accomplished in a myriad of ways, both magical and mundane. The easiest way, however, and the cheapest, is to simply pour water into the barrels. There's even some water readily available for this purpose in the room to the southeast. As for alternate approaches, the GM is left to determine whether a given attempt is successful, but is encouraged to let honest efforts succeed here.

Things Fall Apart (Ignore): Chaos +2

Ignoring the potential destructive capabilities of the explosives cache results in a **Catalyst Impact** of **Chaos +2.**

In order to trigger this effect, the party must discover the explosives barrels, identify them as being destructive in nature, and either fail to draw the conclusion that they might be misused, or recognize that possibility and intentionally ignore it. The effect triggers as soon as the party leaves the building without having denatured the barrels.

Note that the party may trigger this impact by leaving, and then return later, and trigger the **Defuse** impact below. The two effects stack if triggered in this sequence.

Things Fall Apart (Defuse): Law +2

Denaturing the explosive barrels at any point in the adventure generates a **Catalyst Impact**: **Law +2**.

This stacks with other **Catalyst Impacts** for this Quest.

ML1-CST-EXS-7: Secret Door

This door may be discovered from either side.

	Access
Secret Explosives Door	**Locks: Door, Secret, using Context C**

Map 77: Central Storage: Stacks (ML1-CST-STK)

One square equals 5 ft.

ML1-CST-STK: Central Storage: Stacks

Overview

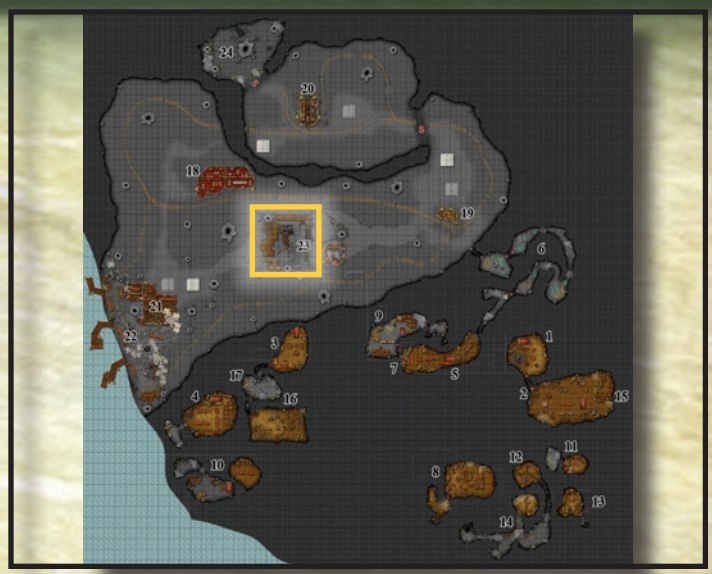
This is the central, main area of storage for the first level of the **Mines**. Any supplies making their way down to other levels, or production making its way back up to the surface, will be stored here temporarily en route if its progress is not expedited.

Theme & Purpose

A place of vast resupply, it's also home to a great many monsters, owing to its central location and myriad hiding opportunities.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. Roll **twice as often** as normal, and reroll "**No Encounter**" results once.



Areas of Interest

ML1-CST-STK-1: Southeast Stack

A 15'-high wall of greyish-wood crates is stacked here.

	Access	Contents
Crates, Large (3x)	Container: Barrel or Crate, using Context C	General Supplies, using Context C, size Large
Crates, Small (6x)	Container: Barrel or Crate	Fishing Supplies, size Medium

ML1-CST-STK-2: East Entrance

An entryway of sorts is formed from a gap here in the stacks.

ML1-CST-STK-3: Northeast Body

A dwarven corpse lies here, its limbs stretched in agony and a trail of blood leading to the south.

	Access	Contents
Dwarf Corpse	unprotected	**Armor: Medium** *AND* **Weapons: Martial 1H** *AND* **Armor: Shields** *AND* **Potions: Moderate, using Context D**

ML1-CST-STK-4: Crate Wall North

A 10' tall mountain range of wooden crates is stacked here. On top is a series of smaller crates, and a locked chest.

	Access	Contents
Crates, Large (6x)	Container: Barrel or Crate, using Context B	Textiles, using Context D, size Large
Crates, Small (3x)	Container: Barrel or Crate	Clothing: General, using Context B

ML1-CST-STK-5: Rock Pillar

A pillar of grey rock extends nearly to the ceiling here. It's surrounded by clumps of fallen rocks.

ML1-CST-STK-6: Northwest Cratewall

A clump of crates sits here, forming a 10' high ridge that flows from north to south. On top are occasional smaller crates.

Note that the profile below refers to the entire "ridgeline" of crates forming the central portion here.

	Access	Contents
Crates, Large (11x)	Container: Barrel or Crate, using Context B	Glasses, Metals, and Woods, size Large
Crates, Small (6x)	Container: Barrel or Crate	Rations & Prepared Food, size Medium

ML1-CST-STK-7: Tiny Crate Scattering

To the northwest of the main ridge of crates is a scattering of small, chest-sized containers

	Access	Contents
Crates, Tiny (9x)	Container: Barrel or Crate, using Context D	Books *AND* Writing Supplies

ML1-CST-STK-8: Ruined Containers

A series of shipping crates, imported from the surface, have been smashed open here; within was a variety of foodstuffs, now long rotted. To the south is a scattering of debris, perhaps the start of a makeshift barricade against wandering monsters.

ML1-CST-STK-9: Central Corpse

A dwarven miner lays here, stripped of her belongings, and some weeks dead from the look of it. A trail of blood leads to the south, parallelling a line of rocks and fallen stones.

The north-south line of the stones mentioned forms an important divide: if the party is positioned to its west, place any new random encounters as approaching from **Location 2** to the east. Similarly, if the party is east of this line of rocks, new encounters enter from **Location 13** to the west.

ML1-CST-STK-10: Privy

This luxurious privy has a door on it. Less luxurious is the trail of blood that leads to the north, terminating in a dead miner.

ML1-CST-STK-11: Southwest Barricade

A barricade of sorts has been formed here from sacks, bags, and debris. It forms a chest-high wall to fill the gap between the crate stacks; as the crates to the south are somewhat lower in height, sacks have been heaped atop those boxes to keep the height of the impromptu wall level. The bags themselves all appear to contain grain and seed, but they have been eaten and defecated on by rats for weeks. Indeed, as you approach, rats scatter from every bag, except for those that attack you.

A single **Rat Swarm** attacks the party here as they approach within 20'.

ML1-CST-STK-12: Small Stack

A clump of smaller containers is piled here, forming an outcropping of sorts from the main north/south ridgeline.

	Access	Contents
Crates, Tiny (5x)	Container: Barrel or Crate, using Context C	Alcohol: General, using Context C

ML1-CST-STK-13: Western Approach

From this vantage, it almost seems as though there is nothing untoward: the Stacks appear to be a large formation of mostly wooden containers. The barricade to the south of the main wall of crates, and the thin scent of irony blood in the air, soon give lie to the facade quickly.

Map 78: Secret Mine Area North (ML1-SCTN)

One square equals 5 ft.

ML1-SCTN: Secret Mine Area North

Overview

This was once the northernmost area of this floor of the Mines, but it was quickly abandoned once it became clear that the naturally-occuring cave produced zero yield of interest. The humidity and coolness lend themselves to the attention of monsters, however; in order to remove the risk, the entrance was sealed by demolitions a few years ago. Although it has not been discovered in the wake of the **Obelisk's** unveiling, there are tiny tunnels that lead here from the surface, and as such, this area has been used over time by many monsters.

Theme & Purpose

This is an area of relative safety, though it cannot be used as such for very long. It's also a good place to do some monster-hunting, if that's what the party is looking for.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. Roll **half as often** as normal, and reroll any monster-related encounters once.

Areas of Interest

ML1-SCTN-1: Entrance

Only read the *italicized* text below if the secret is discovered.

The earth and stone falls away at your touch, easily in places, and requiring brute force in others to expose a very wide passage into an enormous, seemingly naturally-occuring chamber. The air is quite cool, and yet humid too. You hear a scuttling sound in the dark ahead.

	Access
Secret Area Door	**Locks: Door, Secret, using Context B, Perception only**

ML1-SCTN-2: Rockpile East

A hip-high pile of fallen boulders and debris sits just inside the entrance.

Roll on the **Random Encounters** table; keep rerolling until it yields a result containing only monsters of size **Medium** or smaller. Place the resulting beasts on the rockpile and have them attack; unless the party has taken extraordinary measures to excavate from a distance, the monsters will have the benefit of **surprise**.

ML1-SCTN-3: Rockpile West

You hear the picking of tiny claws from within this rockpile. Braced for danger, you relax when you see just a few handfuls of mice emerge and skitter away into the distance.

ML1-SCTN-4: Main Chamber

Cool, humid air flows about you. The icy dampness makes you think of a rock, picked up, and exposing all sorts of creepy-crawlies in the cooler earth underneath.

ML1-SCTN-5: Rock Pillar

Dominating the center of this room is a massive rock pillar connecting the floor to the ceiling 30' above you. The pillar tapers to a base 50' in circumference, with smaller rockpiles scattered about.

ML1-SCTN-6: Cobweb Corner

The northeast corner of the chamber consists of a smaller rock pillar than the one in the center, connected to the walls via spiderwebs.

When the PCs explore this area, there is nothing to discover. However, if they have not explored this corner by the time they investigate **Location 7** below, roll on the **Random Encounters** table and reroll until you get a monster encounter; place that encounter as emerging from this cobweb corner as the PCs check out Location 7.

ML1-SCTN-7: Darkrock Patch

To the north of the enormous rock pillar is a patch of bluish-black rocks surrounding a massive boulder that sticks out from the earthen floor. The air, and sounds, are calm here, as though treading lightly and carefully about this bizarre scene.

The rock itself is a very, very faint echo of the substance that composes the **Obelisk**; aside from exuding an extremely subtle **Chaotic** aura, it poses no threat.

What does pose a threat, however, is the potential for monsters emerging from **Location 6** and/or **Location 9**. Random encounters placed in these areas as a result of failing to explore those areas stack, so it's possible that the party will be attacked from both sides while exploring the

Darkrock Patch here.

ML1-SCTN-8: Rockspill

The ceiling is lower here, dipping to 10' as it approaches the western cave walls. It seems quite volatile, too, based on the scatterings of boulders, rocks, and mud on the floor.

ML1-SCTN-9: Spider Pillar

In between the two 10' high rock pillars is a massive floor-to-ceiling spiderweb. Strangely, there is nothing stuck in it; it is either so fresh that nothing has gotten tangled up yet, or so old that it has been picked clean.

When the PCs explore this area, there is nothing to discover. However, if they have not explored this corner by the time they investigate **Location 7** above, roll on the **Random Encounters** table and reroll until you get a monster encounter; place that encounter as emerging from this massive spiderweb as the PCs check out Location 7.

ML1-SCTN-10: West Crevice

The chamber narrows to a tiny crevice here, into which one might put one's arm but little more. In the faint light, you think you see a glimmer reflected.

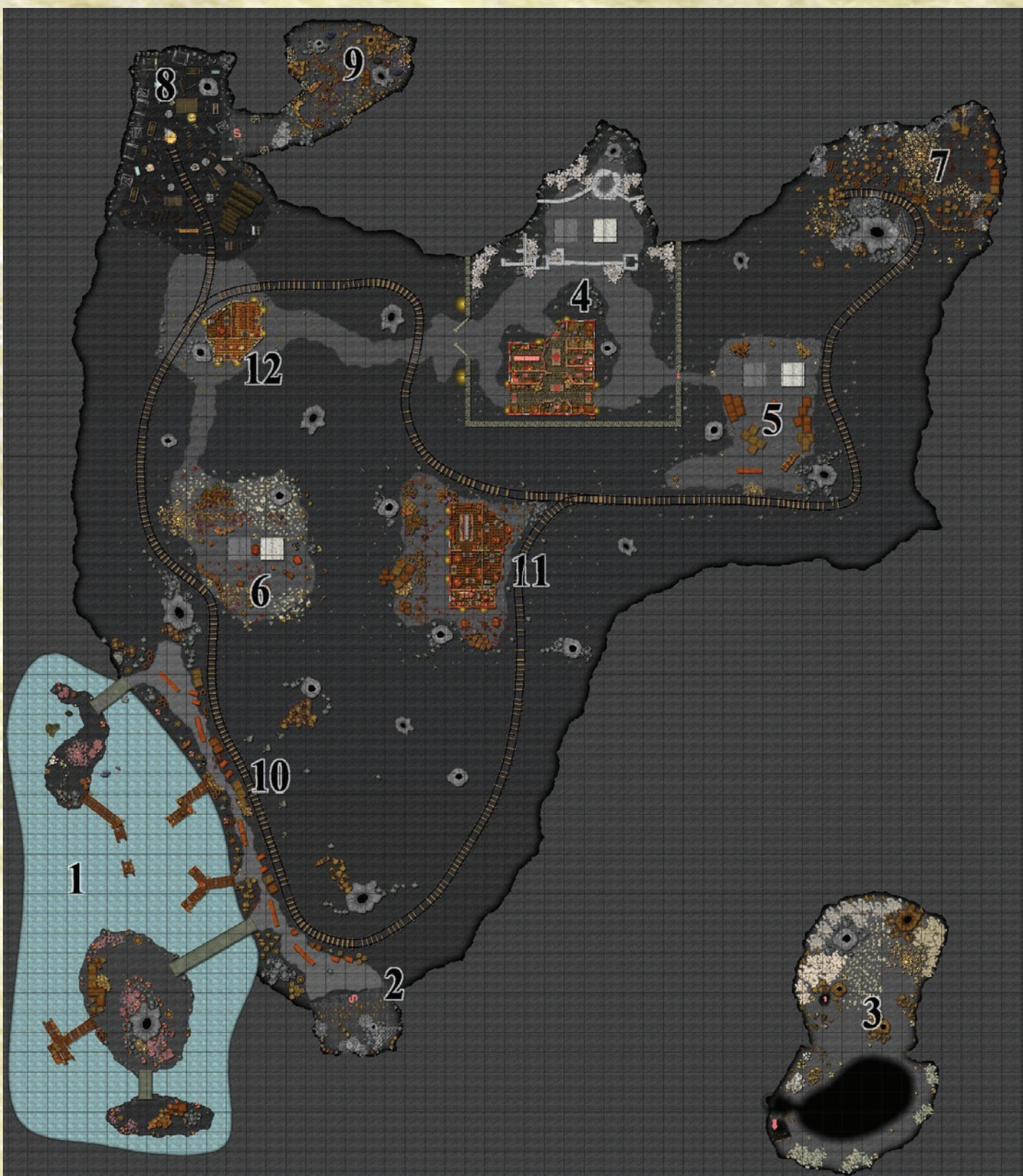
This crevice has been used as a secret stash over the years.

	Access	Contents
Crevice	unprotected	**Gems: Medium-Quality, using Context B** *AND* **Potions: Moderate, using Context C**

Mondaria Mines: Level 2

Map 79: Mines Level 2 Overview (ML2-O)

One square equals 20 ft.



Level Introduction: Mines Level 2

Summary

Level 2 of the Mines has interesting and varied terrain. It's also the first occurence of active mining that the PCs will be exposed to, mostly in the northwest and northeast corners of the mines. The lake to the southwest is a particularly interesting zone.

Entrances and Exits

Note that the following are typical, even secret, means of entering and exiting the level as it was designed.

Other, magical means of navigating the level (for example, teleportation spells or those that grant incorporeality) are not discussed and are left to the GM to manage should they be introduced.

Navigation to Mines Level 1

- There are three **Elevators** ascending to Level 1, near locations **4**, **5**, and **6**.
- **Location 3** continues the tunnels underneath the basement of the **Southwest Residence**.

Navigation to Mines Level 3

- Locations **4**, **5**, and **6**have **Elevators** that descend as well.
- **Location 3** continues the tunnels underneath the basement of the **Southwest Residence**, which leads down the spiraling pit.

Overview

The bulk of this level is an enormous, single chamber, stretching hundreds of feet from the lake in the southwest to the mining areas of the northern corners, with plenty of storage and buildings in between and all connected via railway.

To the southeast, in a separate zone, is the continuation of the tunnel-pits that extend beneath the residential district of the surface city.

Atmosphere & Theme

This, perhaps as much as any other level of the **Mines**, should feel like an active production center. The mining regions should feel very recently and abruptly abandoned; the buildings and storage areas should feel recently in use.

Overall, a growing sense of foreboding should continue, but ultimately, this should feel as though the influence of the **Obelisk** has been limited to the dearth of denizens, not affecting the physical structure of anything as of yet.

Default Random Encounters

Some **Areas of Interest** within this level will describe a certain approach to **Random Encounters**, either by overriding the **timing** (e.g., "every 30 minutes), and/or by providing its own localized **version** of the random encounter table below.

Absent such an override, roll on the following table of **Default Random Encounters** for every **5 minutes t**he party remains in this area.

Table 13: Mines Level 2 Default Random Encounters

D%	Event	Description
01-20	**No Encounter**	Nothing interesting or specific occurs to deter the party from their overall objectives and exploration.
21-38	**Trivial Encounter**	Roll once on M**onsters: Surface, Trivial**.
39-55	**Light Encounter**	Roll once on M**onsters: Surface, Light**.
56-74	**Average Encounter**	Roll once on M**onsters: Surface, Average**.
75-84	**Advanced Encounter**	Roll once on M**onsters: Surface, Advanced**.
85-89	**Elite Encounter**	Roll once on M**onsters: Surface, Elite**.
90-00	**NPC Encounter**	Roll once on the **Default NPC Encounter Table** below.

Default NPC Encounters

Some **Areas of Interest** within this level will describe a certain approach to **NPC Encounters**, providing its own localized **version** of the table below.

Absent such an override, when in this level, when directed to roll for a random NPC, roll on the following table.

Note that if a certain circumstance mandates the presence of an NPC, you may ignore and reroll results of "No Encounter" on the table below.

The GM is, as in all other aspects of the adventure, to use her common sense regarding use of this table. You should feel free to ignore or reroll results with which you don't agree, or simply choose a result yourself to keep with the atmosphere of the adventure as experienced by your gaming group.

Note, also, that any entry in the list below that has a blank ("-") next to it for roll results means that that NPC is never normally encountered in this level.

Table 14: Mines Level 2 Default NPC Encounters

D%	Event	Description
01-05	**No Encounter**	Despite an initial feeling, the party does not encounter any NPCs at this time.

D%	Event	Description
06-10	**Common NPC**	**Addicted Miners** shamble toward the party: 1d4x 2d4x 2d6x 3d8x
11-14	**Common NPC**	**Afflicted Miners** shamble toward the party: 1d4x 2d4x 2d6x 3d8x
15	**Common NPC**	A single **Bleak Mute** lurches within view of the party.
16	**Common NPC**	One **Crazed Harbinger** stumbles about within view of the party.
17-25	**Common NPC**	**Tainted Miners** walk creepily toward the party: 2d4x 2d6x 2d8x 2d12x
26-40	**Common NPC**	**Miners** approach the party suspiciously: 2d6x 2d8x 2d10x 2d12+4x
41-44	**Common NPC**	One **Mining Taskmaster** walks purposefully toward the party.
45	**Common NPC**	A terrified **Munitions Wench** is visible, huddled in her rags.
46	**Common NPC**	You see a **Supply Maid** in tattered clothes, though you're not sure she sees you.
47	**Common NPC**	A horrifying **Tainted Taskmaster** walks about.
48	**Common NPC**	**Celebrants** dance and amble toward the party: 1d4x 2d4x 2d6x 3d8x
49	**Common NPC**	**Firedancers** lithely come toward the party: 1d4x 2d4x 2d6x 3d8x

D%	Event	Description
50	**Common NPC**	**A Firedancer party** approaches the PCs: **1x Campmaiden, 1d4x Firedancers, 2d4x Celebrants** **1x Hearthstud, 2d4x Firedancers, 2d6x Celebrants** **1x Campmaiden, 1x Hearthstud, 2d6x Firedancers, 2d6x Celebrants** **1x Campmaiden, 1x Hearthstud, 2d8x Firedancers, 2d8x Celebrants**
51	**Common NPC**	A single **Campmaiden** or **Hearthstud** approaches the party with a twinkle in their eye. Use the sex opposite the majority of the PCs' composition, or randomize if there is a tie.
52	**Named NPC**	Ambling scholar **Brocambe Methurzz**.
53	**Named NPC**	Beastmaster **Gabharn**.
54	**Named NPC**	Blacksmith **Hamfast Burrbottom**.
55	**Named NPC**	Feastmaster **Frobwin Glamfork**.
56	**Named NPC**	Herbalist **Innelothe**.
57	**Named NPC**	Illusionist entertainer **Raekeldorr**.
58	**Named NPC**	Keeper of Records **Skandern Lithutz**.
59	**Named NPC**	Keepmaster **Vanarelia Riccards**.
60-64	**Named NPC**	Loremaster **Dalnarok**.
65-69	**Named NPC**	Mercenary dwarf **Gordsturll**.
70-74	**Named NPC**	Merenary tiefling **Killarth**.
75-80	**Named NPC**	Railmaster **Arranz Trevain**.
81	**Named NPC**	Tinkermaster **Skandbard**.
82	**Named NPC**	Warden **Imeltrude Legande**.
83	**Named NPC**	Brewmaster **Glimdarffe Sudsglub**.
84	**Named NPC**	Cartographer **Estarel Finequill**..
85	**Named NPC**	Chemist **Incebb Gullip**..
86	**Named NPC**	Chief engineer **Didkeln Clawhammer**.
87	**Named NPC**	Coinmaster **Lugatoo**.
88	**Named NPC**	Dwarven union leader **Danalin Foeslash**.
89	**Named NPC**	Elven administration leader **Maresmir**.
90	**Named NPC**	Engineer **Brimdog Firecleave**.
91	**Named NPC**	Foreman **Belerras**.
92	**Named NPC**	Gangboss **Dagbrag**.
93	**Named NPC**	Lead designer **Estarel Finequill**.
94	**Named NPC**	Mayor **Faenadorn**.
95	**Named NPC**	Minemaster **Threnian Lo'quee**.
96	**Named NPC**	A Mystic Seer.

D%	Event	Description
97	**Named NPC**	Sage **Natobbe**.
98	**Named NPC**	Stablehand **Friskbik**.
99	**Named NPC**	Stablemaster **Semtammi**.
00	**Named NPC**	Tribute magister **Elawelle**.

Areas of Interest

ML2-O-1: Underground Lake

This area is described in more detail beginning on page 241.

ML2-O-2: Skimmer's Cache

Please refer to page 250 for further details.

ML2-O-3: Invaded Residence Sub-Basement

Page 252 commences further information.

ML2-O-4: Elevators North

This region is documented starting on page 255.

ML2-O-5: Elevators East

Please turn to page 265 for more details.

ML2-O-6: Elevators West

Page 268 begins full information.

ML2-O-7: Mining Area Northeast

This region is described starting on page 271.

ML2-O-8: Mining Area Northwest

Refer to page 274 for more details.

ML2-O-9: Gem Cache

This region is documented commencing on page 276.

ML2-O-10: Riverbank Processing

Page 279 starts full details on this area.

ML2-O-11: Railshed & Storage East

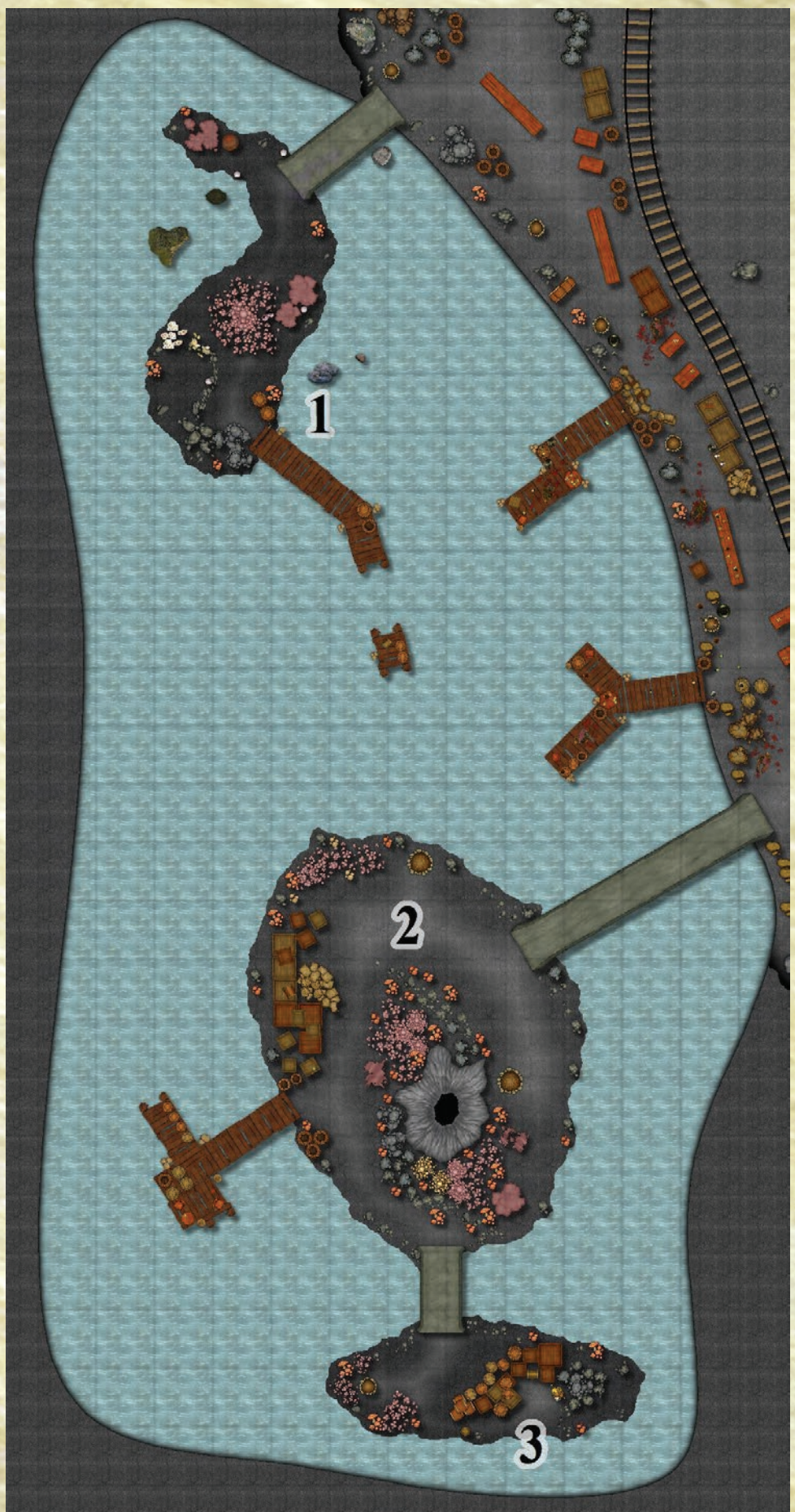
This area is described starting on page 286.

ML2-O-12: Railshed & Storage Northwest

This structure and its surrounding area are documented beginning on page 292.

Map 80: Underground Lake & Island Overview (ML2-ULI-O)

One square equals 5 ft.



ML2-ULI-O: Underground Lake & Island Overview

Overview

Originally used for fishing, this lake has been largely picked clean of life. Its bridges and piers have fallen into disrepair, and the wild flora and fauna of the damp cave has gradually taken over the region. It remains a useful place to fish, though the variety of produce and the threat increasingly posed by the native monsters make it a less and less attractive area for the miners to obtain food.

Theme & Purpose

This underground lake contains a variety of threats and pleasures, risks and rewards. It is an anomaly in the underground environment, however, and should be treated as a very unique region.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. Reroll any "**NPC Encounter**" results.

In addition, the lake itself is quite volatile: any PC entering it at any point prompts an automatic roll on the **Random Encounters** table, ignoring non-monster encounters. Critters that result from this roll should be placed at least 30' away from the PC(s) who entered the water, preferably approaching the party from an unexplored direction.

If there is no monster resulting from the above roll, or if the party stays in the water after any such monster is vanquished, roll again on the **Random Encounters** table as above for every full minute the party conducts aqueous activities.

There is no limit to the number of encounters that the party might summon in this manner, though the GM is encouraged to limit the threat to a single active encounter at a time.

Areas of Interest

ML2-ULI-O-1: Northern Island

Turn to page 243 for further description.

ML2-ULI-O-2: Center Island

Page 245 contains more information.

ML2-ULI-O-3: Southern Island

Please refer to page 248 for more details.

Map 81: Underground Lake Northern Island (ML2-ULI-N)

One square equals 5 ft.

ML2-ULI-N: Underground Lake Northern Island

Overview

The northernmost of the three islands in the lake, it's also the least used, owing to the volatility of nature to be found there.

Theme & Purpose

There is treasure to be had, but at what cost?

Random Encounters

Use the standard / default **Random Encounter** rules for this level. Reroll any "**No Encounter**" results once.

Areas of Interest

ML2-ULI-N-1: Stone Bridge

A massive stone bridge spans the water from the main cave floor.

ML2-ULI-N-2: Island North

The ground on this island is mucky and damp, as though the surrounding waters flood on occasion. Fungus grows all over in patches and groves. In the mud, you see prints and tracks of all manner of beast.

ML2-ULI-N-3: Tiny Bay

Crops of large rock form tiny islands in this small bay formed by a curve of the island. The water in this area flows as though along a river, from north to south.

If any PC disrupts the water in this bay, either by wading into it or even by throwing a stone (or missing with a ranged weapon in combat elsewhere on the island!), roll immediately on the **Random Encounters** table, ignoring any non-monster results, and placing any monsters that result as emerging from the water in this bay.

ML2-ULI-N-4: Fungal Grove

Purplish-crimson fungus covers most of the island's width at this central point. Clumps of it move and sway, as though sensing your presence.

1d4 **Yellow Musk Creepers** emerge if any of the fungi are touched or disrupted, and attack the party.

ML2-ULI-N-5: Rock Cove

A thin ledge of rock protrudes here, in contrast to the mud of the rest of the island. It's surrounded on the edges by small ridges of various mushroom.

These are harmless, and pose no threat.

ML2-ULI-N-6: Southeast Pier

This wooden structure has long fallen into disrepair, neglected and worn down by time and the elements. You see claw marks and scratches pitting the surface here and there. To the south are two barrels; one is open and empty.

	Access	Contents
Barrel	Container: Barrel or Crate, using Context D	Alcohol: General, using Context B

ML2-ULI-N-7: Pier Terminus

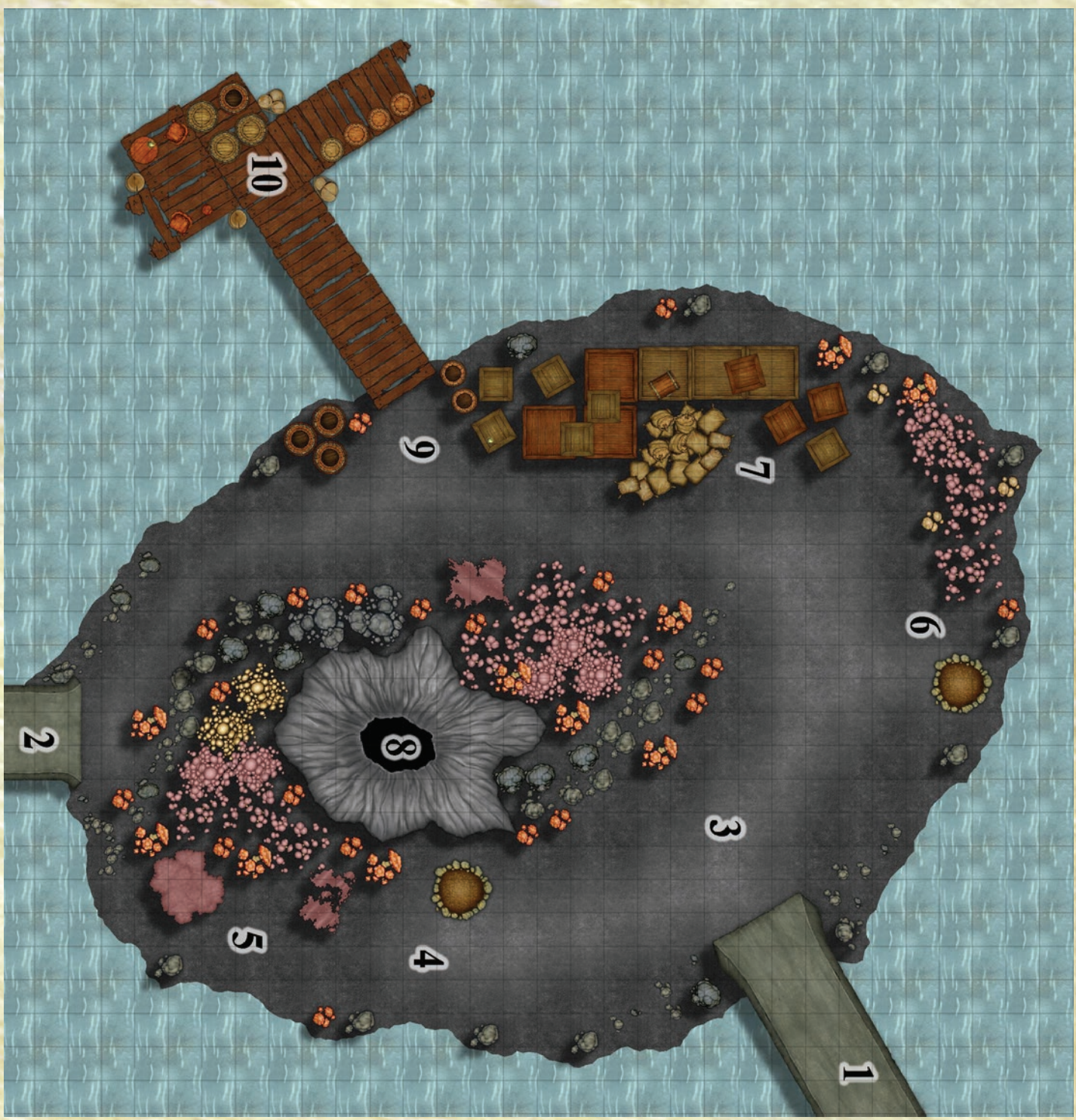
The long pier from the island has a 20' gap in it, ending in this small pierlet that is effectively its own little island in the lake. On it is a duo of sealed barrels, and a treasure chest.

Getting to this island is its own challenge: the water here is 10' deep, and remember that entering or staying in the lake at any point has a chance of introducing monsters.

	Access	Contents
Barrels	Container: Barrel or Crate, using Context D	Glasses, Metals, and Woods, size Medium, using Context C
Chest	Traps: General, using Context D *(chest is unlocked)*	Gems: High-Quality, using Context D, *AND* Weapons: Martial 1H, using Context C *AND* Potions: Moderate, using Context C

Map 82: Underground Lake Center Island (ML2-ULI-C)

One square equals 5 ft.



ML2-ULI-C: Underground Lake Center Island

Overview

The largest of the three islands, this is also the most active, and is the only one still used for fishing.

Theme & Purpose

Loot and danger, in equal measure, meet the party here.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. **Reroll** any non-monster results once.

Areas of Interest

ML2-ULI-C-1: North Stone Bridge

This massive carved-stone structure connects the mine's main floor to the large lake island. Despite wear and tear of perhaps a hundred years, it remains in remarkably good shape, owing to the dwarven construction you intuit from the carved runes.

ML2-ULI-C-2: South Stone Bridge

This leads to "**Map 83: Underground Lake Southern Island (ML2-ULI-S)**" on page 248.

ML2-ULI-C-3: Main Island

The largely earthen ground here is damp, and the air humid, but it stops short of being muddy. Your feet leave easily-visible tracks; among them you see those of other creatures, big and small, recent and old.

ML2-ULI-C-4: Southeast Firepit

A firepit sits here at the base of the rock pillar. It has been recently used, as in the last few days. You see some footprints in the earth surrounding the rock circle.

A **Survival** or similar skill check at **DC 15** will reveal that a mixed group of Dwarves and Elves made use of this fire a few days ago.

ML2-ULI-C-5: Southern Fungal Clump

The southeast corner of the island is wetter and muddier than the rest of the land. Fungus grows heavily here, waist-high in areas. It feels quiet and calm here.

Although the description sounds scary, the fungus that grows here actually produces a sound-dampening effect; do not roll on the **Random Encounters** table while the party is exclusively here.

ML2-ULI-C-6: North Firepit

A long-abandoned firepit sits on the north edge of the island. Nearby is a ridge of fungus in purple, red, and yellow hues.

Disturbing the fungus here will stain clothing and flesh a dark shade of the appropriate color—a paste formed of smashed spores. The delicate spores are completely harmless, however.

ML2-ULI-C-7: Storage

The western edge of the island is a storage haven, consisting of crates, bags, and one chest.

	Access	Contents
Crates, Large (6x)	Container: Barrel or Crate, using Context D	Glasses, Metals, and Woods, size Large, using Context B
Crates, Small (9x)	Container: Barrel or Crate, using Context D	Fishing Supplies, size Medium
Chest	Locks: Chest, Simple	Armor: Medium *AND* Weapons: Simple

ML2-ULI-C-8: Rock Pillar Fungus Garden

The center of the island is dominated by a huge growth of multicolored fungus, sprouting in and among a vortex of rock clumps that surround a central rock pillar which stretches to the ceiling 25' above you.

Disturbing any of the fungus in this area—or setting foot on any of the rocks—prompts an immediate roll on the **Random Encounters** table, ignoring non-monster results.

ML2-ULI-C-9: Pier Entrance

Abutting the entrance to the southwest pier are clumps of empty barrels that smell of fish.

ML2-ULI-C-10: Pier

A long pier forms a kind of cross stretching into the

water to the southwest of the island. Barrels abound, and there is a table and two chairs for sitting and fishing should the need arise.

	Access	Contents
Barrels, Small (4x)	Container: Barrel or Crate, using Context D	Rations & Prepared Food, using Context D
Barrels, Large (3x)	Container: Barrel or Crate, using Context B	Fishing Supplies, size Medium

Map 83: Underground Lake Southern Island (ML2-ULI-S)

One square equals 5 ft.

ML2-ULI-S: Underground Lake Southern Island

Overview

Historically used for short-term storage, or to resupply fishing needs without venturing to the main Mines area, this island is now quite old and forgotten.

Theme & Purpose

This island is the most difficult to get to, the most dangerous, and also the most profitable from a loot perspective.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. Roll **twice as often** as normal. **Ignore** any **non-monster** results.

Place any encounters that result as approaching from the northern island.

Areas of Interest

ML2-ULI-S-1: Stone Bridge

This leads to "**Map 82: Underground Lake Center Island (ML2-ULI-C)**" on page 245.

ML2-ULI-S-2: Main Island

The ground here is a mix of grainy mud and occasional stone. Tracks and claw marks are fainter here, as though the island had seen much less recent use than its northern neighbors.

ML2-ULI-S-3: Fungus Firepit

A firepit sits here, unused for years yet its skeleton is unmistakable. About it grows a variety of fungus.

ML2-ULI-S-4: Storage & Treasure

A curving pile of barrels and crates has been placed here. A chest sits in the midst of the array, and a pile of belongings has been dumped next to a rock group.

	Access	Contents
Crate, Large	Container: Barrel or Crate, using Context D	Fishing Supplies, size Large
Crates, Small (7x)	Container: Barrel or Crate, using Context B	General Supplies, size Medium
Barrels (9x)	Container: Barrel or Crate	Rations & Prepared Food, size Medium
Stacked Barrels (4x)	Container: Barrel or Crate	Alcohol: General, size Medium

	Access	Contents
Chest	Locks: Chest, Simple, using Context D *AND* Traps: General, using Context B	Gems: Medium-Quality, using Context B *AND* Weapons: Martial Ranged
Treasure Pile	unprotected	Armor: Light *AND* Armor: Shields *AND* Weapons, Martial 1H *AND* Potions: Moderate *AND* Coin Treasure: Moderate, using Context D

Upon searching this area, roll on the **Random Encounters** table immediately; ignore non-monster encounters.

Map 84: Skimmer's Cache Secret South (ML2-SCS)

One square equals 5 ft.

ML2-SCS: Skimmer's Cache Secret South

Overview

This chamber is a naturally-occuring cave extension that has been sealed off from the main Mines area by scavengers hoping to secret gems.

Theme & Purpose

It's a great source of valuables, if the party can discover it.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. Roll **half as often** as normal. **Reroll "NPC Encounter"** results.

Come Into My Parlor...

Touching any of the spiderwebs here will prompt an immediate roll on the **Random Encounters** table. Ignore any non-monster results, and introduce ensuing encounters as approaching from the north, curious or enraged that the secret has been discovered.

This effect only occurs the first time webs are disturbed; thereafter, the party may explore in relative peace.

Areas of Interest

ML2-SCS-1: Entrance

Only read the *italicized* text if the secret is discovered.

The entire wall here seems a little fishy. Veins of rock on the edges seem to disappear into a wall of a different texture and composition. Pursuing a hunch, you poke at the wall to the south here: Sure enough, the rock comes apart with some wedging. It appears that someone has stacked hundreds of rocks here, and smeared a muddy clay around them as a kind of improvisational mortal to hold the secret in place.

This leads back to the main mine area as described in "**Map 79: Mines Level 2 Overview (ML2-O)**" on page 237.

	Access
Skimmer's Cache Secret Door	Locks: Door, Secret, using Context C, Perception only

ML2-SCS-2: Crates

In the southwest corner of the chamber is a trio of secure crates, and two locked treasure chests, surrounded by spiderwebs.

	Access	Contents
Secure Crate (3x)	Container: Barrel or Crate, using Context C	Armor: Medium *AND* Weapons: Martial 2H

	Access	Contents
Chests (2x)	Locks: Chest, Strongbox, using Context B	Coin Treasure: Moderate, using Context B AND Gems: Semi-Precious, using Context D

ML2-SCS-3: Empty Chest

Sitting amidst rockpiles and spiderwebs is a large wooden chest. Its lock has been smashed to bits. Although the chest itself is empty, there are small piles of scattered gemstones on the ground nearby.

	Access	Contents
Ground Near Chest	unprotected	Gems: Low, size Medium

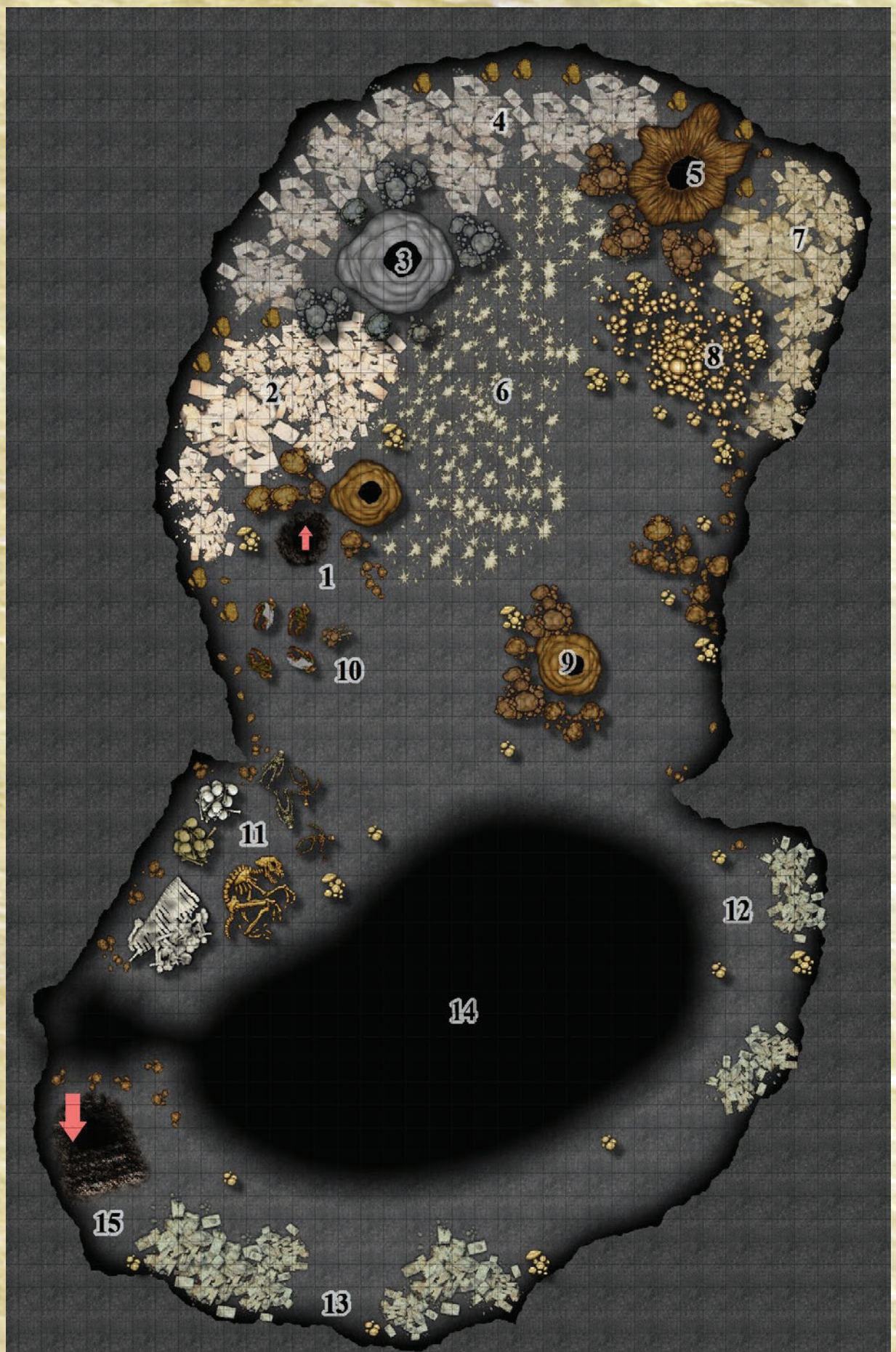
ML2-SCS-4: Southeast Spiderweb Cache

Underneath the shadow of an enormous spiderweb that reaches from the cave walls to a floor-to-ceiling rock pillar are two treasure chests.

	Access	Contents
Chests (2x)	Locks: Chest, Simple, using Context C	General Supplies *AND* Gems: Low *AND* Armor: General

Map 85: Invaded Residence Sub-Basement (ML2-IRSB)

One square equals 5 ft.



ML2-IRSB: Invaded Residence Sub-Basement

Overview

Underneath the **Residential District** of the surface city is a spiraling hive of lairs, tunnels, and pits. This marks the transition from a few sub-basement levels to an actual monstrous lair of sorts.

Theme & Purpose

This is one of the unorthodox means of entering the lower **Mine** levels. Merely being here should impose a sense of creepy-crawly dread in the party.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. Roll **twice as often** as normal. Reroll any "**NPC Encounter**" results.

Areas of Interest

ML2-IRSB-1: Hole in Ceiling

The hole is 20' up from the floor, and leads to "**Map 63: Residence SW Basement (MC-RSW-BM)**" on page 195.

ML2-IRSB-2: Slate Pile

A mountain of slate and shale have been heaped here. It seems the perfect place for a large creature to stretch out and relax.

Disturbing this pile in any way prompts a roll on the **Random Encounters** table. Ignore any non-monster results, and reroll on the appropriate sub-table until you get a **Swarm** result. That swarm emerges from underneath the pile.

ML2-IRSB-3: Northwest Rock Pillar

This massive stalagmite stretches 20' up to the ceiling of the chamber. Piles of fallen rock lie about its base.

ML2-IRSB-4: Debris Swath

Splintered and flattened rock chunks litter the entire north edge of the massive chamber. It looks like some have been thrown, others scuttled and dragged. Someone or something has intentionally been accumulating the debris.

Upon entering this area, if the PCs have not already investigated **Location 7** to the east, roll immediately on the **Random Encounters** table, and ignore any non-monster results. Any encounter that ensues will emerge from **Location 7**.

ML2-IRSB-5: Northeast Rock Pillar

Another floor-to-ceiling formation of rock sits here among the rubble, this one brown, and with substantial clumps of fallen boulders about its base.

ML2-IRSB-6: Guano Path

Much of the north and central regions of this chamber are covered in monster feces, forming a slick and disgusting surface. Although much of the guano is months old, some is much fresher.

ML2-IRSB-7: Northeast Debris

Rocks, gravel, and even some pieces of wood lie here in a mangled assortment.

ML2-IRSB-8: Fungal Patch

Ochre fungus litters the ground here in a wide swath. It appears common in nature, and non-volatile.

ML2-IRSB-9: Southeast Rock Pillar

Sprouting from the ground is a thin brown rock pillar that reaches nearly to the ceiling 25' above you. Boulders and toadstools lie about its base. From the south comes a thin, cool howl of air.

ML2-IRSB-10: Corpses

An assortment of dead bodies is strewn here, not quite piled, but definitely moved here intentionally. Their belongings have largely been removed, and in many places, their flesh consumed; it seems as though they have been dead a week or more.

	Access	Contents
Corpses	unprotected	**Coin Treasure: Moderate, using Context D, Copper and Silver results only**

ML2-IRSB-11: Bonepiles

On a ledge formed by the overhang of the ceiling 10' above you is an assortment of piles of bones, each

one belonging to a different creature. There are some humanoid skeletons, as well as much more monstrous ones. Some piles seem to have been thrown in a heap; others are more carefully arranged. One Ettin skeleton seems as though it might simply have rotted away over the years to the bones that now lay here.

There is no treasure to be found among the long-dead bodies.

ML2-IRSB-12: Rounding the Corner

As you traverse the narrow ledge, there is a gust of wind from the pit below.

Each **Medium**-sized PC must make a **Acrobatics** check at **DC 10** to keep their footing. Failure means they risk falling into the pit to the southwest; any other party member may attempt to stay their fall, attempting their own **Acrobatics** check at the same DC. Success means that nobody falls; failure of this second attempt means that *both* PCs plummet.

ML2-IRSB-13: Calm Debris

From this vantage point, you sense a calmness of the wind and spirit. You can see the entire chamber to the north, across the gaping chasm. You feel oddly protected by the head-high piles of stone and debris on either side fo you.

The location and odd calm of this place means that no **Random Encounters** will take place here so long as the party does not draw attention to themselves. They may even take a long rest if they do not light a fire.

ML2-IRSB-14: Pit

A yawning pit lies in the south-center of the lair. It descends at least a hundred feet down from what you can tell.

Falling down here is a very, very bad thing: it ends three entire mine levels down, each of which is between 30' and 50' in depth. For practical purposes, most unprotected falls into this pit spell certain doom for any but the most heroic PC; the GM is left to determine the lethality of blunders or combat effects that lead PCs to a fall here.

ML2-IRSB-15: Hole Down

A hole in the earth here leads down into the darkness. The tunnel extends at least 30' under you; though it seems well-traveled, it is most certainly not man-made, but rather excavated by some form of creature.

This leads to "**Map 120: Circular Stair Pit (ML3-CSP)**" on page 349.

Map 86: Elevators North Overview (ML2-ELN-O)

One square equals 5 ft.

ML2-ELN-O: Elevators North Overview

Overview

This region is something of a stronghold, rare anywhere in the **Mines** for its protective wall. Sadly, although the wall stands, the doors to the west have been forced open, and monsters still run rampant.

Theme & Purpose

The elevators allow access above and below this level of the **Mines**. In addition, there is a great deal of looting and investigatory opportunity in the **Operations** building, which typically also contains a key NPC.

Random Encounters

Use the standard / default **Random Encounter** rules for this level.

Areas of Interest

ML2-ELN-O-1: Stronghold Doors

These massive, 20' steel doors which appear to be the only aperture in a similarly-tall and 8' thick rock wall seem able to repel any intrustion... which makes it all the more unsettling to note that the doors have been smashed open. The hinges are warped, and the doors leaning on their frames; these won't close again without a major overhaul and weeks of effort by concentrated teams.

ML2-ELN-O-2: Secret Entrance

Only read the *italicized* text below if the secret is revealed.

One portion of the stone wall here has a slightly different rock pattern than the rest of the area. Prodding, you find a stone that makes an audible "click" noise as you push it. It swings outward to reveal a lock mechanism, and as you examine more closely, you can see the outline of a 5' tall doorway in the surrounding rock.

	Access
Secret Entrance	Locks: Door, Secret, using Context B

ML2-ELN-O-3: Operations

Please refer to page 257 for further details on this building.

ML2-ELN-O-4: Barrier

Page 263 begins more information on this area.

ML2-ELN-O-5: Elevator Down

This leads to "**Map 121: Elevators North (ML3-EN)**" on page 351.

ML2-ELN-O-6: Elevator Up

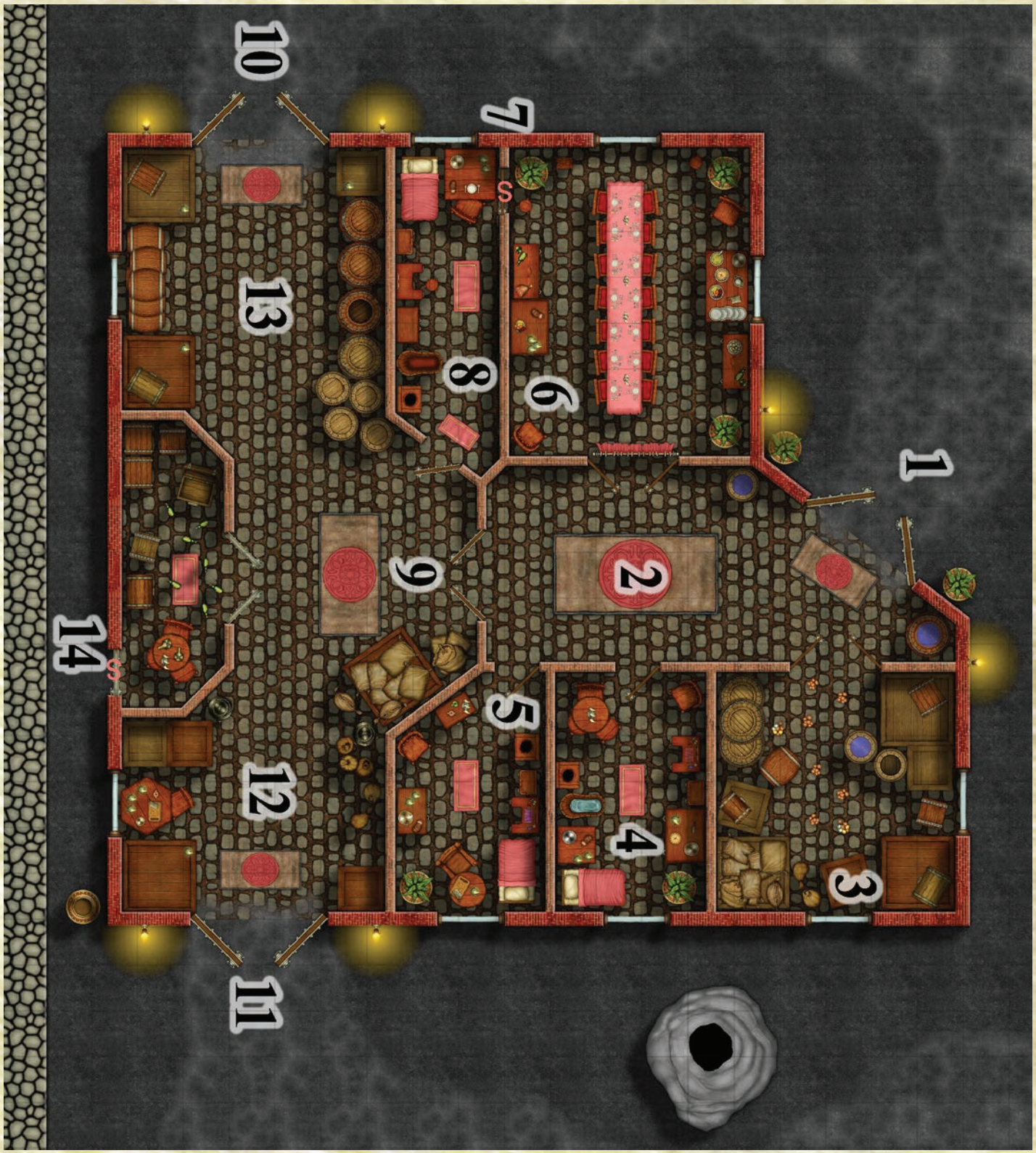
Take this to "**Map 69: Rail Switchhouse North (ML1-RSN)**" on page 210.

ML2-ELN-O-7: Elevator Control

Please turn to page 261 for further details.

Map 87: Elevators North: Operations (ML2-ELN-LS)

One square equals 5 ft.



ML2-ELN-LS: Elevators North: Operations

Overview

This building is the administrative nexus of this level of the Mines. It's also been used to entertain, and as storage of valuables given the protected position behind the walls.

Theme & Purpose

The PCs should intuit from the massive wall that this area was a place of protection, and thus likely of valuables as well. Although much of the best loot has been culled by chaotic opportunists, this building is still rife with investigatory and monetary benefit.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. **Reroll monster**-related results once.

Default Doors

Unless otherwise specified, all doors in the building are closed, locked, and conform to the following profile:

	Access
Default Door	Locks: Door, Reinforced

NPCs of Note

The **Cartographer** is often here. Each time the PCs approach the building, he has a **60%** chance of being here during all hours.

Areas of Interest

ML2-ELN-LS-1: North Entrance

These reinforced double doors have been tampered with, but the lock still holds.

ML2-ELN-LS-2: Main Hall

Thick red carpets cover much of the cold cobblestone floors here. Double doors lead to the northeast, the west, and to the south; single doors lead to the east and southeast. Two open barrels of fresh water sit on either side of the main entrance to the northwest.

ML2-ELN-LS-3: Storage

A bounty of containers has been pushed up against every surface in this square room. Across the floor are scattered coins, perhaps from a hasty looting retreat.

	Access	Contents
Crate, Large (3x)	Container: Barrel or Crate	General Supplies, size Large

	Access	Contents
Crates, Small (3x)	Container: Barel or Crate	Rations & Prepared Food, size Medium
Barrels (4x)	Container: Barel or Crate	Alcohol: General, size Medium
Sack Pile	unprotected	Simple Foodstuffs, size Medium
Chests (4x)	Locks: Chest, Simple	Armor: General *AND* Weapons: General
Floor Coin Trail	unprotected	Coin Treasure: Moderate, using context D, ignore Platinum and Gold

ML2-ELN-LS-4: Northeast Guestroom

It's a bit cramped in here, but mainly because so much furniture has been inserted: a small table ringed with chairs, a writing desk, a dressing desk, a privy, a wash basin filled with moldy water, a dresser cabinet, a bed, a potted plant, and a bedside table.

	Access	Contents
Dressing Desk	Locks: Furniture, Simple	General Supplies
Writing Desk	Locks: Furniture, Simple, using Context D	Writing Supplies
Cabinet	unprotected	Clothing: General, using Context B

ML2-ELN-LS-5: Southeast Guestroom

This room forms a slanted rectangle. Within are writing and dressing desks, a privy, small and large clothing cavinets, a potted plant, and a small table with a comfortable chair.

	Access	Contents
Dressing Desk	Locks: Furniture, Simple, using Context D	Alcohol: General, using Context B
Writing Desk	unprotected	Writing Supplies *AND* Coin Treasure: Moderate, using Context D
Cabinet, Small	unprotected	Clothing: General, using Context B
Cabinet, Large	Locks: Furniture, Simple, using Context C	Armor: Light AND Clothing: General, using Context C

ML2-ELN-LS-6: Dining Hall

A bit cramped, perhaps, but there's enough room in this well-lit chamber for a fully-set banquet table, two sideboard cabinets, two food tables, two chairs, three stools, and three potted plants.

	Access	Contents
Sideboards (2x)	Locks: Furniture, Simple, using Context B	Alcohol: General, using Context C
Food Tables (2x)	unprotected	Rations & Prepared Food

ML2-ELN-LS-7: Secret Bedroom Door

Behind the potted plant to the southwest of the dining hall is a secret door:

	Access
Secret Bedroom Door	Locks: Door, Secret

ML2-ELN-LS-8: Southwest Guestroom

This narrow chamber conains a large table set with rotted food, writing and dressing desks, a clothing cabinet, a wash bashin, and a privy.

	Access	Contents
Dressing Desk	Locks: Furniture, Simple, using Context B	Alcohol: General, using Context B *AND* Potions: Moderate
Writing Desk	Locks: Furniture, Simple	Writing Supplies *AND* Books: General, using Context D
Cabinet	unprotected	Clothing: General

ML2-ELN-LS-9: Storage Entrance

A tall set of double doors bars entry to the southern portion of the building.

ML2-ELN-LS-10: Southwest Entrance

Strong double doors are closed and locked here.

ML2-ELN-LS-11: Southeast Entrance

These doors are reinforced with iron and banded heavily; the lock is of ornate design. A massive hole has been torn in the wood, however, and the north door half has been just about torn off its hinges. You can fit through the gap made in the damage easily.

ML2-ELN-LS-12: Storage East

A wide avenue runs through the southern chamber, which runs the width of the building. Against the north wall are piled a large crate, a smaller crate, and various sacks and bags. The southeast of the building contains another large crate, two more smaller crates, and an octagonal table and chair.

	Access	Contents
North Large Crate	Container: Barrel or Crate	General Supplies, size Large
North Small Crate	Container: Barrel or Crate	Rations & Prepared Food, size Medium
North Sacks	unprotected	Simple Foodstuffs, size Medium
South Large Crate	Container: Barrel or Crate	Glasses, Metals, and Woods, size Large
South Small Crates (2x)	Container: Barrel or Crate	Glasses, Metals, and Woods, size Medium

ML2-ELN-LS-13: Storage West

The southwest corner of the building is rife with containers, and smells of constant use and minerals. To the north is a small crate and an array of barrels; the south holds a stack of barrels, two large crates, and two locked treasure chests.

	Access	Contents
North Small Crate	Container: Barrel or Crate	Textiles, size Medium
North Barrels (7x)	Container: Barrel or Crate	Fresh water
South Large Crates (2x)	Container: Barrel or Crate	Glasses, Metals, and Woods, size Large
South Barrels (6x)	Container: Barrel or Crate	Alcohol: General, size Medium
Chests (2x)	Locks: Chest, Simple	Armor: General *AND* Coin Treasure: Moderate, using Context B

ML2-ELN-LS-14: Storage South

A locked set of double doors leads to a hemisphere-shaped chamber. Empty bottles litter the floor next to a circular table ringed with chairs. A trio of chests rests against the southwest corner, and two further chests are in the south.

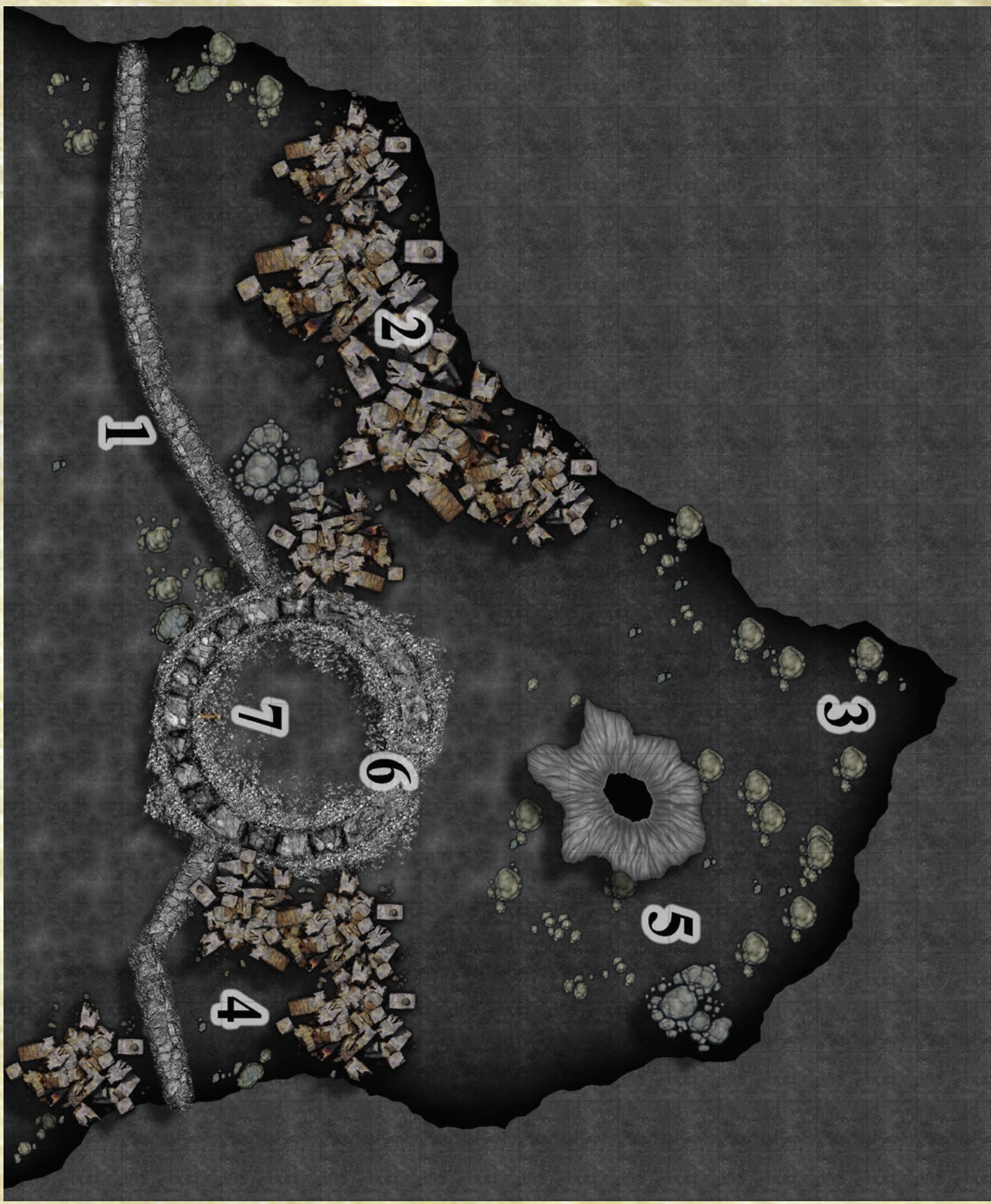
	Access	Contents
Southwest Chests (3x)	Locks: Chest, Strongbox	Potions: Moderate *AND* Coin Treasure: Moderate
South Chests (2x)	Locks: Chest, Strongbox *AND* Traps: General, using Context D	Weapons: Martial 1H *AND* Weapons: Martial Ranged *AND* Gems: Low

The secret door to the southeast can be discovered from either side, and has the following profile:

	Access
Secret Exit	Locks: Door, Secret

Map 88: Elevators North: Elevator Control (ML2-ELN-EC)

One square equals 5 ft.



ML2-ELN-EC: Elevators North: Elevator Control

Overview

Under normal operations, the elevators to the south are controlled from this region. In the wake of wanton destruction, however, the switches are malfunctioning, and they must be operated manually.

Theme & Purpose

It's an interesting area to explore, particularly for those wishing to understand what happened once the gate to the southwest was smashed open.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. **Reroll all non-monster** encounters once.

Areas of Interest

ML2-ELN-EC-1: Ruined Wall

A ruined wall stretches the width of the cave here. It varies from head-high in places to knee-high in others. Much of the damage appears to have been smashing, but there are occasional scorch and corrosive marks as well.

ML2-ELN-EC-2: Northwest Rubble

The northwest edge of the cave is littered with rubble. Some is spillover from the ruins of the wall and tower to the south, but other pieces consist of fallen stones from the ceiling 15' above.

Upon entering this area, roll on the **Random Encounters** table; ignore non-monster encounters and place any critters that result Location 5 to the northeast. If Location 5 has recently been explored by the party, place the monsters in Location 4; if that, too, has been cleared, then place the monsters as coming from the south.

ML2-ELN-EC-3: North Rock Clumps

Clumps of greenish-grey rock dot the floor here, as the ceiling narrows to a scant 8' high. The air is cool and dry, and the sounds of the surrounding cave grow quiet.

ML2-ELN-EC-4: Nest

This cozy area is nestled between the ruined wall to the south, the earthen cave wall to the east, and an array of chest-high debris to the north. You see sticks, stones, and other material arranged in something of a nest about the space, though there are no recent signs of activity here.

The nest is long abandoned. However, it can be used to avoid detection or escape monsters, as it's large enough and concealed enough to obstruct even a large group of PCs.

ML2-ELN-EC-5: Northeast Rock Pillar

A rock pillar stretches all the way to the ceiling, 10' above you. A clump of boulders can be seen to the northeast of the pillar.

ML2-ELN-EC-6: Ruined Buildin

This was once a guard building; it's now a waist-high pile of circular rubble. Something very large and angry wreaked destruction upon the structure; though you see no bodies or skeletons, you suspect it was trying to annihilate those who had taken refuge here.

ML2-ELN-EC-7: Malfunctioning Switch

Here, then, are the control levers for the elevators a short distance to the south. They appear massively damaged, and can be moved with no resistance; you suspect that whatever mechanism to which they had been attached is no longer hooked up to these switches.

Map 89: Elevators North: Elevator Barrier (ML2-ELN-EB)

One square equals 5 ft.

ML2-ELN-EB: Elevators North: Elevator Barrier

Overview

The northern elevators were a bit of a stronghold, where access was tightly controlled. This barrier had been a gated aperture through which all incoming and outgoing goods and personnel were gatekept; in the wake of the **Obelisk's** discovery and the ensuing destruction, it is but a runed reminder of the lawfulness this region encompassed before.

Theme & Purpose

Coming or going via the elevators featured here, it's likely that the party will pass through this region on their journies elsewhere in this level.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. **Reroll non-monster** encounters once.

Areas of Interest

ML2-ELN-EB-1: West Aperture

Rubble to the west, and a ruined wall to the east: you envision this gap was originally for personnel and guards to enter and exit through a smaller door than that available in the main wall to the east.

ML2-ELN-EB-2: West Guard Post

This small building was burned to a crisp, its stone and mortar evaporated so that only dried chunks of hardened stone remain.

	Access	Contents
Rubble	unprotected	Armor: Shields, using Context B

ML2-ELN-EB-3: East Guard Post

This used to be a guard post, controlling access to the east. It's now a knee-high pile of fused rock, icily fractured from its original configuration.

	Access	Contents
Rubble	unprotected	Coin Treasure: Moderate, using Context D, halve quantities

ML2-ELN-EB-4: Guardwall

Nearly the whole width of the cave at this point is dominated by a rubble wall. You surmise it may have been as high as 15' before it was destroeddestroyed, though now it ranges from a few inches to 8' of stone in varying states of destruction.

ML2-ELN-EB-5: Eastern Debris

Much of the eastern guardpost's stone has been tossed here, either as part of the explosions or force that destroyed them in the first place, or by those seeking to excavate the debris.

Disturbing this area (e.g., via search) may attract the attention of nearby critters; roll on the **Random Encounters** table and ignore non-monster results. Place any encounter that ensues as approaching from **Location 1** to the west.

ML2-ELN-EB-6: Front Rubble

This chest-tall pile of debris seems to have been intentionally arranged, in an effort to scale the 8' tall ruined wall at this point. You can scramble over easily, but as there is no equivalent pile on the other side, getting back the same way here would be more challenging.

ML2-ELN-EB-7: Elevator Down

This leads to "**Map 121: Elevators North (ML3-EN)**" on page 351.

ML2-ELN-EB-8: Elevator Up

Take this to "**Map 69: Rail Switchhouse North (ML1-RSN)**" on page 210.

Map 90: Elevators East (ML2-ELE)

One square equals 5 ft.

ML2-ELE: Elevators East

Overview

This eastern region allows access above and below to the other levels of the **Mines**. It's also a decently-sized waystation of supplies going in and out of the complex.

Theme & Purpose

It's deserted, abruptly so, like so much else of the **Mines,** but its open nature and pivotal location make it a focus of friendlies and hostiles.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. **Roll twice as often** as normal.

Areas of Interest

ML2-ELE-1: Elevator Down

This leads to "**Map 123: Elevators East (ML3-EE)**" on page 357.

ML2-ELE-2: Elevator Up

Take this operable elevator up to "**Map 68: Rail Switchhouse East (ML1-RSE)**" on page 208.

ML2-ELE-3: Work Area

A long table sits here, entirely deserted and vacant. Nicks and marks in its wood indicate that it saw a lot of duty, likely as a staging area for packing and unpacking.

ML2-ELE-4: Firepit

Long unused, this ring of rocks contains some months-old ashes from a companiable fire.

ML2-ELE-5: Rock Pillar

Boulders surround this rock pillar, which reaches 30' up to the ceiling of the mine at this point.

While in the central region of this map, introduce new monster encounters from behind this pillar, to the southeast.

ML2-ELE-6: Secret Wall Entrance

This door, and what lies beyond it, are described in "**Map 86: Elevators North Overview (ML2-ELN-O)**" on page 255.

ML2-ELE-7: Railway

Though it's clear it's seen heavy use over the years, this region of the railway is in good repair and seems quite usable.

ML2-ELE-8: Fungal Patch

Toadstools and mushroom caps range in size from fingertip-sized to head-sized.

There is nothing volatile to be found here, however, upon disturbing any of the fungus, roll on the **Random Encounters** table, ignoring non-monster results and placing any encounters that ensue as approaching from the northeast.

ML2-ELE-9: Crates Southwest

An orderly arrangement of five large crates sit here. The wood appears pitted and dented, but the containers are intact.

	Access	Contents
Crates (5x)	Container: Barrel or Crate	General Supplies, size Large, using Context B

ML2-ELE-10: Crates West

A cluster of five large crates has been placed here, to the southwest of the down elevator.

	Access	Contents
Crates (5x)	Container: Barrel or Crate	Clothing, size Large

ML2-ELE-11: Barrels Northwest

A cluster of barrels has been placed here in a rough triangle. Four have been opened, and are empty; the remaining five are sealed.

	Access	Contents
Barrels (5x)	Container: Barrel or Crate	Fresh water

ML2-ELE-12: Barrels Northeast

An assortment of barrels have been stacked here, just to

the north of the up elevator.

	Access	Contents
Barrels (9x)	Container: Barrel or Crate	Alcohol: General, using Context B

ML2-ELE-13: Crateline East

A large spine of crates has been stacked leading from the southern portion of the up-heading elevator. The wood, nails, and seals are all substantial and sturdy.

	Access	Contents
Crates (9x)	Container: Barrel or Crate, using Context C	Glasses, Metals, and Woods, size Large

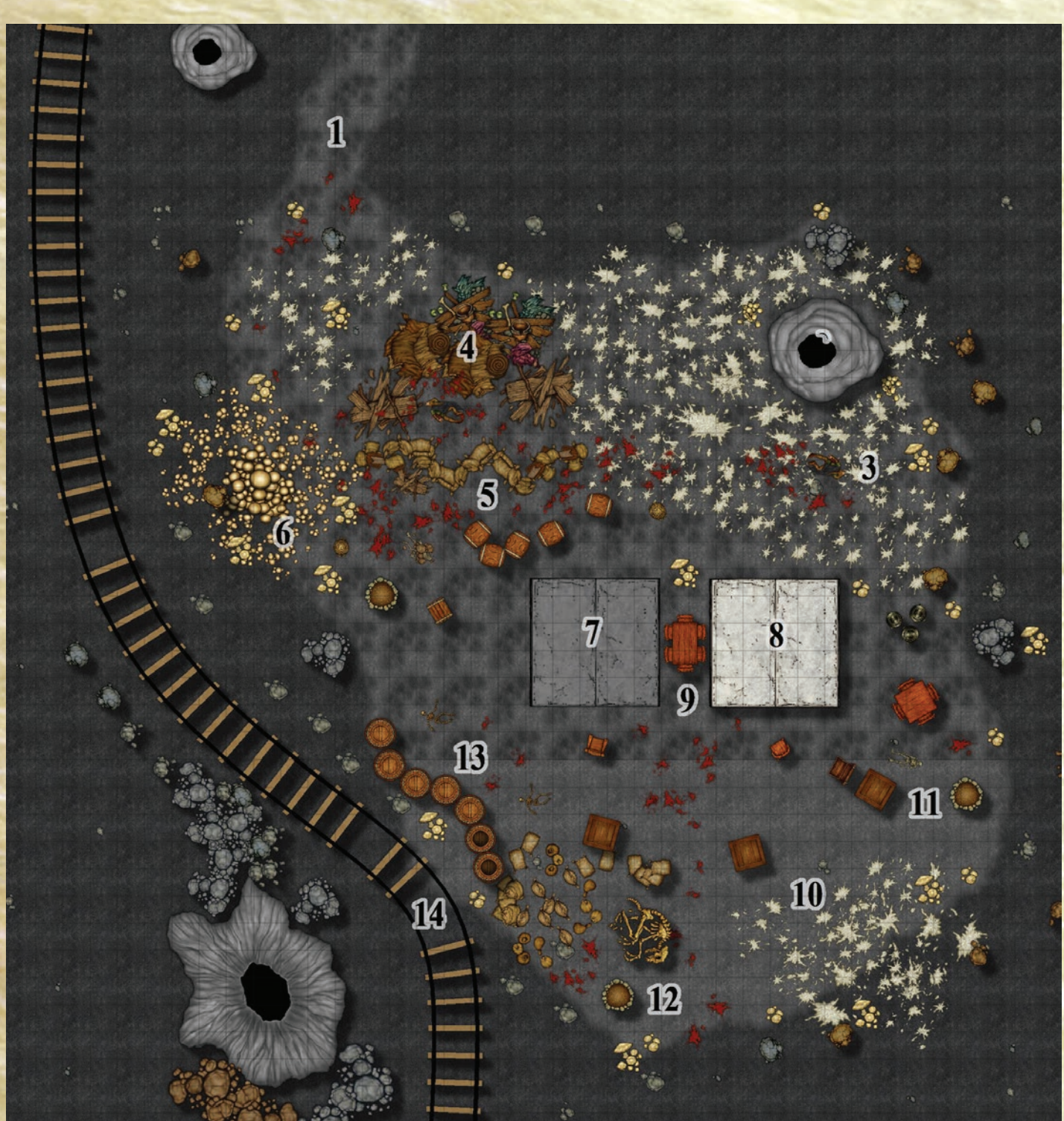
ML2-ELE-14: Cask Stack

Just north of the firepit, and northwest of the rock pillar, a neatly-stacked array of casks has been placed.

	Access	Contents
Casks (7x)	Container: Barrel or Crate	Alcohol: General, using Context C

Map 91: Elevators West (ML2-ELW)

One square equals 5 ft.



ML2-ELW: Elevators West

Overview

The chaotic zone of this level of the **Mines** is littered with trash, feces, and debris. The elevators, however, are still functioning perfectly.

Theme & Purpose

It's a good means of access to other levels of the **Mine**, and a solid option for those seeking to fight some monsters. Other than that, there's not much to find here!

Random Encounters

Use the standard / default **Random Encounter** rules for this level. **Roll twice as often** as normal, and reroll "**NPC Encounter**" results once.

Areas of Interest

ML2-ELW-1: Path North

This path leads to "**Map 100: Railshed & Storage Northwest (ML2-RSS-NW)**" on page 292.

ML2-ELW-2: Rock Pillar

A small rock pillar stands here, reaching up 20' toward the ceiling 35' above you.

ML2-ELW-3: Guano Patch

In a huge swath about the base of the rock pillar is a sheet of inches-thick guano, secreted from who-knows-how-many creatures over the past few years. The top layer is fresh, but the crunch underfoot speaks of a longer-term build-up. There's a body lying horribly mangled amongst the feces.

The PCs can walk slowly through here without difficulty; moving quickly or stopping long enough to, say, loot the body prompts a roll on the **Random Encounters** table, ignoring results of "**NPC Encounter**" and rerolling "**No Encounter**" results once. Any monsters that result from such a pursuit will approach from the north.

	Access	Contents
Half-Elf Corpse	unprotected	**Armor: Light** *AND* **Weapons: Martial Ranged** *AND* **Potions: Moderate**

ML2-ELW-4: Barricade

All manner of debris has been piled chest-high in this large makeshift barricade, intended to apparently defend against approaching threats from the north.

ML2-ELW-5: Sandbag Line

Just south of the huge barricade is a line of sandbags, assembled hastily from the looks of it and reaching to your thighs. Though it may have been intended as a second line of defense against the north, from the blood splatters, you suspect it was instead used to guard against enemies from the south, suggesting that whomever took a stand here had two fronts of threat to deal with.

ML2-ELW-6: Fungal Growth

A large patch of fungus forms the western border of the barricades.

ML2-ELW-7: Elevator Down

This leads to "**Map 122: Elevators West (ML3-EW)**" on page 354.

ML2-ELW-8: Elevators Up

Please refer to "**Map 71: Underground River Fishery (ML1-FSH)**" on page 215 for futher details about the destination here.

ML2-ELW-9: Table

A table and six chairs sits in between the two elevators. There is nothing on it, and no telltales in its wood to suggest what it may have been used for during normal Mine operations.

This was actually a gambling table: those seated here would wager on which elevator would move next. That anyone had enough time or interest to bet on such a phenomenon speaks much as to the work ethic of those in this region.

ML2-ELW-10: Guano Patch Southeast

Another patch of feces spreads here, interspersed with toadstools growing from the fertilization.

ML2-ELW-11: Firepit

A long-unused firepit sits here, amudst a decomposing

corpse dead many months. A crate and an open and empty treasure chest sit nearby.

	Access	Contents
Crate	Container: Barrel or Crate	General Supplies, size Medium

ML2-ELW-12: Firepit Monster Corpse

A firepit, unused for months at least, sits on the southern edge of this area, near a bunch of toadstools. To the north is the rotting carcass of a monster; circling the corpse is an assortment of sacks and bags.

	Access	Contents
Sacks	unprotected	Simple Foodstuffs, size Large

ML2-ELW-13: Barrel Line

A rounded line of barrels parallels the railtracks here. Two are open and empty; the remaining five are sealed.

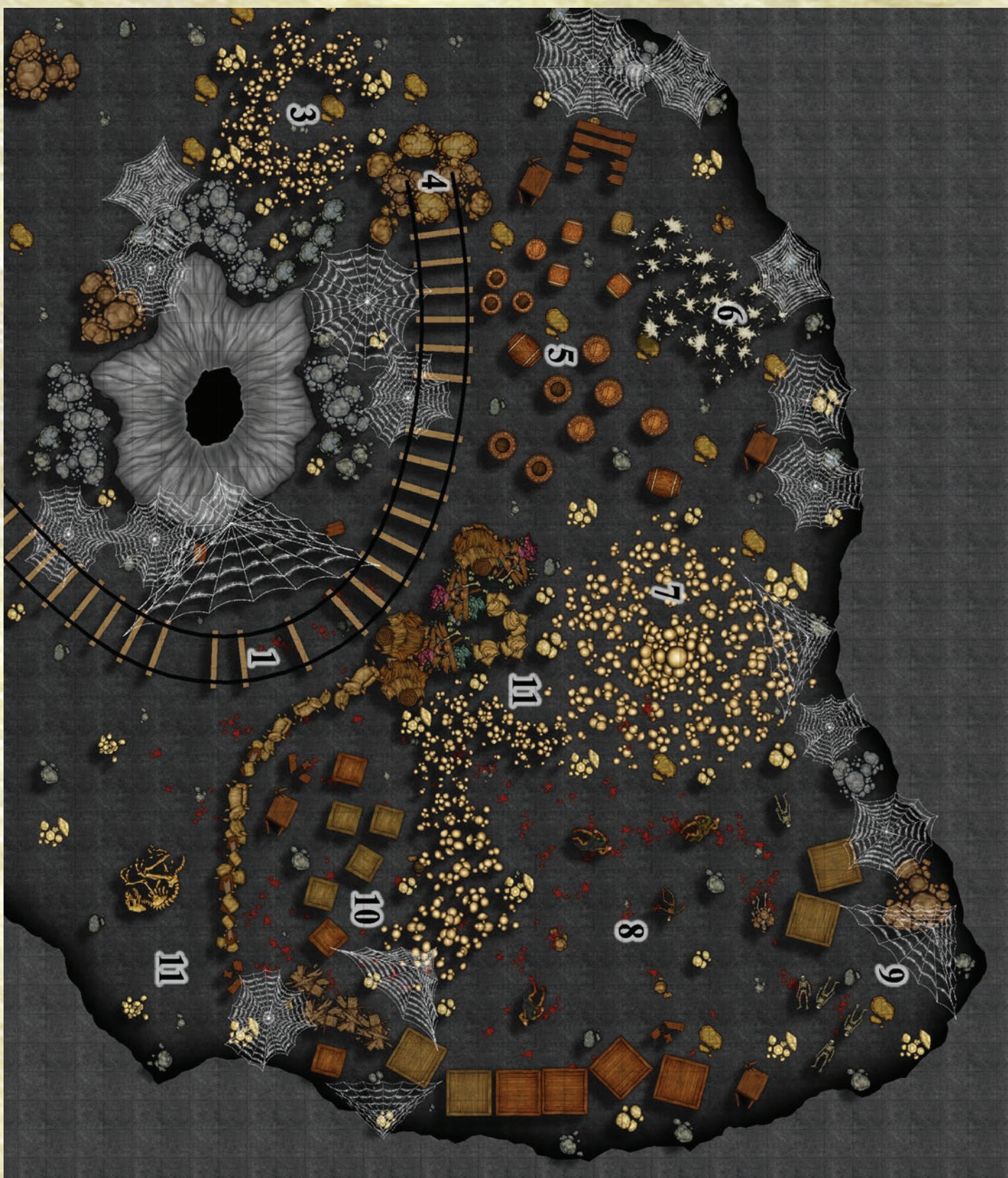
	Access	Contents
Barrels (5x)	Container: Barrel or Crate	Alcohol: General, size Medium

ML2-ELW-14: Railway

The railway is battered, the rails nicked and scored, and the rail bed has not been upkept at all. However, it appears stable enough if taken at cautious speeds.

Map 92: Mining Area Northeast (ML2-MNE)

One square equals 5 ft.



ML2-MNE-Mining Area Northeast

Overview

This simple mining zone is anything but simple: overrun by monsters, this region was host to a brutal massacre among the fungus and chaos of its contents.

Theme & Purpose

If the PCs search thoroughly, they might find a clue as to what life was like in the **Mines** prior to the **Obelisk's** discovery.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. Reroll all "**NPC Encounter**" results.

Areas of Interest

ML2-MNE-1: Railway

These tracks are unstable, warped, and generally dangerous in appearance.

ML2-MNE-2: Rock Pillar

An enormous, 30' tall rock pillar stretches up to the ceiling and connects. About its broad base are cobwebs, large boulder spills, and some occasional fungus.

ML2-MNE-3: Fungal Circle

Patches of mushrooms have formed a circle about a group of rocks here.

ML2-MNE-4: Rock Terminus

At the end of the rails is a pile of boulders. It appears as though the rails were simply built to stop here, either from laziness or because the rails were unfinished.

ML2-MNE-5: Barrels

What may once have been an orderly stack of barrels is now spilled all over the area. Some barrels are empty and open; others are still sealed.

	Access	Contents
Barrels, Large (6x)	Container: Barrel or Crate	Fresh water
Barrels, Small (5x)	Container: Barrel or Crate	Alcohol: General

ML2-MNE-6: Guano Cobwebs

South of a trio of huge spiderwebs is a patch of feces, produced likely by monsters long gone.

ML2-MNE-7: Fungus Wall

From the north wall, circling around to the cave wall to the southeast, is a huge swath of fungus in various sizes, ranging from fingertip to head-sized. A large clump somewhat in the middle reaches to your hips.

2d4 Fungal Crawlers emerge from the center area to attack if any of the fungus is disturbed.

ML2-MNE-8: Dead Zone

Bodies lay strewn about here, the apparent final stand of a dozen or more miners who were boxed into a corner by approaching monsters... or other miners. It's difficult to tell, but most bodies have some sort of damage that you don't imagine would be possible via manmade weapons. Blood indicates a fresh conflict; decomposing corposes to the north speak of a fight long past. To the east is an assortment of large crates.

	Access	Contents
Crates, Large (6x)	Container: Barrel or Crate	Glasses, Metals, and Woods, size Large, using Context B
Crate, Small	Container: Barrel or Crate	Textiles: General, size Medium, using Context C

If the party searches the crates, they discover a letter among the loot; roll on the **Plot Discoveries** table.

ML2-MNE-9: Northeast Corpses

Among two hapazard crates, fungus, rocks, and spiderwebs, is an assortment of long-dead rotting corpses. It appears to be mainly dwarves, with a few elves and half-elves in the mix. One body even seems to be a half-orc.

	Access	Contents
Crates, Large (2x)	Container: Barrel or Crate	General Supplies, size Large
Bodies (6x)	unprotected	Armor: General *AND* Weapons: Simple

ML2-MNE-10: Cratewall

Small, chest-high boxes have been placed here in a rough second line of defense between the sandbags to the south and the fungus to the north. Debris of all manner is mixed in with the sandbags to form a barricade. From the chaos you spy to the northeast, it seems that such defenses were not sufficient to ward off whatever threatened the poor miners.

	Access	Contents
Crates, Small (6x)	Container: Barrel or Crate	Glasses, Metals, and Woods, size medium, using Context D

ML2-MNE-11: Barricade Center

A huge moud of supplies, broken furniture, crates, and even dead monster corpses is piled head-high here. There's a break in the fungus to the northeast.

Traveling very carefully, the party can pass through here to the northeast without disturbing the fungus.

ML2-MNE-12: Monster Corpse

The southeasternmost area of this region holds the thin edge of the sandbag barricade; to the south is a pile of bones and a decomposing monster corpse.

Map 93: Mining Area Northwest (ML2-MNW)

One square equals 5 ft.

ML2-MNW: Mining Area Northwest

Overview

Once a major bustling source of mining, this area is now abandoned. Tools are scattered everywhere as though recently discarded, though in truth it has been a month or more in most cases.

Theme & Purpose

The area is picked-through in terms of loot and treasure, but it does lead to a secret chamber to the northeast for those persistent or observant enough to find it.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. **Roll twice as often** as normal, and reroll all results of "**No Encounter**" once.

Areas of Interest

ML2-MNW-1: Railway

This part of the track is sturdy, well-repaired, and ready for stable action.

ML2-MNW-2: Lumber Stack

A huge pile of raw tree lumber sits here, ready for carving into whatever purpose is needed. The pile consists of mostly 5'-diameter trunks, shaved of limbs and roughly cylindrical in nature, piled 8' high.

Disturbing this pile produces a **Swarm** that emerges from the nooks and crannies; roll on the **Random Encounters** table and reroll until you get a **Swarm**-type monster.

ML2-MNW-3: Firepit

At the end of the railway is a big firepit. It looks recently used, but for a much smaller fire than it was constructed to contain.

ML2-MNW-4: Mining Scaffolds

Around the western and northwestern perimeter of this area are mining scaffolds. Constructed mainly out of wood, with some metal here and there, these precarious structures allow access to the full height of the rock wall via climbing; although ladders are in place here and there, in general it would take a nimble soul to make full use of these.

These scaffolds are 20' tall.

ML2-MNW-6: Netting

North of an abandoned firepit and amidst a huge variety of scattered tools is a massive, thick net. From the smudges here and there, you suspect it was used to wrap

up larger boulders of ore if a crate was unavailable.

ML2-MNW-8: Secret Chamber

	Access
Secret Entrance	Locks: Door, Secret, Perception Only, using Context D

Map 94: Gem Cache (ML2-GEM)

One square equals 5 ft.

ML2-GEM: Gem Cache

Overview

Once a secret cache of gems, this area was used as a hiding area for miners who could not make their way out of the mining zone to the west.

Theme & Purpose

The miners were slaughtered by monsters. Some bodies were taken as food; others were consumed on the spot; the remaining corpses persist here still, rotting in ignored chaos.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. **Roll twice as often** as normal.

Ignore any "**NPC Encounter**" results, and have all monster-related encounters enter from the secret entrance to the southwest.

Areas of Interest

ML2-GEM-1: Entrance

As you pry apart the rocks and dirt used to shore up this entrance, your noses are assaulted by the smell of decay, blood, fire, and soot. It rushes out of the chamber like a wave, as though it has been pent up for months, and eager to escape its confines.

ML2-GEM-2: Rock Barricade

Rocks have been piled waist-high here as a first defense. It was not enough, though the monster corpse to the south indicates that the fighting was not entirely one-sided.

Picking through the debris yields some loot:

	Access	Contents
Rock Barricade	unprotected	**Armor: General, roll 1d4 times** *AND* **Weapons: Simple, roll 2d6 times**

ML2-GEM-3: Sandbag Barricade

The second line of defense is a pile of hastily-made sandbags, among a quartet of barrels, one of which contains fresh water.

ML2-GEM-4: Gem Cache

A trail of coins scattered over the floor leads to an assortment of crates and treasure chests.

	Access	Contents
Crates, Small (4x)	Container: Barrel or Crate	Rations & Prepared Food, size Medium

	Access	Contents
Cave Floor	unprotected	Coin Treasure: Moderate, using Context D
Chests, Large (6x)	Locks: Chest, Strongbox, using Context C	Gems: Semi-Precious, size Medium
Chests, Small (3x)	Locks: Chest, Strongbox *AND* Traps: General, using Context B	Gems: Medium-Quality, size Medium

ML2-GEM-5: Rock Debris Barricade

A third line of defense is an assemblage of boulders to the west, and bounded to the east by an arc of waist-high debris, scavenged from the main mining area to the west.

	Access	Contents
Debris Barricade	unprotected	**Armor: Light, roll 1d6 times** *AND* **Weapons: Light, roll 2d4 times**

ML2-GEM-6: Corpses and Rock Pillar

A 20' rock pillar is surrounded by boulders to the south and west, and to its east are four bodies in late stage of decomposition.

	Access	Contents
Corpses (4x)	unprotected	**Armor: Medium** *AND* **Weapons: Ranged**

ML2-GEM-7: Rockslide

A 15' stalagmite stretches above a huge assortment of boulders here.

	Access	Contents
Boulder Pile	unprotected	**Potions: Moderate, using Context B** *AND* **Weapons: Martial 1H, roll 1d4 times**

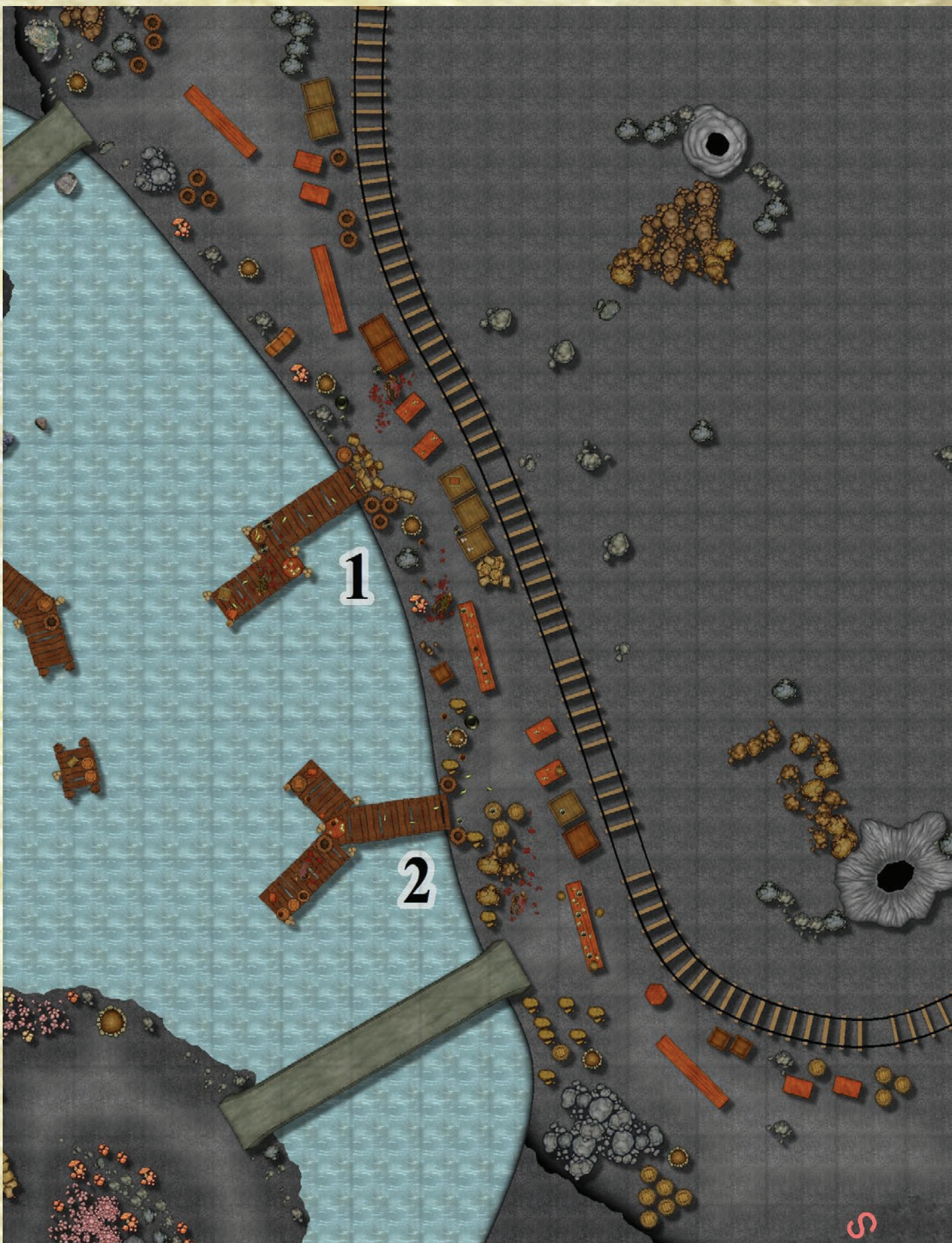
ML2-GEM-8: Treasure Pile

Hidden away behind a half-orc corpse, rocks, and sandbags is a huge pile of treasure, surrounded by scattered gemstones as though a sack had been ripped open.

	Access	Contents
Treasure Pile	unprotected	**Gems: Semi-Precious, size Medium, using Context C** *AND* **Gems: Medium-Quality, using Context B** *AND* **Weapons: Martial Ranged** *AND* **Armor: Shields**
Half-Orc Corpse	unprotected	**Armor: Heavy** *AND* **Weapons: Martial 2H**
Cave Floor	unprotected	**Gems: Low, size Large**

Map 95: Riverbank Processing (ML2-RIV)

One square equals 5 ft.



ML2-RIV: Riverbank Processing

Overview

Once used for processing fish caught from the piers and islands to the west, this area has increasingly been used simply to process ore and sift through rock and silt that has been mined from the northwest and northeast of this level, supplied via the railways.

Theme & Purpose

There's a fair amount of resupply available here.

Random Encounters

Use the standard / default **Random Encounter** rules for this level.

Areas of Interest

ML2-RIV-1: Riverbank North Pier

Please refer to page 281 for more details about this area.

ML2-RIV-2: Riverbank South Pier

Page 284 begins more information about this region.

Map 96: Riverbank North Pier (ML2-RIV-N)

One square equals 5 ft.

ML2-RIV-N: Riverbank North Pier

Overview

Occasionally used for fishing, the piers themselves are opportunities for respite from the gruelling work of sifting, sorting, and packing ore from the mines.

Theme & Purpose

A good amount of looting opportunity is here, as well as some solid defensive options for parties being pursued by overwhelming foes.

Random Encounters

Use the standard / default **Random Encounter** rules for this level.

Areas of Interest

ML2-RIV-N-1: North Firepit

A firepit sits on the bank of the lake. To its east are two huge crates and a bloodied elf corpse. Northwest of this is a stack of casks.

	Access	Contents
Crates, Large (2x)	Container: Barrel or Crate, using Context B	Glasses, Metals, and Woods, size Large, using Context C
Elf Corpse	unprotected	Armor: Light *AND* Weapons: Martial Ranged *AND* Weapons: Martial 1H
Casks (5x)	Container: Barrel or Crate	Alcohol: General, using Context C, size Medium

ML2-RIV-N-2: Pier Barricade

Someone was backed onto the pier by threat, and formed a barricade at the entrance. A single sealed barrel sits at the edge of the lake; three empty ones are to the south.

	Access	Contents
Barrel	Container: Barrel or Crate, using Context D	Fresh water

ML2-RIV-N-3: Crates and Firepit

This firepit has been used in the past few weeks. To its east is a trio of large containers, atop one of which is a chest. A pile of sacks sits to the southeast of these.

	Access	Contents
Crates, Large (3x)	Container: Barrel or Crate	Glasses, Metals, and Woods, size Large, using Context D
Sacks	unprotected	Simple Foodstuffs, size Medium
Chest	Locks: Chest, Simple	Alcohol: General, using Context C *AND* Potions: Moderate, using Context B

ML2-RIV-N-4: Dwarf Corpse

Near a production bench littered with tools is a bloodied dwarf corpse. A blood trail leads north, and a small crate sits to the south.

	Access	Contents
Crate, Small	Container: Barrel or Crate	Fishing Supplies, size Medium
Dwarf Corpse	unprotected	Armor: Heavy *AND* Weapons: Martial 1H *AND* Armor: Shields
Casks (5x)	Container: Barrel or Crate	Alcohol: General, using Context C, size Medium
Production Bench	unprotected	Weapons: Simple, roll 2d6 times

ML2-RIV-N-5: Pier

Sturdy and sure, this wooden pier is littered with empty bottles.

ML2-RIV-N-6: Pier End

A barrel, a half-elf corpse, and a chest can be found here, along with a circular table littered with candles and tools.

	Access	Contents
Barrel	Container: Barrel or Crate	Fishing Supplies, size Medium, using Context C

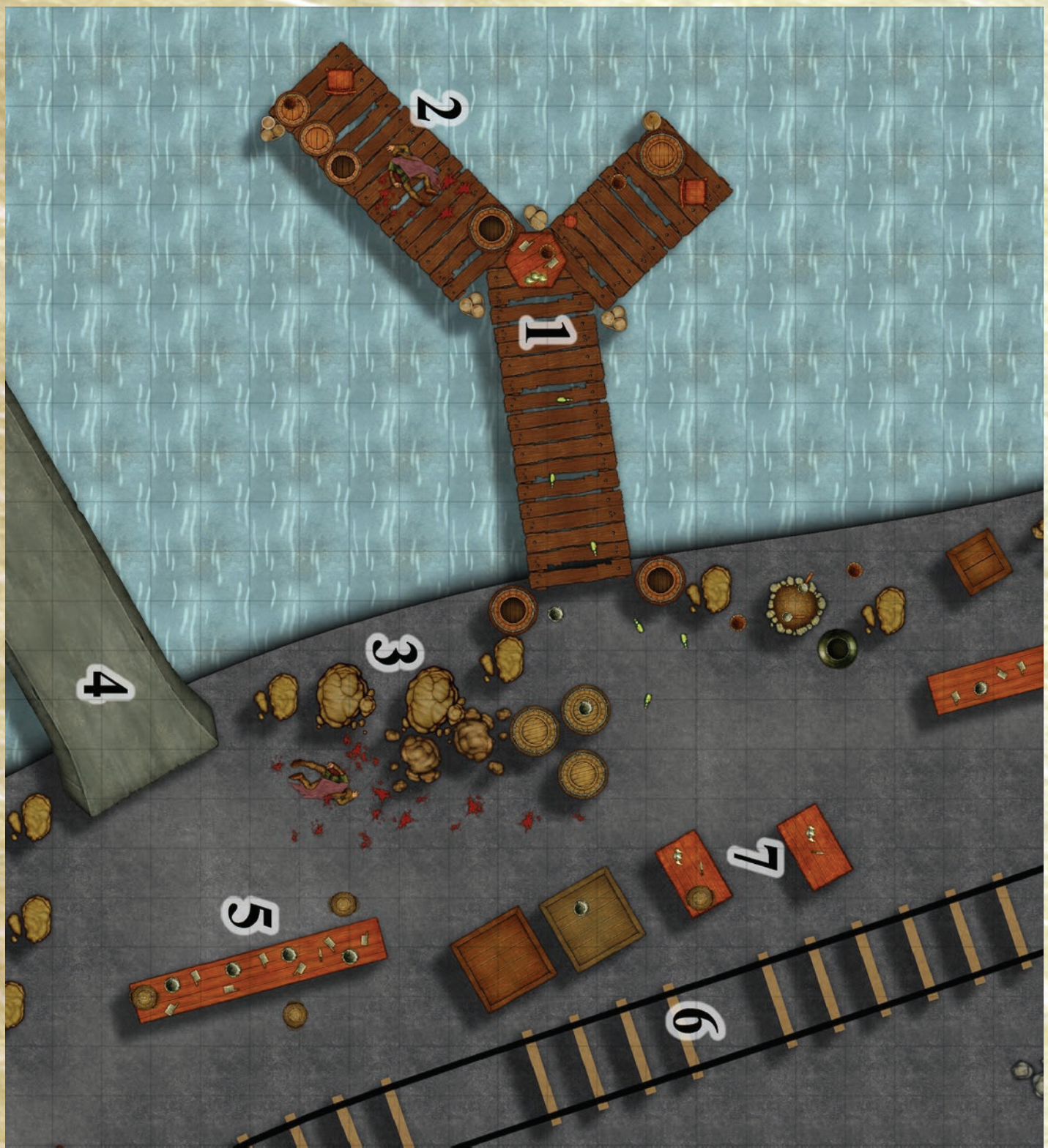
	Access	Contents
Half-Elf Corpse	unprotected	**Armor: Medium** *AND* **Weapons: Martial Ranged** *AND* **Weapons: Martial 1H** *AND* **Armor: Shields**
Chest	**Locks: Chest, Strongbox** *AND* **Traps: General, using Context D**	**Coin Treasure: Moderate** *AND* **Gems: Semi-Precious, using context B** *AND* **Potions: Moderate**
Table	unprotected	**Weapons: Simple, roll 1d4 times**

ML2-RIV-N-7: Railway

Dented the tracks may be, and the occasional riser is missing or rotted away, but the general structure of the railway in this area seems sound.

Map 97: Riverbank South Pier (ML2-RIV-S)

One square equals 5 ft.



ML2-RIV-S: Riverbank South Pier

Overview

The southern pier sees no more fishing use than its northern neighbor, but the area is still used for ore processing and packaging.

Theme & Purpose

There's information to be obtained here in addition to a bit of loot.

Random Encounters

Use the standard / default **Random Encounter** rules for this level.

Areas of Interest

ML2-RIV-S-1: Pier

The boards creak and moan under your weight, but do not flex noticeably; the structure seems safe enough.

ML2-RIV-S-2: Corpse Terminus

The north fork of the pier ends in a chair and barrel. South of the octagonal table littered with tools are two empty barrels, two sealed barrels, a chair, and a dwarven corpse, dead some weeks from the look of things.

	Access	Contents
Barrels (3x)	**Container: Barrel or Crate**	**Fishing Supplies, size Medium, using Context C**
Dwarven Corpse	unprotected	**Armor: Light** *AND* **Weapons: Ranged** *AND* **Weapons: Light** *AND* **Armor: Shields, using Context C**
Table	unprotected	**Weapons: Simple, roll 1d4 times**

In addition, a scrap of paper can be found on the dwarf's body: roll on the **Plot Discoveries** table.

ML2-RIV-S-3: Rocks, Barrels, and Body

A dwarven body, riddled with slashes and pierced holes, lies here, stripped of its belongings, amidst a series of boulders. To their north is a trio of sealed barrels.

	Access	Contents
Barrels (3x)	**Container: Barrel or Crate**	**Rations & Prepared Meals, size Medium, using Context B**

ML2-RIV-S-4: Stone Bridge

This leads to "**Map 82: Underground Lake Center Island (ML2-ULI-C)**" on page 245.

ML2-RIV-S-5: Production Table South

An assortment of tools and lightly-rusted weapons is scattered here on this table, scored heavily and darkened with soot from use.

	Access	Contents
Production Table	unprotected	**Weapons: Simple, roll 2d6 times**

ML2-RIV-S-6: Railway

Damaged but usable, is the appearance of these tracks.

ML2-RIV-S-7: Production Tables North

These heavily-dented tables are rickety and seem about to collapse. A single dagger sits atop each one.

Map 98: Railshed & Storage East (ML2-RSS-E)

One square equals 5 ft.

ML2-RSS-E: Railshed & Storage East

Overview

This building was once a railshed, used primarily for storage. It is now the domain of the **Tribute Magister**, who has partnered with a **Wandering Prostitute** to establish a business much in demand in the wake of the **Obelisk's** chaos.

Both can only be found in the building, as they have developed (perhaps justly so!) an overwhelming fear of the **Mines** themselves.

Theme & Purpose

Loot, social contact, and the opportunity to explore what may have happened in the **Mines**: this is a valuable region to explore.

Random Encounters

Use the standard / default **Random Encounter** rules for this level.

Areas of Interest

ML2-RSS-E-1: Railshed

Please refer to page 294 for more detail on this building.

ML2-RSS-E-2: Railway

Very sturdy, sound, and in good upkeep, these rails are.

ML2-RSS-E-3: Northwest Storage

Three clusters of barrels sit here, amidst an enormous amount of trash formed roughly into piles. The cluster to the northeast has six open barrels, of which four are empty and two have fresh water; the remaining three barrels in that cluster are sealed. In the center of the area is a huge half-orc corpse, quite decomposed. To the southwest are two more bodies, one in advanced decay and the other, a dwarf, somewhat recent, with a blood trail that leads to the entrance to the house to the northeast.

	Access	Contents
Barrels, Small (5x)	Container: Barrel or Crate	General Supplies, size Medium
Barrels, Large (10x)	Container: Barrel or Crate	Alcohol: General, size Medium, using Context B
Barrels, Large (3x)	Container: Barrel or Crate	Fresh Water
Half-Orc Corpse	unprotected	Armor: Heavy *AND* Weapons: Exotic *AND* Weapons: Martial 1H *AND* Armor: Shields, using Context C

	Access	Contents
Decomposed Corpse	unprotected	Armor: Light *AND* Weapons: Ranged *AND* Weapons: Simple
Dwarf Corpse	unprotected	Armor: Heavy *AND* Weapons: Martial 2H *AND* Weapons: Light

ML2-RSS-E-4: Southwest Storage

There is a single half-elf corpse, killed within weeks, amidst a blood trail that leads from the north to the south of the building. To the southwest is an assortmen tof small containers, smashed furniture, and a trio of sacks.

	Access	Contents
Crates, Small (4x)	Container: Barrel or Crate	Glasses, Metals, and Woods, size Medium
Half-Elf Corpse	unprotected	Armor: Light *AND* Weapons: Martial Ranged
Sacks (3x)	unprotected	Simple Foodstuffs

ML2-RSS-E-5: Tables and Barrels

To the southeast of the railshed, a duo of elven corpses lies bloodied among a huge mess of barrels and two tables ringed with chairs.

	Access	Contents
Barrels (8x)	Container: Barrel or Crate	Alcohol: General, using Context B, size Medium
Elf Corpses (2x)	unprotected	Armor: Light *AND* Weapons: Martial 2H

ML2-RSS-E-6: Northeast Debris

In between the forks of the railway is a pile of waist-high boulders. Southwest of that is a field of broken tables and chairs.

ML2-RSS-E-7: Main Storage West

Five huge crates are piled here amidst a bunch of broken furniture to the east. Smaller crates and one treasure chest are piled on top, and a big assortment of bags and sacks lies to the south.

	Access	Contents
Crates, Large (5x)	Container: Barrel or Crate	Glasses, Metals, and Woods, size Large
Crates, Small (6x)	Container: Barrel or Crate	General Supplies, size Medium, using Context B
Chest	Locks: Chest, Simple	Potions: Moderate
Sack Pile	unprotected	Simple Foodstuffs, size Large

Map 99: Railshed & Storage East: Shed Detail (ML2-RSS-E-S)

One square equals 5 ft.

ML2-RSS-E-S: Railshed & Storage East: Shed Detail

Overview

Once a means of keeping an eye on the railway, this building has been turned into a gambling den and place of ill repute, run by the openly corrupt **Tribute Magister** and staffed for nefarious purpose by a **Wandering Prostitute**.

Theme & Purpose

Much information can be gleaned from the **Magister**, and there are **Quests** to discover and resolve throughout the building.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. Reroll **monster-related** results once; place any beasties that do arise as approaching from the west, outside the building.

NPCs of Note

Of note, both the **Tribute Magister** and the **Wandering Prostitute** are nearly always here. Each has a **90%** chance of being here during all hours.

Default Doors

Unless otherwise indicated, all doors in the building are closed and locked, and derive from the following profile:

	Access
Default Door	Locks: Door, Simple

Areas of Interest

ML2-RSS-E-S-1: Prostitute's Entrance

Lit torches sit in sconces to either side of ornate wooden double doors.

If the PCs approach and knock, the **Wandering Prostitute** will open the door, greet them, and invite them inside, unless they make it clear they are uninterested in her services.

	Access
Prostitute's Entrance	Locks: Door, Reinforced, using Context C

ML2-RSS-E-S-2: Prostitute's Den

This room is well and romantically lit via dozens of candles. A huge bed with ample down-filled pillows and blankets is to the northeast; a wash basin filled with rose petals and water is to its west. A small table with chairs sits to the east, atop of which sits a platter of fresh fruit. Potted and well-tended plants sit in each of the four corners, and five enormous pillow-chairs sit in all areas. Spiced incense assaults your nostrils, though you cannot locate a burning substance to blame.

Note that it's quite possible to set this room ablaze from any number of activities that bump candles the wrong way, including activities for which this room has been composed intentionally.

The circular table to the west of the bed hides a secret panel underneath, in the hollow of which the **Wandering Prostitute** keeps her valuables.

	Access	Contents
Secret Table Panel	Locks: Furniture, Strong AND Traps: General, using Context C Use Locks: Door, Secret, Perception only to discover	Potions: Moderate, using Context C *AND* Gems: High-Quality, using Context B *AND* Coin Treasure: Moderate *AND* Weapons: Light, using Context C
Half-Elf Corpse	unprotected	Armor: Light *AND* Weapons: Martial Ranged

There are two secret doors to discover, allowing the **Prostitute** discreet access to other areas of the building.

ML2-RSS-E-S-3: Secret Door to Gambling Den

This door is used by the **Prostitute** to escape volatile clients, or by the **Magister** to secret clients away to deal with his colleague.

	Access
Gambling Den Secret Door	Locks: Door, Secret, using Context B

ML2-RSS-E-S-4: Secret Door to Magister's Chamber

This is used for liaisons between the **Magister** himself and the **Prostitute**. It operates both ways, so that either may call

upon the other.

	Access
Magister's Chamber Secret Door	Locks: Door, Secret, using Context C

ML2-RSS-E-S-5: South Entrance

Double doors banded with steel greet you amidst lit wall sconces.

	Access
South Entrance	Locks: Door, Reinforced

ML2-RSS-E-S-6: Gambling Den

Three tables are spaced evenly throughout this room, ringed with chairs and set with fresh food. To the south is a potted plant and a sideboard cabinet; to the east are two large food cabinets, and two stoves in the northeast corner. Sets of double doors lead out to the west, and to another chamber northwards.

	Access	Contents
Sideboard	Locks: Furniture, Simple	Weapons: Simple, roll 1d4 times
Food Cabinets (2x)	unprotected	Simple Foodstuffs, size Medium
Tables (3x)	unprotected	Rations & Prepared Meals, using Context C

ML2-RSS-E-S-7: Stoves

These stoves are hot, and ready to cook. It looks like a meal is in some stage of assembly here.

	Access	Contents
Stoves (2x)	unprotected	Simple Foodstuffs

ML2-RSS-E-S-8: Banquet Hall

A huge banquet table sits on an equally enormous rug occupying much of this room. Comfortable chairs, potted plants, three sideboards, and two storage cabinets ring the perimeter. To the west is a set of reinforced double doors leading outside; to the east is a simple single wooden door.

	Access	Contents
Sideboards (2x)	Locks: Furniture, Simple	Alcohol: General, using Context C
Cabinets (2x)	unprotected	Rations & Prepared Meals, using Context C

ML2-RSS-E-S-9: Northwest Entrance

Ornate carvings feature heavily in this otherwise simple wooden double door. To the north and south are lit torches fitted in sconces against the brick.

ML2-RSS-E-S-10: Drawing Room

Used as an informal meal room as well as a place to simply relax, this room has terrific views of the mine via the nearly floor-to-ceiling windows that feature on the north and eastern walls. Six bookshelves are interspersed with potted plants and comfortable chairs about the perimeter. Two tables are present as well, set with delicious-looking food. A single door leads to the west, and a very heavily-reinforced door to the south.

	Access	Contents
Bookshelves (6x)	unprotected	Books: General
Tables (2x)	unprotected	Rations & Prepared Meals, using Context C

	Access
Magister's Chamber Door	Locks: Door, Reinforced, using Context C *AND* Traps: General, using Context B

ML2-RSS-E-S-11: Magister's Chambers

The smell of incense is strong here. Large quarters have been afforded to the Tribute Magister, which include three potted plants, an enormous down-filled bed, a bookshelf, a dressing desk with chair, two comfortable sitting chairs, a small table ringed with chairs, a privy, and a wash basin filled with fresh water.

Underneath the bed, in the mattress itself and accessible only from underneath (or by ripping the bed apart!), is a secret cache of wealth.

	Access	Contents
Bookshelf	unprotected	Books: General, using Context C
Dressing Desk	Locks: Furniture, Simple	Writing Supplies, using Context C
Under-Bed Secret Storage	unprotected Use Locks: Door, Secret, Perception only to spot	Coin Treasure: Moderate, using Context C *AND* Gems: High-Quality *AND* Gems: Medium-Quality, using Context C

ML2-RSS-E-S-12: Railway

Secure, strong, and able, these tracks appear.

Map 100: Railshed & Storage Northwest (ML2-RSS-NW)

One square equals 5 ft.

ML2-RSS-NW: Railshed & Storage Northwest

Overview

A major nexus of transportation leading from the north and eastern regions of this level of the **Mines** to the northwest and south, this railshed also serves as a repository of information and records.

Theme & Purpose

As a result of its ancillary purpose, the **Railshed** is rife with valuable information.

Random Encounters

Use the standard / default **Random Encounter** rules for this level.

NPCs of Note

It's possible to discover the **Keeper of Records** in this zone. Each time the PCs approach this area, there is a **40%** likelihood of placing the **Keeper** in the **Railshed**.

Areas of Interest

ML2-RSS-NW-1: Path East

This leads to "**Map 86: Elevators North Overview (ML2-ELN-O)**" on page 255.

ML2-RSS-NW-2: Path South

Take this path to "**Map 91: Elevators West (ML2-ELW)**" on page 268.

ML2-RSS-NW-3: Railway Nexus

This solid junction joins rails from the east and north. Heading north along railway or path leads to "**Map 93: Mining Area Northwest (ML2-MNW)**" on page 274.

ML2-RSS-NW-4: Railshed

Please refer to page 294 for further details.

Map 101: Railshed & Storage Northwest: Shed Detail (ML2-RSS-NW-S)

One square equals 5 ft.

ML2-RSS-NW-S: Railshed & Storage Northwest: Shed Detail

Overview

This railshed doubles as an information repository.

Theme & Purpose

This may be the area holding the single largest opportunity for gathering information in the entire **Mines**.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. Reroll any monster-related encounters once.

Vital Information

Every single bookshelf in the building has a chance of containing something of interest to researching PCs.

There is a a 5% chance, per bookshelf, that among the books and scrolls is a a scrap of paper of interest: roll on the **Plot Discoveries** table.

Default Doors

Unless otherwise described, all doors in this building conform to the following profile:

	Access
Default Door	**Locks: Door, Simple, using Context C**

Areas of Interest

ML2-RSS-NW-S-1: East Entrance

Simple wooden double doors bar your way here. To either side is an unlit wall sconce with decrepit torch.

ML2-RSS-NW-S-2: South Entrance

The wood on these double doors has worn down considerably, but it's still functional. And, it's still locked against your passage.

ML2-RSS-NW-S-3: Worktable

In the southwest corner of this reading room is a lab table with all manner of gadgets, tubes, and piping.

Treat this as an **alchemist's lab**.

ML2-RSS-NW-S-4: Reading Room

A long table occupies the center of this room; atop it are scattered all manner of books large and small. To the southeast is a square table similarly adorned. Double doors are placed in the northeast and the south; to the northwest is a single wooden door. The two sets of northern doors are each partially obstructed by a thick grey curtain.

	Access	Contents
Center Table	unprotected	**Books: General, using Context B, size Medium**
Southeast Table	unprotected	**Books: General, size Medium**

ML2-RSS-NW-S-5: Records Library

The favorable scent of leather, wood, paper, and dust wafts toward you as you enter this serene chamber. Row upon row of bookcase are arranged here. To the southeast is a reading table heaped with books. Double doors are situated to the east, south, and west; the latter two sets have thick grey curtains dampening the sound. To the north is a simple wooden door.

	Access	Contents
Bookshelves (29x)	unprotected	Each has only a **15%** chance of having something interesting. If so: **Books: General, using Context B**
Reading Table	unprotected	**Books: General, size Medium, using Context C**

ML2-RSS-NW-S-6: Keeper's Quarters

These private chambers are ringed with bookshelves. A washbasin, two potted plants, bed, writing desk, dressing table, privy, and a reading table complete the furniture. Double doors lead eastward; to the south and west are single doors. Finally, there is a small stove nestled into the northeast corner.

These are the personal quarters of the **Keeper of Records**.

	Access	Contents
Bookshelves (5x)	unprotected	**Books: General, using Context B**
Reading Table	unprotected	**Books: General, size Medium, using Context C**
Writing Desk	unprotected	**Writing Supplies, using Context C** *AND* Roll on the **Plot Discoveries** table **1d4** times
Dressing Desk	**Traps: General**	**Weapons: Light, using Context C**

ML2-RSS-NW-S-7: North Entrance

A simple, yet secure, single door leads into the building at this point.

ML2-RSS-NW-S-8: West Entrance

This door has been colored similarly to the greyish-white stone that composes most of the building; it's almost difficult to make out.

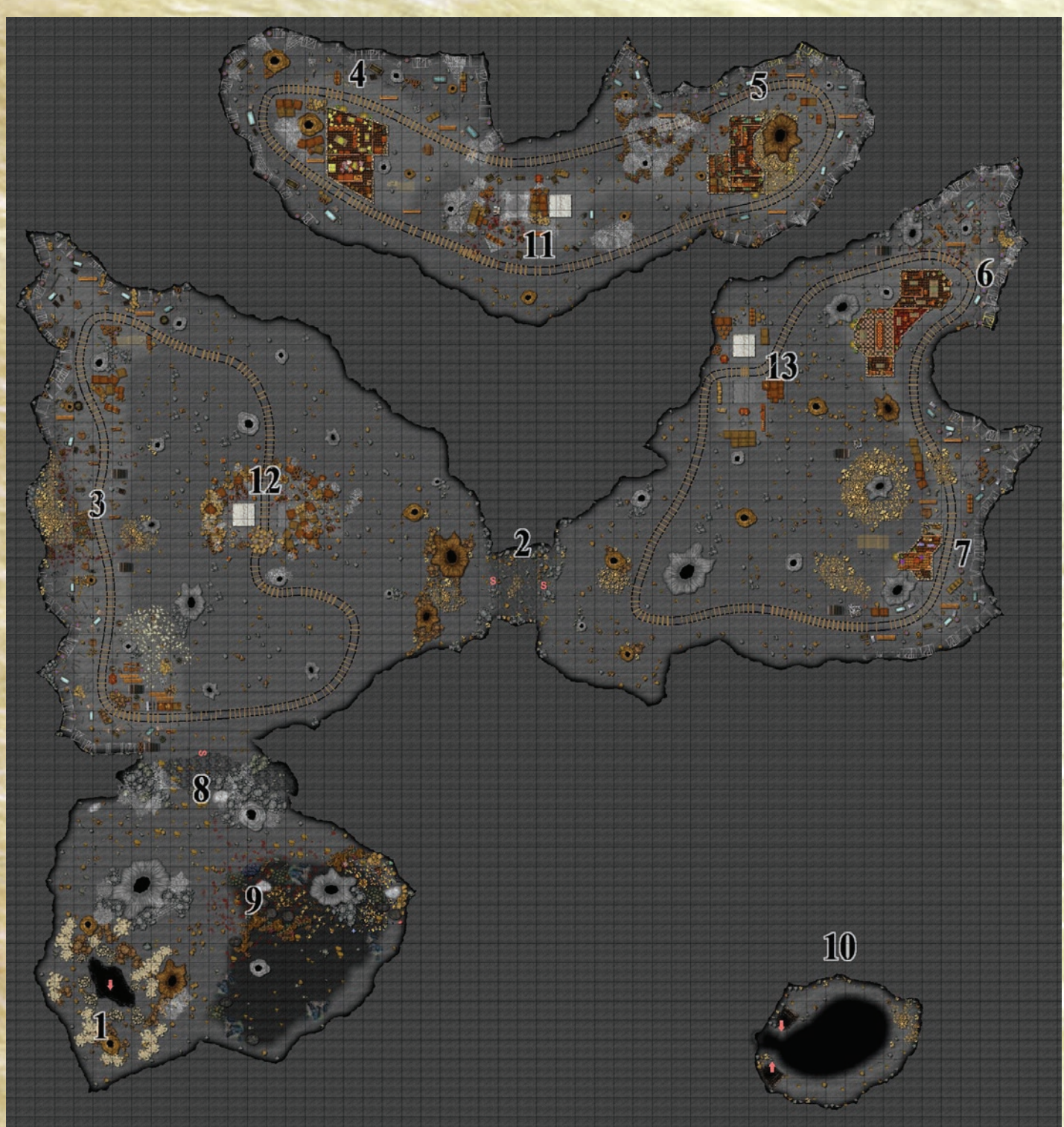
ML2-RSS-NW-S-9: Railway

Solid, stable, and secure, this railway junction appears to be in tip-top order.

Mondaria Mines: Level 3

Map 102: Mines Level 3 Overview (ML3-O)

One square equals 20 ft.



Level Introduction: Mines Level 3

Summary

The three zones of Chaos, Law, and Love have up until now been largely accessible, one from the other. This is the first level in which the three regions are segregated from one another. This likely involves backtracking and navigating from one path to the other for completionist parties.

The good news is that no matter which path the PCs take down into this level, they may proceed further in a number of different ways.

Entrances and Exits

Note that the following are typical, even secret, means of entering and exiting the level as it was designed.

Other, magical means of navigating the level (for example, teleportation spells or those that grant incorporeality) are not discussed and are left to the GM to manage should they be introduced.

Navigation to Mines Level 2

- There are three **Elevators** ascending to Level 2, near locations **11**, **12**, and **13**.
- **Location 10** continues the tunnels underneath the basement of the **Southwest Residence**.

Navigation to Mines Level 4

- Locations **11**, **12**, and **13** have **Elevators** that descend as well.
- **Location 1** has a hole in the floor that leads down.
- **Location 10** continues the tunnels underneath the basement of the **Southwest Residence**, which leads down the spiraling pit.

Overview

To the north is a completely isolated region dedicated to **Law**.

Chaos' influence persists in the West, and owing to that region's nature, there are two secret paths from the publicly-visible elevators and mining area. To the south, a secret wall leads to a monster lair, beneath which is a hole in the floor leading down further into the Mines. To the east is a secret passage which marries the west of **Chaos** to the east of **Love**.

Love's dedicated region is to the east, where the **Loremaster's** domicile may be found.

Atmosphere & Theme

This is a region of isolation, dank, and dark mining. The floors are more strewn with debris, the floors are darker and more soot-strewn, and the ceilings less tall and grand: the party should get the definite sense that they are descending further and further underground beneath the enormous mountain on the surface.

Default Random Encounters

Some **Areas of Interest** within this level will describe a certain approach to **Random Encounters**, either by overriding the **timing** (e.g., "every 30 minutes), and/or by providing its own localized **version** of the random encounter table below.

Absent such an override, roll on the following table of **Default Random Encounters** for every **5 minutes t**he party remains in this area.

Table 15: Mines Level 3 Default Random Encounters

D%	Event	Description
01-20	**No Encounter**	Nothing interesting or specific occurs to deter the party from their overall objectives and exploration.
21-38	**Trivial Encounter**	Roll once on **Monsters: Surface, Trivial**.
39-55	**Light Encounter**	Roll once on **Monsters: Surface, Light**.
56-72	**Average Encounter**	Roll once on **Monsters: Surface, Average**.
72-84	**Advanced Encounter**	Roll once on **Monsters: Surface, Advanced**.
85-89	**Elite Encounter**	Roll once on **Monsters: Surface, Elite**.
90-00	**NPC Encounter**	Roll once on the **Default NPC Encounter Table** below.

Default NPC Encounters

Some **Areas of Interest** within this level will describe a certain approach to **NPC Encounters**, providing its own localized **version** of the table below.

Absent such an override, when in this level, when directed to roll for a random NPC, roll on the following table.

Note that if a certain circumstance mandates the presence of an NPC, you may ignore and reroll results of "No Encounter" on the table below.

The GM is, as in all other aspects of the adventure, to use her common sense regarding use of this table. You should feel free to ignore or reroll results with which you don't agree, or simply choose a result yourself to keep with the atmosphere of the adventure as experienced by your gaming group.

Note, also, that any entry in the list below that has a blank ("-") next to it for roll results means that that NPC is never normally encountered in this level.

Table 16: Mines Level 3 Default NPC Encounters

D%	Event	Description
01-05	**No Encounter**	Despite an initial feeling, the party does not encounter any NPCs at this time.
06-10	**Common NPC**	**Addicted Miners** shamble toward the party: 1d4x 2d4x 2d6x 3d8x
11-14	**Common NPC**	**Afflicted Miners** shamble toward the party: 1d4x 2d4x 2d6x 3d8x
15	**Common NPC**	A single **Bleak Mute** lurches within view of the party.
16	**Common NPC**	One **Crazed Harbinger** stumbles about within view of the party.
17-25	**Common NPC**	**Tainted Miners** walk creepily toward the party: 2d4x 2d6x 2d8x 2d12x
26-40	**Common NPC**	**Miners** approach the party suspiciously: 2d6x 2d8x 2d10x 2d12+4x
41-44	**Common NPC**	One **Mining Taskmaster** walks purposefully toward the party.
45	**Common NPC**	A terrified **Munitions Wench** is visible, huddled in her rags.
46	**Common NPC**	You see a **Supply Maid** in tattered clothes, though you're not sure she sees you.
47	**Common NPC**	A horrifying **Tainted Taskmaster** walks about.
48	**Common NPC**	**Celebrants** dance and amble toward the party: 1d4x 2d4x 2d6x 3d8x
49	**Common NPC**	**Firedancers** lithely come toward the party: 1d4x 2d4x 2d6x 3d8x
50	**Common NPC**	**A Firedancer party** approaches the PCs: **1x Campmaiden, 1d4x Firedancers, 2d4x Celebrants** **1x Hearthstud, 2d4x Firedancers, 2d6x Celebrants** **1x Campmaiden, 1x Hearthstud, 2d6x Firedancers, 2d6x Celebrants** **1x Campmaiden, 1x Hearthstud, 2d8x Firedancers, 2d8x Celebrants**
51	**Common NPC**	A single **Campmaiden** or **Hearthstud** approaches the party with a twinkle in their eye. Use the sex opposite the majority of the PCs' composition, or randomize if there is a tie.
52	**Named NPC**	Ambling scholar **Brocambe Methurzz**.
53	**Named NPC**	Beastmaster **Gabharn**.
54	**Named NPC**	Blacksmith **Hamfast Burrbottom**.
55	**Named NPC**	Feastmaster **Frobwin Glamfork**.
56	**Named NPC**	Herbalist **Innelothe**.
57-59	**Named NPC**	Illusionist entertainer **Raekeldorr**.
60	**Named NPC**	Keeper of Records **Skandern Lithutz**.
61	**Named NPC**	Keepmaster **Vanarelia Riccards**.
62-69	**Named NPC**	Loremaster **Dalnarok**.
70-74	**Named NPC**	Mercenary dwarf **Gordsturll**.
75-79	**Named NPC**	Merenary tiefling **Killarth**.
80	**Named NPC**	Railmaster **Arranz Trevain**.
81	**Named NPC**	Tinkermaster **Skandbard**.
82	**Named NPC**	Warden **Imeltrude Legande**.
83	**Named NPC**	Brewmaster **Glimdarffe Sudsglub**.
84	**Named NPC**	Cartographer **Estarel Finequill**..
85	**Named NPC**	Chemist **Incebb Gullip**..
86	**Named NPC**	Chief engineer **Didkeln Clawhammer**.
87	**Named NPC**	Coinmaster **Lugatoo**.
88	**Named NPC**	Dwarven union leader **Danalin Foeslash**.
89	**Named NPC**	Elven administration leader **Maresmir**.
90	**Named NPC**	Engineer **Brimdog Firecleave**.
91	**Named NPC**	Foreman **Belerras**.
92	**Named NPC**	Gangboss **Dagbrag**.
93	**Named NPC**	Lead designer **Estarel Finequill**.
94	**Named NPC**	Mayor **Faenadorn**.
95	**Named NPC**	Minemaster **Threnian Lo'quee**.
96	**Named NPC**	A Mystic Seer.

D%	Event	Description
97	**Named NPC**	Sage **Natobbe**.
98	**Named NPC**	Stablehand **Friskbik**.
99	**Named NPC**	Stablemaster **Semtammi**.
00	**Named NPC**	Tribute magister **Elawelle**.

Areas of Interest

ML3-O-1: Pit Down

This leads to "**Map 127: Pit Up/Down (ML4-PIT)**" on page 369.

ML3-O-2: Secret Passage

Please refer to "**Map 104: Secret Passage (ML3-SP)**" on page 304 for further details.

ML3-O-3: Mining West

This area is described in more detail in "**Map 105: Mining West Overview (ML3-MW-O)**" on page 307.

ML3-O-4: Mining Love West

Turn to "**Map 109: Mining Love West Overview (ML3-MLW-O)**" on page 318 for more details.

ML3-O-5: Mining Love East

For more details, please refer to "**Map 111: Mining Love East Overview (ML3-MLE-O)**" on page 324.

ML3-O-6: Mining Law North

Please refer to "**Map 113: Mining Law North Overview (ML3-MLN)**" on page 330.

ML3-O-7: Mining Law South

Description for this region can be found in "**Map 115: Mining Law South Overview (ML3-MLS-O)**" on page 336.

ML3-O-8: Cave-In

Please turn to "**Map 118: Cave-In (ML3-CIN)**" on page 344 for more details.

ML3-O-9: Lair

Turn to "**Map 119: Lair (ML3-LAR)**" on page 346.

ML3-O-10: Circular Stair Pit

Please refer to "**Map 120: Circular Stair Pit (ML3-CSP)**" on page 349.

ML3-O-11: Elevators North

Refer to "**Map 121: Elevators North (ML3-EN)**" on page 351.

ML3-O-12: Elevators West

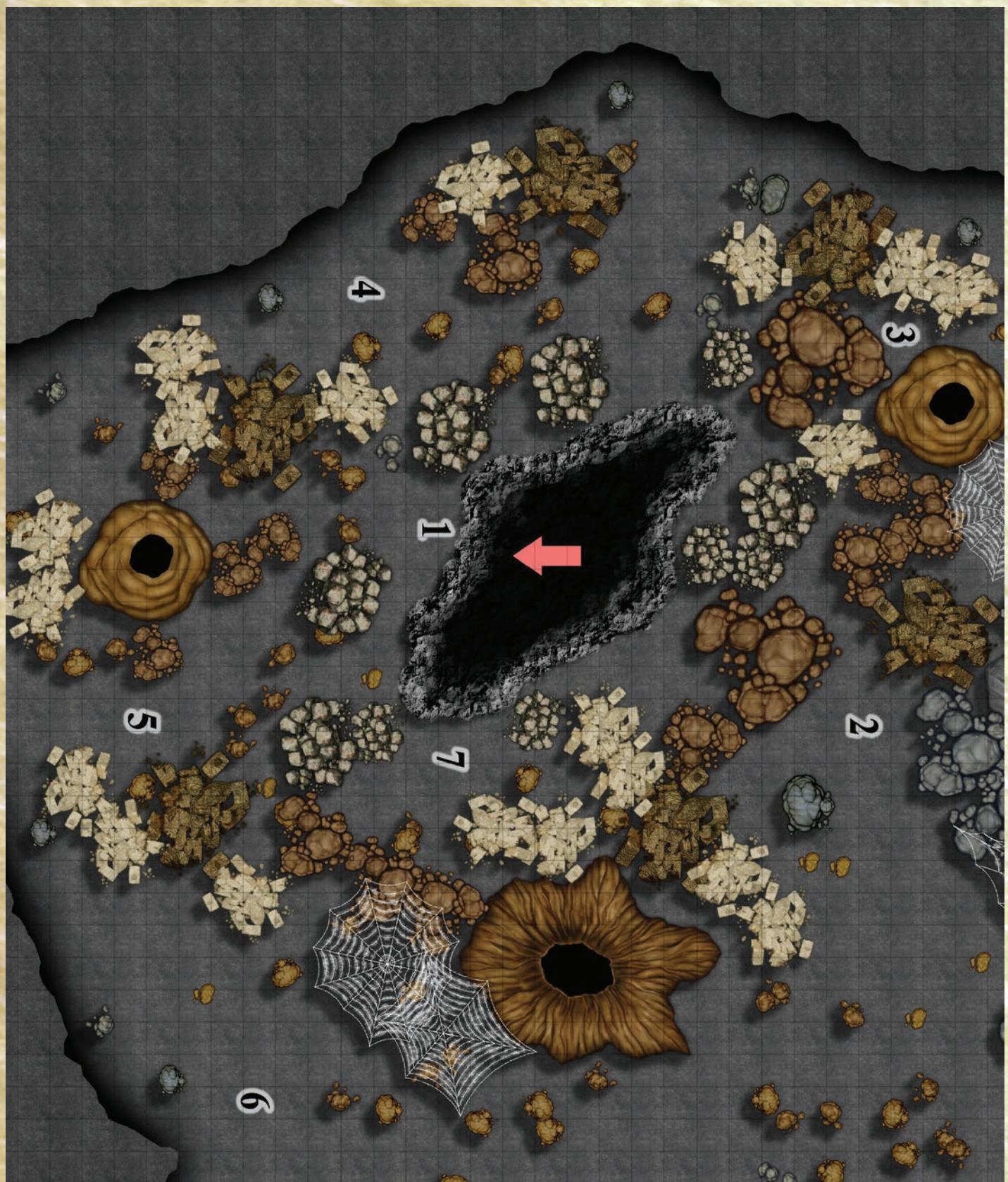
Please turn to "**Map 122: Elevators West (ML3-EW)**" on page 354.

ML3-O-13: Elevators East

These are described in more detail in "**Map 123: Elevators East (ML3-EE)**" on page 357.

Map 103: Pit Down (ML3-PD)

One square equals 5 ft.



ML3-PD: Pit Down

Overview

This is a naturally-occuring gap in the floor of the lair, through which enterprising PCs may traverse to the next level down in the **Mines**.

Theme & Purpose

To get to this point, the PCs will have fought their way through the **Lair** itself, and faced its denizens. They should greet this opportunity with a fair amount of trepidation given that!

In addition, the massive amount of debris littered here makes it challenging to face foes in this environment.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. Reroll results of "**No Encounter**" or "**NPC Encounter**" once.

Areas of Interest

ML3-PD-1: Pit Down

This leads down to "**Map 127: Pit Up/Down (ML4-PIT)**" on page 369.

The pit is about 40' down, so the PCs will need some means of descending safely and/or slowly to avoid taking damage.

ML3-PD-2: Northeastern Approach

Foothills of spilled rock pile higher as you move toward the southwest of the lair. Soon, boulders of grey, brown, and in between are piled shoulder-high.

This is the most likely avenue by which the party will approach the area.

ML3-PD-3: Rock Pillar

A stalagmite here reaches all the way to the top of the ceiling 20' above you. About its base is an assortment of boulders and debris.

Hiding in this area grants a **+6 circumstance bonus** to all **Stealth** checks.

ML3-PD-4: Southwest Debris Clearing

The boulder spill in this region is comparatively low: rocks pile only to your knees at most.

If the PCs enter this area without having first checked **Location 3** above, roll immediately on the **Random Encounters** table, ignoring "**No Encounter**" results and rerolling all "**NPC Encounter**" results. Place any monsters that ensue as emerging from the rock piles in **Location 3**.

ML3-PD-5: South Debris

About a rock pillar in the south of this area is an assortment of rocks and boulders.

This is the safest approach: entering the area from the southeast, and arcing up through this region, causes no wandering monsters to spawn.

ML3-PD-6: Southeast Approach

This area is comparatively barren of rocks and debris. To the northwest, a clump of spiderwebs clings to a rock pillar.

So long as the party continues their progress to the Pit to the northwest, do not roll on the **Random Encounters** table while in this area.

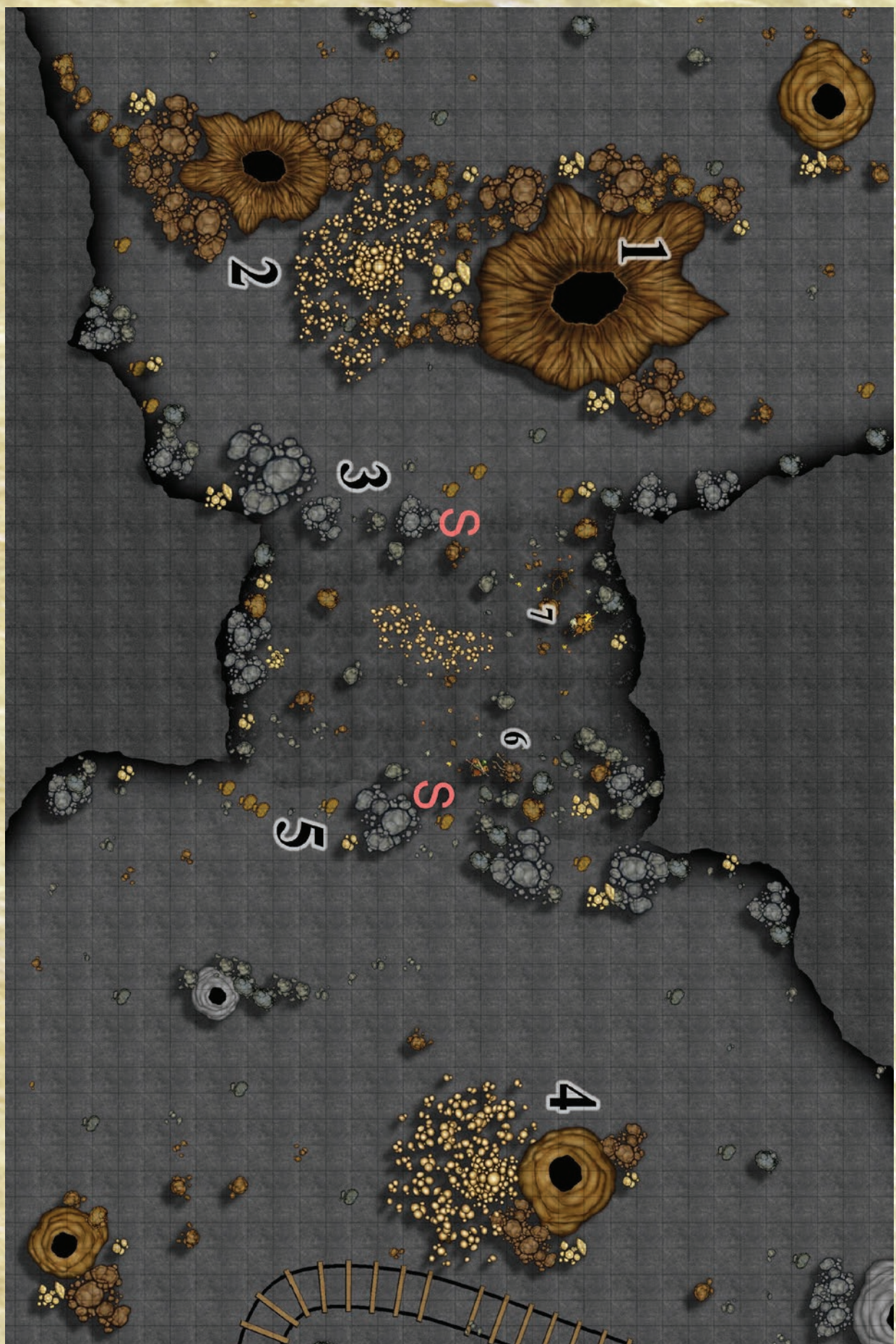
ML3-PD-7: Volatile Rocks

As you climb and scramble over these rocks, you hear a scuttling and the clicking of claws on stone.

Upon entering this area, roll immediately on the **Random Encounters** table; reroll until you get a result consisting of monsters of size **Small** or smaller. Place the critters as emerging from underneath the party from within the hollows in the rocks they're crawling over.

Map 104: Secret Passage (ML3-SP)

One square equals 5 ft.



ML3-SP: Secret Passage

Overview

This passage caved in from the west side; those on the eastern side intentionally blocked off their side as well to prevent intrusion from the west.

Theme & Purpose

The only indicator that this region contains a secret passage is that it's exceedingly rare for a corner in the **Mines** to not contain something interesting on its own.

Functionally, this is the only means of accessing the western and eastern regions in this map without going to another **Mine** level and coming back via a different elevator.

Random Encounters

Use the standard / default **Random Encounter** rules for this level.

Areas of Interest

ML3-SP-1: Rock Pillar Northwest

An enormous, broad-based stalagmite stretches to the ceiling 30' above you. About its base is a thick cluster of boulders and fungus.

ML3-SP-2: Rock Pillar Southwest

Smaller than its northern neighbor, this stalagmite reaches only 20' tall, short of the 30' high ceiling. To the north is a cluster of toadstools.

If this area is not searched prior to discovering the secret in **Location 3** to the east, upon entering the secret passage, roll on the **Random Encounters** table; reroll until you get a result that contains monsters of only **Small** size or smaller. Place the resulting encounter as emerging from the fungus patch in this area.

ML3-SP-3: Secret Passage West

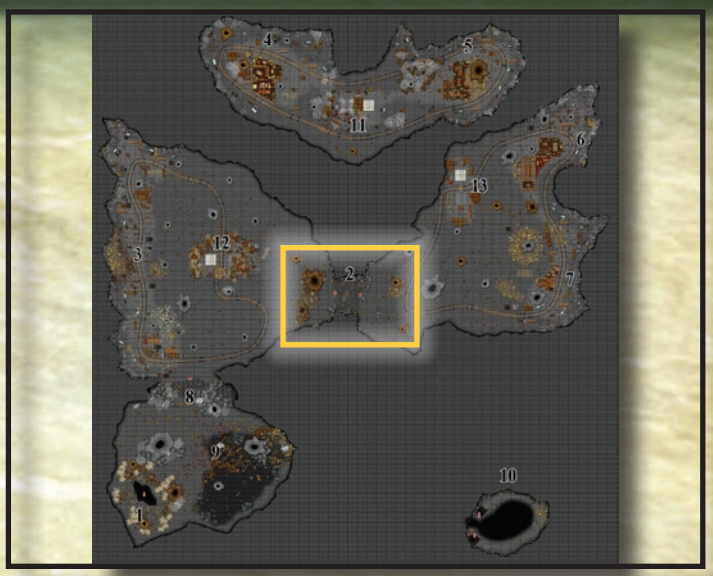
Only read the *italicized* text if the secret is discovered.

As you examine the wall here more closely, you discover it's actually just a cave-in: boulders and loose rocks fallen from the ceiling. They're easy to pry away; as you do so, you reveal a huge passage leading east.

	Access
Secret Passage West	**Locks: Door, Secret, Perception only**

ML3-SP-4: Rock Pillar East

A narrow stalagmite stretches 20' tall, well short of the 40' tall cave ceiling at this point. About its base is a cluster of fungus.



If this area is not searched prior to discovering the secret in **Location 5** to the west, upon entering the secret passage, roll on the **Random Encounters** table; reroll until you get a result that contains monsters of only **Small** size or smaller. Place the resulting encounter as emerging from the fungus patch in this area.

ML3-SP-5: Secret Passage East

Only read the *italicized* text if the secret is discovered.

Climbing over the piles of boulders interspersed along this wall, you pick at the earth and stone, seeking a secret. Your effort is soon rewarded: the wall is actually an intentionally-composed canvase of rock and soot, packed together to resemble a naturally-occuring obstacle. Prying the stuff away reveals a large passage leading west.

	Access
Secret Passage West	**Locks: Door, Secret, using Context C, Perception only**

ML3-SP-6: Corpse East

This poor dwarven lass has been decomposing for quite some time, an apparent victim of falling rocks from overhead. Nearby is a pile of treasure; coins are scattered loosely about her.

	Access	Contents
Dwarf Corpse	unprotected	**Armor: Heavy, using Context C** *AND* **Weapons: Martial 2H** *AND* **Weapons: Martial Ranged** *AND* **Potions: Moderate, using Context D**
Cave Floor	unprotected	**Coin Treasure: Moderate, halve quantities**

ML3-SP-7: Corpse West

A skeleton marks the place where a dwarven miner passed away long ago. Treasure is piled to his northeast, and coins lay scattered about him.

	Access	Contents
Dwarf Corpse	unprotected	**Armor: Medium, using Context B** *AND* **Weapons: Martial 1H** *AND* **Armor: Shields**
Cave Floor	unprotected	**Coin Treasure: Moderate, using Context D, halve quantities**

Map 105: Mining West Overview (ML3-MW-O)

One square equals 5 ft.

ML3-MW-O: Mining West: Overview

Overview

This zone encompasses the entire western edge of the map, and includes all three major mining regions in the Chaos area of this level of the **Mines**.

Theme & Purpose

Loot, danger, and... well, that's really about it: a mix of loot and monsters.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. Reroll all **NPC Encounter** results, and reroll results of "**No Encounter**" once.

Areas of Interest

ML3-MW-O-1: Mining West: North

Please refer to page 309 for more details.

ML3-MW-O-2: Mining West: Center

Page 312 contains more information about this region.

ML3-MW-O-3: Mining West: South

Turn to page 315 for details about this zone.

Map 106: Mining West: North (ML3-MW-N)

One square equals 5 ft.

ML3-MW-N: Mining West: North

Overview

The least disturbed and disrupted of the three mining regions in the west of this floor of the **Mines**.

Theme & Purpose

Everything here looks as though the miners simply walked away from their work one day. Little is disturbed or destroyed.

Random Encounters

Use the standard / default **Random Encounter** rules for this level.

Areas of Interest

ML3-MW-N-1: Railway

These rails are notched but sturdy.

ML3-MW-N-2: Northeast Mining

Scaffolds allow access to all 25' of the rock wall to the north. Fresh water barrels stand nearby—one empty, another full. Piles of sacks are scattered here, perhaps from disruption of a once-orderly pile. A large washbasin sits to the west of a narrow rock pillar that reaches 15' up from the cave floor.

	Access	Contents
Sack Pile	unprotected	Simple Foodstuffs, size Large

ML3-MW-N-3: North Central Mining

A large scaffold reaches 30' from floor to ceiling. A water trough full of murky water sits nearby. To the west is a trio of large sacks.

	Access	Contents
Sacks (3x)	unprotected	Glasses, Metals, and Woods, size Medium, using Context D

ML3-MW-N-4: North Wood Store

A wheelbarrow sits near a water trough, both to the north of a stack of wood. Scaffolding reaches 25' from the cave floor.

ML3-MW-N-5: Northwest Crevice

An array of precarious scaffolding reaches 15' to the ceiling of this corner of the mining area. A duet of heavy, soot-stained bags sits nearby, as do two fresh water barrels.

If this area is not explored prior to the party either exploring **Locations 6** and **7**, or leaving the area, upon the party entering those locations or trying to leave this region, roll on the **Random Encounters** table and reroll until you get a monster encounter. Place the resulting creatures as emerging from this crevice.

	Access	Contents
Sacks (2x)	unprotected	Rations & Prepared Foodstuffs, size Medium, using Context D

ML3-MW-N-6: North-Northwest Mining

An array of rusty scaffolds abut each other in this area, reaching 25' to the ceiling. Water barrels, most of them empty, spot the region, and three stacks of grimy bags lay on the floor.

	Access	Contents
Sacks (3x)	unprotected	Weapons: Simple, roll 1d4 times

ML3-MW-N-7: Grain Store

Sacks of food are stored neatly here, at the foot of scaffolds that reach 25' upward.

	Access	Contents
Sacks (10x)	unprotected	Simple Foodstuffs, using Context B

ML3-MW-N-8: Barrels & Netting

Just south of the curve of the railway is a long stretch of heavy knotted netting, stained black and grey from long use hauling chunks of ore. To either side of the net is an array of barrels: one is full of fresh water, and three are empty.

	Access	Contents
Barrels (9x)	Container: Barrel or Crate	Glasses, Metals, and Woods, size Medium, using Context B

ML3-MW-N-9: Hidden Treasure

Secreted in a hollow formed by a ring of chest-high boulders is a locked treasure chest.

	Access	Contents
Chest	Locks: Chest, Strongbox	Weapons: Martial 1H *AND* Armor: General, both using Context C

ML3-MW-N-10: Ore Storage

Crates are strewn in a clump to the south of a 20' tall rock pillar. Atop one is a treasure chest. To the south of these containers is a cask stand.

	Access	Contents
Crates, Large (6x)	Container: Barrel or Crate, using Context C	Glasses, Metals, and Woods, size Large, using Context C
Crates, Small (3x)	Container: Barrel or Crate, using Context C	General Supplies, size Medium
Chest	Locks: Chest, Strongbox *AND* Traps: General, using Context D	Potions: Moderate, size Medium *AND* Coin Treasure: Moderate, using Context B
Casks (5x)	Container: Barrel or Crate	Alcohol: General, using Context B

ML3-MW-N-11: Southwest Mining

An array of sturdy-looking scaffolds stretches along this length of 25' high rock wall. Empty barrels and scattered supplies are everywhere.

Map 107: Mining West: Center (ML3-MW-W)

One square equals 5 ft.

ML3-MW-W: Mining West: Center

Overview

This bizarre mining area suffered massive casualties in the rush of monsters that followed the **Obelisk's** discovery. Mutant fungus has taken over the majority of the area, and makeshift barricades did little to stay the creatures that sought the miners' blood.

Theme & Purpose

Those seeking experience points are well served by hanging out in this area. Beyond that, however, there is rich loot to be had if the PCs can weather the threats.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. Reroll all results of "**No Encounter**" or "**NPC Encounter**".

Areas of Interest

ML3-MW-W-1: Railway

These tracks are dented here and there, but appear quite serviceable.

ML3-MW-W-2: Blood Trail

A thin trail of days-old blood leads from the fungus-encrusted rock pillar to the east, across the tracks, to the mining area to the west.

ML3-MW-W-3: Dwarf Corpse North

A blood trail from the east ends in a days-old dwarven corpse. This miner has been slashed to bits, her equipment largely in place but her flesh partially consumed in places.

	Access	Contents
Dwarf Corpse	unprotected	**Armor: Heavy** *AND* **Weapons: Martial 1H** *AND* **Potions: Moderate**

ML3-MW-W-4: Corpse Line

A line of weeks-old bodies have been arranged here amidst a field of dried, caked blood.

	Access	Contents
Dwarf Corpses (4x)	unprotected	**Armor: Medium** *AND* **Weapons: Martial 1H** *AND* **Weapons: Light**

ML3-MW-W-5: Sandbag Wall

An "L" shape of thigh-high sandbags has been formed here, as a deterrent against assaults from the northeast.

From the blood splattered nearby, it seems unlikely that such defenses were successful.

ML3-MW-W-6: Debris Barricade

A chest-tall mound of trash stands here as a means of defense against attacks from the east.

Digging in the debris yields loot; however it also attracts attention. When finding the below treasure, roll secretly on the **Random Encounters** table; randomize the direction from which resulting encounters enter (north, east, and south options).

	Access	Contents
Debris	unprotected	**Gems: Low, using Context D**

ML3-MW-W-7: Massacre

Five bodies lay amidst an obvious scuffle, with weeks-old crusted blood everywhere. The corpses are mangled, slashed, and pierced, with chunks of flesh visibly missing.

	Access	Contents
Dwarf Corpses (4x)	unprotected	**Armor: General** *AND* **Weapons: General (roll twice)**

ML3-MW-W-8: Mining Equipment

In contrast to the bloody areas to the north, this region is comparatively peaceful. It looks as though miners simply dropped their equipment and left the area. Here and there, you see signs of a rapid scuffle, but neither blood nor body lays about.

Treat the mining equipment as an array of two-handed weapons, as follows:

	Access	Contents
Equipment	unprotected	**Weapons: Martial 2H, roll 2d6 times**

ML3-MW-W-9: Fungus Patch

About the base of a 15' tall rock pillar is a spray of fungus. From the middle of the fungus leads a blood trail heading to the west.

Disturbing this fungus prompts an eruption of monsters from within: roll on the **Random Encounters** table, and reroll until you get a result consisting of monsters of **Small** size or smaller. Do this only once, the first time the PCs disturb the mushrooms.

ML3-MW-W-10: Fungus Explosion

The entire cave wall along this region has been consumed by fungus of a yellowish-grey hue. Caps in sizes ranging from hand-sized to 4' across are sprayed on every surface.

There is no truly safe means of traversing this area. Disturbing any portion of this fungus prompts an eruption of monsters from within: roll on the **Random Encounters** table, and reroll until you get a result consisting of monsters of **Small** size or smaller. At any given moment, only one group of monsters can be here as a result of this process; however, once the first such group has been dispatched, after 2 minutes, any additional disturbance will prompt a similar eruption of monsters.

Hidden among the fungus, underneath the caps on the cave floor, is some treasure:

	Access	Contents
Mushroom Cave Floor	unprotected	**Coin Treasure: Moderate**

Map 108: Mining West: South (ML3-MW-S)

One square equals 5 ft.

ML3-MW-S: Mining West: South

Overview

The southwestern corner of this level of the **Mines** contains a variety of monsters and abandoned equipment.

Theme & Purpose

It's almost essential for the PCs to pass through this area on their way to the secret **Lair** to the south. In addition, on its own merit, there is some fair amount of loot to be discovered.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. Reroll "**NPC Encounter**" results once.

Areas of Interest

ML3-MW-S-1: Railway

- Sturdy rails and fresh wooden railties make this a reliable-seeming stretch of rails.

ML3-MW-S-2: Mining Northwest

- Two barrels of fresh water sit among 25' tall scaffolds and a variety of abandoned mining equipment.

ML3-MW-S-3: Mining Center-West

- Two barrels of fresh water sit near a crevice of fallen boulders. It appears that the miners were in the midst of excavating the boulders to further the mining effort westward when the catastrophe hit.

Hidden among the boulders is a tiny cache of secreted belongings, only discoverable if the PCs intentionally search the area:

	Access	Contents
Boulder Stash	unprotected	Coin Treasure: Moderate, using Context B

ML3-MW-S-4: Mining Southwest

- A pile of sacks and a huge variety of shovels and picks sit to the north of this region. Rusty yet well-constructed scaffolding is arranged along the 20' tall cave walls to the south and west.

	Access	Contents
Sack Pile	unprotected	Rations & Prepared Food, size Large

ML3-MW-S-5: Mining South

- 25' high scaffolds allow access to the southern cave wall here. Wheelbarrows, pickaxes, and other tools lay abandoned in the soot and dirt.

	Access	Contents
Abandoned Tools	unprotected	Weapons: Simple, roll 2d4 times

ML3-MW-S-6: Mining Southeast

- Wood piles and a long-unlit brazier form the southeastern edge of the mining zone.

ML3-MW-S-7: Central Production

- This area was rife with activity before the calamity: two water barrels abut a cluster of boulders that falls just shy of the rail tracks. A table ringed with chairs shows a good amount of nicks and scars, and two cleavers sit in the middle. A brazier, lit in the past few days, sits to the north, just westward of a cluster of barrels, one of which contains fresh water and a second of which is empty. Piles of uncut lumber sit in various stages of carving and whittling, ready for use in scaffolding or anything else.

	Access	Contents
Barrels (3x)	Container: Barrel or Crate	Alcohol: General, using Context B
Table	unprotected	Weapons: Simple (roll twice)

ML3-MW-S-8: Southeast Storage

- A trio of huge containers sits here. Atop one is a pile of grain sacks; the other two each hold a treasure chest. To the east is a brazier, lit in the past few days.

	Access	Contents
Crates, Large (3x)	Container: Barrel or Crate, using Context C	Glasses, Metals, and Woods, size Large, using Context B
Sack Pile	unprotected	Simple Foodstuffs, size Medium

	Access	Contents
Chests (2x)	Locks: Chest, Simple, using Context D	Weapons: Light, roll 1d4 times

ML3-MW-S-9: Sackpile

An enormous pile of grain sacks has been placed here in a haphazard manner. Some of these may have been taken for use in sandbag defenses to the northwest. A wood-chopping block sits to the south of the pile; to the northeast is a long-unused brazier.

	Access	Contents
Sack Pile	unprotected	Simple Foodstuffs, size Large

ML3-MW-S-10: Guano

In the southwestern shadow of a 20' tall rock pillar, this region is covered in a light film of monstrous feces. It's unclear precisely what monster or monsters produced this mess, but it looks weeks old.

ML3-MW-S-11: Cave-In Secret

This leads to "**Map 118: Cave-In (ML3-CIN)**" on page 344.

Map 109: Mining Love West Overview (ML3-MLW-O)

One square equals 5 ft.

ML3-MLW-O: Mining Love West: Overview

Overview

A wide oval perimeter of abandoned mining equipment surrounds ore storage and a large building now used for entertainment.

Theme & Purpose

Owing to the relative isolation of this zone, it's somewhat safe, at least for short periods. The **Illusionist Entertainer's** residence is particularly safe.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. **Reroll monster-related encounters** once.

NPCs of Note

Given that it includes his residence, this region is almost guaranteed to contain the **Illusionist Entertainer**. He has a **90%** chance of being somewhere in this region.

Areas of Interest

ML3-MLW-O-1: Illusionist Entertainer's Hut

Please refer to page 321 for further details.

ML3-MLW-O-2: Railway

This long, looping oval of track has nearly-new tracks, and long-rotted wooden ties; it seems as though it would provide a smooth, though risky, ride.

ML3-MLW-O-3: Northeast Mining

25' tall scaffolds form an "L" shaped perimeter to this area, which includes a scattering of equipment, spiderwebs, and three stacks of casks.

	Access	Contents
North Barrels (3x)	Container: Barrel or Crate	Alcohol: General, using Context B
Center Barrels (3x)	Container: Barrel or Crate	Fresh water
Southwest Barrels (3x)	Container: Barrel or Crate	Alcohol: General, using Context D

ML3-MLW-O-4: North-Central Mining

Abandoned tools litter the cave floor here, south of a complex stretch of 20' tall rusty scaffolding. To the west is a stand of barrels.

	Access	Contents
Barrels (6x)	Container: Barrel or Crate	Alcohol: General, using Context D
Abandoned Tools	unprotected	Weapons: Simple, roll 2d6 times

ML3-MLW-O-5: Northwest Mining

Spiderwebs stretch from the 20' tall, scaffolded cave walls to the floor-to-ceiling rock pillar to the west. To the north of the rock pillar is a barrel of fresh water.

Monsters enjoy abiding here: roll on the **Random Encounters** tableabcv until you get a monster result; place that result here, as being dormant and asleep until the PCs disturb it/them.

ML3-MLW-O-6: West-Northwest Mining

To the west of the rock pillar is a trio of sealed barrels. Nearer the 20' tall scaffolding against the western cave wall is a duet of fresh water barrels. Abandoned equipment lies strewn everywhere.

	Access	Contents
Barrels (3x)	Container: Barrel or Crate	Alcohol: General, using Context B
Abandoned Tools	unprotected	Weapons: Simple, roll 2d4 times

ML3-MLW-O-7: Central Ore Storage

A massive, 35' tall, floor-to-ceiling rock pillar sits here, encircled by storage from the mining operations. A huge cluster of bags is arranged to its northeast; large crages sit to the northwest; another group of crates is south of the pillar; and a stack of wood stands beyond that.

	Access	Contents
Bag Pile	unprotected	Simple Foodstuffs, size Large
Northwest Crates (5x)	Container: Barrel or Crate, using Context C	Glasses, Metals, and Woods, size Large, using Context C
South Crates (5x)	Container: Barrel or Crate, using Context C	Glasses, Metals, and Woods, size Large, using Context B

ML3-MLW-O-8: South Mining

20' tall scaffolding simply stops here, as though nothing of interest might be in the walls at this point. Five barrels sit to the north of a muddy water trough; two are empty.

	Access	Contents
Barrels (3x)	Container: Barrel or Crate	Fresh water

ML3-MLW-O-9: Netting

To the southeast of the building is an array of stained netting, used for hauling ore quickly over rough surfaces.

ML3-MLW-O-10: Elevator Down

This elevator leads to "**Map 141: Elevators North Overview (ML4-ENL-O)**" on page 402.

Map 110: Mining Love West: Illusionist Entertainers' Hut (ML3-MLW-ES)

One square equals 5 ft.

ML3-MLW-ES: Mining Love West: Illusionist Entertainer's Hut

Overview

This building has been freshly-constructed over the past few months as a residence for the **Illusionist Entertainer**. Even—one might say especially—in an environment of chaos and destruction, entertainment is essential to keep one's sanity.

Theme & Purpose

There may be no better place to safely meet a large number of **NPCs** than this building.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. **Roll twice as often** as normal. **Ignore all monster-related** encounters.

NPCs of Note

There is always a **90%** chance that the **Illusionist Entertainer** will be in residence.

Popular Establishment

Prior to the PCs entering the building, roll **2d4** times on the **Random NPC Encounters** table to determine which NPCs are present here already.

Areas of Interest

ML3-MLW-ES-1: Entrance

A set of wooden double doors stands here, with lit torches in wall sconces to either side and potted, well-tended plants on the outside of those.

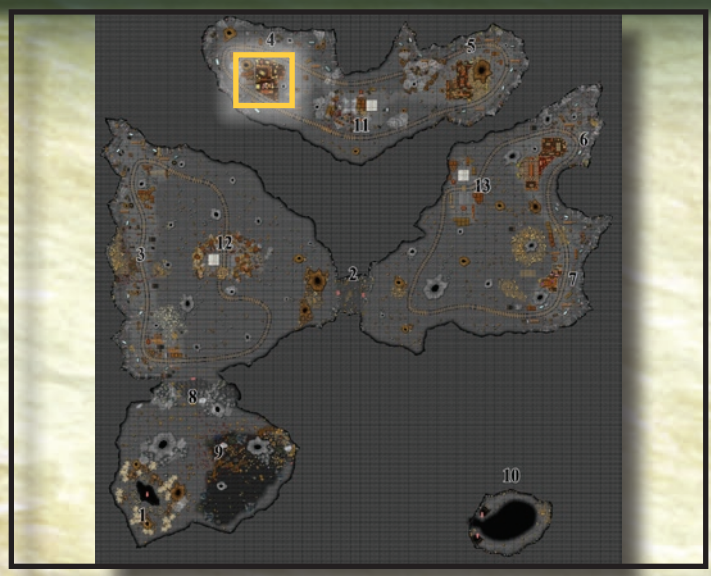
These doors are never locked.

ML3-MLW-ES-2: Spectators

This room has clearly been intended for entertainment. Around the perimeter are all manner of cushions; potted plants sit in every corner. A sideboard sits just to the east of the doors to the north; a small table ringed with chairs has been placed to the west of the doors. A single wooden door leads to the east, obscured by a red velvet curtain; a similar door-and-curtain arrangement leads to the southeast.

	Access	Contents
Sideboard	unprotected	Rations & Prepared Food, using Context C

	Access
Illusionist's Quarters Door	Locks: Door, Simple, using Context C



ML3-MLW-ES-3: Stage and Bar

The center portion of the room serves as both stage and bar: a large "L" shape formed of tables, and ringed with comfortable, cushioned chairs, describes a square-shaped stage. To the south are two sideboards.

	Access	Contents
Sideboards (2x)	Locks: Furniture, Simple	Weapons: Light

ML3-MLW-ES-4: Kitchen

This compact room is clearly the kitchen: a stove burns to the northeast; beneath it is a food prep table that has seen better days. Two chests have been shoved in the northwest corner; to the southeast is an array of sacks. Finally, a large food storage cabinet sits against the southwest corner.

	Access	Contents
Food Prep Table	unprotected	Weapons: Simple, roll 1d4 times
Chests (2x)	Locks: Chest, Simple	Potions: Moderate, using Context B
Sacks (4x)	unprotected	Simple Foodstuffs, size Medium
Food Storage Cabinet	Locks: Furniture, Simple	Rations & Prepared Food, using Context C, size Medium *AND* Potions: Moderate, using Context B

ML3-MLW-ES-5: Illusionist's Quarters

These posh digs are surely the personal quarters of the Entertainer master. Piles of clothes of all manner have been tossed unceremoniously on the floor atop a plush carpet. To the northeast is a large clothing cabinet; a privy and washbasin sit to its south. Against the north

wall are three bookcases and a dressing desk. To the west is a large bed with down comforter. Against the south wall are two cabinets and a workbench, atop which is arrayed all manner of scarves, pots, and other paraphrenalia used in the act.

	Access	Contents
Floor	unprotected	**Clothing: General, using Context C, size Large**
Northeast Cabinet	unprotected	**Clothing: General, size Medium**
Bookshelves (3x)	unprotected	**Books: General, using Context D**
South Cabinets (2x)	**Locks: Furniture, Simple**	**Clothing: General, using Context C** *AND* **Armor: Light, using Context C** *AND* **Weapons: Light**
Dressing Desk	**Locks: Furniture, Simple**	**Coin Treasure: Medium, using Context B AND** A letter is within: roll on the **Plot Discoveries** table.

ML3-MLW-ES-6: South Door

To the southeast of the personal quarters is a simple wooden door.

	Access
Storage Door	**Locks: Door, Reinforced, using Context B** *AND* **Traps: General, using Context C**

ML3-MLW-ES-7: Storage

This room smells musty, and somehow of incense as well. Four chests are scattered against the southwest wall; two small crates sit to the southeast. Bags have been placed in the east.

	Access	Contents
Chests (4x)	**Locks: Chest, Simple, using Context C**	**Armor: General** *AND* **Gems: Semi-Precious** *AND* **20%** chance of a letter within: roll on the **Plot Discoveries** table.
Crates (2x)	**Container: Barrel or Crate**	**Textiles: General, using Context C, size Medium**
Sacks (2x)	unprotected	**Potions: Moderate, using Context B**

ML3-MLW-ES-8: Railway North

Sturdy and ready, these tracks seem.

ML3-MLW-ES-9: Rock Pillar Southeast

This stalagmite reaches 20' of the way toward the 35' high ceiling.

ML3-MLW-ES-10: Rock Pillar West

35' high, the ceiling is here: this narrow spire reaches all the way to the top, though it seems quite precarious.

ML3-MLW-ES-11: Railway South

These tracks appear well-used and sturdy.

Map 111: Mining Love East Overview (ML3-MLE-O)

One square equals 5 ft.

ML3-MLE-O: Mining Love East Overview

Overview

This northwestern region is home to a great deal of mining, plenty of monsters, and the **Chemist's House**, a place of solid threat and ample equipment.

Theme & Purpose

This region has a good deal of value for all manner of party: monsters, information, and loot.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. **Roll twice as often** as normal, and **reroll** results of "**No Encounter**" once.

NPCs of Note

The **Chemist** is nearly always in the **Chemist's House**; upon entering that area, there is a **90%** chance of this.

Areas of Interest

ML3-MLE-O-1: Chemist's House

Please refer to page 327 for more details on this building.

ML3-MLE-O-2: Fungus Bloom

About the base of an absolutely enormous rock pillar that reaches 40' straight up to the ceiling above you, a similarly impressive fungal bloom has taken root.

This fungus has a variety of effects. At the end of every 2 full rounds spent in any square with any fungus in it, roll on the following table separately for each character who does so:

Table 17: Fungal Bloom Effects

D%	Sample Effect
01-30	No effect.
31-50	You suddenly get desperately thirsty. For **24 hours**, you suffer from the **Nauseated** condition.
51-60	Swallowing becomes an effort as your throat tenses up. It feels as though you've eaten a huge ladleful of honey or similarly viscous substance. You recover **1 hp** if you were not already at full health; if you were, the effect creates a sweet, favorable taste in your mouth, but has no mechanical effect.
61-70	Bile surges from your innards; you throw up.
71-80	Nothing happens for a moment. Then, for a split second, the entire world appears to be black and white. You shake your head, and everything is back to normal. You're not entirely sure you didn't hallucinate the effect.
81-90	You are absolutely certain that you have been posioned by the fungal spores. Evil permeates your skin, and seeps into your brain. You can *feel* death calling for you in an eerie voice, both hideous and tempting. For **24 hours**, you suffer from the **Shaken** condition.
91-99	Your vision blurs. You see double of nearly everthing that is more than 10' away from you. For **1d4** hours, you suffer from the **Dazed** condition.
00	You have a violent urge to throw up. Just as you are struggling to remain upright, however, the sickness passes, and you feel much better. All of your **Ability Scores** gain a **+1** benefit for **24 hours**.

ML3-MLE-O-3: Northwest Mining

Clusters of scaffolding reach 25' up into the cave ceiling in this area. Troughs of blackish, silt-ridden water sit interspersed with barrels of fresh water.

ML3-MLE-O-4: Spiderweb Debris

A 20' tall stalagmite is encircled by spiderwebs and trash.

Disturbing any of these webs prompts attention: roll on the **Random Encounters** table, ignoring results of "**NPC Encounter**". Place any monsters that result as

coming from the spiderwebs to the south.

ML3-MLE-O-5: Spiderwebs East

Massive, overlapping spiderwebs are strung here across the floor and between clumbs of rock and debris.

Disturbing any of these webs prompts attention: roll on the **Random Encounters** table, ignoring results of "**NPC Encounter**". Place any monsters that result as coming from the spiderwebs to the south.

ML3-MLE-O-6: Spiderweb Center

Amidst a huge circle of spiderwebs is a central clearing devoid of threads. In this area is a gruesome collection of bones, bodies, and freshly-killed corpses in various stages of decay. You spy a half-orc, three dwarves, and two elves.

	Access	Contents
Half-Orc Corpse	unprotected	**Armor: Heavy** *AND* **Weapons: Martial 2H**
Dwarf Corpses (3x)	unprotected	**Armor: Medium** *AND* **Weapons: Martial 1H** *AND* **Armor: Shields**
Elf Corpses (2x)	unprotected	**Armor: Light** *AND* **Weapons: Martial Ranged** *AND* **Weapons: Light**

ML3-MLE-O-7: Mining West-Northwest

Scaffolds reach 25' to the ceiling in this region. A murky trough and a fresh water barrel can be found here as well.

ML3-MLE-O-8: Mining North-Northwest

A trio of empty barrels smells like rotted fish, though there is nothing inside. Wood planks sit ready to be shaped into anything needed. Two sealed barrels can be found to the east of this region. Scaffolding reaches to the 20' high ceiling.

	Access	Contents
Barrels (3x)	Container: Barrel or Crate	Fresh water

ML3-MLE-O-9: Mining West-Northwest

Spiderwebs, a barrel of fresh water, and a trough filled with a vile blackish-grey substance are arranged about a stalagmite. Several mining tools can be found scattered on the ground. The 20' tall cave wall can be accessed via rickety scaffolding.

	Access	Contents
Mining Tools	unprotected	Weapons: Simple, roll 2d4 times

ML3-MLE-O-10: Mining East

The 20' tall eastern cave wall here contains an assortment of scaffolding, spiderwebs, and boulder piles. Some rocks appear to have been pried from the mining wall in the past few weeks.

When the PCs enter this area, roll on the **Random Encounters** table, ignoring results of "**NPC Encounter**". Place any monsters that result from this roll as approaching from the railway tracks to the southwest, from the "**12**" marking **Location 12**.

ML3-MLE-O-11: Mining Southeast

The 25' tall cave wall in these parts can be accessed by a number of scaffolds. Wheelbarrows, tools, and boulders can be found scattered about.

	Access	Contents
Mining Tools	unprotected	Weapons: Simple, roll 1d4 times

ML3-MLE-O-12: Mining South

Waist-high piles of boulders dot the base of the 25' tall cave wall here. Rusty scaffolds have seen better days, but seem up to the task of offering support. Fresh water barrels are spaced evenly across the area.

ML3-MLE-O-13: Railway

These rails seem in great condition, though to the south a large wheelbarrow has been placed across the tracks. To the west of the arc is an assortment of crates.

If the party is traveling via railcar, they will have to stop here to remove the wheelbarrow in order to continue. When they disembark, roll on the **Random Encounters** table, ignoring results of "**NPC Encounter**". Place any monsters that result from this roll as approaching from **Location 5** to the west.

	Access	Contents
Crates, Large (2x)	Container: Barrel or Crate	Glasses, Metals, and Woods, size Large
Crates, Small (2x)	Container: Barrel or Crate	General Supplies, size Medium

Map 112: Mining Love East: Chemist's House (ML3-MLE-C)

One square equals 5 ft.

ML3-MLE-C: Mining Love East Chemist's House

Overview

This was, and remains, the residence of the **Chemist**, a character of some bizarre quirks and curious focus whose idiosyncracies have only gotten worse with the chaos resulting from the **Obelisk's** discovery.

Theme & Purpose

A bounty of loot and information is available here, if the PCs wish to brave the danger.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. **Reroll monster-related** encounters once, and place any that do ensue as approaching from outside this map, to the east.

NPCs of Note

The **Chemist** is nearly always here: there is a **90%** chance.

Areas of Interest

ML3-MLE-C-1: Massive Rock Pillar

This is described in "**Map 111: Mining Love East Overview (ML3-MLE-O)**" on page 324.

ML3-MLE-C-2: Fungal Bloom

This is also described on page 324. In short, any PC walking through the fungus is subject to random effects.

ML3-MLE-C-3: Railway

Sturdy and sure, these tracks appear ready for use.

ML3-MLE-C-4: Entryway Lab

A single, simple wooden door gives access to this room from the outside. A long rectangular table occupies the center of the room; it's littered with all manner of alchemy tools and ingredients. Potted plants of bizarre hue lurk in three corners; the northwest contains a chest surrounded by large, strange-smelling sacks. To the north a single wooden door leads further into the building.

	Access	Contents
Lab Table	unprotected	**Weapons: Simple** *AND* **Alchemy Lab**
Chest	**Locks: Chest, Simple** *AND* **Traps: General, using Context D**	**Potions: Moderate, size Medium**
Sacks (5x)	unprotected	**Simple Foodstuffs**

	Access
South Entrance	**Locks: Door, Reinforced**
North Door	**Locks: Door, Simple**

ML3-MLE-C-5: Main Chamber

Bookshelves, potted plants, chairs, and a stove ring the perimeter of this oddly-shaped room with a perfect view of the rockspire and fungal bloom to the east. In the center is a dining table set with chairs and fresh food. A single wooden door leads to the northwest.

	Access	Contents
Lab Table	unprotected	**Alchemy Lab** with additional **+1** circumstance bonus to **Alchemy** checks *AND* **Potions: Moderate, using Context B**
Bookshelves (3x)	unprotected	**Books: General, using Context B**

	Access
Chemist's Quarters Door	**Locks: Door, Reinforced** *AND* **Traps: General, using Context C**
Secret Door West	**Locks: Door, Secret (Perception) / Locks: Door, Reinforced (to open)**

ML3-MLE-C-6: Observation

Nestled in the northeast corner of the main chamber is an array of comfortable chairs facing out the windows to the east, two bookshelves, and a variety of laboratory equipment stacked with reagents and vessels.

	Access	Contents
Lab Table	unprotected	**Weapons: Simple, using Context B** *AND* **Potions: Moderate, using Context B**
Bookshelves (2x)	unprotected	**Books: General**

ML3-MLE-C-7: Chemist's Quarters

This "L" shaped room forms the personal quarters of the Chemist. Two cabinets, a small table, dressing desk, privy, washbasin, and a bed form the furniture; to the southeast of the bed is a treasure chest.

	Access	Contents
Cabinets (2x)	unprotected	**Clothing: General**
Dressing Desk	**Locks: Furniture, Simple**	**Writing Supplies** *AND* **Weapons: Simple, using Context C**
Chest	**Locks: Chest, Strongbox** *AND* **Traps: General, using ContextB**	**Potions: Moderate, using Context C, size Medium AND** A half-burnt scrap of paper can be found in this chest: roll on the **Plot Discoveries** table.

ML3-MLE-C-8: Storage Entrance

A trail of days-old blood approaches these steel double doors from the northwest. Coins are scattered about the cave floor nearby. To the northeast is a trio of barrels, two of which are open and empty; just outside the doors is a single sealed barrel.

	Access	Contents
Barrels (2x)	**Container: Barrel or Crate**	**Alcohol: General, using Context C**
Cave Floor	unprotected	**Coin Treasure: General, using Context B, halve quantities**

	Access
Storage Entrance	**Locks: Door, Stronghold, using Context C**

ML3-MLE-C-9: Elf Corpse

A grisly scene meets your eyes: an elven body lies crumped and bloody, dead not but a few days. Coins and blood form a trail from the north, outside the main doors to this chamber.

	Access	Contents
Elf Corpse	unprotected	**Armor: Light** *AND* **Weapons: Martial 1H** *AND* **Potions: Moderate, all using Context C**
Cobblestone Floor	unprotected	**Coin Treasure: General, using Context C, halve quantities**

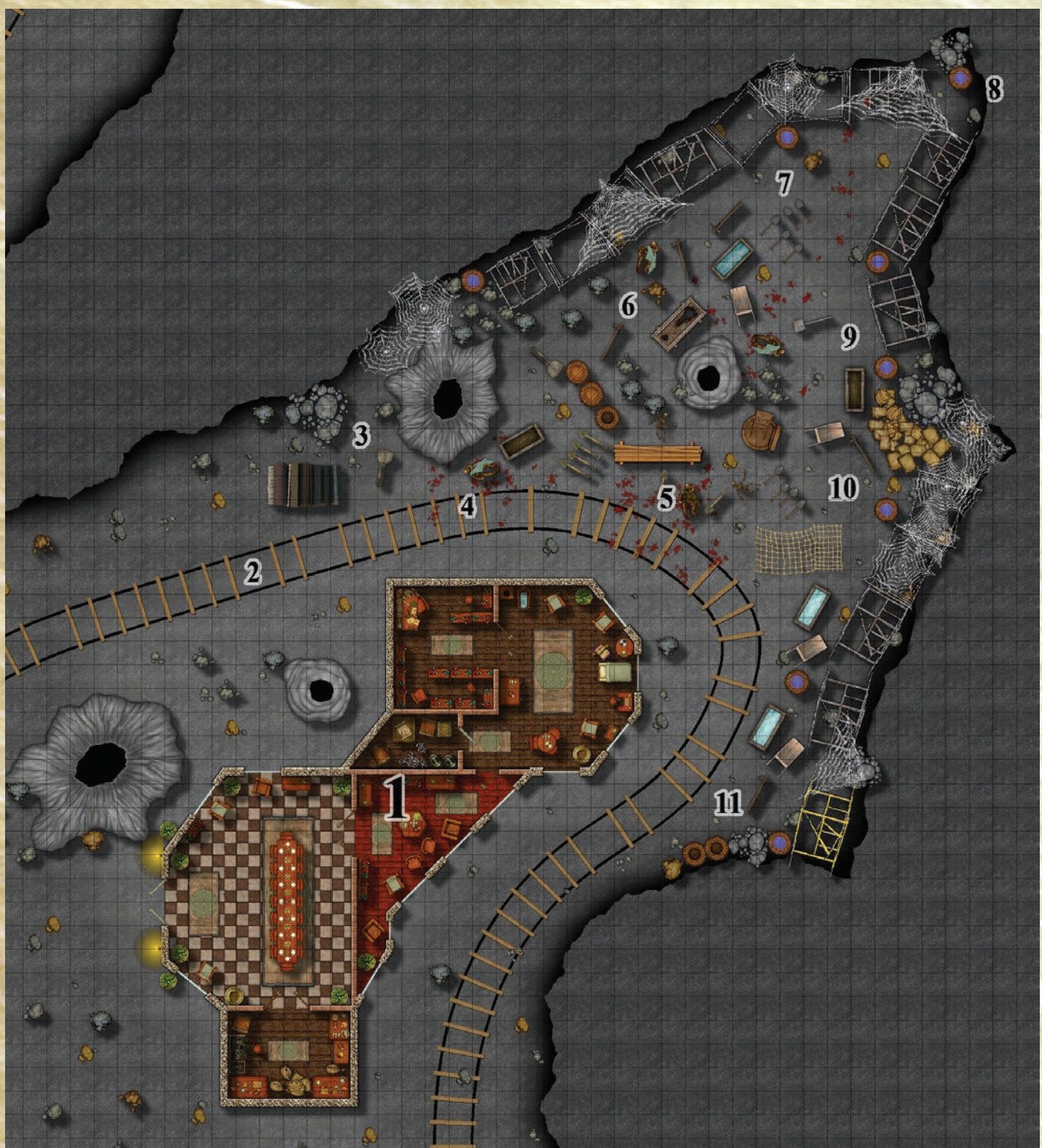
ML3-MLE-C-10: Storage

This shed contains a great deal of containers, all of which seem particularly well-made and upkept. Two large crates in the southwest, two small crates, two treasure chests, five large barrels, three smaller casks, and a large pile of sacks comprise the contents.

	Access	Contents
Crates, Large (2x)	**Container: Barrel or Crate, using Context C**	**Glasses, Metals, and Woods, size Large, using Context C**
Crates, Small (2x)	**Container: Barrel or Crate, using Context C**	**Potions: Moderate, size Large**
Chests (2x)	**Locks: Chest, Strongbox**	**Gems: Medium Quality**
Barrels, Large (5x)	**Container: Barrel or Crate, using Context C**	**Alcohol: General, using Context C**
Casks, Small (3x)	**Container: Barrel or Crate, using Context C**	**Alcohol: General, using Context C; roll twice and pick the more expensive result**
Sack Pile	unprotected	**Simple Foodstuffs, size Large**

Map 113: Mining Law North Overview (ML3-MLN)

One square equals 5 ft.



ML3-MLN: Mining Law North Overview

Overview

This region is rife with mining, but of particular note, contains the **Loremaster's Shack**.

Theme & Purpose

Gather information, is the primary reason for being here. There's not much loot to be found.

Random Encounters

Use the standard / default **Random Encounter** rules for this level.

NPCs of Note

The **Loremaster** is of course in the **Loremaster's Shack** quite often (**90%** chance).

Areas of Interest

ML3-MLN-1: Loremaster's Shack

Find more information about this building on page 333.

ML3-MLN-2: Railway

Nicked and grooved and scarred from fire, these rails nevertheless seem serviceable.

ML3-MLN-3: Woodpile

Near a set of boulders and a rock pillar is a pile of uncut wooden logs.

Within the logs, only discovered if searched intentionally, is a small cache from a paranoid (and now long dead) miner:

	Access	Contents
Woodpile	unprotected	**Coin Treasure: Moderate, using Context D**

ML3-MLN-4: Dwarf Corpse

Lying partly across the railway is a dwarven corpse, dead a few weeks at least.

	Access	Contents
Dwarf Corpse	unprotected	**Armor: Medium** *AND* **Weapons: Martial 2H**

ML3-MLN-5: Dwarf Corpse Woodpile

South of a stack of lumber is another dwarven body, this one dead at least a month from the state of decomposition. It appears to have been hacked to death viciously.

	Access	Contents
Dwarf Corpse	unprotected	**Armor: Medium** *AND* **Weapons: Martial 2H**

ML3-MLN-6: Drained Corpse

This body, lying amidst abandoned tools and broken equipment, is so dessicated it's tough to tell even the race of the victim. You suspect half-elf, though. Scaffolding nearby reaches 20' tall.

	Access	Contents
Half-Elf Corpse	unprotected	**Armor: Light** *AND* **Weapons: Martial 2H**

ML3-MLN-7: Mining Northeast

20' tall scaffolding towers over an assortment of abandoned and enormous pickaxes and other tools.

While the party is exploring in this corner, roll on the **Random Encounters** table until you get a monster result; place the critter(s) as waiting in **Location 2** until the PCs venture southward again.

	Access	Contents
Abandoned Tools	unprotected	**Weapons: Martial 2H, roll 2d4 times, using Context D**

ML3-MLN-8: Northeast Crevice

The mining walls and ceiling narrow to a scant 10' tall; scaffolding barely has to do anything here to reach the ceiling. Spiderwebs and a barrel of fresh water flank a pile of boulders.

The boulder pile hides some particularly interesting ore that has gone unmoved as of yet; it is only discoverable if intentionally searched.

	Access	Contents
Boulder Pile	unprotected	**Glasses, Metals, and Woods, using Context C, size Medium**

ML3-MLN-9: Mining Northeast

20' scaffolds reach to the ceiling here. Two barrels of fresh water are at hand to quench thirst or to assist in quenching fires. To the west is a dwarven corpse, dead several weeks.

	Access	Contents
Dwarf Corpse	unprotected	**Armor: Light** *AND* **Weapons: Martial 2H** *AND* **Potions: Moderate, using Context B**

ML3-MLN-10: Mining East

A huge variety of sacks and bags has been piled here. Netting has been left to the southwest; it seems to have been used to haul ore. Spiderwebs coat the entire eastern cave wall, against which scaffolding has been erected to reach all the way to the 25' ceiling. Mining tools lay abandoned everywhere.

	Access	Contents
Sack Pile	unprotected	**Simple Foodstuffs, size Large**
Cave Floor	unprotected	**Weapons: Simple, roll 2d6 times, using Context B**

ML3-MLN-11: Mining Southeast

20' high scaffolds stand against the web-encrusted cave walls here. Fresh water barrels are spaced evenly. To the west, the railway appears to parallel the curve of the wall that has been mined.

Map 114: Mining Love North: Loremaster's Shack (ML3-MLN-LM)

One square equals 5 ft.

ML3-MLN-LM: Mining Law North: Loremaster's Shack

Overview

The **Loremaster** held quarters here, and is still here much of the time.

Theme & Purpose

This is one of the best potential sources of information about the **Mines**, their operation, and what truly happened here in the entire complex.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. Reroll **Monster Encounters** once.

NPCs of Note

The **Loremaster** is nearly always (**90%** chance) here.

Areas of Interest

ML3-MLN-LM-1: Entrance

Two steel doors bar your entrance here. To either side are lit torches hanging in wall sconces against the brick. Potted plants, well-tended, have been placed outside those on either side.

	Access
Entrance	Locks: Door, Reinforced, using Context C

ML3-MLN-LM-2: Reception Hall

This well-furnished hall has chequered wood floors and is dominated by a huge banquet table set with fresh snacks. Flourishing potted plants are spaced at intervals about the perimeter. A sideboard sits against the north wall; chairs are spaced around the room. To the south, a set of simple wooden doors allows entry further into the house; a second set of doors leads eastward.

	Access	Contents
Sideboard	unprotected	Rations & Prepared Food, size Medium

Both sets of doors mentioned have no lock.

ML3-MLN-LM-3: Kitchen / Pantry

A stove sits against the western wall. About the edges of the room are scattered a variety of foodstuffs and containers, including several food-prep stations. A chest sits to the north of the stove.

	Access	Contents
Chest	Locks: Chest, Simple	Potions: Moderate, size Medium
Food Prep Tables (3x)	unprotected	Simple Foodstuffs, size Medium
Cabinets (2x)	unprotected	Rations & Prepared Food, size Medium
Sack Pile	unprotected	Simple Foodstuffs, size Large

ML3-MLN-LM-4: Drawing Room

This cozy, triangular room is littered with comfortable-looking chairs, most facing east and south outside against the windows overlooking the railway. Sideboards and bookshelves line the north and west walls. A door leads to the northeast.

	Access	Contents
Sideboards (2x)	Locks: Furniture, Simple	A note can be found here: roll on the **Plot Discoveries** table.
Bookshelves (4x)	unprotected	Each has a **40%** chance to contain a scroll containing information from the **Plot Discoveries** table.

	Access
Loremaster's Quarters Door	Locks: Door, Reinforced, using Context C *AND* Traps: General, using Context B

ML3-MLN-LM-5: Loremaster's Quarters

A beautiful room has large windows facing the eastern and southeastern cavern areas. The bed faces eastward, to provide a better view upon first waking up. A dressing desk, privy, washbasin, cabinet, writing desk, and several comfortable chairs complete the arrangement. To the northwest is a set of double doors leading westerward; to the south of this, a single steel door also leads to the west.

	Access	Contents
Dressing Desk	unprotected	**Weapons: Simple, using Context D**
Cabinet	unprotected	**Clothing: General, using Context C**
Writing Desk	unprotected	**Writing Supplies**

	Access
Closet Doors	**Traps: General, using Context B** *(no lock)*
Storage Door	**Locks: Door, Stronghold** *AND* **Traps: General, using Context B**

ML3-MLN-LM-6: Closet Library

What would normally be a closet for the bedroom is instead a library and laboratory, perhaps fitting for a Loremaster of a giant mining complex. Bookshelves form a light maze of corridors, leading to a lab bench and a reading nook.

	Access	Contents
Bookshelves (12x)	unprotected	Each has a **30%** chance to contain a scroll containing information from the **Plot Discoveries** table. In addition, each has a separate, **25%** chance to contain a useful book: Books, **General**
Lab Bench	unprotected	**Weapons: Simple** *AND* **Potions: Moderate, using Context C**

ML3-MLN-LM-7: Storage Vault

This musty room smells of oil and ore. Three treasure chests, a small crate, and piles of uncut gems lay scattered here. Atop the crate is an open book.

	Access	Contents
Crate, Small	**Container: Barrel or Crate**	**Glasses, Metals, and Woods, using Context C, size Medium**
Chests (3x)	**Locks: Chest, Strongbox**	**Potions: Moderate, using Context C AND Coin Treasure: Moderate, using Context B**
Gem Pile	unprotected	**Gems: Low, size Medium, using Context**

ML3-MLN-LM-8: Railway

Study and curving, these rails look ready for safe use.

Map 115: Mining Law South Overview (ML3-MLS-O)

One square equals 5 ft.

ML3-MLS-O: Mining Law South Overview

Overview

A previously orderly area, this region has fallen into disrepair of late in the wake of the **Obelisk's** discovery. Of note, it contains the **Sage's Shack**.

Theme & Purpose

The Sage is one of the best sources of information in the adventure. In addition, there is a fair amount of loot to be had.

Random Encounters

Use the standard / default **Random Encounter** rules for this level.

NPCs of Note

Of note, the **Sage** can oft be found in the **Sage's Shack** **90%** of the time.

Areas of Interest

ML3-MLS-O-1: Sage's Shack

Please refer to page 339 for more details about this building.

ML3-MLS-O-2: Woodpiles and Fungus

A set of two large woodpiles sits to the north of the rail tracks. To the north and northwest of these is a broad array of fungus. Two large containers are in the southeast of this region.

	Access	Contents
Crate, Large (3x)	Container: Barrel or Crate	Glasses, Metals, and Woods, using Context C, size Medium
Chests (3x)	Locks: Chest, Strongbox	Potions: Moderate, using Context C AND Coin Treasure: Moderate, using Context B
Gem Pile	unprotected	Gems: Low, size Medium, using Context

ML3-MLS-O-3: Mining Southwest

A long-unused firepit lies among a variety of mining equipment and abandoned tools. Scaffolding in this area looks well-worn but usable, and reaches up to the top fo the 25' tall mining cave walls.

As the party enters this area, roll on the **Random Encounters** table and reroll until you get a monster encounter. Place the resulting critter(s) as approaching from **Location 2**.

ML3-MLS-O-4: Mining Southeast

Scaffolds here are rusty and reach 20' tall. Troughs of murky, disgusting water are spaced acorss the area. A firepit sits here, long unfired. Raw logs sit in a stack, ready to be shaped for further use.

ML3-MLS-O-5: Mining South-Southeast

A quarter of barrels marks the southern portion of this area. Fresh water lies in a barrel. Scaffolds stretch 30' tall. The curve of the mining wall mirrors the curve of the railway.

	Access	Contents
Barrels (4x)	Container: Barrel or Crate	Alcohol: General, Using Context B

ML3-MLS-O-6: Mining East

The rusted and creaking scaffolds here reach 30' high. Four casks sit in a row, on their sides. There's an assortment of abandoned tools.

	Access	Contents
Barrels (4x)	Container: Barrel or Crate	Alcohol: General
Abandoned Tools	unprotected	Weapons: Martial 2H, roll 2d6 times

ML3-MLS-O-7: Mining Northeast

The mine wall, 25' tall, narrows to a corner here among piles of boulders and the occasional outcropping of toadstools. A ridge of barrels sits to the west; one contains fresh water, and two are empty.

	Access	Contents
Barrels (4x)	Container: Barrel or Crate	Alcohol: General, using Context D

ML3-MLS-O-8: Fungus Railway & Storage

A huge crop of mushrooms has taken root and grown atop the rails and the railbeds here. To the west of the rails, a line of heavy containers has been placed. An unused firepit sits to the east of the rails and fungus.

	Access	Contents
Crates, Large (6x)	Container: Barrel or Crate, using Context B	Glasses, Metals, and Woods, size Large

As the party enters this area, roll on the **Random Encounters** table and reroll until you get a monster encounter. Place the resulting critter(s) as approaching from **Location 7.** Ignore this effect if the party has already explored **Location 7** before entering this area.

ML3-MLS-O-9: Funal Rock Pillar

A large stalagmite reaches 30' to the ceiling in this area. It's surrounded by a huge variety of mushroom sizes. To the northwest is a duo of wood chopping piles.

Disturbing the fungus in this area prompts a roll on the **Random Encounters** table. Reroll monster-related results once. Place any encounters that result as approaching from the southwest, west of **Location 2**.

Map 116: Mining Law South: Sage's Shack (ML3-MLS)

One square equals 5 ft.

ML3-MLS: Mining Law South: Sage's Shack

Overview

This is the home and operations of the **Sage**. Typically, the Sage is called for or summoned, and so there has not been a great deal of cause for others to intrude into the domicile.

Theme & Purpose

It's a great opportunity to loot and gain information, if the **Sage** can be dealt with in a savory manner.

Random Encounters

Use the standard / default **Random Encounter** rules for this level.

NPCs of Note

Of note, the **Sage** can oft be found in the **Sage's Shack** **90%** of the time.

Areas of Interest

ML3-MLS-1: Entrance

A simple-looking door bars your way here. A lit torch rests in a wall sconce just to the north of the door itself.

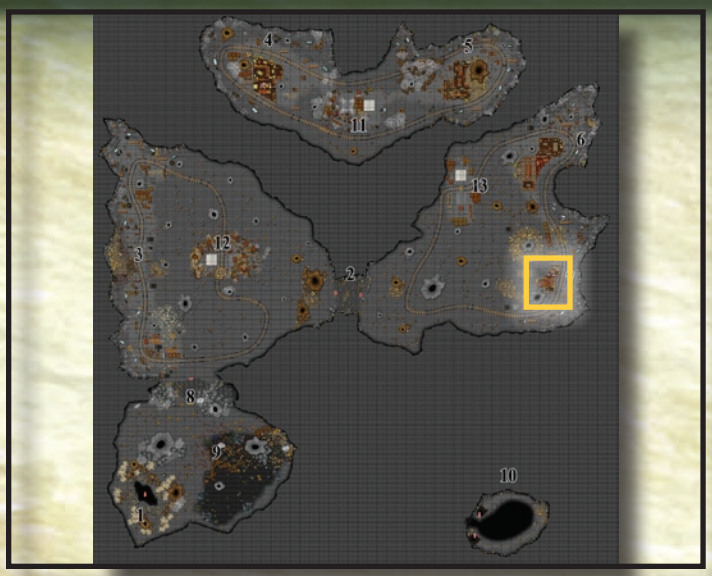
	Access
Entrance	Locks: Door, Simple, using Context C

ML3-MLS-2: Seance Library

This room has the feel of a library, with bookshelves lining all but the west wall. However, the thick smell of incense in the air, and the somewhat dark conditions, make you think of a ceremony, a seance, or other kind of scrying opporunity. A set of double doors leads north; to the south, a single door bars entry.

	Access	Contents
Bookshelves (7x)	unprotected	**20%** chance of useful book: Books: General *AND* **15%** chance of an informative note: roll on the **Plot Discoveries** table.

	Access
Bedroom Doors	Locks: Door, Simple, using Context C *AND* Traps: General, using Context B
Kitchen Door	Locks: Door, Weak



ML3-MLS-3: Kitchen

This room contains a stove in the east, and a variety of food sacks in the west.

	Access	Contents
Food Sacks (6x)	unprotected	Simple Foodstuffs, size Medium

ML3-MLS-4: Sage's Chambers

A bookshelf sits just inside the door to the east; a bed to the north of it. A privy is wedged just north of the bed, immediately to the west of a large worktable littered with notes and equipment. A dressing desk sits against the southeast wall. Finally, a sideboard rests against the northeast corner.

	Access	Contents
Bookshelf	unprotected	Books: General, using Context C
Dressing Desk	Locks: Furniture, Strong	Potions: Moderate *AND* Gems: Semi-Precious

ML3-MLS-5: Secret Cache Door

Only read the *italicized* text if the secret is discovered.

Behind the sideboard, the brick of the north wall is disfigured slightly. Prying with a blade, you discover a crease. After some careful poking and prodding, you find a lock hidden to match the brick facade.

	Access
Secret Cache Door	Locks: Door, Secret, using Context B, Perception *AND* Locks: Door, Stronghold, using Context D (to open)

ML3-MLS-6: Secret Cache

This small room at the north of the building holds a variety of containers: a pile of sacks in the southwest, two treasure chests, and a small crate in the northeast. A recently-used firepit and cauldron sit in the northwest corner.

	Access	Contents
Sack Pile	unprotected	Rations & Prepared Food, using Context C, size Medium
Chests (2x)	Locks: Chest, Strongbox	Weapons: General, using Context C *AND* Armor: General, using Context C
Crate, Small	Container: Barrel or Crate	Glasses, Metals, and Woods, size Medium, using Context C

ML3-MLS-7: Rock Pillar

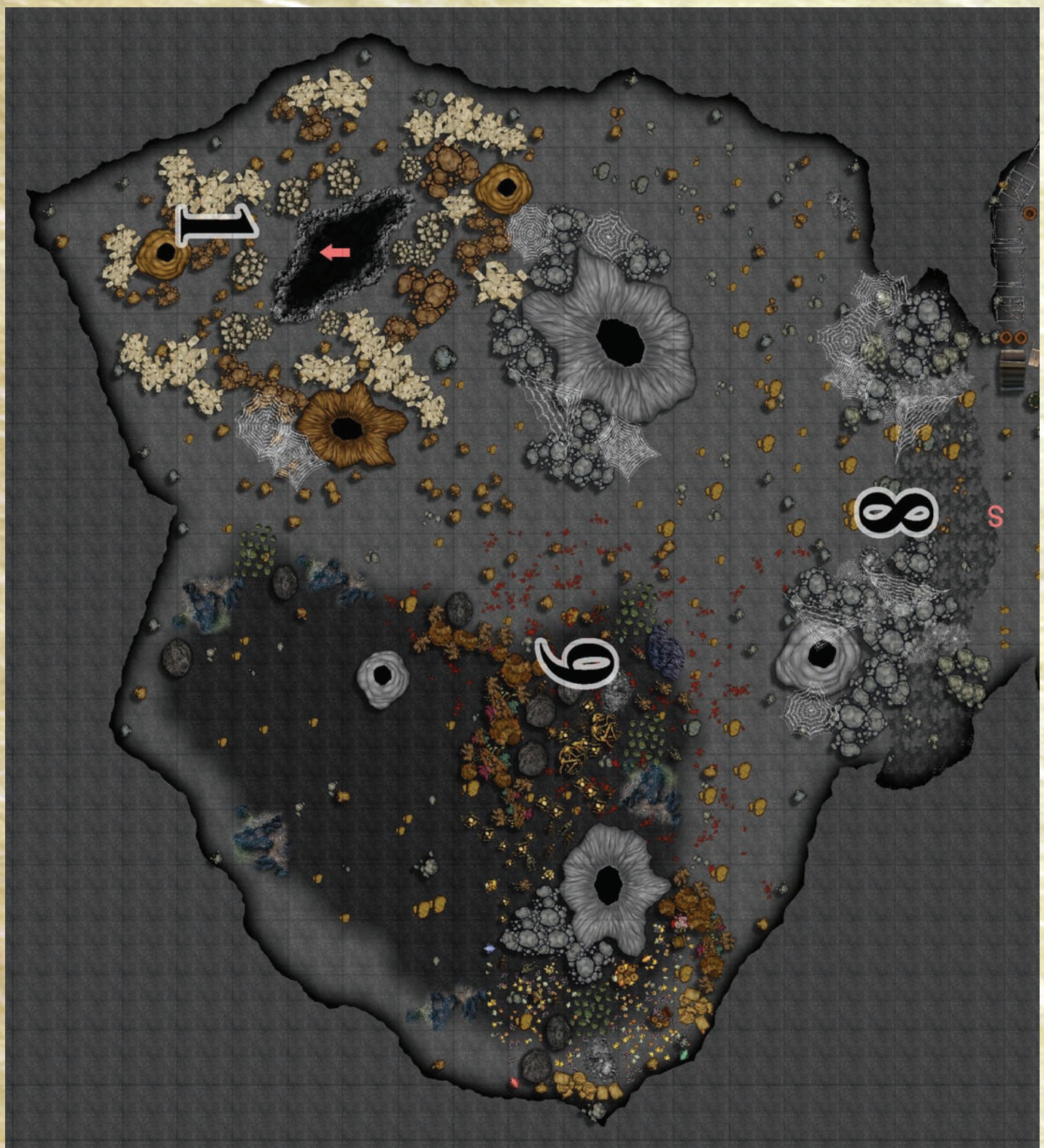
To the southwest of the building is a floor-to-ceiling stalagmite whose northern outcropping nearly touches the southwest wall of the Sage's Shack.

ML3-MLS-8: Railway

This section of the railway appears solid and well-balanced, able to support a heavy load if necessary.

Map 117: Cave-In: Entire Chamber (ML3-CIN-C)

One square equals 5 ft.



ML3-CIN-C: Cave-In: Entire Chamber

Overview

This region is a large natural cavern, formed from water erosion from the trickly that once fell from above via the underground river in other **Mine** levels. The trickly has long since been plugged, but the natural cave remains.

It was once connected to the main Mine area to the north, but a massive cave-in severed the connection. Fearing that the cave-in was a harbinger of further disasters due to unsafe structure, **Mondaria City** decided not to excavate the cave-in.

Theme & Purpose

Logistically, it's one of the few unorthodox means of descending to **Mines Level 4**. In addition, there is some significant monster-related challenge to be found here.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. Ignore "**NPC Encounter**" results, and reroll results of "**No Encounter**" once.

Areas of Interest

ML3-CIN-C-1: Pit Down

Turn to page 302 for further details.

ML3-CIN-C-8: Cave-In

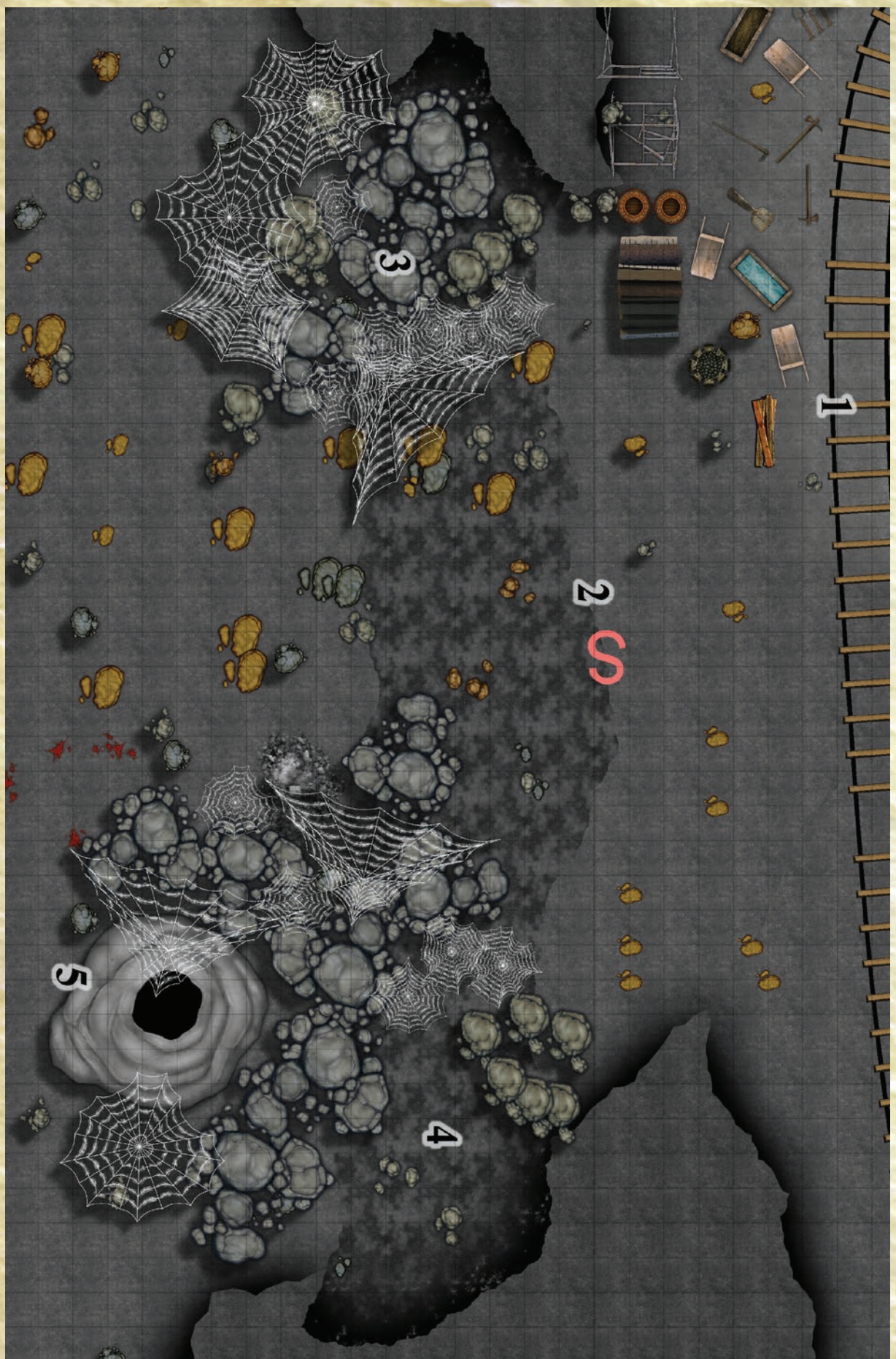
Page 344 holds more details about this region.

ML3-CIN-C-9: Lair

This creepy location is described starting on page 346.

Map 118: Cave-In (ML3-CIN)

One square equals 5 ft.



ML3-CIN: Cave-In

Overview

This is the actual area caved in via fallen rocks decades ago. The occasional rogue miner will poke and prod here, but ultimately, all fear further disasters more than they are curious, and the region has gone largely untouched.

Theme & Purpose

This is the only real means of entering the **Cave-In** region to the south, and what it invovles.

Random Encounters

Use the standard / default **Random Encounter** rules for this level.

Areas of Interest

ML3-CIN-1: Railway

The railbed is somewhat rotted, and the rails a bit corroded, but you feel as though these rails can still safely hold cars.

ML3-CIN-2: Cave-In Boulders

At the GM's discretion, nearly every NPC—named or otherwise—who inhabits this level of the Mines should know about the cave-in and would tell the PCs if they inquire about interesting features or happenings or a related topic. Such knowledge would allow the party to ignore the **Perception** check involved.

	Access
Cave-In Boulders	**Locks: Door, Secret, using Context D, Perception** *AND* **Locks: Door, Stronghold, using Context B, Strength-related only (to pass through)**

ML3-CIN-3: Western Boulder Cluster

Amidst a huge pile of boulders and loose rocks is a nook surrounded on most sides by spiderwebs. Boulders pile up to the ceiling to the south; it is not possible to pass through in that direction from here.

If the party does not investigate this area before moving through the center passage, roll on the **Random Encounters** table, rerolling until you get a monster-related encounter, and placing it here.

ML3-CIN-4: Eastern Boulder Cluster

Fallen rocks block passage south, but form a little alcove in the easternmost region of the cave-in.

While the party is in this alcove, roll on the **Random Encounters** table, rerolling until you get a monster-related encounter, and placing it as approaching from

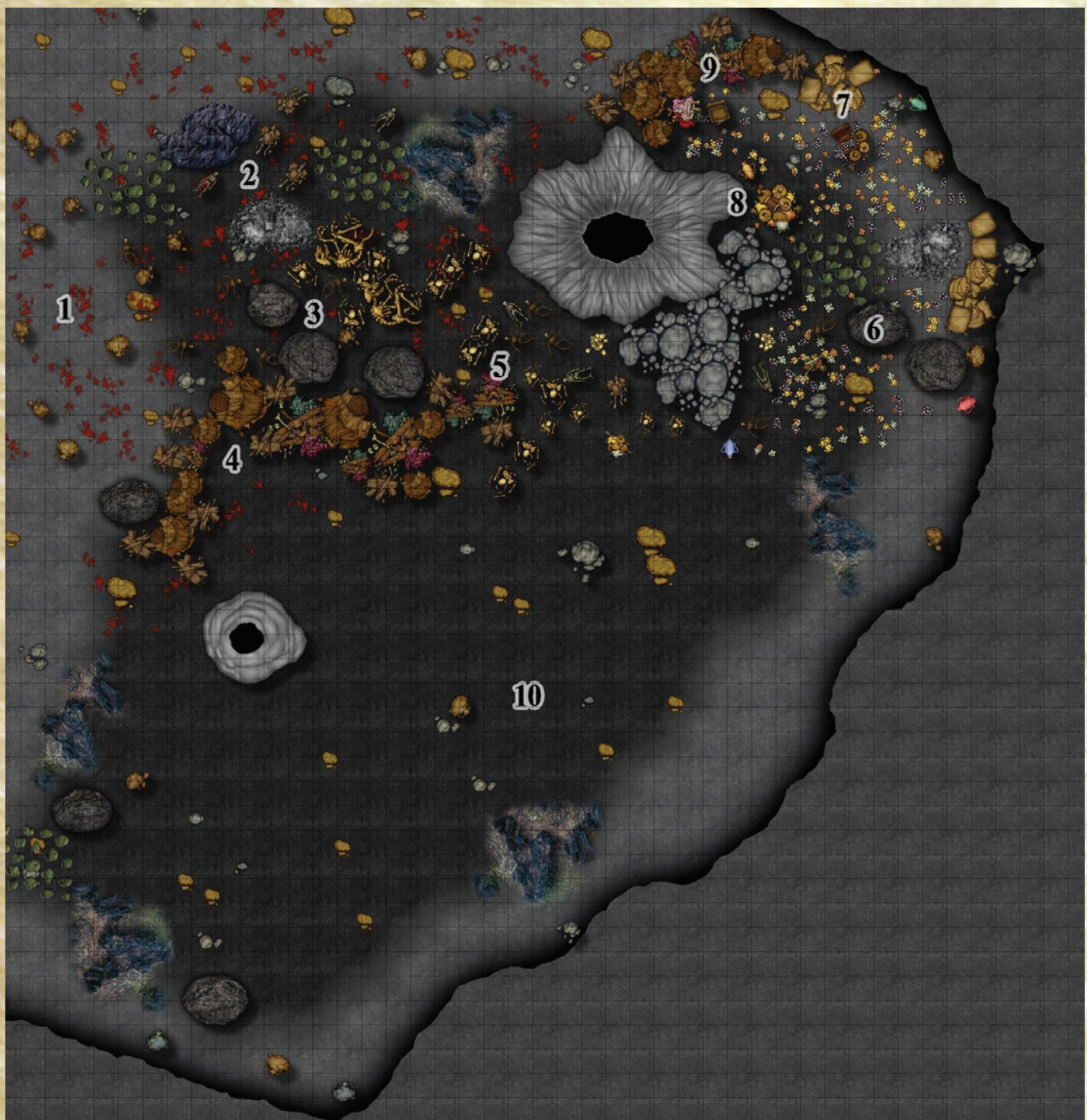
Location 5.

ML3-CIN-5: Rock Pillar

A squat and thick stalagmite lurks in the south of the cave-in. Spiderwebs blanket the sides.

Map 119: Lair (ML3-LAR)

One square equals 5 ft.



ML3-LAR: Lair

Overview

A spacious, natural cave in a mine rich in life and interesting minerals... such a location would never remain vacant for long.

Theme & Purpose

The first location that contains a true showdown-style, large-environment, massively challenging monster battle, the **Lair** also contains a fair amount of reward for those willing to undertake the challenge.

Random Encounters

Until the **Lair Monster(s)** (see below) are defeated, suspend **Random Encounter** rolls.

After that point, use the standard / default **Random Encounter** rules for this level, but roll twice as often as normal, and reroll all results that do not contain one or more monsters.

Lair Monsters

As the PCs approach this area, roll on the **Monsters: Mines, Advanced** table, using **Context C**. Place the resulting monster(s) in **Location 10**.

The GM is encouraged to be creative with how to play this encounter. Walking boldly into what should obviously be a lair should demand an appropriately deadly reaction; sneaking up, spying from afar, gathering information, or other more cautious approaches should bear fruit. This fight, if fight indeed it is to be, should likely be the centerpiece of the gaming session it takes place in.

Areas of Interest

ML3-LAR-1: Bloody Approach

Slews of recently-spilled blood splotches mark the approach to the lair from the northwest. A dwarven skeleton lies to the north.

ML3-LAR-2: Northwest Approach

Patches of oddly-colored rock formations form a waist-high barrier of sorts here. Five corpses in varying stages of rot are scattered carelessly here among the boulders; four are dwarves and one is a half-orc.

	Access	Contents
Dwarven Corpses (4x)	unprotected	**Armor: Heavy** *AND* **Weapons: Martial 1H** *AND* **Armor: Shields**
Half-Orc Corpse	unprotected	**Armor: Medium** *AND* **Weapons: Martial 2H, using Context C**

ML3-LAR-3: Corpse Pit

A slight depression in the cave floor here has been filled to chest-height with skeletons, corpses, and freshly-slain bodies not a week old. Many are dwarves; others are half-orcs and humans. There are several large monsters here as well. From the equipment and varying ages of the bodies' rot, you suspect this is what has befallen a series of adventurers or miners who have found their way into this chamber somehow and have attempted to slay the denizens. The monster bodies are likely critters who have wandered here, or those who sought to take the lair over and failed.

	Access	Contents
Dwarven Corpses (3x)	unprotected	**Armor: Heavy** *AND* **Weapons: Martial 1H** *AND* **Armor: Shields**
Half-Orc Corpses (2x)	unprotected	**Armor: Medium** *AND* **Weapons: Martial 2H, using Context C**
Human Corpse	unprotected	**Armor: Heavy** *AND* **Weapons: Martial 2H**

ML3-LAR-4: Barricade

An enormous amount of trash and debris has been piled here in a semicircle facing to the northwest. Near as you can tell, some adventurers came upon the lair when it was unoccupied, and defended it against the return of its occupant... unsuccessfully.

ML3-LAR-5: Bones

Bones and more bones abound here: bone piles, skeletons, and skull piles. There is, however, a pile of treasure to the southeast of this region.

	Access	Contents
Treasure Pile	unprotected	**Potions: Moderate** *AND* **Coin Treasure: Moderate** *AND* **Weapons: Light**

ML3-LAR-6: Treasure Hoard South

A huge variety of gems and coins from all manner of lands in the Realm are scattered here, coating the floor as though someone intentionally wanted as much of it covered in shiny trinkets as possible. Corpses are here and there, and there is a small pile of collected belongings in the center of the area.

	Access	Contents
Cave Floor	unprotected	**Coin Treasure: Moderate, size Large** *AND* **Gems: Low, size Large** *AND* **Gems: Semi-Precious, size Medium** *AND* **Gems: Medium-Quality, using Context D**
Treasure Pile	unprotected	**Potions: Moderate, using Context D, size Medium** *AND* **Weapons: Simple** *AND* **Armor: General**

ML3-LAR-7: Treasure Hoard North

Amidst odd-looking rocks of all style and color, coins and gems are scattered everywhere. Most appear dented and dinged, but shiny nevertheless. A treasure pile of collected belongings, some singed and some clawed but functional, rests in the north of this region.

	Access	Contents
Cave Floor	unprotected	**Coin Treasure: Moderate, size Large** *AND* **Gems: Low, size Medium** *AND* **Gems: Semi-Precious, size Medium, all using Context D**
Treasure Pile	unprotected	**Potions: Moderate,** *AND* **Weapons: General** *AND* **Armor: General, all using Context B**

ML3-LAR-8: Treasure Pile Northwest

A large collection of adventuring gear has been piled here at the base of the rock pillar that reaches 30' to the ceiling.

	Access	Contents
Treasure Pile	unprotected	**General Supplies** *AND* **Rations & Prepared Food** *AND* **Clothing: General, roll 1d4 times** *AND* **Armor: General, roll 1d4 times** *AND* **Weapons: General, roll 1d4 times**

ML3-LAR-9: Barricade North

This line of debris and garbage reaches from the north base of the rock pillar to the northern portion of the cave wall in this region. An empty treasure chest sits here, with a pile of clothing and coins scattered across the floor.

	Access	Contents
Cave Floor	unprotected	**Coin Treasure: Moderate, size Medium, using Context B**
Clothing Pile	unprotected	**Clothing: General, size Large, using Context D**

ML3-LAR-10: Lair Central

The vast expanse of earthen and stone cave floor here is interrupted only by the occasional rock. It is otherwise smoothed, with slight depressions here and there, as though something large and vile had made its home here.

Map 120: Circular Stair Pit (ML3-CSP)

One square equals 5 ft.

ML3-CSP: Circular Stair Pit

Overview

This pit continues the descent of the tunnels underneath the **Residential District** in the surface city.

Theme & Purpose

There should be a slightly rising temperature, more humidity, and a greater sense that the PCs are descending down, down, down, into the murky unknown. If the party is entering the **Mines** for the first time via this route, they should be scared of the unknown; PCs who have already traversed the mines should still be wary and afraid, as this pit clearly leads to a region thye have likely not yet encountered.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. Ignore all "**NPC Encounter**" results. All monsters enter the area from the exit opposite where the PCs entered from: that is, if the PCs are going down, then critters come from **Location 5**, and if the party is coming up, monsters enter from **Location 1**.

Areas of Interest

ML3-CSP-1: Crawlspace Up

This leads to "**Map 85: Invaded Residence Sub-Basement (ML2-IRSB)**" on page 252.

ML3-CSP-2: Southern Path

A warm wind blows gently from the yawning pit to your north. There's plenty of room on this path, but it still makes you uneasy.

Roll on the **Random Encounters** table. If you get a monster result, place the monster in **Location 4**, across the chasm; the party can likely see the critter(s) from across the pit.

ML3-CSP-3: Fungus Cluster

The eastern edge of the descending circular path is infested with a variety of mushrooms.

There is no threat here.

ML3-CSP-4: Northern Path

The spiralling path takes a steeper descent here as it approaches a crawlspace to your southwest.

ML3-CSP-5: Crawlspace Down

This leads to "**Map 139: Circular Stair Pit (ML4-CSP)**" on page 397.

Map 121: Elevators North (ML3-EN)

One square equals 5 ft.

ML3-EN: Elevators North

Overview

The only means of entering or leaving the large northern chunk of this level of the **Mines**, these elevators are rich with plunder... and with threat.

Theme & Purpose

This will be the first thing the PCs encounter on their way into this region, regardless of their means of entry. It should be somewhat chaotic, yet welcoming.

Random Encounters

Use the standard / default **Random Encounter** rules for this level.

Areas of Interest

ML3-EN-1: Elevator Down

In order to use this elevator, the party must spend **10 minutes** cleaning the thick layer of spiderwebs off of its surface.

Once cleaned, it is functional, and leads to "**Map 141: Elevators North Overview (ML4-ENL-O)**" on page 402.

ML3-EN-2: Elevator Up

This leads to "**Map 86: Elevators North Overview (ML2-ELN-O)**" on page 255.

ML3-EN-3: Elevator Central Storage

Between the two elevator platforms, a wide array of containers has been placed. Four large crates, atop which rest three chests; four small crates; an array of sacks and bags... and a variety of spiderwebs cling to everything.

	Access	Contents
Crates, Large (4x)	Container: Barrel or Crate, using Context C	Glasses, Metals, and Woods, size Large
Crates, Small (4x)	Container: Barrel or Crate, using Context C	General Supplies, size Large
Chests (3x)	Locks: Chest, Simple, using Context C	Rations & Prepared Food, using Context C *AND* Weapons: Simple, using Context B, roll 1d4 times
Sack Pile	unprotected	Simple Foodstuffs, size Large

ML3-EN-4: Spider Trash

This array of debris and spiderwebbing appears to be the result of enormous webs capturing trash that has been flung about over a long period of time.

ML3-EN-5: Railway Webbing

This section of the tracks has been webbed over by thick strands of aged spiderwebbing. It appears impassable in its current state.

To clear these rails, the PCs must spend **5 minutes** clearing the spiderwebs.

ML3-EN-6: Rock Pillar

A 20' tall stalagmite falls short of the 35' tall ceiling above. About its base is a huge array of spider webs, some reaching 20' tall. Amidst the boulders and webbing four corpses, sucked dry and dead many weeks from the looks of it.

	Access	Contents
Dwarven Corpses (4x)	unprotected	Armor: General *AND* Weapons: General, both using Context B

ML3-EN-7: Storage West

The normal serenity of these web-coated crates and sacks contrasts with the carnage about its base: two bodies, slain amidst wide swathes of blood that date their demise at days, not weeks. To the north is an array of barrels, one of which is empty and a second of which contains fresh water.

	Access	Contents
Dwarven Corpses (2x)	unprotected	Armor: General *AND* Weapons: General
Crates, Large (2x)	Container: Barrel or Crate, using Context C	Glasses, Metals, and Woods, size Large

	Access	Contents
Crates, Small (3x)	Container: Barrel or Crate	Textiles: General
Sack Pile	unprotected	Rations & Prepared Food, using Context D, size Large
Barrels (4x)	Container: Barrel or Crate, using Context B	Alcohol: General, using Context D

ML3-EN-8: Campfire

A large campfire, used not a few days ago, is surrounded by two halfling corpses and four bedrolls. To the southwest is a stack of casks partially covered in spiderwebs.

	Access	Contents
Halfling Corpses (2x)	unprotected	Armor: Light *AND* Weapons: Ranged
Bedrolls (4x)	unprotected	General Supplies
Barrels (5x)	Container: Barrel or Crate	Fresh water

ML3-EN-9: Southeast Webbing

This array of spiderwebs appears to have been successful: three dessicated corpses lay nearby, presumedly victims of the spinners.

	Access	Contents
Human Corpses (3x)	unprotected	Armor: Medium *AND* Weapons: Light *AND* Armor: Shields, all using Context B

ML3-EN-10: Railway South

Sturdy and functional, this railway appears ready for use, though spattered with blood here and there.

ML3-EN-11: Railway North

Dented and a bit rusty, these rails nevertheless look ready to bear weight and speed.

Map 122: Elevators West (ML3-EW)

One square equals 5 ft.

ML3-EW: Elevators West

Overview

This is one of the means of entry and egress from this level of the **Mines**... and it's also one of the deadliest regions in the **Mines**.

Theme & Purpose

Although by nature, the PCs will wish to loot everything here, only the foolish or immensely prepared will be able to weather the storm of assault from all directions.

Random Encounters

Instead of using **Random Encounter** rules, use the "**Perpetual Assault**" rule below.

NPCs of Note

There is always a single **Crazed Harbinger** here, muttering insanely to herself and wandering among the carnage.

Perpetual Assault

Thriving with chaos and the blood of those it has claimed, this region is steeped in carnage and bad influence.

Every **5 minutes**, roll on the **Random Encounters** table, rerolling all "**NPC Encounter**" results. Note that although it's therefore possible for a given roll to result in nothing at all, the need to roll is not suspended simply by having a monster in play: it's possible to have multiple encounters in play at once.

Randomize the direction from which the threat comes by rolling a **D8**:

D8	Entry Direction
1	North
2	Northeast
3	East
4	Southeast
5	South
6	Southwest
7	West
8	Northwest

Areas of Interest

ML3-EW-1: Elevator Up

This leads to "**Map 91: Elevators West (ML2-ELW)**" on page 268.

ML3-EW-2: Elevator Down

Take this to "**Map 140: Elevators West (ML4-EWC)**" on page 399.

ML3-EW-3: Crate Stack Southeast

Crates of all size and construction have been tossed here, erected into a makeshift barricade. Spiderwebs connect most crates together; there are sacks about the base of some boxes as well. Barrels sit haphazardly to the southwest and southeast.

	Access	Contents
Crates, Large (9x)	Container: Barrel or Crate	Glasses, Metals, and Woods, size Large
Crates, Small (6x)	Container: Barrel or Crate, using Context B	General Supplies, size Medium
Sack Piles (3x)	unprotected	Simple Foodstuffs, size Medium
Barrels (5x)	Container: Barrel or Crate	Alcohol: General, using Context D, size Medium

ML3-EW-4: Treasure East

A half-elven corpse lies, a week or two gone at most, among a scattering of coins, blood, and weapons. Barrels and boulders add to the confusion.

	Access	Contents
Half-Elf Corpse	unprotected	Armor: Light *AND* Weapons: Martial Ranged *AND* Weapons: Light
Cave Floor	unprotected	Coin Treasure: General, using Context D AND Weapons: General, roll 1d6 times AND Gems: Low, using Context D
Barrels (4x)	Container: Barrel or Crate	Alcohol: General, using Context D, size Medium

ML3-EW-5: Coin Carnage

A half-orc corpse, dead a few days at most, lies bloody and gashed among a mess of bloody coins and gemstones. Two open treasure chests to the east may explain the chaotic spill. To the north is a large stack of treasure; to the northeast is a makeshift barricade formed of barrels and crates and sacks.

	Access	Contents
Half-Orc Corpse	unprotected	Armor: General *AND* Weapons: Martial 2H
Cave Floor	unprotected	Gems: Low, using Context D *AND* Coin Treasure: Moderate, using Context D
Treasure Stack	unprotected	Armor: General, roll 1d4 times *AND* Weapons: General, roll 1d4 times *AND* Potions: Moderate, roll 1d4 times, all using Context D
Crates, Large (3x)	Container: Barrel or Crate	Glasses, Metals, and Woods, size Large
Crate, Small	Container: Barrel or Crate	General Supplies, size Medium
Barrels (8x)	Container: Barrel or Crate	Alcohol: General, using Context B
Sack Pile	unprotected	Simple Foodstuffs, size Medium

ML3-EW-6: Railway North

The rails appear dented but usable; however, someone has constructed a makeshift wall of trash and debris here.

To use the rails, the PCs would have to spend **10 minutes** clearing junk off of the track here.

ML3-EW-7: Railway South

A massive, 8' tall pile of sacks and bags has been piled here atop the tracks.

It would take at least an hour to clear the tracks so that they are usable.

	Access	Contents
Sack Pile	unprotected	Simple Foodstuffs, size Large, roll 2d6 times

ML3-EW-8: Crate Barricade Northwest

Crates, barrels, and sacks have been placed together here in a very frenzied attempt to provide protection. A dwarven corpse sits in a splash of blood to the south.

	Access	Contents
Crates, Large (3x)	Container: Barrel or Crate	Glasses, Metals, and Woods, size Large
Crates, Small (2x)	Container: Barrel or Crate	General Supplies, size Medium
Barrels (7x)	Container: Barrel or Crate	Alcohol: General, using Context D
Dwarven Corpse	unprotected	Armor: General *AND* Weapons: Martial 2H *AND* Potions: Moderate, using Context B
Sack Piles (2x)	unprotected	Simple Foodstuffs, size Large

ML3-EW-9: Barricade West

Crates and a huge vareity of sack have been placed here to ward off assaults from the west.

	Access	Contents
Crate, Large	Container: Barrel or Crate	Glasses, Metals, and Woods, size Large
Crate, Small	Container: Barrel or Crate	General Supplies, size Medium
Barrels (3x)	Container: Barrel or Crate	Alcohol: General, using Context D
Sack Pile	unprotected	Simple Foodstuffs, size Large, all quantities doubled

ML3-EW-10: Barricade Southwest

The improvised western barricade ends here, with a gap filled oddly by a pile of firewood and a stack of treasure.

	Access	Contents
Crate, Large	Container: Barrel or Crate	Glasses, Metals, and Woods, size Large
Crate, Small	Container: Barrel or Crate	General Supplies, size Medium
Barrels (3x)	Container: Barrel or Crate	Alcohol: General, using Context D
Sack Pile	unprotected	Simple Foodstuffs, size Large
Cave Floor	unprotected	Coin Treasure: Moderate *AND* Gems: Low, both using Context D
Treasure Stack	unprotected	Weapons: General *AND* Armor: General, roll 1d4 times *AND* Potions: Moderate, roll 1d4 times, all using Context B

Map 123: Elevators East (ML3-EE)

One square equals 5 ft.

ML3-EE: Elevators East

Overview

Orderly and proper, the **Law**-aligned region of this level of the **Mines** has a fitting entry point and organization for its central storage.

Theme & Purpose

A decent means of acquiring loot, this zone is by no means safe.

Random Encounters

Use the standard / default **Random Encounter** rules for this level.

Areas of Interest

ML3-EE-1: Elevator Up

This leads to "**Map 90: Elevators East (ML2-ELE)**" on page 265.

ML3-EE-2: Elevator Down

The party may take this to "**Map 145: Elevators East (ML4-EEL)**" on page 411.

ML3-EE-3: Railway

Sturdy and sure, these rails have seen, and yet are ready for, a lot of action.

ML3-EE-4: Storage Northeast

Crates and barrels in orderly stacks and rows can be found here among the boulders of the cave floor.

	Access	Contents
Crates, Large (2x)	Container: Barrel or Crate	Glasses, Metals, and Woods, size Large
Large Barrels (7x)	Container: Barrel or Crate	Alcohol: General, using Context B
Small Barrels (3x)	Container: Barrel or Crate	Fresh water

ML3-EE-5: Storage Northwest

An octagonal table sits here, ringed with chairs and empty on top, overlooking both the elevators and the railway. To the north is a triangle formation of barrels and two large containers.

	Access	Contents
Crates, Large (2x)	Container: Barrel or Crate	General Supplies, size Large
Large Barrels (6x)	Container: Barrel or Crate	Fresh water

ML3-EE-6: Sacks Southwest

You've never seen such neat and orderly stacking of sacks, even in a sandbag wall.

	Access	Contents
Sack Pile	unprotected	Simple Foodstuffs, size Large, double quantities

ML3-EE-7: Crates South

Seven crates lurk to the south of the elevators.

	Access	Contents
Crates, Large (7x)	Container: Barrel or Crate	Glasses, Metals, and Woods, size Large

ML3-EE-8: Tables South

Directly to the south of the elevators is a rectangular table, ringed with chairs and set with a long-rotted meal for three. To its east is a long table which carries a small arsenal of weaponry.

	Access	Contents
Long Table	unprotected	Weapons: General, roll 3d6 times

ML3-EE-9: Storage East

A large cluster of large and small crates sits just to the southeast of the railway curve here. On top and neary are four treasure chests.

	Access	Contents
Crates, Large (3x)	Container: Barrel or Crate	Glasses, Metals, and Woods, size Large
Crates, Small (7x)	Container: Barrel or Crate	Textiles: General, size Medium, using Context B
Chests (4x)	Locks: Chest, Simple	Coin Treasure: Moderate, using Context D, halve quantities

Mondaria Mines: Level 4

Map 124: Mines Level 4 Overview (ML4-O)

One square equals 20 ft.

Level Introduction: Mines Level 4

Summary

Perhaps the most distinctive and unique of the **Mine** levels, **Level 4** consists almost entirely of an underground city.

Entrances and Exits

Note that the following are typical, even secret, means of entering and exiting the level as it was designed.

Other, magical means of navigating the level (for example, teleportation spells or those that grant incorporeality) are not discussed and are left to the GM to manage should they be introduced.

Navigation to Mines Level 3

- There are three **Elevators** ascending to Level 3, near locations **10**, **11**, and **12**.
- **Location 9** leads back up to the tunnels underneath the basement of the **Southwest Residence**.
- **Location 1** leads back up to the **Lair** found in the previous Mine level.

Navigation to Mines Level 5

- Locations **10**, **11**, and **12** have **Elevators** that descend as well.
- **Location 1** has a hole in the floor that leads down.
- **Location 9** continues the tunnels underneath the basement of the **Southwest Residence**, which leads down the spiraling pit.

Overview

The **Underground City** is ruined, destroyed and brought low by all manner of monster.

To the southwest is a large region containing a massive **Lair**, the true home of the monster(s) that made temporary home above.

To the southeast is a continuation of the spiraling descent underneath the **Residential District** on the surface; however, it hides a secret area to its northwest.

Atmosphere & Theme

The **Underground City** was once a nexus of social activity and commerce in the depths of the **Mine**. Dwarf and Elf saw conflict, true, but it was one of the few places where one and the other could rub shoulders without much of a secondary reason to do so.

In the wake of the **Obelisk's** chaos, however, the ruined city is now a macabre reminder of the degree to which the entire **Mine** complex has fallen asunder.

Default Random Encounters

Some **Areas of Interest** within this level will describe a certain approach to **Random Encounters**, either by overriding the **timing** (e.g., "every 30 minutes), and/or by providing its own localized **version** of the random encounter table below.

Absent such an override, roll on the following table of **Default Random Encounters** for every **5 minutes** the party remains in this area.

Table 18: Mines Level 4Default Random Encounters

D%	Event	Description
01-20	**No Encounter**	Nothing interesting or specific occurs to deter the party from their overall objectives and exploration.
21-34	**Trivial Encounter**	Roll once on **Monsters: Surface, Trivial**.
35-49	**Light Encounter**	Roll once on **Monsters: Surface, Light**.
50-64	**Average Encounter**	Roll once on **Monsters: Surface, Average**.
65-81	**Advanced Encounter**	Roll once on **Monsters: Surface, Advanced**.
82-89	**Elite Encounter**	Roll once on **Monsters: Surface, Elite**.
90-00	**NPC Encounter**	Roll once on the **Default NPC Encounter Table** below.

Default NPC Encounters

Some **Areas of Interest** within this level will describe a certain approach to **NPC Encounters**, providing its own localized **version** of the table below.

Absent such an override, when in this level, when directed to roll for a random NPC, roll on the following table.

Note that if a certain circumstance mandates the presence of an NPC, you may ignore and reroll results of "No Encounter" on the table below.

The GM is, as in all other aspects of the adventure, to use her common sense regarding use of this table. You should feel free to ignore or reroll results with which you don't agree, or simply choose a result yourself to keep with the atmosphere of the adventure as experienced by your gaming group.

Note, also, that any entry in the list below that has a blank ("-") next to it for roll results means that that NPC is never normally encountered in this level.

Table 19: Mines Level 4 Default NPC Encounters

D%	Event	Description
01-05	**No Encounter**	Despite an initial feeling, the party does not encounter any NPCs at this time.
06-10	**Common NPC**	**Addicted Miners** shamble toward the party: 1d4x 2d4x 2d6x 3d8x
11-14	**Common NPC**	**Afflicted Miners** shamble toward the party: 1d4x 2d4x 2d6x 3d8x
15	**Common NPC**	A single **Bleak Mute** lurches within view of the party.
16-17	**Common NPC**	One **Crazed Harbinger** stumbles about within view of the party.
17-19	**Common NPC**	**Tainted Miners** walk creepily toward the party: 2d4x 2d6x 2d8x 2d12x
20-21	**Common NPC**	**Miners** approach the party suspiciously: 2d6x 2d8x 2d10x 2d12+4x
22-23	**Common NPC**	One **Mining Taskmaster** walks purposefully toward the party.
24	**Common NPC**	A terrified **Munitions Wench** is visible, huddled in her rags.
25	**Common NPC**	You see a **Supply Maid** in tattered clothes, though you're not sure she sees you.
26	**Common NPC**	A horrifying **Tainted Taskmaster** walks about.
-	**Common NPC**	**Celebrants** dance and amble toward the party: 1d4x 2d4x 2d6x 3d8x
-	**Common NPC**	**Firedancers** lithely come toward the party: 1d4x 2d4x 2d6x 3d8x
-	**Common NPC**	**A Firedancer party** approaches the PCs: **1x Campmaiden, 1d4x Firedancers, 2d4x Celebrants** **1x Hearthstud, 2d4x Firedancers, 2d6x Celebrants** **1x Campmaiden, 1x Hearthstud, 2d6x Firedancers, 2d6x Celebrants** **1x Campmaiden, 1x Hearthstud, 2d8x Firedancers, 2d8x Celebrants**
-	**Common NPC**	A single **Campmaiden** or **Hearthstud** approaches the party with a twinkle in their eye. Use the sex opposite the majority of the PCs' composition, or randomize if there is a tie.
27	**Named NPC**	Ambling scholar **Brocambe Methurzz**.
28	**Named NPC**	Beastmaster **Gabharn**.
29	**Named NPC**	Blacksmith **Hamfast Burrbottom**.
30	**Named NPC**	Feastmaster **Frobwin Glamfork**.
31	**Named NPC**	Herbalist **Innelothe**.
32	**Named NPC**	Illusionist entertainer **Raekeldorr**.
33	**Named NPC**	Keeper of Records **Skandern Lithutz**.
34	**Named NPC**	Keepmaster **Vanarelia Riccards**.
35	**Named NPC**	Loremaster **Dalnarok**.
36-37	**Named NPC**	Mercenary dwarf **Gordsturll**.
37-38	**Named NPC**	Merenary tiefling **Killarth**.
39	**Named NPC**	Railmaster **Arranz Trevain**.
40	**Named NPC**	Tinkermaster **Skandbard**.
41	**Named NPC**	Warden **Imeltrude Legande**.
42-50	**Named NPC**	Brewmaster **Glimdarffe Sudsglub**.
51	**Named NPC**	Cartographer **Estarel Finequill**..
52	**Named NPC**	Chemist **Incebb Gullip**..
53-60	**Named NPC**	Chief engineer **Didkeln Clawhammer**.
61-65	**Named NPC**	Coinmaster **Lugatoo**.
66-70	**Named NPC**	Dwarven union leader **Danalin Foeslash**.
71-75	**Named NPC**	Elven administration leader **Maresmir**.
76	**Named NPC**	Engineer **Brimdog Firecleave**.
77-82	**Named NPC**	Foreman **Belerras**.
83-89	**Named NPC**	Gangboss **Dagbrag**.
90	**Named NPC**	Lead designer **Estarel Finequill**.
91	**Named NPC**	Mayor **Faenadorn**.
92	**Named NPC**	Minemaster **Threnian Lo'quee**.
93	**Named NPC**	A Mystic Seer.

D%	Event	Description
94	**Named NPC**	Sage **Natobbe**.
95	**Named NPC**	Stablehand **Friskbik**.
96	**Named NPC**	Stablemaster **Semtammi**.
97-00	**Named NPC**	Tribute magister **Elawelle**.

Areas of Interest

ML4-O-1: Pit Up/Down

Please turn to page 369 for further details.

ML4-O-2: Ledge

Page 371 holds more information.

ML4-O-3: Treasure Hoard

Please go to page 373 for a complete description.

ML4-O-4: Rock Wall Boulders

This range of fallen boulders that shook free during the **Obelisk's** awakening forms a "spine" of destruction, bisecting the city laterally.

Other than forming a difficult terrain obstacle that one needs to scale, there is no location-specific information about this terrain feature.

ML4-O-5: Mess Hall

This destroyed building is described starting on page 376.

ML4-O-6: Ruined Temple

This massive complex is explored beginning on page 379.

ML4-O-7: Elder Tower Husk

This once-magnificent building and its surrounding area is described on page 392.

ML4-O-8: Nest

Turn to page 395 for further details.

ML4-O-9: Circular Stair Pit

Page 397 holds more information.

ML4-O-10: Elevators West

Please refer to page 399 for further details.

ML4-O-11: Elevators North

Turn to page 402 for further details.

ML4-O-12: Elevators East

Page 411 commences a full description.

ML4-O-13: Dreadslimed Miner Barracks

This macabre structure is described starting with page 414.

ML4-O-14: Dwarven Union Leader

Formerly a place of political power, this ruined building can be found described starting on page 414.

ML4-O-15: Elven Administration Leader

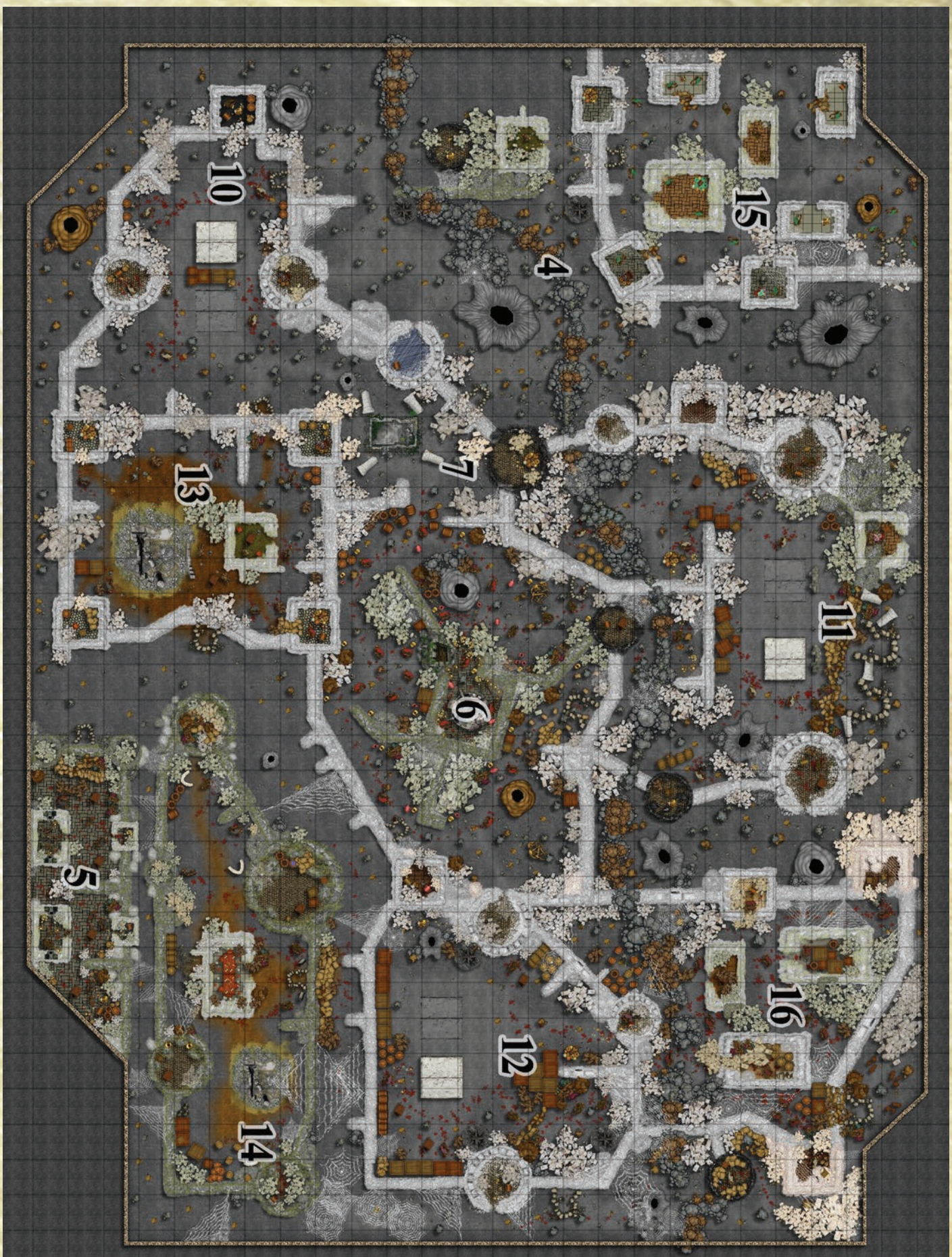
These buildings are somewhat intact, but inside are rotted and trashed; find more description on page 424.

ML4-O-16: Administration Building

A neutral location of leadership for many aspects of the Mines, this building is described starting on page 427.

Map 125: Ruined City Overview (ML4-RCO)

One square equals 20 ft.



ML4-RCO: Ruined City Overview

Overview

It's a busy, complex place to keep track of, but all the more important for being so.

Theme & Purpose

A pervading sense of loss, of destruction, and of wonder at what this place must have once looked like, months ago before the **Obelisk** unleashed its chaos and forces.

Random Encounters

Use the standard / default **Random Encounter** rules for this level.

Areas of Interest

ML4-RCO-4: Rock Wall Boulders

This range of fallen boulders that shook free during the **Obelisk's** awakening forms a "spine" of destruction, bisecting the city laterally.

Other than forming a difficult terrain obstacle that one needs to scale, there is no location-specific information about this terrain feature.

ML4-RCO-5: Mess Hall

This destroyed building is described starting on page 376.

ML4-RCO-6: Ruined Temple

This massive complex is explored beginning on page 379.

ML4-RCO-7: Elder Tower Husk

This once-magnificent building and its surrounding area is described on page 392.

ML4-RCO-10: Elevators West

Please refer to page 399 for further details.

ML4-RCO-11: Elevators North

Turn to page 402 for further details.

ML4-RCO-12: Elevators East

Page 411 commences a full description.

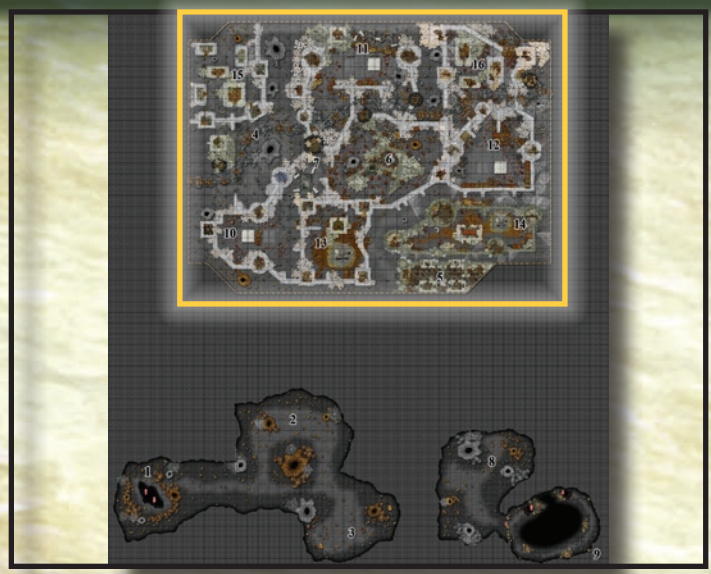
ML4-RCO-13: Dreadslimed Miner Barracks

This macabre structure is described starting with page 414.

ML4-RCO-14: Dwarven Union Leader

Formerly a place of political power, this ruined building can be found described starting on page 414.

ML4-RCO-15: Elven Administration



Leader

These buildings are somewhat intact, but inside are rotted and trashed; find more description on page 424.

ML4-RCO-16: Administration Building

A neutral location of leadership for many aspects of the Mines, this building is described starting on page 427.

Map 126: Pit Ledge Overview (ML4-PIT-O)

One square equals 5 ft.

ML4-PIT-O: Pit Ledge Overview

Overview

A lair above, a lair below... this ledge area also contains a lair, and treasure too. It's easy to miss, however, if you're simply falling down the hole from above; one must scale intentionally to the landing in **Location 1** below in order to disembark, so to speak.

Theme & Purpose

Dark, dank, and smelling of monster: this is a natural cavern filled with danger and reward.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. Reroll all results of "**NPC Encounter**".

Areas of Interest

ML4-O-1: Pit Up/Down

Please turn to page 369 for further details.

ML4-O-2: Ledge

Page 371 holds more information.

ML4-O-3: Treasure Hoard

Please go to page 373 for a complete description.

Map 127: Pit Up/Down (ML4-PIT)

One square equals 5 ft.

ML4-PIT: Pit Up/Down

Overview

This is the entry to, and exit from, the **Pit Ledge** area.

Theme & Purpose

Rocks cast shadows, hinting at the unknown... careful with your step in these parts!

Random Encounters

Use the standard / default **Random Encounter** rules for this level. Reroll any results of "**NPC Encounter**".

Areas of Interest

ML4-PIT-1: Pit Up and Down

PCs who are simply falling will miss this level entirely, as the pit goes straight up and down for three levels (one above, this one, and one below).

Those who are scaling via rope, or descending via a controlled method such as *flying*, may stop here as they wish.

Up, this leads to "**Map 103: Pit Down (ML3-PD)**" on page 302.

Down, this descends on to "**Map 164: Ceiling Hole (ML5-HOL)**" on page 463.

ML4-PIT-2: Boulder Crescent

A spill of boulders from the cave ceiling 20' above you forms a crescent with you at the "mouth", facing east. The analogy makes you a bit wary.

ML4-PIT-3: Southwest Webbing

The rock pillar here reaches all the way, thinly, to the ceiling.

ML4-PIT-4: Northeast Webbing

Another rock pillar; this one reaches 15' to the ceiling with a massive spiderweb connecting it to the northern cavewall.

ML4-PIT-5: Path East

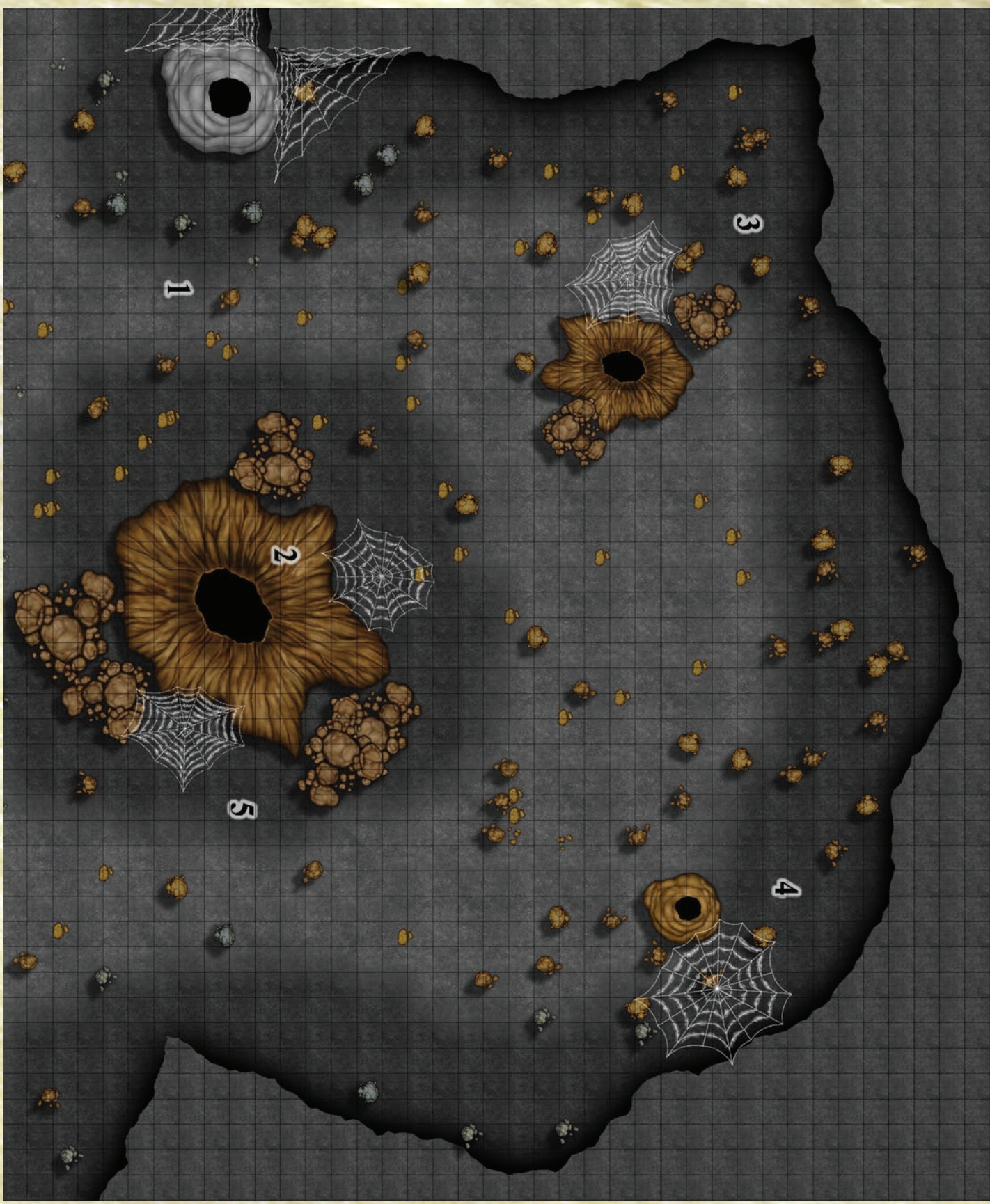
Something or someone has worn a path eastward.

This leads to "**Map 128: Ledge (ML4-LED)**" on page 371.

If the party heads eastward without investigating **Locations 3** and **4**, roll on the **Random Encounters** table for each of these unvisited locations. Reroll each until it results in a monster encounter; place the resulting critter(s) in the location for which you rolled. This means that if the PCs investigated neither location, they will have two monster encounters approaching from behind!

Map 128: Ledge (ML4-LED)

One square equals 5 ft.



ML4-LED: Ledge

Overview

A naturally-occuring, large alcove off of the path to the south, this region is a good hiding home for all manner of lesser creatures seeking the unwanted discards of their master's feasting.

Theme & Purpose

Ideally, the PCs venture into this region, slay the monsters found, and pat themselves on the back for a job well done, ignoring the true danger in the cavern below them.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. Reroll any "**NPC Encounter**" results.

Areas of Interest

ML4-LED-1: Southwest Approach

Small boulders and rocks litter the ground irregularly all about the earthen cave floor here. A path has been worn from the south, arcing around in a semicircle back down to the south to your east. You hear a scuttling in the dark distance ahead.

As the PCs approach from here, roll on the **Monsters: Mines, Light** table, placing the result in **Location 3**. Then, roll on the **Monsters: Mines, Average** table, and put the ensuing creature(s) in **Location 4**.

ML4-LED-2: Rock Pillar South

An enormous stalagmite reaches 25' to the ceiling above you here. About its base is a realm of darkened boulders and rockspill.

ML4-LED-3: Rock Pillar Northwest

This rock pillar reaches up thinly, topping off 5' shy of the 20' cave ceiling.

ML4-LED-4: Webbed Rock Pillar

Cobwebs and spiderwebs blanket the eastern side of this stalagmite, which reaches 10' up toward the ceiling.

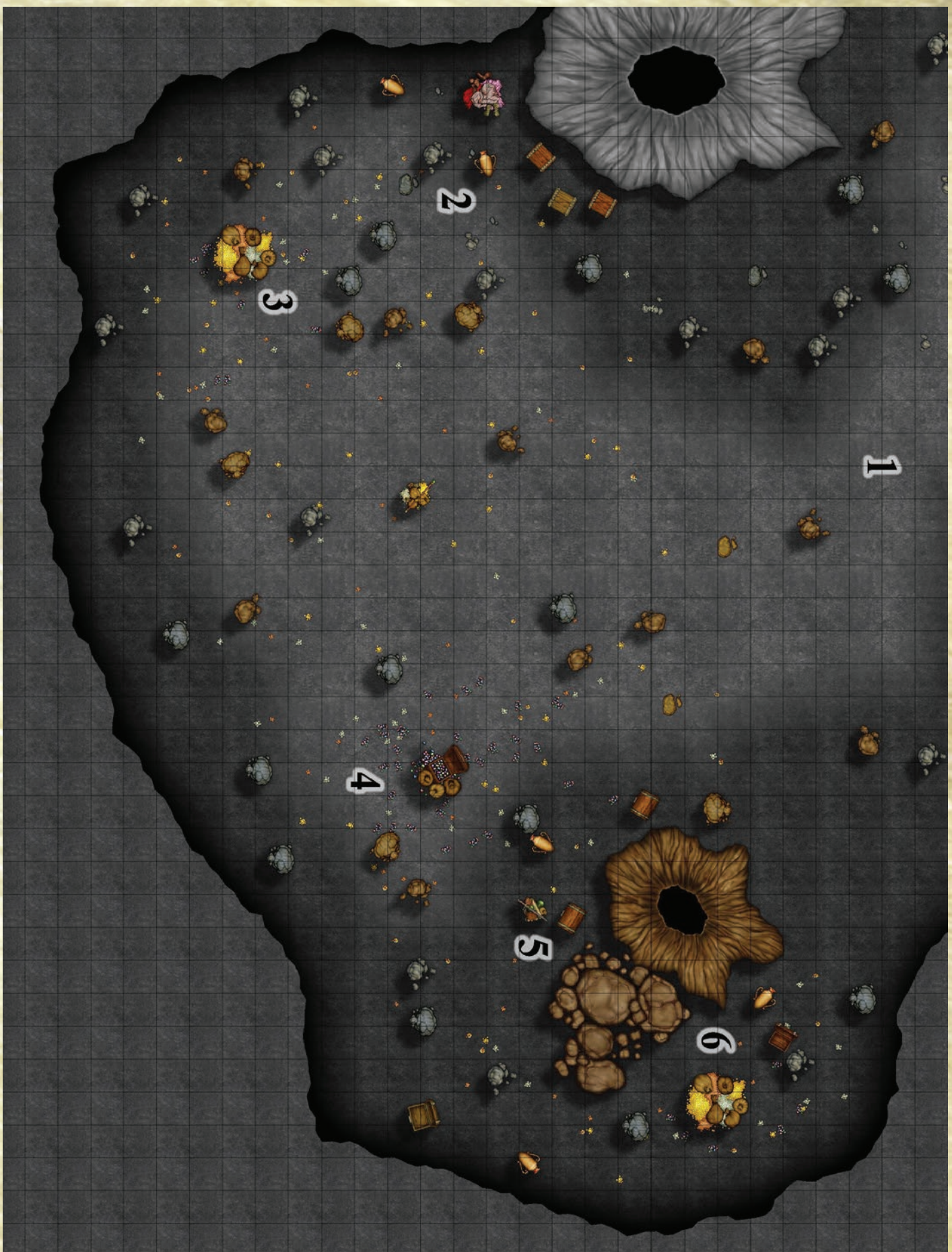
ML4-LED-5: Southeast Approach

The worn path in the cave floor leads to the south, and eastward, from this area.

If the PCs somehow enter the **Ledge** region from this side instead of from **Location 1**, perform the same "setting up the monsters" activity as you would have done in **Location 1** as the party approaches from here.

Map 129: Treasure Hoard (ML4-TRH)

One square equals 5 ft.



ML4-TRH: Treasure Hoard

Overview

Between the lair-like areas on the mine levels above and below this ledge, the most threatening denizens of this zone have mainly left this alternate cozy resting place alone.

Theme & Purpose

This should look and feel like the abandoned hoard and lair of a monster long slain. The party may very well feel as though they have vanquished a major encounter, even though the true challenge lies in wait beneath them!

Random Encounters

Use the standard / default **Random Encounter** rules for this level. Reroll any "**NPC Encounter**" results.

Areas of Interest

ML4-TRH-1: Approach

It's calm, and quiet, here. You detect no scuttling, no beat of wings: nothing stirs, here. There's a trickle of water, somewhere, elsewhere in the caverns, but it sounds far away, as though miles from here. The air is warm, but not humid; it's quite comfortable.

ML4-TRH-2: Treasure West

The earthen cave floor is littered with a sparse coating of coins, taken from all regions and geographies of the Realm. Three treasure chests sit against the base of a huge rock pillar which reaches 25' to the ceiling. A few pieces of pottery and a bundle of clothing complete the hoard.

	Access	Contents
Cave Floor	unprotected	**Coin Treasure: Moderate, using Context D**
Chests (3x)	**Locks: Chest, Simple**	**Potions: Moderate** *AND* **Weapons: General, using Context D**
Clothing Pile	unprotected	**Clothing: General, using Context C** *AND* **Armor: Light**

ML4-TRH-3: Treasure Southwest

A big pile of loot sits here, unprotected and amidst only a scattering of gems and coins. A second, smaller pile of treasure sits ot the northeast, in roughly the center of this huge chamber.

	Access	Contents
Cave Floor	unprotected	**Coin Treasure: Moderate, using Context D, halve quantities** *AND* **Gems: Low, using Context D**
Treasure Pile Southwest	unprotected	**Potions: Moderate, roll 2d4 times** *AND* **Weapons: General, roll 1d4 times** *AND* **Armor: General, roll 1d4 times**
Treasure Pile Northeast	unprotected	**Clothing: General, using Context C** *AND* **Armor: Light** *AND* **Weapons: Ranged**

ML4-TRH-4: Treasure Southeast

An open chest and several bags sit amongst a scattering of uncut and nicked gemstones.

	Access	Contents
Cave Floor	unprotected	**Coin Treasure: Moderate** *AND* **Gems: Low, both using Context B**

ML4-TRH-5: Treasure West

A small pile of treasure sits south of two treasure chests, at the base of a stalagmite that reaches nearly to the ceiling 25' above you.

	Access	Contents
Cave Floor	unprotected	**Textiles: General, using Context C** *AND* **Weapons: General** *AND* **Armor: Shields, using Context C**

	Access	Contents
Chests (2x)	**Locks: Chest, Simple** *AND* **Traps: General, using Context D**	**Potions: Moderate** *AND* **Gems: Medium-Quality, using Context D** *AND* **Weapons: General, using Context C**

ML4-TRH-6: Treasure Northeast

A massive pile of coins and gems sits to the east of a huge boulder pile and the rock pillar. An open treasure chest sits to the northwest; coins and gems from it have spilled everywhere about the floor here.

	Access	Contents
Cave Floor	unprotected	**Coin Treasure: Moderate, using Context D, halve quantities** *AND* **Gems: Low, using Context B**
Treasure Pile	unprotected	**Coin Treasure: Moderate, size Large AND Gems: Semi-Precious, both using Context B**

Map 130: Mess Hall (ML4-MSH)

One square equals 5 ft.

ML4-MSH: Mess Hall

Overview

This was used as a dining hall for all manner of miners, though in truth it was most frequented by the rank-and-file dwarven crew.

Theme & Purpose

Once a place of camraderie, this this ruined establishment is a thorough reminder of how much the city has fallen.

Random Encounters

Use the standard / default **Random Encounter** rules for this level.

NPCs of Note

There's a **60% Brewmaster** may be found here.

Areas of Interest

ML4-MSH-1: Entrance

Masonry from a fallen arch indicates that this western wall used to be an entrance.

ML4-MSH-2: Barricade

A makeshift barricade has been assembled here from all manner of food sack, debris, and trash. From the carnage you see to the east inside, however, these defenses appeared to be insufficient.

Searching the food bags yields some unspoiled wares:

	Access	Contents
Food Bags	unprotected	Simple Foodstuffs, size Large

ML4-MSH-3: Mess Hall West

Once a dining area for all manner of staff, this large room's furniture has been destroyed. Bodies, dwarven, litter the slave floor, as does their blood.

	Access	Contents
Dwarven Corpses (3x)	unprotected	Armor: Light *AND* Weapons: Simple

ML4-MSH-4: Kitchen West

Smokestacks reach up from this destroyed hut. Bodies, dead months, have been stacked here, perhaps to stall the impact of decay. Their belongings have been stripped from them, presumably to aid others still alive and defending.

ML4-MSH-5: Pantry West

The scent of food still lingers here, despite the presence of a pile of monster skulls on the floor. Perhaps the defenders took tropies and kept them here as a prize?

ML4-MSH-6: Kitchen East

A second kitchen area also holds bodies. One of these is fresher in rot than the others, and yet has possessions.

	Access	Contents
Half-Elf Corpse	unprotected	Armor: Light *AND* Weapons: Martial Ranged *AND* Weapons: Light

ML4-MSH-7: Pantry East

A second pantry contains a great deal of rubble and debris. You see a small chest in the northwest, and the glint of coin buried amidst the trash.

	Access	Contents
Cave Floor	unprotected	Coin Treasure: Moderate, using Context D, halve quantities
Chest	Locks: Chest, Simple, using Context C	Potions: Moderate, using Context B *AND* Writing Supplies

ML4-MSH-8: Mess Hall East

Smashed furniture and debris litters the floor here. In the northeast are a few sacks; just south of the pantry is a gnomish corpse.

	Access	Contents
Sacks (2x)	unprotected	Simple Foodstuffs

	Access	Contents
Gnome Corpse	unprotected	**Clothing: General** *AND* **Weapons: Simple, both using Context D**

ML4-MSH-9: Officer's Mess

Although smashed like everything else, the furniture here appears to have been a bit higher-quality than its western neighbors. A dead elf lies on the floor next to a scattering of coins, a pile of treasure, a chest, and three barrels, two of which are empty.

	Access	Contents
Cave Floor	unprotected	**Coin Treasure: Moderate** *AND* **Gems: Low** *AND* **Weapons: Light** *AND* **Armor: Light**
Barrel	**Container: Barrel or Crate**	**Alcohol: General, using Context C**
Elf Corpse	unprotected	**Armor: Light** *AND* **Weapons: Martial 1H, both using Context C** *AND* The body contains a letter: roll on the **Plot Discoveries** table.

ML4-MSH-10: Debris Corner

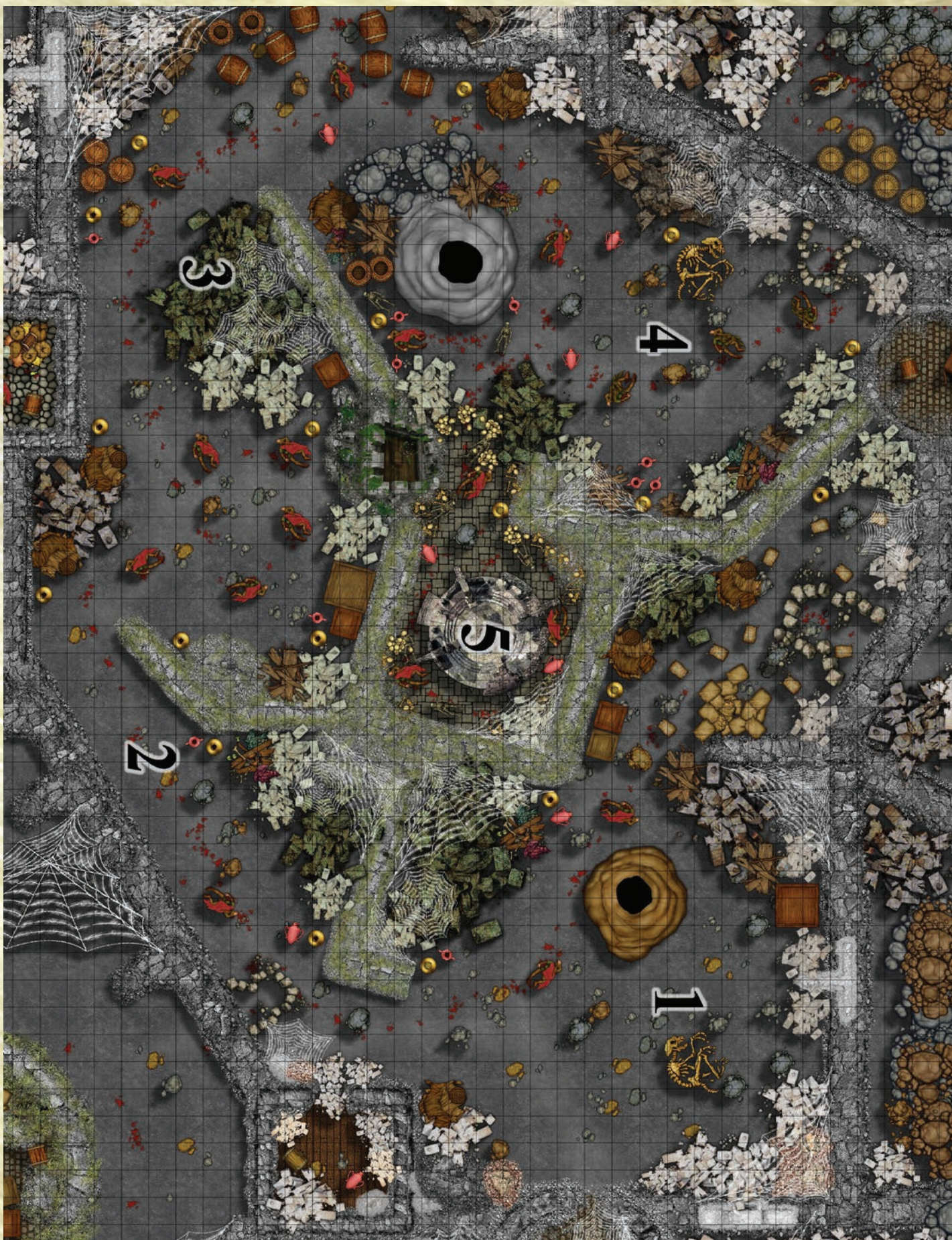
You hear the scuttling of rats from somewhere underneath the trash and fallen wall in this corner, but you see nothing.

ML4-MSH-11: Alley

This alley between the two ruined buildings is largely clear of rocks, but has been webbed over by giant spiders in the past months.

Map 131: Ruined Temple Overview (ML4-RNT-O)

One square equals 5 ft.



ML4-RNT-O: Ruined Temple Overview

Overview

The center of the **Underground City** was a massive, polytheistic temple reserved for all who wished to worship. Few of the rank-and-file possessed true belief; in practice, this was a ceremonial central location in which to collect **Tribute**.

Theme & Purpose

It's important to remember that the PCs may explore the **Underground City** in a nearly endless variety of paths. As a result, they may get to the **Temple** via any of its outskirt regions.

The first time they enter this area, they should feel a sense of serene calm, of peace... but with a cliched undercurrent of being *too* quiet. The absence of sound should be a warning, not a prompt to relax.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. **Roll twice as often** as normal.

NPCs of Note

Given that the **Temple** was a place of collecting **Tribute**, the **Tribute Magister** is often times (**40%**) seen here.

Areas of Interest

ML4-RNT-O-1: Ruined Temple Northeast

Please turn to page 381 for further details.

ML4-RNT-O-2: Ruined Temple Southeast

This quadrant is described starting on page 383.

ML4-RNT-O-3: Ruined Temple Southwest

Page 385 commences details of this area.

ML4-RNT-O-4: Ruined Temple Northwest

Refer to page 387 for more information.

ML4-RNT-O-5: Center Temple

Please refer to page 389 for more details.

Map 132: Ruined Temple Northeast (ML4-RNT-NE)

One square equals 5 ft.

ML4-RNT-NE: Ruined Temple Northeast

Overview

Most of the outer areas surrounding the **Temple** center are ceremonial entrances or paths to connect the **Temple** proper to other areas.

Theme & Purpose

Depending on how the PCs choose to explore the **Underground City**, this may be their entry point, or their final area of exploration.

The first time they enter this area, they should feel a sense of serene calm, of peace... but with a cliched undercurrent of being *too* quiet. The absence of sound should be a warning, not a prompt to relax.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. **Roll twice as often** as normal.

NPCs of Note

Given that the **Temple** was a place of collecting **Tribute**, the **Tribute Magister** is often times (**40%**) seen here.

Areas of Interest

ML4-RNT-NE-1: Fallen Entrance Arch

This fallen rock archway led north. A well-worn path can be found beneath the rock and debris that leads southward.

ML4-RNT-NE-2: Sackpile

Sacks are spewed everywhere in this region. It looks as though a large stack of foodsacks was toppled amidst a great deal of fighting. To the south are two small crates.

	Access	Contents
Sacks	unprotected	**Simple Foodstuffs, size Large**
Crates, Small (2x)	**Container: Barrel or Crate**	**General Supplies, size Medium**

ML4-RNT-NE-3: Debris North

This alcove contains a huge spiderweb overhanging a large mound of trash and destroyed wall. A single large crate rests against the north wall.

	Access	Contents
Crates, Large (2x)	**Container: Barrel or Crate**	**Textiles, General, using Context C, size Large**

ML4-RNT-NE-4: Northeast Corner

A massive monster corpse rests here amidst the stones and fallen walls.

	Access	Contents
Monster Corpse	unprotected	**Gems: Semi-Precious**

ML4-RNT-NE-5: Rock Pillar Bodies

A narrow stalagmite reaches 20' high here, well short of the 35' high ceiling above you. Two bodies rest amidst a trail of blood that leads southeast.

	Access	Contents
Half-Elf Corpse	unprotected	**Armor: General** *AND* **Weapons: General** *AND* **Potions: Moderate**
Elf Corpse	unprotected	**Armor: Light, using Context C** *AND* **Weapons: Light**

Map 133: Ruined Temple Southeast (ML4-RNT-SE)

One square equals 5 ft.

ML4-RNT-SE: Ruined Temple Southeast

Overview

Most of the outer areas surrounding the **Temple** center are ceremonial entrances or paths to connect the **Temple** proper to other areas.

Theme & Purpose

Depending on how the PCs choose to explore the **Underground City**, this may be their entry point, or their final area of exploration.

The first time they enter this area, they should feel a sense of serene calm, of peace... but with a cliched undercurrent of being *too* quiet. The absence of sound should be a warning, not a prompt to relax.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. **Roll twice as often** as normal.

NPCs of Note

Given that the **Temple** was a place of collecting **Tribute**, the **Tribute Magister** is often times (**40%**) seen here.

Areas of Interest

ML4-RNT-SE-1: Fallen Tower

This tower reaches 20' tall; however, much of its height is destroyed. Among the rubble inside you find a treasure chest and some odd bits of ceremonial pottery.

	Access	Contents
Chest	Locks: Chest, Strongbox	Writing Supplies *AND* Gems: Semi-Precious, using Context C

ML4-RNT-SE-2: Fallen Entry Arch

The thick fringe of well-masoned stones, and the well-worn path that leads southeast, indicates that this archway used to be a major point of entry to the Temple area.

ML4-RNT-SE-3: Debris Pile

Amidst a huge mound of destroyed wall and lumber, you find some ceremonial urns and pottery, as well as a weeks-dead elven noble.

	Access	Contents
Urns	unprotected	Coin Treasure: Moderate, using Context D, halve quantities

	Access	Contents
Elf Corpse	unprotected	Armor: Light *AND* Weapons: Martial 1H *AND* Weapons: Martial Ranged *AND* Potions: Moderate, all using Context C

ML4-RNT-SE-4: Corpses

Three half-elf corpses lay here amidst a trail of blood that leads south and then northeast. To the north, next to ceremonial pottery, is a duet of crates.

	Access	Contents
Half-Elf Corpses	unprotected	Armor: General *AND* Weapons: Light *AND* Armor: Shields
Crate, Large	Container: Barrel or Crate	Rations & Prepared Food, size Large
Crate, Small	Container: Barrel or Crate	Clothing: General, using Context C, size Medium

Map 134: Ruined Temple Southwest (ML4-RNT-SW)

One square equals 5 ft.

ML4-RNT-SW: Ruined Temple Southwest

Overview

Most of the outer areas surrounding the **Temple** center are ceremonial entrances or paths to connect the **Temple** proper to other areas.

Theme & Purpose

Depending on how the PCs choose to explore the **Underground City**, this may be their entry point, or their final area of exploration.

The first time they enter this area, they should feel a sense of serene calm, of peace... but with a cliched undercurrent of being *too* quiet. The absence of sound should be a warning, not a prompt to relax.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. **Roll twice as often** as normal.

NPCs of Note

Given that the **Temple** was a place of collecting **Tribute**, the **Tribute Magister** is often times (**40%**) seen here.

Areas of Interest

ML4-RNT-SW-1: Destroyed Tower

At the southern foot of an utterly destroyed tower is a trio of corpses and small crate.

	Access	Contents
Elf Corpse (3x)	unprotected	**Armor: Medium** *AND* **Weapons: Martial 2H**
Crate, Small	**Container: Barrel or Crate**	**Rations & Prepared Food, using Context C, size Large**

ML4-RNT-SW-2: Webbed Debris

Much of the structure of the tower to the northeast seems to have fallen here during its destruction. Most of it has been webbed over by giant spiders.

Searching the rubble will take a bit of time; automatically roll on the **Random Encounter** table and ignore "**NPC Encounter**" results.

	Access	Contents
Debris	unprotected	**Gems: Low, using Context D, halve quantities**

ML4-RNT-SW-3: Huge Web Corner

This corner consists of a huge pile of fallen masonry, covered entirely by a massive spiderweb. To the east is a trio of barrels and a corpse.

Searching the rubble will take a bit of time; automatically roll on the **Random Encounter** table and ignore "**NPC Encounter**" results.

	Access	Contents
Debris	unprotected	**Weapons: Simple, using Context D**
Dwarf Corpse	unprotected	**Armor: Heavy** *AND* **Weapons: Martial 2H**

ML4-RNT-SW-4: Fallen Barrels

Six large barrels appear to have toppled from a previously well-organized arrangement; to the south, two empty barrels remain. Amidst shattered pottery is a human body, not but a few days perished.

	Access	Contents
Human Corpse	unprotected	**Armor: Medium** *AND* **Weapons: Ranged**
Barrels (6x)	**Container: Barrel or Crate**	**Alcohol: General, using Context B, size Large**

ML4-RNT-SW-5: Rock Pillar

This big stalagmite nearly reaches the ceiling 30' above you. At its base is a big assortment of trash, a skeleton, and an elven corpse several weeks dead.

	Access	Contents
Elf Corpse	unprotected	**Armor: General** *AND* **Weapons: General, both using Context C**

Map 135: Ruined Temple Northwest (ML4-RNT-NW)

One square equals 5 ft.

ML4-RNT-NW: Ruined Temple Northwest

Overview

Most of the outer areas surrounding the **Temple** center are ceremonial entrances or paths to connect the **Temple** proper to other areas.

Theme & Purpose

Depending on how the PCs choose to explore the **Underground City**, this may be their entry point, or their final area of exploration.

The first time they enter this area, they should feel a sense of serene calm, of peace... but with a cliched undercurrent of being *too* quiet. The absence of sound should be a warning, not a prompt to relax.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. **Roll twice as often** as normal.

NPCs of Note

Given that the **Temple** was a place of collecting **Tribute**, the **Tribute Magister** is often times (**40%**) seen here.

Areas of Interest

ML4-RNT-NW-1: Battle Massacre

The middle of this region appears to have been the site of a major conflict. A large monster corpse dominates the scene; amidst it is an array of bodies several weeks dead.

	Access	Contents
Halfing Corpse	unprotected	**Armor: Light** *AND* **Weapons: Light** *AND* **Armor: Shields**
Dwarf Corpses (2x)	unprotected	**Armor: Heavy** *AND* **Weapons: Martial 1H** *AND* **Armor: Shields**
Elf Corpse	unprotected	**Armor: Medium** *AND* **Weapons: Martial Ranged**

ML4-RNT-NW-2: Pottery

Ceremonial pottery seems to have been stashed here; perhaps the battle to the west was to guard it, as the urns are untouched amidst the otherwise rampant destruction.

	Access	Contents
Urns (4x)	unprotected	**Gems: Semi-Precious, using Context B**

ML4-RNT-NW-3: Fall Entry Arch

These beautiful, carved stones indicate a major point of entry for the outskirts of the ruined temple.

Map 136: Ruined Temple: Center Temple (ML4-RNT-C)

One square equals 5 ft.

ML4-RNT-C: Ruined Temple Center

Overview

Most of the outer areas surrounding the **Temple** center are ceremonial entrances or paths to connect the **Temple** proper to other areas.

Theme & Purpose

Depending on how the PCs choose to explore the **Underground City**, this may be their entry point, or their final area of exploration.

The first time they enter this area, they should feel a sense of serene calm, of peace... but with a cliched undercurrent of being *too* quiet. The absence of sound should be a warning, not a prompt to relax.

Random Encounters

Do not roll for Random Encounters while the PCs are in the temple center. Instead, use the **Defend the Temple Quest** below.

NPCs of Note

Given that the **Temple** was a place of collecting **Tribute**, the **Tribute Magister** is often times (**40%**) seen here.

Areas of Interest

ML4-RNT-C-1: Entryway

Destroyed timbers, singed masonry, and blood partially obstruct the western entrance to the temple center. Heaps of skulls, a mixture of races and monsters and sizes, are piled about the path. Skeletons, bits of bone, and a recently-slain elf warrior lying in a pool of days-old blood complete the macabre visage.

	Access	Contents
Elf Corpse	unprotected	**Armor: Light** *AND* **Weapons: Martial Ranged** *AND* **Weapons: Martial 2H** *AND* **Potions: Moderate, all using Context C**

ML4-RNT-C-2: Destroyed Tower

This was once a tall tower, now laid low by what looks like a mixture of fire and acid.

ML4-RNT-C-3: Southeast Carnage

Another elf warrior lays here, not but a few days slain. More skeletons of older-dead elves lay nearby, along with piles of monster skulls.

	Access	Contents
Elf Corpse	unprotected	**Armor: Light** *AND* **Weapons: Martial Ranged** *AND* **Weapons: Martial 2H, all using Context C**

ML4-RNT-C-4: Webbed Debris

This corner contains a pile of fallen masonry, webbed over from giant spiders months ago. You see glass vials and sealed tubes laying among the trash.

	Access	Contents
Debris	unprotected	**Potions: Moderate, using Context C, size Large**

ML4-RNT-C-5: Bonepile

An elven warrior lies slain to the east of a large pile of bones. They appear to mostly be from destroyed monsters.

	Access	Contents
Elf Corpse	unprotected	**Armor: Medium** *AND* **Weapons: Martial 2H** *AND* **Potions: Moderate, all using Context C**

ML4-RNT-C-6: Center Temple

This highly ceremonial stone dais has been largely untouched by the destruction that afflicts all other aspects of this region. As you set foot on the hallowed steps, the scuttle of claws from the west disturbs the serenity.

Quest Defend the Temple

Summary: Survive escalating waves of monster attack.

Rewards: **3 Reward Stars**.

Locations: Ruined Temple Center.

Key NPCs: None.

Kickoff: One or more PCs steps in the temple center.

Description:

A few rounds after the PCs enter the temple center proper, roll on the **Monsters: Mines, Average FlexContent** table. Place the result as approaching from the west.

Five rounds after that, roll on the **Monsters: Mines, Advanced FlexContent** table, with similar placement.

Finally, five rounds following the second wave, roll on the **Monsters: Mines, Elite FlexContent** table, with the same placement.

In between waves of assault, the PCs should be encouraged to scavenge supplies from the three corners of the temple, each of which contains useful supplies.

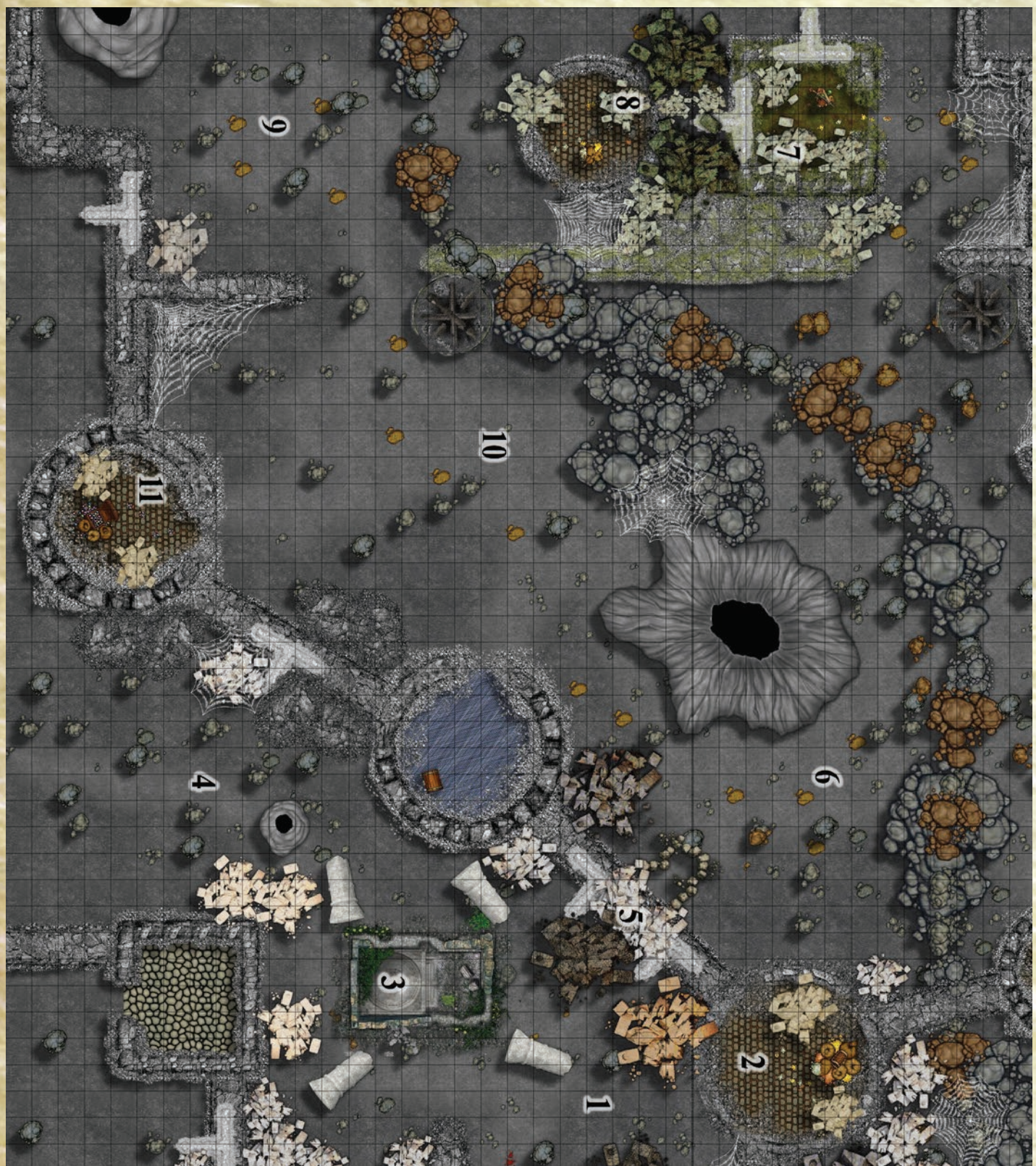
Surviving all three waves of attack grants all party members **3 Reward Stars**.

Defend the Temple (Survive):
Law +3

Merely by surviving the attacks produces a **Catalyst Impact** of **Law +3.**

Map 137: Elder Tower Husk (ML4-ETH)

One square equals 5 ft.



ML4-ETH: Elder Tower Husk

Overview

The **Elder Tower** was once the loftiest spire in the **Underground City**. The area surrounding it was used for many purposes, but was primarily a social center.

Theme & Purpose

The sense of loss, of destruction, and of ruins should persist here; that such a huge building has been razed should resonate with most characters.

Random Encounters

Use the standard / default **Random Encounter** rules for this level.

Areas of Interest

ML4-ETH-1: Pathways

Rubble lies strewn everywhere. Much of it is masonry and wood; occasionally you see shattered glass from windows as well. Debris and fallen buildings make the well-worn social paths carved into the earthen cave floor pointless.

ML4-ETH-2: Northeast Tower

Most of the walls of this circular tower have been reduced to rubble. Within, someone has stashed a fair amount of treasure.

	Access	Contents
Treasure Pile	unprotected	**Coin Treasure: Moderate** *AND* **Gems: Semi-Precious** *AND* **Weapons: General, all using Context B**

ML4-ETH-3: Desecrated Shrine

This shrine has been desecrated; feces from all ilk of creature have been smeared and dropped upon it. Carven reliefs of the deity it served have been smashed, dulled, or filed off, so that it's impossible to even tell which god was worshipped here.

This shrine suffers from a ***Desecration Aura***:

Desecration Aura

Non-Evil creatures within 10' of a *desecrated shrine* in the **Mines** must pass a **Constitution** check at the following DCs, or suffer the **Frightened** effect (**-2** penalty on all attack rolls, saving throws, skill checks, and ability checks) for an hour.

Leaving the affected area does not remove the effect of a failed save, and creatures must make a new check each time they approach the affected area, regardless of previous successes or failures.

- DC 12
- DC 15
- DC 18
- DC 22

Hidden beneath a piece of stone that moves freely once examined is a stash of wealth:

	Access	Contents
Shrine Stash	unprotected	**Gems: Medium-Quality, using Context B**

ML4-ETH-4: Southeast Passage

This well-worn path arcs from southwest to northeast. Occasional fallen boulders and rockspill dots the ground.

ML4-ETH-5: Fallen Archway

Ornate stones have crumbled and been smashed here, marking what must have been a previously beautiful crossing point between the western and eastern regions around this wall.

ML4-ETH-6: Northern Commons

This expansive area appears to have been a place of frequent usage by the population of the city. The ridge of fallen boulders arcs around to the north, and to the southwest is an absolutely massive, floor-to-ceiling rock pillar that stretches high to the 35' tall cavetop above.

Upon entering this area for the first time, roll on the **Random Encounter** table and ignore "**NPC Encounter**" results. Any monsters that ensue should be placed as approaching from **Location 9** to the southwest. This effect applies regardless of whether **Locations 9** and/or **10** have already been explored by the party.

ML4-ETH-7: Northwest Repository

This building is so damaged and overgrown with moss and algae that you can't tell its original purpose before the ruination. It might have been a place of communal storage, or it may have been a shop. Regardless, the debris strewn everywhere occupies much of the space inside; there is a small stash of supplies just inside the northern entry point.

	Access	Contents
Treasure Pile	unprotected	**Weapons: Light** *AND* **Armor: Light** *AND* **Armor: Shields** *AND* **Gems: Low, using Context D**

ML4-ETH-8: Ruined Tower

This tower must have been quite tall, to have generated so much debris in the surrounding area. Inside is a pile of coins and clothing.

	Access	Contents
Treasure Pile	unprotected	**Coin Treasure: Moderate, using Context B** *AND* **Clothing: General, using Context B**

ML4-ETH-9: Southwest Commons

Several boulders have fallen from the ceiling during some seismic disruption; they speckle the landscape across this vast region. To the north is the spine of fallen rock; to the south is a mostly-intact but heavily-damaged wall.

Upon entering this area for the first time, roll on the **Random Encounter** table and ignore "**NPC Encounter**" results. Any monsters that ensue should be placed as approaching from **Location 6** to the northeast. This effect applies regardless of whether **Locations 6** and/or **10** have already been explored by the party.

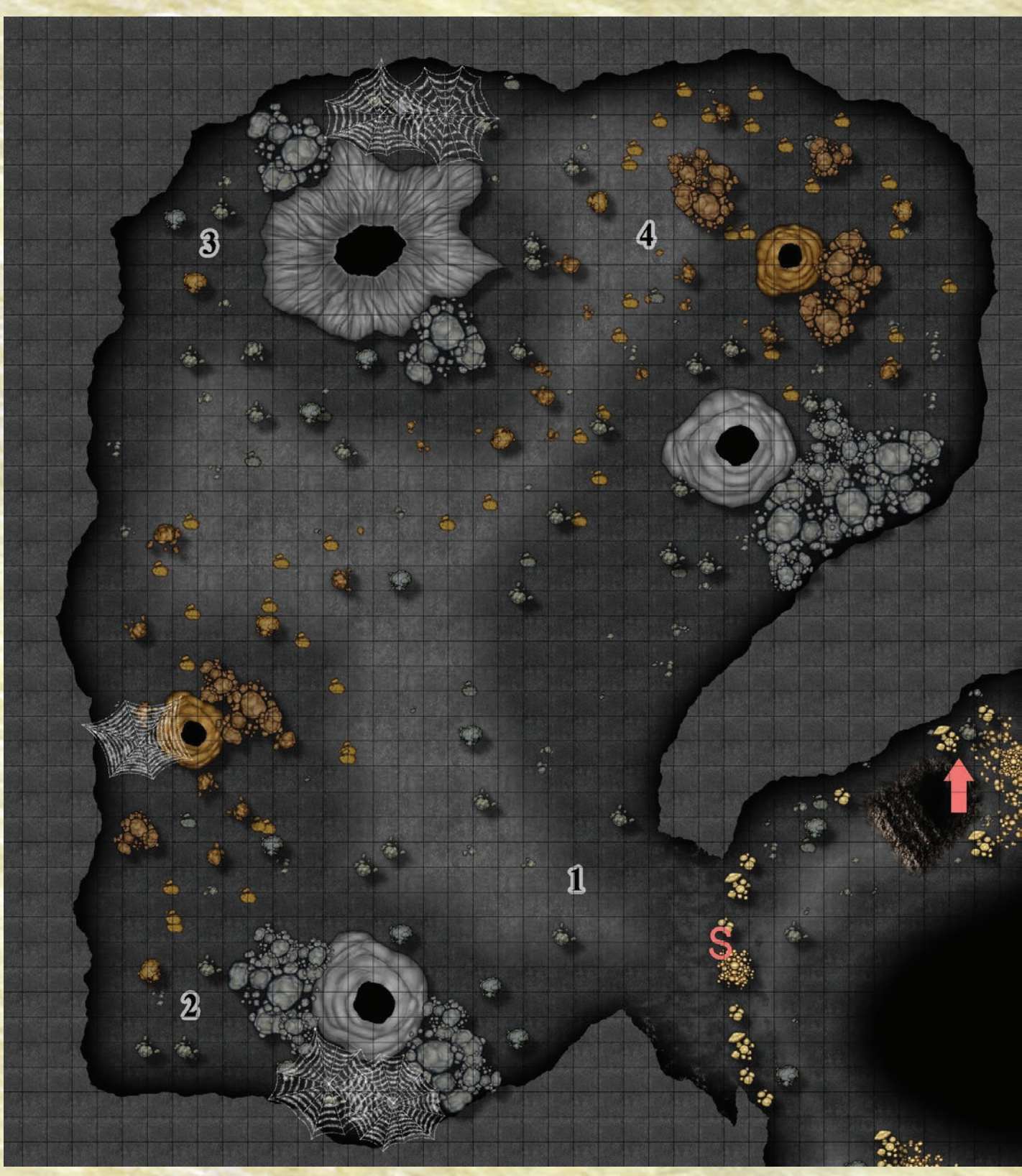
ML4-ETH-10: Elder Tower

To the east of this area is the fallen Elder Tower: it must have risen nearly to the top of the cave ceiling, such is the girth of its base. Inside is a treasure chest, alone atop the patterned slate floor.

	Access	Contents
Chest	**Locks: Chest, Strongbox** *AND* **Traps: General, using Context C**	**Potions: Moderate** *AND* **Weapons: Exotic, both using Context C**

Map 138: Nest (ML4-NST)

One square equals 5 ft.



ML4-NST: Nest

Overview

This hidden area is a naturally-made offshoot of the pitlike spiral to the east. Over the years, it's been home to all manner of cave-dwelling critter.

Theme & Purpose

Although this nest is home to quite a challenging array of critters, the reward (other than experience!) is likely to disappoint treasure-seeking PCs.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. **Roll twice as often** as normal, and **reroll** any results of "**NPC Encounter**".

Lair

- As the party enters this area, roll on the **Monsters: Mines, Advanced FlexContent** table to determine the monster(s) to which this nest is home currently. Place the ensuing beasties in **Location 4**.
- Next, roll twice on the **Monsters: Mines, Average FlexContent** table; place the results in **Locations 2** and **3**.

Areas of Interest

ML4-NST-1: Entry

You make your way past the dirt-clogged entry wall. Inside is a vast chamber, cool and clammy and smelling of moist earth, like the underside of a newly-exposed rock. You hear scuttling and clacking from the north and west.

ML4-NST-2: Southwest Alcove

This cozy corner is littered with animal detritus. To the southeast is a 20' tall rock pillar that connects floor to ceiling; spiderwebs connect it to the cave wall to the south and boulders are piled about its base.

ML4-NST-3: Northwest Alcove

In the shadow of a floor-to-ceiling stalagmite that reaches 20' above you is a natural alcove that appears to be home to some manner of beast.

ML4-NST-4: Northeast Lair

Rocks of all manner and size dot the earthen floor here.

Despite the presence of the creature(s) identified at the start of exploring this region, there is no treasure to be found here.

Map 139: Circular Stair Pit (ML4-CSP)

One square equals 5 ft.

ML4-CSP: Circular Stair Pit

Overview

[...]

Theme & Purpose

[...]

Random Encounters

Use the standard / default **Random Encounter** rules for this level.

Areas of Interest

ML4-CSP-1: Crawlspace Up

This leads to "**Map 120: Circular Stair Pit (ML3-CSP)**" on page 349.

ML4-CSP-2: Secret Wall

Only read the italicized text below if the secret is discovered.

> *Some of the mushrooms against the wall here appear trodden upon; unusual with such a wide path to the south. Pressing and prodding, you discover the earthen wall to be loosely-packed clumps of dung and dirt, easily removed even if it is a bit disgusting to do so. You swiftly reveal a wide passage to the west.*

	Access
Secret Wall	**Locks: Door, Secret, using Context B, Perception only**

ML4-CSP-3: Southwest Path

> **The air that blows up from the pit to your north is warm, more humid than it has been until this point. You hear faint noises from below, which could be whispers, screams, the scrape of claws and feet across rock, or maybe it's just the sound of water rushing along.**

ML4-CSP-4: Southeast Path

If the party has reached this point without a random encounter, trigger one now: roll on the **Random Encounter** table and ignore "**NPC Encounter**" results. Place any resulting monsters as approaching from **Location 5** to the north.

ML4-CSP-5: Crawlspace Down

This heads down to "**Map 164: Ceiling Hole (ML5-HOL)**" on page 463.

Map 140: Elevators West (ML4-EWC)

One square equals 5 ft.

ML4-EWC: Elevators West

Overview

The southwest corner of the **Underground City** holds one of the three entry/exit points of the complex, as well as a great deal of treasure potential.

Theme & Purpose

Some areas of the **City** are so damaged, their original purpose is unclear: this entire region is such a location.

Random Encounters

Use the standard / default **Random Encounter** rules for this level.

Areas of Interest

ML4-EWC-1: Elevator Down

This leads to "**Map 160: Elevators West (ML5-EWC)**" on page 452.

ML4-EWC-2: Elevator Up

Take this to head to "**Map 122: Elevators West (ML3-EW)**" on page 354.

ML4-EWC-3: Elevator Storage

Between the two elevator mechanisms is a line of crates; a sack pile lays to the north and on top of a southern crate is a treasure chest.

	Access	Contents
Crates, Large (2x)	Container: Barrel or Crate	General Supplies, size Large
Crates, Small (3x)	Container: Barrel or Crate	Glasses, Metals, and Woods, size Medium
Sack Pile	unprotected	Rations & Prepared Food, size Medium
Chest	Locks: Chest, Simple	Armor: Heavy

ML4-EWC-4: Northeast Passage

A well-worn path leads to the northeast.

ML4-EWC-5: Southeast Passage

A corpse lies, not but a few days slain, in a wide spatter of blood that leads westward.

	Access	Contents
Dwarf Corpse	unprotected	Armor: Light *AND* Weapons: Simple

ML4-EWC-6: Ruined Tower

This tower was expansive in size. Inside, on the cobblestone floor, is a dead half-elf, surrounded by blood, coins, and treasure.

	Access	Contents
Half-Elf Corpse	unprotected	Armor: Light *AND* Weapons: Ranged
Sacks (2x)	unprotected	Simple Foodstuffs, size Medium
Chest	Locks: Chest, Strongbox, using Context B	Rations & Prepared Food *AND* Potions: Moderate

ML4-EWC-7: Blood Trail

A thick blood trail, a week or so old, leads north-to-south in this area, culminating in a half-orc body to the south. Two sealed barrels have been placed against the mostly-intact wall to the south.

	Access	Contents
Half-Orc Corpse	unprotected	Armor: Medium *AND* Weapons: Martial 2H *AND* Weapons: Light
Barrels (2x)	Container: Barrel or Crate	Alcohol: General

ML4-EWC-8: Northwest Entry Arch

A well-wrought archway of stone has toppled here. Nearby, a dead gnome lies in a pool of days-old blood. Two casks sit against the wall to the northeast.

	Access	Contents
Gnome Corpse	unprotected	Weapons: Simple

	Access	Contents
Casks (2x)	Container: Barrel or Crate, using Context C	Alcohol: General, using Context C

ML4-EWC-9: Cold Cellar

Though the top of this hutch has crumbled, partially obstructing what was the entrance to the east, you can make your way past the rubble, down steps about 8' to a naturally cool place carved into the earthen floor. Inside is a dead human, a chest, a small treasure pile, a stack of bags, and two casks.

	Access	Contents
Human Corpse	unprotected	Weapons: Light *AND* Weapons: Ranged
Chest	Locks: Chest, Simple *AND* Traps: General, both using Context D	Potions: Moderate, using Context C *AND* Gems: Low
Casks (2x)	Container: Barrel or Crate, using Context B	Fresh water
Sack Pile	unprotected	Rations & Prepared Food

ML4-EWC-10: Southwest Alley

There is a wide space between the southwest wall that seems to box in this region, and the cave wall that encloses the entire underground city. Rocks and boulders are scattered here and there from falls.

Roll twice as often for **Random Encounters** here as you would otherwise.

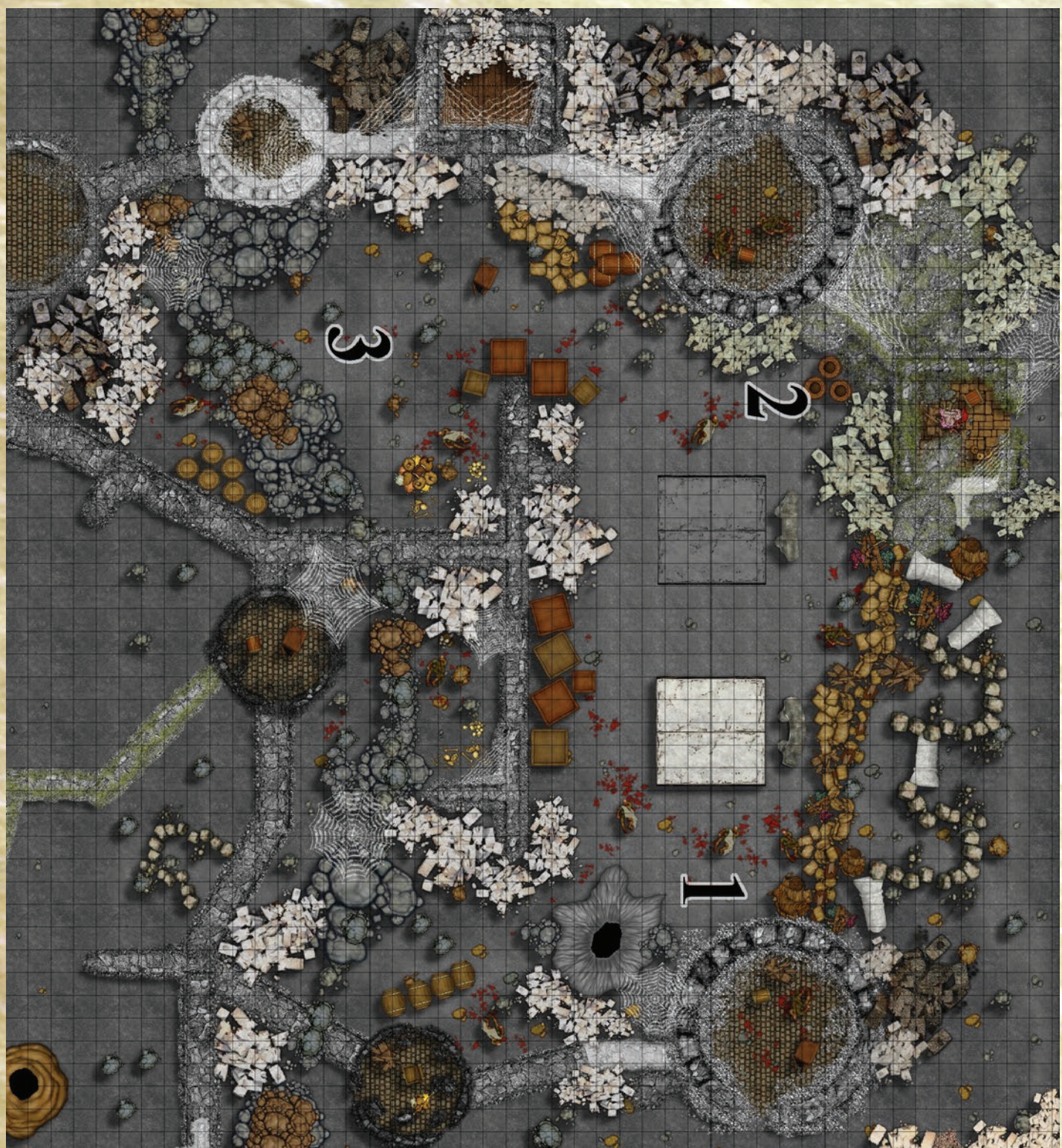
ML4-EWC-11: Northern Tower

Debris from this tower has fallen to the west, forming a massive, head-high pile. There are no ground-level entry points to the tower here; you can climb up and across the ruin however and drop in from above. Inside is a large pile of gemstones.

	Access	Contents
Gemstone Pile	unprotected	Gems: Low *AND* Gems: Semi-Precious, using Context B

Map 141: Elevators North Overview (ML4-ENL-O)

One square equals 5 ft.



ML4-ENL-O: Elevators North Overview

Overview

This is the region surrounding the **Law**-affiliated elevators leading up and down from this level of the **Mines**.

Theme & Purpose

A major form of entry and egress for this level, the ruins in this area also comprise a great deal of loot and adventure opportunity.

Random Encounters

Use the standard / default **Random Encounter** rules for this level.

Areas of Interest

ML4-ENL-O-1: Elevators North - East

Please turn to page 404 for further details.

ML4-ENL-O-2: Elevators North - Northwest

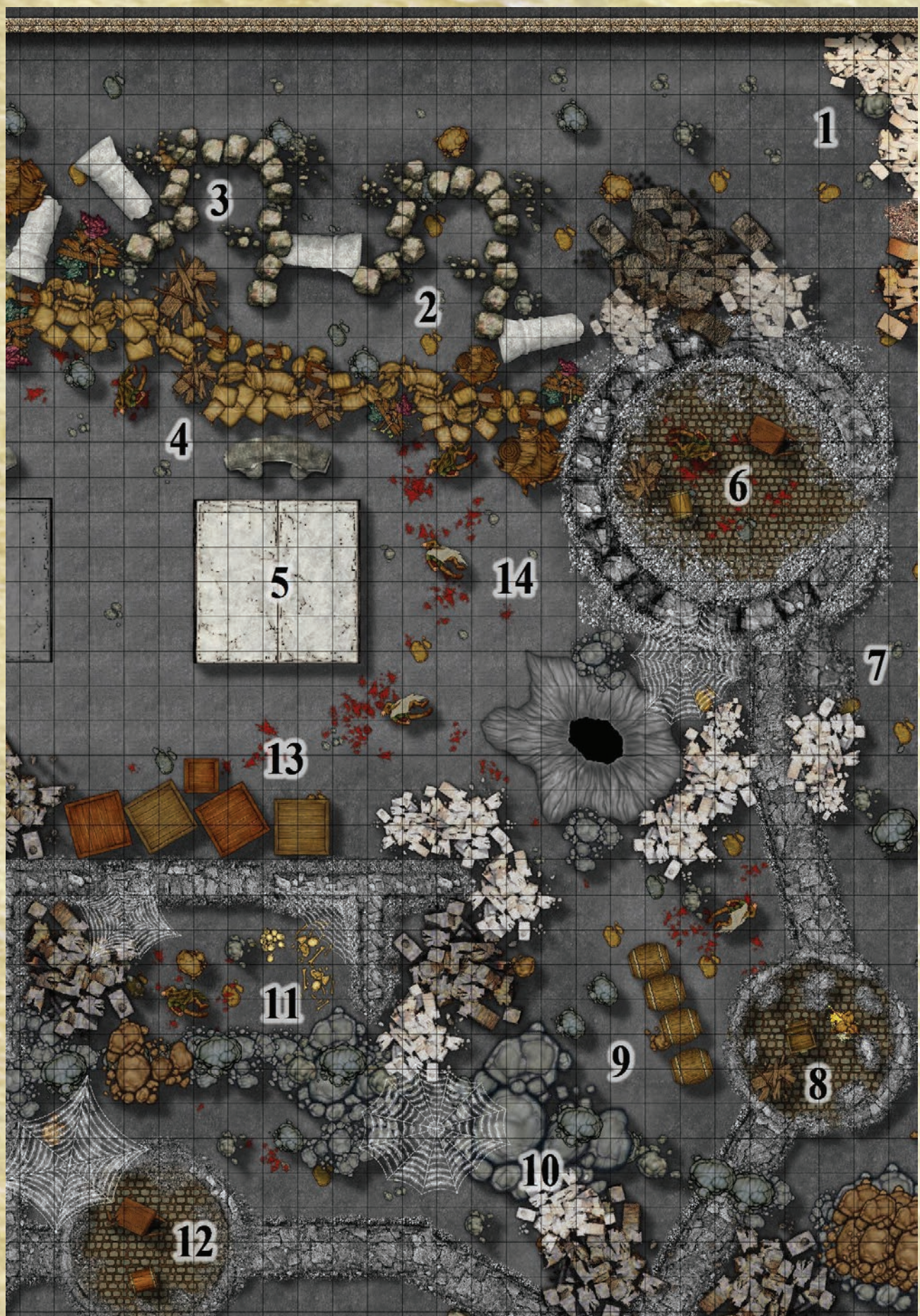
Page 407 begins more detail on this area.

ML4-ENL-O-3: Elevators North - Southwest

Refer to page 409 for a complete description.

Map 142: Elevators North: East (ML4-ENL-E)

One square equals 5 ft.



ML4-ENL-E: Elevators North: East

Overview

This is the region surrounding the northern up elevator.

Theme & Purpose

Thickly populated by indicators of past glory, this zone is rife with collapsed buildings and loot.

Random Encounters

Use the standard / default **Random Encounter** rules for this level.

Areas of Interest

ML4-ENL-E-1: Northeast Passage

Rubble and fallen debris lines this broad passage.

ML4-ENL-E-2: Fallen Archway East

Ornate, rune-carved stones have fallen from this former archway leading south.

ML4-ENL-E-3: Fallen Archway West

Ornate, rune-carved stones have fallen from this former archway leading south.

This archway fell still containing an unsprung trap set up by the defenders: roll on the **Traps: General FlexContent** table to determine the effect.

ML4-ENL-E-4: Barricade

A final, desperate stand was taken here by defenders holding position against an attack from the north. Sacks of sand, smashed furniture, and other debris forms a pathetic waist-high fence that stretches long across the space here. From the elven body lying near the bags, it seems unsuccessful.

	Access	Contents
Elf Corpse	unprotected	**Armor: Light** *AND* **Weapons: Martial Ranged** *AND* **Weapons: Simple**

ML4-ENL-E-5: Elevator Up

This leads to "**Map 121: Elevators North (ML3-EN)**" on page 351.

ML4-ENL-E-6: Northeast Tower

Rubble though its perimeter may be, its interior has suffered little damage. On the cobblestones is a dead dwarf, a chest, and smashed furniture, all awash in week-old blood.

	Access	Contents
Dwarf Corpse	unprotected	**Armor: Heavy** *AND* **Weapons: Light** *AND* **Armor: Shields**
Chest	**Locks: Chest, Strongbox, using Context D**	**Potions: Moderate, using Context C** *AND* **Gems: Low**

ML4-ENL-E-7: Eastern Alley

Rubble and debris are strewn across the path here.

ML4-ENL-E-8: Southeast Ruined Tower

This compact tower has been razed to the earth; very little of its walls remain and you can simply step over any part that does. Inside is an open and empty chest, and a stash of treasure.

	Access	Contents
Treasure Stash	unprotected	**Armor: General AND Clothing: General, using Context C AND Coin Treasure: Moderate, using Context D**

ML4-ENL-E-9: Southeast Casks

A quartet of casks is stacked here. To their northeast is a bloodied half-elf corpse.

	Access	Contents
Half-Elf Corpse	unprotected	**Armor: Light** *AND* **Weapons: Simple**
Casks (4x)	**Container: Barrel or Crate**	**Alcohol: General, using Context B**

ML4-ENL-E-10: Southeast Rubble

A mountain of rubble is piled waist-high at the foot of an array of walls. To the west is a spiderweb connecting the debris to fallen boulders.

ML4-ENL-E-11: Alcove of the Dead

Nestled bewteen the head-high wall remnant to the north and a chest-high ridge of boulders to the south is this macabre alcove. The shadows of spiderwebs fall upon a dead tiefling and an array of carefully collected and stacked bonepiles.

	Access	Contents
Tiefling Corpse	unprotected	**Armor: Medium** *AND* **Weapons: Exotic** *AND* **Weapons: Martial Ranged**

ML4-ENL-E-12: Southwest Tower

Massive spiderwebs tower 15' above the remnants of a guard tower. At its base is a broken table and a battered but still locked treasure chest.

	Access	Contents
Chest	**Locks: Chest, Simple** *AND* **Traps: General**	**Potions: Moderate** *AND* **Coin Treasure: Moderate**

ML4-ENL-E-13: Crates

The fruit of the mines smells strongly from within these crates.

	Access	Contents
Crates, Large (4x)	**Container: Barrel or Crate, using Context C**	**Glasses, Metals, and Woods, size Large, using Context C**
Crate, Small	**Container: Barrel or Crate**	**General Supplies, size Medium**

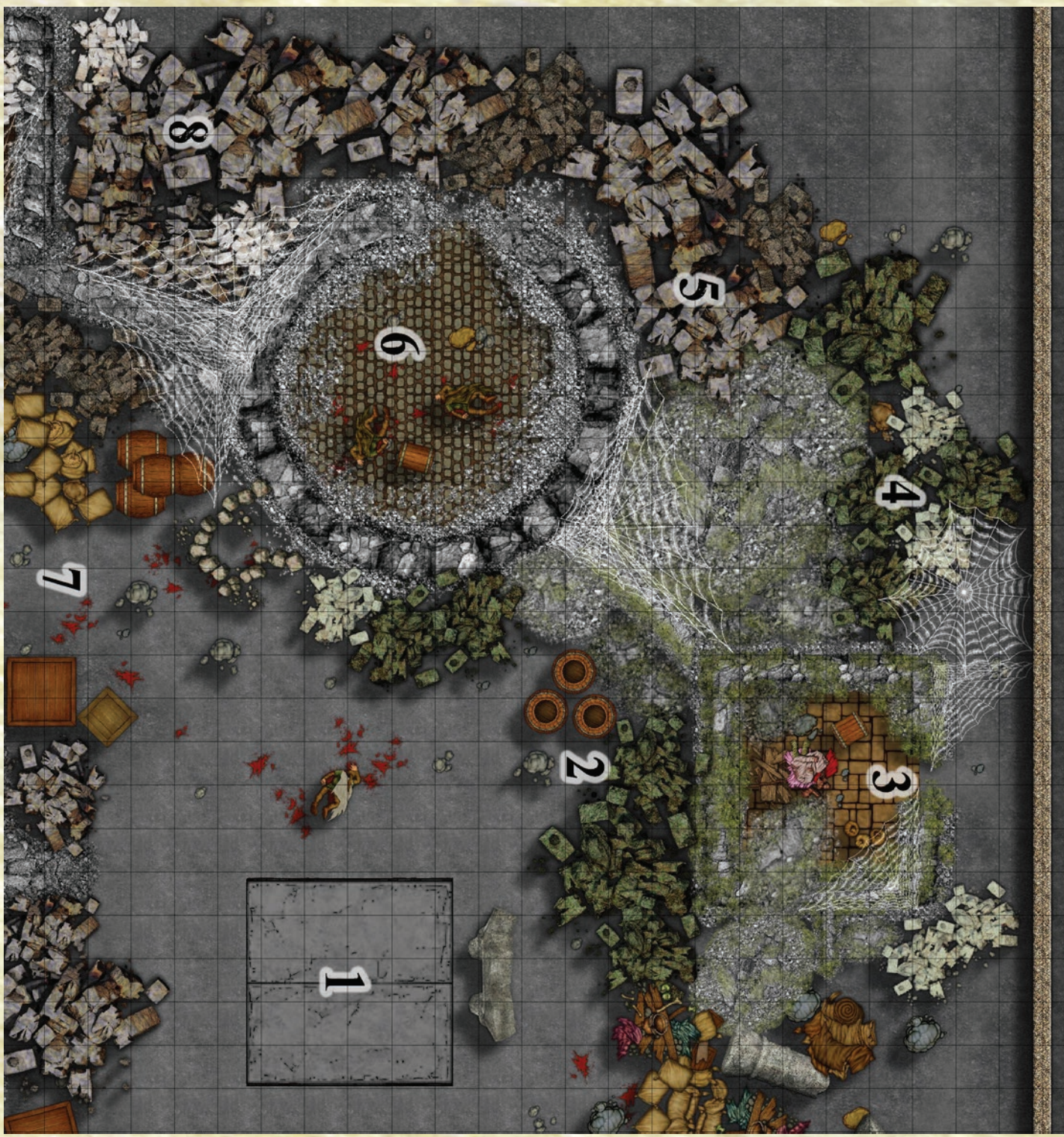
ML4-ENL-E-14: Battle Bloodsplash

Two dwarven miners lie here, hacked apart by some long-departed foe. Their clothing is in tatters, but their equipment remains.

	Access	Contents
Dwarf Corpses (2x)	unprotected	**Gems: Low, halve quantities** *AND* **Weapons: Martial 2H**

Map 143: Elevators North: Northwest (ML4-ENL-NW)

One square equals 5 ft.



ML4-ENL-NW: Elevators North: Northwest

Overview

Consisting almost entirely of rubble, this is one of the most heavily-damaged areas in the entire **Underground City**.

Theme & Purpose

There is ample opportunity for looting, if one is brave enough to face the threats.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. **Roll twice as often** as normal, and **reroll** results of "**NPC Encounter**" or "**No Encounter**" once.

Areas of Interest

ML4-ENL-NW-1: Elevator Down

This leads to "**Map 156: Elevators North Overview (ML5-ENL-O)**" on page 442.

ML4-ENL-NW-2: Barrels

Three barrels sit empty near a pile of rubble. They smell of rotted flesh, but you see nothing inside.

ML4-ENL-NW-3: Ruined Storage

This appears to have been a dry, above-ground cellar; the ground is paved over and cool. In the midst of the rubble you find a pile of clothing, some small sacks, and a chest.

	Access	Contents
Clothing Pile	unprotected	Clothing: General, size Medium, using Context B
Sacks	unprotected	Simple Foodstuffs
Chest	Locks: Chest, Simple	Coin Treasure: Moderate, using Context B

ML4-ENL-NW-4: North Rubble

Spiderwebs cling to rubble from fallen towers and walls here. To the south, a pile of debris escalates up 10' to peek over the remnants of the wall to the southeast.

ML4-ENL-NW-5: Northwest Rubble

It must have been a mighty tower indeed to the south, for so much debris to have been generated from its destruction. This pile surrounds the tower itself on all western sides.

When exploring this area, there is nothing of true interest to find; however, roll on the **Random Encounters** table and ignore any "**NPC Encounter**" results. Place monsters that result as approaching from the northeast, regardless of the manner in which the party has been exploring.

ML4-ENL-NW-6: Ruined Tower

You can see the remains of a carved-stone spiral staircase inside this large tower. It's serene and calm within, despite the presence of two half-elf corpses lying in week-old blood. A chest and a few boulders complete the scene.

	Access	Contents
Half-Elf Corpses (2x)	unprotected	Armor: Light *AND* Weapons: Simple *AND* Armor: Shields
Chest	Locks: Chest, Simple	Potions: Moderate

ML4-ENL-NW-7: Storage South

A fallen arch to the north indicates one of the former entrances to the fallen tower. In this area, there is a large crate, a small crate, a quarter of stacked casks, an assortment of sacks, and to the northeast, close to the elevator, a battered dwarf body not a few days dead.

	Access	Contents
Crate, Large	Container: Barrel or Crate	Glasses, Metals, and Woods, size Large
Crate, Small	Container: Barrel or Crate	Rations & Prepared Food, size Medium
Casks (4x)	Container: Barrel or Crate	Alcohol: General, using Context D
Dwarf Corpse	unprotected	Armor: General *AND* Weapons: General

ML4-ENL-NW-8: Southwest Debris

A cascade of trash, fallen timbers, and ruined masonry form an enormous 12' tall pile here.

There is nothing of interest to be found here.

Map 144: Elevators North: Southwest (ML4-ENL-SW)

One square equals 5 ft.

ML4-ENL-SW: Elevators North: Southwest

Overview

The most debris-laden and bleak of the locations surrounding the norhtern elevators, this region is relatively safe, owing to its abandoned and uninteresting nature.

Theme & Purpose

This is one of the exceedingly rare places of solace and rest in this floor of the **Mines**.

Random Encounters

Use the standard / default **Random Encounter** rules for this level.

Note that while hunkering down in **Location 5, Random Encounters** are suspended entirely, allowing the party to take a full rest if they so wish.

Areas of Interest

ML4-ENL-SW-1: Ruined Tower

This tower is half-destroyed; its remanant reaches 12' tall. Within, however, is nothing but a mass of fallen debris and huge spiderwebs.

ML4-ENL-SW-2: Path North

This region is dotted with rocks and pebbles, but seems otherwise calm.

ML4-ENL-SW-3: Treasure Stash

In the shadow of an "L" shaped wall segment is a dead dwarven miner. Though her body is weeks decayed, you can tell the cause of death: acid, which ate away nearly half her body. Nearby is an assortment of bones in neat piles, and a large stash of loot.

	Access	Contents
Dwarf Corpse	unprotected	**Armor: Heavy** *AND* **Weapons: General**
Treasure Stash	unprotected	**Gems: Semi-Precious** *AND* **Coin Treasure: Moderate, using Context D** *AND* **Potions: Moderate**

ML4-ENL-SW-4: Boulder Spine

This spine of boulders is 8' tall in this region—passable, but only by a sturdy climb.

ML4-ENL-SW-5: Safe Depression

This depression in the earth is bordered on all sides by safe, 8' tall wall remnants or boulders. So long as you don't have a problem sharing it with the weeks-dead elf corpse and six barrels, you feel as though you can rest safely here without fear of discovery.

	Access	Contents
Elf Corpse	unprotected	**Armor: General** *AND* **Weapons: Simple**
Barrels (6x)	Container: Barrel or Crateq	Fresh water

ML4-ENL-SW-6: Debris Stack

Fallen walls have formed an enormous, 15' tall triangle of rubble here.

ML4-ENL-SW-7: Boulder Ridge

The boulders in this area are only hip-height, but massive.

Careful searching reveals a glint amidst the stone:

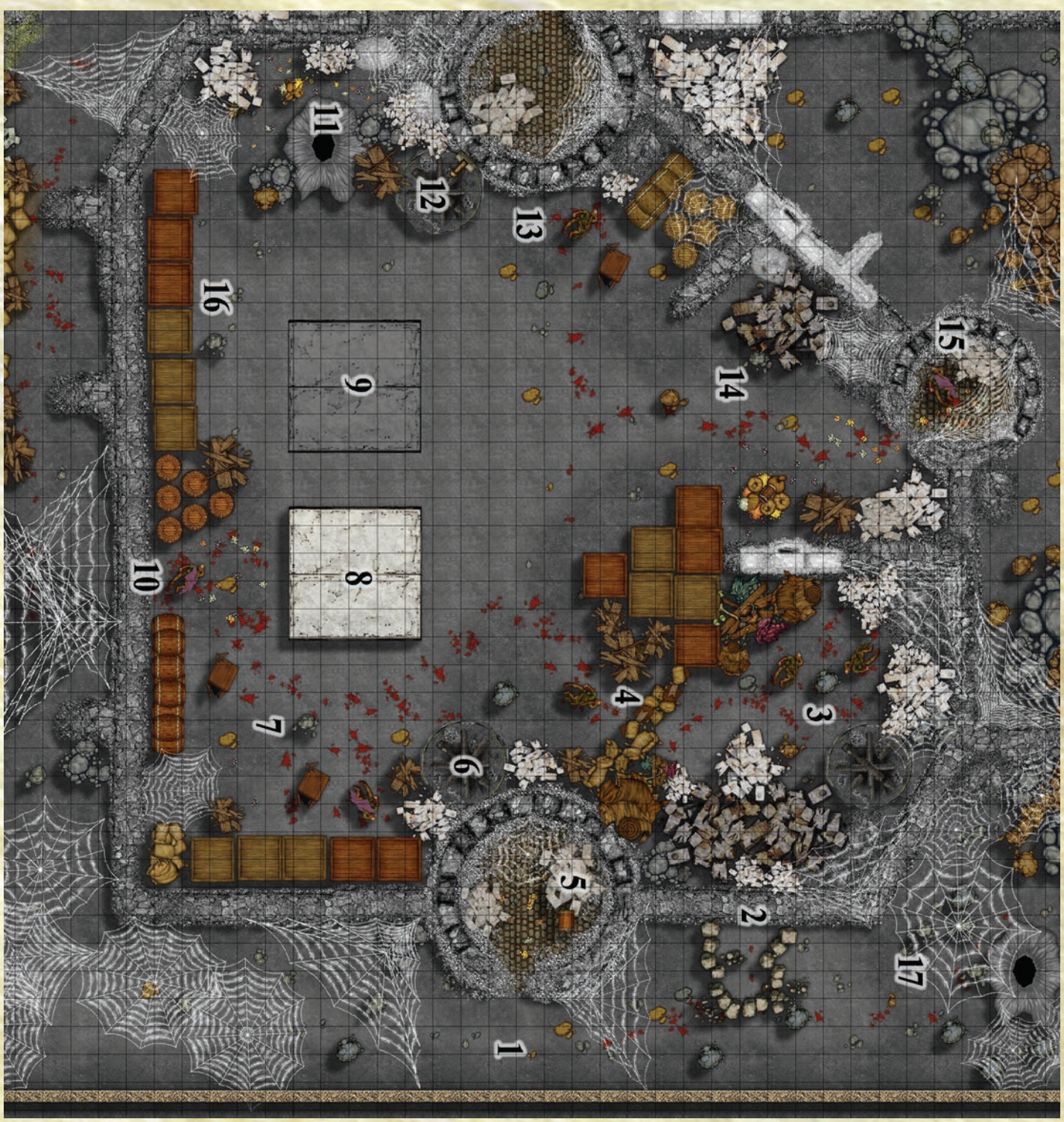
	Access	Contents
Boulders	unprotected	**Potions: Moderate, using Context C**

ML4-ENL-SW-8: Destroyed Tower

Spiderwebs are all that remains of the contents of this ruined tower, which appears to have been destroyed by a combination of bludgeoning and fire.

Map 145: Elevators East (ML4-EEL)

One square equals 5 ft.



ML4-EEL: Elevators East

Overview

This region contains the largest concentration of storage and mundane loot that is available on this level of the **Mines**.

Theme & Purpose

As one of the means of entry to and egress from this floor of the Mines, and as a major area of storage, this region is likely to be something the PCs run across in their journey.

Random Encounters

Use the standard / default **Random Encounter** rules for this level.

Areas of Interest

ML4-EEL-1: Eastern Alley

The eastern outskirts of the underground city form a cold, bleak, narrow path to navigate.

Upon entering this alley from either direction, roll on the **Random Encounter** table and ignore "**NPC Encounter**" results. Any monsters that result should be placed as entering from the opposite end of the alley.

ML4-EEL-2: Northeast Entry Arch

Fallen rune-carved stones form the remnants of a previously-ornate entry point for the courtyard to the west.

ML4-EEL-3: Northeast Carnage

Two elven corpses lay in a spattered blood trail that leads south to the barricade. Trash and debris lies scattered and heaped against every wall and wall remnant. To the northeast is a shattered guardpost that has been nearly razed to the ground.

	Access	Contents
Elf Corpses (2x)	unprotected	**Armor: Light** *AND* **Weapons: Martial 1H**
Guard Post	unprotected	**Gems: Low, using Context D, halve quantities**

ML4-EEL-4: Northeast Barricade

Sacks, bags, trash, battered furniture, and bedding have been piled shoulder-high here in an unsuccessful attempt to block intruders. A dwarven corpse lies amidst a trail of blood that leads southward across the courtyard.

	Access	Contents
Dwarf Corpse	unprotected	**Armor: Heavy** *AND* **Weapons: Ranged** *AND* **Weapons: Simple**

ML4-EEL-5: Ruined Tower East

This demolished tower has elements of what was once a circular staircase still in place, though the steps reach only 10' high. Amidst the rubble and spiderwebs is a chest and an assortment of spilled coins.

	Access	Contents
Chest	Locks: Chest, Simple	Potions: Moderate
Cobblestone Floor	unprotected	Coins: Moderate, using Context D, halve quantities

ML4-EEL-6: Smashed Guardpost East

A guardpost once stood here; it has now been reduced to little more than a burnt wooden shell.

The post is empty within, though the PCs are welcome to waste time searching.

ML4-EEL-7: Courtyard Southeast

The southern and eastern walls here are mostly intact. Against the south wall is a head-high stack of barrels. The southeast corner contains a spiderwebbed stack of bags; to their north, a column of wooden crates lines the inside of the wall. The trail of blood leading from the north and west intersects a human corpse in the east of this region.

	Access	Contents
Barrels (9x)	Container: Barrel or Crate	Fresh water
Sack Pile	unprotected	Simple Foodstuffs, size Large
Crates, Large (5x)	Container: Barrel or Crate	General Supplies, size Large

	Access	Contents
Human Corpse	unprotected	**Armor: Light** *AND* **Weapons: Ranged**

ML4-EEL-8: Elevator Up

This leads to "**Map 123: Elevators East (ML3-EE)**" on page 357.

ML4-EEL-9: Elevator Down

The PCs may take this to "**Map 161: Elevators East (ML5-EEL)**" on page 455.

ML4-EEL-10: Dead Elf Treasure

An elven warrior has been slain here, amidst a splash of coins.

	Access	Contents
Elf Corpse	unprotected	**Armor: Medium** *AND* **Weapons: Martial Ranged, using Context C**
Cave Floor	unprotected	**Coins: Moderate, using Context D, halve quantities**

ML4-EEL-11: Rock Pillar

A stalagmite here reaches 20' into the air, a bit short of the 30' ceiling in this area. About its western base is a small gap between spire and wall, in which can be found a spill of coins.

	Access	Contents
Cave Floor	unprotected	**Coin Treasure: Moderate, using Context B**

ML4-EEL-12: Ruined Guardpost West

This guardpost has been destroyed, except for the northwest wall, which adjoins the nearby tower. This wall is mostly intact, and it holds a control switches, presumably for the elevators.

The switches here can be used to remotely activate either elevator.

ML4-EEL-13: Gnome Corpse & Barrels

Thick spiderwebs lay like a macabre tarpaulin over two clusters of barrels. To the south is some smashed furniture and a dead gnome who appears to have been nearly decapitated from a bladed attack.

	Access	Contents
Barrels (9x)	**Container: Barrel or Crate, using Context D**	**Alcohol: General, using Context D**
Gnome Corpse	unprotected	**Armor: Heavy** *AND* **Weapons: Ranged** *AND* **Weapons: Light**

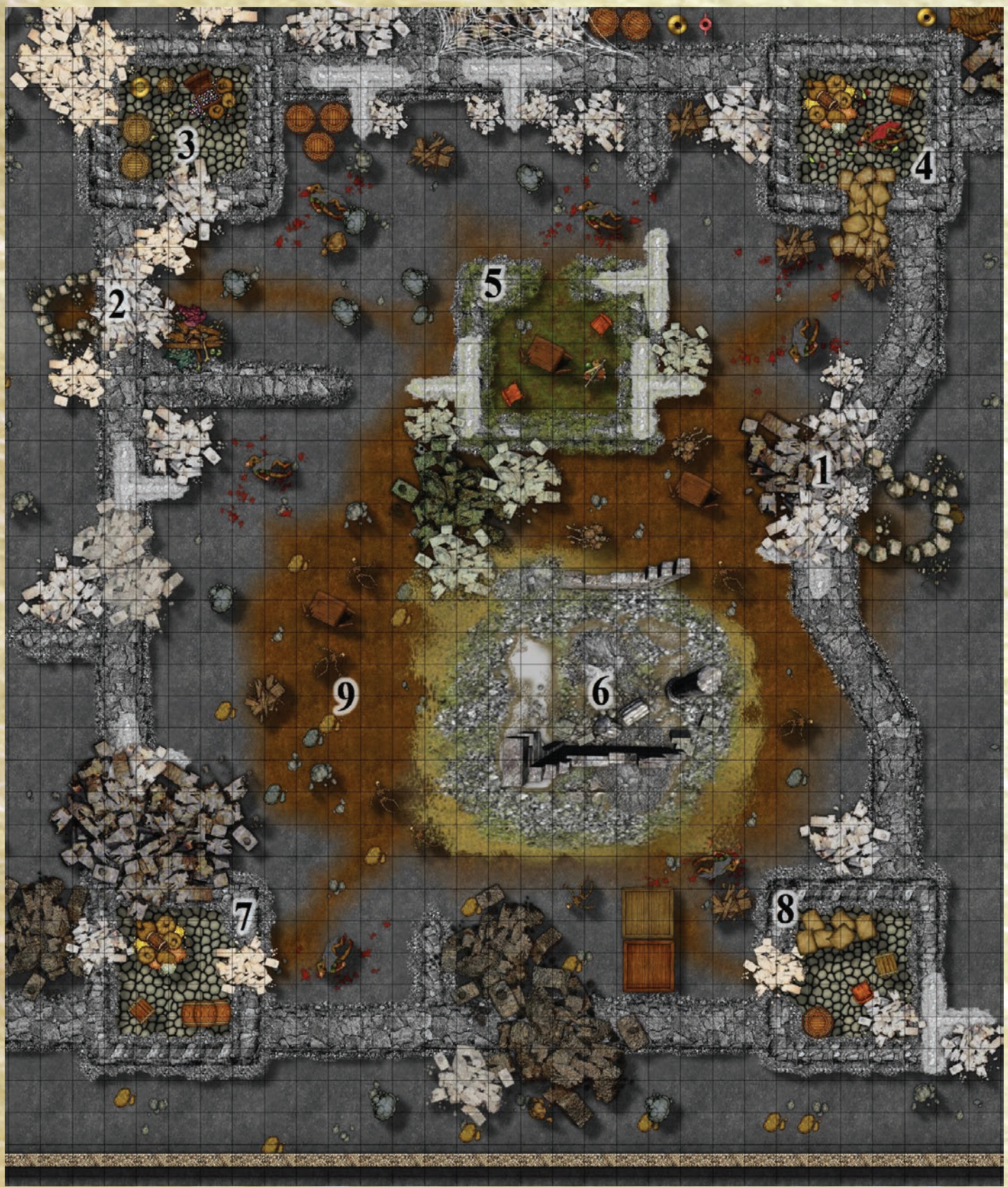
ML4-EEL-14: North Courtyard

Seven large containers have been stacked here, at the foot of a chimneyed wall segment. To the west of these, a trail of spilled coins and gemstones encircles a large pile of loot; a trail of blood and coin leads north to a ruined tower.

	Access	Contents
Crates, Large (7x)	**Container: Barrel or Crate**	**Glasses, Metals, and Woods, size Large**
Treasure Pile	unprotected	**Gems: Low** *AND* **Coin Treasure: Moderate** *AND* **Weapons: General** *AND* **Armor: General**
Cave Floor	unprotected	**Gems: Low, using Context D, halve quantities** *AND* **Coin Treasure: Moderate, using Context D, halve quantities**

Map 146: Dreadslimed Miner Barracks (ML4-DMB)

One square equals 5 ft.



ML4-DMB: Dreadslimed Miner Barracks

Overview

Once the barracks and social nexus for nearly all dwarven miners, this building is now a ruined husk, refuge for all sorts of semi-sentient miners and wandering monsters.

Theme & Purpose

It should be made clear that this was once a barracks, laid quite low and dismal by the catastrophe and chaos that has taken place. That said, rubble hides a great many supplies and treasure for those willing to brave the **Dreadslimed Miner** population (see below).

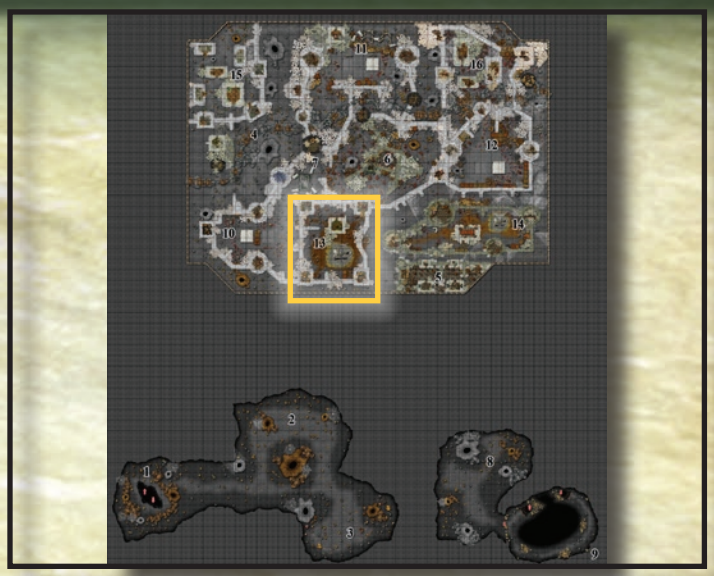
Random Encounters

Use the standard / default **Random Encounter** rules for this level. **Reroll** "NPC Encounter" or "No Encounter" results once.

NPCs of Note

Perhaps unsurprisingly, this complex almost always has **Dreadslimed Miners** about. Each time the PCs enter this region, there is a **90%** chance of there being **3d6 Dreadslimed Miners** wandering about in a semi-mindless clump.

Areas of Interest



ML4-DMB-1: Fallen Eastern Entrance

This entrance to the barracks consisted of a set of elaborately-carved stones, which now lie on the ground to the east.

ML4-DMB-2: Ruined Western Entrance

Runes have been passionately carved on these stones, which sadly have fallen and been smashed from a formerly-ornate entryway.

ML4-DMB-3: Northwest Tower

The walls of this tower are largely intact, except for rubble-strewn holes to the south and northwest. Inside is a duo of barrels, an urn, and a pile of coins and gems.

	Access	Contents
Barrels (2x)	**Container: Barrel or Crate**	**Alcohol: General, using Context C**
Treasure Stash	unprotected	**Coin Treasure: Moderate** *AND* **Gems: Low**

ML4-DMB-4: Northeast Tower

All of the walls are intact in this tower. The entrance to the south has been filled with sandbags and smashed furniture in an attempt to defend against intrusion. Inside is a dead dwarf, a treasure chest, and a pile of loot.

	Access	Contents
Dwarf Corpse	unprotected	**Armor: General** *AND* **Weapons: Simple**
Treasure Stash	unprotected	**Coin Treasure: Moderate** *AND* **Gems: Semi-Precious** *AND* **Potions: Moderate**

ML4-DMB-5: Leader Chamber

This building is mossed over, but underneath the growth you can tell it was lovingly and ornately carved with dwarven runes aplenty. It must have been something related to leadership of the miner population. Inside is a sad assortment of algae, demolished furniture, and a small stash of treasure.

	Access	Contents
Treasure Pile	unprotected	**Armor: General** *AND* **Weapons: Exotic** *AND* **Armor: Shields, all using Context C**

ML4-DMB-6: Destroyed Chapel

Shattered stone pillars indicate this was once a multicultural, multi-god place of worship for the dwarven miner population.

Enough remains of the miners' minds that they alert to threats to this structure. If any PCs step into this area, any **Dreadslimed Miners** in the complex will seek them out and attack immediately. If no **Dreadslimed Miners** have been defined in the complex, spawn **3d6 Dreadslimed Miners** as approaching **Location 2**.

ML4-DMB-7: Southwest Tower

This tower has rubble-strewn breaches to the east, west, and north. Within can be found a trio of small casks, a locked chest, and a pile of loot.

	Access	Contents
Barrels (3x)	Container: Barrel or Crate	Alcohol: General, using Context C
Chest	Locks: Chest, Simple AND Traps: General	Weapons: Exotic, using Context C
Treasure Pile	unprotected	Coin Treasure: Moderate *AND* Gems: Semi-Precious

ML4-DMB-8: Southeast Tower

The walls to this tower are undestroyed, but damaged. Rubble forms a waist-high obstacle to entering via the doorless entryway to the west. Inside the tower is an assortment of sacks, a treasure chest, a chair, and a barrel. Outside, to the west, is a dead dwarf and two large crates.

	Access	Contents
Sacks	unprotected	Rations & Prepared Food, size Medium
Chest	Locks: Chest, Strongbox	Potions: Moderate, size Medium, using Context C
Barrel	Container: Barrel or Crate	Coin Treasure: Moderate *AND* Gems: Semi-Precious
Dwarf Corpse	unprotected	Armor: Heavy *AND* Weapons: Martial 2H
Crates, Large (2x)	Container: Barrel or Crate	Glasses, Metals, and Woods, size Large

ML4-DMB-9: Corpse Courtyard

The western courtyard contains a fair amount of bodies. Corpses are strewn throughout the entire courtyard, but all have been stripped of their belongings: down to their tunics or underclothes. All bodies have been slain many months based on their state of decomposition.

Map 147: Dwarven Union Leader Overview (ML4-DUL-O)

One square equals 5 ft.

ML4-DUL-O: Dwarven Union Leader Overview

Overview

Once the centerpiece of the workers' influence, this is now a sad and bloody testament to how much destruction has been wrought upon the city.

Theme & Purpose

Surprisingly, this area contains one of the rare safe spots in the **Mines**: the southeast corner (**Location 6**) may be used for resting without incident.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. **Reroll "No Encounter"** results once.

NPCs of Note

The **Dwarven Union Leader** is nearly always here. Each time the party approaches this zone, roll; there is a **85%** chance.

Additionally, this area always has **Dreadslimed Miners** patrolling, searching, and just standing there, staring into what was once their sane, sentient past. Each time the PCs enter this region, there will be **2d8 Dreadslimed Miners** wandering about in a single group.

Areas of Interest

ML4-DUL-O-1: Dwarven Union Leader: West

Turn to page 422 for further details about this half of the complex.

ML4-DUL-O-2: Dwarven Union Leader: East

This half of the building is described commencing on page 420.

ML4-DUL-O-3: North Alley

A massive cluster of smashed furniture and seed-filled sacks has been piled head-high against the wall to the south. This must have been an attempt by those within barricade themselves inside the complex against assault.

ML4-DUL-O-4: Northeast Alley

These spiderwebs are enormous, and coat the entirety of the passage for 20'.

Cleansing the area of these webs will take at least 5 minutes; regardless of how the timing aligns with the Random Encounters timer in general, when the party begins cleaning, roll on the **Random Encounter** table, rerolling "**No Encounter**" and "**NPC Encounter**" results. Place ensuing monsters as approaching from the end of the alley opposite that which the party has entered from.

ML4-DUL-O-5: Northeast "T"

Two alleys converge here, forming a "T" intersection. Spiderwebs connect most walls to each other, but at sufficient height and with sufficiently low volume that you can pass among them without difficulty.

ML4-DUL-O-6: Southeast Corner

This is the southeasternmost point of the Underground City; it feels lonely and desolate in comparison to even the ruined buildings in the destroyed metropolis itself. There are no claw marks or footprints in the earthen cave floor that you can make out.

Perhaps unintuitively, this corner is completely safe: while the party is here, suspend all **Random Encounter** rules; the party may take a long rest without worry of interruption.

ML4-DUL-O-7: Southeast Alley

Spiderwebs cling to the walls in this region, stretching 20' above you, nearly all the way to the 30' ceilings.

ML4-DUL-O-8: South Alley

Spiderwebs here are light, but plentiful; it's hard to navigate without touching at least a few.

Regardless of which direction the PCs are coming from, when they pass these squares, roll on the **Random Encounter** table, ignoring "**NPC Encounter**" indicators. Place any resulting monsters as approaching from **Location 10** in the west.

ML4-DUL-O-9: Southwest Alley

Spiderwebs here are light in number and volume... but they appear to be pink. Disbelieving your eyes, you look closer: the webs appear to have been sprayed with a

shower of blood in the past week or so, rendering their translucent milkiness a reddish hue.

Other than being quite ominous and ghastly, there is nothing of interest to these webs.

ML4-DUL-O-10: Southwest Corner

To the south of a large, trash-ridden tower base is the entrance to a long, dark, and narrow alley leading east. The tower is easily accessible from any direction, as the walls have been razed down to hip height.

	Access	Contents
Tower Debris	unprotected	**Weapons: Simple, roll 1d4 times**

ML4-DUL-O-11: Northeast Alley

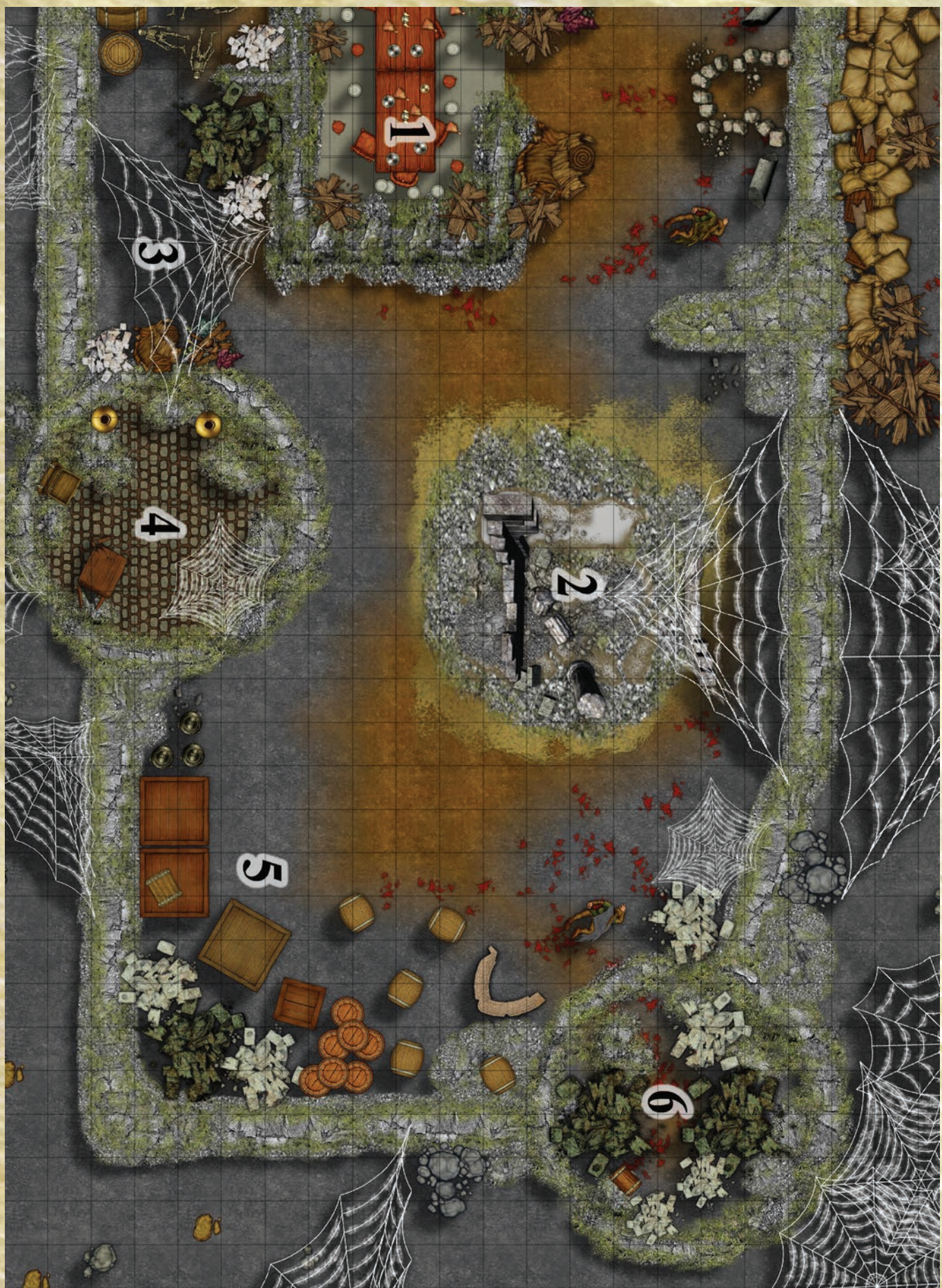
A wide alley here separates the complexes to the south and north. It's a relatively open expanse of earthen cave floor, dotted by the occasional rock, and with a trail of splashed blood leading east.

ML4-DUL-O-12: East Approach

It's almost calm, this wide and open terrain approaching the building to the east. There's little in the way of debris or ichor, and the rock pillar in the center of the area reaches thinly all the way to the 35' ceilings above you.

Map 148: Dwarven Union Leader: East (ML4-DUL-E)

One square equals 5 ft.



ML4-DUL-E: Dwarven Union Leader East

Overview

The eastern half of the **Dwarven Union Leader** complex, this was primarily used for ceremonies and storage.

Theme & Purpose

Loot is somewhat plentiful, but less so than danger.

Random Encounters

Use the standard / default **Random Encounter** rules for this level.

Areas of Interest

ML4-DUL-E-1: Formal Dining Hall

Perhaps a bit compact to be called a "hall", this rectangular building holds a similarly-shaped table within. Chairs and stools are placed haphazardly about it; cutlery and plates have been tossed, dropped, or smashed everywhere on the floor. The table is set with rotted food, weeks past being edible.

ML4-DUL-E-2: Ceremonial Platform

From the runes and design, you conclude that this pillared platform appears to have served no gods, and indeed was somewhat bare in its appearance before it was wrecked. Based on its placement in this large, open courtyard, you conclude it was likely used for ceremonies, speeches, and the like. It's tethered to the northern wall—largely intact, and reaching 20' tall—by an absolutely massive spiderweb.

ML4-DUL-E-3: Southwest Passage

This passage reaches around the dining hall to the north. It's covered by spiderwebs and half-filled with trash and debris; the smell is awful.

ML4-DUL-E-4: South Guard Tower

The walls here are somewhat preserved, and between 5' and 15' tall still. Within are a pair of urns, a smashed table, and an open and empty treasure chest.

ML4-DUL-E-5: Southeast Storage

This corner appears to have been used for storage. Three large crates, a small crate, one treasure chest, an orderly stack of barrels, and a spilled pile of casks are all arranged around a pile of fallen masonry in the corner.

	Access	Contents
Crates, Large (3x)	Container: Barrel or Crate, using Context C	Glasses, Metals, and Woods, using Context C, size Large

	Access	Contents
Crate, Small	Container: Barrel or Crate	Textiles, using Context C, size Medium
Chest	Locks: Chest, Strongbox	Coin Treasure: Moderate, using Context C
Barrels (12x)	Container: Barrel or Crate	Alcohol: General, using Context C

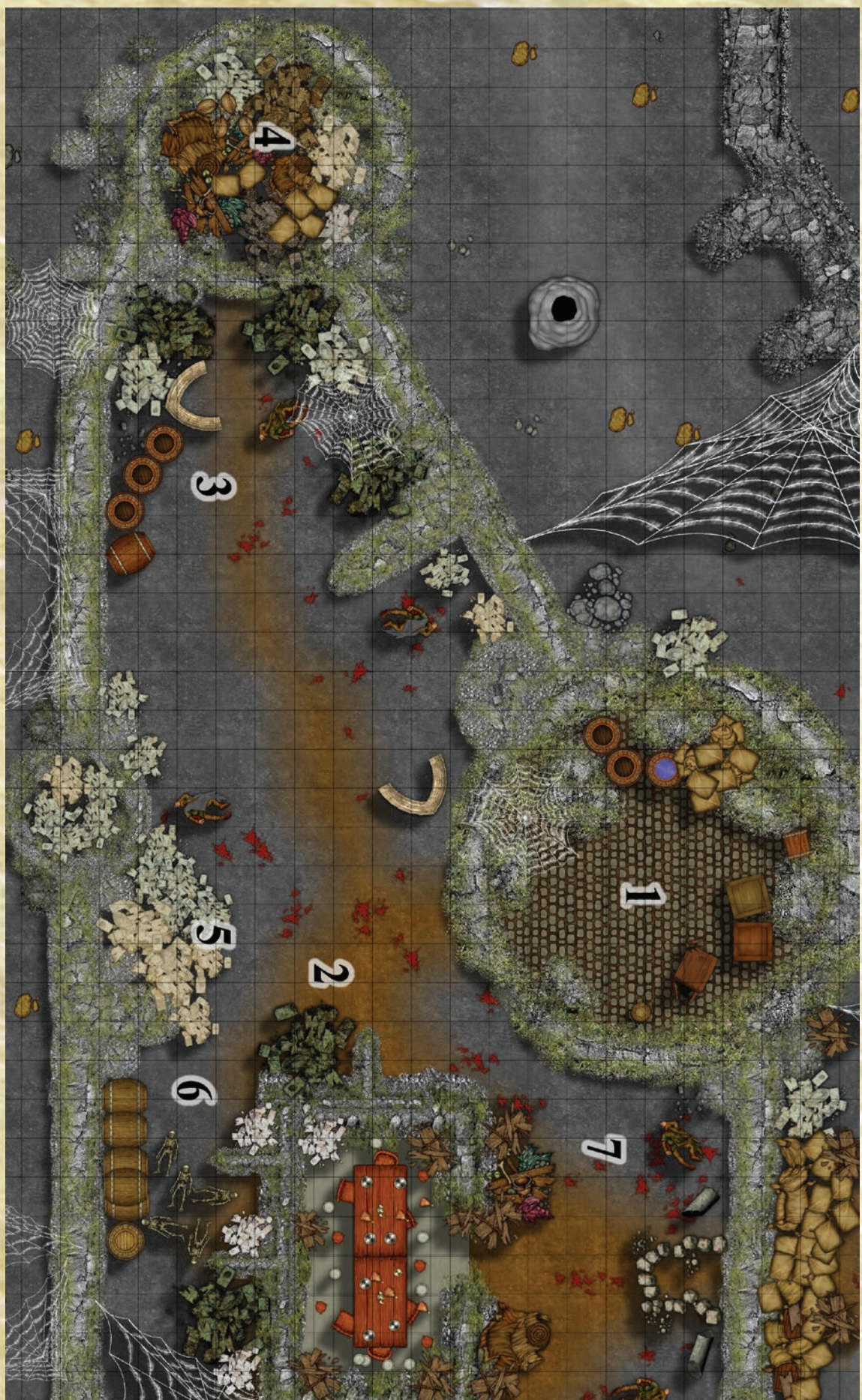
ML4-DUL-E-6: Northeast Tower

A tall tower has been brought low: the walls are shambles, and masonry and splintered wood fills most floor surfaces. Inside, nearly hidden amongst the rubble, is a single treasure chest.

	Access	Contents
Chest	Locks: Chest, Strongbox *AND* Traps: General	Potions: Moderate AND Weapons: Exotic, both using Context C

Map 149: Dwarven Union Leader: West (ML4-DUL-W)

One square equals 5 ft.



ML4-DUL-W: Dwarven Union Leader West

Overview

This is the western half of the miners' union complex. Storage of communal tools and supplies is one function of this area; a place to congregate socially was its main use. Of course, in the wake of the **Obelisk's** discovery, this, like so much of the **Underground City**, was a defensive solace where brave miners fought to the last.

Theme & Purpose

S bit of loot, and a great deal of atmosphere, can be found here.

Random Encounters

Use the standard / default **Random Encounter** rules for this level.

Areas of Interest

ML4-DUL-W-1: North Tower

This was more of a silo than a tower: a huge and squat cylinder of stone, it measured but 20' tall with no windows on the top area. Most walls are intact, still; those on the outside measure 15' tall and interior walls are but 5'. Inside is a duo of crates, smashed furniture, a treasure chest, a pile of sacks, and three barrels, two of which are empty and one of which holds fresh water.

	Access	Contents
Crates, Small (2x)	Container: Barrel or Crate	Rations & Prepared Food, size Medium
Chest	Locks: Chest, Strongbox	Weapons: Martial 1H *AND* Armor: Shields, both using Context C
Sack Pile	unprotected	Simple Foodstuffs, size Large

ML4-DUL-W-2: East Courtyard

Blood trails lead to the northeas, west, and southwest from this area. Well-worn paths connect these directions in similar manner.

ML4-DUL-W-3: West Courtyard

Three empty barrels sit at the foot of a triangle of rubbage. A fourth, still sealed, barrel sits nearby. The blood trail from the eastern courtyard ends here in a dwarven corpse.

	Access	Contents
Barrel	Container: Barrel or Crate	Fresh water

	Access	Contents
Dwarf Corpse	unprotected	Weapons: Martial 1H *AND* Armor: Shields *AND* Armor: Heavy

ML4-DUL-W-4: West Tower

This tower is nearly intact; only its eastern walls have been razed, providing easy access. Within, however, is a morass of debris: trash, splintered wood, fallen masonry; it's hard to tell what this was supposed to be other than a compost heap or maybe just the results of cleaning up debris from elsewhere in the complex. A few canvas sacks are among the rubbage.

	Access	Contents
Sacks	unprotected	Rations & Prepared Food, size Medium, using Context D

ML4-DUL-W-5: South Debris

A dwarven body, dead a few weeks from the smell of it, lies here at the end of a trail of blood, to the west of a mountain of refuse at the foot of a mostly-destroyed wall segment.

	Access	Contents
Dwarf Corpse	unprotected	Armor: Medium *AND* Weapons: Martial 2H *AND* Weapons: Ranged

ML4-DUL-W-6: Southeast Passage

This passage connects the western and eastern courtyards. Within is a macabre scene: a pile of five mostly-decomposed dwarven bodies, and a row of casks.

	Access	Contents
Casks (6x)	Container: Barrel or Crate	Alcohol: General, using Context B, size Medium

Map 150: Elven Administration Leader (ML4-EAL)

One square equals 5 ft.

ML4-EAL: Elven Administration Leader

Overview

A major nexus of control and administration for the entire **Mines**, this set of buildings is nearly a small city unto itself.

Theme & Purpose

This is a great place to meet surviving NPCs of interest, and to scavenge some useful information.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. **Reroll** monster-related results once.

Flow of Information

Each time the party searches the corpse of an elf or half-elf in this region, there is a **20%** chance the body has a letter or note on it that contains valuable information: roll on the **Plot Discoveries** table.

NPCs of Note

Three NPCs have a habit of frequenting this area:

The **Elven Administration Leader**, of course, is here **90%** of the time.

The **Foreman** is also here much (**65%**) of the time.

Finally, the **Gangboss** is often (**90%**) here.

Areas of Interest

ML4-EAL-1: Northeast Entrance Arch

This ornate, elven-runed masonry indicates a major point of entry through the outer wall in this area.

ML4-EAL-2: North Courtyard

Three elven bodies lie here, dead many months by the look of it.

	Access	Contents
Elf Corpse (3x)	unprotected	**Armor: Medium** *AND* **Weapons: Martial 2H** *AND* **Weapons: Martial Ranged**

ML4-EAL-3: Northeast Ruin

Just south of the entrance is a rectangular building that's nearly vacant inside but for a small stash of equipment and a weeks-dead elf.

	Access	Contents
Treasure Chest	**Locks: Chest, Strongbox, using Context C**	**Weapons: Martial 1H, roll 1d4 times**
Elf Corpse	unprotected	**Armor: General** *AND* **Weapons: General**

ML4-EAL-4: Northeast Webs

The alley that extends to the east of this building has been blanketed by spiderwebs. It's difficult to pass without clearing them out.

ML4-EAL-5: Northwest Residence

The innards of this mostly-intact structure have been cleared out, leaving a small chest, an elf corpse, and a pile of grain sacks that has been mounted shin-high at the door.

	Access	Contents
Treasure Chest	**Locks: Chest, Strongbox, using Context B**	**Armor: General** *AND* **Coin Treasure: Moderate**
Grain Sack Pile	unprotected	**Simple Foodstuffs, size Medium**

ML4-EAL-6: Central West Building

This small structure has a well-to-do flagstone floor, and two elven corpse.

	Access	Contents
Elf Corpse (2x)	unprotected	**Armor: General** *AND* **Weapons: General, both using Context C**

ML4-EAL-7: South Building

This large building was once a nexus of administration. It's now been cleared out inside, and contains only a large pile of treasure and two half-elven warriors.

	Access	Contents
Treasure Pile	unprotected	**Coin Treasure: Moderate** *AND* **Potions: Moderate**
Half-Elf Corpses (2x)	unprotected	**Armor: Light** *AND* **Weapons: Light** *AND* **Armor: Shields**

ML4-EAL-8: Southwest Building

A makeshift barricade partially obstructs the entrance to this Spartan interior, consisting of two elf bodies and a small pile of equipment.

	Access	Contents
Elf Corpse (2x)	unprotected	**Armor: Light** *AND* **Weapons: Simple**
Treasure Pile	unprotected	**Coin Treasure: Moderate, using Context D**

ML4-EAL-9: Southwest Tower

This solid-looking tower has been partially demolished. Inside the spiderweb-strewn interior is a pile of loot.

	Access	Contents
Treasure Pile	unprotected	**Gems: Low** *AND* **Potions: Moderate**

ML4-EAL-10: Southeast Tower

All of the walls are still intact to a height of 10' in this damaged tower. Inside is a half-elf corpse, and a pile of gems in an open treasure chest.

	Access	Contents
Half-Elf Corpse	unprotected	**Armor: Light** *AND* **Weapons: Ranged**
Gem Pile	unprotected	**Gems: Low**

ML4-EAL-11: South Courtyard

Elven runes decorate these fallen stone blocks, indicating a former entry arch to the south. In the courtyard itself are two elf guards.

	Access	Contents
Elf Corpses (2x)	unprotected	**Armor: Medium** *AND* **Weapons: Martial Ranged** *AND* **Weapons: Light**

ML4-EAL-12: East Tower

Webs coat most surfaces in this half-destroyed guard tower. It's possible to climb over the 5' tall pile of rubble at the entrance and discover a pile of clothing and a half-elf body within.

	Access	Contents
Half-Elf Corpse	unprotected	**Armor: Light** *AND* **Weapons: Simple**
Clothing Pile	unprotected	**Clothing: General** *AND* **Textiles: General**

ML4-EAL-13: Center Courtyard

As the party crosses through this point, roll on the **Random Encounter** table and ignore "**NPC Encounter**" results. Any ensuing monsters are to be placed at **Location 1** to the northeast and approach the party.

Map 151: Administration Building Overview (ML4-ADB-O)

One square equals 5 ft.

ML4-ADB-O: Administration Building Overview

Overview

This northeastern region used to be the main center of operations and administration for the entire mining operation.

Theme & Purpose

This area is completely destroyed, with rubble everywhere. Combat in this zone will be particularly challenging in terms of movement. For those wishing to brave the danger, however, there is ample possibility of reward, in terms of loot, experience, and information.

Random Encounters

Use the standard / default **Random Encounter** rules for this level.

NPCs of Note

Four NPCs have a habit of frequenting this area:

The **Chief Engineer** is here **50%** of the time.

The **Coinmaster** is also here sometimes (**30%**).

Sometimes (**30%**) the **Blacksmith** can be found here.

Finally, there's a **50%** chance that the **Warden** is here.

Administrative Duties

Each time the party searches a corpse in this region, there is a **10%** chance the body has a letter or note on it that contains valuable information: roll on the **Plot Discoveries** table.

Areas of Interest

ML4-ADB-O-1: Admin North

Please turn to page 429 for more information.

ML4-ADB-O-2: Admin South

Page 432 begins more details.

ML4-ADB-O-3: Admin East

Refer to page 434 for additional information.

Map 152: Administration Building North (ML4-ADB-N)

One square equals 5 ft.

ML4-ADB-N: Administration Building North

Overview

A complex jumble of debris and chaos, there's no telling what the PCs might encounter here.

Random Encounters

Use the standard / default **Random Encounter** rules for this level.

Areas of Interest

ML4-ADB-N-1: Northeast Entry Gate

This gate has been destroyed, its pillars ruptured and stones fallen. A barricade of debris has been erected hastily to the south.

ML4-ADB-N-2: Eastern Storage

Beneath a canopy of huge spiderwebs lie three dwarven corpses. To their north is a trio of barrels, two large crates, and a treasure chest.

	Access	Contents
Dwarf Corpses (3x)	unprotected	Armor: General *AND* Weapons: General
Barrels (3x)	Container: Barrel or Crate, using Context D	Fresh water
Crates, Large (2x)	Container: Barrel or Crate	General Supplies, size Large
Treasure Chest	Locks: Chest, Simple	Coin Treasure: Moderate, using Context B

ML4-ADB-N-3: Center Courtyard

Three dwarven bodies lie bloodied and bludgeoned, not a few days dead, in this area. There's a mountain of fallen masonry to the north.

	Access	Contents
Dwarf Corpses (3x)	unprotected	Armor: Heavy AND Weapons: Martial 1H

ML4-ADB-N-4: Center Storage Building

This narrow rectangle of 8' leveled debris appears to have been used for storage. A half-orc whose arms have been ripped off and taken elsewhere (or presumably eaten) guards an assortment of crates, a treasure chest, and two empty barrels.

	Access	Contents
Half-Orc Corpse	unprotected	Armor: Heavy *AND* Weapons: Martial 2H
Crates, Large (2x)	Container: Barrel or Crate	General Supplies, size Large
Crates, Small (3x)	Container: Barrel or Crate	Textiles: General, size Medium
Treasure Chest	Locks: Chest, Strongbox	Coin Treasure: Moderate *AND* Gems: Semi-Precious

ML4-ADB-N-5: Southwest Tower

This guard tower has been leveled to about 10' tall. Inside is an assortment of debris, webbing, a human body slain a few weeks ago, and a treasure chest.

	Access	Contents
Human Corpse	unprotected	Armor: Medium *AND* Weapons: Martial Ranged
Treasure Chest	Traps: General *(unlocked)*	Potions: Moderate

ML4-ADB-N-6: Southeast Tower

All walls in this tower have been leveled to about 8-15' tall by a scorching and smashing force. It's accessible from the south by climbing over the debris there. Inside are five barrels and a dead halfling.

	Access	Contents
Barrels (5x)	Container: Barrel or Crate	Fresh water
Halfling Corpse	unprotected	Weapons: Simple

ML4-ADB-N-7: Northwest Alley

A trail of viscous blood ends in the body of a decapitated gnome. From the small, sharp stones nearby, it

seems that someone hacked the head off with blunt instruments.

	Access	Contents
Gnome Corpse	unprotected	**Weapons: Light**

ML4-ADB-N-8: Northwest Pantry

This appears to have been used as general storage for the administration. Inside are a horde of spiderwebs and a single, locked treasure chest.

	Access	Contents
Treasure Chest	**Locks: Chest, Simple** *AND* **Traps: General**	**Potions: Moderate** *AND* **Fishing Supplies**

ML4-ADB-N-9: North Debris

North of the administration complex is a wide alley; in this region of it, there is a huge pile of debris.

ML4-ADB-N-10: North Alley

A huge pile of head-high debris adjoins the northern side of this wall, which is mostly intact.

ML4-ADB-N-11: Spiderweb Alley

Between the intact western wall of the complex and the storage building is a nest of spiderwebs that makes passage difficult.

Clearing this area takes about 5 minutes; regardless of the state of the **Random Encounter** timer, roll on the **Random Encounter** table and ignore "**NPC Encounter**" results, placing any monsters that ensue as approaching from **Location 1**.

ML4-ADB-N-12: South Courtyard

A trail of blood connects the building to the north to the passage to the northeast. The connection point is the body of an elven noble.

	Access	Contents
Elf Corpse	unprotected	**Clothing: General, using Context C** *AND* **Weapons: Exotic**

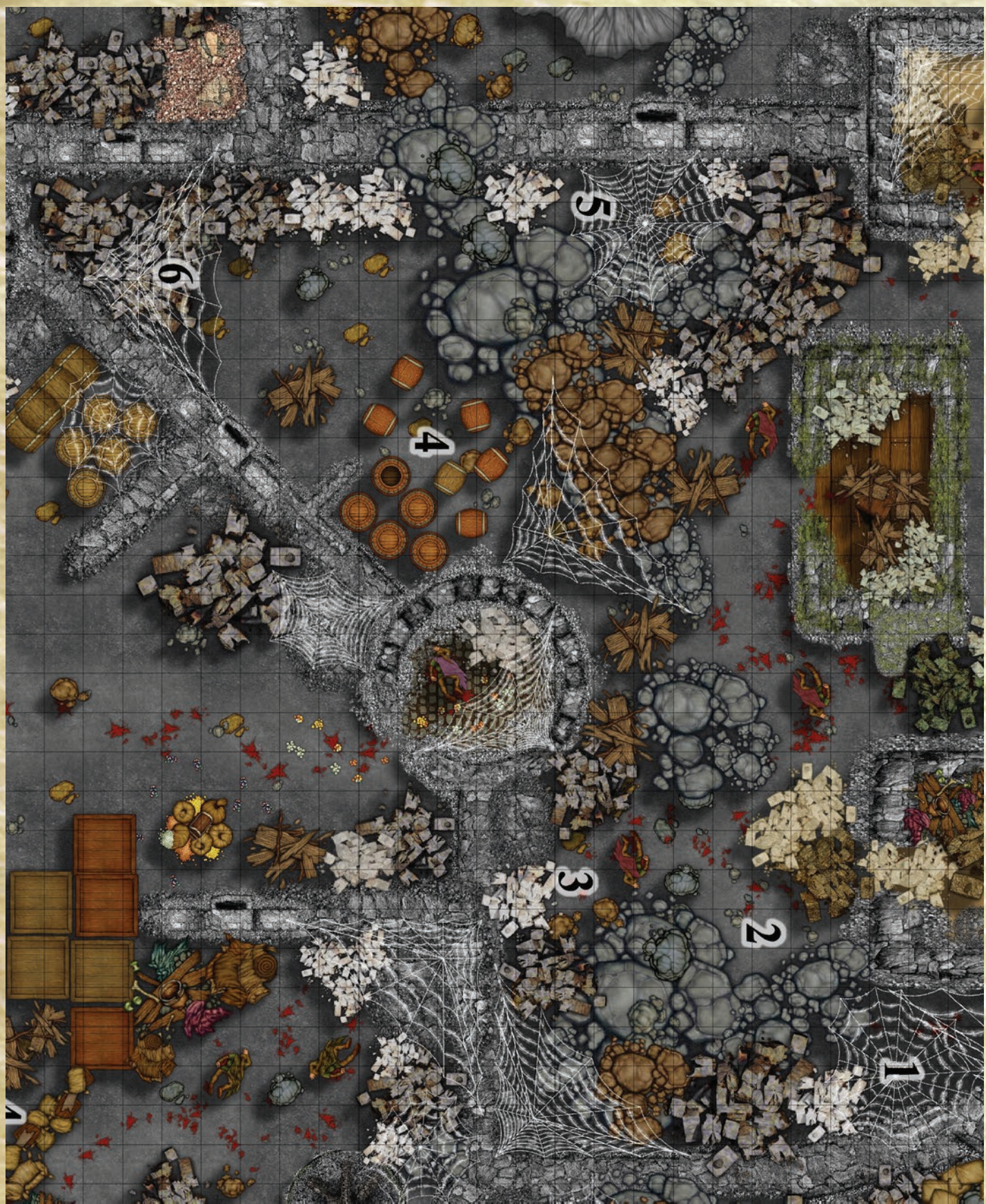
ML4-ADB-N-13: Garbage Pile

Debris is piled high here; much of it in the surrounding areas is masonry and splintered wood, but here it is mixed with feces and discarded, rotting food.

	Access	Contents
Garbage Pile	unprotected	**Weapons: Martial 1H, using Context C**

Map 153: Administration Building South (ML4-ADB-S)

One square equals 5 ft.



ML4-ADB-S: Administration Building South

Overview

Cluttered with rocks and debris, this is one of the most difficult to navigate locations in the **Mines**.

Random Encounters

Use the standard / default **Random Encounter** rules for this level.

Areas of Interest

ML4-ADB-S-1: Northeast Spider Alley

Spiderwebs blanket the entrance to this alley.

ML4-ADB-S-2: Blood Trail

A thin trail of days-old, crusted blood leads south from this area.

ML4-ADB-S-3: Human Body

This human was slashed to bits by something bladed or clawed.

	Access	Contents
Human Corpse	unprotected	**Armor: Light** *AND* **Weapons: Simple**

ML4-ADB-S-4: Barrel Chaos

Amidst a huge pile of boulders and fallen rocks is an assortment of barrels.

	Access	Contents
Barrels (10x)	unprotected	**Alcohol: General, using Context B**

ML4-ADB-S-5: Spiderweb Cache

Nestled underneath a canopy of giant spiderwebs is a small cache of useful items you never would have seen without intentionally searching.

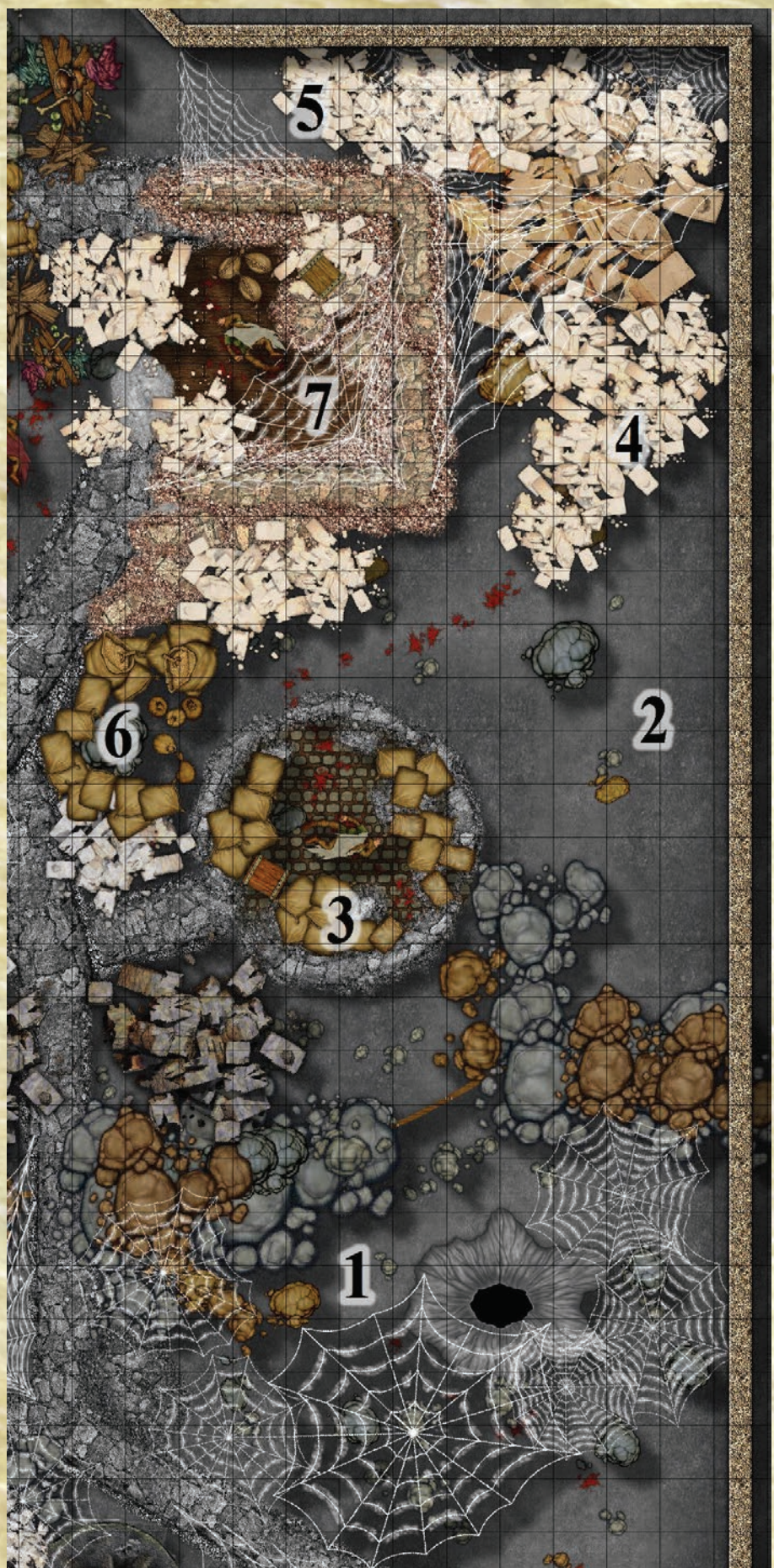
	Access	Contents
Cache	unprotected	**Weapons: Martial 1H** *AND* **Armor: Shields**

ML4-ADB-S-6: Southwest Debris

A head-high triangle of fallen masonry is wedged in between two mostly-intact walls at this point.

Map 154: Administration Building East (ML4-ADB-E)

One square equals 5 ft.



ML4-ADB-E: Administration Building East

Overview

While this region may appear to be little more than a glorified alley, it's one of the richer regions in the **Underground City**.

Random Encounters

Use the standard / default **Random Encounter** rules for this level.

Areas of Interest

ML4-ADB-E-1: South Spiderwebs

Spiderwebs blanket the entire width of this area.

During the time it takes to clear through the webs, roll on the **Random Encounter** table and ignore "**NPC Encounter**" results. Any monsters that result, place them as approaching from **Location 4** to the north.

ML4-ADB-E-2: Alley

This stretch of empty alley seems quite out of place compared to the deep debris elsewhere in the area.

ML4-ADB-E-3: Ruined Circular Tower

The walls of this circular guard tower have all but been destroyed, measuring a scant 5-8' tall. Inside is a half-elf corpse, tons of sacks, and a treasure chest.

	Access	Contents
Half-Elf Corpse	unprotected	**Armor: Light** *AND* **Weapons: Simple**
Sacks	unprotected	**Rations & Prepared Food**
Treasure Chest	**Locks: Chest, Simple**	**Potions: Moderate**

ML4-ADB-E-4: Northeast Rubble

The fallen masonry and splintered wood in this area is quite high, reaching head-tall in places.

ML4-ADB-E-5: North Debris

Debris here scattered loosely when stepped upon. You think you can manage safely.

ML4-ADB-E-6: Sack Cache

Nestled amongst a great deal of rubble is an assortment of bags and sacks.

	Access	Contents
Sacks	unprotected	**Simple Foodstuffs** *AND* **Coin Treasure: Moderate, using Context D**

ML4-ADB-E-7: North Square Tower

Accessible easily from the west, and from the east only by climbing in and dropping down from the head-high rubble to the east, is a webbed-over tower than contains only a dead gnome and a treasure chest.

	Access	Contents
Gnome Corpse	unprotected	**Clothing: General** *AND* **Weapons: Simple**
Treasure Chest	*(unlocked)*	**Rations & Prepared Food**

Mondaria Mines: Level 5

Map 155: Mines Level 5 Overview (ML5-O)

One square equals 20 ft.

Level Introduction: Mines Level 5

Summary

Level 5 is deeply segregated in a manner unlike the prior levels. There is no way, mundane or secret, to traverse among the three mining areas of **Law, Chaos, and Love**. The entire southern region consists of the culmination of the massive tunnel complex that has been leading down all the way from the **Residential District** on the surface.

Entrances and Exits

Note that the following are typical, even secret, means of entering and exiting the level as it was designed.

Other, magical means of navigating the level (for example, teleportation spells or those that grant incorporeality) are not discussed and are left to the GM to manage should they be introduced.

Navigation to Mines Level 4

- There are three **Elevators** ascending to Level 4, near locations **1**, **3**, and **2**.
- **Location 4** has a hole in the ceiling that leads back up to the tunnel spiral that has been descending from the basements of the **Residential District**.
- **Location 6** leads back up to the **Pit Up/Down** found in the previous **Mine** level.

Navigation to Mines Level 6

- Locations **1**, **2**, and **3** have **Elevators** that descend as well.

Overview

This level of the Mines is difficult to cover completely. Unless the party has a surplus of time and/or resources, it's likely they will only traverse one of the four major segments of the caverns on their way deeper into the mountain.

Atmosphere & Theme

It's more humid, more hazy, and tangibly more chaotic and evil, the further the party descends. Level 5 marks the turning point of it feeling less like the cool underside of an exposed rock, and more like a sauna approaching a level of unwanted warmth.

Default Random Encounters

Some **Areas of Interest** within this level will describe a certain approach to **Random Encounters**, either by overriding the **timing** (e.g., "every 30 minutes), and/or by providing its own localized **version** of the random encounter table below.

Absent such an override, roll on the following table of **Default Random Encounters** for every **5 minutes** the party remains in this area.

Table 20: Mines Level 5 Default Random Encounters

D%	Event	Description
01-20	**No Encounter**	Nothing interesting or specific occurs to deter the party from their overall objectives and exploration.
21-34	**Trivial Encounter**	Roll once on **Monsters: Surface, Trivial**.
35-49	**Light Encounter**	Roll once on **Monsters: Surface, Light**.
50-64	**Average Encounter**	Roll once on **Monsters: Surface, Average**.
65-81	**Advanced Encounter**	Roll once on **Monsters: Surface, Advanced**.
82-89	**Elite Encounter**	Roll once on **Monsters: Surface, Elite**.
90-00	**NPC Encounter**	Roll once on the **Default NPC Encounter Table** below.

Default NPC Encounters

Some **Areas of Interest** within this level will describe a certain approach to **NPC Encounters**, providing its own localized **version** of the table below.

Absent such an override, when in this level, when directed to roll for a random NPC, roll on the following table.

- Note that if a certain circumstance mandates the presence of an NPC, you may ignore and reroll results of "No Encounter" on the table below.

  The GM is, as in all other aspects of the adventure, to use her common sense regarding use of this table. You should feel free to ignore or reroll results with which you don't agree, or simply choose a result yourself to keep with the atmosphere of the adventure as experienced by your gaming group.

  Note, also, that any entry in the list below that has a blank ("-") next to it for roll results means that that NPC is never normally encountered in this level.

Table 21: Mines Level 5 Default NPC Encounters

D%	Event	Description
01-05	**No Encounter**	Despite an initial feeling, the party does not encounter any NPCs at this time.
06-10	**Common NPC**	**Addicted Miners** shamble toward the party: 1d4x 2d4x 2d6x 3d8x

D%	Event	Description
11-14	**Common NPC**	**Afflicted Miners** shamble toward the party: 1d4x 2d4x 2d6x 3d8x
15	**Common NPC**	A single **Bleak Mute** lurches within view of the party.
16-17	**Common NPC**	One **Crazed Harbinger** stumbles about within view of the party.
17-19	**Common NPC**	**Tainted Miners** walk creepily toward the party: 2d4x 2d6x 2d8x 2d12x
20-21	**Common NPC**	**Miners** approach the party suspiciously: 2d6x 2d8x 2d10x 2d12+4x
22-23	**Common NPC**	One **Mining Taskmaster** walks purposefully toward the party.
24	**Common NPC**	A terrified **Munitions Wench** is visible, huddled in her rags.
25	**Common NPC**	You see a **Supply Maid** in tattered clothes, though you're not sure she sees you.
26	**Common NPC**	A horrifying **Tainted Taskmaster** walks about.
-	**Common NPC**	**Celebrants** dance and amble toward the party: 1d4x 2d4x 2d6x 3d8x
-	**Common NPC**	**Firedancers** lithely come toward the party: 1d4x 2d4x 2d6x 3d8x
-	**Common NPC**	**A Firedancer party** approaches the PCs: **1x Campmaiden, 1d4x Firedancers, 2d4x Celebrants** **1x Hearthstud, 2d4x Firedancers, 2d6x Celebrants** **1x Campmaiden, 1x Hearthstud, 2d6x Firedancers, 2d6x Celebrants** **1x Campmaiden, 1x Hearthstud, 2d8x Firedancers, 2d8x Celebrants**

D%	Event	Description
-	**Common NPC**	A single **Campmaiden** or **Hearthstud** approaches the party with a twinkle in their eye. Use the sex opposite the majority of the PCs' composition, or randomize if there is a tie.
27	**Named NPC**	Ambling scholar **Brocambe Methurzz**.
28	**Named NPC**	Beastmaster **Gabharn**.
29	**Named NPC**	Blacksmith **Hamfast Burrbottom**.
30	**Named NPC**	Feastmaster **Frobwin Glamfork**.
31	**Named NPC**	Herbalist **Innelothe**.
32	**Named NPC**	Illusionist entertainer **Raekeldorr**.
33	**Named NPC**	Keeper of Records **Skandern Lithutz**.
34	**Named NPC**	Keepmaster **Vanarelia Riccards**.
35	**Named NPC**	Loremaster **Dalnarok**.
36-37	**Named NPC**	Mercenary dwarf **Gordsturll**.
37-38	**Named NPC**	Merenary tiefling **Killarth**.
39	**Named NPC**	Railmaster **Arranz Trevain**.
40	**Named NPC**	Tinkermaster **Skandbard**.
41	**Named NPC**	Warden **Imeltrude Legande**.
42-50	**Named NPC**	Brewmaster **Glimdarffe Sudsglub**.
51	**Named NPC**	Cartographer **Estarel Finequill**..
52	**Named NPC**	Chemist **Incebb Gullip**..
53-60	**Named NPC**	Chief engineer **Didkeln Clawhammer**.
61-65	**Named NPC**	Coinmaster **Lugatoo**.
66-70	**Named NPC**	Dwarven union leader **Danalin Foeslash**.
71-75	**Named NPC**	Elven administration leader **Maresmir**.
76	**Named NPC**	Engineer **Brimdog Firecleave**.
77-82	**Named NPC**	Foreman **Belerras**.
83-89	**Named NPC**	Gangboss **Dagbrag**.
90	**Named NPC**	Lead designer **Estarel Finequill**.
91	**Named NPC**	Mayor **Faenadorn**.
92	**Named NPC**	Minemaster **Threnian Lo'quee**.
93	**Named NPC**	A Mystic Seer.
94	**Named NPC**	Sage **Natobbe**.
95	**Named NPC**	Stablehand **Friskbik**.
96	**Named NPC**	Stablemaster **Semtammi**.
97-00	**Named NPC**	Tribute magister **Elawelle**.

Areas of Interest

ML5-O-1: Elevators North

Please refer to page 442 for further details.

ML5-O-2: Elevators West

Page 452 commences a full description of this area.

ML5-O-3: Elevators East

Turn to page 455 for further details.

ML5-O-4: Jail Cell

Refer to page 457 for additional description.

ML5-O-5: Lair

Please refer to page 460 for a full depiction.

ML5-O-6: Ceiling Hole

This region is described in detail starting with page 463.

ML5-O-7: Mining Southwest

Page 465 describes this area in detail.

ML5-O-8: Mining Northwest

Please turn to page 468 for a complete description.

ML5-O-9: Mining North-Northwest

Turn to page 470 commences full details.

ML5-O-10: Mining North-Northeast

A complete description is laid out starting on page 472.

ML5-O-11: Mining Northeast

Please refer to page 475 for full details.

ML5-O-12: Mining Southeast

Page 478 begins a full description.

ML5-O-13: Admin Building

This structure is described in full starting with page 481.

ML5-O-14: Treasure Hoard

Please turn to page 484 for complete details.

ML5-O-15: Lair Guardians

This region is depicted in detail on page 486.

ML5-O-16: Lair Approach

Turn to page 488 for full details.

ML5-O-17: Mayor's House

Page 490 has a full description of this building.

Map 156: Elevators North Overview (ML5-ENL-O)

One square equals 5 ft.

ML5-ENL-O: Elevators North Overview

Overview

Overgrown a bit with fungus, this region remains usable according to its original design: a residence and workspace for the **Lead Designer**, and a storage nexus for the **Law**-oriented aspect of this floor of the **Mines**.

Theme & Purpose

In addition to housing one the **Elevators**—which are the only way in and out of this northwestern chamber of **Mines Level 5**—this area also holds the **Designer's House**, a building rich in information and loot potential.

Random Encounters

Use the standard / default **Random Encounter** rules for this level.

NPCs of Note

Of note, the **Lead Designer** is usually in the **Designer's House**. There's a **90%** chance of this each time the party approaches this area.

Areas of Interest

ML5-ENL-O-1: Designer's House North

Please refer to page 445 for more details.

ML5-ENL-O-2: Designer's House Middle

Page 448 commences a detailed description.

ML5-ENL-O-3: Designer's House South

Turn to page 450 for a complete descripton of this building.

ML5-ENL-O-4: Elevator Up

This leads to "**Map 141: Elevators North Overview (ML4-ENL-O)**" on page 402.

ML5-ENL-O-5: Elevator Down

This elevator has been nearly entirely obscured by a massive overgrowth of fungus. Although the mushrooms themselves appear benign, it's clear the elevator itself will not function until the mess is cleared up.

Clearing the elevator for use takes about 10 minutes; in the midst of this process, roll on the **Random Encounter** table and ignore "**NPC Encounter**" results, placing ensuing beasts as approching from **Location 12** to the northwest.

This elevator leads down to "**Map 178: Elevator North Up (ML6-ENU)**" on page 500.

ML5-ENL-O-6: Fungus Nest

A huge clump of head-sized mushroom caps infests this region to the south of the down-leading elevator.

Touching the mushrooms in this area—specifically, any mushrooms that are not strictly part of the cleanup effort to unveil the **Elevator Down** to the north—spawns a **Yellow Musk Creeper** which attacks the party.

ML5-ENL-O-7: Designer's Entrance

There is just enough room here to walk to the entrance to the massive building without touching any fungus.

The door and entrance are described in greater detail in "**Map 157: Elevators North: Designer's House North (ML5-ENL-DSN)**" on page 445.

ML5-ENL-O-8: South Secret Door

This door is described as part of "**Map 159: Elevators North: Designer's House South (ML5-ENL-DSS)**" on page 450.

ML5-ENL-O-9: South Fungal Patch

Massive, out-of-control blooms of fungus have taken over the tracks in this area.

Scraping the mushrooms off the track so as to enable travel takes about **8 minutes**, during which time the party should be quite tense, but no additional effects occur. Note that depending on the status of the **Random Encounters** timer, you may still need to make a roll on the **Random Encounter** table as normal.

ML5-ENL-O-10: Railway Tracks

The tracks are sturdy and sure, and the railbed is secure—these tracks would be fit for purpose if it wasn't for all of the fungal infestation around!

ML5-ENL-O-11: Rockspire

35' straight up, this stalagmite reaches, all the way to the ceiling above you. About its base is a cluster of fallen rock and giant, head-sized mushroom caps.

ML5-ENL-O-12: Discarded Tools

A firepit, wheelbarrow, and woodpiles sit to the west of a 20' tall stalagmite in this area. Mining and woodworking tools lie abandoned everywhere, as though they were tossed down by workers who fled or were otherwise compelled to leave the area.

	Access	Contents
Abandoned Tools	unprotected	Weapons: Simple, roll 2d4 times, using Context D

ML5-ENL-O-13: Sack Disarray

An enormous volume of sacks has toppled here, spilling to the south and west.

	Access	Contents
Sack Piles	unprotected	Rations & Prepared Food, size Large, double quantities

ML5-ENL-O-14: Storage

A large grid of crates is stored here, nestled in the curve of the railway. To the south are two treasure chests.

	Access	Contents
Crates, Large (8x)	Container: Barrel or Crate	Glasses, Metals, and Woods, size Large
Crates, Small (6x)	Container: Barrel or Crate	General Supplies, size Medium
Chests (2x)	Locks: Chest, Strongbox, using Context B	Glasses, Metals, and Woods, using Context C

Map 157: Elevators North: Designer's House North (ML5-ENL-DSN)

One square equals 5 ft.

ML5-ENL-DSN: Elevators North: Designer's House North

Overview

The entryway, and main functional area, of the **Lead Designer's** residence.

Theme & Purpose

This is perhaps the most high-class, high-quality, and elitely-decorated establishment remaining in the **Mines**. It's a rich source of information, both in terms of facts and history as well as for the possibility of interacting with NPCs.

Default Doors

Unless otherwise specified, all doors are locked when first encountered and derive from the following profile:

	Access
Default Door	**Locks: Door, Simple, using Context C**

Random Encounters

Use the standard / default **Random Encounter** rules for this level. **Reroll monster-related** results once.

NPCs of Note

Of note, the **Lead Designer** is usually in the **Designer's House**. There's a **90%** chance of this each time the party approaches this area.

Areas of Interest

ML5-ENL-DSN-1: Entrance

Empty flowerpots flank steel-reinforced doors. To either side of the doors is a wall sconce containing a lit torch.

	Access
House Entrance	**Locks: Door, Reinforced**

ML5-ENL-DSN-2: Foyer

This quiet chamber houses a handful of comfortable chairs and a sideboard. Simple wooden double doors which lack a lock lead north.

	Access	Contents
Sideboard	unprotected	**Rations & Prepared Food, using Context C**

ML5-ENL-DSN-3: Dining Hall

This long, expansive chamber houses a banquet table atop a massive and expensive-looking rug. To either side of the banquet table is a smaller table, unset and ringed with chairs. Comfortable sitting chairs are spaced evenly thorughout. Against the east wall is a sideboard.

To the northwest, southeast, and southwest are double doors partially hidden by purple curtains; the set to the northwest is steel-reinforced; the southern sets bear no lock.

	Access	Contents
Sideboard	**Locks: Furniture, Simple**	**Rations & Prepared Food, using Context C** *AND* **Potions: Moderate**

ML5-ENL-DSN-4: Designer's Chambers

This appears to be the personal chambers of the owner of this building. A big double bed, a lab table, bookcases, sideboards, plenty of tables and chairs with fresh food set upon them, sitting chairs, a privy, a washbasin, freshly-maintained potted plants, and a clothes cabinet are all in exceptional order and upkeep.

	Access	Contents
Bookshelves	unprotected	Each has a **20%** chance of containing a book in **Books: General** *AND* Each has a **25%** chance of prompting a roll on the **Plot Discoveries** table
Sideboards (2x)	**Locks: Furniture, Strong**	**Writing Supplies, using Context C** *AND* **Potions: Moderate**
Clothes Cabinet	**Locks: Furniture, Simple**	**Clothing: General, using Context C, size Medium**

ML5-ENL-DSN-5: Secret Door

Only read the *italicized* text below if the secret is discovered. Though the description is written assuming the party is approaching from the west, the door is accessible from either side.

Against the western wall, obscured behind the potted plant, is a niche in the wood that seems suspicious. Prodding, you discover a lock mechanism, and trace the outline of a door leading westward.

	Access
Secret Door	Locks: Door, Secret (Perception only, to discover) *AND* Locks: Door, Reinforced (to open)

ML5-ENL-DSN-6: Guestroom A

This westernmost guest room has well-crafted, high-quality furniture: a potted plant, a washbasin, a clothing cabinet, writing and dressing desks, a bed, and a stool.

	Access	Contents
Cabinet	Locks: Furniture, Simple	Clothing: General
Writing Desk	unprotected	Writing Supplies
Dressing Desk	Locks: Furniture, Simple	Textiles: General

ML5-ENL-DSN-7: Guestroom B

This guestroom is nearly identical to its neighbors, but is narrower.

	Access	Contents
Cabinet	unprotected	Clothing: General, using Context B
Writing Desk	unprotected	Writing Supplies, using Context C
Dressing Desk	Locks: Furniture, Simple	Weapons: Simple

ML5-ENL-DSN-8: Guestroom C

A bit wider than its western counterparts, this guestroom also features a table in the southeast corner.

	Access	Contents
Cabinet	Locks: Furniture, Simple	Clothing: General, using Context C
Writing Desk	Locks: Furniture, Simple	Writing Supplies, using Context C *AND* Weapons: Light
Dressing Desk	unprotected	Gems: Low

ML5-ENL-DSN-9: Guestroom D

The largest of the four guestrooms, this one has pretty much the same contents as its neighbors, but contains a bit more space.

	Access	Contents
Cabinet	Locks: Furniture, Simple	Clothing: General, using Context C
Writing Desk	Locks: Furniture, Simple	Writing Supplies, using Context C *AND* Gems: Low
Dressing Desk	unprotected	Armor: Light, using Context C

ML5-ENL-DSN-10: Guestroom Hallway

This "L"-shaped hallway connects the guestrooms to the kitchen in the southeast.

ML5-ENL-DSN-11: Kitchen

A small stove sits against the east wall; sacks of food are on the west side. To the north and south are unlocked, simple wooden double doors; those to the north are hidden by curtains.

	Access	Contents
Food Sacks	unprotected	Simple Foodstuffs, size Medium

ML5-ENL-DSN-12: Sitting Room

A large, rectangular room similar in size to the banquet hall is home to a number of sitting chairs, potted plants, and four sideboards. Simple, unlocked wooden double doors lead to the northeast and northwest; to the south is a massive set of steel doors.

	Access	Contents
Sideboards (4x)	Locks: Furniture, Simple	Rations & Prepared Food, using Context C

	Access
Library Door	Locks: Door, Stronghold

Map 158: Elevators North: Designer's House Middle (ML5-ENL-DSM)

One square equals 5 ft.

ML5-ENL-DSM: Elevators North: Designer's House Middle

Overview

This is the **Library** section of the building complex.

Theme & Purpose

Most definitely, this zone is of particular interest to those seeking valuable information.

Default Doors

Unless otherwise specified, all doors are locked when first encountered and derive from the following profile:

	Access
Default Door	**Locks: Door, Stronghold**

Random Encounters

Use the standard / default **Random Encounter** rules for this level. **Reroll all monster-related** results.

Quiet, Please

The above **Random Encounter** rules mean that this zone is a safe place to rest for any amount of time.

Repository of Knowledge

Each of the dozens of bookcases in this library has the same chance of bearing loot when searched:

	Access	Contents
Library Bookshelf	unprotected	Each has a **10%** chance of containing a book in **Books: General** *AND* Each has a **15%** chance of prompting a roll on the **Plot Discoveries** table

NPCs of Note

Of note, the **Lead Designer** is usually in the **Designer's House**. There's a **90%** chance of this each time the party approaches this area.

Areas of Interest

ML5-ENL-DSM-1: North Hall

A quiet, vast chamber smells strongly of dust, wood, and paper. It's a library, no question: the interior structure is formed by bookshelf upon bookshelf, forming three long columns of navigation that stretch the entire length of the room. The parquet floor is softened by enormous, exceptionally-crafted rugs with thick pile.

ML5-ENL-DSM-2: Reading Table

In the exact center of the chamber is a simple wooden table ringed with well-worn chairs. To the east is a fireplace; to the west, a large, floor-to-ceiling window looking out into the Mine floor, flanked by comfortable chairs and potted plants.

ML5-ENL-DSM-3: South Hall

Your footsteps echo as you traverse the south hall.

ML5-ENL-DSM-4: Northwest Stacks

The hallway formed of bookshelves ends in a thin purple rug.

ML5-ENL-DSM-5: Northeast Stacks

The northeast corner of bookshelves ends abruptly in a blank stone wall to the north.

ML5-ENL-DSM-6: Southwest Stacks

This corner leads to the south portion of the main, center corridor via a small gap in the bookshelf stacks.

ML5-ENL-DSM-7: Southeast Stacks

This corridor of shelves forms an "L" shape, connecting back to the center alley.

Upon reaching this corner, roll on the **Random Encounter** table and ignore monster-related results. Place any NPCs that ensue as approaching from **Location 1** in the north.

ML5-ENL-DSM-8: South Library Door

These massive, steel doors bar your entry further to the south.

Map 159: Elevators North: Designer's House South (ML5-ENL-DSS)

One square equals 5 ft.

ML5-ENL-DSS: Elevators North: Designer's House South

Overview

A slanted continuation of the Library to the north, containing wares of slightly less interest and value.

Theme & Purpose

Still a rich source of information potential, it also connects to the storage in the south.

Default Doors

Unless otherwise specified, all doors are locked when first encountered and derive from the following profile:

	Access
Default Door	**Locks: Door, Stronghold**

Random Encounters

Use the standard / default **Random Encounter** rules for this level. **Reroll all monster-related** results.

Quiet, Please

The above **Random Encounter** rules mean that this zone is a safe place to rest for any amount of time.

Repository of Knowledge

Each of the dozens of bookcases in this library has the same chance of bearing loot when searched:

	Access	Contents
Library Bookshelf	unprotected	Each has a **5%** chance of containing a book in **Books: General** *AND* Each has a **10%** chance of prompting a roll on the **Plot Discoveries** table

Areas of Interest

ML5-ENL-DSS-1: Entrance

To either side of the north door is a table and a few chairs or stools, and a potted plant. The tables are empty, with deep indentations from long use as reading tables.

ML5-ENL-DSS-2: West Hall

The bookshelves here are groaning under the weight of their charges; some look prone to collapse.

ML5-ENL-DSS-3: East Hall

This hall contains a great many shelves; the wood in a few cases appears to be rotted.

ML5-ENL-DSS-4: Storage

This large pantry smells even mustier and dustier than the library chambers to the north. Odds and ends litter every surface.

	Access	Contents
Crate, Large	**Container: Barrel or Crate**	**Glasses, Metals, and Woods, size Large, using Context C**
Treasure Chests (2x)	**Locks: Chest, Strongbox** *AND* **Traps: General**	**Potions: Moderate** *AND* **Writing Supplies, using Context C**
Reading Tables (3x)	unprotected	Each has a **30%** chance of containing a book in **Books: General** *AND* Each has a **25%** chance of prompting a roll on the **Plot Discoveries** table
Barrel, Sealed	**Container: Barrel or Crate**	**Alcohol: General, using Context C**
Barrels, Open	unprotected	**Alcohol: General, using Context C**

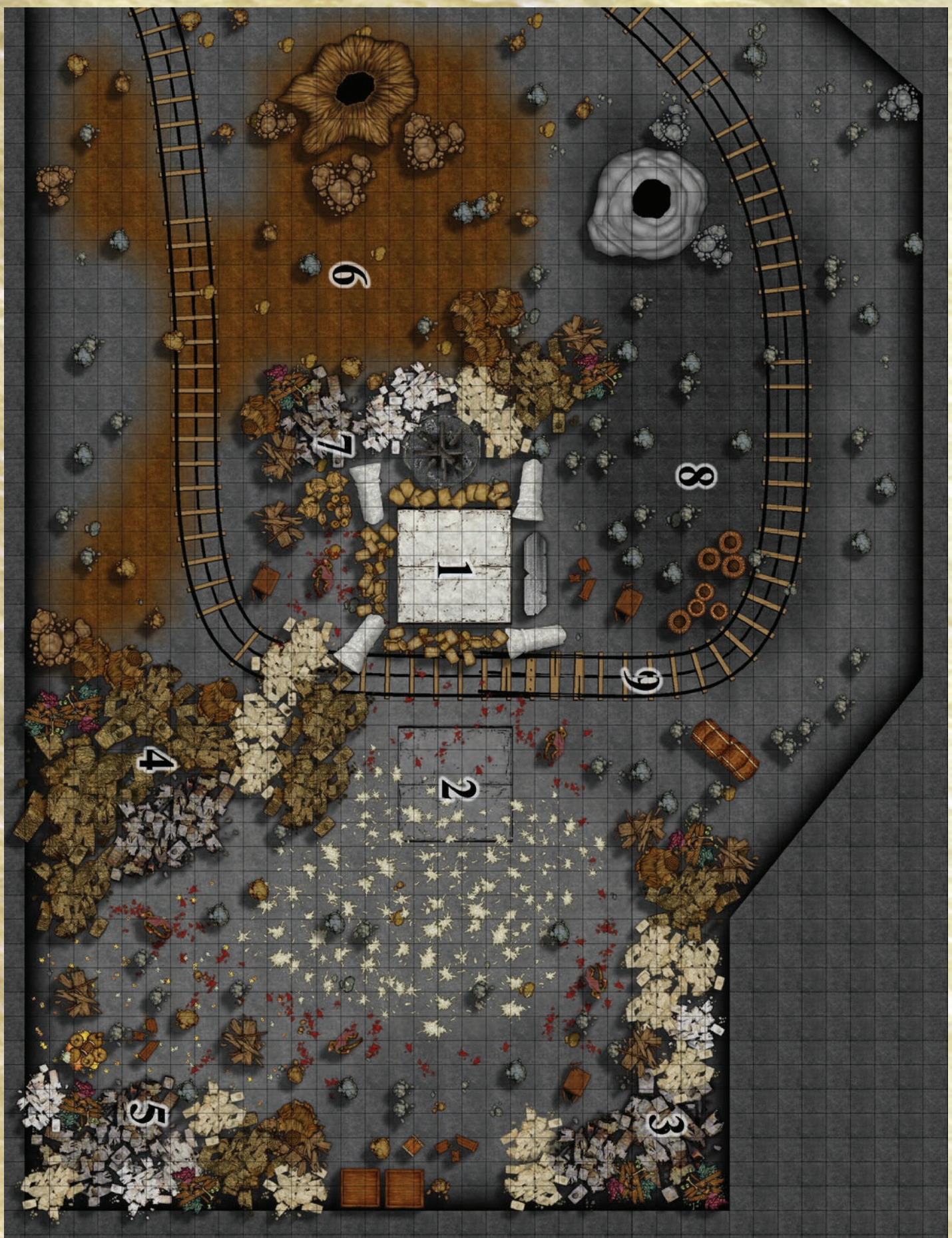
	Access
Storage Door	**Locks: Door, Secret (to identify)** *AND* **Locks: Door, Stronghold (to open)**

ML5-ENL-DSS-5: South Door

To the west of the massive locked door leading south is another reading table; a smaller, circular table sits near a potted plant to the east.

Map 160: Elevators West (ML5-EWC)

One square equals 5 ft.



ML5-EWC: Elevators West

Overview

These elevators lead to the domain of **Chaos** within the **Mines**. Their current condition reflects this nature!

Theme & Purpose

This is the only way into and out of the western chamber of **Mines Level 5**. It's not rich in loot, but certainly is in danger.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. **Reroll** all results of "**NPC Encounter**" once.

Diamonds in the Rough

Each of the debris piles in **Locations 3, 4,** and **5** require a good deal of time to search, and may or may not be worth it.

Searching any one of these piles of debris will take a bit of time; automatically roll on the **Random Encounter** table and ignore "**NPC Encounter**" results. Any creatures that result will approach from **Location 6** to the west.

Areas of Interest

ML5-EWC-1: Elevator Up

It appears that someone erected a makeshift barricade about the south, east, and west edges of this elevator shaft. Hip-high stacks of sandbags have been piled high, and to each of the four corners is a toppled pillar. To the west is a former guardpost, burnt to a crisp; rubble from various sources has been piled all about.

The elevator leads to "**Map 140: Elevators West (ML4-EWC)**" on page 399.

Whenever the PCs set foot on this elevator—including if they first descend to this level via it—roll on the **Monsters: Mines, Light FlexContent** table; place the results as approaching from the north. Repeat three additional times for encounters approaching from the east, south, and west, respectively. All four batches of beast enter play simultaneously.

ML5-EWC-2: Elevators Down

An repellant mixture of guano and blood litters the elevator here. It appears to remain functional, but unpleasant. A half-orc corpse has been slain to the north.

This leads down to "**Map 181: Elevators Southwest (ML6-ESW)**" on page 507.

	Access	Contents
Half-Orc Corpse	unprotected	**Weapons: Exotic, using Context B**

ML5-EWC-3: Northeast Debris

An enormous volume of debris and trash has been gathered and shoved up against the cave walls in this expansive corner. To the southwest of the debris, the looping swirl of a blood trail connects with a half-elven body that was torn apart a few weeks ago.

	Access	Contents
Debris Pile	unprotected	**Gems: Low, using Context D**
Half-Elf Corpse	unprotected	**Weapons: Martial Ranged** *AND* **Weapons: Light**

ML5-EWC-4: South Debris

This pile of destroyed and removed masonry piles head-high in places.

	Access	Contents
Debris Pile	unprotected	**Weapons: Simple, roll 1d4 times**

ML5-EWC-5: Southeast Debris

In addition to an absolutely staggering pile of garbage and splintered wood here, there is a cluster of two large crates and a treasure chest to the north, and a somewhat substantial pile of treasure to the southwest, with coins littered everywhere amid two dwarven corpses.

	Access	Contents
Crate, Large (2x)	**Container: Barrel or Crate**	**Glasses, Metals, and Woods, size Large, using Context D**
Chest	**Locks: Chest, Simple**	**Weapons: Martial Ranged**

	Access	Contents
Dwarf Corpses (2x)	unprotected	**Armor: Heavy** *AND* **Weapons: Martial 2H** *AND* **Weapons: Ranged**
Cave Floor	unprotected	**Coin Treasure: Moderate, using Context D**

ML5-EWC-6: Dirt Swath

From the base of a 25' tall stalagmite that reaches all the way to the ceiling, a spread of dirt and mud ponds about in clumps to the southeast.

ML5-EWC-7: Southwest Debris

The scent of garbage, rot, and filth fills your nostrils as you step near this area. To the east is a pile of sacks, and an elf body that appears to have been mauled by acid a month or so ago.

	Access	Contents
Sacks	unprotected	**Simple Foodstuffs, size Medium**
Elf Corpse	unprotected	**Weapons: Martial Ranged** *AND* **Potions: Moderate**

ML5-EWC-8: North Barren Patch

This region appears to have been burnt horribly. The cave floor is melted in places; boulders are scorched, and the whole place reeks of soot and cinders. Clusters of singed, empty barrels stand just shy of the curve of the railway in the northeast.

ML5-EWC-9: Railway

These rails are sturdy, but the rail ties have seen better days. It would be safe to travel here, only if the going was slow. To the northeast of the tracks, a stack of intact casks has been arranged.

	Access	Contents
Casks (5x)	**Container: Barrel or Crate**	**Alcohol: General, using Context B**

Map 161: Elevators East (ML5-EEL)

One square equals 5 ft.

ML5-EEL: Elevators East

Overview

These **Elevators** are the only way in or out of the northeast, Law-oriented region of **Mines Level 5**.

Theme & Purpose

There's a fair amount of loot potential here

Random Encounters

Use the standard / default **Random Encounter** rules for this level. Reroll "**NPC Encounter**" results once.

Areas of Interest

ML5-EEL-1: Railway

There's a fairly major breach in the rails here, just north of the elevators. A railcar could never jump the gap; it would have to go back all the way around until it's repaired.

ML5-EEL-2: Elevator Down

Spatters of blood leave a trail heading from south to northwest of this elevator; in the middle of the trail is a dwarven miner who has been hacked to pieces a few weeks ago from the condition of rot.

The elevator itself leads down to "**Map 182: Elevators East (ML6-EEL)**" on page 509.

	Access	Contents
Dwarf Corpse	unprotected	**Armor: Heavy** *AND* **Weapons: Martial 2H, both using Context D**

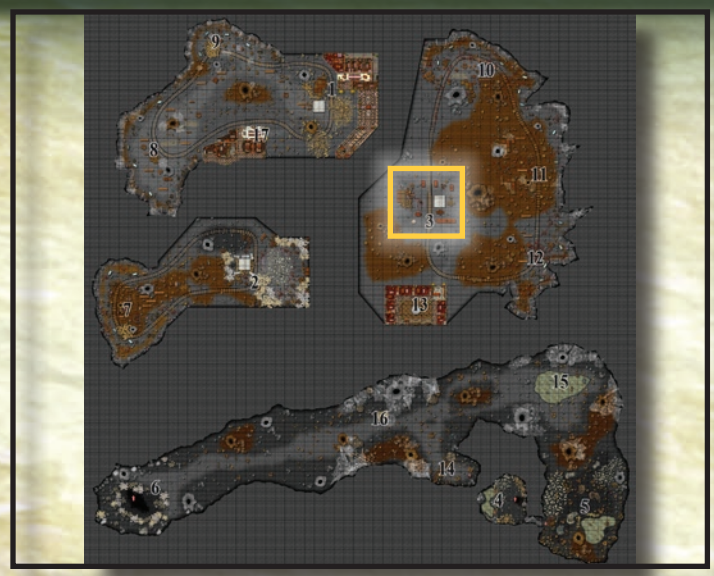
ML5-EEL-3: Elevator Up

The PCs likely took this from "**Map 145: Elevators East (ML4-EEL)**" on page 411.

ML5-EEL-4: Western Storage

A well-ordered assortment of crates has been stashed here, to the south of a firepit. Amidst it all, a piel of coins and gems has been placed atop a splatter of blood.

	Access	Contents
Crates, Large (7x)	Container: Barrel or Crate, using Context C	Glasses, Metals, and Woods, size Large
Crates, Small (6x)	Container: Barrel or Crate	Rations & Prepared Food, size Medium
Sack Piles (3x)	unprotected	Simple Foodstuffs, size Medium



	Access	Contents
Barrels (3x)	Container: Barrel or Crate	Alcohol: General, using Context B
Treasure Pile	unprotected	Coin Treasure: Moderate, using Context B *AND* Gems: Low
Crate Top	unprotected	Books: General, using Context D

ML5-EEL-5: North Tables

In the north is a trio of tables; atop each one is a treasure chest. The easternmost one has been forced open with not much skill, and is empty. In between the center and east tables is a trio of empty barrels that reek of whisky.

	Access	Contents
Chests (2x)	Locks: Chest, Strongbox, using Context B	Weapons: Martial 1H *AND* Potions: Moderate, both using Context D

ML5-EEL-6: Southeast Storage

Two clusters of four crates each have been arranged here. To their south is a long table with two baskets and an empty cask that smells of mead.

	Access	Contents
Crates, Small Northeast (4x)	Container: Barrel or Crate	General Supplies, size Medium
Crates, Small Southwest (4x)	Container: Barrel or Crate	Rations & Prepared Food, size Medium

ML5-EEL-7: Table

A simple table, ringed with chairs, has knife marks all atop it, and a trail of blood leads north.

Map 162: Jail Cell (ML5-JLC)

One square equals 5 ft.

ML5-JLC: Jail Cell

Overview

The spiraling tunnels leading down from the **Residential District** all the way on the surface of **Mondaria City** culminates in this simple jail cell, used to store prisoners to be used as meals for the denizens of the caves to the east and north.

Theme & Purpose

PCs who have made their way down to this level from the surface are in for a surprise, though by this point they should have no illusions as to the nature of the tunnels they have been chasing.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. **Reroll** all "**NPC Encounter**" results.

Symbiotic Gaoler

There's a somewhat symbiotic relationship that has been formed here, though neither party is quite aware of that relationship, or indeed even of the other party!

The formidable creature(s) that make their lair to the east ensures a steady supply of captives to be stored in this jail.

Lesser creatures dwell in the jail itself, in **Location 9**. These lesser creatures serve as an escape deterrent; anyone attempting to leave this chamber is attacked immediately. So long as no escape is attempted, these creatures will not attack anybody wandering about in the chamber.

The lesser beasts will occasionally eat a prisoner, but only to satsify their need.

As the PCs enter this area for the first time, roll on the **Monsters: Mines, Average FlexContent** table, and place the results in **Location 9**. This creature(s) will only attack the party if the PCs attack it, or if the party makes any attempt to leave the chamber (via either **Location 2** or **1**).

Areas of Interest

ML5-JLC-1: Entryway

You scuttle along the narrow, cramped passage on all fours, bumping your head occasionally in the murky dark. Spiderwebs, mud, and filth soon coat your extremities, and you wonder at the wisdom of traveling through this area in the first place.

It's unpleasant, but there is no danger in traversing this zone.

ML5-JLC-2: Ceiling Hole

This hole leads up to "**Map 120: Circular Stair Pit (ML3-CSP)**" on page 349.

ML5-JLC-3: Entrance

This chamber reeks of feces, rot, and sweaty horror. It's bleak, moist, and just unpleasant to be in; despite the large size of the room, you feel penned in, claustrophobic, and as though escape is impossible.

ML5-JLC-4: South Fungal Patch

In the bleak moisture of the chamber, a huge assortment of mushrooms has blossomed.

ML5-JLC-5: Northeast Fungus

This entire curved corner has been overtaken by fungus. Some caps are hand-sized; others are as large as one's torso.

ML5-JLC-6: Guano North

This entire region is slick with guano. From the appearance, the floor is actually a thick crust of the stuff, formed from the excretions of dozens of various species.

ML5-JLC-7: Slimebank North

On the bank of the small ugly pond is a filmy ooze of brownish oil.

This is a **Grey Ooze**, which will attack the party if approached to within 10'.

ML5-JLC-8: Slimebank South

A greasy puddle of translucent ichor lies here on the edge of the pond.

This is a **Slime Mold**, which will attack the party if approached to within 10'.

ML5-JLC-9: Gaoler's Island

Against the far west of the chamber is an island of sorts in the pond. It's covered in boulders and thick spiderwebs.

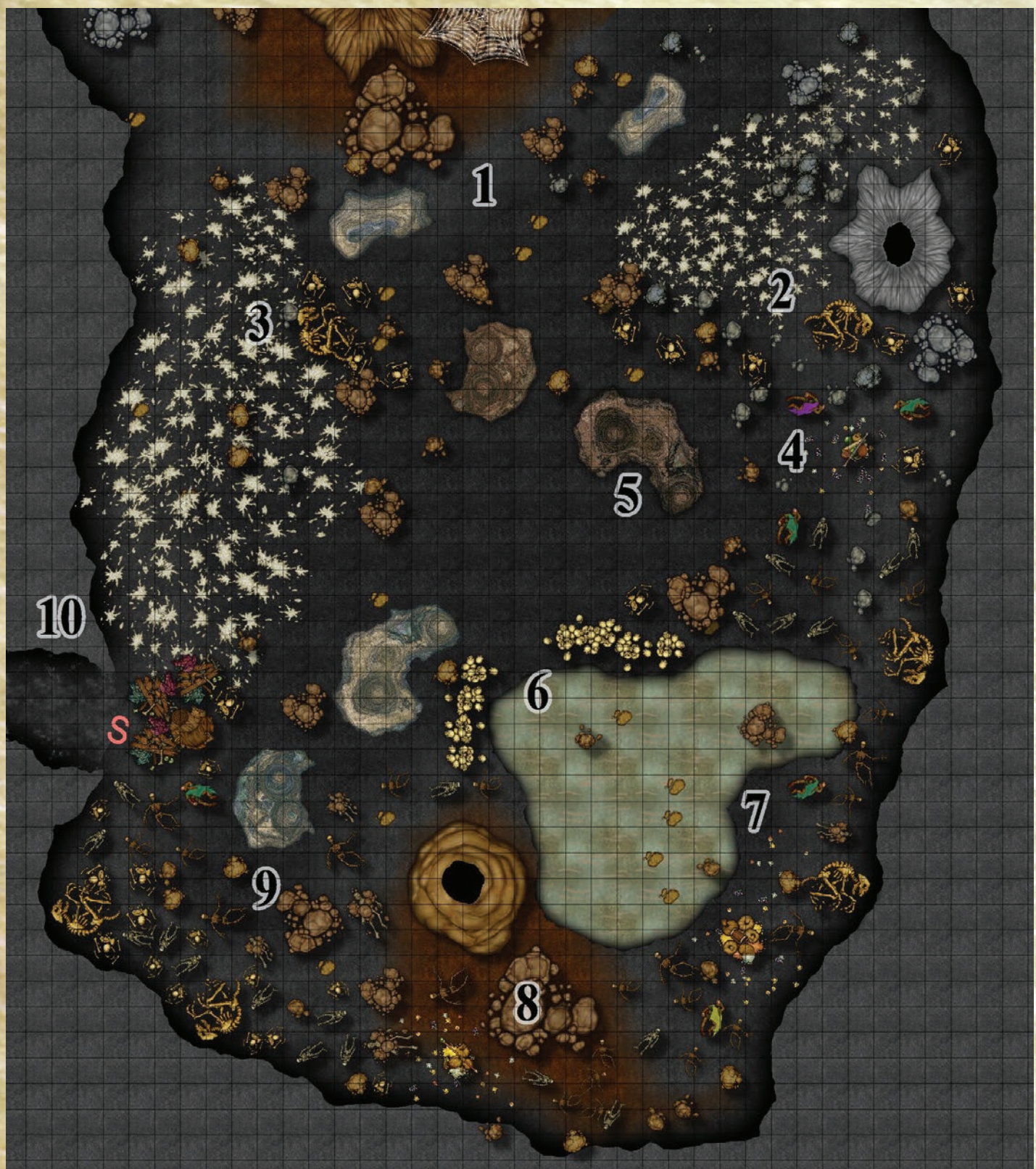
ML5-JLC-10: Ichor Pond

This shallow pond appears to barely delve 4' under the cave floor. It's filled with a disgusting mixture of feces, oil, liquified soot, and other, more toxic residues, perhaps from the ore in the mines. It smells of burnt oil and musty turnips.

Although absolutely disgusting, there is no physical danger posed by the pond.

Map 163: Lair (ML5-LAR)

One square equals 5 ft.



ML5-LAR: Lair

Overview

This is the lair of the beast(s) that inhabit this deep level of natural caves above.

Theme & Purpose

The main purpose is to terrify the PCs and pose a truly formidable challenge to them. A secondary goal here would be to reward the party with significant treasure.

Random Encounters

Until the creature(s) identified in the "**Denizens of the Deep**" rule (see below) are defeated, there are no **Random Encounters** to be found here.

An hour after the **Denizens of the Deep** are defeated, resume random encounters here: use the standard / default **Random Encounter** rules for this level. **Reroll all "NPC Encounter"** results.

Denizens of the Deep

As the PCs approach this area, roll on the **Monsters: Mines, Elite FlexContent** table. Place the resulting beast(s) as slumbering in **Location 5**.

Perhaps moreso than in any other location in the entire adventure, your skill here as a GM is critical. This lair is meant to pose a significant, but not insurmountable, challenge to the party. On the plus side, they may have come from the spiral stair tunnels directly above this lair; in that scenario, they are likely quite well-rested and well-equipped, as they have bypassed four entire layers of the **Mines** and are somewhat fresh from the surface, so to speak. If they came from the north, via the **Lair Approach**, they are much more likely to be depleted, wounded, and in need of repreieve. Use your judgment as a GM as to what level of challenge is appropriate here; the goal is not to set up a **Total Party Kill** (TPK).

It's also worth remembering—for yourself, as well as the players!—that this entire region is completely optional; wounded and weak players should size things up upon seeing the **Denizens** and flee or backtrack as necessary to avoid destruction.

Areas of Interest

ML5-LAR-1: Approach

A grim calm settles over the cavern as you head southward. Rocks and boulders grow in size; the cave floor darkens and deepens in hue.

ML5-LAR-2: Guano East

The northeast of this chamber is coated in slick feces from a number of cave creatures. Skeletons of humanoids and monsters alike dot the cave floor about a floor-to-ceiling rock pillar 25' in height.

ML5-LAR-3: Guano West

Excrement coats the cave floor in the northwest of the lair. Monster corpses rest among the feces, making for quite the aroma of putrescent decay.

ML5-LAR-4: Corpses East

Corpses of a multitude of humanoid races lie here, tossed to the floor. Possessions seem to have been stripped and thrown in a heap in the center.

	Access	Contents
Treasure Pile	unprotected	**Armor: General (roll 2d6 times)** *AND* **Weapons: General (roll 2d4 times)** *AND* **Coin Treasure: Moderate, using Context B** *AND* **Gems: Semi-Precious**

ML5-LAR-5: Mudrock

This huge rock is unusual in texture and shape. It seems to have been molded over time through erosion.

ML5-LAR-6: Sludgepond

To the south of the lair is a pond of viscous, dirty sludge. It's not a source of fresh water; it might be another reservoir of excrement. About the north shore of this 6' deep lake, skulls of all manner have been piled.

ML5-LAR-7: Treasure Southeast

A large hoard of possessions, and a vast assortment of bodies in all stages of rot, lay here.

	Access	Contents
Treasure Pile	unprotected	**Armor: General (roll 2d6 times)** *AND* **Weapons: General (roll 2d4 times)** *AND* **Clothing: General (roll 1d8 times)** *AND* **Coin Treasure: Moderate** *AND* **Gems: Low** *AND* **Potions: Moderate**

ML5-LAR-8: Skeletons South

The bodies in this region are older, dead longer, and in greater stages of decay; many are merely skeletons. Amidst them is a spill of gems and coins surrounding another cloud of possessions stripped from the hapless intruders.

	Access	Contents
Treasure Pile	unprotected	**Armor: General (roll 1d4 times)** *AND* **Weapons: General (roll 1d6 times)** *AND* **General Supplies, size Large**

ML5-LAR-9: Skeletons Southwest

These are the oldest, most decomposed corpses in the lair; nearly all are dessicated skeletons. There is no treasure to speak of, unless one places value on dozens of bodies from years past.

ML5-LAR-10: Secret Passage

Only read the *italicized* text below if the secret is discovered.

Amidst the rotted corpses and horribly mangled skeletons in the southwest of the lair is an earthen wall with pieces of bone embedded in it. Poking around, you discover the earth comes away easily, revealing a low, moist, crawlspace-like passage to the west.

	Access
Jail Secret	**Locks: Door, Secret (Perception only)**

Map 164: Ceiling Hole (ML5-HOL)

One square equals 5 ft.

ML5-HOL: Ceiling Hole

Overview

Coming from **Mines Level 3**, this is another, alternate means of accessing the **Lair** region to the east. This is the primary way the **Lair's** denizen(s) enter and exit the complex.

Theme & Purpose

PCs who skipped the "smaller lair" on **Mines Level 4** above on their way down to this level may be primed for a significant fight, and they are correct. If instead the party investigated the lair on **Level 4**, they may consider the challenge over when coming to this area.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. **Reroll all "NPC Encounter"** results.

Areas of Interest

ML5-HOL-1: Ceiling Crevice

This crack in the ceiling of the cavern is 25' from the floor. It's surrounded by a myriad of rubble, fallen from the cave top. It seems that this hole in the ceiling was caused by some sort of seismic activity.

This leads back up to "**Map 127: Pit Up/Down (ML4-PIT)**" on page 369.

ML5-HOL-2: Southeast Rubble

A ridge of shoulder-high rubble forms a natural alcove to the southeast of this region. There's nothing of real interest to be found within, however.

If the party searches this area, roll on the **Random Encounter** table and ignore "**NPC Encounter**" results. Any monsters that ensue should be placed as approaching from **Location 5** to the northeast.

ML5-HOL-3: Southwest Rubble

This region of the cave is narrower and taller than its neighbors; from here, you can see easily to the west end of the chamber.

As the party enters this area, roll on the **Random Encounter** table, and reroll until you get a monster-related result. Place the ensuing critters in **Location 5**, however, the party can see them from this vantage point, and has the option of waiting for a few minutes (during which normal **Random Encounter** rules are suspended); if they do, the monster(s) introduced will wander away, never to be heard from against.

ML5-HOL-4: North Rubble

To the east of a 20' tall floor-to-ceiling rockspire is a cluster of boulders fallen from the ceiling.

ML5-HOL-5: East Path

A wide, well-worn path leads eastward. There appear to be all manner of marks in confusing scuffles in the earthen cave floor.

Map 165: Mining Southwest (ML5-MSW)

One square equals 5 ft.

ML5-MSW: Mining Southwest

Overview

One of the major areas of focused mining on this level, this expansive region was one of the most productive in the **Mines**.

Theme & Purpose

This is a busy place, filled with interesting loot and the evidence of former events.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. Reroll "**NPC Encounter**" results once.

Areas of Interest

ML5-MSW-1: Eastern Approach

20' high scaffolding reaches most areas of the southern cave wall here. Barrels of fresh water are spaced evenly. Piles of wood sit here, ready to be shaped. A dwarven miner has been slain here just south of the rail tracks.

	Access	Contents
Dwarf Corpse	unprotected	**Weapons: Simple**

ML5-MSW-2: Woodpiles

Four large woodpiles hold uncut, shaved timbers.

ML5-MSW-3: North Mining

Tools lie abandoned haphazardly in this zeon, which also contains two dwarven miner corpses to the north and west, dead at least a few weeks from the look of them. Wheelbarrows, throughs of murky water, and rusty scaffolding reaching 20' tall complete the arrangement.

	Access	Contents
Dwarven Corpses (2x)	unprotected	**Armor: Light** *AND* **Weapons: Light**
Abandoned Tools	unprotected	**Weapons: Simple, roll 1d4 times**

ML5-MSW-4: Northwest Mining

These scaffolds reach 20' tall to the ceiling of the western cave wall. Fresh water sits in barrels spaced evenly throughout the region.

	Access	Contents
Abandoned Tools	unprotected	**Weapons: Simple, roll 1d4 times**

ML5-MSW-5: West Mining

Two dwarves were slain here, apparently from blunt trauma to their skulls, which are both caved in. Their belonging, and those of several other miners whose bodies are absent, lie scattered nearby.

	Access	Contents
Dwarven Corpses (2x)	unprotected	**Armor: Medium** *AND* **Weapons: Simple**
Abandoned Tools	unprotected	**Weapons: Simple, roll 1d6 times**

ML5-MSW-6: Southwest Mining

Scaffolding reaches 25' tall, to the ceiling of the curved cave wall in this area. On the floor is scattered a small fortune in coins, which have apparently been spilled from a large, and open, treasure chest. A dead elf sits here, apparently hacked to pieces by a multitude of pickaxes, which lay nearby, bloodied.

	Access	Contents
Elf Corpse	unprotected	**Armor: Light** *AND* **Weapons: Martial Ranged** *AND* **Weapons: Martial 1H, all using Context C**
Abandoned Tools	unprotected	**Weapons: Simple, roll 2d4 times**
Coin Treasure	unprotected	**Coin Treasure: Moderate, double quantities**

ML5-MSW-7: Southeast Mining

Scaffolds reach 20' tall in this area, which contains a plethora of wheelbarrows and two fresh water barrels.

ML5-MSW-8: Animal Pen

This is what appears to be a pen formed of wooden stakes hammered into the earthen cave floor. A trail of blood leads into the pen, which contains a half-elf who has been stabbed and lacerated to death at least a few weeks ago.

	Access	Contents
Half-Elf Corpse	unprotected	**Armor: Medium** *AND* **Weapons: Light**

ML5-MSW-9: Barricade

An enormous quantity of grain sacks and sandbags has been piled onto the tracks here. It would take hours, if not a day or more, to remove everything so as to make the railway passable again. The bags couldn't have formed a defensive barricade, as the chest-high mound doesn't seem to face any direction; the only possible motivation for this structure must have been to stop the railway from being used.

ML5-MSW-10: Abandoned Tools

Amidst a rope tarpaulin, a washing bin, and several clusters of rock is an assortment of mining tools.

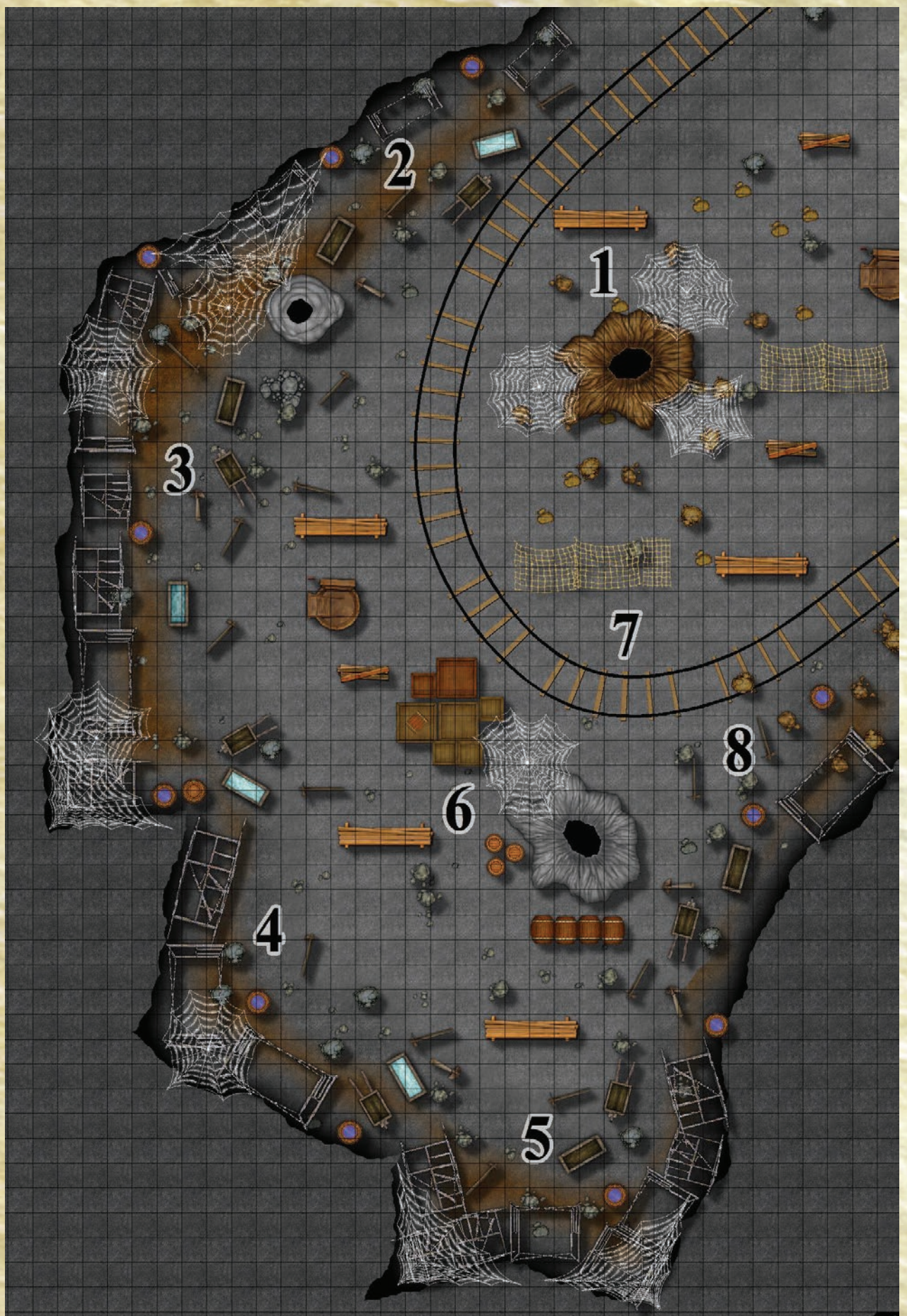
	Access	Contents
Mining Tools	unprotected	**Weapons: Simple, roll 2d6 times**

ML5-MSW-11: Railway

The rails themselves are sturdy and sure, and the railbed seems well-kept... but the obstacle to the west seems to prevent normal use of this railway.

Map 166: Mining Northwest (ML5-MNW)

One square equals 5 ft.



ML5-MNW-Mining Northwest

Overview

Although set up for it, this area was used very lightly for actual mining, as the cave walls were quickly deemed to hold much less in the way of interest than other regions on this level.

Theme & Purpose

Unfit for purpose as a mining zone, this area was transitioned to storage soon after its establishment.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. **Reroll "NPC Encounter"** results once.

Areas of Interest

ML5-MNW-1: Rockspire

A 30' tall pillar of rock, encircled by spiderwebs, reaches all the way to the ceiling here. To the east is a rope tarpaulin for dragging ore.

ML5-MNW-2: North Mining

These 25' tall scaffolds are pristine, and seem to have seen little actual use. The wheelbarrow and water troughs nearby are similarly clean.

ML5-MNW-3: Northwest Mining

20' tall scaffolds show very little rust or wear in this area. Spiderwebs of varying size and thickness of strand blanket many of the structures. To the east, an assortment of mining tools lie abandoned.

	Access	Contents
Mining Tools	unprotected	Weapons: Simple, roll 2d4 times

ML5-MNW-4: Mining Southwest

These shiny metal scaffolds stand 20' tall. Two water barrels and a water trough are spaced around here. To the northwest is another fresh water barrel, a murky-water trough, and a sealed barrel.

	Access	Contents
Barrel	Container: Barrel or Crate	Alcohol: General, using Context B

ML5-MNW-5: Mining South

This corner of the cavern is hunched over, with a 15' ceiling at most. Spiderwebs blanket the southern corners.

ML5-MNW-6: Central Storage

Roughly in the middle of this region is an assortment of containers: crates in varying sizes, and atop one a treasure chest; a trio of casks; and a neatly-arranged line of four barrels.

	Access	Contents
Crates, Large (3x)	Container: Barrel or Crate	Glasses, Metals, and Woods, size Large
Crates, Small (4x)	Container: Barrel or Crate	General Supplies, size Medium
Chest	Locks: Chest, Simple, using Context D	Coin Treasure: Moderate, using Context D, halve quantities
Casks (3x)	Container: Barrel or Crate	Alcohol: General, using Context C
Barrels (4x)	Container: Barrel or Crate	Fresh water

ML5-MNW-7: Railway

These tracks are smooth and appear nearly unused.

ML5-MNW-8: East Mining

20' tall scaffolds reach the ceiling, but little actual digging appears to have been done here by the abandoned mining tools on the floor.

	Access	Contents
Mining Tools	unprotected	Weapons: Simple, roll 1d6 times

Map 167: Mining North-Northwest (ML5-MNNW)

One square equals 5 ft.

ML5-MNNW: Mining North-Northwest

Overview

Used a bit for mining, but also for storage, this area suffered a huge amount of fighting and corruption when the **Obelisk** was discovered.

Theme & Purpose

There's some solid opportunity for loot to be had, here.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. **Reroll "NPC Encounter"** results once.

Areas of Interest

ML5-MNNW-1: West Railway

These rails are sturdy and sound... but the obstacle to the northwest appears to render that quality moot!

ML5-MNNW-2: Rockspire

This thick stalagmite reaches all the way to the ceiling, 30' above you. About its base is a muddy, moist zone of dirt and soot, covered in places by fallen boulders.

ML5-MNNW-3: Sandbag Obstacle

A huge quantity of sandbags has been tossed here to form a head-high mound of barricade. As it has no real direction to speak of, it must have been placed here to hinder use of the railway in either direction. It would take hours, at least, to remove sufficient bags to enable progress on these rails.

ML5-MNNW-4: Mining Northwest

20' tall scaffolds enable access to the entire mining wall in this area. Where fresh water would normally sit, all of the evenly-spaced barrels are empty. Water troughs are filled, but the water within them is brackish, soot-stained, and smells foul.

ML5-MNNW-5: Mining North

A small pile of coins and gems sits in an open chest to the south of this 20' cave wall. Further south, an assortment of storage containers has been haphazardly strewn, leading all the way nearly to the rockspire to the southeast.

	Access	Contents
Coin Treasure	unprotected	Coin Treasure: Moderate, using Context B *AND* Gems: Low

	Access	Contents
Crates, Large (2x)	Container: Barrel or Crate	Glasses, Metals, and Woods, size Large
Crates, Small (7x)	Container: Barrel or Crate, using Context B	Rations & Prepared Foods, using Context D, size Medium

ML5-MNNW-6: Mining Northeast

The cave wall mining surface is 25' tall in this area; the rusty scaffolds easily reach to the entire length. More scattered small boxes are here, to the north and south of the railway.

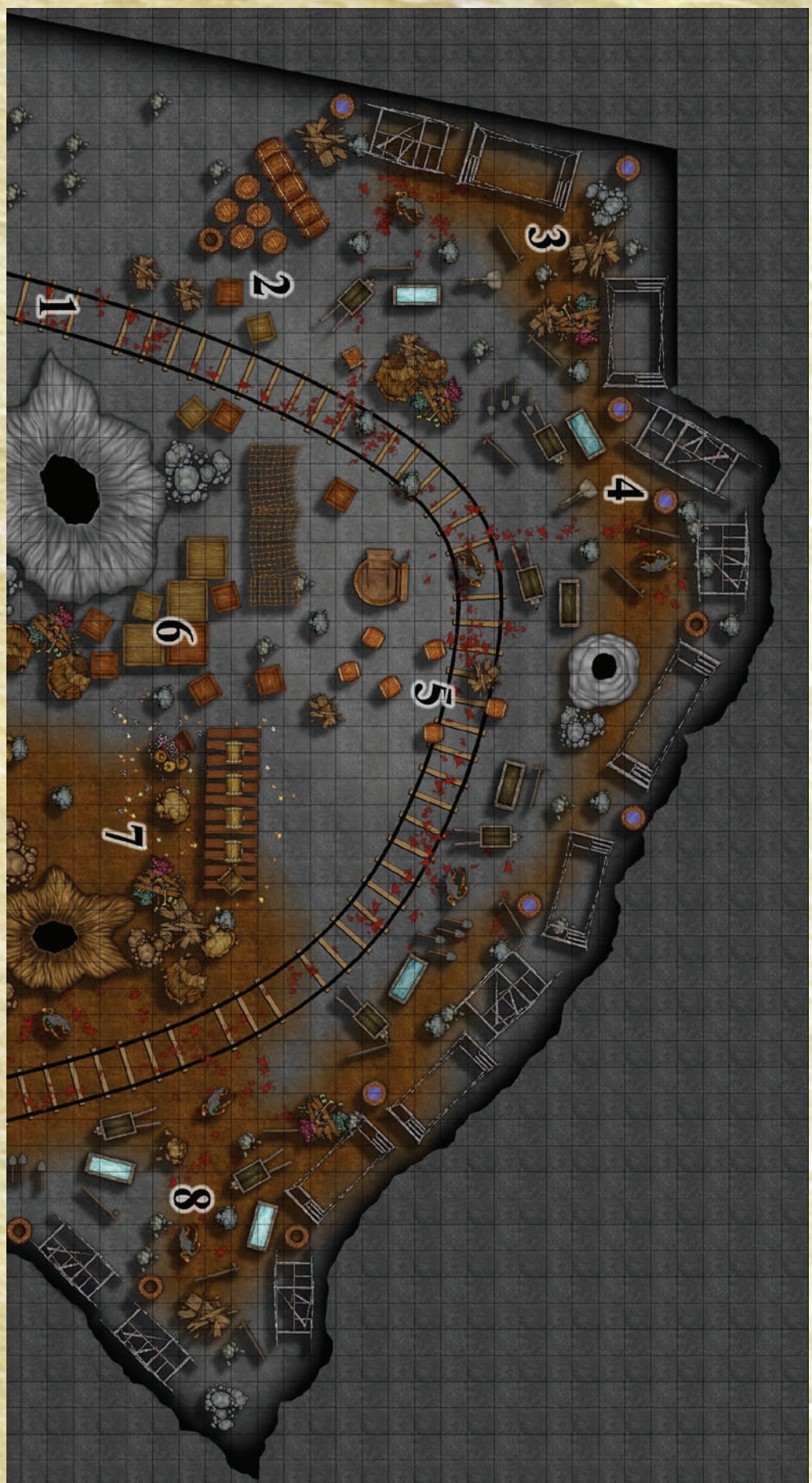
	Access	Contents
Crates, Small (3x)	Container: Barrel or Crate, using Context B	Textiles: General, using Context D, size Medium

ML5-MNNW-7: East Railway

These rails are smooth and sure... but you see some scuff marks here and there, as though someone speeding along had noticed the barricade to the west, and applied the brakes swiftly in an effort to halt rapidly.

Map 168: Mining North-Northeast (ML5-MNNE)

One square equals 5 ft.



ML5-MNNE: Mining North-Northeast

Overview

Perhaps the area of richest ore on this level of the **Mines**, this zone was also used for storage.

Theme & Purpose

There's plenty of treasure and supplies to be found... but also, owing to the region's importance and prominence, a great deal of carnage to find as well.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. **Reroll "NPC Encounter"** results once.

Areas of Interest

ML5-MNNE-1: Railway

Blood greases the tracks nearly the entire circumference of this region. The fluid is a week or so old, crusted and mostly dried. You're not sure if corpses leaking blood were being transported here, or if several miners were slain as they stood on the tracks or tried to escape along them... it's unclear precisely what occured. What is clear is that a massacre of some sort took place here, to account for the sheer volume and surface area covered by the substance.

ML5-MNNE-2: Western Storage

A triangle of barrels sits near two small crates, a treasure chest, a wheelbarrow, a pile of debris, and an orderly stack of casks.

	Access	Contents
Crates, Small (5x)	Container: Barrel or Crate	Fishing Supplies, size Medium
Barrels (5x)	Container: Barrel or Crate	Alcohol: General, using Context D
Barrels (7x)	Container: Barrel or Crate	Fresh water
Chest	Locks: Chest, Simple, using Context C	Potions: Moderate, using Context B

ML5-MNNE-3: Mining Northwest

The sturdy and well-kept scaffolds in this area reach all the way to the 25' ceilings. Debris and trash are scattered everywhere. To the southwest is a dead dwarven miner.

	Access	Contents
Dwarf Corpse	unprotected	Weapons: Martial 2H

ML5-MNNE-4: Mining North

25' tall scaffolds allow access to the entire cave wall surface. A dead dwarf lies amidst her own blood, with tools scattered nearby.

	Access	Contents
Dwarf Corpse	unprotected	Armor: Medium *AND* Weapons: Martial 1H

ML5-MNNE-5: Barrel Scatter

Barrels are scattered here, across the tracks. To the northwest, amidst the trail of blood, is a half-orc warrior, slain by pickaxes and hammers from the look of it. East of the barrels, on the other side of the railway tracks, is a second half-orc, slain in similar manner.

	Access	Contents
Half-Orc Corpses (2x)	unprotected	Armor: Heavy *AND* Weapons: Martial 1H *AND* Armor: Shields
Barrels (6x)	Container: Barrel or Crate	Alcohol: General, using Context B

ML5-MNNE-6: Central Storage

Against the eastern face of a big stalagmite is an assortmet of storage containers. A pile of trash sits to the south of these.

	Access	Contents
Crates, Large (4x)	Container: Barrel or Crate, using Context B	Glasses, Metals, and Woods, size Large, using Context B
Crates, Small (6x)	Container: Barrel or Crate	Clothing: General, size Large

ML5-MNNE-7: Storage Southeast

An array of chests sit upon a series of pallets here. Coins are scattered all about, likely spilled from the giant and open treasure chest south of the pallets. A huge mound of trash sits to the east, near a big stalagmite.

	Access	Contents
Chests (4x)	**Locks: Chest, Strongbox, using Context B**	**Coin Treasure: Moderate, using Context C, halve quantities**
Cave Floor	unprotected	**Coin Treasure: Moderate**

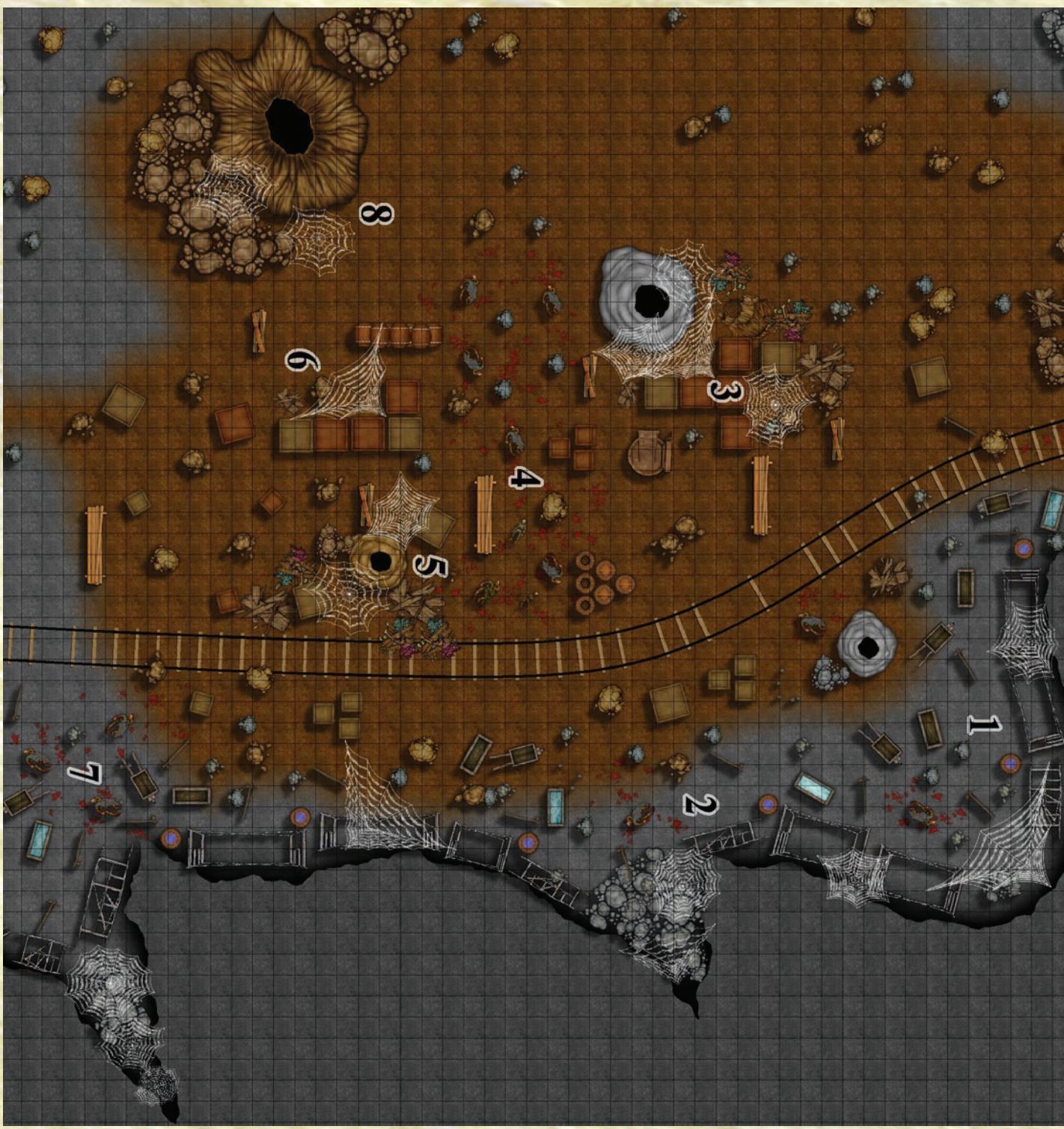
ML5-MNNE-8: Mining East

25' tall scaffolds grant access to the walls for mining. Trash, debris, boulders, and splintered wood all lie scattered across the area. Two dwarf bodies have been sliced to pieces a week or two ago.

	Access	Contents
Dwarf Corpses (2x)	unprotected	**Weapons: Ranged** *AND* **Weapons: Simple**

Map 169: Mining Northeast (ML5-MNE)

One square equals 5 ft.



ML5-MNE: Mining Northeast

Overview

This zone was used commonly from mining; it also holds a good deal of the fruits of that labor, pending transport elsewhere.

Theme & Purpose

This should feel like a formerly busy area, and the sheer quantity of corpses should make it feel empty, desolate, and too big, in a way.

Random Encounters

Use the standard / default **Random Encounter** rules for this level.

Common Bodies

Unless otherwise specified in the description for that area, the corpses in this region have had their possessions stripped from them.

Areas of Interest

ML5-MNE-1: Mining Northeast

Two dwarven bodies lay bloodied and slain in this region. Scaffolding reaches 20' to the cave wall ceiling.

	Access	Contents
Dwarf Corpses (2x)	unprotected	Weapons: Martial 2H

ML5-MNE-2: Mining East

The ceiling is about 25' tall in this region; rusty scaffolds enable full access. To the west of a niche heavily encrusted with rockspill and spiderwebs is a dwarven body. To the west is a trio of small crates and one large one.

An intentional search of the boulder niche yields some results:

	Access	Contents
Boulder Niche	unprotected	Gems: Semi-Precious, halve quantities
Crate, Large	Container: Barrel or Crate	Rations & Prepared Food, size Large
Crates, Small (3x)	Container: Barrel or Crate	Textiles: General, size Medium

ML5-MNE-3: Northwest Storage

An orderly array of boxes has been webbed over and bundled with copious amounts of trash.

	Access	Contents
Crates, Large (5x)	Container: Barrel or Crate	Glasses, Metals, and Woods, size Large

ML5-MNE-4: Central Carnage

There are bodies strewn everywhere, not but a week slain in a variety of nasty-looking ways. Dwarf, half-elf, and half-orc alike were victims of whatever occured. To the north is a trio of small crates; to the northeast, a triangle of barrels, three of which are empty.

	Access	Contents
Crates, Small (3x)	Container: Barrel or Crate	General Supplies, size Medium
Barrels (3x)	Container: Barrel or Crate	Alcohol: General, using Context B

ML5-MNE-5: Garbage Pillar

This stalagmite stretches 30' to the ceiling, and has been buttressed by a hip-high volume of foul-smelling trash. To the east, across the tracks, is a trio of small crates.

	Access	Contents
Crates, Small (3x)	Container: Barrel or Crate	Clothing: General, size Medium

ML5-MNE-6: South Storage

Crates and barrels are organized in an orderly fashion; to the south is an array of containers not so well laid out.

	Access	Contents
Barrels (7x)	Container: Barrel or Crate	Fresh water
Crates, Large (7x)	Container: Barrel or Crate	Glasses, Metals, and Woods, size Large

	Access	Contents
Crates, Small (3x)	Container: Barrel or Crate	Fishing Supplies, size Medium

ML5-MNE-7: Mining Southeast

A long, narrow crevice stretches to the east here, strewn with boulders and covered in spiderwebs. Three dwarf miner bodies have bene hacked apart here. To the northwest is a small crate.

	Access	Contents
Boulder Niche	unprotected	Glasses, Metals, and Woods, using Context C
Crate, Small	Container: Barrel or Crate	Rations & Prepared Food, size Medium
Dwarf Corpses (3x)	unprotected	Weapons: Light

ML5-MNE-8: Rockspire Southwest

The 30' ceiling is scraped by this enormous stalagmite, about the base of which isare piled mounds of boulders.

Map 170: Mining Southeast (ML5-MSE)

One square equals 5 ft.

ML5-MSE: Mining Southeast

Overview

Heavy mining occured here; it was also quite a busy zone for storage and transport.

Theme & Purpose

Massive carnage occured here; **Location 2** contains one of the greatest concentrations of corpses in the entire adventure. There's also a good deal of loot to be found, particularly in **Location 7**.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. **Reroll "NPC Encounter"** results once.

Areas of Interest

ML5-MSE-1: North Approach

A trail of blood leads south; a dead dwarven miner lies in a thickened pool of it.

	Access	Contents
Dwarf Corpse	unprotected	**Armor: Light** *AND* **Weapons: Light**

ML5-MSE-2: Railway Massacre

Atop and around the tracks here is massive carnage. A dozen corpses, all dead about two week's time, lie in a crusty, thickened pool of blood. To the west is a large crate and an assortment of four barrels.

	Access	Contents
Corpses	unprotected	**Weapons: Simple (roll 3d8 times)**
Barrels (4x)	**Container: Barrel or Crate**	**Alcohol: General, using Context D**

ML5-MSE-3: Mining Northeast

Rusty, dented scaffolds reach 20' to the ceiling. A dead dwarf sits in a muddy pool of blood at the foot of one such structure.

	Access	Contents
Dwarf Corpse	unprotected	**Armor: Heavy** *AND* **Weapons: Ranged**

ML5-MSE-4: Storage

A dead half-elf lies amidst a few scattered tools, to the south of a stack of crates and a treasure chest.

	Access	Contents
Half-Elf Corpse	unprotected	**Armor: Light** *AND* **Weapons: Martial Ranged** *AND* **Weapons: Exotic**
Crates, Large (3x)	**Container: Barrel or Crate**	**Glasses, Metals, and Woods, size Large**
Chest	**Locks: Chest, Strongbox, using Context B** *AND* **Traps: General, using Context D**	**Potions: Moderate, using Context C**

ML5-MSE-5: Mining Southeast

A slain half-orc enforcer, fully armed and armored still, lies at the base of 15' tall scaffolds. To the west is a duo of crates and a chest.

	Access	Contents
Half-Orc Corpse	unprotected	**Armor: Heavy** *AND* **Weapons: Exotic** *AND* **Weapons: Light** *AND* **Armor: Shields**
Crates, Small (2x)	**Container: Barrel or Crate**	**General Supplies**
Chest	**Locks: Chest, Simple**	**Coin Treasure: Moderate, using Context D**

ML5-MSE-6: South Coinspill

To the south of the curve of the railway at this spot, a trail of spilled coins leads southward. Two dwarf bodies lie in a muddy depression; they appear to have been sliced and bled to death, presumably while held, or perhaps while they were already unconscious.

	Access	Contents
Cave Floor	unprotected	**Coin Treasure: Moderate**
Dwarf Corpses (2x)	unprotected	**Weapons: Simple (roll twice)**

ML5-MSE-7: Treasure Niche

To the south of a moist zone of dirt, in a depression in the cave floor, a treasure pile has been stashed. Neary, an open and empty chest sits to the north, and a locked chest to the east.

As the party enters this region, secretly roll on the **Random Encounter** table, and repeat until you get a monster result. Ensuing critters are to be placed in **Location 8** to the northwest.

	Access	Contents
Cave Floor	unprotected	**Coin Treasure: Moderate**
Treasure Pile	unprotected	**Potions: Moderate** *AND* **Gems: Semi-Precious** *AND* **Weapons: Martial Ranged**
Chest	**Locks: Chest, Strongbox**	**Armor: Heavy** *AND* **Armor: Shields** *AND* **Weapons: Exotic, all using Context C**

ML5-MSE-8: Railway

Sturdy rails and rotted ties are what you see in this area. The occasional boulder has fallen on the track, and would have to be moved if this were to be used by a railcar.

Map 171: Admin Building (ML5-AB)

One square equals 5 ft.

ML5-AB: Admin Building

Overview

One of, if not the main, administrative focal points of the entire complex, the **Admin Building** is also home to many visting elites and internal staff looking for a well-to-do place to stay.

Theme & Purpose

The poshness, cleanliness, and lack of chaos of this structure should be almost shocking to any party who has been through the prior **Mine** levels. It's also an excellent opportunity for information and loot.

Administrative Nexus

Each bookshelf has **20%** chance of prompting a roll on the **Plot Discoveries** table.

Random Encounters

Do not roll for **Random Encounters** unless the party is in the **Courtyard** (**Location 13**).

NPCs of Note

There's a good (**60%**) chance of spotting the **Keepmaster** here.

Default Doors

Unless otherwise described, all doors in this building are locked and closed when first encountered, and derive from the following profile:

	Access
Default Door	Locks: Door, Reinforced, using Context B

Areas of Interest

ML5-AB-1: Entrance

A set of double doors with ornate elvish carvings bars your entrance here. To either side are lit torches in wall sconces.

	Access
Entrance	Locks: Door, Reinforced, using Context C

ML5-AB-2: Reception

This square room has comfortable chairs and potted plants.

ML5-AB-3: Entry

South of a large table is a waist-high doorway bearing no lock. To the south and west are locked doors.

ML5-AB-4: Southesat Hallway

Doors sprinkle the passage to the east and west. The simple double doors to the west are unlocked.

ML5-AB-5: North Hallway

Two doors are spaced evenly against the north wall. At the very end to the west is another door.

ML5-AB-6: Guestroom A

This room has a large meeting table, set with half-rotted food. To the southwest is a bookcase; a potted plant sits in the northwest corner. There is a sideboard against the north wall, in between expansive floor-to-ceiling windows; in the northeast corner is a writing desk and stool. South of that is a clothing cabinet, atop which sits a chest; in the southeast corner is a bed and a dressing desk with chair.

	Access	Contents
Bookshelf	unprotected	**15%** chance to roll on **Books: General**
Sideboard	**Locks: Furniture, Simple**	**Weapons: Simple** *AND* **Alcohol: General, using Context C**
Dressing Desk	unprotected	**Textiles: General**
Clothes Cabinet	unprotected	**Clothing: General**
Writing Desk	**Locks: Furniture, Simple**	**Writing Supplies** *AND* **Gems: Low, halve quantities**
Chest	**Locks: Chest, Strongbox, using Context B**	**Potions: Moderate**

ML5-AB-7: Guestroom B

Please refer to Guestroom A's description, as this room is nearly identical in terms of furniture content and layout.

	Access	Contents
Bookshelf	unprotected	15% chance to roll on Books: General
Sideboard	unprotected	Alcohol: General, using Context C
Dressing Desk	unprotected	Textiles: General, using Context C
Clothes Cabinet	Locks: Furniture, Simple	Clothing: General, using Context C
Writing Desk	Locks: Furniture, Simple	Writing Supplies, using Context C
Chest	Locks: Chest, Strongbox	Weapons: Exotic

ML5-AB-8: Keepmaster's Quarters

This ornate room must be the Keepmaster's. The furniture is much thes ame as the other rooms, but is of a higher quality, and has carved elven runes over much of their surface. The corner placement gives a lot of visibility out of the four huge windows.

	Access	Contents
Bookshelf	unprotected	35% chance to roll on Books: General
Sideboard	Locks: Furniture, Simple	Alcohol: General, using Context C, roll twice
Dressing Desk	Locks: Furniture, Simple	Textiles: General, using Context C
Clothes Cabinet	Locks: Furniture, Simple	Clothing: General, using Context C, roll twice
Writing Desk	Locks: Furniture, Simple	Writing Supplies, using Context C *AND* Gems: Medium-Quality, halve quantities
Chest	Locks: Chest, Strongbox *AND* Traps: General, using Context C	Weapons: Exotic *AND* Gems: High-Quality, halve quantities *AND* Potions: Moderate, all using Context C

ML5-AB-9: Guestroom C

This compact guestroom is still roomy enough to house a bookshelf, sideboard, writing and dressing desks and stool, small clothing cabinet, bed, and even a small circular conference table ringed with chairs.

	Access	Contents
Bookshelf	unprotected	10% chance to roll on Books: General
Sideboard	unprotected	Alcohol: General
Dressing Desk	unprotected	Textiles: General
Clothes Cabinet	Locks: Furniture, Simple	Clothing: General, using Context C
Writing Desk	Locks: Furniture, Simple	Writing Supplies

ML5-AB-10: Guestroom D

Please refer to the descripton of Guestroom C, as the layout is nearly identical.

	Access	Contents
Bookshelf	unprotected	10% chance to roll on Books: General
Sideboard	unprotected	Alcohol: General, using Context B
Dressing Desk	Locks: Furniture, Simple	Textiles: General, using Context C
Clothes Cabinet	Locks: Furniture, Simple	Clothing: General, roll twice
Writing Desk	Locks: Furniture, Simple	Writing Supplies *AND* Weapons: Simple

ML5-AB-11: West Hallway

The simple wooden double doors to the east bear no lock. Two reinforced doors lead to the west; in the southeast, there is a steel door.

ML5-AB-12: Storage

This long, narrow chamber has murky windows that look out into the courtyard to the north. You can barely see out of them. All manner of storage container is to be found here; there's even an assortment of privies to the northwest.

	Access	Contents
Sack Piles (2x)	unprotected	Simple Foodstuffs, size Large
Barrels (3x)	Container: Barrel or Crate	Alcohol: General, using Context C
Crates, Small (4x)	Container: Barrel or Crate	Glasses, Metals, and Woods, using Context C, size Medium
Chests (2x)	Lock: Chest, Strongbox	Coin Treasure: Moderate *AND* Gems: Semi-Precious

ML5-AB-13: Courtyard

This area has no roof and is open to the ceiling 30' above. There's not much to look at, but still, it's a nice effect. Potted plant urns are placed in all four corners; the southeast urn is empty.

ML5-AB-14: Fountain

In the center of the courtyard is an ornate fountain. It's not functional, and the water is brackish and soot-stained, but it's one of the very few decorations you've seen in the complex.

Map 172: Treasure Hoard (ML5-TH)

One square equals 5 ft.

ML5-TH: Treasure Hoard

Overview

This alcove is where all of the "trash" collected by the **Lair's** denizens is tossed when they are done with the meat.

Theme & Purpose

Perhaps obviously, this is one of the greatest stashes of loot on the level.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. **Reroll all "NPC Encounter"** results.

Areas of Interest

ML5-TH-1: Southwest Web

Massive spiderwebs blanket the rocks in this region.

ML5-TH-2: Trash Wall

Rubbage of all manner has been piled here, waist-high overall and head-high in places. Torn clothing, shredded light armor; it's all useless to beast and person alike.

ML5-TH-3: Skeletons

Dessicated corpses of long-deceased adventurers and intruding monsters alike have been thrown here to rot.

ML5-TH-4: Treasure Pile

A shining, sparkling beacon among the dirt and grime: a huge pile of belongings and treasure has been piled here in the corner.

When searching this area for loot, roll on the **Random Encounter** table, rerolling any "**NPC Encounter**" results. Any monsters that ensue are to be placed in **Location 1** to the west.

	Access	Contents
Treasure Pile	unprotected	**Armor: General, size Large** *AND* **Weapons: General, size Large** *AND* **Coin Treasure: Moderate, all using Context B**
Clothing Pile	unprotected	**Clothing: General, using Context C, size Large** *AND* **Textiles: General, using Context C, size Medium**
Cave Floor	unprotected	**Gems: Low** *AND* **Gems: Semi-Precious, using Context D**

ML5-TH-5: Rock Alcove

In the shade of this enormous boulder, you feel calm and serene.

The party may rest here for any length of time undisturbed; suspend the **Random Encounter** rules if all PCs are hidden behind this rock.

Map 173: Lair Guardians (ML5-LRG)

One square equals 5 ft.

ML5-LRG: Lair Guardians

Overview

This expansive chamber is the domain of a few symbiotic threats who have come to form the major line of defense for the lair's true denizens.

Theme & Purpose

Depending on the party's composition and abilities, this area may prove a more challenging encounter than the true **Lair** to the south!

Use your best judgment, here. Weakened parties whom you wish to see succeed might face only one or two rolls in "**The Lair Guardians**", below, instead of all four. Similarly, for powerful parties who are mopping up the critters in this area, you might choose to introduce them prematurely to the **Lair Denizen(s)** to the south, who wander north to join the fray!

Random Encounters

Use the standard / default **Random Encounter** rules for this level. **Reroll** all "**NPC Encounter**" results.

The Lair Guardians

As the PCs approach this area, roll on the **Monsters: Mines, Advanced FlexContent** table and place the results at **Location 6**.

Next, roll twice on the **Monsters: Mines, Average FlexContent** table, and deploy the results at **Locations 4** and **7**.

Finally, roll on the **Random Encounter** table and ignore "**NPC Encounter**" results; add any ensuing monsters at **Location 9**.

Note that while these creatures remain a threat, you may ***still*** roll for **Random Encounters** as normal!

Areas of Interest

ML5-LRG-1: Western Approach

You see a vast cavern open up in front of you. The ceilings are 40' tall, and you even catch a glimpse of a big underground lake.

ML5-LRG-2: Southweset Rock Pillar

This enormous, fat stalagmite reaches all the way to the ceiling. It's buttressed by boulders and enormous spiderwebs about the base.

ML5-LRG-3: Northwest Skeleton Gap

A big monster skeleton lies discarded a few yards off from the northwest shore of the lake.

ML5-LRG-4: Spiderweb Alcove

This region is entirely infested with massive spiderwebs of thick strand. It's difficult to even see through them to the area behind the rock pillar to the west.

ML5-LRG-5: Mucklake

This large pool of disgusting liquid seems to be a mixture of mud, water seepage, ichor, blood, and other, less savory bodily fluids from a number of different species and monsters. It's barely 6' deep in its center, little more than a filled-in depression in the cave floor.

ML5-LRG-6: South Shore Bones

Feet from the south shore of the lake is an assortment of skeletons, monster corpses, and bone piles in various forms of decay.

ML5-LRG-7: Webbed Stalagmite

This stalagmite stops a few yards shy of the 35' tall ceiling above it. About its base, it's lashed to the eastern cave wall with dozens of spiderwebs; the strands are wrist-thick in places.

ML5-LRG-8: South Rock Pillar

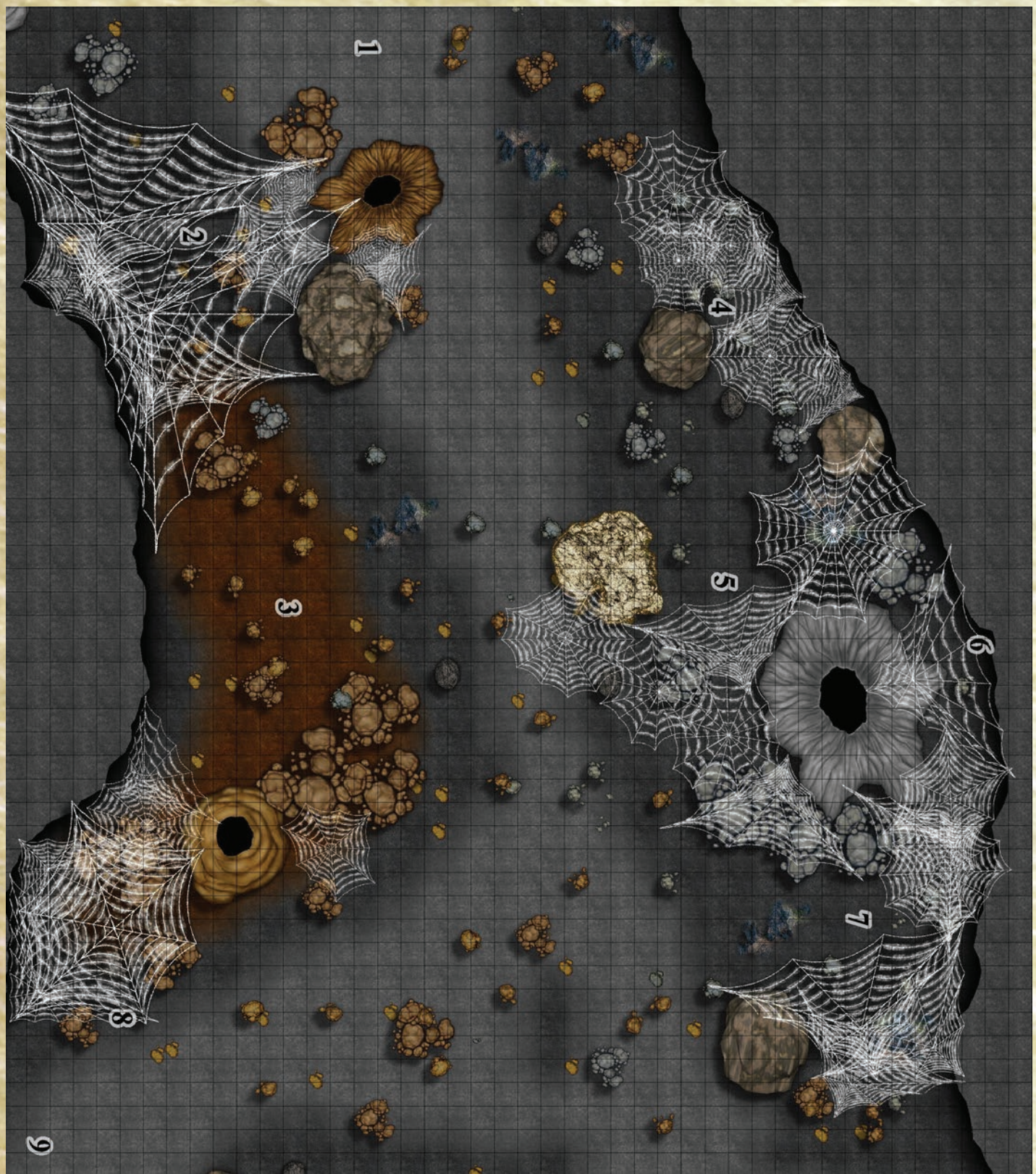
This stalagmite only reaches 20' tall, well short of the 30' ceiling. About its base are rocks and small webs.

ML5-LRG-9: Southeast Path

A thick, deep swathe of dirty muck makes progress in this direction challenging and unpleasant, but possible.

Map 174: Lair Approach (ML5-LRA)

One square equals 5 ft.



ML5-LRA: Lair Approach

Overview

This zone connects the entryway to the west with the **Treasure Hoard** and the **Lair Guardians** regions to the east.

Theme & Purpose

Either as an approach, or as an escape, it's generally necessary to traverse this area as part of experiencing the **Lair**.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. **Reroll all "NPC Encounter"** results.

Lesser Nuisances

As the PCs approach this area, roll **1d4** times on the **Monsters: Mines, Trivial FlexContent** table and place the results at **Location 7**, and if applicable, Locations **6**, **3**, and **8**.

Note that while these threats are in play, you may still roll as normal for **Random Encounters**.

Areas of Interest

ML5-LRA-1: Western Approach

The wide path through the huge cavern leads west here.

ML5-LRA-2: Southwest Webs

Huge strands of spiderwebbing connect the rock pillar and boulders of the north with the cave wall to the south.

ML5-LRA-3: Mudpatch

A zone of inches-deep mud stretches here between the rock pillars of the south. Boulders peek out of the mud here and there.

ML5-LRA-4: Northwest Webbing

A myriad of thin-stranded webbing connects the rocks in this area to the northern cave wall at shin level.

ML5-LRA-5: Rock Pillar Webbing

A massive stalagmite stretches all the way to the top of the 30' high ceiling here; about its base is a formidable buttress of thick-stranded spiderwebs and rockfall.

ML5-LRA-6: North Webbing

There's nothing back here: not even bones or dessicated corpses. Odd, for such a protected and webbed region; perhaps any victims of creatures in this area were taken elsewhere?

ML5-LRA-7: Northeast Webbing

Huge quantities of spiderwebs blanket the rocks and walls in this area.

ML5-LRA-8: Webbed Boulders

The rockfall and boulders in this area barely reach your thighs, but they've been webbed over extensively in the past few months.

ML5-LRA-9: Southeast Path

This leads to "**Map 172: Treasure Hoard (ML5-TH)**" on page 484.

Map 175: Mayor's House (ML5-MAY)

One square equals 5 ft.

ML5-MAY: Mayor's House

Overview

The city, and the **Mines**, need a single point of leadership, and although many are the factions that vie for power within the mountain, there is but one official **Mayor**.

Theme & Purpose

As the **Mayor** is really more of a political figurehead and connection back to the **Druid Enclave** than a day-to-day leader of operations in the **Mines**, the **Mayor's House** is rich with information, but only a little in the way of loot.

Random Encounters

Use the standard / default **Random Encounter** rules for this level.

NPCs of Note

Both the **Mayor** (60%) and the **Mining Taskmaster** (55%) have a likelihood of being in residence here.

Default Doors

Unless otherwise described, all doors in this building are locked and closed when first encountered, and derive from the following profile:

	Access
Default Door	Locks: Door, Reinforced, using Context B

Areas of Interest

ML5-MAY-1: Entrance

Iron double doors are locked against your entry. To either side, a lit torch blazes from a wall sconce in the stone facade.

	Access
Default Door	Locks: Door, Reinforced, using Context C

ML5-MAY-2: Banquet Hall

It seems a bit odd to have a dining hall be the very first room in a residence, but from the scuff marks on the rug and floor, you get the impression that this is a multipurpose room, and that the banquet table occupying the center of things is moved about as needed so as to open the space up for parties, receptions, and the like. To the north and south are sideboards; the southern wall also holds two bookcases and a food-preparation table. To the west, a set of reinforced wooden double doors is closed and locked.

	Access	Contents
Sideboards (2x)	Locks: Furniture, Simple	Alcohol: General, using Context C *AND* Weapons: Simple
Bookshelves (2x)	unprotected	60% chance to roll on Books: General, using Context C
Food Prep Table	unprotected	Rations & Prepared Food *AND* Simple Foodstuffs, both using Context C

ML5-MAY-3: North Hallway

A narrow hallway leads north-to-south in the center of the building. Double doors open to the northeast and southeast; to the northwest, a single reinforced door is locked. A single door also leads southward from thsi area.

ML5-MAY-4: Mayor's Quarters

This large and vaguely "L" shaped room contains high-quality, yet simple, furniture. Two potted plants, a privy, a washbasin, dressing and writing desks, a trio of comfortable sitting chairs which face the expansive windows, two clothing cabinets, a small yet luxurious bed, and a circular table ringed with chairs and set with fresh food all make for a comfortable and relaxing environment.

	Access
Mayor's Quarters Door	Locks: Door, Reinforced, using Context C

	Access	Contents
Circular Table	unprotected	Rations & Prepared Food *AND* Simple Foodstuffs, both using Context C
Clothes Cabinets (2x)	Locks: Furniture, Strong	Clothing: General *AND* Armor: Light *AND* Weapons: Martial 1H, all using Context C
Dressing Desk	unprotected	Textiles: General, using Context C
Writing Desk	Locks: Furniture, Simple	Writing Supplies *AND* Gems: Low, halve quantities

ML5-MAY-5: South Hallway

A long, winding hallway abuts the southern cave wall. Two sets of double doors and a single door are locked in the northern wall to the west. To the east, one set of double doors and a single door bar entry to other rooms. On either side is a window, a potted plant, and a sitting chair.

ML5-MAY-6: Storage

This stone-floored room is cool and dusty, and smells of all manner of supplies, oil, and ore. Crates of arious sizes, treasure chests, sacks, and barrels are tucked against the three walls.

	Access	Contents
Crate, Large	Container: Barrel or Crate	Rations & Prepared Food, size Large, using Context C
Crates, Small (2x)	Container: Barrel or Crate	General Supplies, size Medium, using Context C
Chests (2x)	Locks: Chest, Strongbox	Potions: Moderate, using Context C
Sack Piles (3x)	unprotected	Simple Foodstuffs, using Context C, size Medium
Barrels (2x)	Container: Barrel or Crate	Fresh water
Casks (3x)	Container: Barrel or Crate	Alcohol: General, using Context C, size Medium

ML5-MAY-7: Guestroom A

This rectangular room is well-appointed and furnished, and holds a dressing desk, two clothing cabinets, a sitting chair, a bed with soft feather mattress, washbasin and privy, potted plant, and a small circular table ringed with chairs.

	Access	Contents
Clothing Cabinets (2x)	Locks: Furniture, Simple	Clothing: General
Dressing Desk	Locks: Furniture, Simple	Gems: Low, using Context D

ML5-MAY-8: Guestroom B

This corner guestroom as several expansive windows with views to the mines to the north and west. Inside the room is a dressing desk and stool, washbasin and privy, two plant urns (one of which contains a plant), and a small table with chairs.

	Access	Contents
Clothing Cabinet	Locks: Furniture, Simple, using Context B	Clothing: General *AND* Armor: Light
Dressing Desk	unprotected	Writing Supplies

ML5-MAY-9: Meeting Room West

This chamber is sparsely furnished with two potted plants in the western corners, sideboards against the north and eastern walls, a large rectangular table ringed with chairs in the center, and two chairs. Double doors lead westward to the hallway; a single door leads tot he southern hallway.

	Access	Contents
Sideboards (2x)	Locks: Furniture, Simple, using Context C	Alcohol: General, using Context C *AND* Weapons: Simple

ML5-MAY-10: Meeting Room East

This meeting room bears an octagonal table with six chairs atop an elaborate rug. To the north and west are sideboards; comfortable sitting chairs are in the northeast and southwest corners. Empty plant urns sit in the other two corners. Double doors open to the south.

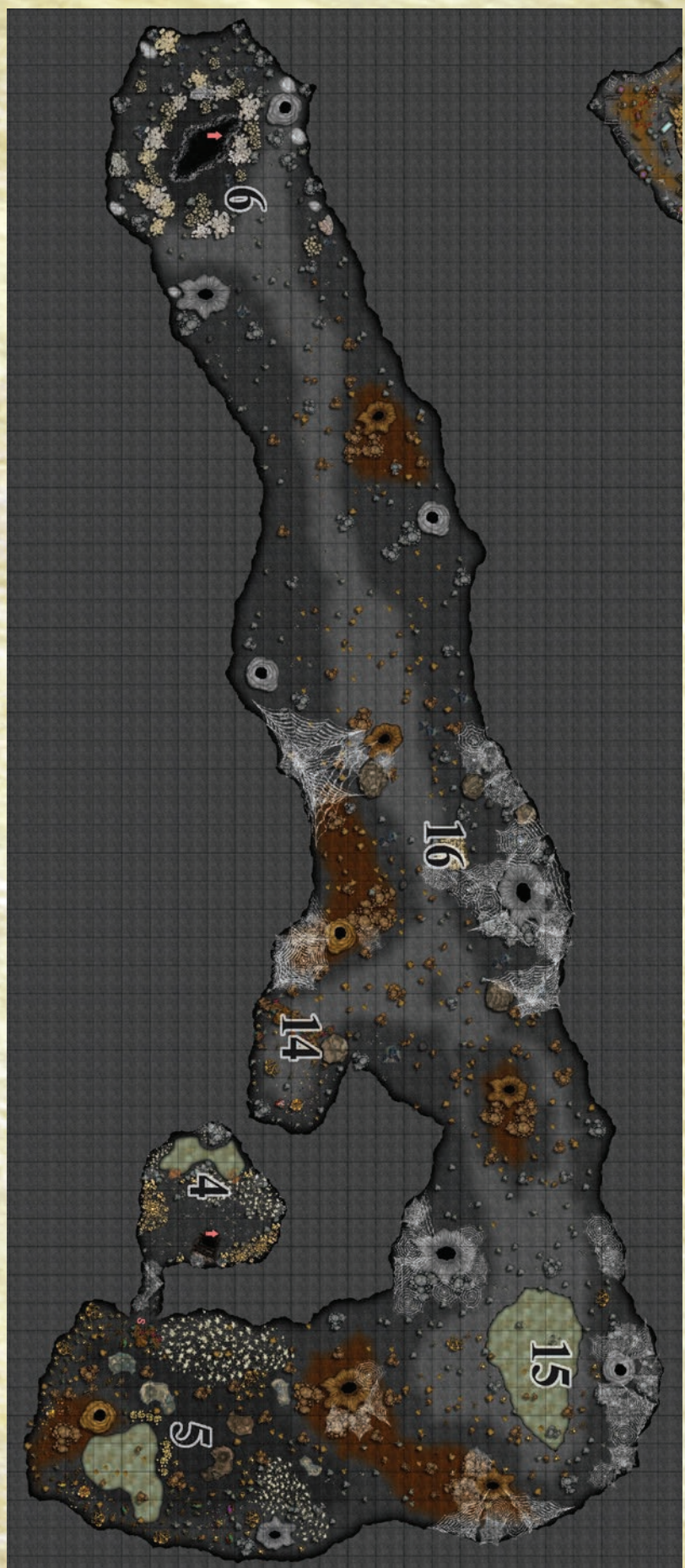
	Access	Contents
Sideboards (2x)	unprotected	Alcohol: General, using Context B

ML5-MAY-11: Railway

The rails and railbed in this area are well-maintained and shiny. Given all of the windows in the Mayor's House, you suspect that much attention and care was given to maintaining the tracks just outside!

Map 176: Lair Overview (ML5-LR-O)

One square equals 5 ft.



ML5-LR-O: Lair Overview

Overview

The various subregions of the **Lair** that comprises the entire southern zone of **Mines Level 5** have been described in detail elsewhere; this depiction is for reference and scale.

Areas of Interest

ML5-LR-O-4: Jail Cell

Please turn to page 457 for further details.

ML5-LR-O-5: Lair

A complete description can be found beginning on page 460.

ML5-LR-O-6: Ceiling Hole

Turn to page 463 for a full depiction.

ML5-LR-O-14: Treasure Hoard

Refer to page 484 for a more thorough representation.

ML5-LR-O-15: Lair Guardians

Page 486 begins a full description of this area.

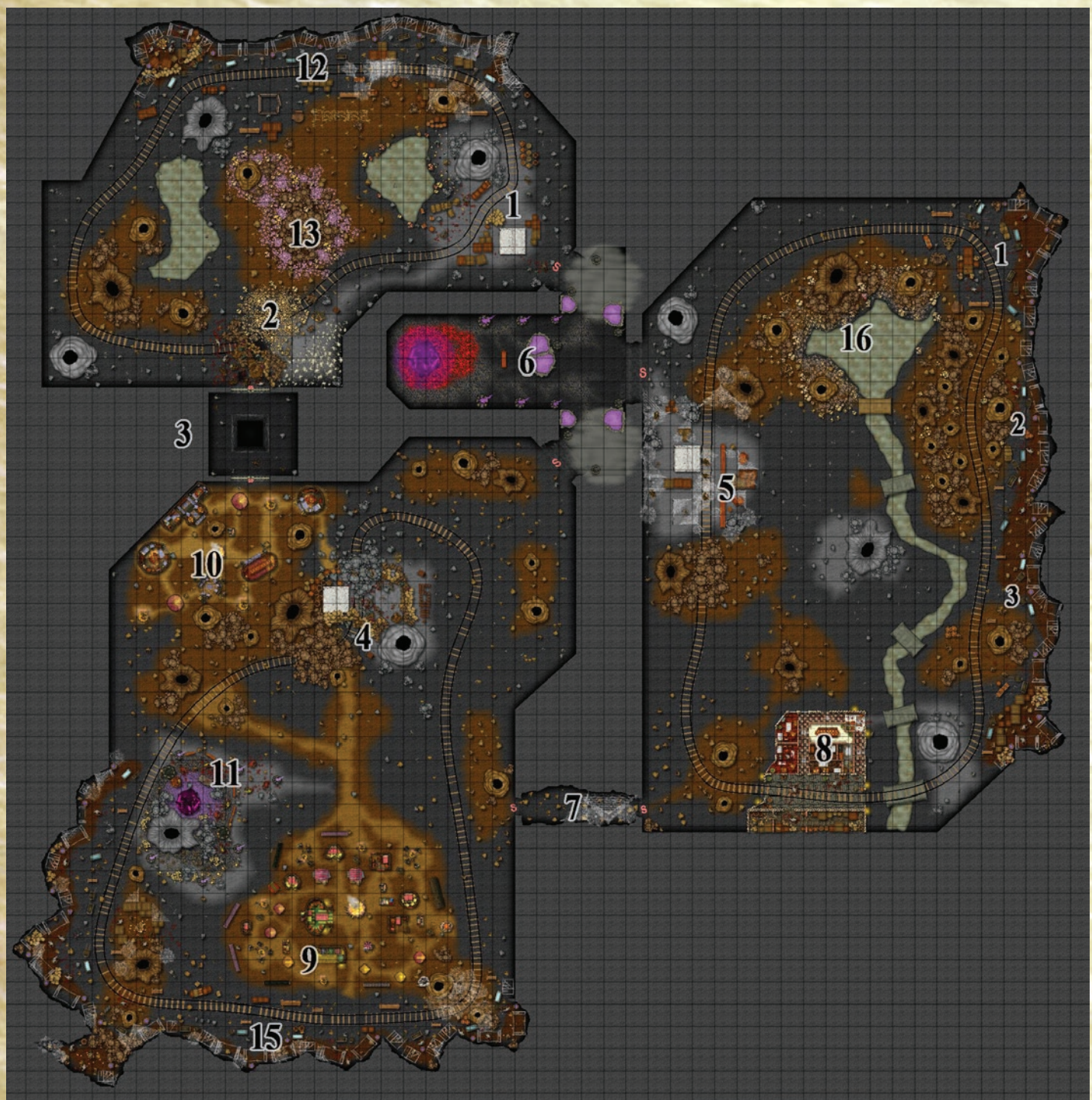
ML5-LR-O-16: Lair Approach

Starting on page 488 is a complete commentary on this region.

Mondaria Mines: Level 6

Map 177: Mines Level 6 Overview (ML6-O)

One square equals 20 ft.



Level Introduction: Mines Level 6

Summary

The PCs are closer than ever to the **Obelisk**, whose influence begins to be felt at this point.

Just prior to the catastrophe, this level and deeper were the ones primarily being used for digging and extraction. Thus the regions dedicated to mining are bit less abandoned, a bit more extensive, than those of shallower levels.

Entrances and Exits

Note that the following are typical, even secret, means of entering and exiting the level as it was designed.

Other, magical means of navigating the level (for example, teleportation spells or those that grant incorporeality) are not discussed and are left to the GM to manage should they be introduced.

Navigation to Mines Level 5

There are three **Elevators** ascending to Level 5, near locations **1**, **4**, and **5**.

Navigation to Mines Level 7

Locations **2**, **4**, and **5** have **Elevators** that descend.

Overview

These realms are beyond what might naturally occur in the caverns: three massive mining chambers have been carved into the underbody of the mountain deeps, dedicated to and ruled by the forces of **Law**, **Chaos**, and **Love**.

Elevators are the only means into and out of this level, and deeper; gone are the spiraling pits and crumbled ceilings from shallower levels.

Secrets abound: all three regions are connected via secret passages, if the party is diligent enough to find them.

Of particular note, there are two **Dark Obelisks** to be found in this level: one is a **false Obelisk** (at **Location 11**), constructed to quell the masses and encite violence in a general manner. The other is a true shard of **Dark Obelisk**, worshipped and tapped in secret in **Location 6**.

Atmosphere & Theme

The air is thicker, more humid and warmer than in previous levels. There's almost a haze, a soot-stained fog, to the caverns in this level, as though the raw heat and tainted evil of something deeper within the mountain has started to seep into these regions...

...which is precisely the case.

Default Random Encounters

Some **Areas of Interest** within this level will describe a certain approach to **Random Encounters**, either by overriding the **timing** (e.g., "every 30 minutes), and/or by providing its own localized **version** of the random encounter table below.

Absent such an override, roll on the following table of **Default Random Encounters** for every **5 minutes t**he party remains in this area.

Table 22: Mines Level 6 Default Random Encounters

D%	Event	Description
01-05	**No Encounter**	Nothing interesting or specific occurs to deter the party from their overall objectives and exploration.
06-15	**Trivial Encounter**	Roll once on **Monsters: Mines, Trivial**.
16-25	**Light Encounter**	Roll once on **Monsters: Mines, Light**.
26-59	**Average Encounter**	Roll once on **Monsters: Mines, Average**.
60-79	**Advanced Encounter**	Roll once on **Monsters: Mines, Advanced**.
80-89	**Elite Encounter**	Roll once on **Monsters: Mines, Elite**.
90-00	**NPC Encounter**	Roll once on the **Default NPC Encounter Table** below.

Default NPC Encounters

Some **Areas of Interest** within this level will describe a certain approach to **NPC Encounters**, providing its own localized **version** of the table below.

Absent such an override, when in this level, when directed to roll for a random NPC, roll on the following table.

Note that if a certain circumstance mandates the presence of an NPC, you may ignore and reroll results of "No Encounter" on the table below.

The GM is, as in all other aspects of the adventure, to use her common sense regarding use of this table. You should feel free to ignore or reroll results with which you don't agree, or simply choose a result yourself to keep with the atmosphere of the adventure as experienced by your gaming group.

Note, also, that any entry in the list below that has a blank ("-") next to it for roll results means that that NPC is never normally encountered in this level.

Table 23: Mines Level 6 Default NPC Encounters

D%	Event	Description
01-05	**No Encounter**	Despite an initial feeling, the party does not encounter any NPCs at this time.

D%	Event	Description
06-10	**Common NPC**	**Addicted Miners** shamble toward the party: 1d4x 2d4x 2d6x 3d8x
11-16	**Common NPC**	**Afflicted Miners** shamble toward the party: 1d4x 2d4x 2d6x 3d8x
17	**Common NPC**	A single **Bleak Mute** lurches within view of the party.
18-19	**Common NPC**	One **Crazed Harbinger** stumbles about within view of the party.
20-21	**Common NPC**	**Tainted Miners** walk creepily toward the party: 2d4x 2d6x 2d8x 2d12x
22-24	**Common NPC**	**Miners** approach the party suspiciously: 2d6x 2d8x 2d10x 2d12+4x
25-26	**Common NPC**	One **Mining Taskmaster** walks purposefully toward the party.
27	**Common NPC**	A terrified **Munitions Wench** is visible, huddled in her rags.
28	**Common NPC**	You see a **Supply Maid** in tattered clothes, though you're not sure she sees you.
29	**Common NPC**	A horrifying **Tainted Taskmaster** walks about.
30-39	**Common NPC**	**Celebrants** dance and amble toward the party: 1d4x 2d4x 2d6x 3d8x
40-49	**Common NPC**	**Firedancers** lithely come toward the party: 1d4x 2d4x 2d6x 3d8x
50-59	**Common NPC**	**A Firedancer party** approaches the PCs: **1x Campmaiden, 1d4x Firedancers, 2d4x Celebrants** **1x Hearthstud, 2d4x Firedancers, 2d6x Celebrants** **1x Campmaiden, 1x Hearthstud, 2d6x Firedancers, 2d6x Celebrants** **1x Campmaiden, 1x Hearthstud, 2d8x Firedancers, 2d8x Celebrants**
60-63	**Common NPC**	A single **Campmaiden** or **Hearthstud** approaches the party with a twinkle in their eye. Use the sex opposite the majority of the PCs' composition, or randomize if there is a tie.
64	**Named NPC**	Ambling scholar **Brocambe Methurzz**.
65	**Named NPC**	Beastmaster **Gabharn**.
66	**Named NPC**	Blacksmith **Hamfast Burrbottom**.
67	**Named NPC**	Feastmaster **Frobwin Glamfork**.
68	**Named NPC**	Herbalist **Innelothe**.
69	**Named NPC**	Illusionist entertainer **Raekeldorr**.
70	**Named NPC**	Keeper of Records **Skandern Lithutz**.
71	**Named NPC**	Keepmaster **Vanarelia Riccards**.
72	**Named NPC**	Loremaster **Dalnarok**.
73	**Named NPC**	Mercenary dwarf **Gordsturll**.
74	**Named NPC**	Merenary tiefling **Killarth**.
75	**Named NPC**	Railmaster **Arranz Trevain**.
76	**Named NPC**	Tinkermaster **Skandbard**.
77	**Named NPC**	Warden **Imeltrude Legande**.
78	**Named NPC**	Brewmaster **Glimdarffe Sudsglub**.
79	**Named NPC**	Cartographer **Estarel Finequill**..
80	**Named NPC**	Chemist **Incebb Gullip**..
81	**Named NPC**	Chief engineer **Didkeln Clawhammer**.
82	**Named NPC**	Coinmaster **Lugatoo**.
83	**Named NPC**	Dwarven union leader **Danalin Foeslash**.
84	**Named NPC**	Elven administration leader **Maresmir**.
85	**Named NPC**	Engineer **Brimdog Firecleave**.
86	**Named NPC**	Foreman **Belerras**.
87	**Named NPC**	Gangboss **Dagbrag**.
88	**Named NPC**	Lead designer **Estarel Finequill**.
89	**Named NPC**	Mayor **Faenadorn**.
90	**Named NPC**	Minemaster **Threnian Lo'quee**.
91-96	**Named NPC**	A Mystic Seer.

D%	Event	Description
97	**Named NPC**	Sage **Natobbe**.
98	**Named NPC**	Stablehand **Friskbik**.
99	**Named NPC**	Stablemaster **Semtammi**.
00	**Named NPC**	Tribute magister **Elawelle**.

Areas of Interest

ML6-O-1: Elevator North Up

Please refer to page 500 for further details.

ML6-O-2: Elevator North Down

Turn to page 503 for a complete description.

ML6-O-3: Pit Trap Secret Passage

Page 505 holds full details.

ML6-O-4: Elevators Southwest

Refer to page 507 for a complete description.

ML6-O-5: Elevators East

Starting on page 509, this region is described in full.

ML6-O-6: True Obelisk Shard Secret

This region is fully described beginning on page 512.

ML6-O-7: Secret Passage South

Please turn to page 515 for full details.

ML6-O-8: Admin Building

Page 517 commences details about this structure.

ML6-O-9: Firedancer Camp

This complex is described starting on page 525.

ML6-O-10: Seer Tents

Refer to page 536 for details.

ML6-O-11: False Obelisk

This region is depicted in greater detail starting with page 548.

ML6-O-12: Mining North

Page 552 commences a description on this region.

ML6-O-13: Rockpile

Please refer to page 558 for more information.

ML6-O-14: Mining East

Turn to page 560 for full details.

ML6-O-15: Mining South

This area is described starting on page 569.

ML6-O-16: Sludgelake

Refer to page 578 for more information.

Map 178: Elevator North Up (ML6-ENU)

One square equals 5 ft.

ML6-ENU: Elevator North Up

Overview

This is the first instance in the **Mines** where the up, and down, elevators in a particular region have been split apart. This region contains only the **Up** elevator.

Theme & Purpose

This is a very useful zone: in addition to being one of the three ways the party will enter this level to begin with, there's plenty of loot to be found, as well as a secret to the southeast that leads very rapidly to the true **Obelisk Shard**.

Random Encounters

Use the standard / default **Random Encounter** rules for this level.

Areas of Interest

ML6-ENU-1: Elevator Up

A trail of blood leads to the southeast.

This leads to "**Map 156: Elevators North Overview (ML5-ENL-O)**" on page 442.

ML6-ENU-2: Elevator Storage

The region surrounding the elevator contains a number of orderly boxes and a big pile of sacks. There is also a locked treasure chest.

	Access	Contents
Crates, Large (7x)	Container: Barrel or Crate	Glasses, Metals, and Woods, size Large
Crates, Small (6x)	Container: Barrel or Crate	General Supplies, size Medium
Sack Pile	unprotected	Simple Foodstuffs, size Large
Chest	Locks: Chest, Simple *AND* Traps: General	Potions: General, size Medium

ML6-ENU-3: Blood Barrels

Spatters of dried and crusty blood sit underneath elven corpses here; a trail of blood connects the two bodies. Two orderly stacks of barrels can be found here; four barrels appear to have spilled from their stack. From the northeastern body, a trail of spilled coins leads northwest.

	Access	Contents
Elf Corpses (2x)	unprotected	Armor: Light *AND* Weapons: Martial Ranged *AND* Weapons: Light

	Access	Contents
Barrels Northeast (7x)	Container: Barrel or Crate	Fresh water
Barrels West (7x)	Container: Barrel or Crate	Alcohol: General, using Context D, size Medium
Barrels Southwest (4x)	Container: Barrel or Crate	Alcohol: General, size Medium

ML6-ENU-4: Rock Pillar Treasure

A massive stalagmite reaches all the way up to the 30' high ceiling here. At its base are spills of boulders. To the west, lying among a trail of gems and coins, is a small stash of personal belongings.

	Access	Contents
Treasure Pile	unprotected	Armor: General *AND* Weapons: General *AND* Potions: Moderate
Cave Floor	unprotected	Coin Treasure: Moderate *AND* Gems: Low

ML6-ENU-5: Murky Lake

This tiny lake, barely 3' deep at its center, appears to be little more than sludge and cave drippings from moisture accumulated in the ceilings and fallen to the ground, pooled in a natural depression in the earthen cave floor. The hazy, greenish-black translucency of the liquid makes you feel quite apprehensive about drinking it, but it doesn't seem to be volatile so long as it's not ingested.

ML6-ENU-6: Barrel Stack

To the east of the railway here is an orderly arrangement of barrels, two of which are empty and reek of booze. To

the south is a bloodless corpse, long slain from the look of it.

	Access	Contents
Barrels (8x)	Container: Barrel or Crate	Alcohol: General, using Context D, size Medium
Half-Elf Corpse	unprotected	Weapons: Simple

ML6-ENU-7: Railway

Smooth rails and well-kept ties and beds describe this region of the railway.

ML6-ENU-8: Southeast Obelisk Secret

Only read the italicized text below if the secret is discovered.

The trail of blood that led from the elevators culminates in a dead dwarf. Curious that a miner would go so far out of her way.

The smooth surface of the cave wall to the southeast has a few scratches in it. At first, you dismissed them as perhaps resulting from whatever conflict produced the dead body nearby, but as you examine it, you see the scratches actually describe the outline of a door.

	Access
Obelisk Secret Door	Locks: Door, Secret (Perception only)

	Access	Contents
Dwarf Corpse	unprotected	Armor: Heavy *AND* Weapons: Martial 1H

Map 179: Elevator North Down (ML6-END)

One square equals 5 ft.

ML6-END: Elevator North Down

Overview

This is the descending elevator component in the northern, **Law**-focused region. This area also contains a secret passage south which connects to the **Chaos**-infused mining area.

Theme & Purpose

As the influence of the **Obelisk** grows the deeper one traverses, chaos has taken hold here, leading to a quite hapazard and dangerous landscape.

Random Encounters

Use the standard / default **Random Encounter** rules for this level.

Areas of Interest

ML6-END-1: Elevator Down

This leads down to "**Map 215: Elevator Up, Law (ML7-EUL)**" on page 585.

ML6-END-2: Guano Corner

Feces from various cave-dwelling species is piled here, inches thick in parts and going back months from the consistency of things. The cave ceiling is only 20' tall here, with no room to roost, so you wonder at what might have produced all of this guano.

ML6-END-3: Northeast Approach

Splintered bones litter the cave floor along this path, culminating in a monster corpse to the southwest.

ML6-END-4: Fungal Explosion

An enormous growth of mushrooms coats the landscape in this region. The rail tracks are likely unusable until the fungus is cleared off.

Clearing the fungus takes time; automatically roll on the **Random Encounter** table and ignore "**NPC Encounter**" results. Place any ensuing monsters as approaching from the north.

ML6-END-5: Trash Barricade

An extensive mound of debris and refuse has been piled here, shoulder-high in places, and extending over the track. It appears that whomever forged this barricade was defending from onslaught form the northeast.

ML6-END-6: Carnage

Blood and scorch marks scour the cave floor and walls here. Nine bodies have been sliced apart, burnt, or otherwise savaged.

	Access	Contents
Corpses (9x)	unprotected	**Armor: General** *AND* **Weapons: Ranged** *AND* **Weapons: Light**

ML6-END-7: Secret Doors

Only read the *italicized* text below if the secret is discoverd.

Amongst the soot stain of the scorched cave wall here to the south, you detect a bit of textural variation. Picking at the residue with your knife, you discover the outline of a massive set of double doors; the lock mechanism appears quite challenging.

	Access
Secret Doors	**Locks: Door, Secret (Perception only to discover)** *AND* **Locks: Door, Strongold (to open)**

Map 180: Pit Trap Secret Passage (ML6-PTS)

One square equals 5 ft.

ML6-PTS: Pit Trap Secret Passage

Overview

This secret passage connects the **Law**-oriented zone to the north with the **Chaos** region to the south.

Theme & Purpose

This is a good, time-saving means of navigating the complete **Mine** level. It also contains one of the more annoying traps in the adventure.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. **Reroll** all "**NPC Encounter**" results.

Areas of Interest

ML6-PTS-1: Door North

This leads from "**Map 179: Elevator North Down (ML6-END)**" on page 503.

ML6-PTS-2: Door South

This door is not hidden for PCs approaching from the north. From either direction, it must be unlocked or forced open, however.

	Access
Secret Doors	**Locks: Door, Secret (Perception only to discover, if coming from the south)** *AND* **Locks: Door, Strongold (to open)**

ML6-PTS-3: North Approach

A big, barren, nearly empty cubic chamber greets you. A few skeletons and boulders are scattered on the outskirts of the room.

ML6-PTS-4: Pit Trap

This trap is triggered when three or more PCs traverse any of the squares the trap covers. When it triggers, all PCs touching a pit trap square are affected.

Pit Trap

Type Mechanical; **Trigger** Touch; **Reset** Manual

Perception DC 20; **Disable Device** DC 24

Effect fall; **2d6** bludgeoning

Perception DC 22; **Disable Device** DC 26

Effect fall; **3d6** bludgeoning

Perception DC 24; **Disable Device** DC 28

Effect fall; **3d8** bludgeoning

Perception DC 26; **Disable Device** DC 30

Effect fall; **3d10** bludgeoning

ML6-PTS-5: South Approach

Read the same text as for **ML6-PTS-3: North Approach**, above, if the party is coming via the south door.

Map 181: Elevators Southwest (ML6-ESW)

One square equals 5 ft.

ML6-ESW: Elevators Southwest

Overview

These elevators are the primary means of entering, and leaving, the southwest, **Chaos**-aligned zone of **Mines Level 6**.

Theme & Purpose

This is a busy, congested area of great carnage. There's unfortunately quite little in the way of loot, but a lot in the way of challenge, to be found here.

Random Encounters

Use the standard / default **Random Encounter** rules for this level.

Areas of Interest

ML6-ESW-1: Elevator Down

This elevator is covered in boulders and a series of recently-slain corpses; two have been burnt so badly they're little more than charred skeletons. Blood is spattered everywhere. You're not sure if the mechanism will function if the bodies aren't moved to the side.

This elevator leads down to "**Map 217: Elevator Up, Chaos (ML7-ELC)**" on page 590.

Clearing the bodies from the elevator attracts attention: roll on the **Random Encounter** table and ignore "**NPC Encounter**" results. Place ensuing monsters as approaching from **Location 7** to the southwest.

	Access	Contents
Corpses (4x)	unprotected	**Armor: General** *AND* **Weapons: Ranged**

ML6-ESW-2: Elevator Up

This leads up to "**Map 160: Elevators West (ML5-EWC)**" on page 452.

ML6-ESW-3: Railway Rockslide

Massive boulders are piled on the tracks here; you're not certain whether they've fallen from the ceiling 35' above you, or if they were moved here intentionally. In either case, traversing the rails at this point is impossible. Two half-elf corpses have been smashed almost unrecognizably on top of the boulders.

	Access	Contents
Half-Elf Corpses (2x)	unprotected	**Armor: Light** *AND* **Weapons: Martial 2H**

ML6-ESW-4: Northwest Barrel

Barricade

A series of barrels has been moved here, erected as a makeshift barricade to defend against enemies from the northwest. Most are empty.

	Access	Contents
Barrels, Large (7x)	**Container: Barrel or Crate**	**Fresh water**
Barrels, Small (4x)	**Container: Barrel or Crate**	**Alcohol: General, using Context B, size Medium**

ML6-ESW-5: Northeast Approach

Splintered wood from pallets and furniture is located to the east here. Towards the elevator, surrounding it in a semicircle, is a mishmash of destroyed furniture, sandbags, trash, and other debris, arranged in a makeshift barricade, defending against the northeast. From the corpses and blood covering the down elevator, you judge the effort unsuccessful.

ML6-ESW-6: Barricade South

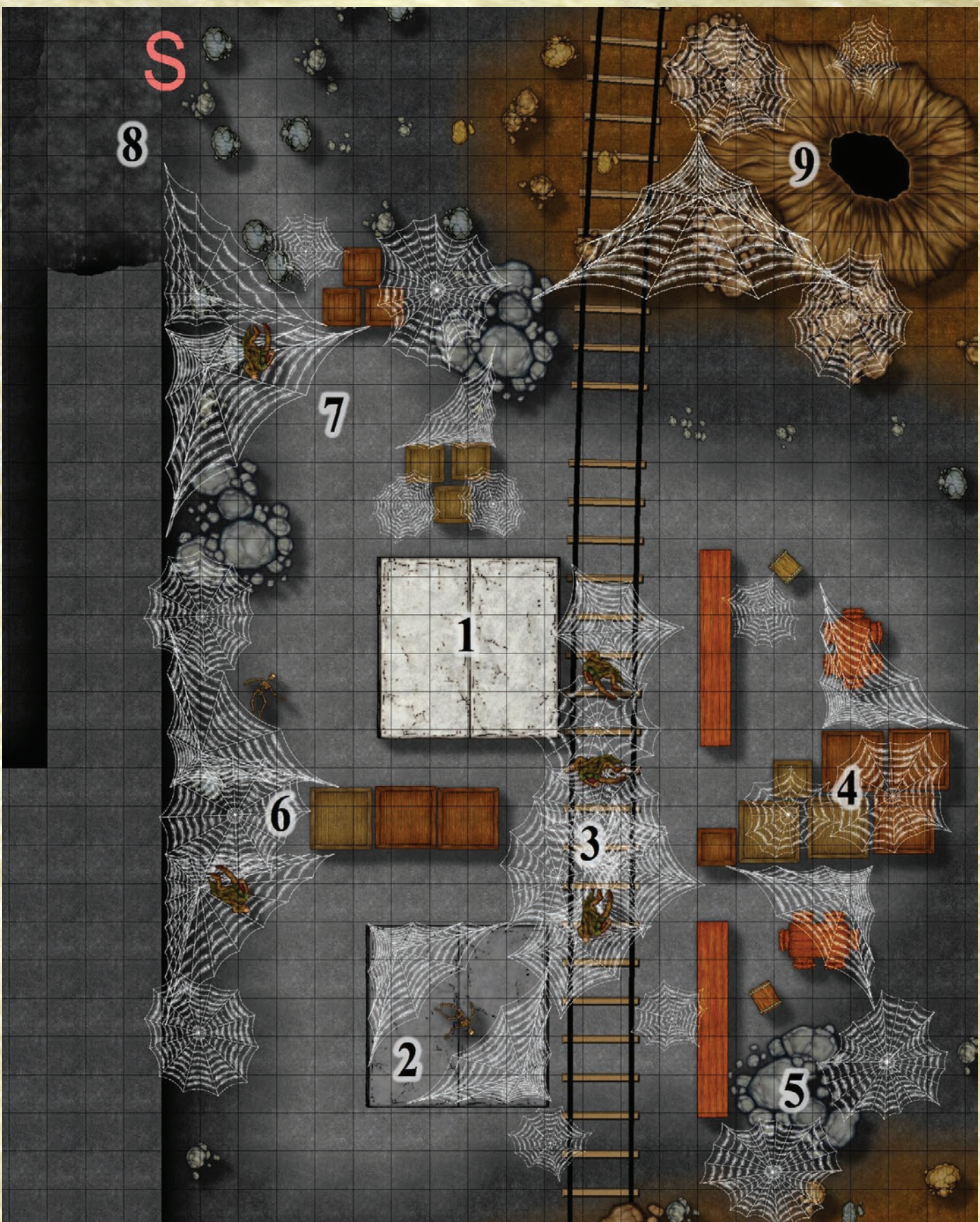
Sandbags, boulders, and splintered wood form a thigh-high obstacle here. A monster corpse speaks of a battle months ago.

ML6-ESW-7: Boulderfall

Tumbled from the ceiling amidst some substantial seismic activity is a morass of boulders and rocks which make any form of railway use here impossible.

Map 182: Elevators East (ML6-EEL)

One square equals 5 ft.



ML6-EEL: Elevators East

Overview

These are the only unhidden means of entering, or escaping from, the eastern, **Love**-aligned region of this level of the **Mines**.

Theme & Purpose

This was also used for some light storage. More recently, in the wake of the **Obelisk's** chaos, it has been home to giant spiders.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. **Reroll "NPC Encounter"** results once.

Clearing the Webs

Several locations here mention the need to clear webs.

Regardless of the location or condition, clearing webs here takes **5-10 minutes**; amidst this activity, roll on the **Random Encounter** table and ignore **"NPC Encounter"** results. Place any ensuing monsters as approaching from **Location 9** to the northeast.

Areas of Interest

ML6-EEL-1: Elevator Up

This leads up to "**Map 161: Elevators East (ML5-EEL)**" on page 455.

ML6-EEL-2: Elevator Down

Thick strands of webbing coat the corners of this elevator, which must be removed prior to successful descent. A dessicated corpse with possessions intact lays atop the elevator, as though asleep.

	Access	Contents
Dwarf Corpse	unprotected	**Armor: Light** *AND* **Weapons: Simple**

ML6-EEL-3: Railway Webbing

This stretch of railway has been webbed over by giant spiders. In their webs, three dead dwarven miners have been tied up. Although their possessions are intact, it will take a few minutes at least to clear the webbing enough to loot their bodies.

	Access	Contents
Dwarf Corpses (3x)	unprotected	**Armor: Light** *AND* **Weapons: Light**

ML6-EEL-4: Storage East

This assortment of crates has been heavily webbed over by thick strands. To the north, mostly free of webbing, is a treasure chest.

	Access	Contents
Crates, Large (5x)	Container: Barrel or Crate	Glasses, Metals, *AND* Woods, size Large
Crates, Small (2x)	Container: Barrel or Crate	Rations & Prepared Food, size Medium
Chest	Locks: Chest, Simple	Coin Treasure: Moderate, using Context D, halve quantities

ML6-EEL-5: Southeast Boulders

This region contains a huge pile of boulders, two tables, and a treasure chest. All but the chest are webbed over with thin and viscous strands.

	Access	Contents
Chest	Locks: Chest, Simple	Gems: Low

ML6-EEL-6: Elevator Crates

Between the two elevators is a short row of large storage containers; they appear battered and worn but still intact. They're lashed to the western cave wall by thick strands of spiderwebbing, in which two dessicated corpses have been hung.

	Access	Contents
Crates, Large (3x)	Container: Barrel or Crate	Glasses, Metals, *AND* Woods, size Large
Dwarf Corpses (2x)	unprotected	**Armor: General** *AND* **Weapons: General**

ML6-EEL-7: Northwest Storage

Two trios of small crates have been arranged here; each

cluster is webbed over with thick strands that connect the boxes to nearby boulders. The western cave wall here contains more thick webbing, in which a dwarven corpse can be found hanging.

Note that each cluster of crates must be uncovered, as must the corpse, in order to loot (see "**Clearing the Webs**", above).

	Access	Contents
Crates, Small (5x)	**Container: Barrel or Crate**	**General Supplies, size Medium**
Dwarf Corpse	unprotected	**Armor: Heavy** *AND* **Weapons: Martial 1H** *AND* **Armor: Shields**

ML6-EEL-8: Northwest Obelisk Secret

Only read the *italicized* text below if the secret is discovered.

The webbing in this area adheres oddly to a region of western cave wall. Investigating, you see that it has been stretched back and forth, likely as the result of the wall moving. Poking around further, you discover a huge secret door with a complicated lock mechanism.

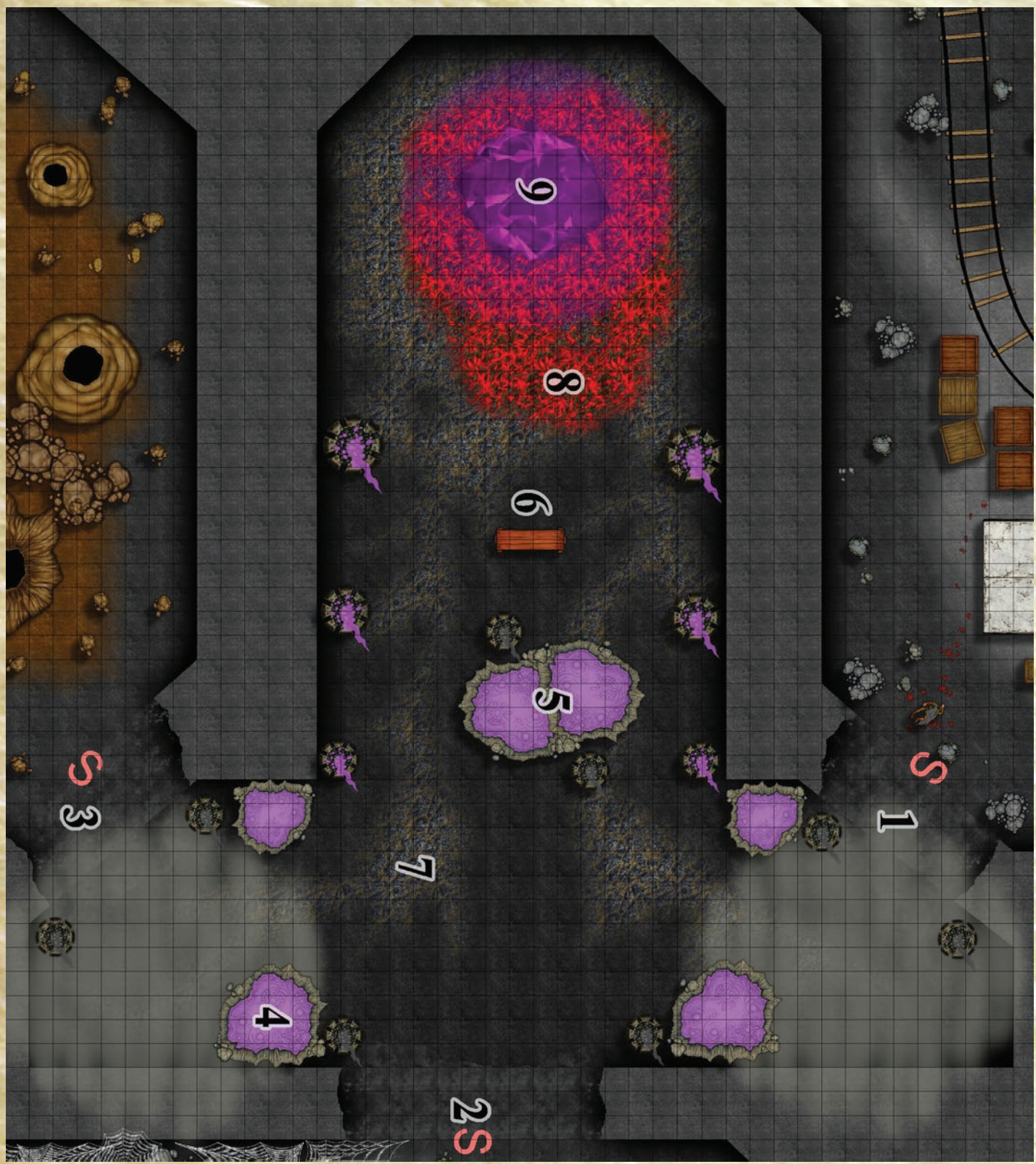
	Access
Obelisk Secret Door	**Locks: Door, Secret (Perception to discover)** *AND* **Locks: Door, Stronghold, using Context B (to open)**

ML6-EEL-9: Rockspire

Just to the east of the railway at this point is a rockspire that stretches thinkly all the way to the 35' tall ceiling. Its trunk is connected to the boulder pile to the west via thick webbing that also lays across the railway tracks; to traverse the rails in either direction would require clearing the webs off.

Map 183: True Obelisk Shard Secret (ML6-TOS)

One square equals 5 ft.



ML6-TOS: True Obelisk Shard Secret

Overview

This secret chamber contains a chunk of actual **Obelisk** shard ore. The influence here is palpable (see **Obelisk Taint**, below).

Theme & Purpose

This should be a foreboding, horrid zone, particularly for **Lawfully**-aligned characters. In particular, it's a huge roleplaying opportunity for **Clerics** whose deity is **Law**-based, and especially for **Paladins**.

Random Encounters

Use the standard / default **Random Encounter** rules for this level, except **reroll all "NPC Encounter"** results, and **reroll monster** encounters **once**.

Obelisk Taint

Those within 50' of the **True Obelisk Shard** (**Location 9**) are prone to **Minor Obelisk Taint**. (p 16).

Within 10', creatures are subject to **Major Obelisk Taint**.

Areas of Interest

ML6-TOS-1: North Entrance

This leads to "**Map 178: Elevator North Up (ML6-ENU)**" on page 500. Note that all three secret entrances to this region are clearly visible and passable without unlocking from the inside.

ML6-TOS-2: East Entrance

This leads to "**Map 182: Elevators East (ML6-EEL)**" on page 509.

ML6-TOS-3: South Entrance

This leads to the southwest region as depicted in the **overview map** on page 496.

ML6-TOS-4: Dreadslime Pools

A bubbling, gurgling patch of acidic-looking goo sits here. As you watch, it seems to move, undulating within itself as though a self-contained ocean; the peaks of the fingernail-sized wavelets seem to reach, to bubble up at their apex, in an attempt to yearnfully gain purchase on the nearest organic matter. It looks like nothing so much as a glob of purplish, gooey slime, stuck amidst the process of coming to life.

Thankfully, **dreadslime** is not an actual **ooze**-based monster; it has no intelligence, and more importantly, no mobility. That said, however, it can still pose a significant obstacle, particularly if its danger is overlooked.

Treat **dreadslime patches** as a **trap**, with the following profile. Stepping into, or across, any square containing a **dreadslime patch** will automatically cause damage unless an **Acrobatics** check is passed. A PC may attempt the **Acrobatics** check first, and thereafter the **Dexterity** check if that is failed.

Dreadslime Patch

Type Organic; **Trigger** Touch; **Reset** Automatic

Perception DC 12 / automatic; **Disable Device** n/a

Effect 2d8 acid (**Dexterity** DC 20 halves; **Acrobatics** DC 22 negates)

Detecting a **dreadslime patch** is automatic under full light. Under darkened conditions, dreadslime grows darker, and is more challenging to detect. If encountered outside during full daylight hours, assume the PCs see the dreadslime; indoors, or at dusk or night, the **Perception** check above applies.

Within the context of this adventure, there is no solvent or other useful means of getting rid of a patch of **dreadslime**; it is merely an obstacle that must either be suffered, or preferably, avoided.

ML6-TOS-5: Dreadslime Vat

This pool of purplish slime is huge compared to the others. Scuff marks against the cave floor suggest that people might have stepped up and into the vat.

Treat this as another patch of **Dreadslime** (see above), except that it is larger. And, presumably, of vile purpose.

ML6-TOS-6: Worship Bench

In the center of the chamber is a long, simple wooden bench. Well-worn grooves in the wood indicate frequent use, even though the bench itself appears to have been crafted somewhat recently.

ML6-TOS-7: Cave Floor

Read this as the party approaches the chamber to the west,

no matter how they entered this region.

The entire Mine complex is underneath a mountain, but this chamber has a deep, inescapable feeling of *within*. Dark, humid, foggy, and vile: this chamber is difficult to walk through. The very air seems viscous, as though a malevolent ooze had been liquefied and now floats about you with grim intent. The cave floor is dark with soot and black rock and dirt. In patches here and there, a hardened crust of lava appears to have spilled forth from underneath.

ML6-TOS-8: Lava Crust

The darker, blacker crusts of hardened lava that permeate this chamber here turn to a tangibly warm and somewhat iridescent reddish glow. It's not lava, not quite, and not magma; you're not sure if this is strictly a natural phenomenon. As you approach the chunk of rock to the west, you feel a growing sense of dread, and the influence of chaos and evil.

ML6-TOS-9: Dark Obelisk Shard

A wagon-sized, ovoid, and 15' tall chunk of purplish-black crystal sits here, surrounded by the iridescent magma you noted on your approach. A fine purplish mist seems to exude from the surface of the rock, only visible out of the corner of your eye: when you try to focus on it directly, it vanishes. Your heart beats stronger and faster as you approach; your veins tense and you feel a pressure all about your head as a phantom, nameless pain seeps into your consciousness.

Map 184: Secret Passage South (ML6-SPS)

One square equals 5 ft.

ML6-SPS: Secret Passage South

Overview

This naturally-occuring crevice connects the southwest, **Chaos**-aligned region of this level of the **Mines** to the eastern, **Law**-aligned zone.

Theme & Purpose

This may be one of the more improbable-to-discover secrets in the Mines, simply because short of explicitly seeking a connection point between these two major areas, there's little reason to be exploring here.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. **Ignore all "NPC Encounter"** results, and reroll "**No Encounter**" results once.

Areas of Interest

ML6-SPS-1: Western Approach

In the shadows of a cavespire that stretches all the way to the 25' tall, stalactite-enrusted ceiling is a depressed area of mud and grit.

	Access
Secret Cavern	Locks: Door, Secret (Perception only)

ML6-SPS-2: Western Cavern

Only read the italicized text below if the PCs are entering from the west.

The cave wall falls away at your touch, revealing a cavern leading eastward. It's not very tall, requiring larger creatures to stoop; it's also clear that it's not been used in some years. Boulders, soot, and grime cake the floor, and the walls and ceiling are murky earth.

ML6-SPS-3: Spiderweb Lattice

A thick lattice of brittle spiderwebs blocks this area. Within, you think you see a bit of a glint.

It takes 5 minutes to clear this area of webbing sufficiently to proceed through the passage. The glint is unfortunately merely the reflection of whatever light the party brings with them reflected off of moisture on the webbing.

ML6-SPS-4: Eastern Cavern

Read the italicized text from **Western Cavern**, above, and add the following only if the party is entering the passage from the east:

Immediately before you, your way is blocked by spiderwebs.

ML6-SPS-5: Eastern Approach

This corner of the railway sits in a depressed region of muddy filth and grime.

Map 185: Admin Building Overview (ML6-ADM-O)

One square equals 5 ft.

ML6-ADM-O: Admin Building Overview

Overview

This is one of the major focal points of administration and management for the entire **Mines** complex.

Theme & Purpose

As a result of its function, it remains an important location for investigating information and for connecting with prominent NPCs.

Random Encounters

Use the standard / default **Random Encounter** rules for this level.

NPCs of Note

Several major NPCs can often be found here. Roll for each NPC separately, each time the party approaches this region.

- **Beastmaster** (**30%** of the time)
- **Minemaster** (**60%** of the time)
- **Stablemaster** (**40%** of the time)
- **Stablehand** (**65%** of the time)
- **Tinkermaster** (**30%** of the time)
- **Trademaster** (**40%** of the time)

Take care when "populating" this building using the above probabilities. Although this structure was, and remains, a prominent location for significant characters, making it too "busy" with alive characters may detract from the overall feel and atmosphere of an abandoned, demolished, and chaotic evil mine.

Areas of Interest

ML6-ADM-O-1: Admin Building North

Please refer to page 519 for further details.

ML6-ADM-O-2: Admin Building South

Page 522 commences full details of this region.

ML6-ADM-O-3: Stonebridge North

Over a river of slimy goop, this massive stone structure allows easy passage. The bridge seems ancient, and impossible to destroy.

ML6-ADM-O-4: Stonebridge South

This stone bridge spans the trail of slime flowing slowly and darkly from north to south. It's carved, simply, using a mixture of elven and dwarven symbols. It's quite possible to walk over it, though the majority of space on its surface is dedicated to the railway which traverses the

river at this point.

Map 186: Admin Building North (ML6-ADM-N)

One square equals 5 ft.

ML6-ADM-N: Admin Building North

Overview

The northern component of the **Administration Building** is dedicated to residences and a banquet hall.

Theme & Purpose

There's good information to be found here, and likely several NPCs to interact with.

Random Encounters

Use the standard / default **Random Encounter** rules for this level.

Default Doors

Unless otherwise indicated, all doors in this building derive from the following profile:

	Access
Default Door	Locks: Door, Reinforced, using Context B

Areas of Interest

ML6-ADM-N-1: Foyer

A set of solid-looking reinforced doors stands before you. To either side is a wall sconce containing a lit torch, casting wiry shadows here and there in the cavelight.

A trail of bloody prints leads within.

Inside is an entry foyer, nicely appointed with comfortable chairs, a small table, and a well-maintained potted plant. The blood trail spatters over an otherwise expensive-looking rug, and leads both southeast and northwest out of the room, past unlocked, simple, double doors.

	Access
Entry Doors	Locks: Door, Reinforced

ML6-ADM-N-2: North Hallway

This long corridor features a blood-spattered rug and a large north-facing window. The trail of thick, viscous blood leads east and west along the hall. Simple, unlocked wooden double doors lead east and west.

ML6-ADM-N-3: West Hallway

This north-south hallway contains two reinforced doors along the western wall, two reinforced doors along the eastern wall, and a set of simple wooden double doors along the northeast wall. There is also as set of double doors leading northeast to the hallway there; to the south, a reinforced door is locked.

The trail of blood that leads from the north snakes into the door to the southwest.

ML6-ADM-N-4: Northwest Quarters

This beautiful room contains simple but well-made furniture: a circular table ringed with chairs and set with a fresh and simple meal, a soft feather bed, dressing desk with comfortable chair, clothes cabinet, writing desk, potted plant, and wash basin.

Exploring this room, there is a 35% chance information will be uncovered; roll on the **Plot Discoveries** table if so.

	Access	Contents
Dressing Desk	Locks: Furniture, Simple	Textiles: General *AND* Gems: Low, halve quantities
Writing Desk	unprotected	Writing Supplies, using Context B
Clothes Cabinet	Locks: Furniture, Simple, using Context D	Clothing: General

ML6-ADM-N-5: Southwest Quarters

This is a beautiful room. Or, at least, it would be, were it not for the elf corpse, killed in the last few days, whose body lays between two ornate rugs besmirched from the bloodspray. From the trail of blood leading out of the room and along the north and west hallways, you suspect this hapless man was slain elsewhere and dragged here, presumably by his assailants. His belongings have been stripped from him, leaving him in only a rich tunic.

The room itself is nicely furnished, with a feather bed, table and chairs with a week-spoiled meal, clothes cabinet, wash basin filled with algae-encrusted water, writing and dressing desks, and a potted plant.

	Access	Contents
Dressing Desk	unprotected	Weapons: Simple
Writing Desk	unprotected	Writing Supplies
Clothes Cabinet	Locks: Furniture, Simple	Clothing: General

ML6-ADM-N-6: Dining Room

This room is barren and blank, save for the dining table set for sixteen and two small, poorly-tended plants. Double doors lead west; to the southeast is a small wooden door that bears no lock.

ML6-ADM-N-7: Kitchen

This narrow, cramped chamber is clearly the kitchen, meant to serve the dining room to the north. A food prep table sits in the southwest corner; to its north is a stove. Simple, lockless wooden doors lead north and south.

ML6-ADM-N-8: North-Center Guestroom

This small interior guestroom holds a variety of simple, functional furniture: a bed,an empty washbasin, dressing and writing desks, a small table, several chairs and stools, and a clothing cabinet.

Exploring this room, there is a **30%** chance information will be uncovered; roll on the **Plot Discoveries** table if so.

	Access	Contents
Dressing Desk	unprotected	Textiles: General, using Context D
Writing Desk	unprotected	Writing Supplies, using Context B
Clothes Cabinet	Locks: Furniture, Simple, using Context D	Clothing: General

ML6-ADM-N-9: South-Center Guestroom

A narrow room, this holds two tables, each with a variety of simple yet fresh foodstuffs; writing and dressing desks, and a bed.

	Access	Contents
Dressing Desk	Locks: Furniture, Simple	Textiles: General, using Context C
Writing Desk	unprotected	Writing Supplies
Clothes Cabinet	Locks: Furniture, Simple	Clothing: General *AND* Armor: Light

ML6-ADM-N-10: Eastern Hallway

A thin trail of blood stains the entire length of this hallway. To the north, it heads underneath the wooden double doors; to the south, it snakes under a single reinforced door.

ML6-ADM-N-11: Pantry

Containers of all sorts occupy this small alcove, which smells richly of foodstuffs.

	Access	Contents
Crate, Small	Container: Barrel or Crate	Rations & Prepared Food, using Context C, size Medium
Barrel, Small	Container: Barrel or Crate	Alcohol: General, using Context C, size Medium
Sacks	unprotected	Simple Foodstuffs, using Context C, size Medium
Chest	Locks; Chest, Simple, using Context D	Simple Foodstuffs, using Context C, size Medium *AND* Alcohol: General, using Context C

ML6-ADM-N-12: Western Privy

This area is cooler than the building proper to the north. Alone amidst the stone walls and slate floor is a single privy.

ML6-ADM-N-13: Eastern Privy

Only read the *italicized* text belwo if the party searches the privy.

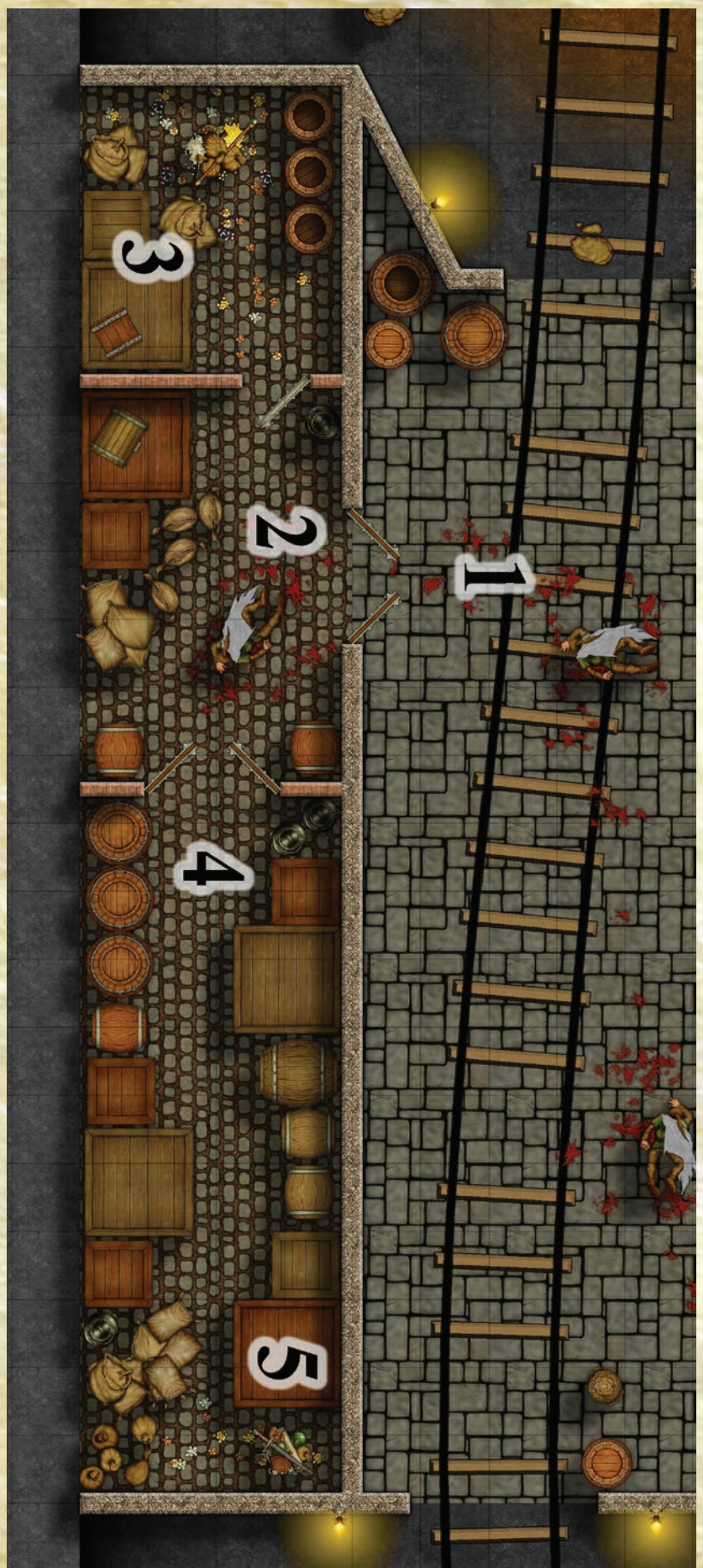
To the east of a nicely-maintained potted plant is a single privy. A trail of blood leads from the hallway door to the east and ends here.

Digging in the foul, hardened muck of the privy, you find a severed forearm and hand. On the ring finger is a ring bearing a very beautiful gemstone.

	Access	Contents
Privy	unprotected	Gems: High-Quality, single quantitiy only

Map 187: Admin Building South (ML6-ADM-S)

One square equals 5 ft.



ML6-ADM-S: Admin Building South

Overview

The southern portion of the Administration Building contains a railway throughpass as well as a great deal of storage.

Theme & Purpose

Loot and possible information are likely outcomes of exploring in this region.

Random Encounters

Use the standard / default **Random Encounter** rules for this level.

Areas of Interest

ML6-ADM-S-1: Railway Passthrough

This unusual area features a piece of the minecar railway which passes through the center of the building via the gaps in the eastern and western wall. Two half-elven corpses, slain within a week, lie on the tracks, which are spattered with blood. To the southwest of this area, three barrels sit in the corner; one is open and empty. The trail of blood from the tracks leads south, through the doors that are locked.

	Access	Contents
Half-Elf Corpses (2x)	unprotected	Armor: Light *AND* Weapons: Martial 1H, both using Context C
Barrels (2x)	Container: Barrel or Crate	Fresh water

ML6-ADM-S-2: Storage Entryway

Reinforced double doors bar your entry here. Once inside, you find a spacious room with two barrels, two crates, a chest, a pile of sacks... and an elf corpse, slain not a few days ago. To the west is a steel door; to the east, a set of reinforced double doors.

	Access
Storage Entrance	Locks: Door, Reinforced
West Door	Locks: Door, Stronghold
East Doors	Locks: Door, Reinforced, using Context C

	Access	Contents
Crate, Large	Container: Barrel or Crate	General Supplies, size Large
Crate, Small	Container: Barrel or Crate	Rations & Prepared Food, size Medium, using Context C
Barrels (2x)	Container: Barrel or Crate	Alcohol: General, using Context C, size Medium
Chest	Locks: Chest, Strongbox	Weapons: Exotic *AND* Potions: Moderate, both using Context C
Sack Pile	unprotected	Simple Foodstuffs, size Large

ML6-ADM-S-3: Secure Storage

A trail of spilled coins culminates in a pile of treasure amidst some sacks. In the southeast is a stack of crates, atop one of which is a chest.

	Access	Contents
Treasure Pile	unprotected	Weapons: General *AND* Armor: General *AND* Clothing: General *AND* Coin Treasure: Moderate
Crate, Large	Container: Barrel or Crate	Textiles: General, using Context C, size Large
Crate, Small	Container: Barrel or Crate	Glasses Metals, and Woods, using Context C, size Medium
Chest	Locks: Chest, Strongbox *AND* Traps: General	Gems: Medium-Quality
Sack Pile	unprotected	Simple Foodstuffs, size Medium

ML6-ADM-S-4: Eastern Storage

This expansive chamber smells of dust and soot. Against the north and south walls are substantial containers, leaving a narrow path through in roughly the middle.

	Access	Contents
Barrels (7x)	Container: Barrel or Crate	Alcohol: General, size Medium
Crates, Large (3x)	Container: Barrel or Crate	Glasses, Metals, and Woods, size Large
Crates, Small (4x)	Container: Barrel or Crate	Simple Foodstuffs, size Medium, using Context C

ML6-ADM-S-5: Eastern Treasure Stash

In the far eastern alcove of the storage area is a stash of treasure amidst piles of sacks and a spill of coins.

	Access	Contents
Treasure Pile	unprotected	Weapons: General, roll 1d4 times *AND* Armor: General, roll 1d4 times *AND* Potions: Moderate *AND* Coin Treasure: Moderate
Sack Pile	unprotected	Simple Foodstuffs, size Medium

Map 188: Firedancer Camp Overview (ML6-FDC-O)

One square equals 5 ft.

ML6-FDC-O: Firedancer Camp Overview

Overview

This is, by a wide margin, the most vibrant and thriving region in the **Mines**. This may be because the **Firedancer** community had already been ruled by **Chaos** by its very nature, far before the **Obelisk** was uncovered.

Theme & Purpose

The Camp is a place to refresh, to resupply, to interact... it's not an escape from the evils of the **Mines**, to be sure; monsters attacking in this region might lead to quite the entertaining and complex-to-orchestrate conflicts.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. **Reroll monster encounters** once.

NPCs of Note

Several major NPCs can often be found here. Roll for each NPC separately, each time the party approaches this region.

- **Feastmaster** (**30%** of the time)
- **Firedancers** (**80%** of the time, **2d6x**)
- **Firedancer Campmaiden** (**60%** of the time, **1d4x**)
- **Firedancer Hearthstud** (**50%** of the time)
- **Firedancer Celebrant** (**40%** of the time)
- **Herbalist** (**45%** of the time)

Unlike other areas, this region is supposed to feel populated, alive, and vibrant, as one would expect given the context. So it's okay if there are many different NPCs populating this area.

Areas of Interest

ML6-FDC-O-1: Camp Northeast

Please refer to page 527 for more details.

ML6-FDC-O-2: Camp Southeast

Page 530 holds more information.

ML6-FDC-O-3: Camp Southwest

This area is fully detailed starting on page 532.

ML6-FDC-O-4: Camp Northwest

Turn to page 534 for full information.

Map 189: Firedancer Camp Northeast (ML6-FDC-NE)

One square equals 5 ft.

ML6-FDC-NE: Firedancer Camp Northeast

Overview

Common to all regions of the **Firedancer Camp**, the northeast quardrant is a melange of residences, campfires, and shops.

Theme & Purpose

Like much of the area, this zone is a good place to resupply, interact, and take a bit of possible refuge from monsters.

Random Encounters

Use the standard / default **Random Encounter** rules for this level.

Areas of Interest

ML6-FDC-NE-1: Food Shop

A Firedancer manages this kiosk, which offers a variety of rations. They're spruced up, arranged prettily, and the shopkeep tries to put on airs, but your trained adventuring eye can tell a generic ration when it sees one.

This store has all manner of **rations** available for purchase.

ML6-FDC-NE-2: Bonfire

This enormous fire is lit to a slow burn; its light spreads across the entire camp, casting dancing shadows that echo the spirits of the denizens within.

ML6-FDC-NE-3: Clothing Shop

Two Firedancers keep shop here, vending textiles of all manner. Some appear stained, as though hastily cleaned from a less-than-savory origin, but as far as you can tell, it's all quite high-quality.

This store has all manner of **textiles** ready for sale.

ML6-FDC-NE-4: Firedancer Residence

This appears to be a somewhat makeshift, though also somewhat long-term, residence for a member of the Camp. The furniture within is rudimentary: a bed, two stools, a chair, a writing desk and dressing desk, and a small clothing cabinet.

	Access	Contents
Writing Desk	unprotected	**Writing Supplies, using Context D**
Dressing Desk	**Locks: Furniture, Simple**	**Gems: Low**
Clothes Cabinet	unprotected	**Clothing: General**

ML6-FDC-NE-5: Campfire Northeast

This homey campfire is down to embers as you approach, with ad-hoc campsites scattered about it as though a half-dozen transients just dumped their gear and went on their way.

Note that these all belong to someone—at the GM's discretion, they may belong to someone who is partaking of a **Campmaiden's** or **Hearthstud's** services at the moment, or someone who has taken off adventuring and has perished and will not be returning to see if anyone has stolen their possessions.

	Access	Contents
Campsite Equipment (4x)	unprotected	**Armor: General** *AND* **Weapons: Light**

ML6-FDC-NE-6: Campmaiden's Tent

This cozy chamber contains warm, soft, candlelit and favorable light. Cushions abound, transforming the earthen cave floor into the boudoir of pleasures this is clearly meant to be.

There is a **20%** chance that a **Campmaiden** and/or a **Hearthstud** is in the act of conducting business with at least one client when the PCs happen upon this tent.

Under the bed is a secret compartment containing possessions.

	Access
Secret Compartment	**Locks: Door, Secret, Perception only to find**

	Access	Contents
Secret Compartment	**Locks: Furniture, Strong** *AND* **Traps: General, both using Context B**	**Weapons: Simple** *AND* **Gems: Medium-Quality**

ML6-FDC-NE-7: Food Kiosk

This area smells wonderful, though it could simply be that it's been a while since you had prepared food that wasn't spoiled or weeks-rotten.

Use the below to determine what is for sale here. Remember to adjust the prices due to the rules described earlier in the book.

	Access	Contents
Food Kiosk	**Sale**	**Rations & Prepared Food** *AND* **Simple Foodstuffs, both size Medium**

ML6-FDC-NE-8: Supply Wagon

This large wheelbarrow contains a variety of general-use supplies.

	Access	Contents
Supply Wagon	unprotected	**General Supplies, size Medium**

Map 190: Firedancer Camp Southeast (ML6-FDC-SE)

One square equals 5 ft.

ML6-FDC-SE: Firedancer Camp Southeast

Overview

Common to all regions of the **Firedancer Camp**, the southeast quardrant is a melange of residences, campfires, and shops.

Theme & Purpose

Like much of the area, this zone is a good place to resupply, interact, and take a bit of possible refuge from monsters.

Random Encounters

Use the standard / default **Random Encounter** rules for this level.

Areas of Interest

ML6-FDC-SE-1: Firedancer Residence

A spartan and clean assemblage of functional furniture within an open tent, this appears to be quarters for one of the Firedancers. Within is a bed, a small table with chairs, a dressing desk, stool, and clothing cabinet.

	Access	Contents
Dressing Desk	unprotected	Writing Supplies, using Context D
Clothes Cabinet	unprotected	Clothing: General, using Context B

ML6-FDC-SE-2: Utility Fire & Ore Cart

This fire appears to be used primarily for utility, nor warmth or camraderie. Irons have been placed within, and it seems that people cook here as well as the need presents. Nearby is a wheelbarrow laden with the fruit of the mining effort.

	Access	Contents
Ore Cart	unprotected	Glasses, Metals, and Woods, size Medium

ML6-FDC-SE-3: Shelter Hut Northeast

This small hut bears no furniture, and in any event would be insufficient for rest. It's enclosed with a thin, but opaque, curtain; it seems as though this hut's sole purpose is to hide within. It could also be used as a very temporary shelter; there is space on the ground to lay one's bedroll and supplies if need be.

ML6-FDC-SE-4: Rockspire

This broad stalagmite reaches up 25', nearly to the 30' ceiling above you. At its base is a pile of splintered wood and some boulders.

ML6-FDC-SE-5: Shelter Hut South

This appears to be a simple hut; someone's bedroll and rucksack have been left here.

	Access	Contents
Campsite	unprotected	Weapons: Simple *AND* Coin Treasure: Moderate, using Context D, halve quantities

ML6-FDC-SE-6: Shelter Hut West

A simple, tiny hut enclosed by a thin opaque brown curtain, it appears to have been used recently from the look of the ground.

ML6-FDC-SE-7: Fishing Kiosk

A pleasant, yet desperate-seeming, **Firedancer** holds shop here.

This hut sells, and buys, all manner of **fishing supplies**.

Map 191: Firedancer Camp Southwest (ML6-FDC-SW)

One square equals 5 ft.

ML6-FDC-SW: Firedancer Camp Southwest

Overview

Common to all regions of the **Firedancer Camp**, the southwest quardrant is a melange of residences, campfires, and shops.

Theme & Purpose

Like much of the area, this zone is a good place to resupply, interact, and take a bit of possible refuge from monsters.

Random Encounters

Use the standard / default **Random Encounter** rules for this level.

Areas of Interest

ML6-FDC-SW-1: Campfire

This large campfire burns brightly but low, as though its tenders wish to create warmth and light, but not to atttract undue attention.

ML6-FDC-SW-2: Leadership Tent

This colorful tent has seen some wear and tear; the hues are faded and bland in some areas, vibrant in others, as though painted over from time to time to keep the colors fresh. Within is a pair of thronelike chairs, draped in the colors of the dancers; ringed about the dual hemispheres of the tent to the north and south are chairs and stools.

There is always a **Celebrant** and **2d4 Firedancers** here. In addition, there is a good (**60%**) chance of there being a **Campmaiden** and a fair (**40%**) chance of a **Hearthstud** being in attendance.

ML6-FDC-SW-3: Food Vendor

A venerable firedancer woman tends this shop, which has barrels and boxes filled with foodstuffs.

This vendor sells and buys any manner of **Simple Foodstuffs** or **Rations**.

ML6-FDC-SW-4: Campsite Southwest

This campfire has belongings piled around it; the owners are not to be seen.

	Access	Contents
Campsite Equipment (4x)	unprotected	**General Supplies** *AND* **Armor: Light** *AND* **Fishing Supplies**

ML6-FDC-SW-5: Shelter Hut South

This tiny hut has barely enough space to lay a bedroll—which you know, because there is an unoccupied bedroll lying here.

ML6-FDC-SW-6: Shelter Hut West

This hut has space sufficient for two bedrolls. It's empty at the moment, however.

ML6-FDC-SW-7: Shelter Hut North

This hut is perched just on the outskirts of the ring of well-used earth surrounding the campfire to the west. Its ground is warm; you see a small pile of belongings tucked in a corner.

	Access	Contents
Belongings	unprotected	**Fishing Supplies** *AND* **Clothing: General**

ML6-FDC-SW-8: Campfire North

This campfire has only boulders surrounding it. To the south is a utility cart laden with rusty mining tools.

	Access	Contents
Utility Cart	unprotected	**Weapons: Simple, roll 1d6 times**

ML6-FDC-SW-9: Campmaiden Tent West

This candlelit tent is simple as can be: it holds only a bed. It's not currently in use, but you can guess as to the intended function.

Map 192: Firedancer Camp Northwest (ML6-FDC-NW)

One square equals 5 ft.

ML6-FDC-NW: Firedancer Camp Northwest

Overview

Common to all regions of the **Firedancer Camp**, the northwest quardrant is a melange of residences, campfires, and shops.

Theme & Purpose

Like much of the area, this zone is a good place to resupply, interact, and take a bit of possible refuge from monsters.

Random Encounters

Use the standard / default **Random Encounter** rules for this level.

Areas of Interest

ML6-FDC-NW-1: Clothing Tent

Two Firedancers, who appear to be twins, own this shop.

Flamboyant as the owners and much of their wares may be, this shop vends and purchases all manner of **clothing**.

ML6-FDC-NW-2: Campmaiden's Tent

This intimate tent contains a huge bed, cushions, and an enormous quantity of candles.

ML6-FDC-NW-3: Campsite

Piles of belongings have been tossed here; some have a thick layer of dust from many weeks' passage.

	Access	Contents
Campsite Equipment (4x)	unprotected	**Rations & Prepared Food** *AND* **Weapons: Simple**

ML6-FDC-NW-4: Pleasure Tent

This tent contains a small table, four cushions, and a large comfortable bed, with candles everywhere.

As the PCs come across this tent, a **Campmaiden** is in the process of providing services to a **Firedancer**. If pressed, she will explain this as "practice" for true customers, a way to pass the time until a paying client arrives.

ML6-FDC-NW-5: Textiles Kiosk

Bolts of warm, bright tones are laden in this kiosk, staffed by a sprightly young Firedancer.

All manner of **textiles** are available for purchase or sale here.

Map 193: Seer Tents Overview (ML6-SRT-O)

One square equals 5 ft.

ML6-SRT-O: Seer Tents Overview

Overview

This is a mysterious zone, refuge to all manner of scholar. Some were present from the origins of the **Mines**, taken on staff to provide needful intelligence on the depths under the mountain. Others came more recently, leading up to the discovery of the **Obelisk**, when it became clear that something of significance was about to be discovered. A few came even more recently than that, since the catastrophe, as part of adventuring groups, or in the hopes of finding fortune or notoriety.

Theme & Purpose

This is a great place to gather information, despite the danger.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. **Reroll monster encounters** once.

NPCs of Note

Several NPCs can often be found here. Roll for each NPC separately, each time the party approaches this region.

- **Mystic Seer** (80% of the time)
- **Ambling Scholar** (70% of the time)

Areas of Interest

ML6-SRT-O-1: Western Seance Tent

This tent is described on page 538.

ML6-SRT-O-2: Mystic Seer's Tent

Please turn to page 540 for further information.

ML6-SRT-O-3: Eastern Seance Tent

Page 542 contains more details.

ML6-SRT-O-4: Secret Door

This is described starting on page 505.

ML6-SRT-O-5: Dining Tent

Refer to page 544 for additional information.

ML6-SRT-O-6: Thought Hut

This structure is defined beginning with page 546.

ML6-SRT-O-7: Campfire & Hut South

The campfire here seems flickering, waning, as though it single-handedly is fighting back the darkness to the south. To its east is a small hut, ringed by an opaque and greasy curtain, empty within.

ML6-SRT-O-8: Campfire & Hut North

This campfire is vibrant and alive, throwing a bold orange-yellow light to the entire surroundings. To its west is a small hut containing only a few mundane and empty bedrolls.

ML6-SRT-O-9: Elevator Up

This leads to "**Map 156: Elevators North Overview (ML5-ENL-O)**" on page 442.

Map 194: Seer Tents: Western Seance Tent (ML6-SRT-WST)

One square equals 5 ft.

ML6-SRT-WST: Seer Tents: Western Seance Tent

Overview

This tent contains a **Mystic Seer**, who will give a seance for a fee. Note that such ceremonies are simply for show, and provide no actual insight or magical visions.

Theme & Purpose

Seances and similar ceremonies of dubious quality and pointless intent have arisen in this area, as a means of generating income from guillible adventurers and interlopers.

Random Encounters

Use the standard / default **Random Encounter** rules for this level.

NPCs of Note

A **Mystic Seer** is nearly always (**85%**) here.

Areas of Interest

ML6-SRT-WST-1: Entrance

A boulder sits to the south side of this velvet-curtained aperture, which is also flanked to either side by a cluster of lit candles stuck into the cave floor dirt.

ML6-SRT-WST-2: Interior

Candles light this room; the balance between light and shadow andacross distance give the impression that the tent simply fades into infinity, in that the light gives out to blackness just before the tent walls. The center of the room is a simple wooden table wringed ringed with chairs. To the northwest is a comfortable bed; benches sit to either side of the entrance. Cushions are positioned to the outside fo the benches. To the south is a small clothes cabinet, a writing and a dressing desk. To the southwest is a wash basin, a privy, and a work table.

	Access	Contents
Writing Desk	unprotected	**Writing Supplies, using Context C**
Dressing Desk	unprotected	**Weapons: Simple**
Clothing Cabinet	unprotected	**Clothing: General**

ML6-SRT-WST-3:Work Table

Scattered across this unkempt table are all manner of notes, scribblings, and writing supplies, and parchment. Most of them you can't make any sense of; they appear to be the scrawlings of someone trying to make it seem as though their writings are mystical or important.

	Access	Contents
Work Table	unprotected	Among the fake mystical writings is a note of true import: roll on the **Plot Discoveries** table.

Map 195: Seer Tents: Mystic Seer's Tent (ML6-SRT-MST)

One square equals 5 ft.

ML6-SRT-MST: Seer Tents: Mystic Seer's Tent

Overview

This tent contains a **Mystic Seer**, who will give a seance for a fee. Note that such ceremonies are simply for show, and provide no actual insight or magical visions.

Theme & Purpose

Seances and similar ceremonies of dubious quality and pointless intent have arisen in this area, as a means of generating income from guillible adventurers and interlopers.

Random Encounters

Use the standard / default **Random Encounter** rules for this level.

NPCs of Note

A **Mystic Seer** is nearly always (95%) here.

Areas of Interest

ML6-SRT-MST-1: Entrance

A richly-detailed, thick velvet curtain denotes access to this complex of tents.

ML6-SRT-MST-2: Entryway

This foyer of sorts is marked by two octagonal tables, each ringed with candles. Embroidered cushions are placed to the interior of these.

ML6-SRT-MST-3: Waiting Chamber

Almost an extension of the foyer is this simple chamber, vacant but for two benches against the northwest wall. Simple, opaque curtains lead to the northeast and southwest.

ML6-SRT-MST-4: Ceremony Room

This is clearly a room for ceremony: cushions are placed around the perimeter, but the center is dominated by a rectangular table coated with candles and ringed by simple chairs. A knife sits at the head of the table.

ML6-SRT-MST-5: Personal Chambers

These are the simple, spartan personal chambers of the Seer: a writing and dressing desk with simple stool, a clothes cabinet, wash basin, privy, and bed.

	Access	Contents
Writing Desk	**Locks: Furniture, Simple** *AND* **Traps: General, using Context B**	**Writing Supplies, using Context C** *AND* **Gems: Semi-Precious**
Dressing Desk	unprotected	**Textiles: General** *AND* Roll on the **Plot Discoveries** table
Clothing Cabinet	**Locks: Furniture, Simple**	**Clothing: General, using Context C** *AND* **Armor: Light** *AND* **Weapons: Simple**

Map 196: Seer Tents: Eastern Seance Tent (ML6-SRT-EST)

One square equals 5 ft.

ML6-SRT-EST: Seer Tents: Eastern Seance Tent

Overview

This tent contains a **Mystic Seer**, who will give a seance for a fee. Note that such ceremonies are simply for show, and provide no actual insight or magical visions.

Theme & Purpose

Seances and similar ceremonies of dubious quality and pointless intent have arisen in this area, as a means of generating income from guillible adventurers and interlopers.

Random Encounters

Use the standard / default **Random Encounter** rules for this level.

NPCs of Note

A **Mystic Seer** is very often (**70%**) here.

Areas of Interest

ML6-SRT-EST-1: Entrance

Clumps of candles spill wax on bare earthen floor to either side of a blue velvet curtain stained in brown.

ML6-SRT-EST-2: Interior

This room is far too cramped for all that is within: a circular table with one too many chairs; writing desk with no sitting device nearby; clothing cabinet; dressing desk with no means of sitting down; privy overdue for emptying; wash basin encrusted with algae; two cushions; and an uncomfortable-looking bed..

	Access	Contents
Writing Desk	unprotected	**Writing Supplies**
Dressing Desk	**Locks: Furniture, Simple**	**Coin Treasure: Moderate, using Context D, halve quantities**
Clothing Cabinet	unprotected	**Clothing: General**

ML6-SRT-EST-3: Privy

Only read the following *italicized* text if the privy is intentionally searched.

Within the foul-smelling privy is a well-sealed waterproof oilcloth sack. Inside is a scroll tube and some gemstones.

	Access	Contents
Privy Sack	unprotected	**Gems: Medium-Quality, single quantities** *AND* Roll on the **Plot Discoveries** table

Map 197: Seer Tents: Dining Tent (ML6-SRT-DNT)

One square equals 5 ft.

ML6-SRT-DNT: Seer Tents: Dining Tent

Overview

This is where those who dwell in the **Seer Tents** district dine, much of the time.

Theme & Purpose

There's little to be found here, truly.

Random Encounters

Use the standard / default **Random Encounter** rules for this level.

NPCs of Note

At all times, there are **2d4 Mystic Seers** here.

Areas of Interest

ML6-SRT-DNT-1: Approach

Brazers flank a simple, but large, velvet curtain.

ML6-SRT-DNT-2: Brazisers

You smell the dining tent far before you can see it: smoke gurgles out of the single lit brazier to the east of the tent entrance. Counterintuitively to the purpose of a dining tent, it emits a horrid scent that makes you want to convulse. You suspect this is to throw monsters off the scent of the quite-edible food eaten within.

ML6-SRT-DNT-3: Tent Interior

A long banquet table is set simply for all who wish to eat here. Food—simple fare, but dubious quality—sits on small octagonal tables t the southeast and southwest. Two empty sideboards sit to the opposing corners.

Map 198: Seer Tents: Thought Hut (ML6-SRT-THH)

One square equals 5 ft.

ML6-SRT-THH: Seer Tents: Thought Hut

Overview

This is a place where **Seers** can come and be at peace with their thoughts.

Theme & Purpose

This is a very simple structure, in truth; in practice, the **Seers** increasingly come here to be away from other **Seers,** not to practice any form of true meditation.

Random Encounters

Use the standard / default **Random Encounter** rules for this level; however, ignore all monster-related results.

This is a safe space, but the party is not free to execute a long rest here; NPCs will come along eventually and ask them to leave, in respect of the **Seers'** wishes for this structure's use.

Areas of Interest

ML6-SRT-THH-1: Tent Exterior

This simple, low hut is ringed with clumps of candles, stuck in the earth fo the cave floor.

ML6-SRT-THH-2: Braziers

A quarter of braziers ring the tent, spaced at intervals. One is lit, and emits a simple yet pleasing and dull aroma.

ML6-SRT-THH-3: Tent Interior

Cushions line every wall; there are three exits. The floor is lined with a soft straw, and there is a form of generic prayer mat in the center; you suspect this was just a normal rug until it was requisitioned for this purpose.

Map 199: False Obelisk Overview (ML6-FDO-O)

One square equals 5 ft.

ML6-FDO-O: False Obelisk Overview

Overview

This appears to be "the" **Dark Obelisk** of so much renown and catastrophe. It appears to be worshipped as such by those who have lost their minds to the **Obelisk's** influence, and many of those ilk frequent this location to pay it homage.

Theme & Purpose

This is in fact just a rock, painted with darkened and dyed blood to look like the **Dark Obelisk**. Semi-sentient pawns of the **Obelisk's** will set this up as a distraction, a protection of the true **Obelisk** against those who would seek its destruction.

It's important to note that no ***aura*** of **Obelisk Taint** applies in this region, as the stone is false.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. Reroll all **NPC** results.

NPCs of Note

At any given time, there are **3d6 Tainted Miners** shambling about this area, typically in a single clump.

Areas of Interest

ML6-FDO-O-1: Firedancer's Camp

Please refer to page 525 for more information about this region.

ML6-FDO-O-2: Elevators Southwest

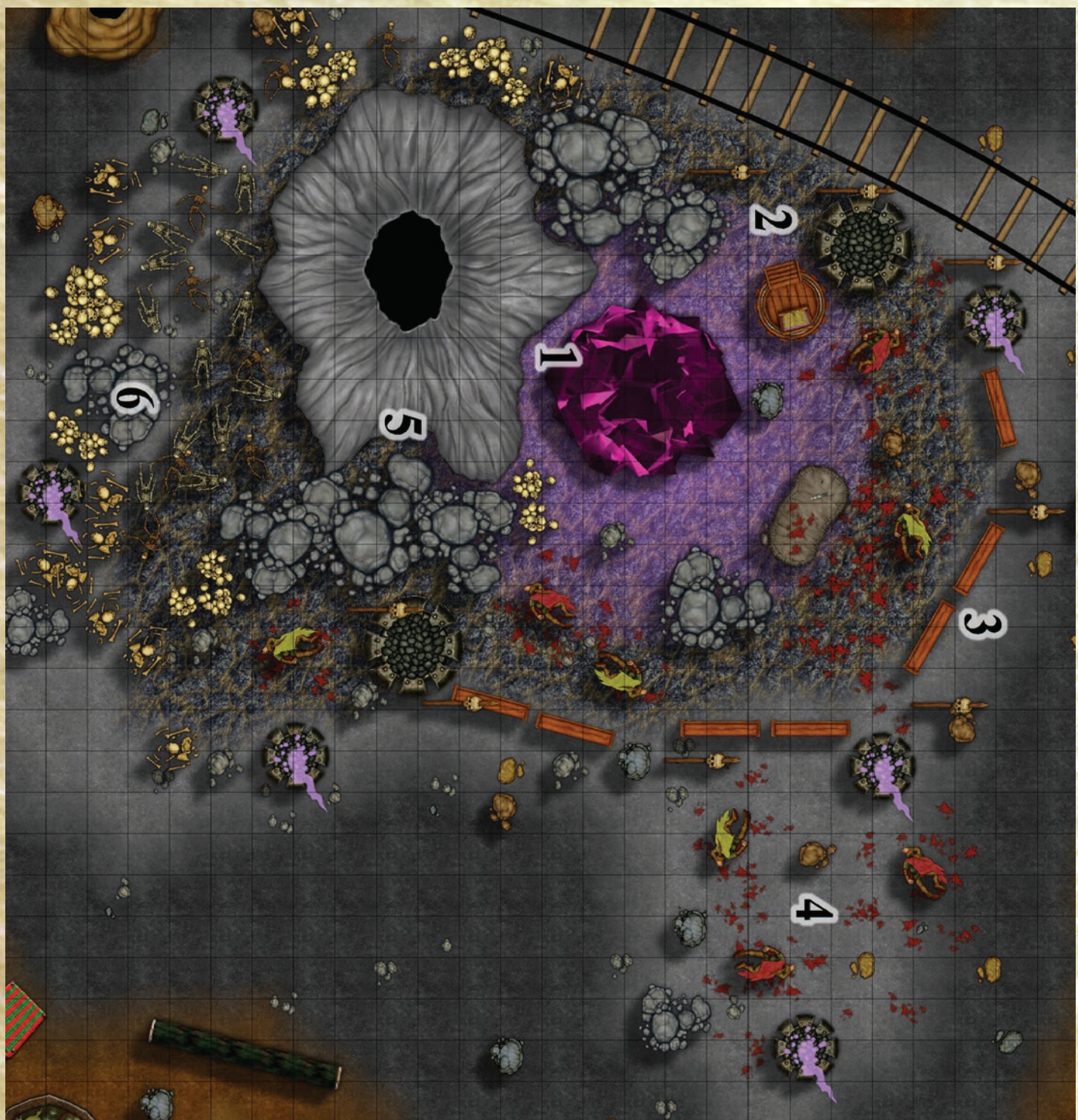
Please turn to page 507 for additional details.

ML6-FDO-O-3: Seer Tents

Page 536 commences more information about this region.

Map 200: False Obelisk Closeup (ML6-FDO-CU)

One square equals 5 ft.



ML6-FDO-CU: False Obelisk Closeup

Overview

The region surrounding the false **Obelisk** is a religious presence for those drawn to madness and chaos in the wake of the true **Obelisk's** revealing and the catastrophe which followed.

Theme & Purpose

Dread, pure and simple, unless or until the PCs determine that this is not a true **Obelisk** and is merely a facade.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. **Reroll all NPC** encounters.

Areas of Interest

ML6-FDO-CU-1: The False Obelisk

This 15' tall chunk of carved rock is deep purple, nearly crimson, in hue, and 20' in diameter at its thickest. The cave floor underneath appears to be hardened magma, or at the very least, something harder than the mere dirt that serves as the floor for the majority of this level.

ML6-FDO-CU-2: Lectern

Two skulls sit atop sharpened stakes to the west of this pulpit, which looks out to the east over the stone altar and pews.

ML6-FDO-CU-3: Pews

A semicircle of hard wooden benches forms an outer perimeter of the worship space, just at the edge of the hardened magma floor near the Obelisk. Bloodied corpses, their faces frozen in ecstatic and imbeclic grins, litter the cave floor between the pews and the object of their adoration. The trail of blood that leads from the top of the altar to these bodies suggests they were not unwilling sacrifices to an evil devotion.

	Access	Contents
Corpses (4x)	unprotected	**Armor: General** *AND* **Clothing: General, both using Context B**

ML6-FDO-CU-4: Outer Braziers

Steel braziers are scattered throughout the area, most emitting a pale purple smoke that burns your nostrils when you get too close. These outer ones sit beneath a particularly tall point in the cave ceiling, 35', and serve as a means of summoning the faithful to prayer. Three corpses have been slain here.

	Access	Contents
Corpses (3x)	unprotected	**Armor: General** *AND* **Clothing: General AND Weapons: Martial 2H**

ML6-FDO-CU-5: Boulders

At the base of a rock pillar reaching all the way to the ceiling 35' above is a massive, head-high pile of rocks. An enormous brazier sits unlit to the southeast, near a slain dwarven warrior.

	Access	Contents
Dwarf Corpse	unprotected	**Armor: Heavy** *AND* **Weapons: Martial 2H**

ML6-FDO-CU-6: Bonepit

To the south of the rock pillar is a depressing in the magma and earth cave floor that has been filled, horrifyingly, with skeletons and bones. Possessions have been stripped, and in many cases the flesh appears to have been charred or burnt away. Dozens of bodies lie here in final repose, presumably sacrificed to the Obelisk by its insane devotees.

Map 201: Mining North Overview (ML6-MNO-O)

One square equals 5 ft.

ML6-MNO-O: Mining North Overview

Overview

The northernmost component of this level of the **Mines**, this region was avidly used for active mining up until a few weeks ago.

Theme & Purpose

Resupply is possible here, but only via braving challenges.

Random Encounters

Use the standard / default **Random Encounter** rules for this level.

Areas of Interest

ML6-MNO-O-1: West Region

Discover this area by turning to page 554.

ML6-MNO-O-2: East Region

Please turn to page 556 for further details about this area.

Map 202: Mining North: West (ML6-MNO-W)

One square equals 5 ft.

ML6-MNO-W: Mining North: West

Overview

This is the northwest corner of the **Love**-oriented zone of this level of the **Mines** contains a plethora of mining equipment, and the scene of a grisly end for some miners.

Theme & Purpose

This is one of the more stark and obvious depictions of what has happened in th ewake of the **Obelisk's** unveiling. The atmosphere should be bleak and overwhelming.

Random Encounters

Use the standard / default **Random Encounter** rules for this level.

Areas of Interest

ML6-MNO-W-1: Final Stand

A group of miners crafted a makeshift barricade, 10' tall in places, out of empty storage containers, sacks, and spare scaffolding. Blood, dirt, and muck litter the floor in the alcove beyond, as do three dwarven miners who succumbed to the monsters who were able to vault their obstacles. In their midst, oddly untouched amidst the slaughter, is a pile of collected belongings.

	Access	Contents
Dwarf Corpses (2x)	unprotected	**Armor: Heavy** *AND* **Weapons: Ranged** *AND* **Weapons: Martial 1H** *AND* **Armor: Shields**
Treasure Pile	unprotected	**Coin Treasure: Moderate,** *AND* **Gems: Low** *AND* **Potions: Moderate** *AND* **Clothing: General**

ML6-MNO-W-2: Railway

Near a bend in the tracks is a cluster of barrels. To the west is a duo of crates.

	Access	Contents
Barrels (5x)	Container: Barrel or Crate	Alcohol: General, using Context B, size Medium
Crates, Large (2x)	Container: Barrel or Crate	General Supplies, size Large

ML6-MNO-W-3: Animal Pen

In the midst of a stash of general mining supplies is an empty animal pen. To the south is a trio of large crates.

	Access	Contents
Crates, Large (3x)	Container: Barrel or Crate	Glasses, Metals, and Woods, size Large, using Context C

ML6-MNO-W-4: Crate Row

To the south of the railway at this point is a loosely-organized row of small containers.

	Access	Contents
Crates, Small (7x)	Container: Barrel or Crate	Glasses, Metals, and Woods, size Large, using Context C

ML6-MNO-W-5: Scaffolding

Rusty, dented and battered scaffolding reaches 20' to the top fo the cave wall along this ridge.

Map 203: Mining North: East (ML6-MNO-E)

One square equals 5 ft.

ML6-MNO-E: Mining North: East

Overview

The northeastern zone of this mining area has been dedicated to ore extraction up until all of its workers were slain, went insane, or became devotees of the **Obelisk**, up to a few weeks ago.

Theme & Purpose

Dreary, webbed, and abandoned, this area should give the PCs a creepy feel.

Random Encounters

Use the standard / default **Random Encounter** rules for this level.

Areas of Interest

ML6-MNO-E-1: Webbed Railway

To the north of the railway at this point is an arrangement of large containers; to the south, sets of barrels. The two stacks are connected by thick ropes of spiderwebs that cover the tracks as well, maing railcar traversal impossible until they are cleared off.

Clearing the webbing takes 5-15 minutes... during this time, automatically roll on the **Random Encounter** table and ignore "**NPC Encounter**" results. Place any ensuing monsters in **Location 5**.

	Access	Contents
Crates, Large (4x)	Container: Barrel or Crate	Glasses, Metals, and Woods, size Large
Barrels (12x)	Container: Barrel or Crate	Alcohol: General, size Medium, using Context B

ML6-MNO-E-2: Northwest Webbing

Scaffolding along the north cave wall reaches 25' to the ceiling. Fresh water barrels and wheelbarrows are spaced along its length.

ML6-MNO-E-3: Rockspire Storage

About the base of a 25' tall rockspire are many different containers.

	Access	Contents
Crates, Small (8x)	Container: Barrel or Crate	General Supplies, size Medium
Barrels (6x)	Container: Barrel or Crate	Fresh water

ML6-MNO-E-4: Northeast Webbing

A crevicelike alcove in the northeast here is completely covered over in spiderwebs. All you see within are boulders, but the webbing is so opaque you can't be sure.

Clearing the webbing takes 5-15 minutes... during this time, automatically roll on the **Random Encounter** table and ignore "**NPC Encounter**" results. Place any ensuing monsters as approaching from **Location 1** to the west.

At the conclusion of this searching, there truly is nothing to see other than boulders and webs.

ML6-MNO-E-5: Webbed Railway

The rails at this position are webbed over, though not extensively.

Though it takes about 5 minutes to clear the webbing, no monsters approach during this time; suspend rolling for **Random Encounters** until the work is complete.

Map 204: Rockpile (ML6-RKP)

One square equals 5 ft.

ML6-RKP: Rockpile

Overview

In the middle of the **Love**-oriented region of this level of the **Mines** is a giant pile of boulders and fungus.

Theme & Purpose

This is an unusual place to find treasure, but for those who brave the challenge, there is plenty to be had.

Random Encounters

Use the standard / default **Random Encounter** rules for this level.

Areas of Interest

ML6-RKP-1: Northwest Rockspire

This stalagmite reaches 25' up to the 35' tall ceiling. About its base are clustered several different species of fungus, with some caps reaching the size of your head.

ML6-RKP-2: Fungal Carpet

The earthen floor in this area is sodden and depressed, as though collecting the moisture from the entire area. Whatever the phenomenon, it seems tailor-made for fungus, which blankets the region in a thick carpet, reaching waist high in some areas.

When walking through the fungus in this area, roll for **Random Encounters** twice as frequently as you normally would.

ML6-RKP-3: Railway

The rails are sturdy, and the ties solid wood. To the northwest, you see an enormous pile of boulders, covered with mushrooms. The rocks reach 15' tall in the center.

ML6-RKP-4: Boulder Top

At the apex of the mound of rocks is a gruesome scene: four elf bodies, slain weeks ago, along with a pile of treasure. Some coins and gems from the pile have spilled onto the boulders.

	Access	Contents
Elf Corpses (4x)	unprotected	**Armor: General** *AND* **Weapons: Martial Ranged** *AND* **Weapons: Martial 1H** *AND* **Armor: Shields, all using Context C**
Treasure Pile	unprotected	**Coin Treasure: Moderate** *AND* **Gems: Medium-Quality, both using Context C**

As soon as the PCs start looting, roll on the **Monsters: Mines, Advanced FlexContent** table. The ensuing beast(s) are to be placed approaching from the far southwest corner of the map. The PCs have the advantage of height in this scenario, so it might be interesting as to what they do.

Map 205: Mining East Overview (ML6-MNE-O)

One square equals 5 ft.

ML6-MNE-O: Mining East Overview

Overview

The entire eastern wall of the Law-oriented section of these Mines is open to ore salvage.

Theme & Purpose

Although much of the area is simply abandoned mining equipment, there is a great deal of prior drama to discover, as well as some quite decent looting.

Random Encounters

Use the standard / default **Random Encounter** rules for this level.

Areas of Interest

ML6-MNE-O-1: North Mining

Please turn to page 562 for further details..

ML6-MNE-O-2: Center Mining

Page 564 contains more information on this region.

ML6-MNE-O-3: South Mining

Refer to page 567 begins more details about this zone.

Map 206: Mining East: North (ML6-MNE-N)

One square equals 5 ft.

ML6-MNE-N: Mining East: North

Overview

This area was host to a slaughter; several miners lie dead in the northeast of this region.

Theme & Purpose

There is also a fair amount of ore and supply storage here.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. Reroll **NPC Encounters** once.

Areas of Interest

ML6-MNE-N-1: Storage

To the southwest of the curve of the railway is a cluster of storage containers. A thin and month-old blood trail leads south to a dwarven body amidst a cluster of discarded tools.

	Access	Contents
Crates, Large (3x)	Container: Barrel or Crate	Glasses, Metals, and Woods, size Large
Crates, Small (3x)	Container: Barrel or Crate	General Supplies, size Medium
Dwarf Corpse	unprotected	Weapons: Light
Mining Tools	unprotected	Weapons: Simple, roll 1d4 times

ML6-MNE-N-2: Barrels & Tools

Mining tools of all sorts have been tossed here by workers abandoning their jobs. In addition, next to a water trough and wheelbarrow, is a stack of casks.

	Access	Contents
Mining Tools	unprotected	Weapons: Simple, roll 1d6 times
Casks (4x)	Container: Barrel or Crate	Alcohol: General, using Context B, size Medium

ML6-MNE-N-3: Carnage

The northeast region of this area of the mines is depressed, about a foot lower than the area to the west. Dirt and muck have settled here. Atop it is a trail of blood that forms a circle around the casks to the west; amidst the circle are two dwarven miners, dead some weeks from the look of it.

	Access	Contents
Dwarf Bodies	unprotected	Armor: Light *AND* Weapons: Simple

ML6-MNE-N-4: Southeast Barrels

The scaffolding all along the wall reaches 25' tall, up to the ceiling of the cave's minable ore. Water barrels are spaced evenly among the metal ladders. A trio of barrels has been placed to the south of the line of wheelbarrows.

	Access	Contents
Barrels (3x)	Container: Barrel or Crate	Fresh water

Map 207: Mining East: Center (ML6-MNE-C)

One square equals 5 ft.

ML6-MNE-C: Mining East: Center

Overview

This mining wall connects to the west to the sludge lake through a small mountain of stalagmites and boulder piles.

Theme & Purpose

This area should be cold, morbid, and terrifying, with carcasses and skeletons everywhere... and plenty of monsters.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. **Reroll NPC Encounters** and **"No Encounter"** results once. **Roll twice as often** as you td.ypically wou

Areas of Interest

ML6-MNE-C-1: Rock Bridge North

This bridge appears to have been well-hewn from a single chunk of boulder, and carved simply in common Dwarven runes.

ML6-MNE-C-2: Rock Bridge South

A simple, half-hearted, and untalened mixture of elven and dwarven runes adorns this rock bridge.

ML6-MNE-C-3: Sludge River

A river of what looks to be disgusting, chunky gruel flows very slowly south. You're not sure what it is, but you are certain you don't want to find out.

Please refer to "**Map 213: Sludgelake (ML6-SGL)**" on page 578 for more information on the effects of the sludge.

ML6-MNE-C-4: Corpsepile

Nestled among the stalagmites and boulders of the mountain range here is a pile of skeletons, half-dessicated bodies, and monster skulls. There looks to be little treasure to be found here; there is the odd coin but it is dented and barely worth a copper.

ML6-MNE-C-5: North Boulder Mountain

It's not really a mountain range, but it sure feels that way: stalagmites formed from eons of cave drippings mix with 10' high piles of boulders to give the impression of a mountain range writ small. Adding to the atmosphere is an electic and intermittent mix of bodies, shattered and clumped on the rocks and spires. All have been dead months at least, and years in many cases. In all cases, their possessions appear to have been stripped or looted.

When entering the "mountain range", roll immediately on the **Random Encounter** table and reroll "**NPC Encounter**" results. Any monsters that ensue should be placed approaching from **Location 1** to the west.

ML6-MNE-C-6: Railway

The railway in this area is dented, pitted, and the ties rotted. It looks serviceable, but only just barely.

ML6-MNE-C-7: Wheelbarrow Bodies

The dwarven corpse here has been hacked to death, perhaps by pickaxes. It seems that she was stacked in the nearby wheelbarrow, and tipped over to spill onto the cave floor, in the

	Access	Contents
Dwarf Corpse	unprotected	**Armor: Light** *AND* **Weapons: Simple**

ML6-MNE-C-8: Dead Miner

Another dead miner lies here, to the south of a trio of sealed barrels. A rack of stacked barrels has been placed to the west nearby.

	Access	Contents
Barrels, Small (3x)	Container: Barrel or Crate	Alcohol: General, using Context B, size Medium
Barrels, Large (7x)	Container: Barrel or Crate	Fresh water
Dwarf Corpse	unprotected	**Weapons: Ranged** *AND* **Weapons: Simple**

ML6-MNE-C-9: Southeast Carnage

Two dwarf miners have been slashed to ribbons along the 25' tall ridge of the mine in this area.

	Access	Contents
Dwarf Corpses (2x)	unprotected	**Armor: Light** *AND* **Weapons: Simple**

ML6-MNE-C-10: South Rock Mountain

The rocks in this region are thick and large, reaching 12' tall in places. Stalagmites reach 10-20' tall. Skeletons of long-deceased monsters and adventurers litter the area.

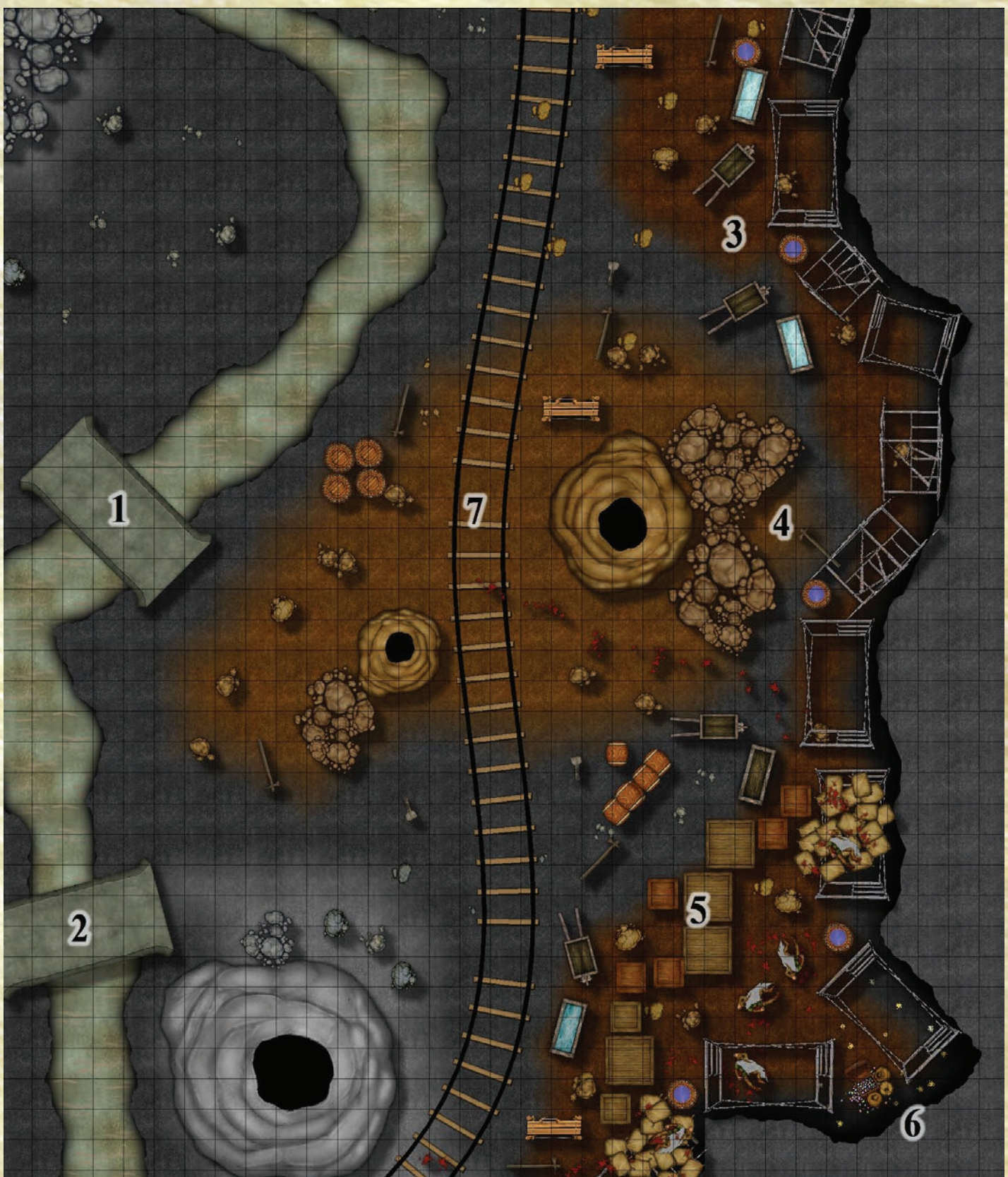
As the PCs traverse this area, roll immediately on the **Random Encounter** table and reroll "**NPC Encounter**" results. Any monsters that ensue should be placed approaching from **Location 1** to the west.

ML6-MNE-C-11: Center Rock Mountain

As the PCs pass over this area, roll immediately on the **Random Encounter** table and reroll "**NPC Encounter**" results. The party disturbs the slumber of the ensuing beast(s); any monsters that ensue should be placed as arising from **Location 4** to the west.

Map 208: Mining East: South (ML6-MNE-S)

One square equals 5 ft.



ML6-MNE-S: Mining East: South

Overview

Much of this area appears to be a recently-functional mine... it's not until the PCs get to the southeast corner that it turns macabre.

Theme & Purpose

The treasure in the southeast corner is one of the richest in the area, providing that the party can defend themselves once there.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. **Reroll "NPC Encounter"** results once.

Areas of Interest

ML6-MNE-S-1: Stonebridge North

This rugged and broad stone bridge was crafted years ago, and judging from the runes inscribed, by dwarves.

ML6-MNE-S-2: Stonebridge South

Spanning the river of sludge here is a well-crafted stone bridge.

ML6-MNE-S-3: Northeast Mining

Wheelbarrows, water troughs, and 25' tall scaffolding populates this area.

ML6-MNE-S-4: Rockspire Boulders

A broad stalagmite stretches all the way to the 25' ceilings. To its east is a huge pile of boulders; the the south, a blood trail leads from the railway to the barricades in the southeastern corner.

ML6-MNE-S-5: Crate Barricade

Empty containers of all sort have been piled and stacked here in an effort to prevent assault from the north and west. From the blood everywhere, it seems to have been an unsuccessful defense; four dwarf bodies lie slain some weeks past. To the northwest of the crates is an arrangement of casks.

	Access	Contents
Dwarf Corpses (4x)	unprotected	**Armor: Medium** *AND* **Weapons: Martial 2H** *AND* **Weapons: Ranged**
Casks (6x)	**Container: Barrel or Crate**	**Alcohol: General, using Context B, size Medium**

ML6-MNE-S-6: Treasure Stash

Tucked away behind rusty scaffolding is a treasure pile, presumably the last possessions of value among those slain to the north and west.

	Access	Contents
Treasure Pile	unprotected	**Potions: Moderate** *AND* **Coin Treasure: General** *AND* **Gems: Low**

ML6-MNE-S-7: Railway

The rails here are dented and dinged, but in good working order. To the west of this area is a quarter of sealed barrels.

	Access	Contents
Barrels (4x)	**Container: Barrel or Crate**	**Fresh water**

Map 209: Mining South Overview (ML6-MNS-O)

One square equals 5 ft.

ML6-MNS-O: Mining South Overview

Overview

This mining zone encompasses the entire south and western walls of the **Chaos**-aligned area of this level of the **Mines**. It was actively used to excavate ore until a month or so ago.

Theme & Purpose

There's a lot of death, a lot of treasure, and a lot of spiderwebs and accompanying beasties to be found in this area.

Random Encounters

Use the standard / default **Random Encounter** rules for this level.

Areas of Interest

ML6-MNS-O-1: Northwest Mining

Please refer to page 571 for further information.

ML6-MNS-O-2: Southwest Mining

Page 574 begins full details.

ML6-MNS-O-3: Southeast Mining

Turn to page 576 for additional description.

Map 210: Mining South: Northwest (ML6-MNS-NW)

One square equals 5 ft.

ML6-MNS-NW: Mining South: Northwest

Overview

The northwest mining region here is littered with corpses and treasure, owing mostly to its proximity to the **False Obelisk** to the northeast.

Theme & Purpose

The presence of the **False Obelisk** may not imbue the region with a formal Aura as such, but its presence is manifest in other ways: the absence of sentient and sane people; the prevalence of monsters, and a littering of corpses along the mining cave wall.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. **Reroll all "NPC Encounter"** results. Roll **twice as often** as you would typically do.

Areas of Interest

ML6-MNS-NW-1: North Mining

A few tattered and rusty scaffolds reach 20' to the ceiling in this area. Week-old blood is scattered around the corpse of a dwarven miner, who looks hacked to death by mining tools.

	Access	Contents
Dwarf Corpse	unprotected	**Weapons: Simple**

ML6-MNS-NW-2: North-Northwest Mining

Mining tools have been abandoned here and there along the cave wall in this area. One dwarf miner has been slain with a pickaxe that is still embedded in his torso. Against the mining cave wall are two stacks of bags.

	Access	Contents
Dwarf Corpse	unprotected	**Armor: Light** *AND* **Weapons: Light, both using Context D**
Sack Piles (2x)	unprotected	**Simple Foodstuffs, size Medium**
Mining Tools	unprotected	**Weapons: Simple, roll 1d4 times**

ML6-MNS-NW-3: West Mining

Wheelbarrows, fresh water barrels, and 25' tall scaffolds litter this area.

	Access	Contents
Mining Tools	unprotected	**Weapons: Simple, roll 2d4 times**

ML6-MNS-NW-4: Southwest Mining

Four dwarf miners are scattered here among abandoned tools and small, cloying ponds of their own blood and viscera. In the alcove to the west are piled mounds of sacks; it looks as though there was a concerted effort to amass the supplies needed to erect a barricade, but the miners involved did not have time enough to do so before the assault.

	Access	Contents
Dwarf Corpses (4x)	unprotected	**Armor: General** *AND* **Weapons: General, both using Context D**
Sack Piles (2x)	unprotected	**Glasses, Metals, and Woods, size Large**

ML6-MNS-NW-5: Storage Treasure Maze

Spiderwebbed crates form a small maze of sorts, an alley really ending in a treasure pile and four half-elven bodies.

	Access	Contents
Half-Elf Corpses (4x)	unprotected	**Armor: Light** *AND* **Weapons: Martial Ranged** *AND* **Weapons: Martial 1H, all using Context C**
Crates, Large (5x)	Container: Barrel or Crate	**Glasses, Metals, and Woods, size Large**
Crates, Small (5x)	Container: Barrel or Crate	**General Supplies, size Medium**

	Access	Contents
Treasure Pile	unprotected	**Coin Treasure: Moderate** *AND* **Gems: Low** *AND* **Gems: Semi-Precious, using Context B**

ML6-MNS-NW-6: False Obelisk

Please refer to 550 for further details about this region.

Map 211: Mining South: Southwest (ML6-MNS-SW)

One square equals 5 ft.

ML6-MNS-SW: Mining South: Southwest

Overview

Very close to the railway, and of rich ore potential, this zone is one of the newest in the **Mines**.

Theme & Purpose

The niche in the southwest, and its treasure, is by far the most interesting aspect of this region.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. **Reroll all "NPC Encounter"** results.

Areas of Interest

ML6-MNS-SW-1: Railway

An elven corpse lies slain and slumped near the tracks; blood spatters the rails and ties. Nearby, boulders fallen from a rockspire have dented some abandoned mining equipment.

	Access	Contents
Elf Corpse	unprotected	**Armor: Light** *AND* **Weapons: Martial 1H, both using Context C**
Mining Tools	unprotected	**Weapons: Simple, roll 1d4 times**

ML6-MNS-SW-2: Southwest Alcove

Rockfall and a partial collapse of the ceiling here has obstructed the expansion of the mining to the southwest, which forms a big alcove. Spiderwebs adorn most surfaces, and two dwarven miners lie amidst a chaotic mixture of blood, coin, and boulder. Scaffolds in the alcove reach barely 10-15' tall as the alcove is quite a bit smaller than the cave to the north.

	Access	Contents
Dwarf Corpses (2x)	unprotected	**Weapons: Light**
Treasure Pile	unprotected	**Coin Treasure: Moderate** *AND* **Potions: Moderate** *AND* **Textiles: General, using Context C**

ML6-MNS-SW-3: Southeast Mining

25' scaffolds covered in rust and dusty webs decorate the south cave wall.

ML6-MNS-SW-4: Barrels & Tools

A stack of casks rests here, neat and orderly. Scattered everywhere in this region is an assortment of smaller casks, as well. Mining tools have been abandoned on the ground.

	Access	Contents
Barrels, Large (8x)	Container: Barrel or Crate	Fresh water
Casks (5x)	Container: Barrel or Crate	Alcohol: General, using Context B, size Medium

Map 212: Mining South: Southeast (ML6-MNS-SE)

One square equals 5 ft.

ML6-MNS-SE: Mining South: Southeast

Overview

The southeast edge of the mining in this zone seems fairly typical, except for the slain miners littering the cave floor and the huge cluster of spiderwebs.

Theme & Purpose

Despite the carnage and challenge, there's comparatively little loot to be found here, save for the southeast corner, where danger is also greatest.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. **Reroll all "No Encounter"** and **"NPC Encounter"** results.

Areas of Interest

ML6-MNS-SE-1: Southwest Alcove

Two dead dwarves lie here at the foot of 25' tall scaffolds. To the northeast, near the railway, are two small crates.

	Access	Contents
Dwarf Corpses (2x)	unprotected	**Armor: Light** *AND* **Weapons: Simple**
Crates, Small (2x)	**Container: Barrel or Crate**	**Clothing: General, using Context D, size Medium**

ML6-MNS-SE-2: South Alcove

One dead miner is slumped between an open barrel of fresh water and an empty water trough.

	Access	Contents
Dwarf Corpse	unprotected	**Weapons: Light**

ML6-MNS-SE-3: Webbed Rockspires

Two huge stalagmites sit on either side of the railway in this corner. Between them are strung a huge assortment of thickly-stranded webbing, preventing all movement between the spires.

SClearing the webs to enable railcar travel requires 10 minutes, during which you must roll on the **Random Encounter** table and ignore **"NPC Encounter"** results. Ensuing monsters will approach from the western edge of the map.

ML6-MNS-SE-4: Treasure Stash

In this rounded alcove forming the corner of the mining zone, three dwarves have been slain by crushing rocks. A small pile of treasure has been placed in the southern corner. To the northwest of the pile is a trio of casks.

	Access	Contents
Dwarf Corpses (3x)	unprotected	**Armor: Heavy** *AND* **Weapons: Martial 2H**
Casks (3x)	**Container: Barrel or Crate**	**Alcohol: General, using Context C, size Medium**

Map 213: Sludgelake (ML6-SGL)

One square equals 5 ft.

ML6-SGL: Sludgelake

Overview

This large natural lake consists of all manner of disgusting runoff, bile, feces, and other excreted or exuded substance from creatures and monsters, alive and dead.

Theme & Purpose

There is a bit of treasure on the bank, but taken as a whole, this region is almost certain to be a disappointing trap for "completionist" PCs wishing to ensure they miss absolutely no corner of the **Mines**.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. **Ignore** all "**NPC Encounter**" results.

Undersludge

This lake, and the river that flows from it to the south, consists of a viscous, foul liquid called undersludge.

Treat **undersludge** as a **trap**, with the following profile. Stepping into, or across, any square containing **undersludge** will automatically cause an effect unless an **Acrobatics** check is passed. A PC may attempt the **Acrobatics** check first, and thereafter the **Constitution** check if that is failed.

Undersludge

Type Organic; **Trigger** Touch; **Reset** Automatic

Perception automatic; **Disable Device** n/a

Effect Nauseated (**Constitution** DC 16 downgrades to **Sickened**; **Acrobatics** DC 18 negates)

Detecting **undersludge** is automatic, as it often takes the form of rivers or ponds. To have an effect, at least a square foot of one's body must be covered with the substance; stepping into a river or lake qualifies.

Roll once to resolve the effect; that effect sustains until the undersludge is removed. Typically, simply washing the affected area with water is sufficient to eliminate the contamination.

Areas of Interest

ML6-SGL-1: Stonebridge South

This stone bridge allows safe access from east to west banks across the undersludge river. On the west bank is an assemblage of bones.

ML6-SGL-2: East Bank Boulder Mountains

Please refer to "**Map 207: Mining East: Center (ML6-MNE-C)**" on page 564 for more information.

ML6-SGL-3: Fungal Bank

The southwest bank of the lake consists of a horde of mushrooms of purple and ochre hue.

ML6-SGL-4: Northwest Fungus

Between the two rockspires here is a morass of boulders, fungus, and skeletons.

If the murhsrooms here are disturbed, roll on the **Random Encounter** table and ignore "**NPC Encounter**" results. Monsters that ensue should approach from **Location 2** to the southeast.

ML6-SGL-5: North Bank Treasure Cache

Nestled among a partial ring of boulders fallen from the enormous rockspire that stretches 30' to the cave ceiling is a skeleton and a pile of belongings.

	Access	Contents
Skeleton	unprotected	**Armor: Medium**
Treasure Pile	unprotected	**Clothing: General** *AND* **Textiles: General** *AND* **Gems: Semi-Precious**

ML6-SGL-6: Northeast Bank

Fungus encrusts this entire region about the bank of the lake at the foot of a narrow 20' tall rockspire. Skeletons and monster carcasses litter the boulder-strewn region to the north.

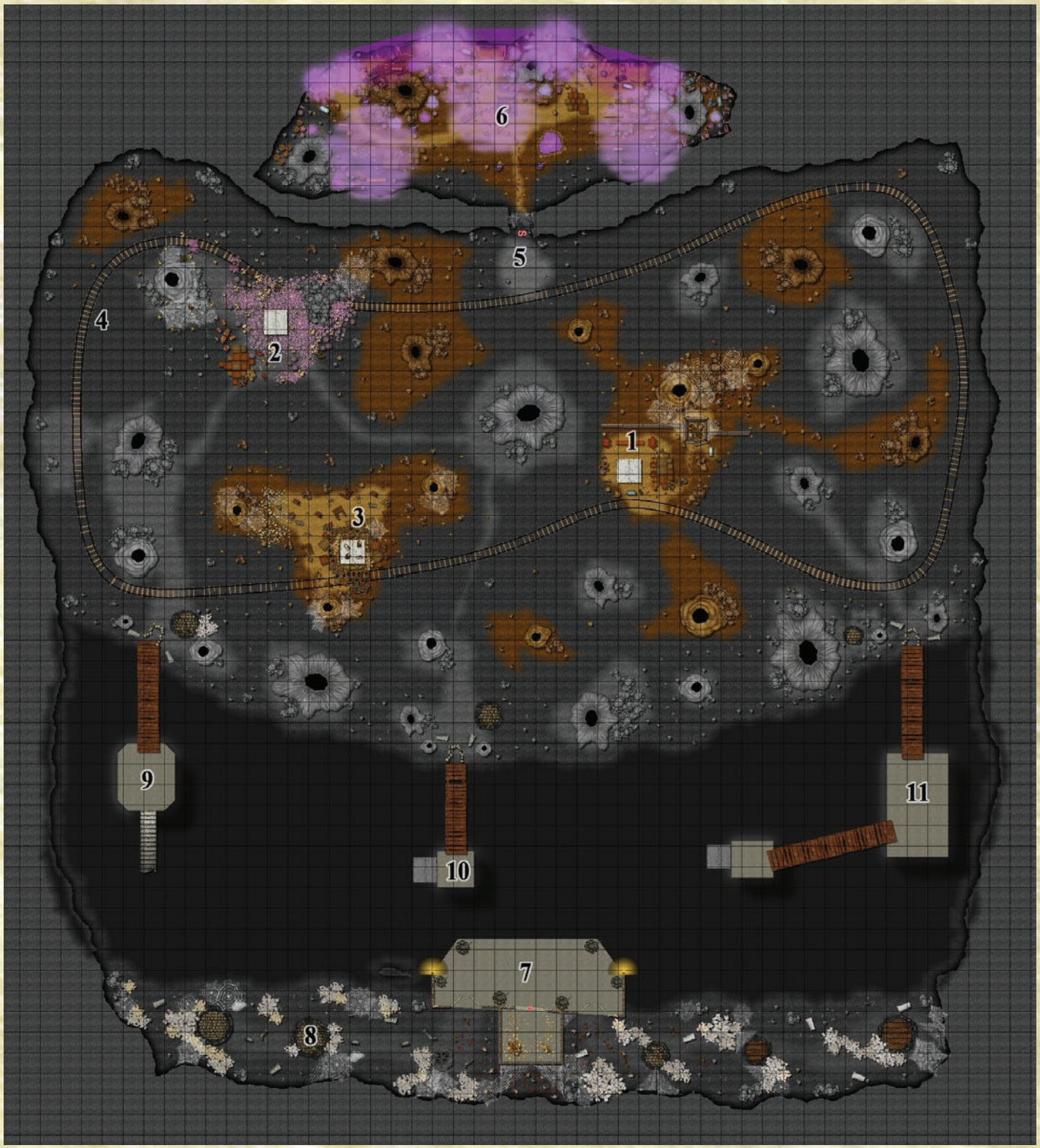
ML6-SGL-7: Sludgelake

This enormous, natural lake of putrid, viscous resin is opaque, but you suspect it's close to 15' deep in the middle. From the ceiling drips a ceaseless but slow refill of the fluid, which appears to be a mixture of viscera, mud, and other, less savory substance.

Mondaria Mines: Levels 7 & 8

Map 214: Mines Level 7 Overview (ML7-O)

One square equals 20 ft.



Level Introduction: Mines Level 7 & 8

Summary

These levels return to the surface dynamic of having a single, large space in which all three regions of **Chaos**, **Law**, and **Love** can coexist. That such design has been made possible largely by the **Obelisk's** influence is somewhat surprising, but in evil, all things may be united.

This level consists of a single enormous cave space, a huge secret northern zone, three staircases which descend further into the abyss, and a southern secret region that hides what may be the adventure's single most lethal foe.

Entrances and Exits

Note that the following are typical, even secret, means of entering and exiting the level as it was designed.

Other, magical means of navigating the level (for example, teleportation spells or those that grant incorporeality) are not discussed and are left to the GM to manage should they be introduced.

Navigation to Mines Level 6

There are three **Elevators** ascending to **Level 6**, near locations **1**, **2**, and **3**.

Navigation to Mines Level 8

Locations **9**, **10**, and **11** each feature elevators or staircases that descend.

Overview

The PCs will descend via one of the three elevators; each location surrounding these lifts is an interesting little scene unto itself. Once freed of the immediate challenge, they may explore, or simply move south to descend into the murky depths.

"Level 8" is less a true level of the **Mines**, more a penultimate stage of depth leading to the final zone.

Atmosphere & Theme

The air is tangibly hot, and smells a bit of sulfur and soot. Visibility is impaired, despite the party's best efforts.

Chronic headaches for **Lawful** characters should now be quite severe. For **Paladins**, consider adding occasional conditions of blurred vision to the mix.

Default Random Encounters

Some **Areas of Interest** within this level will describe a certain approach to **Random Encounters**, either by overriding the **timing** (e.g., "every 30 minutes), and/or by providing its own localized **version** of the random encounter table below.

Absent such an override, roll on the following table of **Default Random Encounters** for every **5 minutes t**he party remains in this area.

Table 24: Mines Level 7 Default Random Encounters

D%	Event	Description
01-05	**No Encounter**	Nothing interesting or specific occurs to deter the party from their overall objectives and exploration.
06-10	**Trivial Encounter**	Roll once on **Monsters: Mines, Trivial**.
11-20	**Light Encounter**	Roll once on **Monsters: Mines, Light**.
21-40	**Average Encounter**	Roll once on **Monsters: Mines, Average**.
41-75	**Advanced Encounter**	Roll once on **Monsters: Mines, Advanced**.
76-89	**Elite Encounter**	Roll once on **Monsters: Mines, Elite**.
90-00	**NPC Encounter**	Roll once on the **Default NPC Encounter Table** below.

Default NPC Encounters

Some **Areas of Interest** within this level will describe a certain approach to **NPC Encounters**, providing its own localized **version** of the table below.

Absent such an override, when in this level, when directed to roll for a random NPC, roll on the following table.

Note that if a certain circumstance mandates the presence of an NPC, you may ignore and reroll results of "No Encounter" on the table below.

The GM is, as in all other aspects of the adventure, to use her common sense regarding use of this table. You should feel free to ignore or reroll results with which you don't agree, or simply choose a result yourself to keep with the atmosphere of the adventure as experienced by your gaming group.

Note, also, that any entry in the list below that has a blank ("-") next to it for roll results means that that NPC is never normally encountered in this level.

Table 25: Mines Level 7 Default NPC Encounters

D%	Event	Description
01-05	**No Encounter**	Despite an initial feeling, the party does not encounter any NPCs at this time.
06-15	**Common NPC**	**Addicted Miners** shamble toward the party: 1d4x 2d4x 2d6x 3d8x

D%	Event	Description
16-29	**Common NPC**	**Afflicted Miners** shamble toward the party: 1d4x 2d4x 2d6x 3d8x
30-34	**Common NPC**	A single **Bleak Mute** lurches within view of the party.
35-39	**Common NPC**	One **Crazed Harbinger** stumbles about within view of the party.
40-49	**Common NPC**	**Tainted Miners** walk creepily toward the party: 2d4x 2d6x 2d8x 2d12x
50-64	**Common NPC**	**Miners** approach the party suspiciously: 2d6x 2d8x 2d10x 2d12+4x
65	**Common NPC**	One **Mining Taskmaster** walks purposefully toward the party.
66	**Common NPC**	A terrified **Munitions Wench** is visible, huddled in her rags.
67	**Common NPC**	You see a **Supply Maid** in tattered clothes, though you're not sure she sees you.
60-68	**Common NPC**	A horrifying **Tainted Taskmaster** walks about.
-	**Common NPC**	**Celebrants** dance and amble toward the party: 1d4x 2d4x 2d6x 3d8x
-	**Common NPC**	**Firedancers** lithely come toward the party: 1d4x 2d4x 2d6x 3d8x
-	**Common NPC**	**A Firedancer party** approaches the PCs: **1x Campmaiden, 1d4x Firedancers, 2d4x Celebrants** **1x Hearthstud, 2d4x Firedancers, 2d6x Celebrants** **1x Campmaiden, 1x Hearthstud, 2d6x Firedancers, 2d6x Celebrants** **1x Campmaiden, 1x Hearthstud, 2d8x Firedancers, 2d8x Celebrants**

D%	Event	Description
-	**Common NPC**	A single **Campmaiden** or **Hearthstud** approaches the party with a twinkle in their eye. Use the sex opposite the majority of the PCs' composition, or randomize if there is a tie.
69	**Named NPC**	Ambling scholar **Brocambe Methurzz**.
70	**Named NPC**	Beastmaster **Gabharn**.
71	**Named NPC**	Blacksmith **Hamfast Burrbottom**.
72	**Named NPC**	Feastmaster **Frobwin Glamfork**.
73	**Named NPC**	Herbalist **Innelothe**.
74	**Named NPC**	Illusionist entertainer **Raekeldorr**.
75	**Named NPC**	Keeper of Records **Skandern Lithutz**.
76	**Named NPC**	Keepmaster **Vanarelia Riccards**.
77	**Named NPC**	Loremaster **Dalnarok**.
78	**Named NPC**	Mercenary dwarf **Gordsturll**.
79	**Named NPC**	Merenary tiefling **Killarth**.
80	**Named NPC**	Railmaster **Arranz Trevain**.
81	**Named NPC**	Tinkermaster **Skandbard**.
82	**Named NPC**	Warden **Imeltrude Legande**.
83	**Named NPC**	Brewmaster **Glimdarffe Sudsglub**.
84	**Named NPC**	Cartographer **Estarel Finequill**.
85	**Named NPC**	Chemist **Incebb Gullip**.
86	**Named NPC**	Chief engineer **Didkeln Clawhammer**.
87	**Named NPC**	Coinmaster **Lugatoo**.
88	**Named NPC**	Dwarven union leader **Danalin Foeslash**.
89	**Named NPC**	Elven administration leader **Maresmir**.
90	**Named NPC**	Engineer **Brimdog Firecleave**.
91	**Named NPC**	Foreman **Belerras**.
92	**Named NPC**	Gangboss **Dagbrag**.
93	**Named NPC**	Lead designer **Estarel Finequill**.
94	**Named NPC**	Mayor **Faenadorn**.
95	**Named NPC**	Minemaster **Threnian Lo'quee**.
96	**Named NPC**	A Mystic Seer.
97	**Named NPC**	Sage **Natobbe**.
98	**Named NPC**	Stablehand **Friskbik**.
99	**Named NPC**	Stablemaster **Semtammi**.
00	**Named NPC**	Tribute magister **Elawelle**.

Areas of Interest

ML7-O-1: Elevator Up (Law)

Please refer to page 585 for more information.

ML7-O-2: Elevator Up (Love)

Page 587 commences a full description.

ML7-O-3: Elevator Up (Chaos)

Find a full depiction of this region beginning on page 590.

ML7-O-4: Railtracks

A single, massive loop of railway connects all important regions in this mine level.

ML7-O-5: Secret Passage North

Refer to page 592 for full details.

ML7-O-6: Obelisk Shard Mining

Page 594 begins full information of this zone.

ML7-O-7: Dais

This imposing structure is described starting with page 602.

ML7-O-8: Wyrmlair

Formidable challenge awaits those who detect this secret, as described starting on page 605.

ML7-O-9: Staircase West

This leads down to “**Map 230: Staircase West (ML8-SCW)**” on page 620.

ML7-O-10: Staircase Center

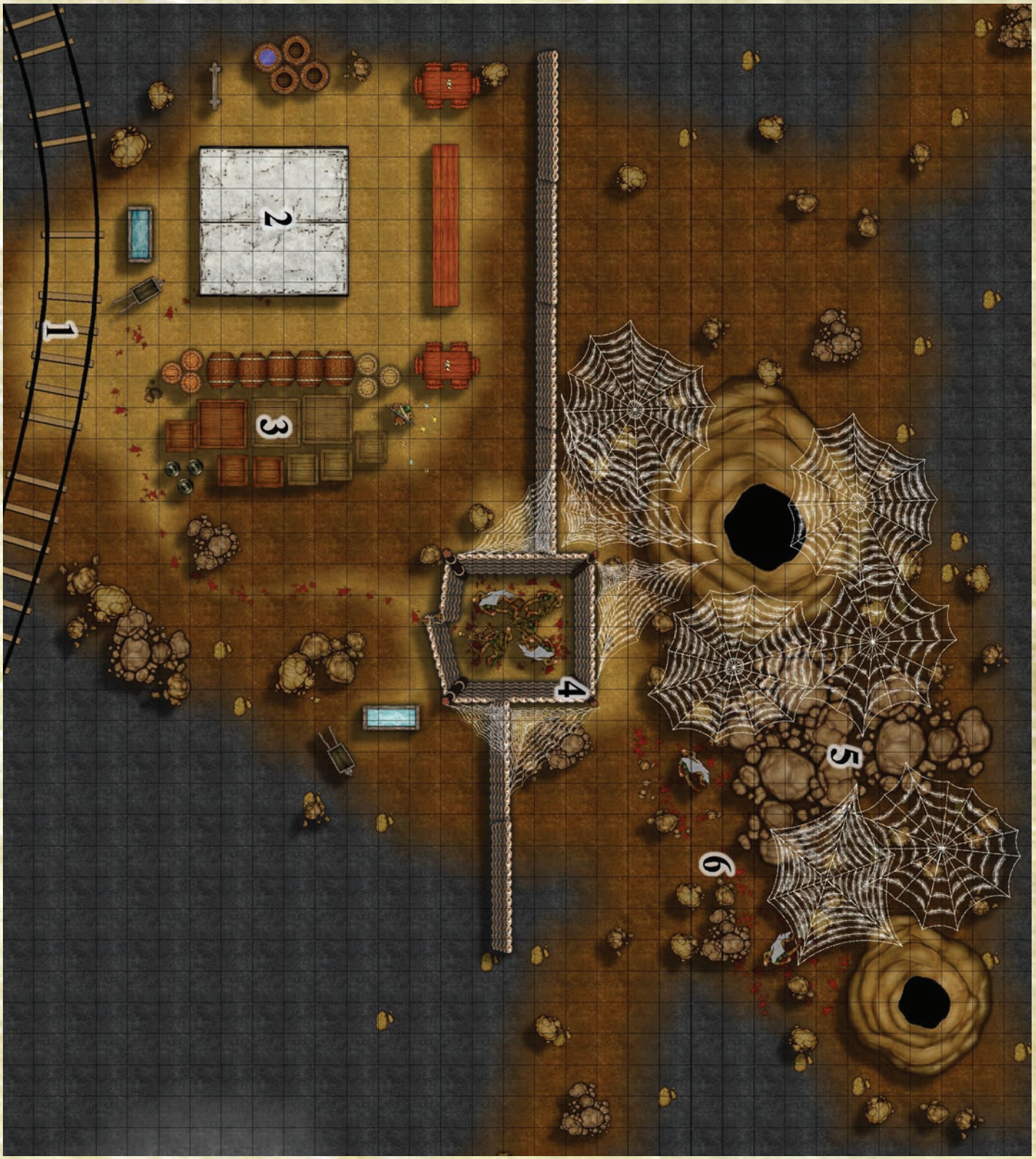
Please refer to “**Map 229: Mines Level 8 Overview (ML8-O)**” on page 618 for further information.

ML7-O-11: Staircase East

“**Map 231: Staircase East (ML8-SCE)**” on page 622 holds complete information.

Map 215: Elevator Up, Law (ML7-EUL)

One square equals 5 ft.



ML7-EUL: Elevator Up, Law

Overview

The easternmost of the three elevators that lead to this level, this region has some grisly discoveries and a large amount of storage to discover.

Theme & Purpose

The region immediately around the elevator is neat and orderly. The animal pen... less so.

Random Encounters

Use the standard / default **Random Encounter** rules for this level.

Areas of Interest

ML7-EUL-1: Railway

These tracks look pristine, as though rarely—if ever—used.

ML7-EUL-2: Elevator Up

This leads to "**Map 182: Elevators East (ML6-EEL)**" on page 509.

ML7-EUL-3: Storage

A massive array of crates and barrels sits here, neatly stacked and coordinated. To the north is a pile of treasure amidst a spill of coins.

	Access	Contents
Crates, Large (3x)	Container: Barrel or Crate, using Context C	Glasses, Metals, and Woods, size Large, using Context C
Crates, Small (6x)	Container: Barrel or Crate	General Supplies, size Medium
Barrels (6x)	Container: Barrel or Crate	Alcohol: General, size Medium
Treasure Pile	unprotected	Coin Treasure: Moderate *AND* Gems: Semi-Precious

ML7-EUL-4: Animal Pen

A series of wooden fenceposts forms a wall through the muddy cave floor at this point. To the east of center in this wall is an animal pen, filled with dwarf corpses hacked to pieces so badly it's difficult to detemrine how many bodies there are. Weeks-old blood abounds, but no possessions to speak of.

ML7-EUL-5: Boulders and Webs

Between two wide-based rockspires that reach nearly to the 30' tall ceilings is a mass of boulders of all size and shape, forming a pile 8' tall in places. Strewn across this makeshift mound is a mess of spiderwebs.

ML7-EUL-6: Dead Elves

Two dead elves lay at the base of the rock heap, drained of blood and with sunken eyes. Their bodies retain all their worldly goods.

	Access	Contents
Elf Corpses (2x)	unprotected	Armor: Medium *AND* Weapons: Martial Ranged *AND* Weapons: Martial 1H

Map 216: Elevator Up, Love (ML7-EUV)

One square equals 5 ft.

ML7-EUV: Elevator Up, Love

Overview

The northwestern of the three elevators that control access into and out of this level of the **Mines**, this region has become infested with fungus and debris.

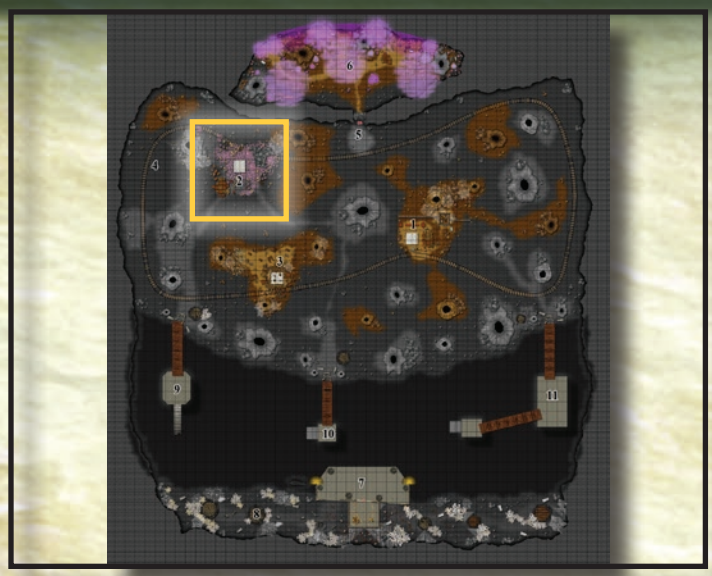
Theme & Purpose

This may be the most dangerous of the three elevators, but the corresponding reward is equivalent to the challenge.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. **Ignore "NPC Encounter"** results, and **reroll "No Encounter"** results.

Areas of Interest



ML7-EUV-1: Elevator Up

This leads to "**Map 179: Elevator North Down (ML6-END)**" on page 503.

ML7-EUV-2: Storage

A massive collection of containers sits here, somewhat organized. A sackpile has been heaped to the southeast.

	Access	Contents
Crates, Large (7x)	**Container: Barrel or Crate, using Context C**	**Glasses, Metals, and Woods, size Large, using Context C**
Crates, Small (67)	**Container: Barrel or Crate**	**Clothing: General, size Medium**
Sack Pile	unprotected	**Rations & Prepared Food, size Large**

ML7-EUV-3: Elf Treasure

Two elves were slain here by fire and acid, probably a few weeks past. A small pile of treasure sits beteween them, amidst a spill of coins.

	Access	Contents
Elf Corpses (2x)	unprotected	**Armor: Light** *AND* **Weapons: Martial 1H**
Treasure Pile	unprotected	**Coin Treasure: Moderate** *AND* **Potions: Moderate**

ML7-EUV-4: Boulder Spill

Massive boulders have fallen from the cave ceiling here, completely and irrevocably blocking the railway at this point. To the northeast an enormous spiderweb joins the boulders to a similarly-sized clump at the base of a rockspire.

ML7-EUV-5: Dwarf Water

This dead dwarf now lies near a clump of enormous fungi and three open barrels of fresh water.

	Access	Contents
Dwarf Corpse	unprotected	**Armor: Heavy** *AND* **Weapons: Ranged**

ML7-EUV-6: Railway Slime North

Two dead half-elves lie on the tracks in this area. To the southwest are two open barrels of fresh water. To the northwest is a patch of translucent, purplish-black slime.

The slime here is just simply residue, but the PCs will be forgiven for reacting cautiously.

ML7-EUV-7: Railway Slime Northwest

Viscous slime coats the tracks and railbed at this point. To the south is a dwarven corpse, next to a dessicated skeleton and a cluster of spiderwebs at the base of n enormous rockspire.

	Access	Contents
Dwarf Corpse	unprotected	**Armor: Heavy** *AND* **Weapons: Simple** *AND* **Weapons: Ranged**

The slime is a **gray ooze**, which attacks the PCs if they approach within 20' of it.

ML7-EUV-8: Spiderweb Rockspire

The south slope of this massive, 30' tall rockspire is coated in enormous strands of spiderwebbing. Five dessicated corpses surround the webs; one week-dead elf is caught still in its midst.

Touching the webs in this region will trigger attention: roll on the **Random Encounter** table and ignore

"**NPC Encounter**" results. Ensuing monsters approach from **Location 5** to the southeast.

	Access	Contents
Elf Corpse	unprotected	**Armor: Light** *AND* **Weapons: Ranged** *AND* **Potions: Moderate**

ML7-EUV-9: Barrel Spill

A stack of barrels has toppled here to the southwest of the fungus clustered earound the elevator.

	Access	Contents
Barrels (9x)	**Container: Barrel or Crate**	**Alcohol: General, using Context B, size Medium**

ML7-EUV-10: Fungus

Purple, knee-high fungus encrusts the cave floor in this area. The caps are head-sized in places, and particularly large clumps of mushroom come up to your shoulder. As you move about, thick spores cling to your clothing and body. They seem harmless, but it's very easy to see who has and who has not walked through here.

The fungus itself poses no real threat; however, any PC who wades through at least two squares of this purple fungus is marked for cave-dwelling beasts who recognize it.

For an hour after walking in this area, monsters who attack any PC who travels here receive a **+1** circumstance bonus on their attack rolls.

Map 217: Elevator Up, Chaos (ML7-ELC)

One square equals 5 ft.

ML7-ELC: Elevator Up, Chaos

Overview

The southernmost of the three elevators descending into this floor, this one sports the area of must obvious carnage.

Theme & Purpose

The scene here is grim and grisly, but almost bloodless; this conflict happened nearly at the beginning of the **Obelisk's** discovery.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. **Reroll any "NPC Encounter"** results.

Areas of Interest

ML7-ELC-1: Elevator Up

Four elf bodies lie slain here. Surrounding the elevator is a chest-high ridge of grain sacks; beyond that is a second barricade of empty crates, barrels, and destroyed furniture.

The elevator itself leads back up to "**Map 181: Elevators Southwest (ML6-ESW)**" on page 507.

	Access	Contents
Elf Corpses (4x)	unprotected	**Armor: Light** *AND* **Weapons: Martial Ranged** *AND* **Weapons: Martial 1H**

If the PCs descend here from **Level 6**, roll immediately on the **Random Encounter** table and reroll until you get a monster result. Place the ensuing beasts as approaching from the maps' western edge.

ML7-ELC-2: Rockspire South

This narrow stalagmite reaches 20' up toward the 30' cave ceiling. About its base is a cluster of webbing and boulders. To the northeast, barrels and debris make passage by rail here impossible until it's cleared off.

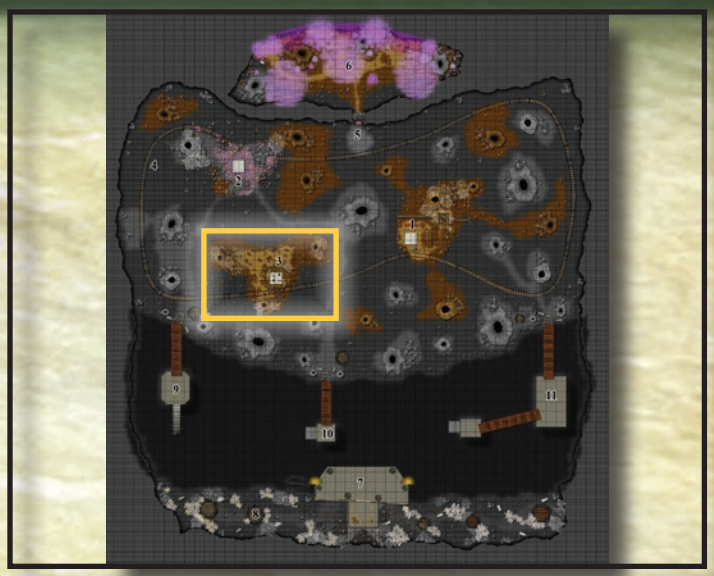
Clearing the area requires 5-10 minutes, during which you must roll on the **Random Encounter** table, ignoring "**NPC Encounter**" results. Any monsters that ensue should approach from the map's north edge.

ML7-ELC-3: Northwest Guano

Feces riddle the cave floor here, to the east of a narrow, 15' tall stalagmite surrounded by boulders and webbing.

ML7-ELC-4: Northeast Rockspire

A slim spire of rock reaches precariously all the way up to the 30' cave ceiling here. Spiderwebs and a few rocks dot its base.

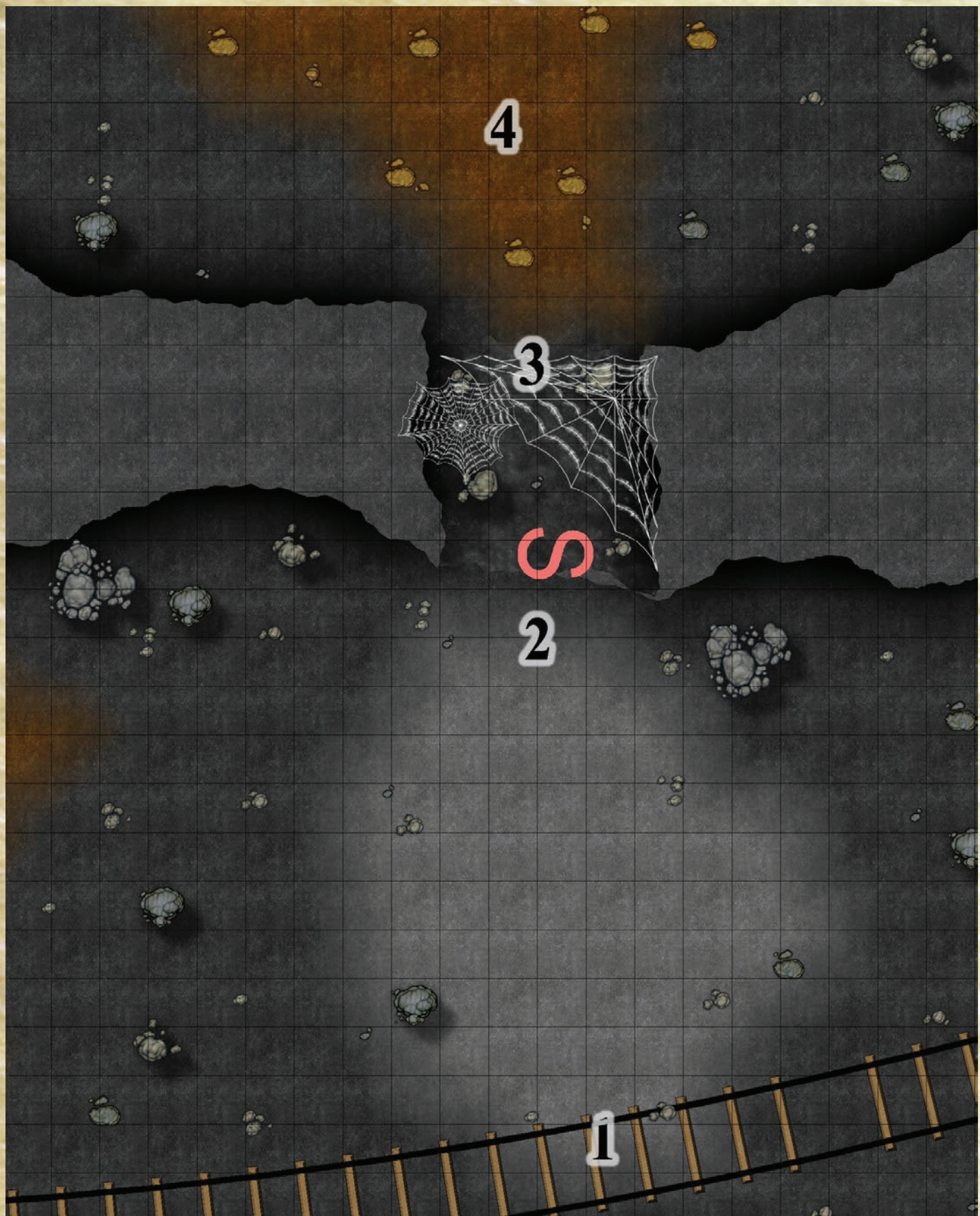


ML7-ELC-5: Dirt Carnage

This wide expanse of packed dirt reflects a major struggle, months ago: long-dead bodies stripped of their belongings, smashed furniture, thrown rocks and objects.

Map 218: Secret Passage North (ML7-SPN)

One square equals 5 ft.



ML7-SPN: Secret Passage North

Overview

To the extreme north of the expansive cave chamber is a secret passage that leads to the level's true purpose: mining for chunks of **Obelisk Shard**.

Theme & Purpose

Short of exploring every single aspect of the permieter, or having a strong and lucky hunch, the only realistic means of detecting this secret is to look on the map and see where unusual worn paths seem to lead from the railway, seemingly into the wall.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. **Ignore all "NPC Encounter"** results.

Areas of Interest

ML7-SPN-1: Railway

A worn path seems to lead north from the railway at this point. The tracks appear well-used and the ties have been replaced recently.

ML7-SPN-2: Secret Passage Entrance

Only read the *italicized* text below if the secret is discovered.

It doesn't take you long to notice the outline of a doorway here. Hitting it with a stick, you soon dislodge enough earth to fit your way through a broad tunnel that leads to the north.

	Access
Secret Passage Entrance	Locks: Door, Secret (Perception Only)

ML7-SPN-3: Passage

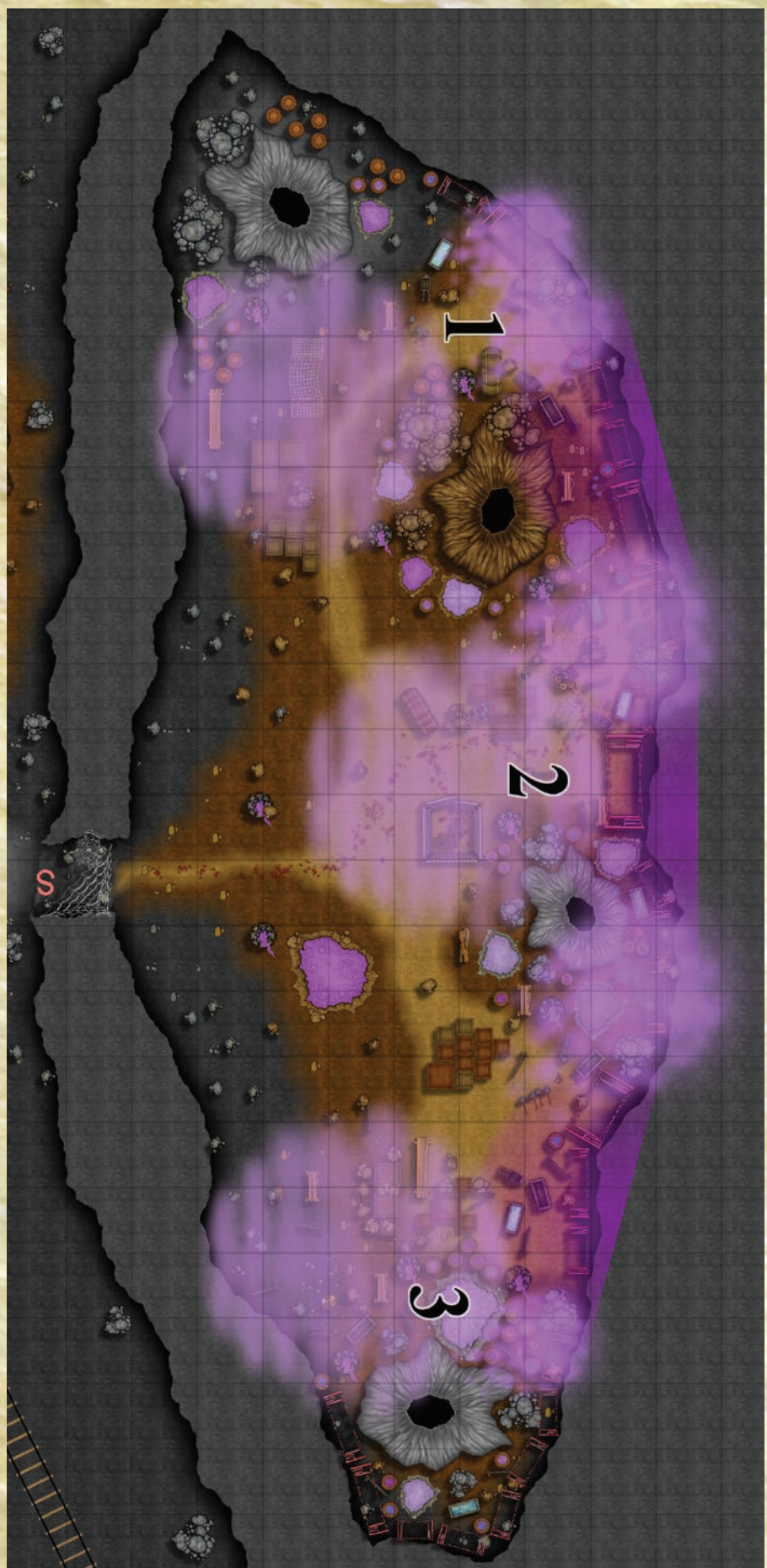
For a secret passage, the ceiling here is quite tall—8'. It's broad, too, and the floor well-trod; someone must have traversed this path quite frequently for it to be so... normal-seeming.

ML7-SPN-4: Dirt Path

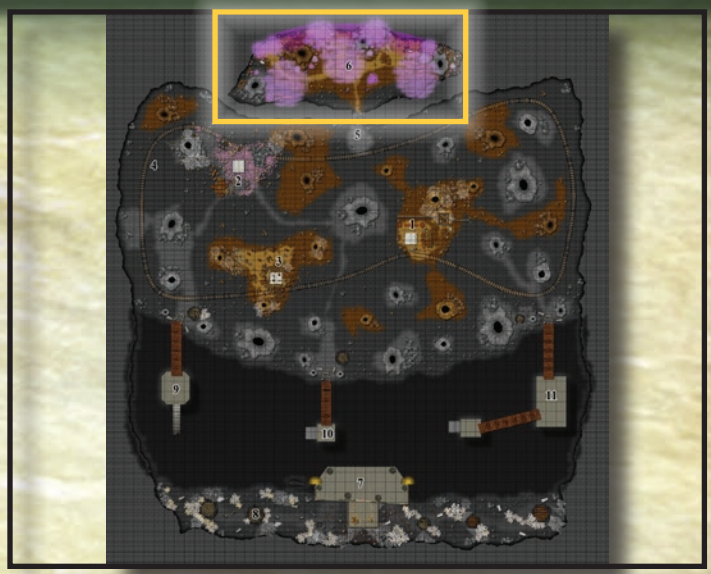
A packed dirt path leads north, into an enormous chamber beyond.

Map 219: Obelisk Shard Mining Overview (ML7-OSM-O)

One square equals 5 ft.



ML7-OSM-O: Obelisk Shard Mining Overview



Overview

This enormous chamber has been used to hunt for ***Obelisk Shards***, small crystalline chunks of **Dark Obelisk** that are used in all manner of item.

Theme & Purpose

It's important to note that it is beyond the scope of this adventure to deal with ***Shards*** themselves; all such crystals retrieved from the mining walls of this region have been used, shipped elsewhere, or ground up and ingested as a narcotic.

Haze of Evil

The dust generated by months of mining has resulted in a purplish, filmy haze throughout the area. Mechanically speaking, it has the same effect as a ***Minor Obelisk Taint*** (p 49) which affects everyone in

Random Encounters

Use the standard / default **Random Encounter** rules for this level. **Reroll any "NPC Encounter"** results.

Areas of Interest

ML7-OSM-O-1: Shard Mining West

Please refer to page 596 for further details.

ML7-OSM-O-2: Shard Mining Center

Page 598 begins more information.

ML7-OSM-O-3: Shard Mining East

Turn to page 600 for additional description.

Map 220: Obelisk Shard Mining West (ML7-OSM-W)

One square equals 5 ft.

ML7-OSM-W: Obelisk Shard Mining West

Overview

A rich area filled with storage and danger, this western edge of the hidden ***shard***-mining zone is a good place to get some experience.

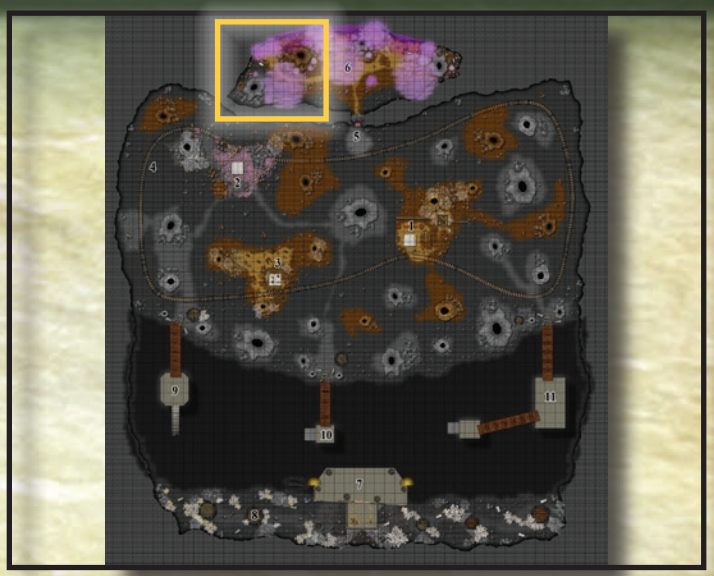
Theme & Purpose

Dreadslime and storage abound; like the rest of this secret mining chamber, it's filled with a purplish haze that affects all within.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. **Reroll all "NPC Encounter"** results.

Areas of Interest



ML7-OSM-W-1: Dreadslime Rockspire

An enormous rockspire reaches all the way to the ceiling, 25' above you. About its base is an assortment of boulders and dreadslime patches. Braziers are lit with purplish haze.

Please refer to the rules for **dreadslime** (p 513).

ML7-OSM-W-2: Containers

Crates are stacked neatly here, to the south of a curving well-trod path that leads northwest.

	Access	Contents
Crates, Small (7x)	Container: Barrel or Crate	Glasses, Metals, and Woods, size Medium, using Context C
Crates, Large (3x)	Container: Barrel or Crate, using Context C	Glasses, Metals, and Woods, size Large, using Context C

ML7-OSM-W-3: Barrels and Dreadslime

A large dreadslime pool sits at the base of a huge grey rockspire that scrapes the 25' tall ceiling. Boulders, a lit brazier with purple smoke, and five steel-lined barrels sit nearby; two of the barrels are open and appear to contain dreadslime.

	Access	Contents
Barrels (3x)	Container: Barrel or Crate, using Context C	Dreadslime

ML7-OSM-W-4: Barrel Storage

Behind the northwest curve of the rockspire, and beyond a pool of dreadslime, is a cluster of steel-lined barrels. Two of these are open and appear to be half-filled with dreadslime.

	Access	Contents
Barrels (7x)	Container: Barrel or Crate, using Context C	Dreadslime

ML7-OSM-W-5: Mining West

Scaffolding reaches 25' to the ceiling along this wall, which seems to have been mined as recently as a week ago. Soot and debris litters the floor.

ML7-OSM-W-6: Mining Nort

Abandoned tools have been scattered along the floor.

	Access	Contents
Mining Tools	unprotected	Weapons: Simple, roll 2d4 times

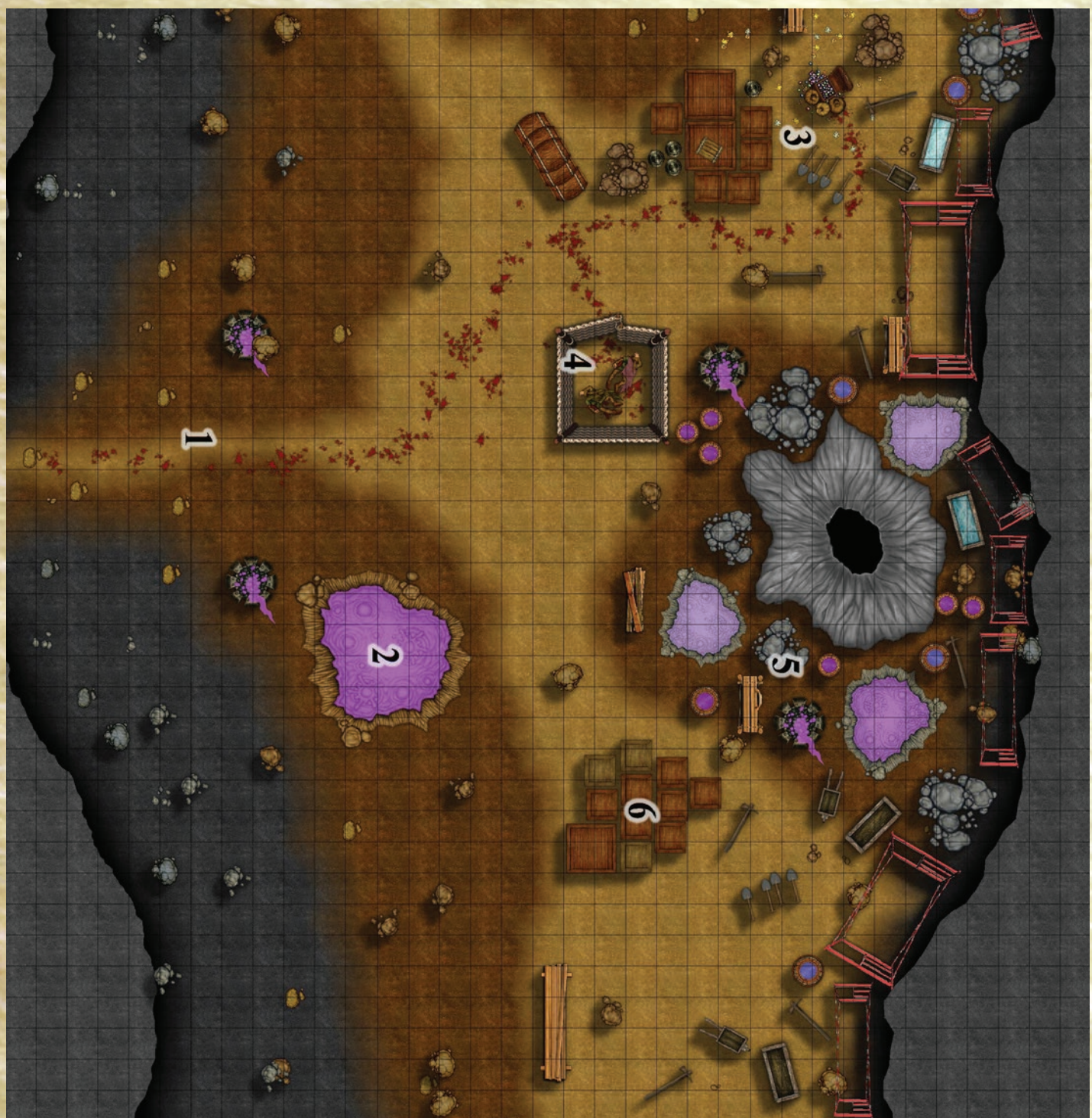
ML7-OSM-W-7: Northeast Mining

A patch of dreadslime, two barrels, and a lit brazier sit at the foor of the massive rockspire, and southwest of a wheelbarrow and water trough.

	Access	Contents
Barrels (2x)	Container: Barrel or Crate, using Context C	Dreadslime

Map 221: Obelisk Shard Mining Center (ML7-OSM-C)

One square equals 5 ft.



ML7-OSM-C: Obelisk Shard Mining Center

Overview

A rich area filled with storage and danger, this western edge of the hidden ***shard***-mining zone is a good place to get some experience.

Theme & Purpose

Dreadslime and storage abound; like the rest of this secret mining chamber, it's filled with a purplish haze that affects all within.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. **Reroll all "NPC Encounter"** results.

Areas of Interest

ML7-OSM-C-1: Central Path

- Leading north from the secret entrance is a well-trod, tight path through the mud and muck of the depressed cave floor. The road is flanked by lit braziers, lit with a slow burn and sending hazy purple smoke into the cavern. A trail of blood follows the path, leading north and then curving northeast.

ML7-OSM-C-2: Dreadslime Pool

- To the east of the path is an enormous pool of gurgling, foul slime of purplish-black hue.

ML7-OSM-C-3: Storage

- A cache of containers is neatly organized to the south of a pile of treasure and amidst a spill of coins. To the south of this arrangement is a stack of barrels.

	Access	Contents
Crates, Large (2x)	Container: Barrel or Crate	Glasses, Metals, and Woods, size Medium, using Context C
Crates, Small (5x)	Container: Barrel or Crate	Rations & Prepared Food, size Medium, using Context D
Treasure Pile	unprotected	Coin Treasure: Moderate *AND* Gems: Low
Chest	Locks: Chest, Strongbox, using Context B	Potions: Moderate *AND* Gems: Medium-Quality
Barrels (6x)	Container: Barrel or Crate	Alcohol: General, size Medium

ML7-OSM-C-4: Animal Pen

- The trail of blood from the south leads inside this animal pen, which now contains two slain elves.

	Access	Contents
Elf Corpses (2x)	unprotected	Armor: Light

ML7-OSM-C-5: Rockspire

- Surrounding an enormous stalagmite is an arrangement of rusty, 25' tall scaffolding, barrels filled with dreadslime, pools of dreadslime, and a few fresh water barrels.

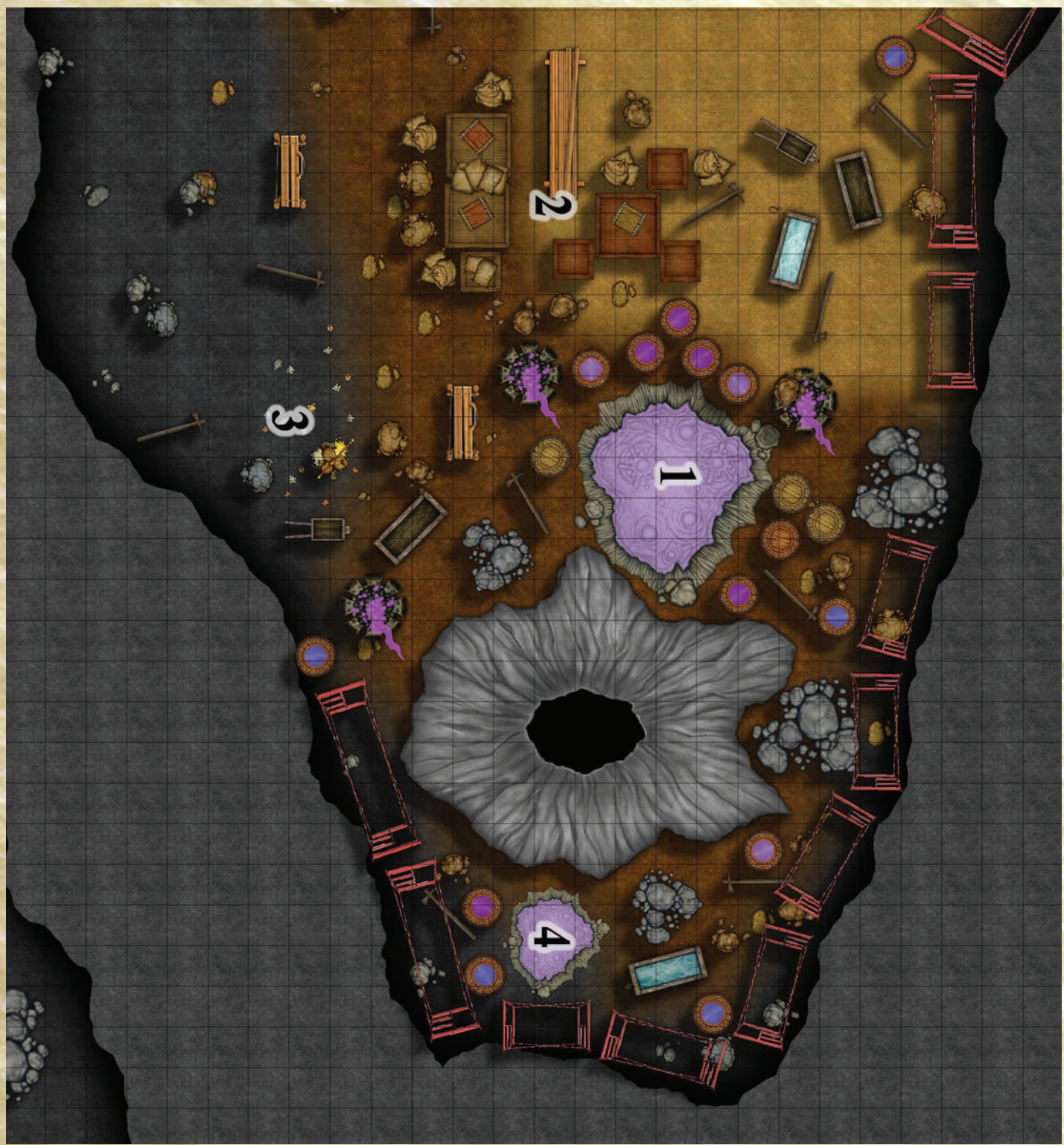
ML7-OSM-C-6: Crates

- A large arrangement of containers has been organized here.

	Access	Contents
Crate, Large	Container: Barrel or Crate	Glasses, Metals, and Woods, size Medium, using Context C
Crates, Small (10x)	Container: Barrel or Crate	General Supplies, size Medium, using Context D

Map 222: Obelisk Shard Mining East (ML7-OSM-E)

One square equals 5 ft.



ML7-OSM-E: Obelisk Shard Mining East

Overview

A rich area filled with storage and danger, this western edge of the hidden ***shard***-mining zone is a good place to get some experience.

Theme & Purpose

Dreadslime and storage abound; like the rest of this secret mining chamber, it's filled with a purplish haze that affects all within.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. **Reroll all "NPC Encounter"** results.

Areas of Interest

ML7-OSM-E-1: Dreadslime Pool

About the perimeter of a dreadslime pool is an array of dreadslime-filled barrels, and four sealed casks.

	Access	Contents
Barrels (4x)	Container: Barrel or Crate	Dreadslime

ML7-OSM-E-2: Storage

A haphazard array of containers has been stashed here amidst boulders and mud.

	Access	Contents
Crates, Large (3x)	Container: Barrel or Crate	Glasses, Metals, and Woods, size Medium, using Context C
Crates, Small (4x)	Container: Barrel or Crate	General Supplies, size Medium, using Context D
Sack Piles (7x)	unprotected	Simple Foodstuffs, size Medium

ML7-OSM-E-3: Coin Treasure

Spilled from the nearby wheelbarrow is an assortment of coins and treasure.

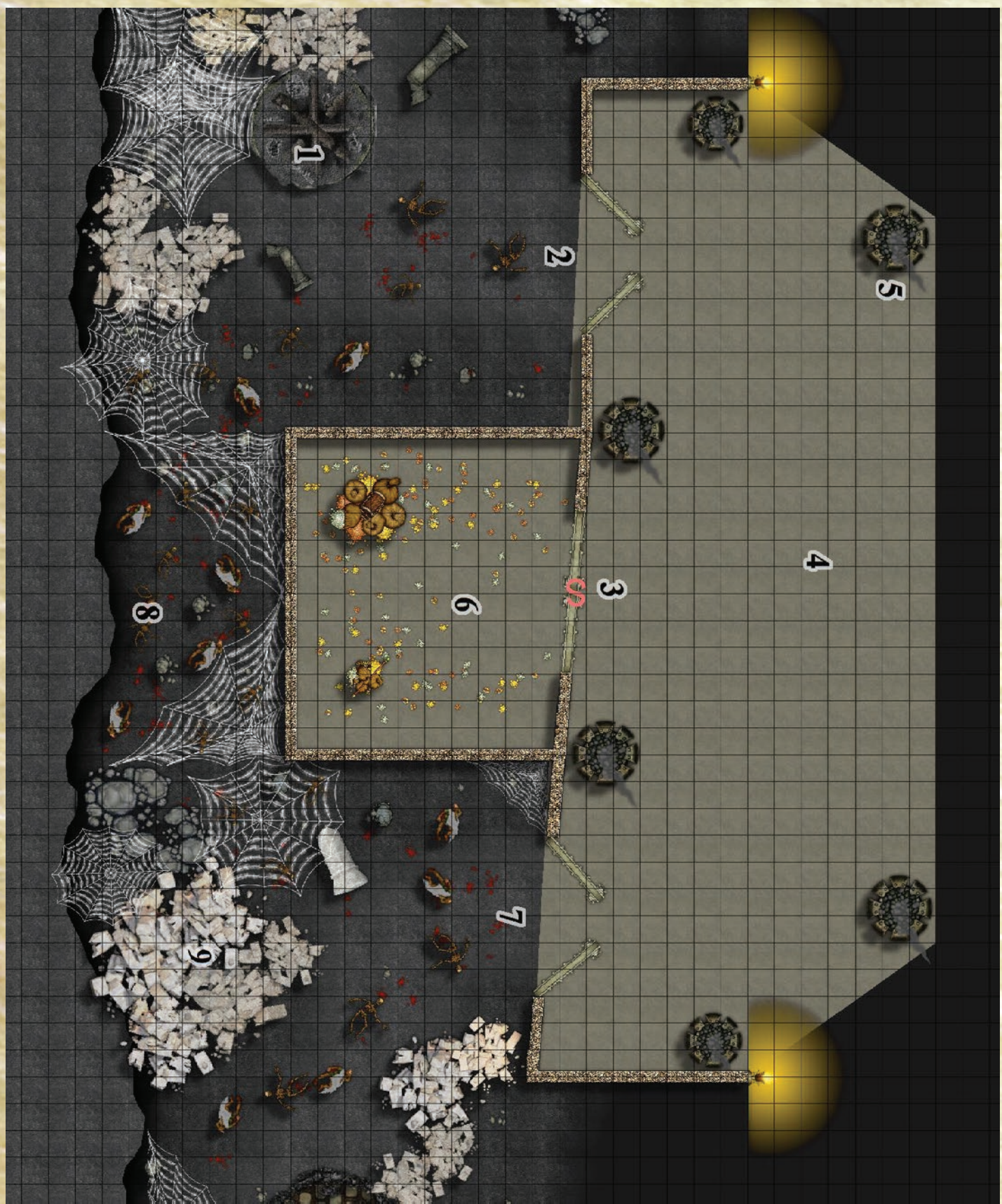
	Access	Contents
Treasure Pile	unprotected	Coin Treasure: Moderate *AND* Potions: Moderate

ML7-OSM-E-4: Dreadslime Scaffolds

25' tall, rusty and tenuous scaffolding abounds in this corner. It seems more than a bit unsafe to have a pool of dreadslime so close to the metal structures.

Map 223: Dais (ML7-DAS)

One square equals 5 ft.



ML7-DAS: Dais

Overview

This is the centerpiece of the southern lair, and the only public-facing, obviously-visible aspect of it. Most of the time, the lair's occupant hides behind the illusory wall.

Theme & Purpose

If the **Wyrm** is present, the PCs should be terrified immediately. Make clear the size, horrificness, and sheer aura of terror surrounding the beast, and that from its vantage point on the **Dais**, it can see all within the main cavern of this level.

Even if the beast is absent, however, it should be plain that this large, sparse, and well-maintained area is intended for some foul purpose.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. **Ignore all "NPC Encounter"** results. Of note, if the **Dreadwyrm** is present, no other monster in the **Mines** will threaten it at all; the great **Wyrm's** power here is unquestioned.

Creature Comfort

The **Dreadwyrm** rests on the **Dais** about **15%** of the time.

Areas of Interest

ML7-DAS-1: Ruined Tower

A guardpost, hastily erected to oversee the levels below, has been destroyed, nearly razed to the ground and coated in soot.

ML7-DAS-2: West Entrance

Massive, 20' tall double steel doors bar entry here. From the north, the door is hardly visible; there is a depression in the stone surface that angles down from above, into which a talon might well fit. There is a locking mechanism within that the depression appears to operate.

	Access
West Entrance	**Locks: Door, Secret (Perception only, from the north)** *AND* **Locks: Door, Stronghold**

ML7-DAS-3: South Cache

A third door, in between the other two, opens into a cube-shaped stone alcove, not 20' tall.

	Access
South Cache Door	**Locks: Door, Secret (Perception only, from the north)** *AND* **Locks: Door, Stronghold, both using Context C**

ML7-DAS-4: Dais

An enormous expanse of flat, blank stone stretches before you here. There seems to be no easy way onto the surface: neither ladder nor door connects in any way, and there is no bridge or apparent mechanism to reveal or generate one.

There is no obvious mundane means of getting to this location. Magic, or some particularly ingenious and convincing skill use and dice-rolling, is necessary to get here.

Low-level characters often lack access to fly spells, dimension door effects, and similar resources; it may be simply impossible for them to reach this point and explore the southern zone. That may well be for the best, however: even at the lowest difficulty band, the **Dreadwyrm** is a formidable challenge far beyond lowest-level parties!

ML7-DAS-5: Braziers

Around the perimeter of the dais are spaced four enormous, unlit braziers. Two more are spaced evenly across the space in the back of the dais.

ML7-DAS-6: Treasure Cache

Hordes of coins and gemstones are piled about. Every surface of the cubelike room is polished and pristine; the torchlight bounces around to further enhance the visual effect of so much treasure.

	Access	Contents
Treasure Cache	unprotected	**Coin Treasure: Moderate, size Large, using Context C** *AND* **Gems: Medium-Quality, using Context C** *AND* **Gems: Low, size Large**

ML7-DAS-7: East Entrance

This is identical to the **West Entrance, ML7-DAS-2**, above. Perhaps obviously, the secret here must be discovered, and the lock opened, separately.

ML7-DAS-8: Corpsepile

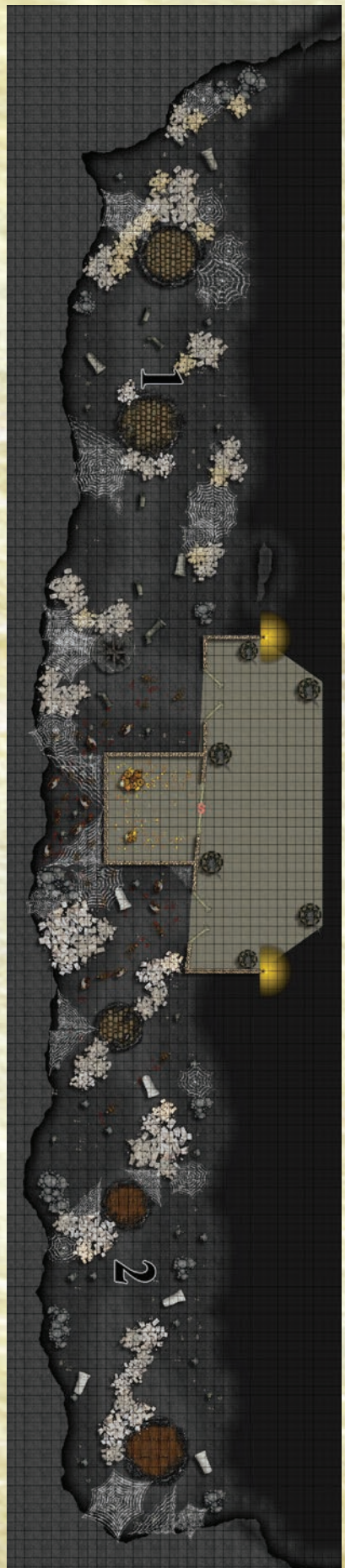
Whatever lives here has a huge appetite, and stores the discarded corpses here. More than a dozen creatures of varying size and nature have been tossed here; none of them is more than a few days slain, and all possessions have been stripped.

ML7-DAS-9: Debris Pile

Fallen rocks, splintered timbers, and other debris is piled here, indicating what this area might once have been before it became a lair.

Map 224: Wyrmlair Overview (ML7-WML-O)

One square equals 5 ft.



ML7-WML-O: Wrymlair Overview

Overview

The wyrmlair was once a naturally-occuring "shelf" on the southern side of the yawning chasm to the north. As it provides visibility to both Level 7 as well as Levels 8 and 9 beneath it, the **Mines** constructed a series of guard towers along the length of the shelf for supervision.

Following the events of the **Obelisk's** discovery, a **Dreadwyrm** was released into the mining complex. It swiftly took advantage of this area, and in coordination with the influece of the **Obelisk**, ordered enslaved and tainted miners to construct the Dais as a means of showing off.

Theme & Purpose

Some of the best treasure in the adventure can be found here, but it's possible the PCs will ignore the region entirely if they do not discover the secret.

A Phantom Shelf

The entire map shown in the **Wyrmlair Overview**, with the exception of the **Dais** (p 602), is hidden behind an *illusory wall*. It has no substance, so it's possible to discover the illusion by throwing a rock or shooting an arrow, and noting that the projectile disappears when it crosses the threshold of where the shelf is.

Until the illusion is dispelled, it appears as a wholly normal cave wall.

The illusion is one-way; those facing north from the shelf itself see as normal.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. **Reroll all "NPC Encounter"** results.

Areas of Interest

ML7-WML-O-Lair West

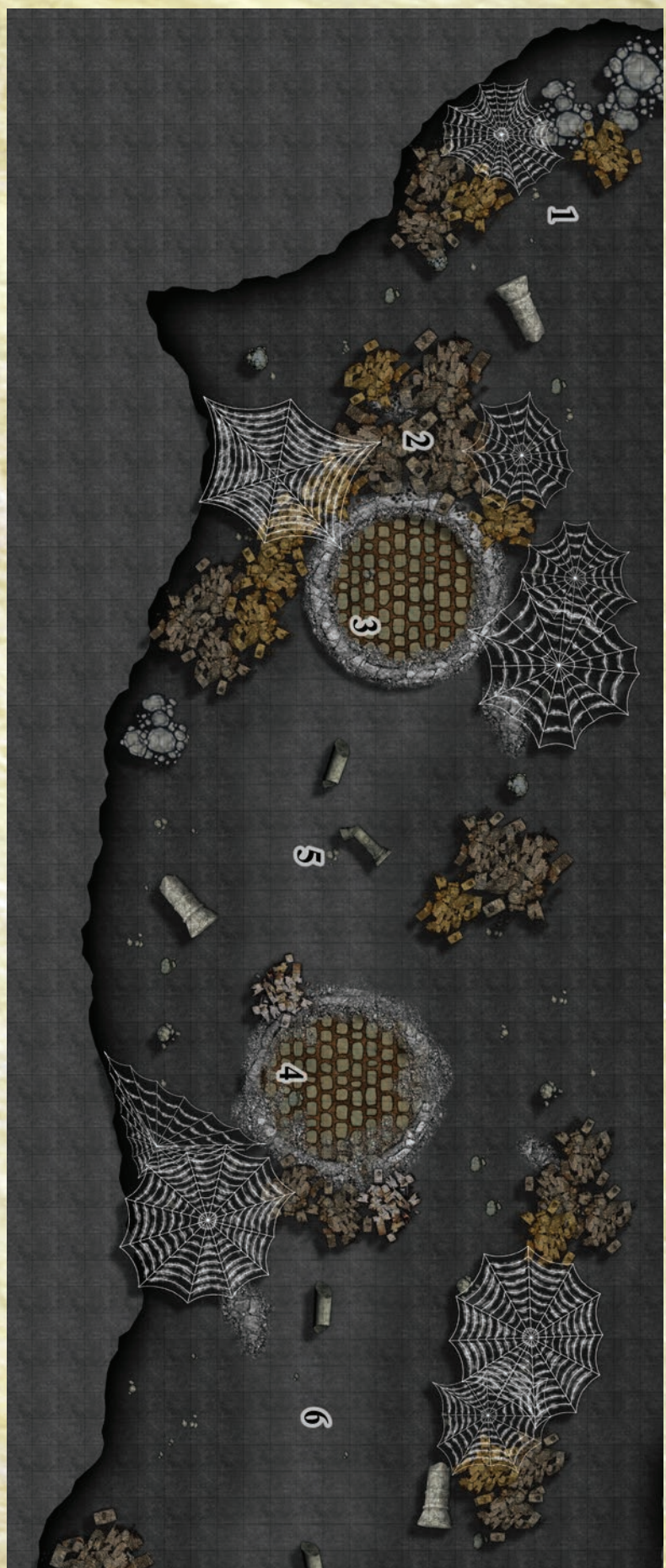
Please refer to page 605 for further details.

ML7-WML-O-Lair East

Page 607 for additional description.

Map 225: Wyrmlair West (ML7-WML-W)

One square equals 5 ft.



ML7-WML-W: Wyrmlair West

Overview

The western wing of the lair is relatively unused; the **Dreadwyrm** prefers the eastern region to this.

Theme & Purpose

Ruins of old guard towers can be see, but there's little treasure to be located; anything the **Wyrm** sees glint, goes in its vault.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. **Reroll any "NPC Encounter"** results.

Areas of Interest

ML7-WML-W-1: Webbed Debris

Spiderwebs join neighboring piles of rubble. A fallen pillar hints at what might once have stood here.

ML7-WML-W-2: Tower Rubble

This rubble appears to have formed the upper portions of a huge tower. Now, it's just debris that seems to have formed the nest of a great many beasts.

ML7-WML-W-3: Tower West

This tower once stood 20' tall; it's now a charred and hacked-apart circle of stone and cobbles that barely stands out from the cave floor.

ML7-WML-W-4: Tower East

The stone here has been burnt horribly by some malevolent force; there's little left recognizable from what this tower must have once been. Rubble from the upper portion sits about the base. Spiderwebs link the tower's debris to the cave wall to the south.

ML7-WML-W-5: Open Space West

The dirt and stone here are sparsely spaced... it makes you a bit nervous to move in an area where you have no cover!

Navigating this open space is sure to draw attention: roll on the **Random Encounter** table and ignore "**NPC Encounter**" results. If a monster encounter results, have it approach from off the map edge to the east. If no encounter results, the PCs have instead drawn the attention of the **Dreadwyrm** itself!

ML7-WML-W-6: Open Space East

Unless the partty explicitly traverses this region with an eye toward stealth—for example, by navigating by way of the debris to the north—treat it as **Open Space West, ML7-**

WML-W-5, above.

Map 226: Wyrmlair East (ML7-WML-E)

One square equals 5 ft.

ML7-WML-E: Wyrmlair East

Overview

This is the preferred resting place for the **Dreadwyrm**.

Theme & Purpose

The PCs should knowingly sense that this is the lair of an adversary far greater than any they have faced thus far. It has a different look, different feel, and is wide-open and inaccessible, hidden behind what must be an intentional, illusory wall... their sense of dread should be high.

Let Sleeping Beasts Lie

If the **Dreadwyrm** was not on the **Dais** as the PCs approached the lair, there is a **60%** chance it is here; place it at **Location 8**.

If the **Dreadwyrm** is determined to be in neither location, the PCs are in luck: for the duration of their time in this zone, the beast does not return.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. **Reroll any "NPC Encounter"** results.

Areas of Interest

ML7-WML-E-1: Ruined Tower West

Debris from this ruined tower cascades in a line from southeast to northwest, connecting with the stone structure and dais.

ML7-WML-E-2: Corpses

Fresh skeletons litter the gap between towers here, the flesh picked or singed from their bones.

ML7-WML-E-3: Rubble Pile

A 10' tall pyramid of refuse sits here. Much is from the tower to the southeast, but there's a lot of bone and feces in the pile as well.

ML7-WML-E-4: Ruined Tower Center

This tower was once very tall; at least that's you intuit from all the debris scattered about.

ML7-WML-E-5: Rubble Line

A line of rubble stretches from the eastern tower, as though it toppled and was then destroyed.

ML7-WML-E-6: Ruined Tower East

This tower is singed to a crisp, with very little left in the actual tower base.

ML7-WML-E-7: Webbing

Far against the easternmost edge of the lair is a gathering of spiderwebs that join the ruins of the tower to the cave wall.

ML7-WML-E-8: Open Space

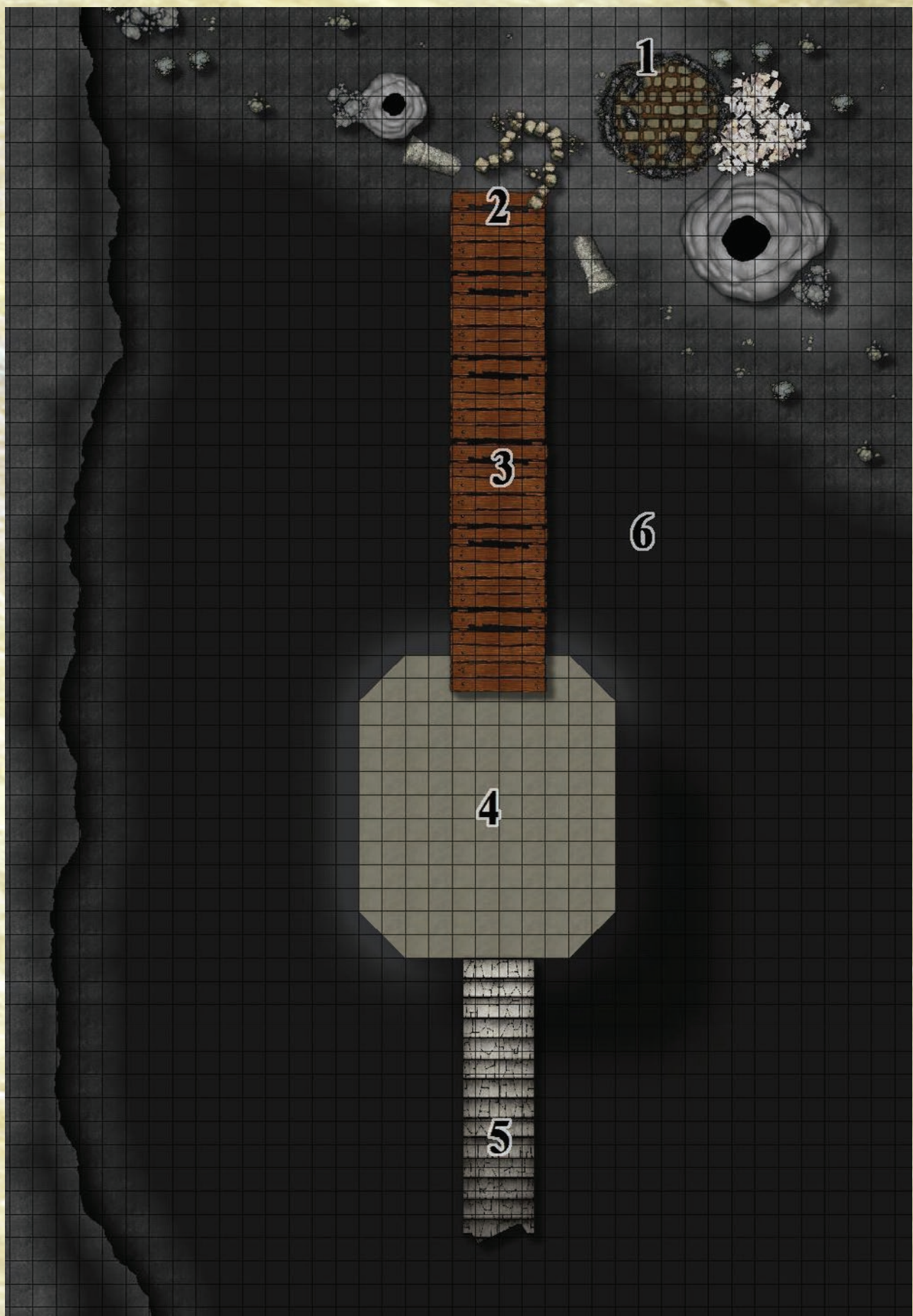
Ignore the following scenario if the **Dreadwyrm** is determined to be here already.

You're not comfortable moving along this wide open space with no cover, but you see no alternative if you're to continue eastward and explore.

Navigating this open space is sure to draw attention: roll on the **Random Encounter** table and ignore "**NPC Encounter**" results. If a monster encounter results, have it approach from off the map edge to the east. If no encounter results, the PCs have instead drawn the attention of the **Dreadwyrm** itself!

Map 227: Staircase West (ML7-SCW)

One square equals 5 ft.



ML7-SCW: Staircase West

Overview

One of three staircases that descend into the lower levels, this is the only one of the three that remains a staircase for the duration of its descent.

Theme & Purpose

It's dark and hot in the lower levels... the PCs feel this palpably as they descend.

Falling

There are no railings or safety devices to protect you from fallig off the sides here... those who fall will suffer a great deal of damage unless they have means to avoid the impact.

Random Encounters

Use the standard / default **Random Encounter** rules for this level.

Areas of Interest

ML7-SCW-1: Ruined Guardpost

What was once a guardpost is now a ruin. There's little to discover inside; it appears to have been picked clean by scavengers.

ML7-SCW-2: Archway

Ornate stones indicate that there was once a nicely-designed archway here, at the entrance to the bridge that leads south.

ML7-SCW-3: Bridge

This wooden bridge sways with your weight, but seems solid enough; it's certainly broad and thick enough to support the entire party.

ML7-SCW-4: Pedestal

A plain, flat block of stone serves as the anchor point for the bridge.

ML7-SCW-5: Staircase Down

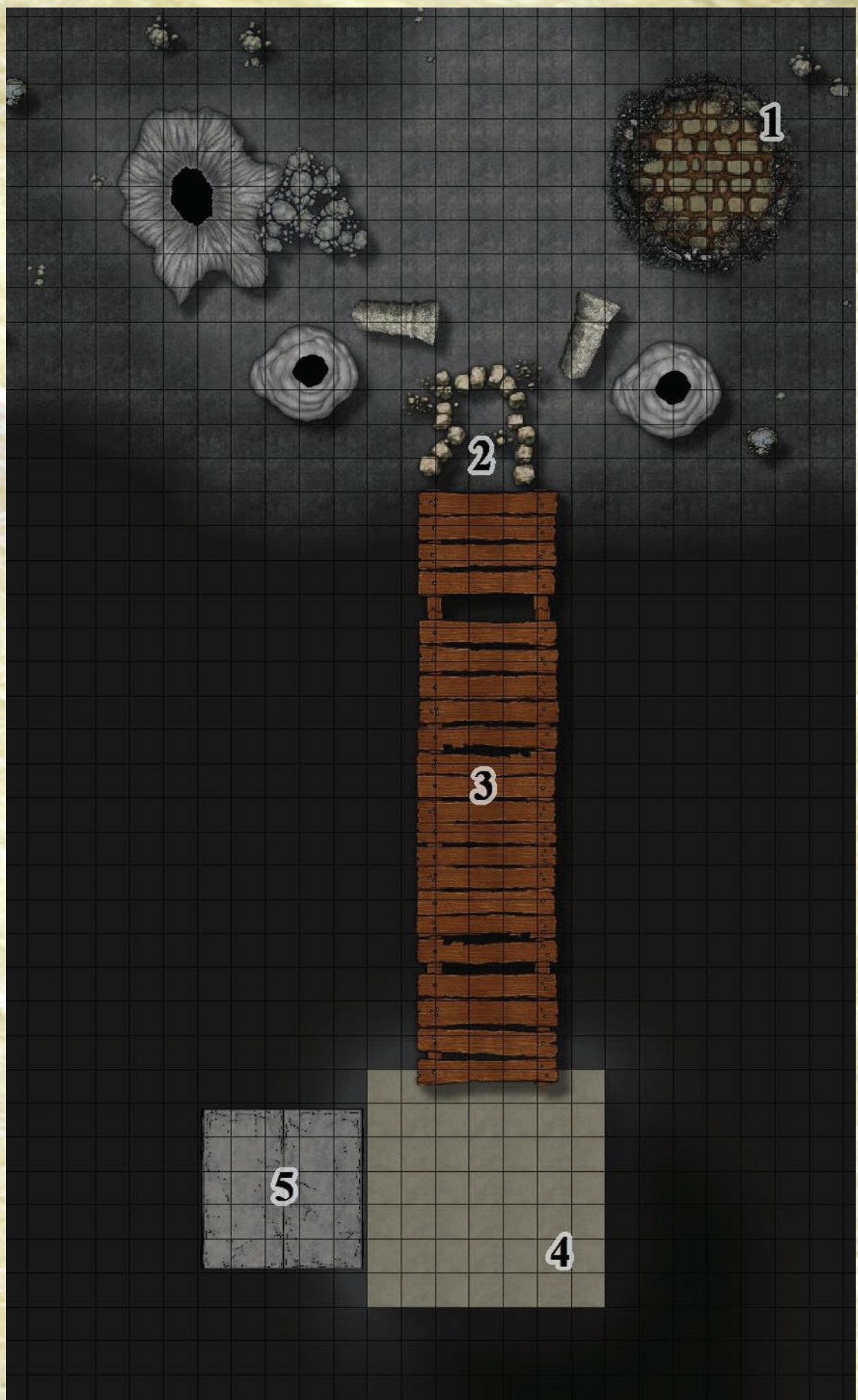
This leads to "**Map 231: Staircase West (ML8-SCW)**" on page 620.

ML7-SCW-6: Pit

It's a yawning chasm beneath you. Between the height and the haze, you can't be sure, but it looks at least 80' straight down from here.

Map 228: Staircase Center (ML7-SCC)

One square equals 5 ft.



ML7-SCC: Staircase Center

Overview

One of three staircases that descend into the lower levels, this is the only one of the three that remains a staircase for the duration of its descent.

Theme & Purpose

It's dark and hot in the lower levels... the PCs feel this palpably as they descend.

Falling

There are no railings or safety devices to protect you from fallig off the sides here... those who fall will suffer a great deal of damage unless they have means to avoid the impact.

Random Encounters

Use the standard / default **Random Encounter** rules for this level.

Areas of Interest

ML7-SCC-1: Ruined Guardpost

What was once a guardpost is now a ruin. There's little to discover inside; it appears to have been picked clean by scavengers.

ML7-SCC-2: Archway

Ornate stones indicate that there was once a nicely-designed archway here, at the entrance to the bridge that leads south.

ML7-SCC-3: Bridge

This wooden bridge sways with your weight, but seems solid enough; it's certainly broad and thick enough to support the entire party.

ML7-SCC-4: Pedestal

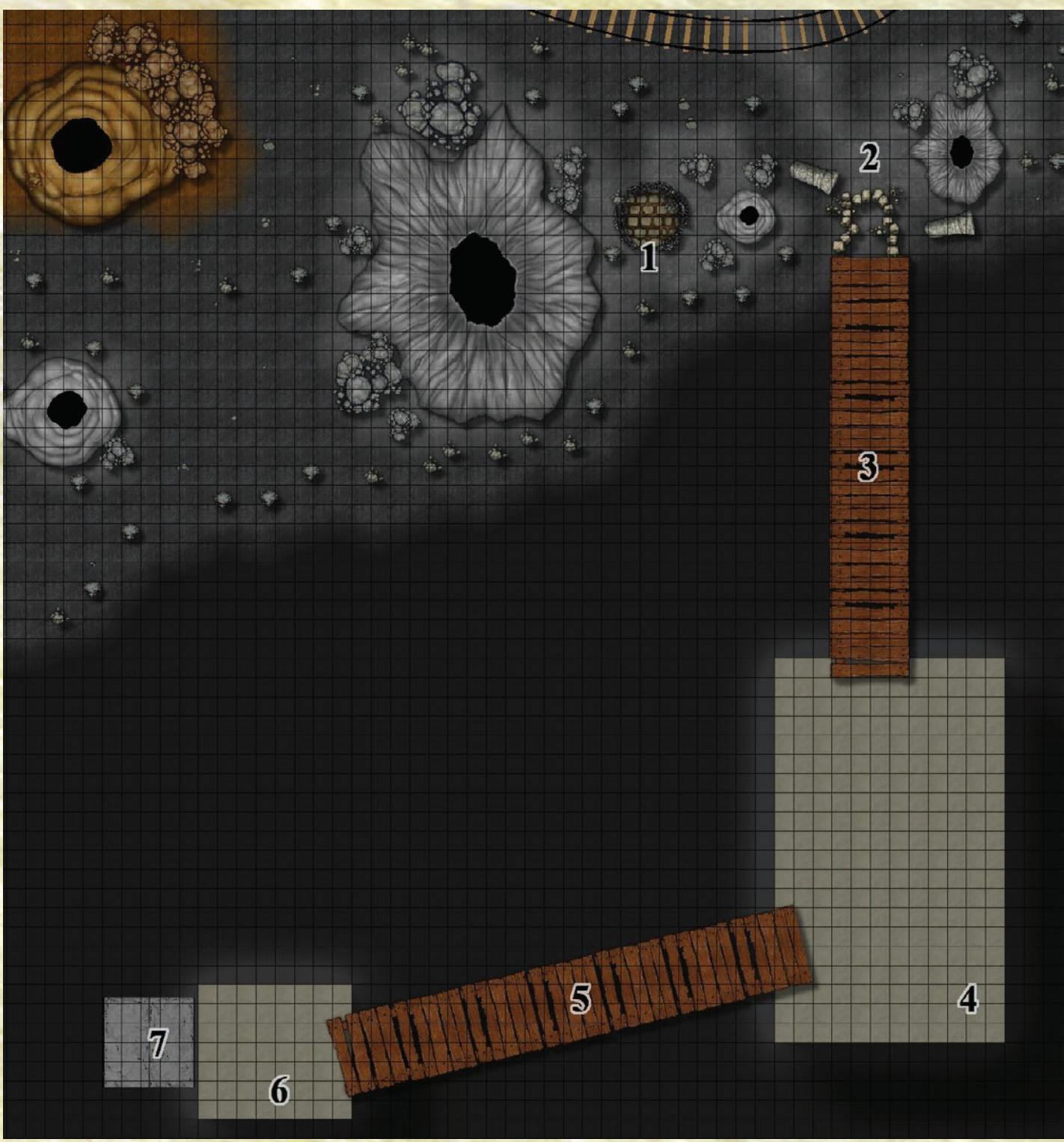
A plain, flat block of stone serves as the anchor point for the bridge.

ML7-SCC-5: Elevator

This leads to "**Map 233: Mines Level 9 Overview (ML9-O)**" on page 625.

Map 229: Staircase East (ML7-SCE)

One square equals 5 ft.



ML7-SCE: Staircase East

Overview

One of three staircases that descend into the lower levels, this is the only one of the three that remains a staircase for the duration of its descent.

Theme & Purpose

It's dark and hot in the lower levels... the PCs feel this palpably as they descend.

Falling

There are no railings or safety devices to protect you from fallig off the sides here... those who fall will suffer a great deal of damage unless they have means to avoid the impact.

Random Encounters

Use the standard / default **Random Encounter** rules for this level.

Areas of Interest

ML7-SCE-1: Ruined Guardpost

What was once a guardpost is now a ruin. There's little to discover inside; it appears to have been picked clean by scavengers.

ML7-SCE-2: Archway

Ornate stones indicate that there was once a nicely-designed archway here, at the entrance to the bridge that leads south.

ML7-SCE-3: Bridge

This wooden bridge sways with your weight, but seems solid enough; it's certainly broad and thick enough to support the entire party.

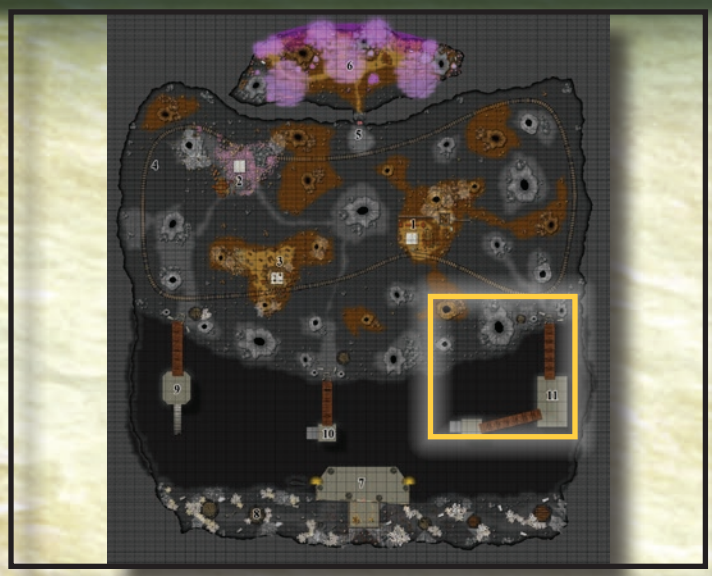
ML7-SCE-4: Pedestal

A plain, flat block of stone serves as the anchor point for the bridge.

This is the most popular means of traversing the last few levels. When the party walks onto this platform, roll on the **Monsters: Mines, Advanced FlexContent** table, placing the results as approaching from **Location 2** to the north. Any monsters spawned via this scenario will not be able to operate the **Elevator** in **Location 7** (see below), so fleeing is entirely feasible.

ML7-SCE-5: Bridge

This bridge is a bit narrower than the other one to the northeast, and at least as sturdy in feel.



ML7-SCW-6: Western Pedestal

This is a slightly narrower, smaller version of the large pedestal to the east. An elevator leads down from the western edge of the pedestal.

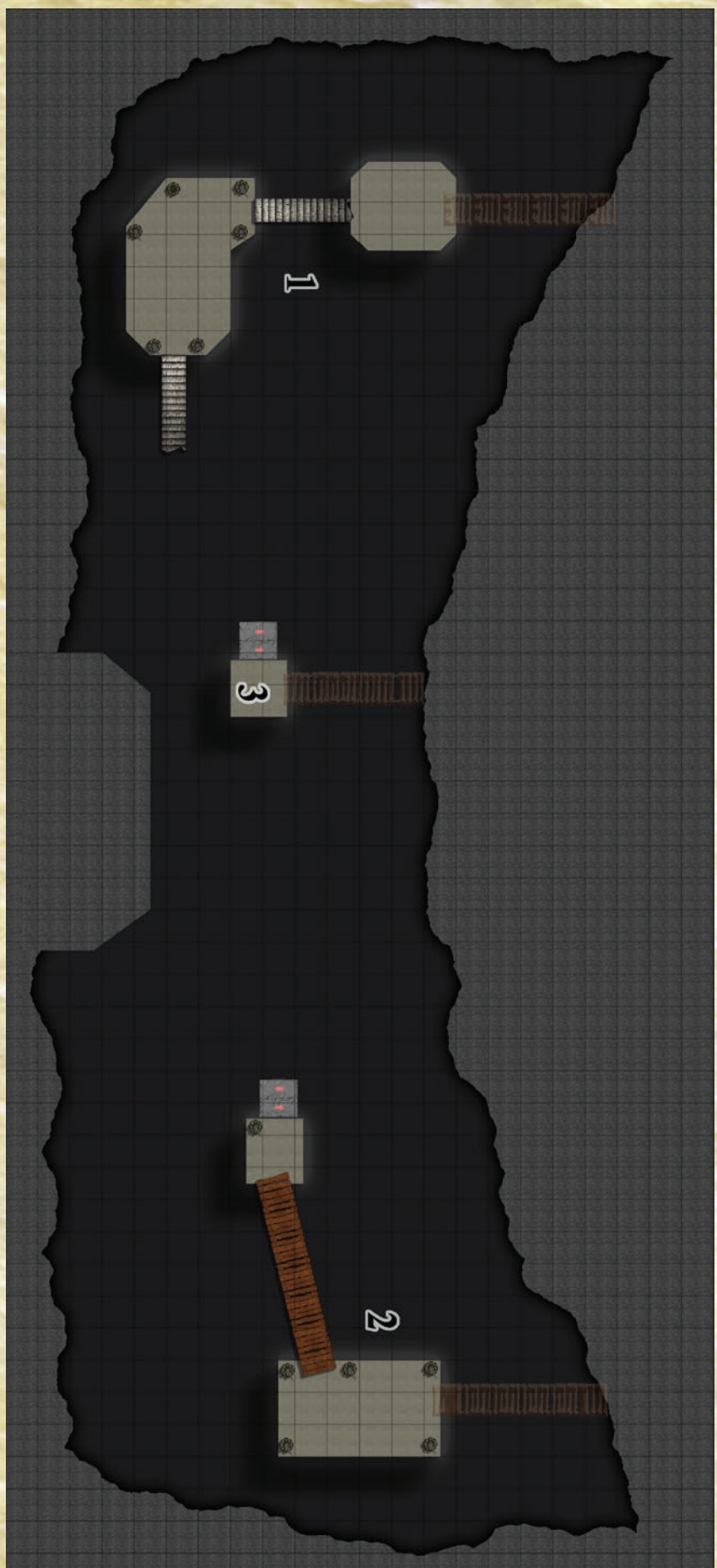
ML7-SCW-7: Elevator Down

This leads to "**Map 233: Mines Level 9 Overview (ML9-O)**" on page 625.

Mondaria Mines: Level 8

Map 230: Mines Level 8 Overview (ML8-O)

One square equals 20 ft.



ML8-O: Mines Level 8 Overview

Overview

This "level" of the mines is simply interstitial to the descent to the final level 9.

Theme & Purpose

A PC doesn't have to have acrophobia to suffer some fear making this descent.

Random Encounters

Use the standard / default **Random Encounter** rules for this level.

Areas of Interest

ML8-O-1: Staircase West

Please refer to page 620 for further details.

ML8-O-2: Staircase East

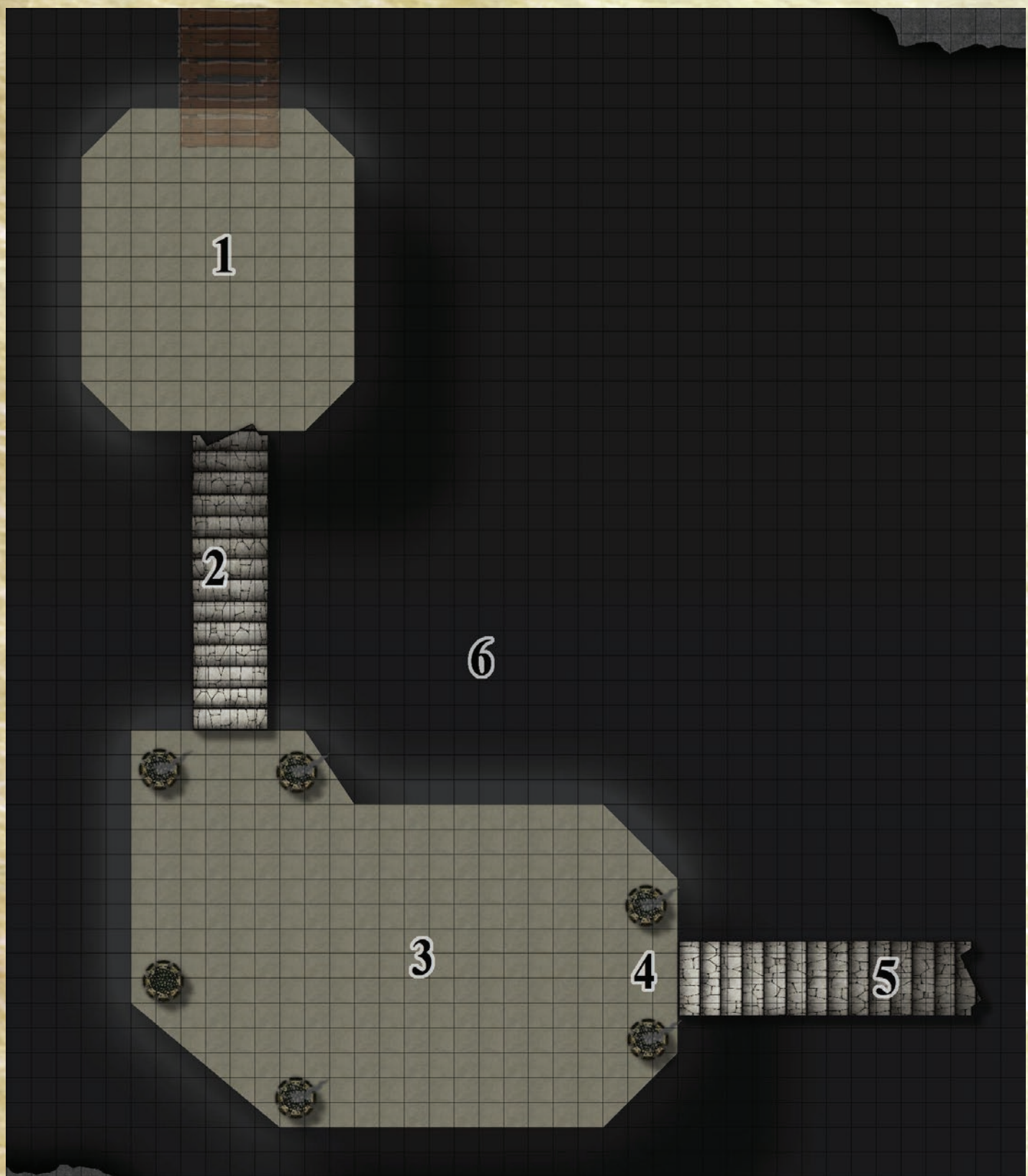
Page 622 contains more information about this region.

ML8-O-3: Elevator

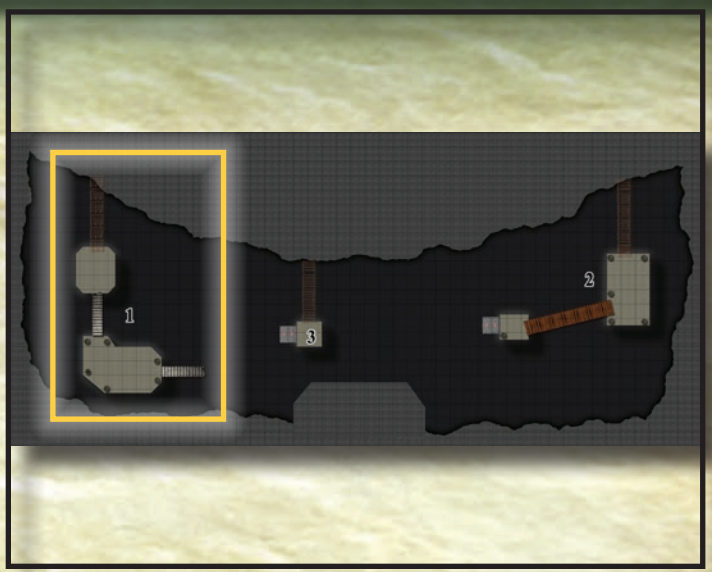
There is no ability to get off the elevator at this point; these map location simply indicate the location of the elevator and pedestal.

Map 231: Staircase West (ML8-SCW)

One square equals 5 ft.



ML8-SCW: Staircase West



Overview

This staircase leads down, south, and west from the level above.

Theme & Purpose

The party will begin to see the ninth level from their vantage point here.

Random Encounters

Use the standard / default **Random Encounter** rules for this level.

Areas of Interest

ML8-SCW-1: Pedestal

- This stone surface is featureless and seems to serve mainly as an anchor for the bridge to the north above you.

ML8-SCW-2: Staircase

- This long staircase leads 40' down from the pedestal above.

ML8-SCW-3: Oblong Pedestal

- This enormous stone slab is ringed with unlit braziers. You smell a darkly perfumed scent, residue from their prior use.

ML8-SCW-4: Flanking Braziers

- As you pass between these braziers, they burst into a purple flame.

The flame causes no damage, but likely surprise the PCs at this point.

ML8-SCW-5: Staircase Down

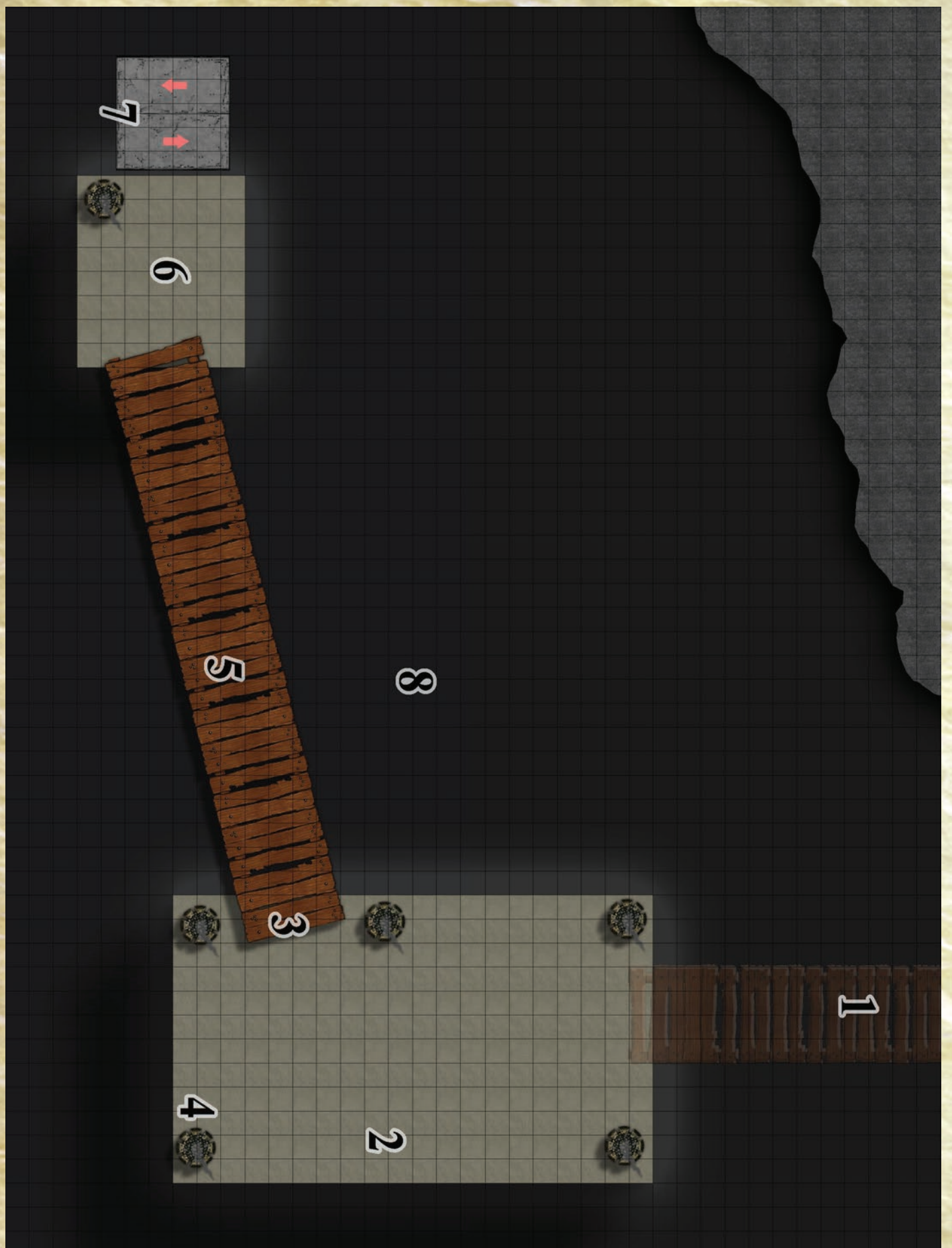
- This long, wide stair continues the descent.

ML8-SCW-6: Pit

- Only 50-70' remain between you and the lower level of the Mines.

Map 232: Staircase East (ML8-SCE)

One square equals 5 ft.



ML8-SCE: Staircase East

Overview

This staircase leads down, south, and west from the level above.

Theme & Purpose

The party will begin to see the ninth level from their vantage point here.

Random Encounters

Use the standard / default **Random Encounter** rules for this level.

Areas of Interest

ML8-SCE-1: Bridge

This leads up and north back to Level 7.

ML8-SCE-2: Pedestal

This stone surface is featureless and seems to serve mainly as an anchor for the bridge to the north above you.

ML8-SCE-3: Braziers

The entrance to the westward bridge

ML8-SCE-4: Flanking Braziers

As you pass between these braziers, they burst into a purple flame.

The flame causes no damage, but likely surprise the PCs at this point.

ML8-SCE-5: Staircase Down

This long, wide stair continues the descent.

ML8-SCE-6: Pit

Only 50-70' remain between you and the lower level of the Mines.

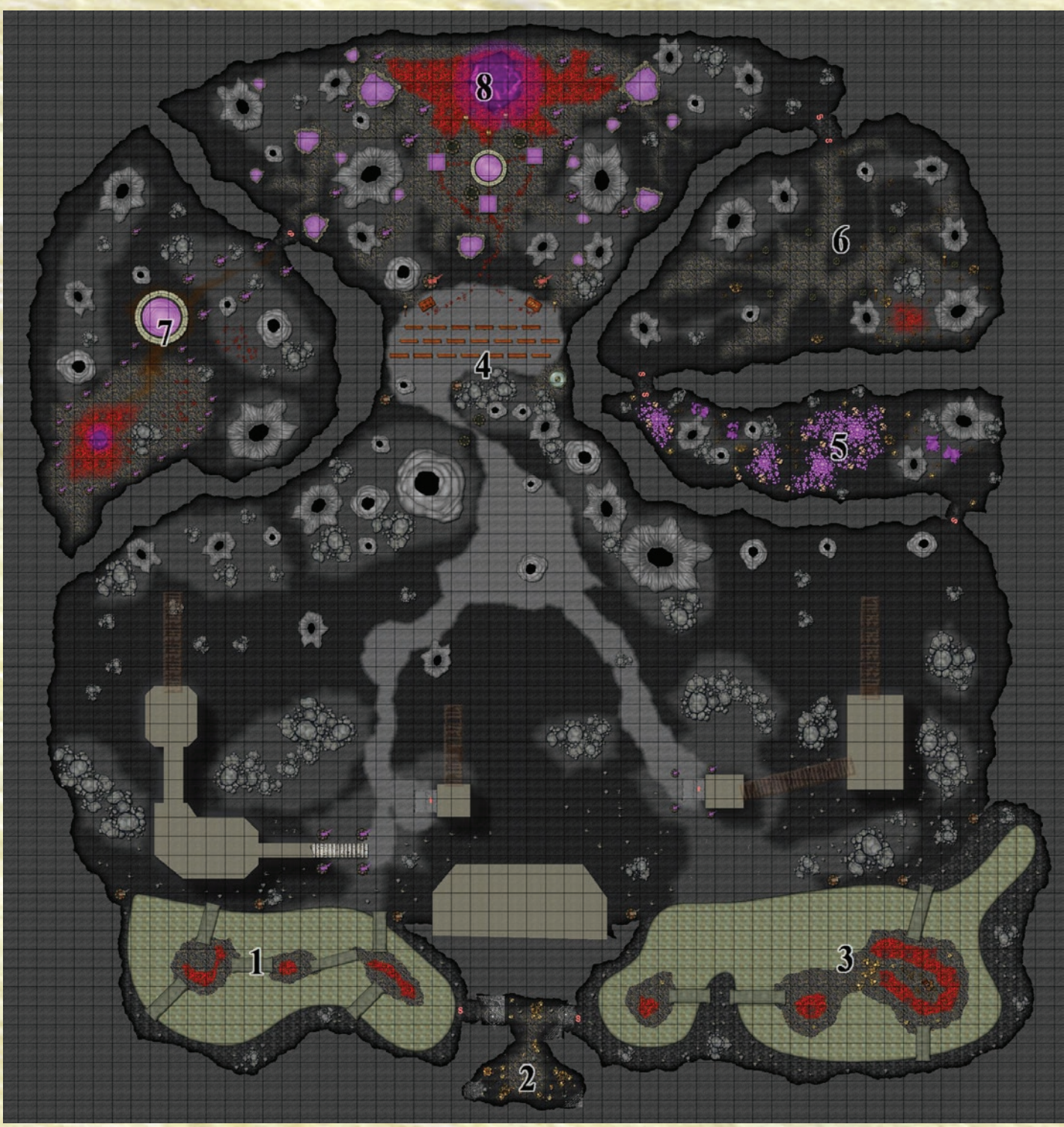
ML8-SCE-7: Elevator

This leads down to "**Map 233: Mines Level 9 Overview (ML9-O)**" on page 625.

Mondaria Mines: Level 9

Map 233: Mines Level 9 Overview (ML9-O)

One square equals 5 ft.



Level Introduction: Mines Level 9

Summary

This is the lowest, darkest, and deepest part of the **Mines**, and contains the one, the true, **Dark Obelisk**.

Entrances and Exits

Note that the following are typical, even secret, means of entering and exiting the level as it was designed.

Other, magical means of navigating the level (for example, teleportation spells or those that grant incorporeality) are not discussed and are left to the GM to manage should they be introduced.

Navigation to Mines Level 8

There are three **Elevators** ascending to **Level 8**, north of **Locations 1** and **3**.

Overview

The structure of the level is fairly straightforward: a single, hourglass-shaped chamber, fluted at the top and bottom, with secrets to the east and west.

Atmosphere & Theme

Visibililty is quite difficult and limited; there's a purple and red haze hanging over everything down here. It's tangibly hot, not merely warm;

Lawful characters have a throbbing, actively painful headache, and an inclination to run away.

It's up to the GM as to whether the proximity to the **Obelisk** has a mechanical in-game effect.

Default Random Encounters

Some **Areas of Interest** within this level will describe a certain approach to **Random Encounters**, either by overriding the **timing** (e.g., "every 30 minutes), and/or by providing its own localized **version** of the random encounter table below.

Absent such an override, roll on the following table of **Default Random Encounters** for every **5 minutes t**he party remains in this area.

Table 26: Mines Level 9 Default Random Encounters

D%	Event	Description
01-05	**No Encounter**	Nothing interesting or specific occurs to deter the party from their overall objectives and exploration.
06-10	**Trivial Encounter**	Roll once on **Monsters: Surface, Trivial**.
11-15	**Light Encounter**	Roll once on **Monsters: Surface, Light**.
16-25	**Average Encounter**	Roll once on **Monsters: Surface, Average**.
26-64	**Advanced Encounter**	Roll once on **Monsters: Surface, Advanced**.
65-89	**Elite Encounter**	Roll once on **Monsters: Surface, Elite**.
90-00	**NPC Encounter**	Roll once on the **Default NPC Encounter Table** below.

Default NPC Encounters

Some **Areas of Interest** within this level will describe a certain approach to **NPC Encounters**, providing its own localized **version** of the table below.

Absent such an override, when in this level, when directed to roll for a random NPC, roll on the following table.

Note that if a certain circumstance mandates the presence of an NPC, you may ignore and reroll results of "No Encounter" on the table below.

The GM is, as in all other aspects of the adventure, to use her common sense regarding use of this table. You should feel free to ignore or reroll results with which you don't agree, or simply choose a result yourself to keep with the atmosphere of the adventure as experienced by your gaming group.

Note, also, that any entry in the list below that has a blank ("-") next to it for roll results means that that NPC is never normally encountered in this level.

Table 27: Mines Level 9 Default NPC Encounters

D%	Event	Description
01-05	**No Encounter**	Despite an initial feeling, the party does not encounter any NPCs at this time.
06-15	**Common NPC**	**Addicted Miners** shamble toward the party: 1d4x 2d4x 2d6x 3d8x
16-29	**Common NPC**	**Afflicted Miners** shamble toward the party: 1d4x 2d4x 2d6x 3d8x
30-34	**Common NPC**	A single **Bleak Mute** lurches within view of the party.

D%	Event	Description
35-39	**Common NPC**	One **Crazed Harbinger** stumbles about within view of the party.
40-49	**Common NPC**	**Tainted Miners** walk creepily toward the party: 2d4x 2d6x 2d8x 2d12x
50-64	**Common NPC**	**Miners** approach the party suspiciously: 2d6x 2d8x 2d10x 2d12+4x
65	**Common NPC**	One **Mining Taskmaster** walks purposefully toward the party.
66	**Common NPC**	A terrified **Munitions Wench** is visible, huddled in her rags.
67	**Common NPC**	You see a **Supply Maid** in tattered clothes, though you're not sure she sees you.
60-68	**Common NPC**	A horrifying **Tainted Taskmaster** walks about.
-	**Common NPC**	**Celebrants** dance and amble toward the party: 1d4x 2d4x 2d6x 3d8x
-	**Common NPC**	**Firedancers** lithely come toward the party: 1d4x 2d4x 2d6x 3d8x
-	**Common NPC**	**A Firedancer party** approaches the PCs: **1x Campmaiden, 1d4x Firedancers, 2d4x Celebrants** **1x Hearthstud, 2d4x Firedancers, 2d6x Celebrants** **1x Campmaiden, 1x Hearthstud, 2d6x Firedancers, 2d6x Celebrants** **1x Campmaiden, 1x Hearthstud, 2d8x Firedancers, 2d8x Celebrants**
-	**Common NPC**	A single **Campmaiden** or **Hearthstud** approaches the party with a twinkle in their eye. Use the sex opposite the majority of the PCs' composition, or randomize if there is a tie.
69	**Named NPC**	Ambling scholar **Brocambe Methurzz**.
70	**Named NPC**	Beastmaster **Gabharn**.
71	**Named NPC**	Blacksmith **Hamfast Burrbottom**.
72	**Named NPC**	Feastmaster **Frobwin Glamfork**.
73	**Named NPC**	Herbalist **Innelothe**.
74	**Named NPC**	Illusionist entertainer **Raekeldorr**.
75	**Named NPC**	Keeper of Records **Skandern Lithutz**.
76	**Named NPC**	Keepmaster **Vanarelia Riccards**.
77	**Named NPC**	Loremaster **Dalnarok**.
78	**Named NPC**	Mercenary dwarf **Gordsturll**.
79	**Named NPC**	Merenary tiefling **Killarth**.
80	**Named NPC**	Railmaster **Arranz Trevain**.
81	**Named NPC**	Tinkermaster **Skandbard**.
82	**Named NPC**	Warden **Imeltrude Legande**.
83	**Named NPC**	Brewmaster **Glimdarffe Sudsglub**.
84	**Named NPC**	Cartographer **Estarel Finequill**..
85	**Named NPC**	Chemist **Incebb Gullip**.
86	**Named NPC**	Chief engineer **Didkeln Clawhammer**.
87	**Named NPC**	Coinmaster **Lugatoo**.
88	**Named NPC**	Dwarven union leader **Danalin Foeslash**.
89	**Named NPC**	Elven administration leader **Maresmir**.
90	**Named NPC**	Engineer **Brimdog Firecleave**.
91	**Named NPC**	Foreman **Belerras**.
92	**Named NPC**	Gangboss **Dagbrag**.
93	**Named NPC**	Lead designer **Estarel Finequill**.
94	**Named NPC**	Mayor **Faenadorn**.
95	**Named NPC**	Minemaster **Threnian Lo'quee**.
96	**Named NPC**	A Mystic Seer.
97	**Named NPC**	Sage **Natobbe**.
98	**Named NPC**	Stablehand **Friskbik**.
99	**Named NPC**	Stablemaster **Semtammi**.
00	**Named NPC**	Tribute magister **Elawelle**.

Areas of Interest

ML9-O-1: Dreadslime Pits West

Please refer to page 629 for more information.

ML9-O-2: Dreadslime Pits Secret

Turn to page 632 for additional details.

ML9-O-3: Dreadslime Pits East

Page 634 holds a full description.

ML9-O-4: Gathering

Please see page 637 for a complete depiction.

ML9-O-5: Secret Southeast

Refer to page 639 for a full description.

ML9-O-6: Secret Northeast

Complete information starts at page 641.

ML9-O-7: Secret West

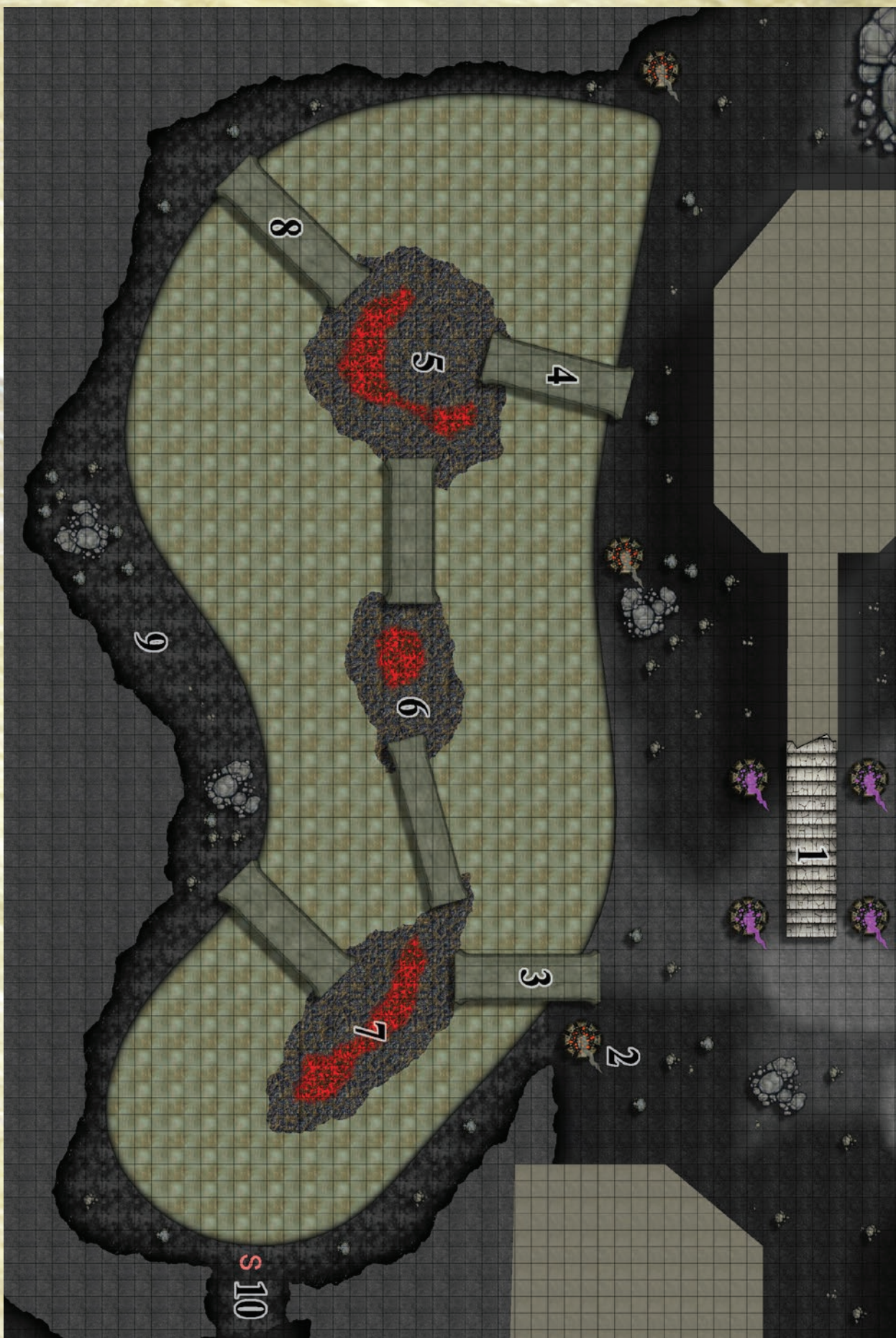
Please turn to page 643 for a full description.

ML9-O-8: The Dark Obelisk

Turn to page 646 for a complete walkthrough.

Map 234: Dreadslime Pits West (ML9-DPW)

One square equals 5 ft.



ML9-DPW: Dreadslime Pits West

Overview

The **Dreadslime Pits** are regions of abhorrent muck that are raked through tirelessly by slaves of the **Obelisk** in the hopes that it will turn up more chunks of **Obelisk Shard**... or something even worse.

Theme & Purpose

There's little reason for the PCs to venture here from a story perspective, but it is an atmosphere of strong presence and dread, and rife with opportunity for reward and challenge.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. **Reroll all "NPC Encounter"** results.

Dreadslime Pit

Treat the entire semi-liquid lake here as ***dreadslime*** (p 513).

The lake is only 8' deep at its lowest point, but that's more than enough to be lethal quickly for hapless PCs who fall into the substance.

Whenever a random encounter calls for a monster while in this region, make a check: there is a **20%** chance that instead of the encounter that the table indicates, a **Dreadslime Ooze** emerges from the lake and attacks the PCs.

Areas of Interest

ML9-DPW-1: Staircase Up

This leads to "**Map 231: Staircase West (ML8-SCW)**" on page 620.

ML9-DPW-2: Braziers

Spaced evenly across the north bank of the dreadslime lake are three huge braziers, each lit with a putrescent substance whose aroma burns your nostrils and makes you lightheaded.

ML9-DPW-3: Northeast Stone Bridge

This bridge appears to be little more than an oblong boulder that has been placed across the lake to enable access to the easternmost magma island.

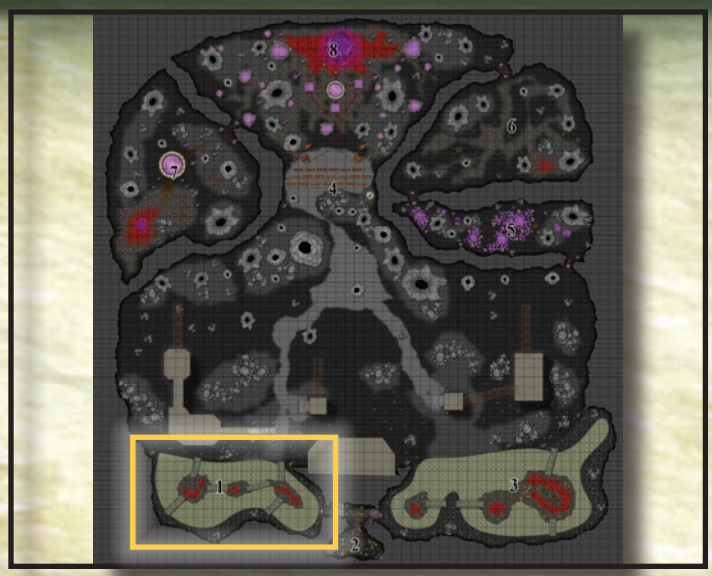
ML9-DPW-4: Northwest Stone Bridge

This bridge is coated in soot and grime, as though it had fallen into the slime lake and then been recovered and replaced.

ML9-DPW-5: Western Magma Island

These islands appear to be mostly-hardened rafts of magma. In places, the interior of the island seems to be warmer, closer to the semiliquid ultra-hot substance from which they were formed.

When walking onto this island, unless the party is already engaged in combat with one or more creatures, roll on the **Random Encounter** table and ignore "**NPC Encounter**" results. Place any ensuing beasts as entering from the northeast edge of the map, near **Location 2**.



ML9-DPW-6: Center Magma Island

These islands appear to be mostly-hardened rafts of magma. In places, the interior of the island seems to be warmer, closer to the semiliquid ultra-hot substance from which they were formed. Debris seems to have been captured in the crust of the island as it hardened.

Searching the debris reveals some possessions that were trapped as the recent cooling occured.

	Access	Contents
Magma Debris	unprotected	**Weapons: Martial 1H**

ML9-DPW-7: Eastern Magma Island

These islands appear to be mostly-hardened rafts of magma. In places, the interior of the island seems to be warmer, closer to the semiliquid ultra-hot substance from which they were formed. To the southwest, a massive chunk of boulder has been roughly chiseled into a makeshift bridge leading to the southern shore of the slime lake.

When walking onto this island, unless the party is already engaged in combat with one or more creatures, roll on the **Random Encounter** table and ignore "**NPC Encounter**" results. Place any ensuing beasts as entering from the northeast edge of the map, near **Location 2**.

ML9-DPW-8: Southwest Stone Bridge

This long, broad chunk of stone has been shaped into a rectangle and placed across the lake, leading to the southwest shore.

ML9-DPW-9: Southern Shore

The southern bank of the slime lake appears to be an even more solidified, ancient version of the substance that composes the islands in the lake.

ML9-DPW-10: Secret Passage East

Only read the *italicized* text below if the secret is discovered.

The cave wall in this area is hardened magma mixed with a sooty form of earth, with chunks of stone poking through here and there. Prodding with your weapons, the stone comes away; continuing your exploration reveals a passage through the cave wall to the east.

	Access
Secret Passage	Locks: Door, Secret (Perception only)

This leads to "**Map 235: Dreadslime Pits Secret (ML9-DPS)**" on page 632.

Map 235: Dreadslime Pits Secret (ML9-DPS)

One square equals 5 ft.

ML9-DPS: Dreadslime Pits Secret

Overview

Sandwiched betwen the two dreadslime pits is a secret chamber.

Theme & Purpose

Long forgotten, this cave is rife with death and treasure from explorers years before.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. **Reroll all "NPC Encounter"** results.

Areas of Interest

ML9-DPS-1: Western Passage

This leads to "**Map 234: Dreadslime Pits West (ML9-DPW)**" on page 629.

ML9-DPS-2: North Chamber

The scent of acrid, smoky air, with overtones of oil and resin, like a tar pit, fill your nostrils. Skeletons of humanoids and abominations litter the ground, as do the occasional gemstone and boulder. Narrow, soot-staned passages lead east and west; to the south, the chamber opens up considerably.

	Access	Contents
Cave Floor	unprotected	**Gems: Medium-Quality**

ML9-DPS-3: Eastern Passage

This leads to "**Map 236: Dreadslime Pits East (ML9-DPE)**" on page 634.

ML9-DPS-4: South Chamber

A large cavern opens up once you are past the neck of the alcove to the north. Mementos of death long past are scattered across the floor: coins, gems, and dozens of skeletons and assorted bits of bone.

The following represents all of the coins and gems on the floor in this region.

	Access	Contents
Cave Floor	unprotected	**Gems: Semi-Precious** *AND* **Coin Treasure: Moderate**

ML9-DPS-5: Southwest Treasure

Just northeast of an ancient, dusty spiderweb is a pile of belongings.

	Access	Contents
Treasure Pile	unprotected	**Armor: Medium** *AND* **Weapons: Martial 2H** *AND* **Potions: Moderate** *AND* **Coin Treasure: Moderate**

ML9-DPS-6: South Stash

A tiny stash of equipment has been placed on the floor just east of a massive creature skeleton.

	Access	Contents
Treasure Pile	unprotected	**Weapons: Exotic** *AND* **Potions: Moderate, both using Context C**

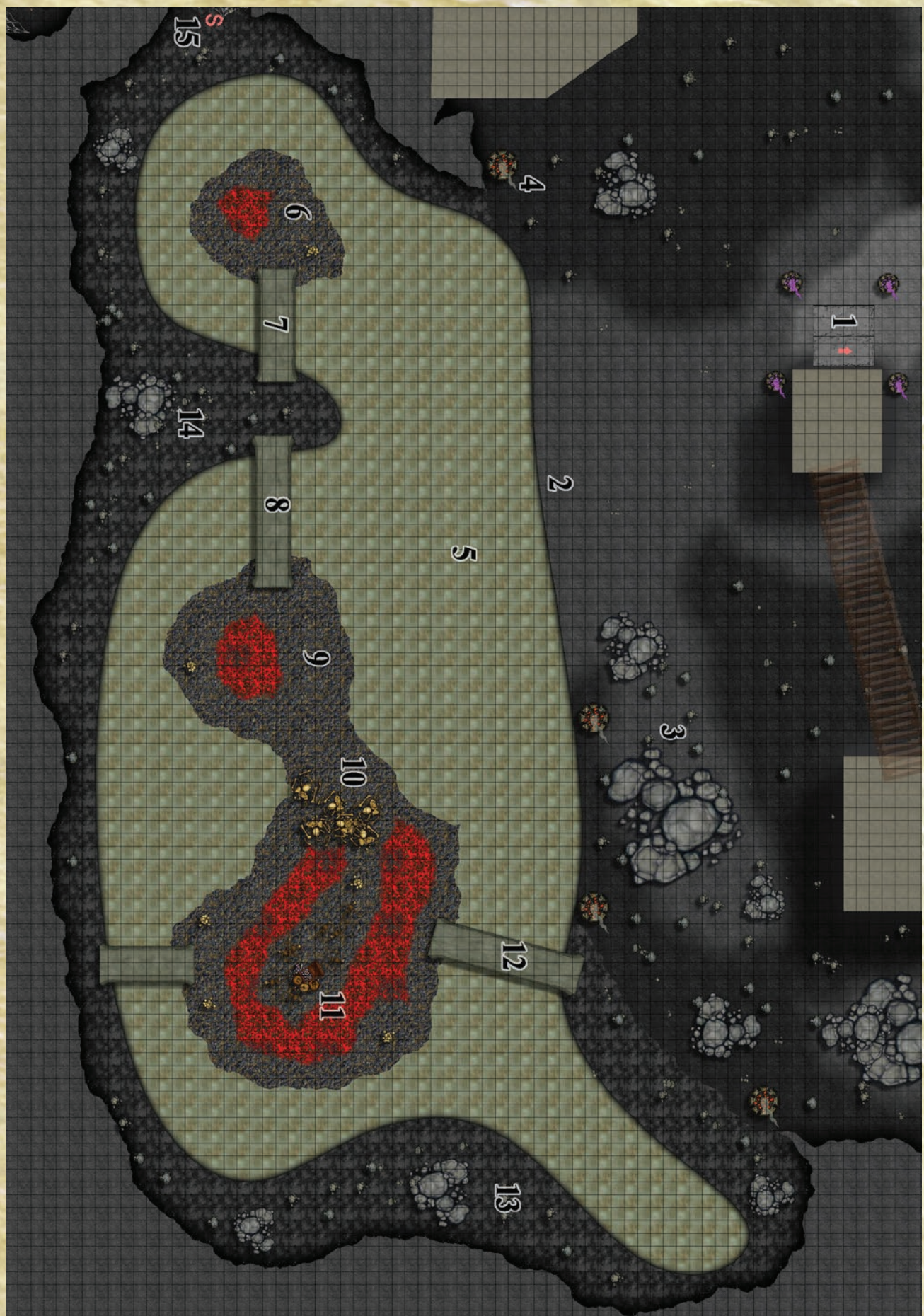
ML9-DPS-7: Eastern Treasure

A huge, thigh-high pile of skeletons and bone sits in the east of this chamber. To its southwest is a pile of possessions.

	Access	Contents
Treasure Pile	unprotected	**Gems: High-Quality** *AND* **Weapons: Martial Ranged**

Map 236: Dreadslime Pits East (ML9-DPE)

One square equals 5 ft.



ML9-DPE: Dreadslime Pits East

Overview

The **Dreadslime Pits** are regions of abhorrent muck that are raked through tirelessly by slaves of the **Obelisk** in the hopes that it will turn up more chunks of **Obelisk Shard**... or something even worse.

Theme & Purpose

There's a great deal of challenge here, but also a considerable amount of treasure. It's also one of the only two entrances to the loot-rich secret to the west.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. **Reroll all "NPC Encounter"** results.

Dreadslime Pit

Treat the entire semi-liquid lake here as ***dreadslime*** (p 513).

The lake is only 12' deep at its lowest point, but that's more than enough to be lethal quickly for hapless PCs who fall into the substance.

Whenever a random encounter calls for a monster while in this region, make a check: there is a **30%** chance that instead of the encounter that the table indicates, a **Dreadslime Ooze** emerges from the lake and attacks the PCs.

Areas of Interest

ML9-DPE-1: Elevator Up

This leads back up to "**Map 232: Staircase East (ML8-SCE)**" on page 622.

ML9-DPE-2: North Bank

This long stretch of mostly-stone cave floor is heavily worn. Something has been dragging large, heavy objects or creatures out of the dreadslime lake to the south and has been trudging northwest with them, repeatedly.

ML9-DPE-3: Boulders

The northeast bank of the lake features absolutely massive boulders that reach 20' tall.

Beasties love to hide behind and within these rocks; when the PCs venture within 50' of these boulders, roll on the **Random Encounter** table and ignore "**NPC Encounter**" results. Any ensuing monsters will emerge from the large rockpile just east of the marker for **Location 3**.

ML9-DPE-4: Braziers

Four braziers are spaced along the north shore of the dreadslime lake. Each is lit with a slow burn; whatever substance is within makes your eyes, ears, and nose twich as though acid had been splashed in your face.

There is no mechanical impact of the braziers' smoke, except that it is foul.

ML9-DPE-5: Dreadslime Lake

Gugling, foul, opaque liquid fills this enormous underground reservoir. At times it seems like acid; other times, it seems as though something is about to rise up out of its flat surface, like a sentient ooze. There are patches of lake where no movement occurs, and the liquid seems calm and placid.

ML9-DPE-6: Western Magma Island

This small patch of hardened magma seems solid enough to stand upon. On the southwest of the ovoid there is a patch of warmer, more pliant cooled lava; in the northeast there is a pile of skulls.

Underneath the skull pile is a cache of gems:

	Access	Contents
Skull Pile Cache	unprotected	**Gems: High-Quality, using Context B**

ML9-DPE-7: Western Stone Bridge

You're not sure if this "bridge" is anything more than a slightly-harder version of the solid magma of the island it leads to. It seems sturdy enough, though.

ML9-DPE-8: Center Stone Bridge

The long surface of this oblong stone has been etched with strange symbols... they appear to be mundane, but odd in nature.

These runes have no mechanical impact other than to possibly unsettle the PCs.

ML9-DPE-9: Large Island West

This region of the huge magma island has a large ovoid section that is tangibly warm and appears somewhat maleable in structure. To the south is a pile of skulls.

Disturbing the skull pile produces a loud sound when one of the skulls strikes a half-buried rock; roll on the **Random Encounter** table and ignore "**NPC Encounter**" results. Any ensuing monsters will approach from **Location 4** to the northwest.

ML9-DPE-10: Large Island Center

An enormous, chest-high pile of bones and time-dessicated carcasses occupies the center of this enormous island.

Searching through this pile takes about 5 minutes, and attracts some attention; roll on the **Random Encounter** table and ignore "**NPC Encounter**" results. Any ensuing monsters will approach from **Location 3** to the north.

	Access	Contents
Skeleton Pile	unprotected	**Armor: General, roll 1d4 times** *AND* **Weapons: General, roll 1d4 times** *AND* **Coin Treasure: Moderate, using Context C**

ML9-DPE-11: Large Island East

The interior of this island contains a cresent semicircle of semiliquid magma: cool enough to not be liquid, but threatening in its potential. There is a gap in the west of this magma that leads to the cool center, in which there is a huge pile of treasure surrounded by a dozen skeletons.

	Access	Contents
Treasure Pile	unprotected	**Armor: General, roll 2d6 times** *AND* **Weapons: General, roll 2d6 times** *AND* **Coin Treasure: Moderate** *AND* **Gems: Semi-Precious** *AND* **Potions: Moderate**

ML9-DPE-12: Northeast Stone Bridge

This long chunk of stone has a small ribbon of cracks toward the north shore. It seems stable enough and leads to the enormous island in the midst of the lake.

This bridge, alone among the various bridges in this level, will fall when one or more PCs is halfway across it. As the lake is 8' deep at this point, it submerges only enough to coat the legs of those atop it when it falls, but that is sufficient to cause damage and mayhem.

ML9-DPE-13: East Shore

This wide track of stone and hardened soot features boulders and rocks scattered everywhere. In the middle, there is an 8' tall pile of boulders.

If this area is unsearched when the PCs venture onto the center island, roll on the **Random Encounter** table and ignore "**NPC Encounter**" results. Any ensuing monsters will emerge from behind the boulder pile just south of the marker for **Location 13**.

ML9-DPE-14: Southwest Shore

The somewhat narrow shore in this area features a large bump to the north which connects to the two lake islands.

ML9-DPE-15: Secret Passage

Only read the *italicized* text below if the secret is discovered.

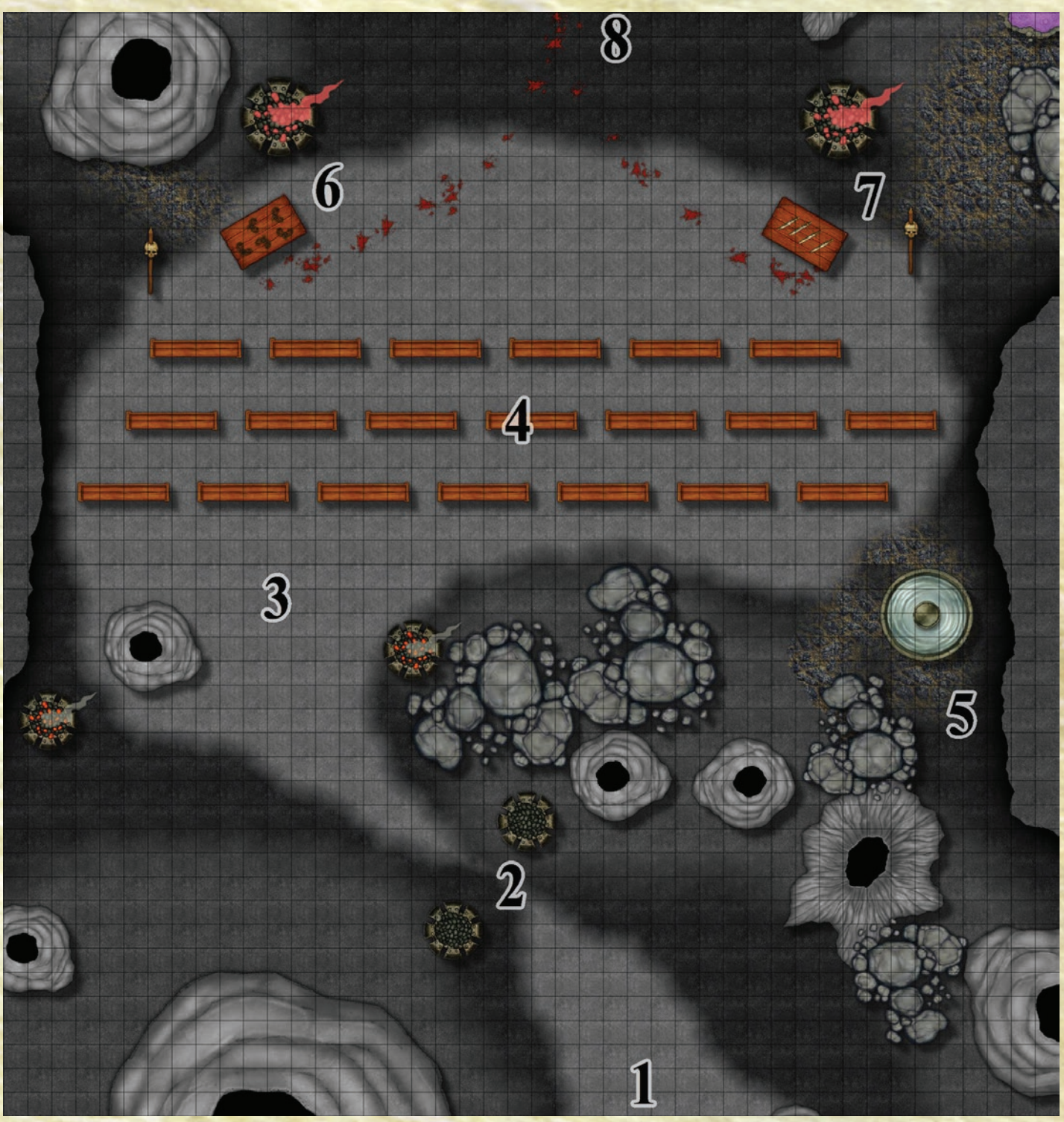
The cave wall in this area is hardened magma mixed with a sooty form of earth, with chunks of stone poking through here and there. Prodding with your weapons, the stone comes away; continuing your exploration reveals a passage through the cave wall to the east.

	Access
Secret Passage	**Locks: Door, Secret (Perception only)**

This leads to "**Map 235: Dreadslime Pits Secret (ML9-DPS)**" on page 632.

Map 237: Gathering (ML9-GTH)

One square equals 5 ft.



ML9-GTH: Gathering

Overview

This is a choke point and social nexus between the working regions to the south and the areas of pure chaos to the north, nearer the **Obelisk**.

Theme & Purpose

The nature and purpose of this area should not escape the PCs: it is a zone of ritual sacrifice to, and indoctrination in the ways of, the **Obelisk**.

Those already enslaved bring forth still-sentient, still-sane victims gathered from the upper levels of the **Mines**, either to be slain or to fall victim to the dark influence.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. **Reroll any "NPC Encounter"** results.

Areas of Interest

ML9-GTH-1: Southern Path

This well-worn path in the cave floor leads south to the elevators and staircases.

ML9-GTH-2: Brazier Approach

Two unlit braziers flank the path at this point. Within, you see a viscous crimson residue, as though blood itself had been burnt here, either on its own or as a component in whatever foul mixture was used.

ML9-GTH-3: Entry

The path broadens at this point, expanding eastward around a clump of boulders. You find it difficult to see more than 50' ahead of you, such is the filmy, humid haze of the depths.

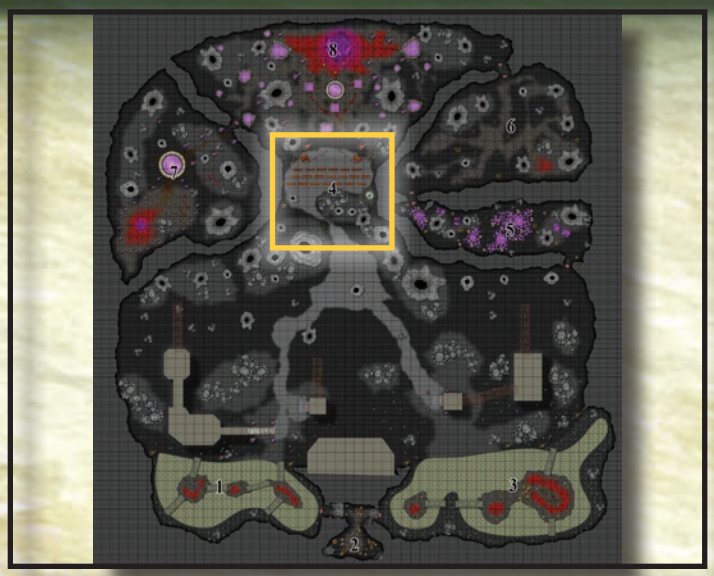
ML9-GTH-4: Pews

Three rows of roughly-carved wooden benches are organized neatly in this wide area. There is room for over a hundred to sit, or kneel.

ML9-GTH-5: Fountain

This appears to be a fountain in the hardened lava of the cave floor, though natural it is not: its water does not seem resupplied or circulated by any source, and the filmy, greasy residue on the water's surface indicates foul reuse from drinker to drinker.

Drinking from this fountain forces a **DC 18** **Constitution** check; failure means the imbiber suffers the **Nauseated** condition for two hours.



ML9-GTH-6: Sacrifice Prep West

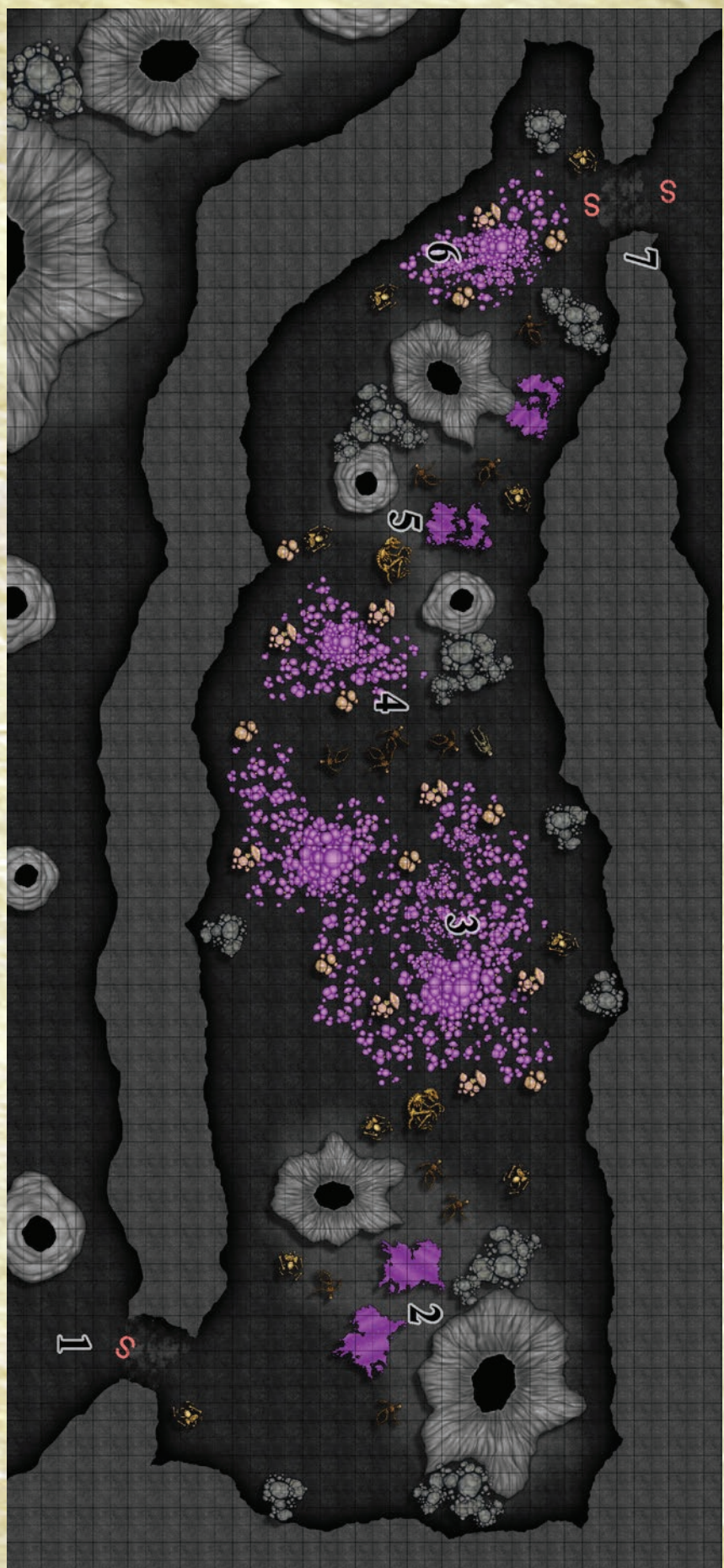
A simple wooden table sits here, east of a wooden stake with a skull atop it, and south of a huge brazier pumping forth crimson smoke. On the table itself are cord of rope, neatly arranged. A trail of blood leads east, and then merges with that of the table to the east, leading north from that point.

ML9-GTH-7: Sacrifice Prep East

This table echoes its western twin, both in form and in the blood trail which leads from it. Atop this one, however, is a series of daggers.

Map 238: Secret Southeast (ML9-SSE)

One square equals 5 ft.



ML9-SSE: Secret Southeast

Overview

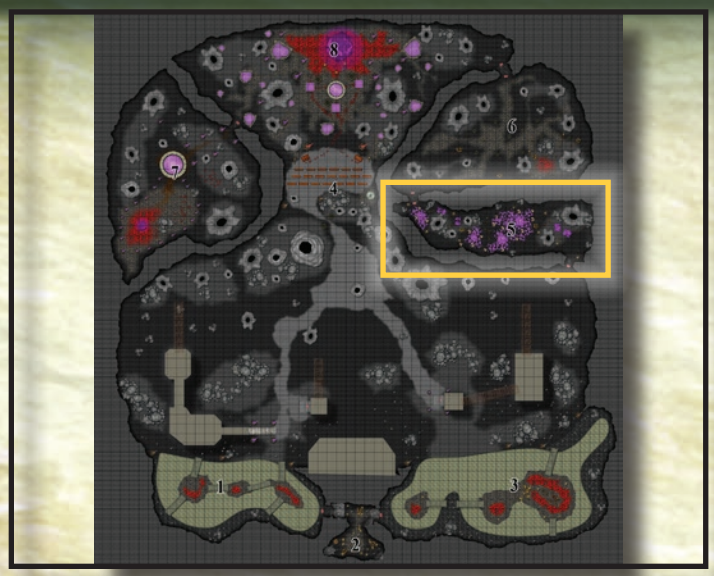
One of three huge secret chambers in this deepest level of the **Mines**, this is home to massive quantities of dangerous fungi.

Theme & Purpose

This is a naturally occuring fissure in the rock; the ceiling dips as low as 15' and arches as high as 35' with no apparent pattern, owing to the unusual seismic activities that have plagued this zone as a result of the influence of the **Obelisk**.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. **Reroll all "NPC Encounter"** results. **Roll twice as frequently** as you otherwise would.



Areas of Interest

ML9-SSE-1: Southeast Secret Passage

Only read the *italicized* text below if the secret is discovered.

Note that due to its location, there's precious little chance of the PCs discovering this secret short of foreknowledge or a dangerously thorough search of the perimeter of this enormous chamber.

The cave wall here in the northeast appears a bit darker than the rest of the surface. You discover that the rock and earth falls apart at your touch; someone has packed a north-leading passage here full to mask it.

Grant the party a **+2** competency bonus on **Perception** checks made to discover the secret here if they have already uncovered more than one secret wall in this level of the **Mines**.

	Access
Secret Passage	Locks: Door, Secret (Perception Only)

ML9-SSE-2: Slime

Skeletons and piles of bone litter the earthen cave floor in this region. Between two stalagmites are two large patches of purplish-black slime.

The purple patches in this area are **Dreadslime Oozes**, which attack the party if they approach within 30'.

ML9-SSE-3: Fungus Field

The wide expanse of this enormous cave is filled with fungus: mostly on the floor, but in places where the ceiling dips to its low height of 15', you see purplish blooms there as well. You see the occasional purple glint as light reveals a floating spore.

Although it must be quite terrifying to consider the possibilities, these mushrooms are quite innocuous.

ML9-SSE-4: Skeleton Line

A rank of nearly a half-dozen skeletons has been laid here in a north-south line, demarking a gap between the fungal fields to the east and west.

ML9-SSE-5: Monster Skeleton Slime

Amidst a comparatively busy region of rockspires, skeletons, and monster carcasses, a broad patch of purplish resin gurgles on the cave floor.

This **Dreadslime Ooze** only moves to attack if the PCs venture within 20' of it—as such, it's easily avoided if they navigate to the south around this area.

ML9-SSE-6: Fungus Northwest

[...]

Although the fungus itself is nonlethal like its cousins to the east, walking through this area attracts attention. As any PC touches the caps here, roll on the **Random Encounter** table and ignore "**NPC Encounter**" results. Place any ensuing monsters as approaching from **Location 1** to the southeast.

ML9-SSE-7: Secret Northwest

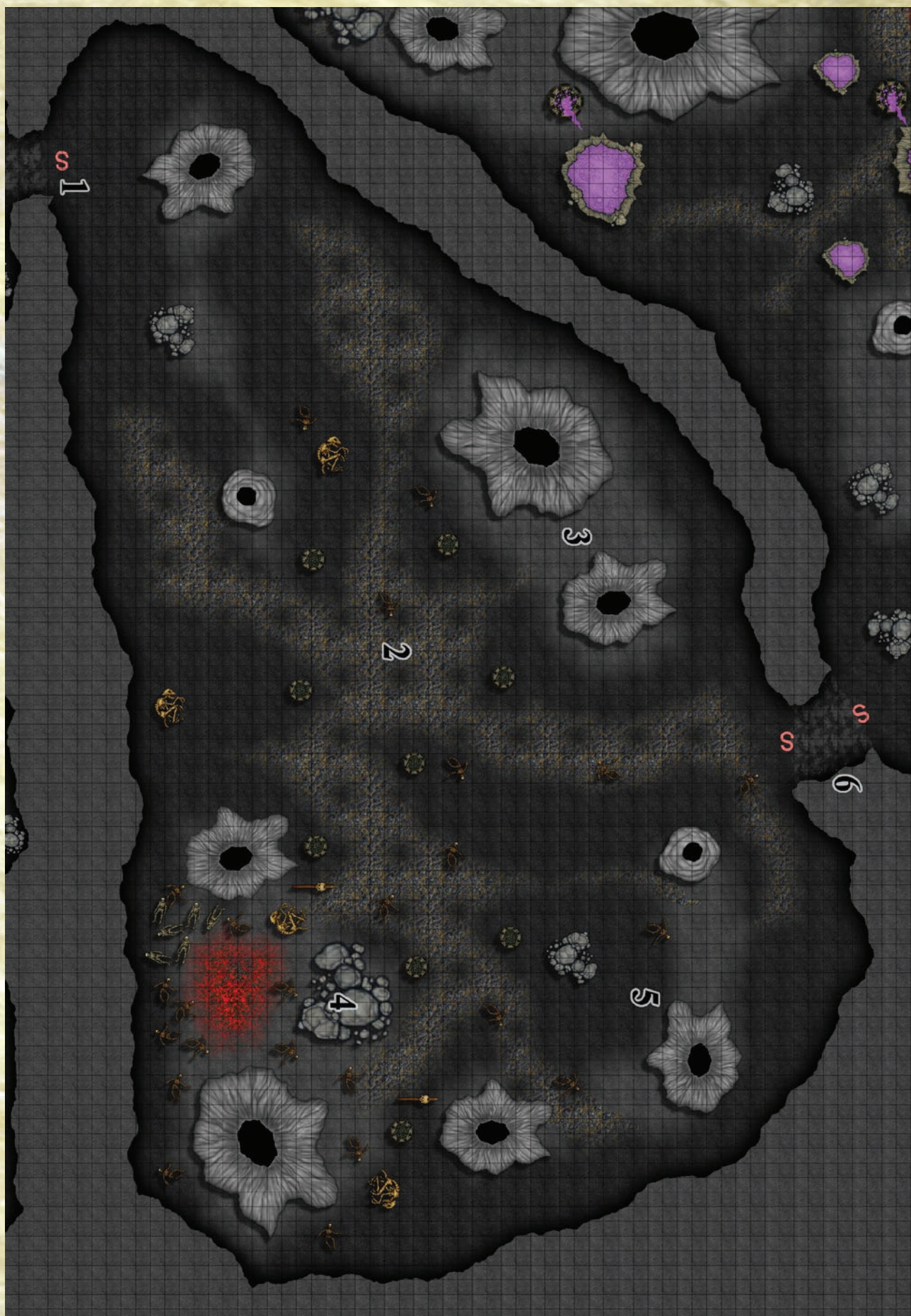
Read the same text as in Location 1 if the secret is discovered.

Grant the party a **+2** competency bonus on **Perception** checks made to discover the secret here if they have already uncovered more than one secret wall in this level of the **Mines**.

	Access
Secret Passage	Locks: Door, Secret (Perception Only)

Map 239: Secret Northeast (ML9-SNE)

One square equals 5 ft.



ML9-SNE: Secret Northeast

Overview

One of three huge secret chambers in this deepest level of the **Mines**, this is home to massive quantities of dangerous fungi.

Theme & Purpose

This is a naturally occuring fissure in the rock; the ceiling dips as low as 15' and arches as high as 35' with no apparent pattern, owing to the unusual seismic activities that have plagued this zone as a result of the influence of the **Obelisk**.

Of particular note, before the revelation of the **Obelisk** itself, the southeast corner (**Location 4**) of this region was used as a sacrificial zone to the forces of **Chaos** and **Evil** alike.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. **Reroll all "NPC Encounter"** results. **Roll twice as frequently** as you otherwise would.

Areas of Interest

ML9-SNE-1: Southwest Secret

This leads to "**Map 238: Secret Southeast (ML9-SSE)**" on page 639.

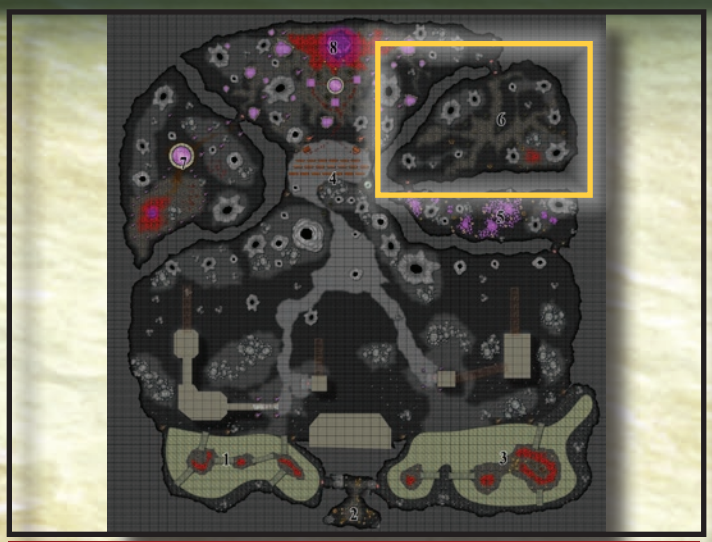
ML9-SNE-2: Chamber Center

You find yourself in a titanically-sized natural cavern. The ceiling ranges from 20' tall to over 35'; you cannot see beyond that due to the filmy, reddish haze that permeates the air here. It's even warmer, more humid, than the main chamber outside; the warmth feels unnatural, chaotic, and unstable. Stalagmites and rockspires pepper the landscape. The cave floor is mostly a sooty combination of black, moist earth and the occasional rock; ribbons of hardened magma form a bizarre network of pathways across the expanse. A dozen skeletons, a mixture of races, are scattered across the floor amidst a series of long-unlit braziers whose placement seems to fit no pattern.

ML9-SNE-3: Twin Rockspires

These stalagmites reach all the way up 30' to the cavern ceiling here. At their base is a floor of plain stone, noticably cooler to the touch than the rest of the surfaces here.

Even in an area dominated by Chaos, one may find solace: this natural formation bizarrely refutes evil. The PCs may rest here undisturbed for any amount of time, though if they are in the midst of combat, there is no effect to be found here—e.g., monsters will not stop attacking them simply because they come here!



ML9-SNE-4: Sacrificial Area

Skeletons of several dozen rest here, haphazardly tossed about. There is a 15' tall pile of boulders in between two sharpened stakes, each bearing a monster skull; to the south of this scene is a patch of warm magma bubbling just under a thin crust of semihard stone.

Even just entering this region calls to the chaos: roll on the **Random Encounter** table and reroll until you get a monster result; place the ensuing beast(s) as approaching from **Location 6** to the north. Note that this may reveal the secret passage there, if the PCs have not already discovered it.

ML9-SNE-5: Calm L

A series of three stalagmites, and the flat, cool stone which connects them, forms a kind of "L" shape in the northeast of the chamber.

Unlike the similar region to the west (**Location 3**), there is no unusual solace to be found here.

ML9-SNE-6: North Secret Passage

Only read the *italicized* text below if the secret is discovered.

Note that due to its location, there's precious little chance of the PCs discovering this secret short of foreknowledge or a dangerously thorough search of the perimeter of this enormous chamber.

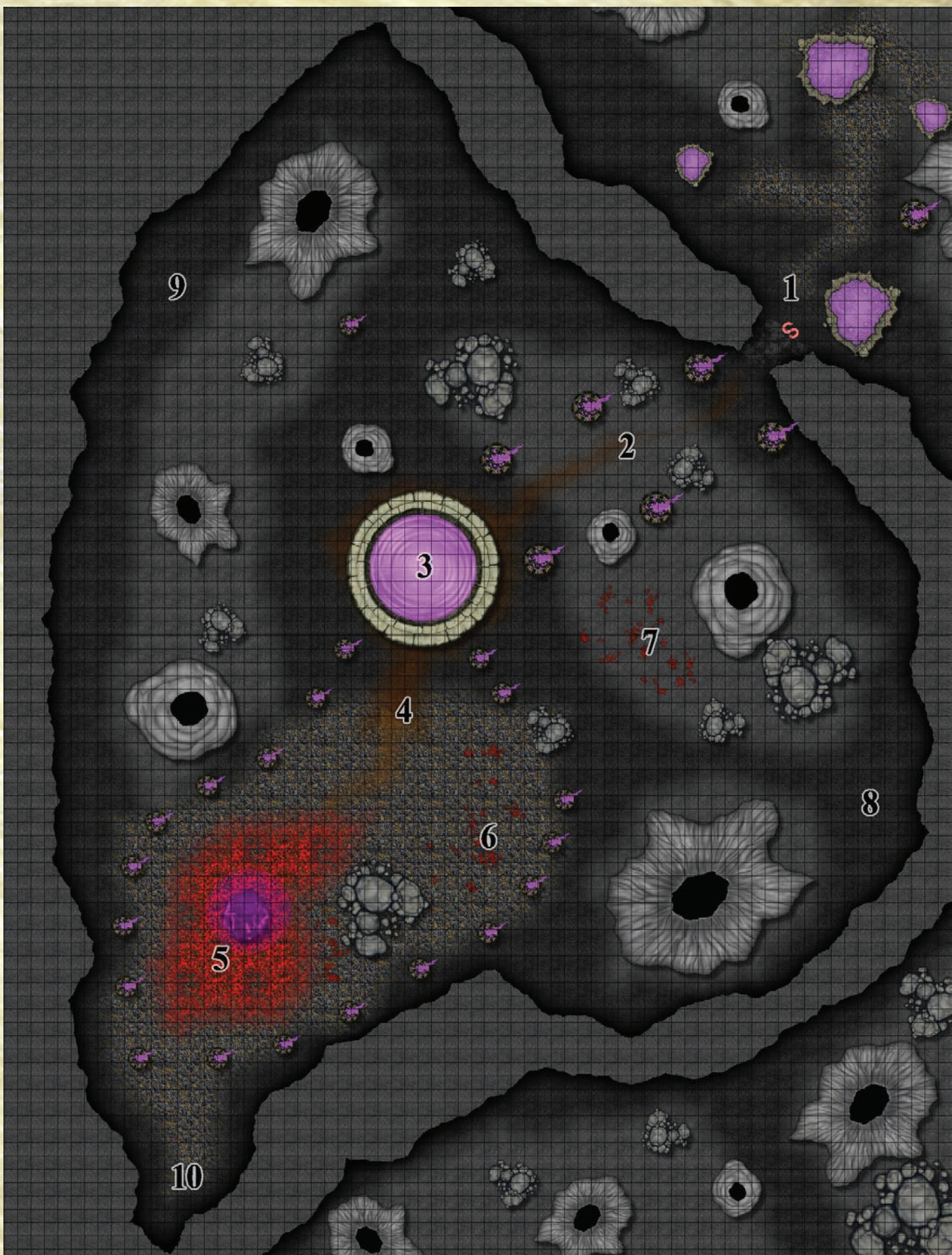
The cave wall here appears a bit darker than the rest of the surface. You discover that the rock and earth falls apart at your touch; someone has packed a passage here full to mask it.

Grant the party a **+2** competency bonus on **Perception** checks made to discover the secret here if they have already uncovered more than one secret wall in this level of the **Mines**.

	Access
Secret Passage	Locks: Door, Secret (Perception Only)

Map 240: Secret West (ML9-SW)

One square equals 5 ft.



ML9-SW: Secret West

Overview

One of three huge secret chambers in this deepest level of the **Mines**, this is home to massive quantities of dangerous fungi.

Theme & Purpose

This is a naturally occuring fissure in the rock; the ceiling dips as low as 15' and arches as high as 35' with no apparent pattern, owing to the unusual seismic activities that have plagued this zone as a result of the influence of the **Obelisk**.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. **Reroll all "NPC Encounter"** results. **Roll twice as frequently** as you otherwise would.

Interacting With the True Obelisk

This area features a largish chunk of true **Dark Obelisk**. Consider that the following rules apply to interacting with it.

- Approaching within 10' of the **Obelisk** prompts a reaction: roll on the **Monsters: Mines, Advanced FlexContent** table and deploy the results as approaching with **Location 1** to the northeast.
- In addition, striking the **Obelisk**, targeting it with spells, or otherwise interfering with it prompts a more dramatic reaction: roll on the **Monsters: Mines, Elite FlexContent** table, using **Context D**, and deploy the results as approaching with **Location 1** to the northeast.

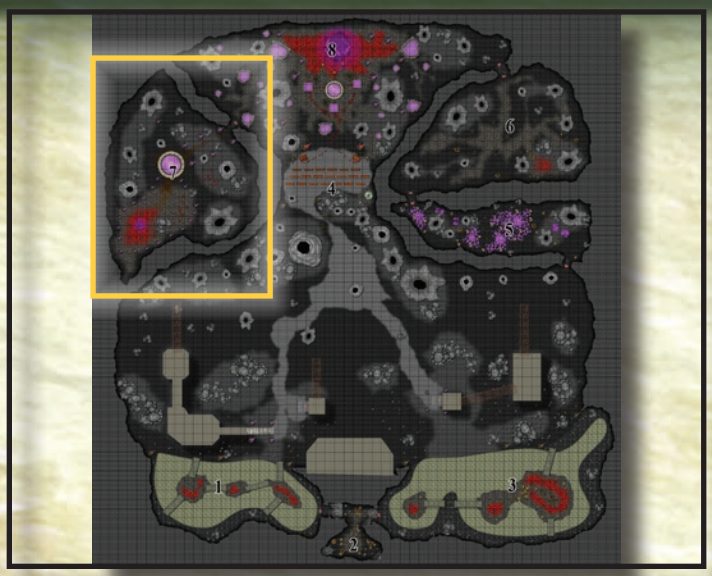
Note that as this is a shard of true **Obelisk**, creatures in this region are prone to aura impacts, as follows.

Those within 50' of the **Obelisk Shard** are prone to **Minor Obelisk Taint**. (p 16).

Within 10', creatures are subject to **Major Obelisk Taint**.

Frustratingly, it is beyond the scope of this adventure and setting to defeat, destroy, or otherwise even truly affect the **Obelisk** pieces discovered in the **Mines**. While it may be counterintuitive to many players, the PCs themselves should rapidly come to the conclusion that these stones are beyond their ability to comprehend, let alone demolish, and that flight with knowledge is the only true course of action available to them.

Depending on the mindset of your gaming group, this may or may not be an acceptable outcome. Keep this in mind when running the adventure so as to stave off disappointment; there are a great many other benefits to be found in surviving the **Mines** and **City**, and the bleak reality that they must acknowledge is that there are some foes, and many forces, whose defeat requires much in the way of preparation, and that are simply beyond their abilities... regardless of the extent of those abilities.



Areas of Interest

ML9-SW-1: Secret Passage Northeast

Only read the *italicized* text below if the secret is discovered.

Note that due to its location, there's precious little chance of the PCs discovering this secret short of foreknowledge or a dangerously thorough search of the perimeter of this enormous chamber.

The cave wall here appears a bit darker than the rest of the surface. You discover that the rock and earth falls apart at your touch; someone has packed a passage here full to mask it.

Grant the party a **+2** competency bonus on **Perception** checks made to discover the secret here if they have already uncovered more than one secret wall in this level of the **Mines**.

	Access
Secret Passage	Locks: Door, Secret (Perception Only)

ML9-SW-2: Ritual Approach

A thin path of trodden dirt weaves through the packed earth and stone of the cave floor here. To the north and south, the pathway is flanked by boulders, rockspires, and orderly braziers weaving a thick purple smoke swirling among the stalactites above you.

ML9-SW-3: Dreadslime Fountain

This appears to be a wide stone pool of dreadslime, gurgling and bubbling evilly. You can't quite fathom the depth, as the vile substance becomes opaque after less than a foot of volume, but based on the width and the thickness of the stone you suspect you could submerge an entire person within.

ML9-SW-4: Obelisk Shard Approach

A dirt path leads south from the fountain, treading over hardened magma and curving west.

ML9-SW-5: Obelisk Shard

A 10' wide, 5' high chunk of a blackish, translucent crystal pulses with a purple energy not unlike a malevolent heartbeat. About its base, and stretching for up to 50', the hardened magma of the cave floor is softened, lit from beneath with a reddish glow as though just waiting to open up to expose the more liquid lava underneath. Blood spatters the ground to the east of the crystal; the entire area is ringed with small braziers whose smoke and flame seems to sway and flutter with the heartbeat of the crystal's innards.

ML9-SW-6: Blood Prints West

To the east of the Obelisk, and south of the fountain, is a scattered pattern of blood prints. You can make out footprints of various size and species, including hoof prints and those of other types of creature.

ML9-SW-7: Blood Prints East

Bloody footprints of varying size and stature feature here; there seems to be no pattern to their arrangement.

ML9-SW-8: Southeast Corner

There is nothing of particular interest in this corner.

However, if the party has not explored this area by the time they cross into the hardened magma of **Location 4**, roll on the **Random Encounter** table and ignore "**NPC Encounter**" results; place any creatures that ensue here in **Location 8**.

Note that this effect is not mutually exclusive to other effects in other locations in this area, so proceeding to **Location 4** without checking other areas first may result in multiple encounters attacking!

ML9-SW-9: Northwest Corner

There is nothing of particular interest in this corner.

However, if the party has not explored this area when they cross into the hardened magma of **Location 4**, roll on the **Random Encounter** table and ignore "**NPC Encounter**" results; place any creatures that ensue here in **Location 9**.

Note that this effect is not mutually exclusive to other effects in other locations in this area, so proceeding to **Location 4** without checking other areas first may result in multiple encounters attacking!

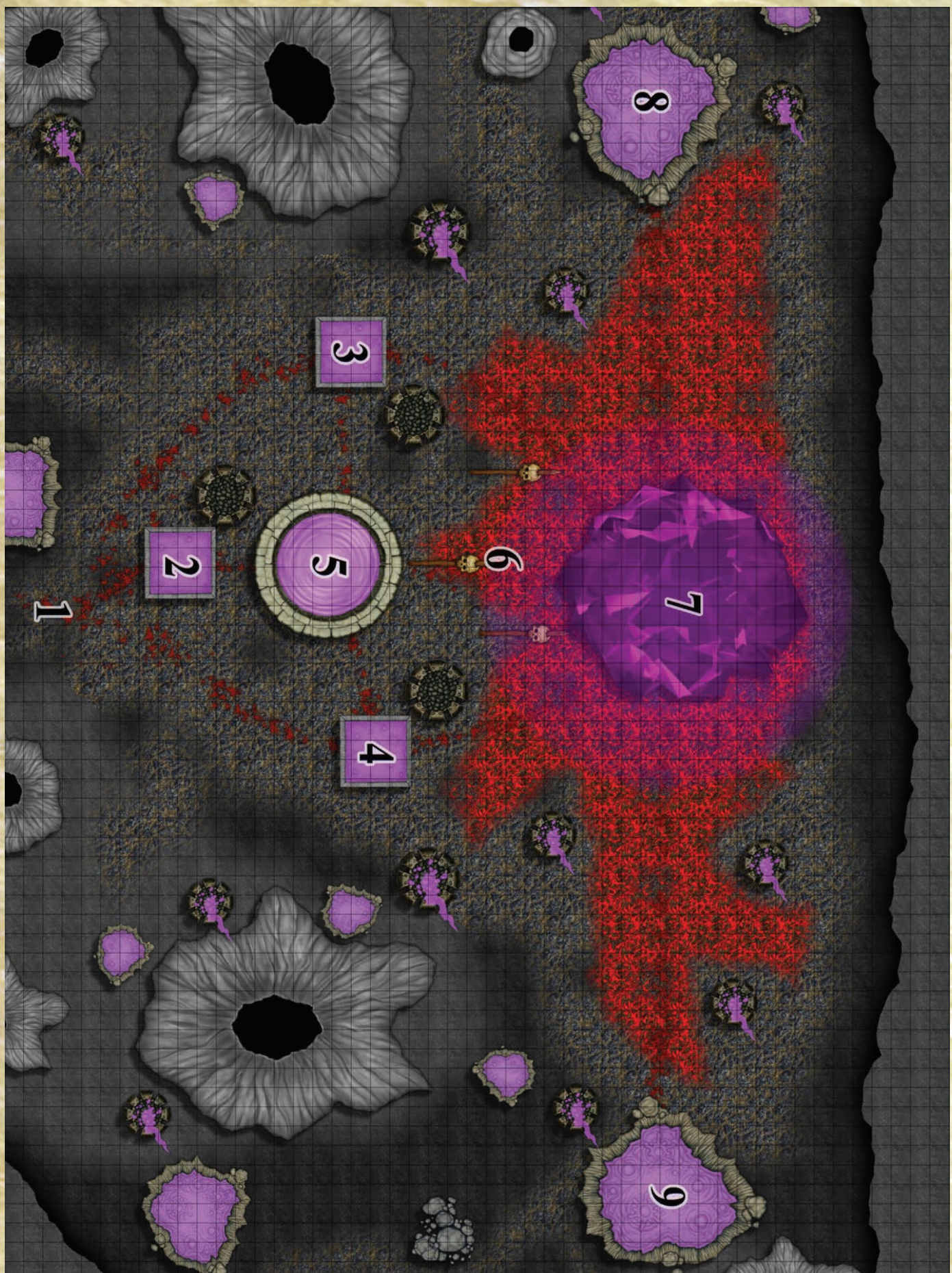
ML9-SW-10: Southwest Corner

There is nothing of particular interest in this corner.

However, if the party has not explored this area when they complete their activities in this map and start to exit via **Location 1**, roll on the **Random Encounter** table and ignore "**NPC Encounter**" results; place any creatures that ensue here in **Location 9**.

Map 241: The Dark Obelisk (ML9-DO)

One square equals 5 ft.



ML9-DO: The Dark Obelisk

Overview

The source of all the chaos and evil and insanity seeping violently into the entire nine-level **Mine** complex and three-level **City** above it, this enormous **Dark Obelisk** controls all that happens within its domain.

Theme & Purpose

The PCs have sought long for the true nature of the **Mines** and the calamity that befell it.

Here, then, is the bitter culmination of their quest: the discovery that there is indeed a master behind events, but alarmingly, that no cessation of woe can be found through their actions, be they ever heroic.

Random Encounters

Use the standard / default **Random Encounter** rules for this level. **Reroll all "NPC Encounter"** results, and roll **twice as often** as you otherwise would.

Quest: Nullify the Obelisk

Summary: Through intuition, research, and grisly sacrifice, the PCs may be able to stave off the influence of the **Obliesk**.

Rewards: **10 Reward Stars** and safe escape from the **Mines**.

Locations: **The Dark Obelisk** (**ML9-DO**).

Key NPCs: None.

Kickoff: The PCs discover the Dark Obelisk to the north of the final mine level.

Description:

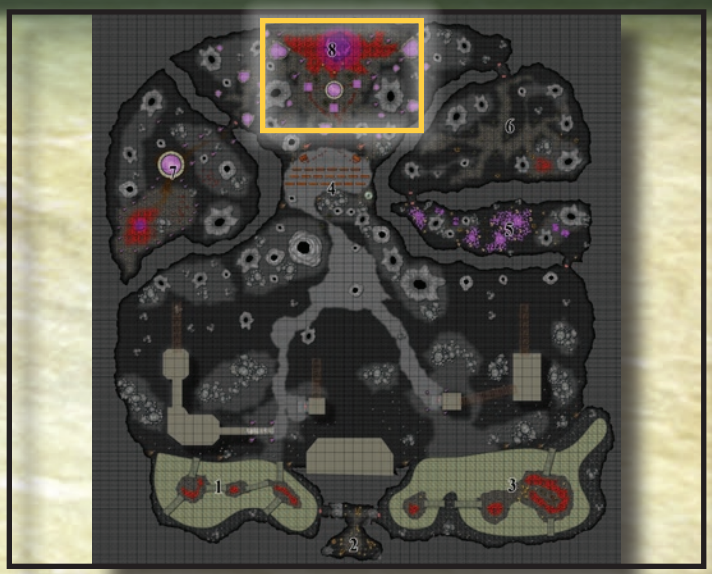
Three pools of dreadslime represent the forces of **Love** (south), **Chaos** (west), and **Law** (east). Each pool is broad and deep enough, and holds sufficient slime, to slay a **Medium**-sized or smaller creature in a handful of rounds of full-body exposure.

To suppress the influence of the **Obelisk**, energy must be released in sufficient quantity and of a nature to bring balance to the forces holding sway in this chamber. To seal the balance, then, a conflicted entity must be sacrificed in the central, circular pool, which represents balance.

Strictly put, then: the PCs must sacrifice an equivalent number of common NPCs to the three outer square pools, then sacrifice an NPC with opposed alignment to the center pool.

Although some experimentation or inuition may produce the needed effect, in reality, the only way that the PCs will truly know what they are doing in this scenario is through gathering sufficient information via the **Plot Discoveries** table throughout their adventure into the **Mines** and through the surface **City**.

Successfully fulfilling the requirements for "**Balancing**" (see below) zeroes out the **Catalyst Tracker** altogether, and removes the **Aura** effects of **Obelisk Taint** in the entire **Mine**. It also grants the party **10 Reward Stars**, and suspends the **Random Encounter** rules for the duration of the adventure.



Nullify the Obelisk (Sacrifices)

Denaturing the explosive barrels at any point in the adventure generates a **Catalyst Impact**, which varies depending on the alignment of the character sacrificed and the pool to which they are given.

A **Lawful** creature sacrificed to the **Law** pool (east) generates a **Catalyst Impact** of **+3 Law**. Such a creature sacrificed to either the **Chaos** or the **Love** pools instead creates an impact of **+1 Chaos** and **+1 Love**.

Similarly, a **Chaotic** creature sacrificed to the **Chaos** pool (west) generates a **Catalyst Impact** of **+3 Chaos**. Such a creature sacrificed to either the **Law** or the **Love** pools instead creates an impact of **+1 Law** and **+1 Love**.

Finally, and perhaps predictably, a **Neutral** creature (i.e., a creature with at least one Neutral component to their Alignment) sacrificed to the **Love** pool (south) generates a **Catalyst Impact** of **+3 Love**. Such a creature sacrificed to either the **Law** or the **Chaos** pools instead creates an impact of **+1 Law** and **+1 Chaos**.

All of these effects stack with repeated iterations of themselves, and with other **Catalyst Impacts** for this Quest.

Nullify the Obelisk (Balancing)

Successfully completing the ritual sacrifices required to generate balance has an enormous impact on the forces at work in the vicinity.

Sacrificing a creature with an ***opposed alignment***—that is, **Chaotic Good** or **Lawful Evil**—or one with true neutral alignment, will result in a fulfillment of the conditions to bring about true balance to the surroundings.

Sacrificing an opposed-alignment or true-neutral creature

to the **Balance Pool** (center), ***AFTER*** an equal number of qualifying creatures have been sacrificed to the other three square pools (**Love, Chaos**, and **Law**), will automatically zero out the **Catalyst Tracker** for all three values of **Love**, **Law**, and **Chaos**.

However, sacrificing any other creature to the center pool, or sacrificing a "qualifying" creature to the center pool before an equal number of other creatures has been sacrificed to the three component pools, causes an explosion of dreadslime:

Dreadslime Explosion

Type Organic; **Trigger** Special (sacrifice); **Reset** Automatic

Perception n/a; **Disable Device** n/a

Effect 4d12 acid (**Dexterity** DC 22 halves; **Acrobatics** DC 25 negates)

Areas of Interest

ML9-DO-1: Southern Approach

The path here is steeped in blood, not but a day old. The bloody path leads from the sacrificial preparation tables to the south, up to three square pools of dreadslime to the east, west, and south of a huge circular pool of the vile substance.

Braziers filled with putrid incense and something even worse shed a bitter scent a darkly purple light about the cavern. Shadows jump at you from every stalagmite, from every crevice.

ML9-DO-2: South Pool (Love)

Only read the *italicized* text below if the party contains a dwarf and/or an elf.

A large, square pool of dreadslime sits here, to the south of the fountain. The trail of bloody prints leads from the south to the precipice here, and further within: more prints emerge from the other side and lead to the fountain.

The stone border of the pool has elven and dwarven runes about it. Many of them are pure gibberish, and poorly carved as well, almost as though the mason involved were an inept and insane shadow of their former self. Those that are decipherable, however, repeatedly use the word for "love" or synonyms therefor.

ML9-DO-3: West Pool (Chaos)

Only read the *italicized* text below if the party contains a dwarf and/or an elf.

To the west of the dreadslime fountain is a square pool of the stuff, from which trails of bloody prints lead south, east, and north into the raw-magma floor.

The stone border of the pool has elven and dwarven runes about it. Many of them are pure gibberish, and poorly carved as well, almost as though the mason involved were an inept and insane shadow of their former self. Those that are decipherable, however, repeatedly use the word for "chaos" or synonyms therefor.

ML9-DO-4: East Pool (Law)

Only read the *italicized* text below if the party contains a dwarf and/or an elf.

East of the central circular pool is a square pool. Orderly bloody footprints lead to the south, west, and north to the Obelisk's magma dais.

The stone border of the pool has elven and dwarven runes about it. Many of them are pure gibberish, and poorly carved as well, almost as though the mason involved were an inept and insane shadow of their former self. Those that are decipherable, however, repeatedly use the word for "law" or synonyms therefor.

ML9-DO-5: Center Pool (Balance)

Only read the *italicized* text below if the party contains a dwarf and/or an elf.

In the center of the three other square pool is a larger, circular one, seeming almost a fountain or a well.

The stone border of the pool has elven and dwarven runes about it. Many of them are pure gibberish, and poorly carved as well, almost as though the mason involved were an inept and insane shadow of their former self. Those that are decipherable, however, repeatedly use the word for "balance" or synonyms therefor.

ML9-DO-6: Skull Stakes

Three sharpened stakes have been stuck in the hardened-magma cave floor here. Atop each is a skull.

There's hardly any chance the party will detect this, but each of these is the skull of a creature of alignment matching the pools' orientation to the south: the west stake's creature was chaotic, the east stake's creature was lawful, and the south stake's creature was neutral.

ML9-DO-7: The Dark Obelisk

A massive ***presence*** black and purple crystal at least 60' in diameter and 30' tall hulks here in the north of the final level of the Mines.

You find it difficult to see the Obelisk itself, as it is ringed with a purplish mist, as though a deep and evil fog had settled over the area at the true heart of calamity.

It pulses with a purple energy not unlike a malevolent heartbeat. About its base, and stretching for up to 100', the hardened magma of the cave floor is softened, lit from beneath with a reddish glow as though just waiting to open up to expose the more liquid lava underneath.

The entire area is ringed with small braziers whose smoke and flame seems to sway and flutter with the heartbeat of the crystal's innards.

ML9-DO-8: Dreadslime Vat Northwest

A massive, gurgling pit of vile purple ooze lurks beneath

a crusty ring of blackened, hardened magma. It seems more a small lake than a pool. From underneath the flowing, oozing surface of the liquid, you see pseudopods, arms, and other appendages try to emerge, only to slink back underneath.

This vat, and the one to the east, produces creatures in a vile mockery of resurrection of the hundreds of beings that have been sacrificed to the **Obelisk** here since its discovery.

Every 10 rounds, this vat produces a **Dreadslimed Miner**; however, the spawning process has a tendency to suppress the natural insane, mindless killing instinct of the created being.

Miners spawned from these vats do not attack the PCs unless the PCs attack them; instead, they will wander around aimlessly. They can be guided, and will willingly follow the PCs if they are led by gentle force, up to and including being sacrificed into the pools to the south of the **Obelisk**—after all, being sacrificed is their most recent memory, and in some ways, their ***only*** surviving experience.

Randomize the alignment of each spawned creature by rolling a **D12**:

D12	Alignment
1	Lawful Good
2	Lawful Neutral
3	Lawful Evil
4	Neutral Good
5	True Neutral
6	Neutral Evil
7	Chaotic Good
8	Chaotic Neutral
9	Chaotic Evil
10	Spawn an additional Miner; reroll for this one's Alignment (this effect stacks)
11	Spawn a **Dreadslime Golem** instead
12	Spawn a **Dreadslime Ooze** instead

ML9-DO-9: Dreadslime Vat Northeast

Use the same rules as for **Dreadslime Vat Northwest** (**Location 8**, above).

Dramatis Personae

Crunch and Fluff

"**Crunch**" is a term commonly used to refer to the dozens of statistics that describe a creature from the standpoint of raw game mechanics. Although there is a great deal of flexibility in these stat blocks being used to convey flavor, demeanor, behavior, and personality, such "softer" yet still important game elements are often referred to as "**fluff**".

Each GM and player has their own relationship to these game elements, and preferences as to their balance in gameplay. Some groups live by crunch, and largely ignore fluff; adventures tend to be little more than an organized dungeon crawl, and min/maxing your PC's character options and equipment is commonplace. Other groups focus solely on storytelling, and use game mechanics only when it's necessary to introduce a bit of randomness to the proceedings.

You can have a great deal of fun at either end of the spectrum, or anywhere in between! To support the various approaches to describing monsters and characters, this adventure takes the approach of providing a great deal of **crunch**, *and* a great deal of **fluff**.

Some may consider this overkill, and it's likely that some gaming groups will ignore a portion of what follows to focus on what matters most to their style of play. That's exactly as it is intended to be used: hopefully it has everything you need, so you can use it however you like!

Quadded Stat Blocks and Default Language

A creature's **fluff** uses language assuming that you are playing the ⊠ **Low** level of difficulty version of that creature. For example, the **Low** level of an NPC might wield a run-of-the-mill rapier, and the **Elite** version might instead use a *+3 corrosive burst rapier*; the descriptions that accompany that NPC would refer merely to her rapier as the default equipment. Similarly, any illustrations drawn will typically use imagery associated with **Low**-challenge gear and items.

Header

The **header** is simply the name of the monster. NPCs have a name, and also parenthetically their position, job title, profession, or how they are best known.

Beneath this header is the **subheading**, which shows the **Challenge Rating** of the creature, and the **Experience Points** to be awarded if they are defeated. Note that in the context of **quadded stat blocks**, the CR/XP values shown here are taken from the ⊠ **Low** difficulty version of the creature.

It's worth noting that not every monster and NPC is meant to be defeated in combat... in fact, the GM is encouraged to award **XP** only for combat that is consistent with the alignment and characters of the PCs, or if they are forced into combat by circumstances beyond their control. A Lawful Good Paladin, for example, should not reap XP for conducting a baseless murder spree of first-level townsfolk.

Combat Tactics

This section describes how the creature behaves prior to, and once in, combat. Some monsters are alarmingly simple in this regard: "will fight the PCs on sight, and will fight to the death" is about as straightforward as you can get, here. More nuanced NPCs may have a general statement as to tactics, such as "will focus on melee opponents first, and then move on to ranged enemies". Complex enemies may have a round-by-round description of their approach, listing the spells or techniques they choose to employ at each step of the battle.

Of course, as with most things, the GM is welcome to ignore this section entirely and play the creature as they wish.

Description

All NPCs have some description here, conveying a general sense of the character. Monsters might have a physical description, or a walk-through of how they emerge to face the party when discovered.

Appearance

This section refers to the physical appearance of the creature. This is particularly important for NPCs who do not have illustrations.

Factions

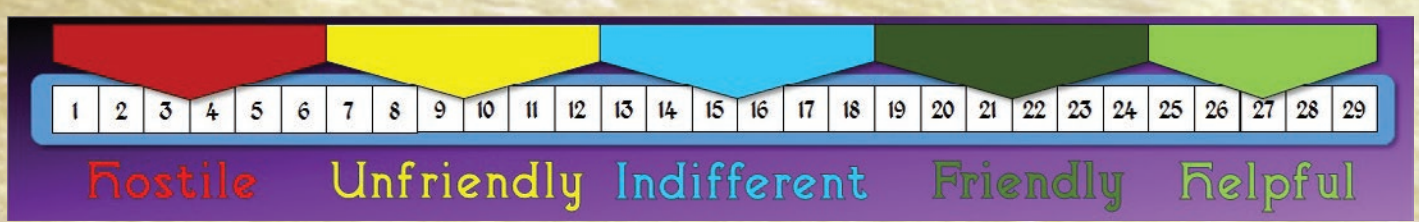
Nearly all NPCs belong, at least casually, to one or more **factions**. Which factions, and the extent of their membership and involvement, are mentioned in this section.

Attitude Tracker

This section is meant to help track the NPC's current **Attitude** toward the party. **Pathfinder** uses the five classifications of **Hostile, Unfriendly, Indifferent, Friendly,** and **Helpful**; this adventure introduces a bit more detail into the equation.

As with other elements of this adventure, the GM is encouraged to use this approach to tracking NPC **Attitude** only if it is desired; of course the GM may use alternate approaches, house rules, or other rule systems to manage how NPCs view the party.

An example of an **Attitude Tracker** is shown below. The GM is encouraged to use pencil to mark the current and changing **Attitude** of each NPC as the game progresses.



Note that some quests, conversation topics, plot activities, and actions rely on a given NPC having a certain **Attitude** toward the party, so it can be helpful to have some way of managing the many different characters the PCs might encounter in their journey through **Berinncorte**.

Using the Attitude Tracker

Attitude is measured on a **29**-point scale: **1** is the worst possible feeling an NPC can have toward the party, and **29** is the most favorable. This is referred to as an NPC's **Attitude Value**.

The five **Attitude** classifications defined in the **Pathfinder Roleplaying Game** correspond to roughly 6-point "blocks" of these values. Specifically, **Attitude Values** between **1-6** represent a **Hostile** character, values between **7-12** mean the NPC is **Unfriendly**, **Indifferent** characters have **Attitude Values** between **19** and **24**, and any value of **25** or above means the character is **Helpful** toward the party. This is the NPC's **Attitude** overall.

Each NPC has a **"Starting Attitude"**, and the for example, "14 (Indifferent)". When the adventure begins, and with no other considerations or complicating factors, this is the NPC's initial perspective on the party.

Attitude Modifiers

Beneath "Starting Attitude" can be one or more **Attitude Modifiers**. Each describes a scenario, and the effect it has on that NPC's **Attitude Value**.

Attitude Modifiers can be pre-existing, unchangeable things, such as *"Party Contains at Least One Elf"*. These Modifiers should be taken into consideration as soon as the party see the NPC, or even during pre-game setup by the GM.

Some are action-based: for example, *"Party Engages in Conversation: +2"*; in that scenario, the moment the party approaches the NPC and greets her, that NPC's **Attitude** increases by **2** points. Action-based **Attitude Modifiers** only have an effect once; in the example above, if the party approaches the NPC the next day and speaks with her, there is no further effect to her **Attitude**.

An NPC may have repeatable action-based **Attitude Modifiers**; these may take effect multiple times, and are usually phrased to make this obvious. For example: *"Each Time the Party Slays a Giant Rat on the Property: +1"*.

Others have **maximum effect caps**. In the example *"Making a Purchase (+1 per 50 gp spent, max 5)"*, the NPC in question will grow more fond of the party the more they buy... but this caps out at **+5** for **250 gp** spent. The party is of course welcome to spend more money than that, but it will have no further effect in terms of the NPC's **Attitude**.

Attitude Modifiers that cause an NPC's **Attitude** to shift to the range for a different classification take immediate effect as it applies to **Diplomacy** rolls and the like. For example, if an NPC's **Attitude Value** is **18** (Indifferent), and speaking with her grants **+1**, this would bump her up from **Indifferent** to **Friendly**. So, starting a chat with her means the ensuing conversation would take place with her being **Friendly**.

Modifiers that would take an NPC's **Attitude Value** above **29**, or below **1**, have no effect.

Quadded Stat Blocks

Below **factions** is the list of quadded stat blocks. Note that unless otherwise specified, bonuses and penalties from all sources should be included already in the figures provided. For example, the **Attacks** section should reflect ability score modifiers, skill and feat modifiers, special ability / special quality modifiers, and modifiers derived from the enhancement bonuses of the weapon itself.

The **exception** to this is effects coming from magical weapons: for example, a *corrosive light crossbow* might show as dealing **1d8** damage. This value does not, however, include the *corrosive* effect, which normally causes the weapon to deal an additional **1d6** points of acid damage when the effect is activated.

Also of note is the **Prepared Spells** section. For NPCs with class levels of a spellcasting class that must prepare spells in advance, this section reflects a suggested pool of spells that have been memorized or that are otherwise ready to cast. The GM is of course encouraged to modify the list as she desires to fit the circumstances of gameplay; for example, if the party starts attacking townsfolk willy-nilly, then spellcasters in town might be more likely to ready defensive and combat spells.

Finally, the **Treasure** section in the stat blocks lists the equipment normally carried or used by the creature. Gold, jewels, and non-combat items that do not have an impact on game mechanics and crunch are not listed here.

Special Abilities

All **special abilities**, **auras**, **special qualities**, and other remarkable effects that apply to the creature are described here, in alphabetical order.

Note that this section lists a **complete set** of possible special abilities that apply to the creature taken from its **Elite** stat block. Individual stat blocks above this section will list out which special abilities / SQs apply to the creature in its various forms of CR.

With this, and the **Feats** section afterward, there is considerable duplication—many NPCs have **Low-Light Vision**, for example. This is **by design**, and speaks to a common complaint among GMs: bestiaries and NPC listings are great for getting the vital details, but it's often hard to remember just exactly what the **Power Attack** feat means.

The intent with the **Infinium Game Studios** approach to NPC and monster definitions is to make it as easy as possible to play a given creature, without having to refer to multiple other rulebooks. GMs dancing among tomes, trying to cross-reference dozens of characteristics to figure out what the creature does next is unsatisfying, wasteful of time, and takes everyone in the game out of immersion—"hold on, let me remind myself what an Alchemist's **Explosive Bombs** are like" doesn't exactly keep players on the edge of their seats!

Feats

All **feats** taken by the creature in its class level progression are listed here, in alphabetical order. As with the **Special Abilities** section, the list here is a superset of everything that applies to the **Elite** version of the creature; specific feats taken at lower-challenge iterations are listed in the **Feats**

section of the quadded stat block.

Known Spells

Creatures of some spellcasting classes may only know a certain number of spells at a time. For those classes, and only those classes, this section exists, and lists all of the spells from which the creature might draw. This is a useful section for GMs wishing to make changes to the **Prepared Spells** section.

For classes who could theoretically memorize every single spell in the world, this section is omitted.

Treasure

If the creature carries wealth, jewels, or valuables beyond their equipment listed earlier, such booty is described here. Creatures whose only possessions are arms and armor might not have this section at all.

Habits and Logistics

NPCs tend to have habits, particularly those with jobs. The **Habits and Logistics** section indicates where the NPC can be found, when; typically there will be a **Daytime** and a **Nighttime** listing here at minimum. Characters may more complex schedules as well, breaking down their day into hour-by-hour chunks of time.

This is useful fluff for GMs wishing to introduce an NPC in a manner that fits with the character's habits.

Background

Family history, dark deeds, secret agendas—it can all be found in the **Background** section of an NPC. Such backstory might never be used at all, but sometimes, simply having it in mind may help guide the GM as to the interaction and behavior of an NPC when questioned by the PCs.

In the Obelisk Attack

Not everyone makes it. All NPCs have this section, which indicates what happens to the character during the **Obelisk Eruption**. In the context of this adventure, this is critically important, as it's the core focus of the "main plot" of the story being told.

Conversation

Some NPCs have a lot to say; others, not so much. Experienced GMs can create their own conversation trees off the cuff in the midst of gameplay, but others may wish a more explicit, prepared approach. Noteworthy conversation topics and responses are described here.

In certain cases, the PCs may be able to get more information if they are skilled at steering the dialogue in a certain direction, or if they simply provide a bribe. If having sufficient skill or offering payment would reveal more than normal, or if the PCs can apply pressure to get to the heart of the matter, skill challenges are listed here as well, along with the response that success at such a challenge will elicit.

Often, such "additional' dialogue will follow from pressing the conversation on a topic that has been listed earlier.

Detail and Statistics Reference

Table 28: Default Attitude Modifiers for All NPCs

Type	Trigger	Effect	Notes
Racial	Party contains at least one **Dwarf** AND at least one **Elf** or **Half-Elf**	**+2**	No additional effect for 2 or more of either type
Racial	Party contains at least one **Dwarf**	**+1**	No additional effect for 2 or more Dwarves
Racial	Party contains at least one **Elf**	**+1**	No additional effect for 2 or more Elves
Environment	Party mentions the **Obelisk**	**-4**	Note that this requires PC foreknowledge of the **Obelisk's** presence; the players cannot intuit based on the title of the adventure!
Environment	Party asks about the **catastrophe**	**-3**	Mentioning any sort of calamity or disastrous event qualifies
Environment	Party questions the NPC's sanity	**-4**	Use your judgment as to what qualifies; "how have you stayed sane" *would* count
Environment	Party asks where all the survivors have gone	**-2**	Any question along the lines of population or workers qualifies
Environment	PCs ask about corpses or dead miners	**-3**	Multiple questions bout different instances of dead bodies will stack this effect
Environment	PCs ask about the conflict between Miners and Administration	**-2**	"Dwarves vs. Elves" will also qualify in the context of the Mine operations
Environment	PCs ask about specific other NPCs	**-1**	This recalls the prior, sane state of the City and Mines
Environment	PCs ask about lower (>5th) levels of the Mines and what is down there	**-2**	Even if the NPC in question has never been down that low, merely conceiving of those levels causes suffering
Environment	PCs ask about any of the **real** or **False Obelisks**	**-3**	This stacks with "mentioning the Obelisk" above. For this effect to trigger, the PCs must have actually discovered one or more of the Obelisks (true or false)
Action	PCs attack without provocation	**-15**	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	**-10**	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	**-5**	-
Action	NPC witnesses the PCs commit a crime	**-5**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	**-10**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	**-5**	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	**+10**	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	**+15**	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	**-1**	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	**+1**	Per each Rumor shared; maximum +4
Action	PCs heal or "boon" NPC	**+5**	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	**-3**	Per request; no maximum
Action	PCs agree to help when asked	**+4**	Per request; maximum +12
Action	NPC joins party for any length of time	**+5**	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Conversation	PCs fail at an Intimidate check	**-2**	Per failed check; no maximum
Conversation	PCs fail at a non-Intimidate social skills challenge	**-1**	Per failed check; no maximum

Table 29: Dramatis Personae Summary

Name	Page	Profession	Align	Class	Race	Sex
Arranz Trevain		**Railmaster**	LN	Rogue / Witch	Gnome	M
Belerras		**Foreman**	LE	Fighter / Rogue	Elf	M
Bethela Mudward		**Trademaster**	LN	Fighter / Rogue	Human	F
Brimdog Firecleave		**Engineer**	LN	Expert	Dwarf	M
Brocambe Methurzz		**Ambling Scholar**	LG	Wizard / Bard	Gnome	F
Dagbrag		**Gangboss**	NE	Barbarian	Half-Orc	M
Dalnarok		**Loremaster**	NG	Sorcerer / Oracle	Dwarf	M
Danalin Foeslash		**Dwarven Union Leader**	CG	Barbarian	Dwarf	M
Didkeln Clawhammer		**Chief Engineer**	LN	Expert	Dwarf	F
Dralbrodin Strongquil		**Cartographer**	LN	Expert	Elf	F
Elawelle		**Tribute Magister**	LG	Ranger / Bard	Half-Elf	F
Estarel Finequill		**Lead Designer**	TN	Rogue	Dwarf	M
Faenadorn		**Mayor**	LN	Fighter / Aristocrat	Elf	M
Friskbik		**Stablehand**	CN	Rogue / Bard	Halfling	M
Frobwin Glamfork		**Feastmaster**	CG	Commoner / Rogue	Halfling	M
Gabharn		**Beastmaster**	NG	Barbarian / Ranger	Human	M
Glimdarffe Sudsglub		**Brewmaster**	CN	Commoner	Half-Orc	F
Gordsturll		**Mercenary Dwarf**	LE	Gunslinger / Fighter	Dwarf	M
Hamfast Burrbottom		**Blacksmith**	LN	Fighter / Druid	Halfling	M
Imeltrude Legande		**Warden**	CE	Antipaladin	Human	F
Incnebb Gullip		**Chemist**	CE	Alchemist	Gnome	F
Innelothe		**Herbalist**	NG	Druid	Half-Elf	F
Killarth		**Mercenary Tiefling**	CN	Fighter / Ranger	Tiefling	F
Lugatoo		**Coinmaster**	LG	Expert	Tiefling	F
Maresmir		**Elven Administration Leader**	LE	Ranger	Elf	F
Natobbe		**Sage**	NE	Witch / Oracle	Gnome	F
Raekeldorr		**Illusionist Entertainer**	CE	Wizard / Bard	Half-Elf	M
Semtammi		**Stablemaster**	TN	Rogue / Barbarian	Half-Orc	F
Skandbard		**Tinkermaster**	LG	Gunslinger / Rogue	Gnome	F
Skandern Lithutz		**Keeper of Records**	LE	Rogue / Wizard	Gnome	M
Thrennian Lo'quee		**Minemaster**	NE	Fighter / Gunslinger	Elf	F
Vanarelia Riccars		**Keepmaster**	LG	Paladin	Half-Elf	F
Wyrida		**The Stranger**	LN	Ranger / Druid	Half-Elf	F

Arranz Trevain (Railmaster)

CR 1; XP 200

LN; Medium Humanoid (Gnome)

Description

A dirty and greasy gnome, small of stature even for his kind, he nevertheless possesses a kind of easy, affable wisdom: one gets the feeling that in another world, Arranz may have been one's grandfather... even if that means a different species.

Appearance

A thick black beard rings his chin; once it joins to his upper jowls, the hair gains a shock of grey. His eyes are large, but sunken; lines heavily crease every aspect of his visage.

Factions

He's loosely associated with the Dwarves, but in truth, he would say he serves naught but the Mines themselves.

Combat Tactics

Arranz will avoid conflict wherever possible. He's seen too much, and been affected too deeply, to seek battle. If pressed, or challenged to boldly, however, he will fight back with a vengeance; once combat is truly engaged, he will fight to the death.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Challenge	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
Class / HD	Rogue 1	Rogue 6	Rogue 10	Rogue 14
Size / Aln	Medium LN Gnome	Medium LN Gnome	Medium LN Gnome	Medium LN Gnome
HP	9	26	68	112
Armor Class	14	15	17	18
Speed	Walk 25'	Walk 25'	Walk 25'	Walk 25'
Ability Scores / Saves	**STR** 7 (-2) **DEX** 17 (+5) **CON** 12 (+1) **INT** 15 (+4) **WIS** 9 (-1) **CHA** 15 (+2)	**STR** 7 (-2) **DEX** 19 (+7) **CON** 12 (+1) **INT** 15 (+5) **WIS** 9 (-1) **CHA** 15 (+2)	**STR** 7 (-2) **DEX** 20 (+9) **CON** 15 (+2) **INT** 15 (+6) **WIS** 9 (-1) **CHA** 15 (+2)	**STR** 7 (-2) **DEX** 20 (+10) **CON** 17 (+3) **INT** 15 (+7) **WIS** 9 (-1) **CHA** 15 (+2)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception +11; Darkvision 60 ft.	Passive Perception +15; Darkvision 60 ft.	Passive Perception +17; Darkvision 60 ft.	Passive Perception +19; Darkvision 60 ft.
Languages	Common, Gnomish			

	Low	Moderate	Advanced	Elite
Attacks	**Melee** Dagger (Small) +5 (1d4+3) **Ranged** Dagger (Small/ Thrown) 20 ft.': +5 (1d4+3); 60 ft.': +5 (1d4+3) **Melee** Sickle (Small) +0 (1d4-2) **Ranged** Crossbow, Light (Small)) --> 80 ft.': +5 (1d8+3); 320 ft.': +5 (1d8+3)	**Melee** Sickle (Small) +1 (1d4-2) **Melee** Dagger (Small) +7 (1d4+4) **Ranged** Dagger (Small/ Thrown) 20 ft.': +7 (1d4+4); 60 ft.': +7 (1d4+4) **Ranged** Crossbow, Light (Small/Weapon +1)) --> 80 ft.': +8 (1d8+5); 320 ft.': +8 (1d8+5)	**Melee** Sickle (Small) +2 (1d4-2) **Melee** Dagger (Small) +9 (1d4+5) **Ranged** Dagger (Small/ Thrown) 20 ft.': +9 (1d4+5); 60 ft.': +9 (1d4+5) **Ranged** Crossbow, Light (Small/Weapon +2)) --> 80 ft.': +11 (1d8+7); 320 ft.': +11 (1d8+7)	**Melee** Sickle (Small) +3 (1d4-2) **Melee** Dagger (Small) +10 (1d4+5) **Ranged** Dagger (Small/ Thrown) 20 ft.': +10 (1d4+5); 60 ft.': +10 (1d4+5) **Ranged** Crossbow, Light (Small/Weapon +3)) --> 80 ft.': +13 (1d8+8); 320 ft.': +13 (1d8+8)
Special	-	-	-	-
Proficiencies	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike			
Special Qualities	Darkvision, Gnome Cunning, Languages, Expertise, Sneak Attack, Thieves' Cant	Darkvision, Gnome Cunning, Languages, Ability Score Improvement, Cunning Action, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant, Uncanny Dodge	Darkvision, Gnome Cunning, Languages, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge	Darkvision, Gnome Cunning, Languages, Ability Score Improvement, Blindsense, Cunning Action, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge, Use Magic Device
Spell-casting	-	-	-	-
Equipment	Dagger; Sickle; Padded Armor; Light Crossbow; Crossbow Bolts (10x)	Dagger; Sickle; Leather Armor; *+1 Light Crossbow*; Crossbow Bolts (10x)	Dagger; Sickle; Studded Leather Armor; *+2 Light Crossbow*; Crossbow Bolts (10x)	Dagger; Sickle; *+1 Studded Leather Armor; +3 Light Crossbow*; Crossbow Bolts (10x)

Special Abilities

Darkvision Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it w ere bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Gnome Cunning You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Languages You can speak, read, and write Common and Gnomish. The Gnomish language, which uses the Dwarvish script, is renowned for its technical treatises and its catalogs of knowledge about the natural world.

Blindsense Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

Cunning Action Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Evasion Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Expertise At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies. At 6th level, you can choose two more of your proficiencies (in skills or with thieves' tools) to gain this benefit.

Fast Hands Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Reliable Talent By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

Roguish Archetype At 3rd level, you choose an archetype that you emulate in the exercise of your rogue abilities. Your choice grants you features at 3rd level and then again at 9th, 13th, and 17th level.

Second-Story Work When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to 5.

Sneak Attack Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 7d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Supreme Sneak Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

Thief You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.

Thieves' Cant During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Uncanny Dodge Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Use Magic Device By 13th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items.

Conversation

What do you think of Mondaria City?

"It's a sad town, up above. Truly better, down here."

What do you think of the Mines?

"A marvel, in more ways than one. From the rails to the elevators, it's a majestic machine of productivity down here."

How have you survived after the catastrophe?

"What catastrophe? The rails and elevators work much as they always have."

What did you do, before the calamity?

"Why, what I do now—supervise and maintain the rails. Though in truth, it's more and more difficult to find workers willing to help."

What do you know of the Obelisk?

"The what?"

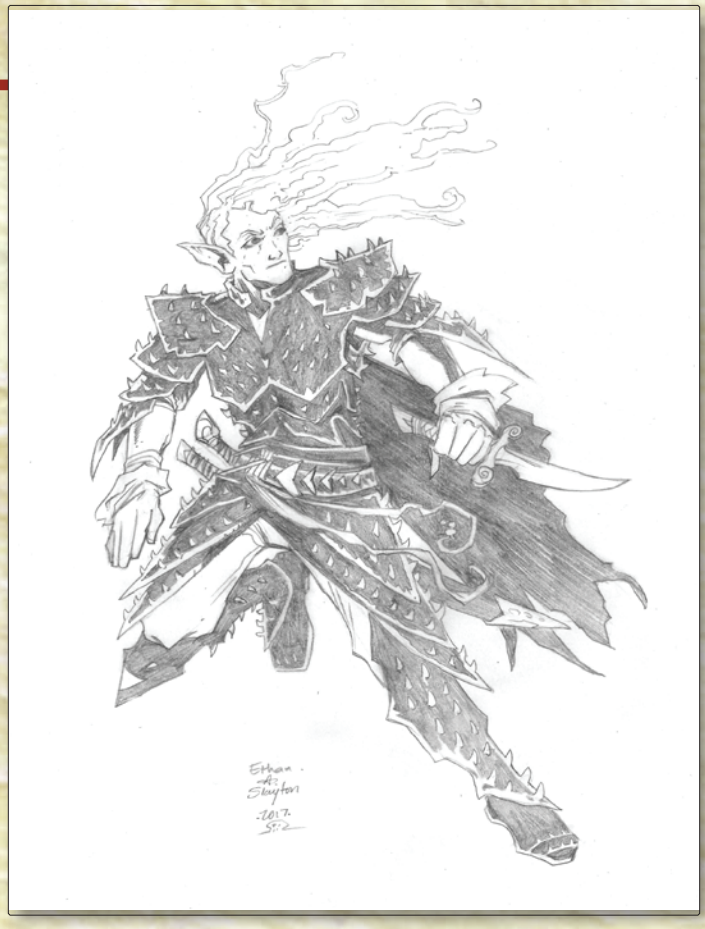
Can you tell me anything about the conflict between workers and administration (or Dwarves and Elves)?

"People mention that as though it's a thing. I've never bothered to notice it, myself."

Belerras (Foreman)

CR 3; XP 700

LE; Medium Humanoid (Elf)



Description

A solemn, silent Elf, this **Foreman** hates Dwarves with a blinding passion. Thankfully for his superiors in the mine, his lust for power and control and order far exceeds his racial hatred, so on a day-to-day basis, he typically is able to put aside his ire and focus on squeezing efficiency out of those he abhors.

Appearance

He wears spiked studded leather armor, and uses a shortbow, longsword, and daggers.

Factions

He is firmly and solely a member of the **Elven Administration**.

Combat Tactics

Against any group that contains one or more Dwarves, **Belerras** will target those characters exclusively, attacking with little regard to his own safety or strategy.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Challenge	CR 3 XP 700	CR 7 XP 2,900	CR 11 XP 7,200	CR 15 XP 13,000
Class / HD	Fighter 3	Fighter 7	Fighter 11	Fighter 15
Size / Aln	Medium LE Elf	Medium LE Elf	Medium LE Elf	Medium LE Elf
HP	23	44	73	94
Armor Class	15	17	19	21
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'

	⊠ Low	⊠ Moderate	⊠ Advanced	⊠ Elite
Ability Scores / Saves	**STR** 15 (+4) **DEX** 13 (+1) **CON** 9 (+1) **INT** 8 (-1) **WIS** 13 (+1) **CHA** 14 (+2)	**STR** 17 (+6) **DEX** 13 (+1) **CON** 11 (+3) **INT** 8 (-1) **WIS** 13 (+1) **CHA** 14 (+2)	**STR** 19 (+8) **DEX** 13 (+1) **CON** 11 (+4) **INT** 8 (-1) **WIS** 13 (+1) **CHA** 14 (+2)	**STR** 19 (+8) **DEX** 17 (+3) **CON** 11 (+5) **INT** 8 (-1) **WIS** 13 (+1) **CHA** 14 (+2)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception +13; Darkvision 60 ft.	Passive Perception +14; Darkvision 60 ft.; Disadvantage on Stealth	Passive Perception +15; Darkvision 60 ft.; Disadvantage on Stealth	Passive Perception +16; Darkvision 60 ft.; Disadvantage on Stealth
Languages	Common, Elvish			
Attacks	**Melee** Battleaxe +4 (1d8+4) **Melee** Handaxe +4 (1d6+4) **Ranged** Handaxe (Thrown) 20 ft.': +4 (1d6+2); 60 ft.': +4 (1d6+2)	**Melee** *+1 Battleaxe* +7/+7 (1d8+6) **Melee** Handaxe +6/+6 (1d6+5) **Ranged** Handaxe (Thrown) 20 ft.': +6/+6 (1d6+3); 60 ft.': +6/+6 (1d6+3)	**Melee** *+2 Battleaxe* +10/+10/+10 (1d8+8) **Melee** Handaxe +8/+8/+8 (1d6+6) **Ranged** Handaxe (Thrown) 20 ft.': +8/+8/+8 (1d6+4); 60 ft.': +8/+8/+8 (1d6+4)	**Melee** *+3 Battleaxe* +12/+12/+12 (1d8+9) **Melee** Handaxe +9/+9/+9 (1d6+6) **Ranged** Handaxe (Thrown) 20 ft.': +9/+9/+9 (1d6+4); 60 ft.': +9/+9/+9 (1d6+4)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			
Special Qualities	Darkvision, Fey Ancestry, Keen Senses, Languages, Trance, Action Surge, Champion, Fighting Style, Improved Critical, Martial Archetype, Second Wind, Dueling	Darkvision, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Action Surge, Champion, Extra Attack, Fighting Style, Improved Critical, Martial Archetype, Remarkable Athlete, Second Wind, Dueling	Darkvision, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Defense, Dueling ,	Darkvision, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Superior Critical, Defense, Dueling ,
Spell-casting	-	-	-	-
Equipment	Battleaxe; Studded Leather Armor; Shield; Handaxe	*+1 Battleaxe*; Scale Mail; Shield; Handaxe	*+2 Battleaxe*; Chain Mail; Shield; Handaxe	*+3 Battleaxe*; *+2 Chain Mail*; Shield; Handaxe

Special Abilities

Darkvision Accustomed to twilit forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Keen Senses You have proficiency in the Perception skill.

Languages You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.

Trance Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become Dexterityive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Action Surge Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again. You can use this feature 1 time(s) before a rest, but only once on the same turn.

Additional Fighting Style At 10th level, you can choose a second option from the Fighting Style class feature.

Champion The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Fighting Style You adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Improved Critical Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

Indomitable Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature 2 time(s) between long rests.

Martial Archetype At 3rd level, you choose an archetype that you strive to emulate in your combat styles and techniques. The Champion archetype is detailed at the end of the class description; see the Player's Handbook for information on other martial archetypes. Your archetype grants you features at 3rd level and again at 7th, 10th, 15th, and 18th level.

Remarkable Athlete Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to +4.

Second Wind You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Superior Critical Starting at 15th level, your weapon attacks score a critical hit on a roll of 18-20.

Defense While you are wearing armor, you gain a +1 bonus to AC.

Dueling When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Conversation

What do you think of Mondaria City?

"Should be exclusively elves. I wonder that management allows the filthy buggers above the surface."

What do you think of the Mines?

"Cesspool. A necessary evil, this concentration of dwarves."

How have you survived after the catastrophe?

"Wits, guile, and a natural aversion to those who were already sick and deranged before the disaster."

What did you do, before the calamity?

"Managed those who would otherwise shirk the work that sustains them and gives them purpose."

What do you know of the Obelisk?

"I've heard things here and there. It's supposed to take over the minds of the weak, though in truth I'm not sure how one would notice, in most cases around here."

Have you been to the Mine's lower levels?

"I have. It gets darker, hotter, more dangerous. As one would expect."

Can you tell me anything about the conflict between workers and administration (or Dwarves and Elves)?

"Certainly. Many elves, myself included, notice certain things about the workers, and vice versa. This noticing leads to the natural conclusion—jealousy and shiftlessness among the workers, and frustration and head-shaking among their superiors."

Bethela Mudward (Trademaster)

CR 1; XP 200

LN; Medium Humanoid (Human)

Description

Beautifully adorned with rich, silk robes, this mistress of all things trade governs all external commerce, and therefore has ultimate say on every good and product that flows into or out of the mine and city complex.

Under her robes she wears studded leather armor—no fool she—and wields a cutlass, dagger, and light wooden shield.

Appearance

She has an eyepatch over one eye, though it's for affect—both eyes work perfectly well, but the patched one is a different color, a cosmetic effect she's quite sensitive too from childhood insults.

Factions

Unaligned, she would claim, though in truth she serves two masters: black-market operations by the worker dwarves, and more above-the-board transactions with the elven administration.

Combat Tactics

Bethela is neither coward nor fool, so she will avoid conflict wherever it seems to her disadvantage. She has means and knowledge to trade, so most of the time, she can either talk or trade her way out of a dangerous situation.

	Low	Moderate	Advanced	Elite
Challenge	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
Class / HD	Rogue 1	Rogue 6	Rogue 10	Rogue 14
Size / Aln	Medium LN Human	Medium LN Human	Medium LN Human	Medium LN Human
HP	8	32	52	76
Armor Class	15	17	19	20
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Ability Scores / Saves	**STR** 16 (+3) **DEX** 16 (+5) **CON** 11 (+0) **INT** 16 (+5) **WIS** 11 (+0) **CHA** 12 (+1)	**STR** 16 (+3) **DEX** 18 (+7) **CON** 11 (+0) **INT** 16 (+6) **WIS** 11 (+0) **CHA** 12 (+1)	**STR** 18 (+4) **DEX** 20 (+9) **CON** 11 (+0) **INT** 16 (+7) **WIS** 11 (+0) **CHA** 12 (+1)	**STR** 20 (+5) **DEX** 20 (+10) **CON** 11 (+0) **INT** 16 (+8) **WIS** 11 (+0) **CHA** 12 (+1)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception +10	Passive Perception +10	Passive Perception +10	Passive Perception +10
Languages	Common, Elvish			
Attacks	**Melee** Longsword +5 (1d8+3) **Ranged** Shortbow --> 30 ft.': -5 (1d6+3); 120 ft.': -5 (1d6+3) **Melee** Dagger +5 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +5 (1d4+3); 60 ft.': +5 (1d4+3)	**Ranged** Shortbow --> 30 ft.': -3 (1d6+4); 120 ft.': -3 (1d6+4) **Melee** *+1 Longsword* +7 (1d8+4) **Melee** Dagger +7 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +7 (1d4+4); 60 ft.': +7 (1d4+4)	**Ranged** Shortbow --> 30 ft.': -1 (1d6+5); 120 ft.': -1 (1d6+5) **Melee** *+2 Longsword* (Weapon +2) +10 (1d8+6) **Melee** Dagger +9 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +9 (1d4+5); 60 ft.': +9 (1d4+5)	**Ranged** Shortbow--> 30 ft.': +0 (1d6+5); 120 ft.': +0 (1d6+5) **Melee** *+3 Longsword* +13 (1d8+8) **Melee** Dagger +10 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +10 (1d4+5); 60 ft.': +10 (1d4+5)
Special	-	-	-	-
Proficiencies	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike			
Special Qualities	Languages, Expertise, Sneak Attack, Thieves' Cant	Languages, Ability Score Improvement, Cunning Action, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant, Uncanny Dodge	Languages, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge	Languages, Ability Score Improvement, Blindsense, Cunning Action, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge, Use Magic Device
Spell-casting	-	-	-	-
Equipment	Longsword; Shortbow; Arrows (20x); Studded Leather Armor; Dagger	*+1 Longsword*; Shortbow; Arrows (20x); *+1 Studded Leather Armor*; Dagger	*+2 Longsword*; Shortbow; Arrows (20x); *+2 Studded Leather Armor*; Dagger	*+3 Longsword*; Shortbow; Arrows (20x); *+3 Studded Leather Armor*; Dagger

Special Abilities

Languages You can speak, read, and write Common and one extra language of your choice. Humans typically learn the languages of other peoples they deal with, including obscure dialects. They are fond of sprinkling their speech with words borrowed from other tongues: Orc curses, Elvish musical expressions, Dwarvish military phrases, and so on.

Blindsense Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

Cunning Action Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Evasion Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Expertise At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies. At 6th level, you can choose two more of your proficiencies (in skills or with thieves' tools) to gain this benefit.

Fast Hands Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Reliable Talent By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

Roguish Archetype At 3rd level, you choose an archetype that you emulate in the exercise of your rogue abilities. Your choice grants you features at 3rd level and then again at 9th, 13th, and 17th level.

Second-Story Work When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to 5.

Sneak Attack Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 7d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Supreme Sneak Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

Thief You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.

Thieves' Cant During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Uncanny Dodge Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Use Magic Device By 13th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items. n.

Conversation

What do you think of Mondaria City?

"Lovely place, is it not? Trade is phenomenal, even for those adverse to grime and grit."

What do you think of the Mines?

"Amazing, that so few can produce so much, in so short a time. They seem driven to the brink of madness by a desire to produce. Or to avoid the whip. Which amount to the same thing, really."

How have you survived after the catastrophe?

"I'm a survivor. I've been surviving long before this particular phenomenon, and Gods willing, will survive through many dozens more. There is always a place for life where one has means and talent."

What did you do, before the calamity?

"Largely what I continue to do, though of course the legit operations of the mine have ceased."

What do you know of the Obelisk?

"I've but heard its name. In whispers, from those whose minds seem already lost. Whether those minds had been lost to this 'obelisk', or simply to the strains of the disaster, I could not say."

Have you been to the Mine's lower levels?

"No. And have no plans to, thank you very much."

Can you tell me anything about the conflict between workers and administration (or Dwarves and Elves)?

"There's strife of some nature in every profitable environment I've ever seen. What you describe is simply how it manifests here. Power and production are ever at odds, when profit is not shared... and I'm hardly of a mind to share."

Brimdog Firecleave (Engineer)

CR 1; XP 200

LN; Medium Humanoid (Dwarf)

Description

In their secret heart, most people think that they are the stars of their own story. While this is often true, Engineers in the mines take this to an excessive level. After all, without engineers, everything would collapse and kill everyone, and the mine wouldn't produce anything and therefore wouldn't be profitable.

The way **Engineers** see it, every single day, they personally save dozens or even hundreds of lives, simply by being in the mines to advise. After all, without structural supports, stone sampling, survey work, and related feats of engineering genius, the mine is little more than a bunch of dirty dwarves digging at things until they perhaps stumble upon something valuable!

Appearance

Engineers try to dress as impressively as they feel; most will spend every earned copper on silk embroidery and ornately-embellished leather armor that is more beautiful than functional.

Engineers typically have ruddy complexion, a rotund physique, and a snobbish facial composition; most use piercings of the nose, ears, and eyebrow to dangle additional symbols of their wealth and success.

Factions

Engineers work for the Administration, but their hearts are with the workers.the worker dwarves, and more above-the-board transactions with the elven administration.

Combat Tactics

To a dwarf, all engineers view combat as an utter waste of resources and certainly a last resort; in armed conflict, they recognize the need occasionally but believe (rightly so!) that others, more crude than they, are best equipped to do the actual fighting.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Challenge	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
Class / HD	Rogue 1	Rogue 6	Rogue 10	Rogue 14
Size / Aln	Medium LN Dwarf	Medium LN Dwarf	Medium LN Dwarf	Medium LN Dwarf
HP	9	42	63	83
Armor Class	13	15	18	19
Speed	Walk 25'	Walk 25'	Walk 25'	Walk 25'

	⊠ Low	⊠ Moderate	⊠ Advanced	⊠ Elite
Ability Scores / Saves	**STR** 6 (-2) **DEX** 14 (+4) **CON** 12 (+1) **INT** 15 (+4) **WIS** 12 (+1) **CHA** 9 (-1)	**STR** 6 (-2) **DEX** 16 (+6) **CON** 12 (+1) **INT** 15 (+5) **WIS** 12 (+1) **CHA** 9 (-1)	**STR** 6 (-2) **DEX** 20 (+9) **CON** 12 (+1) **INT** 15 (+6) **WIS** 12 (+1) **CHA** 9 (-1)	**STR** 6 (-2) **DEX** 20 (+10) **CON** 12 (+1) **INT** 17 (+8) **WIS** 12 (+1) **CHA** 9 (-1)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception +11; Darkvision 60'	Passive Perception +11; Darkvision 60'	Passive Perception +11; Darkvision 60'	Passive Perception +11; Darkvision 60'
Languages	Common, Dwarvish			
Attacks	**Melee** Battleaxe +0 (1d8-2) **Melee** Handaxe +4 (1d6+2) **Ranged** Handaxe (Thrown) 20 ft.': +4 (1d6+2); 60 ft.': +4 (1d6+2)	**Melee** Handaxe +6 (1d6+3) **Ranged** Handaxe (Thrown) 20 ft.': +6 (1d6+3); 60 ft.': +6 (1d6+3) **Melee** *+1 Battleaxe* +2 (1d8-1)	**Melee** Handaxe +9 (1d6+5) **Ranged** Handaxe (Thrown) 20 ft.': +9 (1d6+5); 60 ft.': +9 (1d6+5) **Melee** *+2 Battleaxe* +4 (1d8)	**Melee** Handaxe +10 (1d6+5) **Ranged** Handaxe (Thrown) 20 ft.': +10 (1d6+5); 60 ft.': +10 (1d6+5) **Melee** *+3 Battleaxe* +6 (1d8+1)
Special	-	-	-	-
Proficiencies	Battleaxe, Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike, Warhammer			
Special Qualities	Darkvision, Dwarven Combat Training, Dwarven Resilience, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Expertise, Sneak Attack, Thieves' Cant	Darkvision, Dwarven Combat Training, Dwarven Resilience, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Cunning Action, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant, Uncanny Dodge	Darkvision, Dwarven Combat Training, Dwarven Resilience, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge	Darkvision, Dwarven Combat Training, Dwarven Resilience, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Blindsense, Cunning Action, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge, Use Magic Device
Spell-casting	-	-	-	-
Equipment	Battleaxe; Handaxe; Leather Armor	*+1 Battleaxe*; Handaxe; Studded Leather Armor	*+2 Battleaxe*; Handaxe; *+1 Studded Leather Armor*	*+3 Battleaxe*; Handaxe; *+2 Studded Leather Armor*

Special Abilities

Darkvision Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Dwarven Combat Training You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

Dwarven Resilience You have advantage on saving throws against poison, and you have resistance against poison damage (explained in chapter 9).

Languages You can speak, read, and write Common and Dwarvish. Dwarvish is full of hard consonants and guttural sounds, and those characteristics spill over into whatever other language a dwarf might speak.

Mason's Tools Proficient with Artisan Mason's Tools.

Stonecunning Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Tool Proficiency You gain proficiency with the artisan's tools of your choice: smith's tools, brewer's supplies, or mason's tools.

Blindsense Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

Cunning Action Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Evasion Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Expertise At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies. At 6th level, you can choose two more of your proficiencies (in skills or with thieves' tools) to gain this benefit.

Fast Hands Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Reliable Talent By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

Roguish Archetype At 3rd level, you choose an archetype that you emulate in the exercise of your rogue abilities. Your choice grants you features at 3rd level and then again at 9th, 13th, and 17th level.

Second-Story Work When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to 5.

Sneak Attack Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 7d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Supreme Sneak Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

Thief You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.

Thieves' Cant During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Uncanny Dodge Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Use Magic Device By 13th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items. n.

Conversation

What do you think of Mondaria City?

"A marvel, yes? Such a town, supporting such a mountain."

What do you think of the Mines?

"Marvels abound. At least from an engineer's perspective. It's grimy and gritty and gross, but there's awesome chance to build things you'd never see on the surface."

How have you survived after the catastrophe?

"Building never goes out of style. And much was damaged, in the chaos. There'll always be folk who want things fixed, no matter the circumstances."

What did you do, before the calamity?

"Kept everything working. And made it better than it was before."

What do you know of the Obelisk?

"Naught, I'm afraid."

Have you been to the Mine's lower levels?

"I've been most everywhere in the mines, but the last few levels are so new, and the press to delve deep so strong, that nobody has much cared whether things worked down there or not."

Can you tell me anything about the conflict between workers and administration (or Dwarves and Elves)?

"Ah. It's a shame, really. Seems we should all be united to try and make this work. It's a huge waste of energy, bickering over who is what and who does what. Just do what you're good at, and the rest will work itself out."

Brocambe Methurzz (Ambling Scholar)

CR 1; XP 200

LG; Small Humanoid (Gnome)

Description

She's middle-aged, though her intelligence and wrinkles about the eyes add presence and weight to her years.

Appearance

Most people remember this gnomish wizard for the massive clusters of freckles surrounding each ear, which extend down her neck in an animalistic manner that seems to echo a leopard. She dresses in severe, plain, and undecorated tunics, with overstarched cloaks that seem to form an immobile mantle about her shoulders. Her hair is strawberry-blonde, tied back in a ponytail. She wears spectacles, though they're little more than thumbnail-sized ovals of glass surrounded by an inelegantly-thick and brutishly-fashioned iron wrapping, with bamboo sticks that poke back on top of her ears.

Factions

None. She serves the truth, she would say.

Combat Tactics

Simple: avoid it at all costs.

	Low	Moderate	Advanced	Elite
Challenge	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
Class / HD	Wizard 1	Wizard 6	Wizard 10	Wizard 14
Size / Aln	Small LG Gnome	Small LG Gnome	Small LG Gnome	Small LG Gnome
HP	7	31	45	65
Armor Class	14	14	14	15
Speed	Walk 25'	Walk 25'	Walk 25'	Walk 25'
Ability Scores / Saves	**STR** 9 (-1) **DEX** 13 (+1) **CON** 12 (+1) **INT** 15 (+4) **WIS** 8 (+1) **CHA** 17 (+3)	**STR** 9 (-1) **DEX** 13 (+1) **CON** 12 (+1) **INT** 17 (+6) **WIS** 8 (+2) **CHA** 17 (+3)	**STR** 9 (-1) **DEX** 13 (+1) **CON** 12 (+1) **INT** 19 (+8) **WIS** 8 (+3) **CHA** 17 (+3)	**STR** 9 (-1) **DEX** 14 (+2) **CON** 12 (+1) **INT** 20 (+10) **WIS** 8 (+4) **CHA** 17 (+3)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception +9; Darkvision 60'	Passive Perception +9; Darkvision 60'	Passive Perception +9; Darkvision 60'	Passive Perception +9; Darkvision 60'
Languages	Common, Gnomish			

	Low	Moderate	Advanced	Elite
Attacks	**Melee** Dagger (Small) +3 (1d4+1) **Ranged** Dagger (Small/ Thrown) 20 ft.': +3 (1d4+1); 60 ft.': +3 (1d4+1) **Melee** Quarterstaff (Small) +1 (1d6-1) / (1d8) **Ranged** Sling (Small)) --> 30 ft.': +3 (1d4+1); 120 ft.': +3 (1d4+1)	**Melee** Dagger (Small) +4 (1d4+1) **Ranged** Dagger (Small/ Thrown) 20 ft.': +4 (1d4+1); 60 ft.': +4 (1d4+1) **Melee** *+1 Quarterstaff* (Small) +3 (1d6) / (1d8) **Ranged** Sling (Small)) --> 30 ft.': +4 (1d4+1); 120 ft.': +4 (1d4+1)	**Melee** Dagger (Small) +5 (1d4+1) **Ranged** Dagger (Small/ Thrown) 20 ft.': +5 (1d4+1); 60 ft.': +5 (1d4+1) **Melee** *+2 Quarterstaff* (Small) +5 (1d6+1) / (1d8) **Ranged** Sling (Small)) --> 30 ft.': +5 (1d4+1); 120 ft.': +5 (1d4+1)	**Melee** Dagger (Small) +7 (1d4+2) **Ranged** Dagger (Small/ Thrown) 20 ft.': +7 (1d4+2); 60 ft.': +7 (1d4+2) **Melee** *+3 Quarterstaff* (Small) +7 (1d6+2) (1d8) **Ranged** Sling (Small)) --> 30 ft.': +7 (1d4+2); 120 ft.': +7 (1d4+2)
Special	-	-	-	-
Proficiencies	Crossbow (Light), Dagger, Dart, Quarterstaff, Sling			
Special Qualities	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Gnome Cunning, Languages, Arcane Recovery, Cantrips, Preparing and Casting Spells, Ritual Casting, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Gnome Cunning, Languages, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Evocation Savant, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Gnome Cunning, Languages, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Empowered Evocation, Evocation Savant, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Gnome Cunning, Languages, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Empowered Evocation, Evocation Savant, Overchannel, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellcasting
Spell-casting	**Save DC 12; Spell Atk +4** **Cantrips (at will):** *light; minor illusion; prestidigitation* **1st:** *charm person; fog cloud*	**Save DC 14; Spell Atk +6** **Cantrips (at will):** *dancing lights; light; minor illusion; prestidigitation* **3rd:** *blink; fireball; fly* **2nd:** *arcane lock; blur; invisibility* **1st:** *charm person; detect magic; disguise self; fog cloud*	**Save DC 16; Spell Atk +8** **Cantrips (at will):** *dancing lights; light; message; minor illusion; prestidigitation* **5th:** *arcane hand; hold monster* **4th:** *arcane eye; confusion; fire shield* **3rd:** *blink; fireball; fly* **2nd:** *arcane lock; blur; invisibility* **1st:** *charm person; detect magic; disguise self; fog cloud*	**Save DC 18; Spell Atk +10** **Cantrips (at will):** *dancing lights; light; message; minor illusion; prestidigitation* **7th:** *teleport* **6th:** *globe of invulnerability* **5th:** *arcane hand; hold monster* **4th:** *arcane eye; confusion; fire shield* **3rd:** *blink; fireball; fly* **2nd:** *arcane lock; blur; invisibility* **1st:** *charm person; detect magic; disguise self; fog cloud*
Equipment	Dagger; Quarterstaff; Sling; Sling Bullets (20x)	Dagger; *+1 Quarterstaff;* Sling; Sling Bullets (20x)	Dagger; *+2 Quarterstaff;* Sling; Sling Bullets (20x)	Dagger; *+3 Quarterstaff;* Sling; Sling Bullets (20x)

Special Abilities

Darkvision Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it w ere bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Gnome Cunning You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Languages You can speak, read, and write Common and Gnomish. The Gnomish language, which uses the Dwarvish script, is renowned for its technical treatises and its catalogs of knowledge about the natural world.

Arcane Recovery You have learned to regain some of your magical energy by studying your spellbook. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than 7, and none of the slots can be 6th level or higher. For example, if you're a 4th-level wizard, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots.

Arcane Tradition When you reach 2nd level, you choose an arcane tradition, shaping your practice of magic through one of eight schools: Abjuration, Conjuration, Divination, Enchantment, Evocation, Illusion, Necromancy, or Transmutation. The school of Evocation is detailed at the end of the class description; see the Player's Handbook for information on the other schools. Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.

Empowered Evocation Beginning at 10th level, you can add +5 to the damage roll of any wizard evocation spell you cast. The damage bonus applies to one damage roll of a spell, not multiple rolls.

Evocation Savant Beginning when you select this school at 2nd level, the gold and time you must spend to copy an evocation spell into your spellbook is halved.

Overchannel Starting at 14th level, you can increase the power of your simpler spells. When you cast a wizard spell of 5th level or lower that deals damage, you can deal maximum damage with that spell. The first time you do so, you suffer no adverse effect. If you use this feature again before you finish a long rest, you take 2d12 necrotic damage for each level of the spell, immediately after you cast it. Each time you use this feature again before finishing a long rest, the necrotic damage per spell level increases by 1d12. This damage ignores resistance and immunity. The feature doesn't benefit cantrips.

Potent Cantrip Starting at 6th level, your damaging cantrips affect even creatures that avoid the brunt of the effect. When a creature succeeds on a saving throw against your cantrip, the creature takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

Ritual Casting You can cast a wizard spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared.

School of Evocation You focus your study on magic that creates powerful elemental effects such as bitter cold, searing flame, rolling thunder, crackling lightning, and burning acid. Some evokers find employment in military forces, serving as artillery to blast enemy armies from afar. Others use their spectacular power to protect the weak, while some seek their own gain as bandits, adventurers, or aspiring tyrants.

Sculpt Spells Beginning at 2nd level, you can create pockets of relative safety within the effects of your evocation spells. When you cast an evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

Conversation

What do you think of Mondaria City?

"There's a steady influx of interesting folk in the City itself. Many come from afar to trade, to invest, or simply to view the spectacle."

What do you think of the Mines?

"Filthy but necessary. I try to avoid them as much as possible."

How have you survived after the catastrophe?

"Moving about, and keeping at it. You may think there is little cause for scholars in this environment, but many are thirsty for reason in the catastrophe."

What did you do, before the calamity?

"Advised and offered counsel to all manner of denizens."

What do you know of the Obelisk?

"I have heard of it." *(Roll on the Plot Discoveries table.)*

Have you been to the Mine's lower levels?

"I have, though I wish never to speak of it again."

Can you tell me anything about the conflict between workers and administration (or Dwarves and Elves)?

"It's pathetic, and avoidable, but hardly surprising."

Dagbrag (Gangboss)

CR 1; XP 200

NE; Medium Humanoid (Half-Orc)

Description

While **Mining Taskmasters** are many, **Gangbosses** are far fewer, and for good reason: mine leadership worries that if there were too many **Gangbosses**, the half-orcs might uprise and mutiny, taking over the mine. **Gangbosses** nominally supervise the activities of **Taskmasters**, engaging as glorified bouncers or bruisers when their services are requested explicitly.

In practice, **Gangbosses** feel themselves beyond the law of any in the mines, and frequently abuse this imagined power by making demands of all manner from not only the Miners but of the **Taskmasters** they theoretically serve. Originally intended as a skilled police force for use in dire conflicts, **Gangbosses** have developed into a combination of black marketeers, robbers, thugs, and abuse.

Appearance

These half-orcs all resemble orcs more than men, and bear several facial, neck, and shoulder scars. Their faces are set in a scowl or cruel grimace, and their curly black hair is usually tied back in a bun with a crude loop of hardened and dried sinew from a recent feast.

Factions

Dagbrag serves the **Elven Administration**, but truly, his own bloodlust.

Combat Tactics

Dagbrag is ruthless once he engages combat... which he will do with very little provocation.

	Low	Moderate	Advanced	Elite
Challenge	CR 2 XP 450	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
Class / HD	Barbarian 2	Barbarian 6	Barbarian 10	Barbarian 14
Size / Aln	Medium LE Half-Orc	Medium LE Half-Orc	Medium LE Half-Orc	Medium LE Half-Orc
HP	23	39	68	100
Armor Class	14	16	17	18
Speed	Walk 30'	Walk 40'	Walk 40'	Walk 40'

	⊠ Low	⊠ Moderate	⊠ Advanced	⊠ Elite
Ability Scores / Saves	**STR** 18 (+6) **DEX** 12 (+1) **CON** 11 (+2) **INT** 9 (-1) **WIS** 8 (-1) **CHA** 12 (+1)	**STR** 20 (+8) **DEX** 12 (+1) **CON** 11 (+3) **INT** 9 (-1) **WIS** 8 (-1) **CHA** 12 (+1)	**STR** 20 (+9) **DEX** 12 (+1) **CON** 13 (+4) **INT** 9 (-1) **WIS** 8 (-1) **CHA** 12 (+1)	**STR** 20 (+10) **DEX** 12 (+1) **CON** 15 (+7) **INT** 9 (-1) **WIS** 8 (-1) **CHA** 12 (+1)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception +9; Darkvision 60'	Passive Perception +9; Darkvision 60' Disadvantage on Stealth	Passive Perception +9; Darkvision 60' Disadvantage on Stealth	Passive Perception +9; Darkvision 60' Disadvantage on Stealth
Languages	Common, Orc			
Attacks	**Melee** Greatclub +6 (1d8+6) **Melee** Dagger +6 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +6 (1d4+4); 60 ft.': +6 (1d4+4)	**Melee** *+1 Greatclub* +9 (1d8+9) **Melee** Dagger +8/+8 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +8/+8 (1d4+5); 60 ft.': +8/+8 (1d4+5)	**Melee** *+2 Greatclub* +11 (1d8+11) **Melee** Dagger +9/+9 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +9/+9 (1d4+5); 60 ft.': +9/+9 (1d4+5)	**Melee** *+3 Greatclub* +13 (1d8+13) **Melee** Dagger +10/+10 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +10/+10 (1d4+5); 60 ft.': +10/+10 (1d4+5)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			
Special Qualities	Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Danger Sense, Rage, Reckless Attack, Unarmored Defense	Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Danger Sense, Extra Attack, Fast Movement, Frenzy, Mindless Rage, Path of the Berserker, Primal Path, Rage, Reckless Attack, Unarmored Defense	Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Brutal Critical, Danger Sense, Extra Attack, Fast Movement, Feral Instinct, Frenzy, Intimidating Presence, Path of the Berserker, Primal Path, Rage, Reckless Attack, Unarmored Defense	Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Brutal Critical, Danger Sense, Extra Attack, Fast Movement, Feral Instinct, Frenzy, Path of the Berserker, Primal Path, Rage, Reckless Attack, Relentless Rage, Retaliation, Unarmored Defense
Spell-casting	-	-	-	-
Equipment	Greatclub; Chain Shirt; Dagger	*+1 Greatclub*; Half Plate; Dagger	*+2 Greatclub*; *+1 Half Plate*; Dagger	*+3 Greatclub*; *+2 Half Plate*; Dagger

Special Abilities

Darkvision Thanks to your orc blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Languages You can speak, read, and write Common and Orc. Orc is a harsh, grating language with hard consonants. It has no script of its own but is written in the Dwarvish script.

Menacing You gain proficiency in the Intimidation skill.

Relentless Endurance When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Savage Attacks When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Brutal Critical Beginning at 9th level, you can roll 2 additional weapon damage die when determining the extra damage for a critical hit with a melee attack.

Danger Sense At 2nd level, you gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Fast Movement Starting at 5th level, your speed increases by 10 feet while you aren't wearing heavy armor.

Feral Instinct By 7th level, your instincts are so honed that you have advantage on initiative rolls. Additionally, if you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn, but only if you enter your rage before doing anything else on that turn.

Frenzy Starting when you choose this path at 3rd level, you can go into a frenzy when you rage. If you do so, for the duration of your rage you can make a single melee weapon attack as a bonus action on each of your turns after this one. When your rage ends, you suffer one level of exhaustion (as described in appendix A).

Path of the Berserker For some barbarians, rage is a means to an end--that end being violence. The Path of the Berserker is a path of untrammeled fury, slick with blood. As you enter the berserker's rage, you thrill in the chaos of battle, heedless of your own health or well-being.

Primal Path At 3rd level, you choose a path that shapes the nature of your rage. Choose the Path of the Berserker or the Path of the Totem Warrior, both detailed at the end of the class description. Your choice grants you features at 3rd level and again at 6th, 10th, and 14th levels.

Rage In battle, you fight with primal ferocity. On your turn, you can enter a rage as a bonus action. While raging, you gain the following benefits if you aren't wearing heavy armor: You have advantage on Strength checks and Strength saving throws. When you make a melee weapon attack using Strength, you gain a bonus to the damage roll equal to 3. You have resistance to bludgeoning, piercing, and slashing damage. If you are able to cast spells, you can't cast them or concentrate on them while raging. Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action. Once you have raged the number of times equal to 5, you must finish a long rest before you can rage again.

Reckless Attack Starting at 2nd level, you can throw aside all concern for defense to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

Relentless Rage Starting at 11th level, your rage can keep you fighting despite grievous wounds. If you drop to 0 hit points while you're raging and don't die outright, you can make a DC 10 Constitution saving throw. If you succeed, you drop to 1 hit point instead. Each time you use this feature after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to 10.

Retaliation Starting at 14th level, when you take damage from a creature that is within 5 feet of you. you can use your reaction to make a melee weapon attack against that creature.

Unarmored Defense While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit. n.

Conversation

What do you think of Mondaria City?

"It's fine."

What do you think of the Mines?

"Great. Gritty and severe."

How have you survived after the catastrophe?

"I'll be surviving many more. I am the catastrophe, if you cross me."

What did you do, before the calamity?

"Tried to keep order."

What do you know of the Obelisk?

"Naught. Doesn't matter."

Have you been to the Mine's lower levels?

"No, though they're lawless and bizarre."

Can you tell me anything about the conflict between workers and administration (or Dwarves and Elves)?

"Dwarves are lazy. Until you bash 'em."

Dalnarok (Loremaster)

CR 1; XP 200

NG; Medium Humanoid (Dwarf)

Description

Sorcerer, administrator, thespian, adventurer, and mercenary—this **Loremaster** has done it all, in his youth, but his favorite calling has ever been storytelling. He keeps the histories of the city of **Mondaria**, and far past his remit, of realms beyond: there are few anywhere of his station with similar depth and breadth of knowledge. He has kind, grey eyes, encased in wrinkles that seem to spread across his face as he smiles. They say you get the face you earn; if so, this Dwarf has had much joy in his life along his travels.

Appearance

He dresses in a simple grey robe, and often wears a fez-like grey hat with a yellow tassle.

Factions

His pay comes from the **Administration**, but he's hardly alone in that—his devotion is to himself, ultimately, but he does sympathize with the dwarves.

Combat Tactics

Dalnarok will avoid conflict to the extent possible. Where it seems unavoidable, he will use terrain and the natural hazards of the mines to his advantage if possible.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Challenge	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
Class / HD	Wizard 1	Wizard 6	Wizard 10	Wizard 14
Size / Aln	Medium NG Dwarf	Medium NG Dwarf	Medium NG Dwarf	Medium NG Dwarf
HP	9	45	69	99
Armor Class	12	12	13	13
Speed	Walk 25'	Walk 25'	Walk 25'	Walk 25'
Ability Scores / Saves	**STR** 9 (-1) **DEX** 9 (-1) **CON** 16 (+3) **INT** 18 (+6) **WIS** 13 (+3) **CHA** 9 (-1)	**STR** 9 (-1) **DEX** 9 (-1) **CON** 16 (+3) **INT** 20 (+8) **WIS** 13 (+4) **CHA** 9 (-1)	**STR** 9 (-1) **DEX** 11 (+0) **CON** 16 (+3) **INT** 20 (+9) **WIS** 13 (+5) **CHA** 9 (-1)	**STR** 11 (+0) **DEX** 11 (+0) **CON** 16 (+3) **INT** 20 (+10) **WIS** 13 (+6) **CHA** 9 (-1)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception +11; Darkvision 60'	Passive Perception +11; Darkvision 60'	Passive Perception +11; Darkvision 60'	Passive Perception +11; Darkvision 60'
Languages	Common, Dwarvish			

	Low	Moderate	Advanced	Elite
Attacks	**Ranged** Crossbow, Light--> 80 ft.': -9 (1d8-1); 320 ft.': -9 (1d8-1) **Melee** Handaxe +1 (1d6-1) **Ranged** Handaxe (Thrown) 20 ft.': +1 (1d6-1); 60 ft.': +1 (1d6-1) **Melee** Dagger +1 (1d4-1) **Ranged** Dagger (Thrown) 20 ft.': +1 (1d4-1); 60 ft.': +1 (1d4-1)	**Ranged** Crossbow, Light--> 80 ft.': -8 (1d8-1); 320 ft.': -8 (1d8-1) **Melee** *+1 Handaxe* (Weapon +1) +3 (1d6) **Ranged** *+1 Handaxe* (Thrown) 20 ft.': +3 (1d6); 60 ft.': +3 (1d6) **Melee** Dagger +2 (1d4-1) **Ranged** Dagger (Thrown) 20 ft.': +2 (1d4-1); 60 ft.': +2 (1d4-1)	**Ranged** Crossbow, Light--> 80 ft.': -6 (1d8); 320 ft.': -6 (1d8) **Melee** *+2 Handaxe* +6 (1d6+2) **Ranged** *+2 Handaxe* (Thrown) 20 ft.': +6 (1d6+2); 60 ft.': +6 (1d6+2) **Melee** Dagger +4 (1d4) **Ranged** Dagger (Thrown) 20 ft.': +4 (1d4); 60 ft.': +4 (1d4)	**Ranged** Crossbow, Light--> 80 ft.': -5 (1d8); 320 ft.': -5 (1d8) **Melee** *+3 Handaxe* +8 (1d6+3) **Ranged** *+3 Handaxe* (Thrown) 20 ft.': +8 (1d6+3); 60 ft.': +8 (1d6+3) **Melee** Dagger +5 (1d4) **Ranged** Dagger (Thrown) 20 ft.': +5 (1d4); 60 ft.': +5 (1d4)
Special	-	-	-	-
Proficiencies	Battleaxe, Crossbow (Light), Dagger, Dart, Handaxe, Light Hammer, Quarterstaff, Sling, Warhammer			
Special Qualities	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Dwarven Combat Training, Dwarven Resilience, Languages, Smith's Tools, Stonecunning, Tool Proficiency, Arcane Recovery, Cantrips, Preparing and Casting Spells, Ritual Casting, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Dwarven Combat Training, Dwarven Resilience, Languages, Smith's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Evocation Savant, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Dwarven Combat Training, Dwarven Resilience, Languages, Smith's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Empowered Evocation, Evocation Savant, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Dwarven Combat Training, Dwarven Resilience, Languages, Smith's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Empowered Evocation, Evocation Savant, Overchannel, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellcasting
Spell-casting	**Save DC 14; Spell Atk +6** **Cantrips (at will):** *light; minor illusion; prestidigitation* **1st:** *charm person; detect magic*	**Save DC 16; Spell Atk +8** **Cantrips (at will):** *dancing lights; light; minor illusion; prestidigitation* **3rd:** *clairvoyance; fly; hypnotic pattern* **2nd:** *darkness; detect thoughts; invisibility* **1st:** *alarm; charm person; detect magic; jump*	**Save DC 17; Spell Atk +9** **Cantrips (at will):** *dancing lights; light; message; minor illusion; prestidigitation* **5th:** *hold monster; legend lore* **4th:** *arcane eye; banishment; greater invisibility* **3rd:** *clairvoyance; fly; hypnotic pattern* **2nd:** *darkness; detect thoughts; invisibility* **1st:** *alarm; charm person; detect magic; jump*	**Save DC 18; Spell Atk +10** **Cantrips (at will):** *dancing lights; light; message; minor illusion; prestidigitation* **7th:** *mirage arcane* **6th:** *programmed illusion* **5th:** *hold monster; legend lore* **4th:** *arcane eye; banishment; greater invisibility* **3rd:** *clairvoyance; fly; hypnotic pattern* **2nd:** *darkness; detect thoughts; invisibility* **1st:** *alarm; charm person; detect magic; jump*
Equipment	Light Crossbow; Handaxe; Dagger	Light Crossbow; *+1 Handaxe*; Dagger	Light Crossbow; *+2 Handaxe*; Dagger	Light Crossbow; *+3 Handaxe*; Dagger

Special Abilities

Darkvision Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Dwarven Combat Training You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

Dwarven Resilience You have advantage on saving throws against poison, and you have resistance against poison damage (explained in chapter 9).

Languages You can speak, read, and write Common and Dwarvish. Dwarvish is full of hard consonants and guttural sounds, and those characteristics spill over into whatever other language a dwarf might speak.

Smith's Tools Proficient with Artisan Smith's Tools.

Stonecunning Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Tool Proficiency You gain proficiency with the artisan's tools of your choice: smith's tools, brewer's supplies, or mason's tools.

Arcane Recovery You have learned to regain some of your magical energy by studying your spellbook. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than 7, and none of the slots can be 6th level or higher. For example, if you're a 4th-level wizard, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots.

Arcane Tradition When you reach 2nd level, you choose an arcane tradition, shaping your practice of magic through one of eight schools: Abjuration, Conjuration, Divination, Enchantment, Evocation, Illusion, Necromancy, or Transmutation. The school of Evocation is detailed at the end of the class description; see the Player's Handbook for information on the other schools. Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.

Empowered Evocation Beginning at 10th level, you can add +5 to the damage roll of any wizard evocation spell you cast. The damage bonus applies to one damage roll of a spell, not multiple rolls.

Evocation Savant Beginning when you select this school at 2nd level, the gold and time you must spend to copy an evocation spell into your spellbook is halved.

Overchannel Starting at 14th level, you can increase the power of your simpler spells. When you cast a wizard spell of 5th level or lower that deals damage, you can deal maximum damage with that spell. The first time you do so, you suffer no adverse effect. If you use this feature again before you finish a long rest, you take 2d12 necrotic damage for each level of the spell, immediately after you cast it. Each time you use this feature again before finishing a long rest, the necrotic damage per spell level increases by 1d12. This damage ignores resistance and immunity. The feature doesn't benefit cantrips.

Potent Cantrip Starting at 6th level, your damaging cantrips affect even creatures that avoid the brunt of the effect. When a creature succeeds on a saving throw against your cantrip, the creature takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

Ritual Casting You can cast a wizard spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared.

School of Evocation You focus your study on magic that creates powerful elemental effects such as bitter cold, searing flame, rolling thunder, crackling lightning, and burning acid. Some evokers find employment in military forces, serving as artillery to blast enemy armies from afar. Others use their spectacular power to protect the weak, while some seek their own gain as bandits, adventurers, or aspiring tyrants.

Sculpt Spells Beginning at 2nd level, you can create pockets of relative safety within the effects of your evocation spells. When you cast an evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

Conversation

What do you think of Mondaria City?

"Rich place for a loremaster, don't you think? Endless knowledge, and that's just in the areas we've unearthed."

What do you think of the Mines?

"Dirty and loud, but required for information and production, I'm well aware."

How have you survived after the catastrophe?

"Much as I have before it: secrets and wisdom." ***Dalnarok will trade*** **Rumors & Lore**, ***one for one, if the PCs wish to share what they know.***

What did you do, before the calamity?

"Amassed knowledge, and sometimes even used it to benefit and further the Mines."

What do you know of the Obelisk?

"How have you come by that name? Ah, it matters not; soon, I fear, all will know of it, such is its power." *Roll on the Plot Discoveries table.*

Have you been to the Mine's lower levels?

"I... have. Briefly. I do not wish to return."

Can you tell me anything about the conflict between workers and administration (or Dwarves and Elves)?

"Disgusting. Waste of energy and resources, to even pretend as though one faction does not absolutely and entirely require the other. All other facets of the pointless feud are meaningless."

Danalin Foeslash (Dwarven Union Leader)

CR 4; XP 1,100

CG; Medium Humanoid (Dwarf)

Description

A charismatic (for a dwarf) and jovial man, he has found himself in the position of union leader almost by default—in addition to there being nobody (including him!) who really wanted the position, nobody else can match his unique combination of physical prowess and social aptitude.

Appearance

Light-brown, plaited, gut-length hair encircles an almost cherubic face, from which sky-blue eyes shine sweetly. His ears are round and large, huge ovals framing either side of his face and poking elaborately out from underneath the hair. Both ears, and his nose bridge, are adorned with piercings of intricate Dwarven skrimshaw. He typically wears scale mail of silver and ash-grey.

Factions

The **dwarven union**, naturally.

Combat Tactics

Danalin is no fool, and has gotten where he is largely by calculating when it is beneficial to fight and when it is better to talk. Faced with one or more Elves, however, his hatred will get the better of him, and he will join combat immediately if threatened.

	Low	Moderate	Advanced	Elite
Challenge	CR 4 XP 1,100	CR 8 XP 3,900	CR 12 XP 8,400	CR 16 XP 15,000
Class / HD	Barbarian 2	Barbarian 8	Barbarian 12	Barbarian 16
Size / Aln	Medium CG Dwarf	Medium CG Dwarf	Medium CG Dwarf	Medium CG Dwarf
HP	46	72	107	169
Armor Class	18	19	21	22
Speed	Walk 25'	Walk 35'	Walk 35'	Walk 35'

	⊠ Low	⊠ Moderate	⊠ Advanced	⊠ Elite
Ability Scores / Saves	STR 18 (+6) DEX 14 (+2) CON 14 (+4) INT 7 (-2) WIS 12 (+1) CHA 12 (+1)	STR 20 (+8) DEX 14 (+2) CON 14 (+5) INT 7 (-2) WIS 12 (+1) CHA 12 (+1)	STR 20 (+9) DEX 14 (+2) CON 16 (+7) INT 7 (-2) WIS 12 (+1) CHA 12 (+1)	STR 20 (+10) DEX 14 (+2) CON 18 (+9) INT 7 (-2) WIS 12 (+1) CHA 12 (+1)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception +13; Darkvision 60' Disadvantage on Stealth	Passive Perception +14; Darkvision 60' Disadvantage on Stealth	Passive Perception +15; Darkvision 60' Disadvantage on Stealth	Passive Perception +16; Darkvision 60' Disadvantage on Stealth
Languages	Common, Dwavish			
Attacks	**Melee** Battleaxe +6 (1d8+4)	**Melee** *+1 Battleaxe* +9/+9 (1d8+6)	**Melee** *+2 Battleaxe* +11/+11 (1d8+7)	**Melee** *+3 Battleaxe* +13/+13 (1d8+8)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			
Special Qualities	Darkvision, Dwarven Combat Training, Dwarven Resilience, Languages, Smith's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Danger Sense, Frenzy, Path of the Berserker, Primal Path, Rage, Reckless Attack, Unarmored Defense	Darkvision, Dwarven Combat Training, Dwarven Resilience, Languages, Smith's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Danger Sense, Extra Attack, Fast Movement, Feral Instinct, Frenzy, Path of the Berserker, Primal Path, Rage, Reckless Attack, Unarmored Defense	Darkvision, Dwarven Combat Training, Dwarven Resilience, Languages, Smith's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Brutal Critical, Danger Sense, Extra Attack, Fast Movement, Feral Instinct, Frenzy, Path of the Berserker, Primal Path, Rage, Reckless Attack, Relentless Rage, Unarmored Defense	Darkvision, Dwarven Combat Training, Dwarven Resilience, Languages, Smith's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Brutal Critical, Danger Sense, Extra Attack, Fast Movement, Feral Instinct, Frenzy, Path of the Berserker, Persistent Rage, Primal Path, Rage, Reckless Attack, Relentless Rage, Unarmored Defense
Spell-casting	-	-	-	-
Equipment	Battleaxe; Scale Mail; Shield	*+1 Battleaxe;* Half-Plate; Shield	*+2 Battleaxe; +2 Half-Plate;* Shield	*+3 Battleaxe; +3 Half-Plate;* Shield

Special Abilities

Darkvision Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Dwarven Combat Training You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

Dwarven Resilience You have advantage on saving throws against poison, and you have resistance against poison damage (explained in chapter 9).

Languages You can speak, read, and write Common and Dwarvish. Dwarvish is full of hard consonants and guttural sounds, and those characteristics spill over into whatever other language a dwarf might speak.

Smith's Tools Proficient with Artisan Smith's Tools.

Stonecunning Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Tool Proficiency You gain proficiency with the artisan's tools of your choice: smith's tools, brewer's supplies, or mason's tools.

Danger Sense At 2nd level, you gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you

can't be blinded, deafened, or incapacitated.

Frenzy Starting when you choose this path at 3rd level, you can go into a frenzy when you rage. If you do so, for the duration of your rage you can make a single melee weapon attack as a bonus action on each of your turns after this one. When your rage ends, you suffer one level of exhaustion (as described in appendix A).

Path of the Berserker For some barbarians, rage is a means to an end--that end being violence. The Path of the Berserker is a path of untrammeled fury, slick with blood. As you enter the berserker's rage, you thrill in the chaos of battle, heedless of your own health or well-being.

Primal Path At 3rd level, you choose a path that shapes the nature of your rage. Choose the Path of the Berserker or the Path of the Totem Warrior, both detailed at the end of the class description. Your choice grants you features at 3rd level and again at 6th, 10th, and 14th levels.

Rage In battle, you fight with primal ferocity. On your turn, you can enter a rage as a bonus action. While raging, you gain the following benefits if you aren't wearing heavy armor: You have advantage on Strength checks and Strength saving throws. When you make a melee weapon attack using Strength, you gain a bonus to the damage roll equal to 2. You have resistance to bludgeoning, piercing, and slashing damage. If you are able to cast spells, you can't cast them or concentrate on them while raging. Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action. Once you have raged the number of times equal to 3, you must finish a long rest before you can rage again.

Reckless Attack Starting at 2nd level, you can throw aside all concern for defense to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

Unarmored Defense While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit. n.

Conversation

What do you think of Mondaria City?

"An unjust circumstance, where opportunity is missed daily for those whose sweat and blood fuels the enterprise."

What do you think of the Mines?

"Little better than slavery conditions."

How have you survived after the catastrophe?

"I was a leader before. All who survive are in even greater need of a leader, now; I cannot and will not shirk that mantle."

What did you do, before the calamity?

"Heralded the voice of the unsung, and worked tirelessly to effect change... to bitter end, it would seem."

What do you know of the Obelisk?

"Foul and terrible. Though I blame the administration and the elves in general for their greed bringing calamity about, in one thing they and I can agree: this Obelisk, whatever it is truly, is a foe beyond either of our races."

Have you been to the Mine's lower levels?

"I have. It is terrible and inhuman on a scale that makes the upper levels look a paradise. Heat, moisture, and an utter lack of safety and oversight—it's as though those who delved deep wished only to get to an objective, rather than to profit off of the ore as in upper levels."

Can you tell me anything about the conflict between workers and administration (or Dwarves and Elves)?

"I could talk for eons on the subject. But I am forced to recognize that in the wake of the Obelisk and the ensuing catastrophe, it almost doesn't matter any longer."

Didkeln Clawhammer (Chief Engineer)

CR 1; XP 200

LN; Medium Humanoid (Dwarf)

Description

This fighter gives every appearance of a brutish warrior, but beneath his heavy plate armor and massive greataxe lies the brain of a master tactician. He's actually not that great in combat, but his demeanor and slew of devoted underlings grant him a great deal of authority with those who might otherwise view his intelligence as a negative. Fear, politics, and a close-knit gang of followers are the tools of this dwarf's trade.

Appearance

Stereotypical in demeanor and garb, **Didkeln** wears the beard and gruffness of his race with ablomb.

Factions

Dwarven union, clear and true.

Combat Tactics

Though lacking in formal training, and dedicated to a much more knowledgable career, **Didkeln** secretly longs for combat, so much so that he will charge into any fray with little realization at how unequipped he truly is.

	Low	Moderate	Advanced	Elite
Challenge	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
Class / HD	Fighter 10	Fighter 6	Fighter 10	Fighter 14
Size / Aln	Medium LN Dwarf	Medium LN Dwarf	Medium LN Dwarf	Medium LN Dwarf
HP	11	43	71	115
Armor Class	15	19	20	22
Speed	Walk 25'	Walk 25'	Walk 25'	Walk 25'
Ability Scores / Saves	STR 11 (+2) DEX 6 (-2) CON 12 (+3) INT 16 (+3) WIS 14 (+2) CHA 11 (+0)	STR 13 (+4) DEX 6 (-1) CON 12 (+4) INT 16 (+3) WIS 14 (+2) CHA 11 (+0)	STR 13 (+5) DEX 8 (-1) CON 14 (+6) INT 16 (+3) WIS 14 (+2) CHA 11 (+0)	STR 15 (+7) DEX 8 (-1) CON 16 (+8) INT 16 (+3) WIS 14 (+2) CHA 11 (+0)

	⊠ Low	⊠ Moderate	⊠ Advanced	⊠ Elite
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception +14; Darkvision 60' Disadvantage on Stealth	Passive Perception +15; Darkvision 60' Disadvantage on Stealth	Passive Perception +16; Darkvision 60' Disadvantage on Stealth	Passive Perception +17; Darkvision 60' Disadvantage on Stealth
Languages	Common, Dwavish			
Attacks	**Melee** Warhammer +2 (1d8+2) **Melee** Dagger +2 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +2 (1d4); 60 ft.': +2 (1d4)	**Melee** *+1 Warhammer* +5/+5 (1d8+4) **Melee** Dagger +4/+4 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +4/+4 (1d4+1); 60 ft.': +4/+4 (1d4+1)	**Melee** *+2 Warhammer* +7/+7 (1d8+5) **Melee** Dagger +5/+5 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +5/+5 (1d4+1); 60 ft.': +5/+5 (1d4+1)	**Melee** *+3 Warhammer* +10/+10/+10 (1d8+7) **Melee** Dagger +7/+7/+7 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +7/+7/+7 (1d4+2); 60 ft.': +7/+7/+7 (1d4+2)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			
Special Qualities	Darkvision, Dwarven Combat Training, Dwarven Resilience, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Fighting Style, Second Wind, Dueling	Darkvision, Dwarven Combat Training, Dwarven Resilience, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Action Surge, Champion, Extra Attack, Fighting Style, Improved Critical, Martial Archetype, Second Wind, Dueling	Darkvision, Dwarven Combat Training, Dwarven Resilience, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Dueling, Protection	Darkvision, Dwarven Combat Training, Dwarven Resilience, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Dueling, Protection
Spell-casting	-	-	-	-
Equipment	Warhammer; Half-Plate; Shield; Dagger	*+1 Warhammer;* Plate; Shield; Dagger	*+2 Warhammer; +1 Plate;* Shield; Dagger	*+3 Warhammer; +3 Plate;* Shield; Dagger

Special Abilities

Darkvision Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Dwarven Combat Training You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

Dwarven Resilience You have advantage on saving throws against poison, and you have resistance against poison damage (explained in chapter 9).

Languages You can speak, read, and write Common and Dwarvish. Dwarvish is full of hard consonants and guttural sounds, and those characteristics spill over into whatever other language a dwarf might speak.

Mason's Tools Proficient with Artisan Mason's Tools.

Stonecunning Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Tool Proficiency You gain proficiency with the artisan's tools of your choice: smith's tools, brewer's supplies, or mason's tools.

Action Surge Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can

use it again. You can use this feature 1 time(s) before a rest, but only once on the same turn.

Additional Fighting Style At 10th level, you can choose a second option from the Fighting Style class feature.

Champion The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Fighting Style You adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Improved Critical Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

Indomitable Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature 2 time(s) between long rests.

Martial Archetype At 3rd level, you choose an archetype that you strive to emulate in your combat styles and techniques. The Champion archetype is detailed at the end of the class description; see the Player's Handbook for information on other martial archetypes. Your archetype grants you features at 3rd level and again at 7th, 10th, 15th, and 18th level.

Remarkable Athlete Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to +2.

Second Wind You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Dueling When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Protection When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield. n.

Conversation

What do you think of Mondaria City?

"It's a good place to work. In that there is always work. Or, *was*, I suppose."

What do you think of the Mines?

"Awful. I hate them. But that's where the work is, so."

How have you survived after the catastrophe?

"Luck. That's the truth. May it hold."

What did you do, before the calamity?

"Actual work. Or, as close to it as you come, in my profession. Designing, telling others to actually do work."

What do you know of the Obelisk?

"The what? Hm. I've heard of something dark, evil, and mind-controlling, in the depths, but haven't heard it labeled as 'Obelisk'. Perhaps that's what was meant."

Have you been to the Mine's lower levels?

"Not as yet. They're still quite new. I've been designing for much of the elevators and mechanisms down there, but haven't tread the ground myself."

Can you tell me anything about the conflict between workers and administration (or Dwarves and Elves)?

"Waste of time. The admins should just pay us more, or slacken the timelines, or something, and be done with it."

Estarel Finequill (Cartographer)

CR 1; XP 200

LN; Medium Humanoid (Elf)

Description

Estarel would be quite happy locked in a room for most of her time, scribing things out and drawing maps endlessly. On occasion, however, about once every few weeks, she has a painful need to seek out adventure.

Appearance

Long, unkempt hair in desperate need of a brush sits tied back in a braid. Simple tunics and leather pants with functional boots, all of it quite ancient and creased, complete the ensemble most days.

Factions

She adheres to the **Administration**, but only in name and title; her heart belongs to her work, and she views the conflict between workers and her leadership as pointless and a distraction.

Combat Tactics

Like many of the more educated and erudite players in the Mines, **Estarel** avoids conflict where possible. She will fight if necessary, but even in doing so, will seek escape if it presents itself.

	Low	Moderate	Advanced	Elite
Challenge	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
Class / HD	Rogue 1	Rogue 6	Rogue 10	Rogue 14
Size / Aln	Medium LN Elf	Medium LN Elf	Medium LN Elf	Medium LN Elf
HP	7	24	60	82
Armor Class	15	17	18	19
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'

	⊠ Low	⊠ Moderate	⊠ Advanced	⊠ Elite
Ability Scores / Saves	**STR** 6 (-2) **DEX** 18 (+6) **CON** 8 (-1) **INT** 17 (+5) **WIS** 12 (+1) **CHA** 12 (+1)	**STR** 6 (-2) **DEX** 20 (+8) **CON** 8 (-1) **INT** 17 (+6) **WIS** 12 (+1) **CHA** 12 (+1)	**STR** 6 (-2) **DEX** 20 (+9) **CON** 12 (+1) **INT** 17 (+7) **WIS** 12 (+1) **CHA** 12 (+1)	**STR** 6 (-2) **DEX** 20 (+10) **CON** 12 (+1) **INT** 19 (+9) **WIS** 12 (+1) **CHA** 12 (+1)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception +15; Darkvision 60' Disadvantage on Stealth	Passive Perception +17; Darkvision 60' Disadvantage on Stealth	Passive Perception +19; Darkvision 60' Disadvantage on Stealth	Passive Perception +21; Darkvision 60' Disadvantage on Stealth
Languages	Common, Elvish, Dwarvish			
Attacks	**Ranged** Crossbow, Light --> 80 ft.': +0 (1d8+4); 320 ft.': +0 (1d8+4) **Melee** Dagger +6 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +6 (1d4+4); 60 ft.': +6 (1d4+4)	**Melee** *Dagger +8 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +8 (1d4+5); 60 ft.': +8 (1d4+5) **Ranged** *+1 Crossbow, Light*--> 80 ft.': +3 (1d8+6); 320 ft.': +3 (1d8+6)	**Melee** Dagger +9 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +9 (1d4+5); 60 ft.': +9 (1d4+5) **Ranged** *+2 Crossbow, Light* --> 80 ft.': +5 (1d8+7); 320 ft.': +5 (1d8+7)	**Melee** Dagger +10 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +10 (1d4+5); 60 ft.': +10 (1d4+5) **Ranged** *+3 Crossbow, Light*--> 80 ft.': +7 (1d8+8); 320 ft.': +7 (1d8+8)
Special	-	-	-	-
Proficiencies	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longbow, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike			
Special Qualities	Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Expertise, Sneak Attack, Thieves' Cant	Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Cunning Action, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant, Uncanny Dodge	Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge	Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Blindsense, Cunning Action, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge, Use Magic Device
Spell-casting	-	-	-	-
Equipment	Light Crossbow; Dagger; Padded Armor	*+1 Light Crossbow;* Dagger; *+1 Padded Armor*	*+2 Light Crossbow;* Dagger; *+2 Padded Armor*	*+3 Light Crossbow;* Dagger; *+3 Padded Armor*

Special Abilities

Cantrip You know one cantrip of your choice from the wizard spell list. Intelligence is your spellcasting ability for it. Spell save DC 17; Spell attack modifier +9

Darkvision Accustomed to twilit forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Elf Weapon Training You have proficiency with the longsword, shortsword, shortbow, and longbow.

Extra Language You can speak, read, and write one extra language of your choice.

Fey Ancestry You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Keen Senses You have proficiency in the Perception skill.

Languages You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.

Trance Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become Dexterityive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Blindsense Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

Cunning Action Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Evasion Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Expertise At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies. At 6th level, you can choose two more of your proficiencies (in skills or with thieves' tools) to gain this benefit.

Fast Hands Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Reliable Talent By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

Roguish Archetype At 3rd level, you choose an archetype that you emulate in the exercise of your rogue abilities. Your choice grants you features at 3rd level and then again at 9th, 13th, and 17th level.

Second-Story Work When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to 5.

Sneak Attack Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 7d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Supreme Sneak Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

Thief You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.

Thieves' Cant During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Uncanny Dodge Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Use Magic Device By 13th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items. n.

Conversation

What do you think of Mondaria City?

"It's a fine place. A cartographer could hardly hope for a better situation: a system of complex maps, that constantly changes! Much more so, recently, as the nether levels expand so quickly."

What do you think of the Mines?

"Beautiful and complex, and ever-changing. It's a wonder."

How have you survived after the catastrophe?

"Well, to be true, there's nobody looking to pay the bills for official maps... but the chaos has fostered a great deal of change, and official or not, there's always folks willing to pay coin for an even hastily-drawn scrawl of how to get out of here."

What did you do, before the calamity?

"Drew maps. Official ones, and ones that we sent back to the Enclave as part of our reports."

What do you know of the Obelisk?

"I've heard of it. Sounds horrible indeed."

Have you been to the Mine's lower levels?

"All but the lowest. Nine escapes my attention; it had been on my list to scribe out, when the calamity occured."

Can you tell me anything about the conflict between workers and administration (or Dwarves and Elves)?

"It's a waste of time, pure and simple. Cannot imagine a more fruitless devotion of energies."

Elawelle (Tribute Magister)

CR 1; XP 200

LE; Medium Humanoid (Elf)

Description

Pensive yet with presence, this Magister is no mere administrator. She was assigned to Mondaria mainly given her Ranger skills and elven lineage; she was hideously disappointed to be assigned quarters under the mountain, in the mine itself. She must admit that her station is truly underground in this regard; there is no better or more certain way to guarantee Tribute flows in appropriate volume.

Appearance

A beauty in youth, she yet maintains a powerful presence and cheerful effect on all genders in conversation. She's older, nearly past middle age, with white straight somewhat short hair.

Factions

Elven administration; she views the Dwarves as slackards who use the "conflict" to their own ends.

Combat Tactics

Ideally, **Elawelle** will get others to do her fighting for her, either through intimidation, sheer willpower, threats, or offer of coin; she has used all in the past to success.

	Low	Moderate	Advanced	Elite
Challenge	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
Class / HD	Rogue 1	Rogue 6	Rogue 10	Rogue 14
Size / Aln	Medium LE Elf	Medium LE Elf	Medium LE Elf	Medium LE Elf
HP	9	42	67	90
Armor Class	15	17	19	20
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	STR 6 (-2) DEX 18 (+6) CON 8 (-1) INT 17 (+5) WIS 12 (+1) CHA 12 (+1)	STR 6 (-2) DEX 20 (+8) CON 8 (-1) INT 17 (+6) WIS 12 (+1) CHA 12 (+1)	STR 6 (-2) DEX 20 (+9) CON 12 (+1) INT 17 (+7) WIS 12 (+1) CHA 12 (+1)	STR 6 (-2) DEX 20 (+10) CON 12 (+1) INT 19 (+9) WIS 12 (+1) CHA 12 (+1)

	Low	Moderate	Advanced	Elite
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception +12; Darkvision 60'	Passive Perception +14; Darkvision 60'	Passive Perception +16; Darkvision 60'	Passive Perception +18; Darkvision 60'
Languages	Common, Elvish, Dwarvish			
Attacks	**Ranged** Crossbow, Light --> 80 ft.': -5 (1d8+3); 320 ft.': -5 (1d8+3) **Melee** Shortsword +5 (1d6+3) **Melee** Dagger +5 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +5 (1d4+3); 60 ft.': +5 (1d4+3)	**Ranged** Crossbow, Light--> 80 ft.': -3 (1d8+4); 320 ft.': -3 (1d8+4) **Melee** *+1 Shortsword* +8 (1d6+5) **Melee** Dagger +7 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +7 (1d4+4); 60 ft.': +7 (1d4+4)	**Ranged** Crossbow, Light--> 80 ft.': -1 (1d8+5); 320 ft.': -1 (1d8+5) **Melee** *+2 Shortsword* +11 (1d6+7) **Melee** Dagger +9 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +9 (1d4+5); 60 ft.': +9 (1d4+5)	**Ranged** Crossbow, Light--> 80 ft.': +0 (1d8+5); 320 ft.': +0 (1d8+5) **Melee** *+3 Shortsword* +13 (1d6+8) **Melee** Dagger +10 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +10 (1d4+5); 60 ft.': +10 (1d4+5)
Special	-	-	-	-
Proficiencies	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longbow, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike			
Special Qualities	Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Expertise, Sneak Attack, Thieves' Cant	Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Cunning Action, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant, Uncanny Dodge	Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge	Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Blindsense, Cunning Action, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge, Use Magic Device
Spell-casting	-	-	-	-
Equipment	Light Crossbow; Shortsword; Studded Leather Armor: Dagger	Light Crossbow; *+1 Shortsword; +1 Studded Leather Armor:* Dagger	Light Crossbow; *+2 Shortsword; +2 Studded Leather Armor:* Dagger	Light Crossbow; *+3 Shortsword; +3 Studded Leather Armor:* Dagger

Special Abilities

Cantrip You know one cantrip of your choice from the wizard spell list. Intelligence is your spellcasting ability for it. Spell save DC 16; Spell attack modifier +8

Darkvision Accustomed to twilit forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Elf Weapon Training You have proficiency with the longsword, shortsword, shortbow, and longbow.

Extra Language You can speak, read, and write one extra language of your choice.

Fey Ancestry You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Keen Senses You have proficiency in the Perception skill.

Languages You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.

Trance Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become Dexterityive through years of practice. After resting in this way, you gain the same

benefit that a human does from 8 hours of sleep.

Blindsense Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

Cunning Action Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Evasion Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Expertise At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies. At 6th level, you can choose two more of your proficiencies (in skills or with thieves' tools) to gain this benefit.

Fast Hands Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Reliable Talent By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

Roguish Archetype At 3rd level, you choose an archetype that you emulate in the exercise of your rogue abilities. Your choice grants you features at 3rd level and then again at 9th, 13th, and 17th level.

Second-Story Work When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to 5.

Sneak Attack Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 7d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Supreme Sneak Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

Thief You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.

Thieves' Cant During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Uncanny Dodge Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Use Magic Device By 13th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items. n.

Conversation

What do you think of Mondaria City?

"It's fine enough. Though it's generous to call it 'city'."

What do you think of the Mines?

"Filthy and disgusting. But needed, to profit."

How have you survived after the catastrophe?

"Disorder is ever in need of a strong hand to guide it."

What did you do, before the calamity?

"Collected tribute. As I still do, or seek to; the Gods and the Realm do not cease their need for their portion simply because a big chunk of evil rock pops up."

What do you know of the Obelisk?

"It's a chunk of semi-sentient, evil rock that takes over men's hearts and corrupts the soul. Or so they say. Honestly I'm not quite sure how one could tell."

Have you been to the Mine's lower levels?

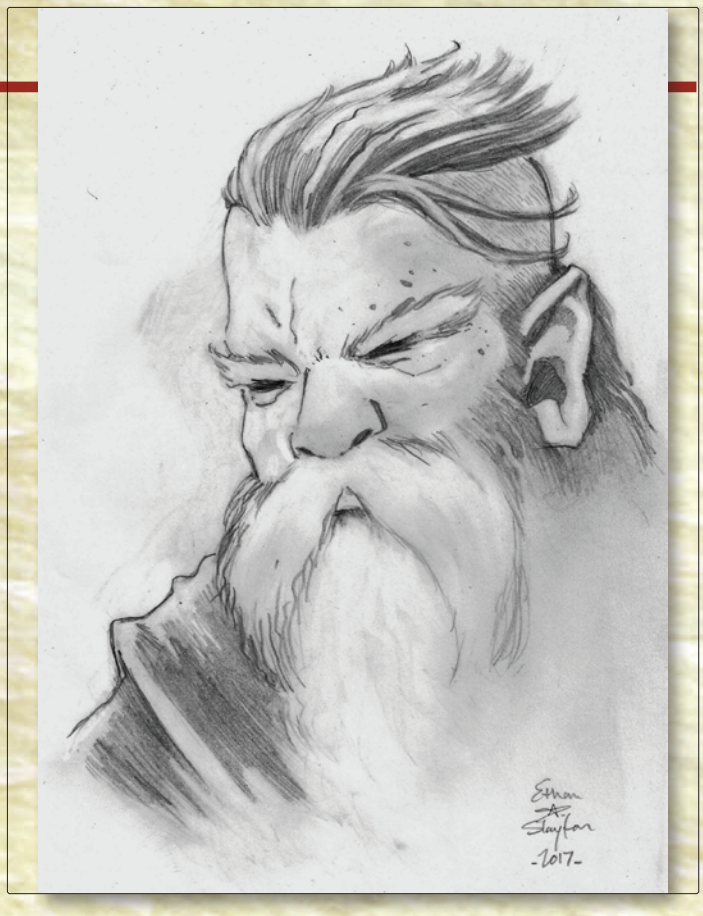
"No. Nor do I ever wish to do so."

Can you tell me anything about the conflict between workers and administration (or Dwarves and Elves)?

"It's pointless. The dwarves are shiftless, and invented this strife to justify fewer hours and lazier production. Most, if not all, hide their coin and seek to avoid hard work."

Dralbrodin Strongquil (Lead Designer)

CR 4; XP 1,100



TN; Medium Humanoid (Dwarf)

Description

Studious, silent, and watchful, this dwarf sees the big picture where others see but pieces. He's a strategist, an overseer, someone who takes the long view. His combat style echoes this perspective: crossbo, spear, and pairs of throwing daggers, all atop studded leather armor and a cloak.

Appearance

A thick, fluffy, white beard reaches to his navel; his silver hair is mostly gone on the sides, but thick on the top, and slicked back. His ears are slightly pointed, as though some elvish blood falls somewhere in his lineage; his peers chide him for that often.

Factions

Dwarven union, though in honesty, he views it as a bit of a distraction from the work of the day.

Combat Tactics

Dralbrodin is a shrewd tactician, and although he will not seek combat, he will use it to his advantage if possible.

	Low	Moderate	Advanced	Elite
Challenge	CR 4 XP 1,100	CR 8 XP 3,900	CR 12 XP 8,400	CR 16 XP 15,000
Class / HD	Rogue 4	Rogue 8	Rogue 12	Rogue 16
Size / Aln	Medium TN Dwarf	Medium TN Dwarf	Medium TN Dwarf	Medium TN Dwarf
HP	32	63	102	149
Armor Class	15	17	19	20
Speed	Walk 25'	Walk 25'	Walk 25'	Walk 25'
Ability Scores / Saves	STR 10 (+0) DEX 17 (+5) CON 15 (+2) INT 12 (+3) WIS 13 (+1) CHA 7 (-2)	STR 10 (+0) DEX 19 (+7) CON 15 (+2) INT 12 (+4) WIS 13 (+1) CHA 7 (-2)	STR 11 (+0) DEX 20 (+9) CON 17 (+3) INT 12 (+5) WIS 13 (+1) CHA 7 (-2)	STR 12 (+1) DEX 20 (+10) CON 18 (+4) INT 12 (+6) WIS 13 (+6) CHA 7 (-2)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception +13; Darkvision 60'	Passive Perception +17; Darkvision 60'	Passive Perception +19; Darkvision 60'	Passive Perception +21; Darkvision 60'
Languages	Common, Dwarvish			
Attacks	**Ranged** Crossbow, Light--> 80 ft.': -1 (1d8+3); 320 ft.': -1 (1d8+3) **Melee** Dagger +5 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +5 (1d4+3); 60 ft.': +5 (1d4+3) **Melee** Spear +5 (1d6+3) **Ranged** Spear (Thrown) 20 ft.': +5 (1d6+3); 60 ft.': +5 (1d6+3)	**Ranged** Crossbow, Light--> 80 ft.': +1 (1d8+4); 320 ft.': +1 (1d8+4) **Melee** Dagger +7 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +7 (1d4+4); 60 ft.': +7 (1d4+4) **Melee** *+1 Spear* +8 (1d6+5) **Melee** *+1 Spear* (Thrown) 20 ft.': +8 (1d6+5); 60 ft.': +8 (1d6+5)	**Ranged** Crossbow, Light--> 80 ft.': +3 (1d8+5); 320 ft.': +3 (1d8+5) **Melee** Dagger +9 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +9 (1d4+5); 60 ft.': +9 (1d4+5) **Melee** *+2 Spear* +11 (1d6+7) **Ranged** *+2 Spear* (Thrown) 20 ft.': +11 (1d6+7); 60 ft.': +11 (1d6+7)	**Ranged** Crossbow, Light--> 80 ft.': +4 (1d8+5); 320 ft.': +4 (1d8+5) **Melee** Dagger +10 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +10 (1d4+5); 60 ft.': +10 (1d4+5) **Melee** *+3 Spear* +13 (1d6+8) **Ranged** *+3 Spear* (Thrown) 20 ft.': +13 (1d6+8); 60 ft.': +13 (1d6+8)
Special	-	-	-	-
Proficiencies	Battleaxe, Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike, Warhammer			
Special Qualities	Darkvision, Dwarven Combat Training, Dwarven Resilience, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Cunning Action, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant	Darkvision, Dwarven Combat Training, Dwarven Resilience, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant, Uncanny Dodge	Darkvision, Dwarven Combat Training, Dwarven Resilience, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge	Darkvision, Dwarven Combat Training, Dwarven Resilience, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Blindsense, Cunning Action, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Slippery Mind, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge, Use Magic Device
Spell-casting	-	-	-	-
Equipment	Light Crossbow; Dagger; Studded Leather; Spear	Light Crossbow; Dagger; *+1 Studded Leather; +1 Spear*	Light Crossbow; Dagger; *+2 Studded Leather; +2 Spear*	Light Crossbow; Dagger; *+3 Studded Leather; +3 Spear*

Special Abilities

Darkvision Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Dwarven Combat Training You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

Dwarven Resilience You have advantage on saving throws against poison, and you have resistance against poison damage (explained in chapter 9).

Languages You can speak, read, and write Common and Dwarvish. Dwarvish is full of hard consonants and guttural sounds, and those characteristics spill over into whatever other language a dwarf might speak.

Mason's Tools Proficient with Artisan Mason's Tools.

Stonecunning Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Tool Proficiency You gain proficiency with the artisan's tools of your choice: smith's tools, brewer's supplies, or mason's tools.

Blindsense Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

Cunning Action Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash,

Disengage, or Hide action.

Evasion Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Expertise At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies. At 6th level, you can choose two more of your proficiencies (in skills or with thieves' tools) to gain this benefit.

Fast Hands Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Reliable Talent By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

Roguish Archetype At 3rd level, you choose an archetype that you emulate in the exercise of your rogue abilities. Your choice grants you features at 3rd level and then again at 9th, 13th, and 17th level.

Second-Story Work When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to 5.

Slippery Mind By 15th level, you have acquired greater mental strength. You gain proficiency in Wisdom saving throws.

Sneak Attack Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 8d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Supreme Sneak Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

Thief You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.

Thieves' Cant During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Uncanny Dodge Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Use Magic Device By 13th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items. n.

Conversation

What do you think of Mondaria City?

"It's fine. Serves the purpose."

What do you think of the Mines?

"They require a great deal of skill to make successful. Machines, carts, operations—it's all quite intricate. Ore doesn't just fall off the walls and float up to an oxcart to be sold away, now does it?"

How have you survived after the catastrophe?

"I've found ways. Always a means, for those with a knack for surviving."

What did you do, before the calamity?

"Designed. Sketched, thought, planned. Helped make the Mines what they are today. Or, I guess, what they were, a few months ago."

What do you know of the Obelisk?

"I've heard naught, and wish to hear naught more."

Have you been to the Mine's lower levels?

"Not to the last, though those just shy of it are hot and dark and dangerous enough for my taste, thank you."

Can you tell me anything about the conflict between workers and administration (or Dwarves and Elves)?

"There is one. Both sides think they're right. And both sides have a point. Which makes the whole thing doubly dangerous. And doubly pointless."

Faenadorn (Mayor)

CR 4; XP 1,100

LN; Medium Humanoid (Elf)

Description

In a racially-charged, profit-motivated, industrial environment such as Mondaria, the Mayor's authority may not be what you'd expect it to be. Ostensibly the administrative leader, the rule of law and conduct of the mining operation are factors entirely out of the Mayor's sphere of influence. In day-to-day operations, the Mayor's true purpose is to rubber-stamp proposals, sign off on budgets without much actual input or control, and ultimately act as a conduit back to the Druid Enclave for communications and update purposes.

Appearance

The Mayor is a middle-aged Elf, formerly strident and purposeful and commanding, but rendered meek and resigned to excess and lethargy by his current post. His handsome face has begun to show lines about his mouth and intensely blue eyes; his chin and cheeks have grown thicker from feasting. His light-brown, almost ashen shoulder-length hair is straight and typically unadorned; he wears a thin wooden tiara about his scalp as a symbol of his office. He dresses in elaborately designed and beautifully-embroidered studded leather armor, atop of which he dons a thick, dark green cape richly embroidered in gold.

Factions

Elven Administration.

Combat Tactics

Faenadorn has grown unused to fighting his own battles. Though still quite capable, his age and lethargy make him reticent to engage. Once fighting begins, however, the old vigor returns, and he will fight competently to the end.

	Low	Moderate	Advanced	Elite
Challenge	CR 4 XP 1,100	CR 8 XP 3,900	CR 12 XP 8,400	CR 16 XP 15,000
Class / HD	Fighter 4	Fighter 8	Fighter 12	Fighter 16
Size / Aln	Medium LN Elf	Medium LN Elf	Medium LN Elf	Medium LN Elf
HP	19	27	55	92
Armor Class	18	20	23	24
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'

	Low	Moderate	Advanced	Elite
Ability Scores / Saves	**STR** 10 (+0) **DEX** 17 (+5) **CON** 15 (+2) **INT** 12 (+3) **WIS** 13 (+1) **CHA** 7 (-2)	**STR** 10 (+0) **DEX** 19 (+7) **CON** 15 (+2) **INT** 12 (+4) **WIS** 13 (+1) **CHA** 7 (-2)	**STR** 11 (+0) **DEX** 20 (+9) **CON** 17 (+3) **INT** 12 (+5) **WIS** 13 (+1) **CHA** 7 (-2)	**STR** 12 (+1) **DEX** 20 (+10) **CON** 18 (+4) **INT** 12 (+6) **WIS** 13 (+6) **CHA** 7 (-2)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception +13; Darkvision 60' Disadvantage on Stealth	Passive Perception +14; Darkvision 60' Disadvantage on Stealth	Passive Perception +15; Darkvision 60' Disadvantage on Stealth	Passive Perception +16; Darkvision 60' Disadvantage on Stealth
Languages	Common, Dwarvish, Elvish			
Attacks	**Melee** Battleaxe +5 (1d8+5) **Melee** Dagger +5 (1d4+5) Ranged Dagger (Thrown) 20 ft.': +5 (1d4+3); 60 ft.': +5 (1d4+3) **Ranged** Longbow--> 150 ft.': +4 (1d8+2); 600 ft.': +4 (1d8+2)	**Melee** *+1 Battleaxe* +8/+8 (1d8+7) **Melee** Dagger +7/+7 (1d4+6) **Ranged** Dagger (Thrown) 20 ft.': +7/+7 (1d4+4); 60 ft.': +7/+7 (1d4+4) **Ranged** Longbow--> 150 ft.': +6/+6 (1d8+3); 600 ft.': +6/+6 (1d8+3)	**Melee** *+2 Battleaxe* +11/+11/+11 (1d8+9) **Melee** Dagger +9/+9/+9 (1d4+7) **Melee** Dagger (Thrown) 20 ft.': +9/+9/+9 (1d4+5); 60 ft.': +9/+9/+9 (1d4+5) **Ranged** Longbow--> 150 ft.': +7/+7/+7 (1d8+3); 600 ft.': +7/+7/+7 (1d8+3)	**Melee** *+3 Battleaxe* +13/+13/+13 (1d8+10) **Melee** Dagger +10/+10/+10 (1d4+7) **Ranged** Dagger (Thrown) 20 ft.': +10/+10/+10 (1d4+5); 60 ft.': +10/+10/+10 (1d4+5) **Ranged** Longbow--> 150 ft.': +9/+9/+9 (1d8+4); 600 ft.': +9/+9/+9 (1d8+4)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			
Special Qualities	Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Action Surge, Champion, Fighting Style, Improved Critical, Martial Archetype, Second Wind, Dueling	Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Action Surge, Champion, Extra Attack, Fighting Style, Improved Critical, Martial Archetype, Remarkable Athlete, Second Wind, Dueling	Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Defense, Dueling	Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Superior Critical, Defense, Dueling
Spell-casting	-	-	-	-
Equipment	Battleaxe; Chain Mail; Shield; Dagger; Longbow	*+1 Battleaxe;* Plate; Shield; Dagger; Longbow	*+2 Battleaxe; +2 Plate;* Shield; Dagger; Longbow	*+3 Battleaxe; +3 Plate;* Shield; Dagger; Longbow

Special Abilities

Cantrip You know one cantrip of your choice from the wizard spell list. Intelligence is your spellcasting ability for it. Spell save DC 13; Spell attack modifier +5

Darkvision Accustomed to twilit forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Elf Weapon Training You have proficiency with the longsword, shortsword, shortbow, and longbow.

Extra Language You can speak, read, and write one extra language of your choice.

Fey Ancestry You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Keen Senses You have proficiency in the Perception skill.

Languages You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.

Trance Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become Dexterityive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Action Surge Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again. You can use this feature 1 time(s) before a rest, but only once on the same turn.

Additional Fighting Style At 10th level, you can choose a second option from the Fighting Style class feature.

Champion The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Fighting Style You adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Improved Critical Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

Indomitable Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature 2 time(s) between long rests.

Martial Archetype At 3rd level, you choose an archetype that you strive to emulate in your combat styles and techniques. The Champion archetype is detailed at the end of the class description; see the Player's Handbook for information on other martial archetypes. Your archetype grants you features at 3rd level and again at 7th, 10th, 15th, and 18th level.

Remarkable Athlete Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to +5.

Second Wind You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Superior Critical Starting at 15th level, your weapon attacks score a critical hit on a roll of 18-20.

Defense While you are wearing armor, you gain a +1 bonus to AC.

Dueling When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon. n.

Conversation

What do you think of Mondaria City?

"'Tis a dire place, even before the calamity. Successful, though; that must be admitted."

What do you think of the Mines?

"A necessary filth, for the sake of production and profit."

How have you survived after the catastrophe?

"I am as yet still the Mayor of this city, am I not? Though in truth there is little left over which to rule, I hope things will return as they were. And if not, then I shall simply move on to success elsewhere."

What did you do, before the calamity?

"I was Mayor. As I so remain."

What do you know of the Obelisk?

"I've heard it blamed as the source of all this chaos and evil. In my experience, masses of workers need little such excuse to let loose these qualities, however."

Have you been to the Mine's lower levels?

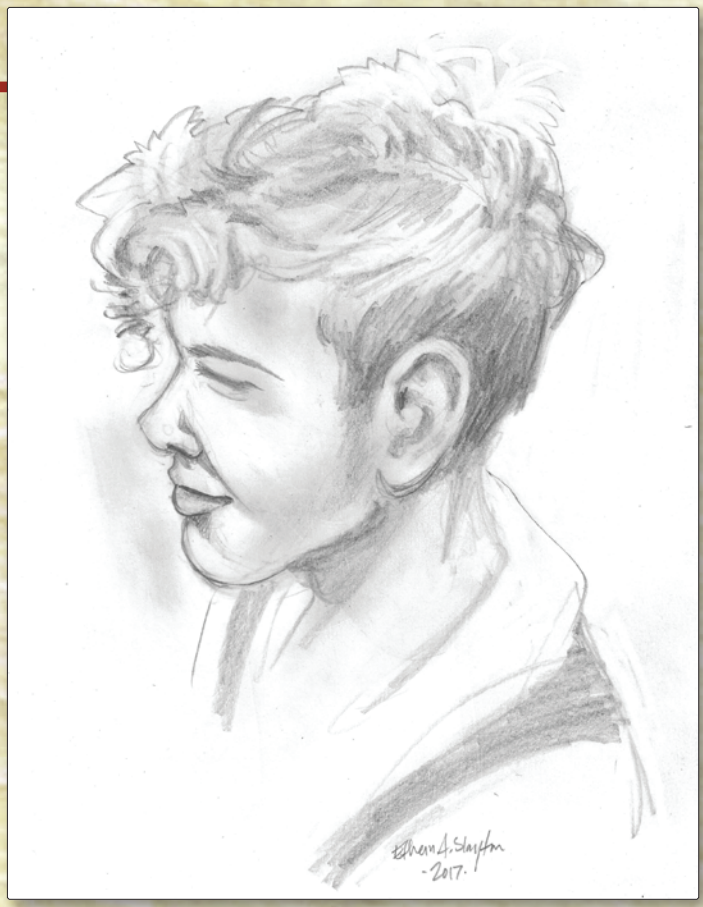
"I have not. Nor do I see reason nor need to do so."

Can you tell me anything about the conflict between workers and administration (or Dwarves and Elves)?

"Sadly, yes. Each side feels cause and righteousness, and although it must be said I do tend to side with the Administration in their desire to control and enforce law and order, and increase productivity, I do sympathize with the workers."

Friskbik (Stablehand)

CR 1; XP 200



LN; Medium Humanoid (Half-Elf)

Description

Halflings are typically used to being underfoot, but this stablehand always feels trodden upon. Dejected and resigned to what he feels is the lowest caste in the city, he nevertheless loves horses, and takes pride in his work where possible.

Appearance

Grimy about the face, he wears hide armor and wields daggers when he can steal them.

Factions

None. Though his heart sympathizes with the Dwarves.

Combat Tactics

Friskbik has dreams and aspirations much like all those lowly, but the twinkle in his eye in no way deludes him from realizing his place as low man on the pole. He'll evade fighting wherever possible, and grovel or steal or swindle as necessary to escape if cornered.

	Low	Moderate	Advanced	Elite
Challenge	CR 1 XP 200	CR 4 XP 1,100	CR 7 XP 2,900	CR 10 XP 5,900
Class / HD	Rogue 1	Rogue 4	Rogue 7	Rogue 10
Size / Aln	Medium LN Half-Elf	Medium LN Half-Elf	Medium LN Half-Elf	Medium LN Half-Elf
HP	8	20	37	54
Armor Class	13	14	14	15
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	STR 11 (+0) DEX 16 (+5) CON 11 (+0) INT 6 (+0) WIS 10 (+0) CHA 8 (-1)	STR 11 (+0) DEX 18 (+6) CON 11 (+0) INT 6 (+0) WIS 10 (+0) CHA 8 (-1)	STR 11 (+0) DEX 18 (+7) CON 11 (+0) INT 6 (+0) WIS 10 (+0) CHA 8 (-1)	STR 11 (+0) DEX 20 (+9) CON 13 (+1) INT 6 (+2) WIS 10 (+0) CHA 8 (-1)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception +12; Darkvision 60'	Passive Perception +12; Darkvision 60'	Passive Perception +16; Darkvision 60'	Passive Perception +18; Darkvision 60'
Languages	Common, Dwarvish, Elvish			
Attacks	**Melee** Club +2 (1d4) **Melee** Dagger +5 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +5 (1d4+3); 60 ft.': +5 (1d4+3)	**Melee** Club +2 (1d4) **Melee** *+1 Dagger* +7 (1d4+5) **Ranged** *+1 Dagger* (Thrown) 20 ft.': +7 (1d4+5); 60 ft.': +7 (1d4+5)	**Melee** Club +3 (1d4) **Melee** *+2 Dagger* +9 (1d4+6) **Ranged** *+2 Dagger* (Thrown) 20 ft.': +9 (1d4+6); 60 ft.': +9 (1d4+6)	**Melee** Club +4 (1d4) **Melee** *+3 Dagger* +12 (1d4+8) **Ranged** *+3 Dagger* (Thrown) 20 ft.': +12 (1d4+8); 60 ft.': +12 (1d4+8)
Special	-	-	-	-
Proficiencies	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike			
Special Qualities	Darkvision, Fey Ancestry, Languages, Skill Versatility, Expertise, Sneak Attack, Thieves' Cant	Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Cunning Action, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant	Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant, Uncanny Dodge	Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge
Spell-casting	-	-	-	-
Equipment	Club; Dagger	Club; *+1 Dagger*	Club; *+2 Dagger*	Club; *+3 Dagger*

Special Abilities

Darkvision Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry You have advantage on all saving throws against being charmed or put to sleep.

Languages You can speak, read, and write Common, Elvish, and one extra language of your choice.

Skill Versatility You gain proficiency in two skills of your choice.

Cunning Action Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Evasion Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Expertise At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies. At 6th level, you can choose two more of your proficiencies (in skills or with thieves' tools) to gain this benefit.

Fast Hands Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Roguish Archetype At 3rd level, you choose an archetype that you emulate in the exercise of your rogue abilities. Your choice grants you features at 3rd level and then again at 9th, 13th, and 17th level.

Second-Story Work When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to 5.

Sneak Attack Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 5d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Supreme Sneak Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

Thief You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally

couldn't employ.

Thieves' Cant During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Uncanny Dodge Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you. n.

Conversation

What do you think of Mondaria City?

"It's fine. Nice it's not, but wealthy enough to pay the bills."

What do you think of the Mines?

"I like 'em. Plenty to do, down there."

How have you survived after the catastrophe?

"Survive? I'll always survive. Sometimes it's easier and more enjoyable than others, is all."

What did you do, before the calamity?

"Took care of the horses. 'Course, they're all gone, now, so I mainly take care of myself."

What do you know of the Obelisk?

"Nothing. Is that a city?"

Have you been to the Mine's lower levels?

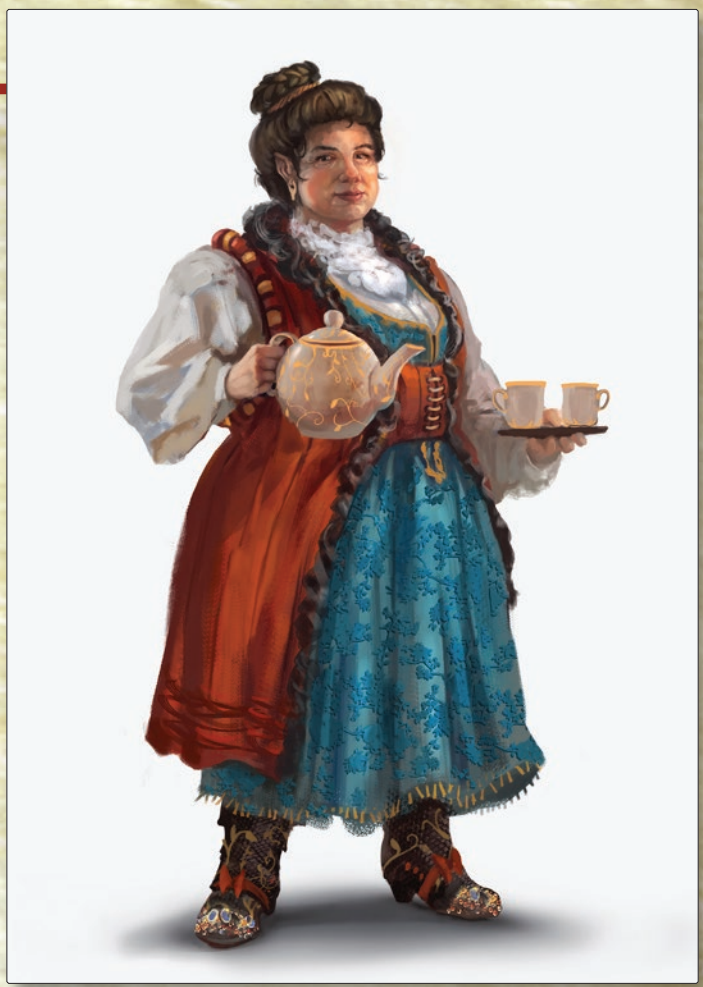
"Not past the first level, and that only 'cuz I snuck down the elevator behind some crates a few times to sneak a peek."

Can you tell me anything about the conflict between workers and administration (or Dwarves and Elves)?

"Seems silly, two groups of folks with solid jobs bickering over who gets to do what. But what do I know."

Frobwin Glamfork (Feastmaster)

CR 1; XP 200



CG; Small Humanoid (Halfling)

Description

This cheery, portly halfling clearly benefits from her own trade; her ruddy and cherubic cheeks and perpetually flushed face and neck are quick indicators of her skill and her lust for her craft.

Appearance

She wears simple padded armor underneath a huge flowing apron. Apart from food and wine, she indulges in boots: finely-crafted, soft and supple leather; such items are essential in that she spends as much time meeting and greeting in the mess hall as she does behind the scenes preparing food and coordinating her chefs.

She's got brown eyes and shoulder-length brown hair which she typically ties back in a bun.

Factions

None. All manner of beast needs food and wine, don't they?

Combat Tactics

Adverse to battle by nature, she is quite deft with a blade, so will fight when required.

	Low	Moderate	Advanced	Elite
Challenge	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
Class / HD	Rogue 1	Rogue 6	Rogue 10	Rogue 14
Size / Aln	Small CG Halfling	Small CG Halfling	Small CG Halfling	Small CG Halfling
HP	9	43	61	103
Armor Class	14	15	17	18
Speed	Walk 25'	Walk 25'	Walk 25'	Walk 25'

	Low	Moderate	Advanced	Elite
Ability Scores / Saves	**STR** 8 (-1) **DEX** 17 (+5) **CON** 13 (+1) **INT** 15 (+4) **WIS** 8 (-1) **CHA** 14 (+2)	**STR** 8 (-1) **DEX** 19 (+7) **CON** 13 (+1) **INT** 15 (+5) **WIS** 8 (-1) **CHA** 14 (+2)	**STR** 11 (+0) **DEX** 20 (+9) **CON** 13 (+1) **INT** 15 (+6) **WIS** 8 (-1) **CHA** 14 (+2)	**STR** 11 (+0) **DEX** 20 (+10) **CON** 15 (+2) **INT** 15 (+7) **WIS** 8 (-1) **CHA** 14 (+2)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception +11 Disadvantage on Stealth	Passive Perception +15	Passive Perception +17	Passive Perception +19
Languages	Common, Dwarvish, Elvish			
Attacks	**Melee** Dagger (Small) +5 (1d4+3) **Ranged** Dagger (Small/ Thrown) 20 ft.': +5 (1d4+3); 60 ft.': +5 (1d4+3) **Melee** Sickle (Small) +1 (1d4-1)	**Melee** Dagger (Small) +7 (1d4+4) **Ranged** Dagger (Small/ Thrown) 20 ft.': +7 (1d4+4); 60 ft.': +7 (1d4+4) **Melee** *+1 Sickle* +3 (1d4)	**Melee** Dagger (Small) +9 (1d4+5) **Ranged** Dagger (Small/ Thrown) 20 ft.': +9 (1d4+5); 60 ft.': +9 (1d4+5) **Melee** *+2 Sickle* +6 (1d4+2)	**Melee** Dagger (Small) +10 (1d4+5) **Ranged** Dagger (Small/ Thrown) 20 ft.': +10 (1d4+5); 60 ft.': +10 (1d4+5) **Melee** *+3 Sickle* +8 (1d4+3)
Special	-	-	-	-
Proficiencies	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike			
Special Qualities	Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Expertise, Sneak Attack, Thieves' Cant	Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Cunning Action, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant, Uncanny Dodge	Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge	Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Blindsense, Cunning Action, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge, Use Magic Device
Spell-casting	-	-	-	-
Equipment	Dagger; Sickle; Padded Armor	Dagger; *+1 Sickle;* Leather Armor	Dagger; *+2 Sickle;* Studded Leather Armor	Dagger; *+3 Sickle; +1 Studded Leather Armor*

Special Abilities

Brave You have advantage on saving throws against being frightened.

Halfling Nimbleness You can move through the space of any creature that is of a size larger than yours.

Languages You can speak, read, and write Common and Halfling. The Halfling language isn't secret, but halflings are loath to share it with others. They write very little, so they don't have a rich body of literature. Their oral tradition, however, is very strong. Almost all halflings speak Common to converse with the people in whose lands they dwell or through which they are traveling.

Lucky When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Naturally Stealthy You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

Blindsense Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

Cunning Action Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Evasion Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a

Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Expertise At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies. At 6th level, you can choose two more of your proficiencies (in skills or with thieves' tools) to gain this benefit.

Fast Hands Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Reliable Talent By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

Roguish Archetype At 3rd level, you choose an archetype that you emulate in the exercise of your rogue abilities. Your choice grants you features at 3rd level and then again at 9th, 13th, and 17th level.

Second-Story Work When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to 5.

Sneak Attack Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 7d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Supreme Sneak Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

Thief You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.

Thieves' Cant During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Uncanny Dodge Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Use Magic Device By 13th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items..

Conversation

What do you think of Mondaria City?

"A grand assemblage of folks from all over."

What do you think of the Mines?

"They're filthy and horrid. Makes it all the more important to give folks a good meal at the end of the day."

How have you survived after the catastrophe?

"Folks always need to eat, don't they? Don't matter if some awful thing starts to take over minds or burb out a bunch of evil."

What did you do, before the calamity?

"Same as I do now: keep good folk alive and healthy with quality grub."

What do you know of the Obelisk?

"I've heard of it. Sounds terrible. May I never see it in person!"

Have you been to the Mine's lower levels?

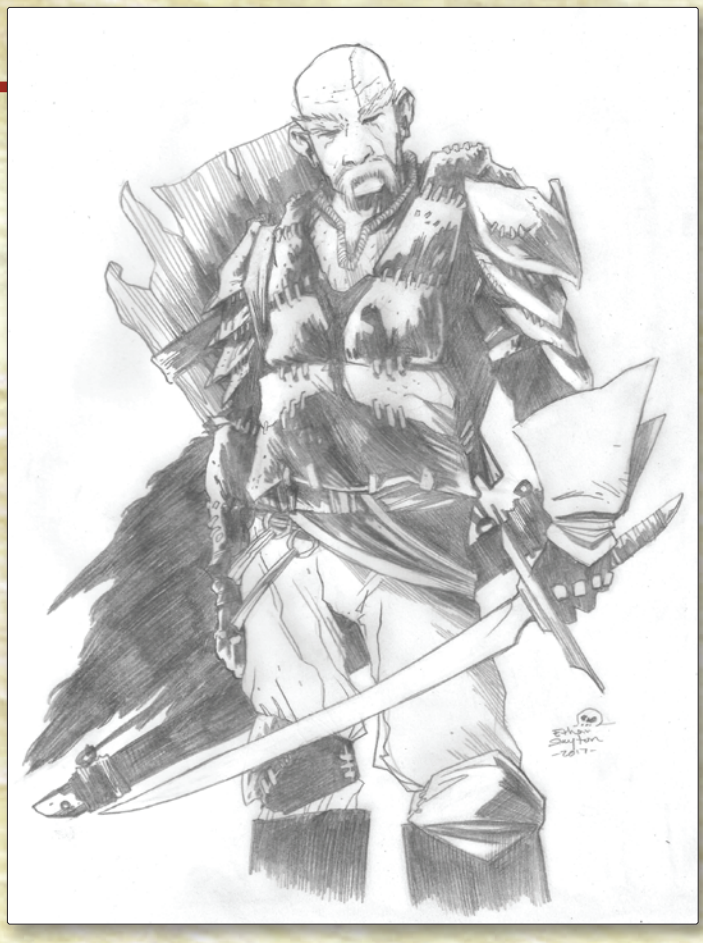
"Honey, I've not been to the Mines themselves, until the catastrophe. Foraging for foodstuffs has made it a necessity, but that don't mean I like it."

Can you tell me anything about the conflict between workers and administration (or Dwarves and Elves)?

"Ah, well, though they may fight when they work, breaking bread at the end of the day shows them for what they all truly are—an overworked, stressed group of folks just trying to get through their days."

Gabharn (Beastmaster)

CR 1; XP 200



NG; Medium Humanoid (Human)

Description

A retired adventurer and mercenary, this Beastmaster has learned to prefer the company of animals to people. Betrayed in his youth by his parents, again by his uncle, and repeatedly by his adventuring partners, he seems to have a knack either for making bad choices, trusting unworthy partners, or simply having poor luck of comradeship.

Appearance

He wears leather armor and wields a longsword and shield; though trained with a shortbow, he prefers to get up close with foes if combat is on the table. His arms bear scars from fights long past; he has a long scar tracing the length of his head from front to back where the hair has never grown back.

Factions

Elven administraiton, in terms of leadership, but his heart goes out to the dwarves.

Combat Tactics

Gabharn is no stranger to fighting, and the old instincts will return quickly if the opportunity for melee presents itself.

	Low	Moderate	Advanced	Elite
Challenge	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
Class / HD	Barbarian 1	Barbarian 6	Barbarian 10	Barbarian 14
Size / Aln	Medium NG Human	Medium NG Human	Medium NG Human	Medium NG Human
HP	14	57	103	161
Armor Class	13	15	17	19
Speed	Walk 30'	Walk 40'	Walk 40'	Walk 40'

	Low	Moderate	Advanced	Elite
Ability Scores / Saves	STR 17 (+5) DEX 13 (+1) CON 15 (+4) INT 7 (-2) WIS 17 (+3) CHA 8 (-1)	STR 19 (+7) DEX 13 (+1) CON 15 (+5) INT 7 (-2) WIS 17 (+3) CHA 8 (-1)	STR 20 (+9) DEX 14 (+2) CON 15 (+6) INT 7 (-2) WIS 17 (+3) CHA 8 (-1)	STR 20 (+10) DEX 14 (+2) CON 17 (+8) INT 7 (-2) WIS 17 (+3) CHA 8 (-1)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception +13	Passive Perception +13	Passive Perception +13 Disadvantage on Stealth	Passive Perception +13 Disadvantage on Stealth
Languages	Common, Halfling			
Attacks	**Melee** Greatclub +3 (1d8+3) **Ranged** Crossbow, Heavy--> 100 ft.': +3 (1d10+1); 400 ft.': +3 (1d10+1) **Melee** Dagger +5 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +5 (1d4+3); 60 ft.': +5 (1d4+3)	**Melee** *+1 Greatclub* +8 (1d8+5) **Ranged** Crossbow, Heavy--> 100 ft.': +4/+4 (1d10+1); 400 ft.': +4/+4 (1d10+1) **Melee** Dagger +7/+7 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +7/+7 (1d4+4); 60 ft.': +7/+7 (1d4+4)	**Melee** *+2 Greatclub* +11 (1d8+7) **Ranged** Crossbow, Heavy--> 100 ft.': +6/+6 (1d10+2); 400 ft.': +6/+6 (1d10+2) **Melee** Dagger Melee Dagger +9/+9 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +9/+9 (1d4+5); 60 ft.': +9/+9 (1d4+5)	**Melee** *+3 Greatclub* +13 (1d8+8) **Ranged** Crossbow, Heavy--> 100 ft.': +7/+7 (1d10+2); 400 ft.': +7/+7 (1d10+2) **Melee** Dagger +10/+10 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +10/+10 (1d4+5); 60 ft.': +10/+10 (1d4+5)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			
Special Qualities	Languages, Rage, Unarmored Defense	Languages, Ability Score Improvement, Danger Sense, Extra Attack, Fast Movement, Frenzy, Mindless Rage, Path of the Berserker, Primal Path, Rage, Reckless Attack, Unarmored Defense	Languages, Ability Score Improvement, Brutal Critical, Danger Sense, Extra Attack, Fast Movement, Feral Instinct, Frenzy, Intimidating Presence, Path of the Berserker, Primal Path, Rage, Reckless Attack, Unarmored Defense	Languages, Ability Score Improvement, Brutal Critical, Danger Sense, Extra Attack, Fast Movement, Feral Instinct, Frenzy, Path of the Berserker, Primal Path, Rage, Reckless Attack, Relentless Rage, Retaliation, Unarmored Defense
Spell-casting	-	-	-	-
Equipment	Greatclub; Heavy Crossbow; Dagger; Hide Armor	*+1 Greatclub;* Heavy Crossbow; Dagger; Breastplate	*+2 Greatclub;* Heavy Crossbow; Dagger; Half-Plate	*+3 Greatclub;* Heavy Crossbow; Dagger; *+2 Half-Plate*

Special Abilities

Languages You can speak, read, and write Common and one extra language of your choice. Humans typically learn the languages of other peoples they deal with, including obscure dialects. They are fond of sprinkling their speech with words borrowed from other tongues: Orc curses, Elvish musical expressions, Dwarvish military phrases, and so on.

Brutal Critical Beginning at 9th level, you can roll 2 additional weapon damage die when determining the extra damage for a critical hit with a melee attack.

Danger Sense At 2nd level, you gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Fast Movement Starting at 5th level, your speed increases by 10 feet while you aren't wearing heavy armor.

Feral Instinct By 7th level, your instincts are so honed that you have advantage on initiative rolls. Additionally, if you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn, but only if you enter your rage before doing anything else on that turn.

Frenzy Starting when you choose this path at 3rd level, you can go into a frenzy when you rage. If you do so, for the duration of your rage you can make a single melee weapon attack as a bonus action on each of your turns after this one. When your rage ends, you suffer one level of exhaustion (as described in appendix A).

Path of the Berserker For some barbarians, rage is a means to an end--that end being violence. The Path of the Berserker is a path of untrammeled fury, slick with blood. As you enter the berserker's rage, you thrill in the chaos of battle, heedless of your own health or well-being.

Primal Path At 3rd level, you choose a path that shapes the nature of your rage. Choose the Path of the Berserker or the Path of the Totem Warrior, both detailed at the end of the class description. Your choice grants you features at 3rd level and again at 6th, 10th, and 14th levels.

Rage In battle, you fight with primal ferocity. On your turn, you can enter a rage as a bonus action. While raging, you gain the following benefits if you aren't wearing heavy armor: You have advantage on Strength checks and Strength saving throws. When you make a melee weapon attack using Strength, you gain a bonus to the damage roll equal to 3. You have resistance to bludgeoning, piercing, and slashing damage. If you are able to cast spells, you can't cast them or concentrate on them while raging. Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action. Once you have raged the number of times equal to 5, you must finish a long rest before you can rage again.

Reckless Attack Starting at 2nd level, you can throw aside all concern for defense to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

Relentless Rage Starting at 11th level, your rage can keep you fighting despite grievous wounds. If you drop to 0 hit points while you're raging and don't die outright, you can make a DC 10 Constitution saving throw. If you succeed, you drop to 1 hit point instead. Each time you use this feature after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to 10.

Retaliation Starting at 14th level, when you take damage from a creature that is within 5 feet of you. you can use your reaction to make a melee weapon attack against that creature.

Unarmored Defense While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit...

Conversation

What do you think of Mondaria City?

"Solid. Plenty to see and do, and lots of people. Dangerous, too, which adds some spice."

What do you think of the Mines?

"I don't get half the opportunity to get down there that I'd wish, but horses hate it and there's little call for them down there anyway."

How have you survived after the catastrophe?

"I've lots of experience in surviving. It's nothing new."

What did you do, before the calamity?

"Took care of the horses that are now dead or escaped."

What do you know of the Obelisk?

"I've never heard of it."

Have you been to the Mine's lower levels?

"Just the first few, in truth."

Can you tell me anything about the conflict between workers and administration (or Dwarves and Elves)?

"Silly, if you ask me. Waste of time and effort, when they should be just hunkering down and working harder. Both sides."

Glimdarffe Sudsglub (Brewmaster)

CR 1; XP 200

NG; Medium Humanoid (Half-Orc)

Description

This half-orcish brewer is good, not great, at her trade; an onlooker from outside the mine may wonder why she retains her post as Brewmaster for the enterprise. Such naivete misses the dwarf's true calling: major player in an impromptu black market, the landscape and players of which are ever-changing.

Appearance

Twin shortswords and a host of daggers, and studded leather armor, are her combat tools.

Factions

The dwarven union captures her heart, and she's worker enough to understand their plight.

Combat Tactics

She's not above backstabbing her competition—literally, when called for.

	Low	Moderate	Advanced	Elite
Challenge	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
Class / HD	Rogue 1	Rogue 6	Rogue 10	Rogue 14
Size / Aln	Medium NG Half-Orc	Medium NG Half-Orc	Medium NG Half-Orc	Medium NG Half-Orc
HP	11	46	76	114
Armor Class	12	13	15	17
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	STR 14 (+2) DEX 12 (+3) CON 16 (+3) INT 7 (+0) WIS 13 (+1) CHA 11 (+0)	STR 14 (+2) DEX 14 (+5) CON 16 (+3) INT 7 (+1) WIS 13 (+1) CHA 11 (+0)	STR 14 (+2) DEX 16 (+7) CON 16 (+3) INT 7 (+2) WIS 13 (+1) CHA 13 (+1)	STR 14 (+2) DEX 18 (+9) CON 16 (+3) INT 7 (+3) WIS 13 (+1) CHA 13 (+1)
Skills	-	-	-	-

	Low	Moderate	Advanced	Elite
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception +11 Disadvantage on Stealth	Passive Perception +11	Passive Perception +11	Passive Perception +11
Languages	Common, Orc			
Attacks	**Melee** Mace +4 (1d6+2)	**Melee** *+1 Mace* +6 (1d6+3)	**Melee** *+2 Mace* +8 (1d6+4)	**Melee** *+3 Mace* +10 (1d6+5)
Special	-	-	-	-
Proficiencies	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike			
Special Qualities	Brewer's Supplies, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Expertise, Sneak Attack, Thieves' Cant	Brewer's Supplies, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Cunning Action, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant, Uncanny Dodge	Brewer's Supplies, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge	Brewer's Supplies, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Blindsense, Cunning Action, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge, Use Magic Device
Spell-casting	-	-	-	-
Equipment	Mace; Padded Armor	*+1 Mace;* Leather Armor	*+2 Mace;* Studded Leather Armor	*+3 Mace; +1 Studded Leather Armor*

Special Abilities

Brewer's Supplies Proficient with Artisan Brewer's Supplies.

Darkvision Thanks to your orc blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Languages You can speak, read, and write Common and Orc. Orc is a harsh, grating language with hard consonants. It has no script of its own but is written in the Dwarvish script.

Menacing You gain proficiency in the Intimidation skill.

Relentless Endurance When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Savage Attacks When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Blindsense Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

Cunning Action Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Evasion Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Expertise At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies. At 6th level, you can choose two more of your proficiencies (in skills or with thieves' tools) to gain this benefit.

Fast Hands Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Reliable Talent By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

Roguish Archetype At 3rd level, you choose an archetype that you emulate in the exercise of your rogue abilities. Your choice grants you features at 3rd level and then again at 9th, 13th, and 17th level.

Second-Story Work When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to 4.

Sneak Attack Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 7d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Supreme Sneak Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

Thief You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.

Thieves' Cant During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Uncanny Dodge Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Use Magic Device By 13th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items....

Conversation

What do you think of Mondaria City?

"Folks need to drink. There's lots of 'em here. So that works out okay."

What do you think of the Mines?

"Stinky and barbaric. Just like me."

How have you survived after the catastrophe?

"The way folks have taken to drink after the disaster, I wonder how I survived *before* it!"

What did you do, before the calamity?

"Served drinks. Same as now. I also brew a... well, I won't lie; I don't brew the best. But it's cheap, and does its job, so how can you complain?"

What do you know of the Obelisk?

"Huh?"

Have you been to the Mine's lower levels?

"I stay out of there much as I can. Been down a few levels only, and that's enough, thanks."

Can you tell me anything about the conflict between workers and administration (or Dwarves and Elves)?

"Dwarves've got a point, you have to say. Elves want profit, which, hardly blame 'em for it, I guess, but how you go about something matters, in the end."

Gordsturll (Mercenary Dwarf)

CR 1; XP 200

LE; Medium Humanoid (Dwarf)

Description

A trickster with a terribly dark sense of humor, this dwarf has dark-brown, nearly black, beady eyes.

Appearance

The muscles of his face seem frozen in a perpetual arched smirk, though his tone can make that seem sarcastically comic or sinister as reflects the situation. He is thin, and tall, for a dwarf; his beard is a goatee only, but yet quite long, reaching in complex plaits and braids to his stomach. He wears ornate studded-leather armor, dark brown with whorls of silver.

Factions

None. **Gordstrull** serves only his own pockets, in the end.

Combat Tactics

For someone who is essentially paid to fight, **Gordstrull** seems to go out of his way to suggest not fighting, if it's possible. Once blades are drawn, though, he'll serve to his profession well enough.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Challenge	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
Class / HD	Fighter 1	Fighter 6	Fighter 10	Fighter 14
Size / Aln	Medium LE Dwarf	Medium LE Dwarf	Medium LE Dwarf	Medium LE Dwarf
HP	12	54	78	108
Armor Class	15	16	17	19
Speed	Walk 25'	Walk 25'	Walk 25'	Walk 25'

	Low	Moderate	Advanced	Elite
Ability Scores / Saves	STR 13 (+3) DEX 15 (+2) CON 14 (+4) INT 7 (-2) WIS 19 (+4) CHA 7 (-2)	STR 15 (+5) DEX 17 (+3) CON 14 (+5) INT 7 (-2) WIS 19 (+4) CHA 7 (-2)	STR 17 (+7) DEX 17 (+3) CON 14 (+6) INT 7 (-2) WIS 19 (+4) CHA 7 (-2)	STR 20 (+10) DEX 18 (+4) CON 14 (+7) INT 7 (-2) WIS 19 (+4) CHA 7 (-2)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception +14	Passive Perception +14 Disadvantage on Stealth	Passive Perception +14 Disadvantage on Stealth	Passive Perception +14 Disadvantage on Stealth
Languages	Common, Dwarvish			
Attacks	**Melee** Maul +4 (2d6+2) **Melee** Dagger +4 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +4 (1d4+2); 60 ft.': +4 (1d4+2)	**Melee** *+1 Maul* +7 (2d6+4) **Melee** Dagger +6/+6 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +6/+6 (1d4+3); 60 ft.': +6/+6 (1d4+3)	**Melee** *+2 Maul* +9 (2d6+5). **Melee** Dagger +7/+7 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +7/+7 (1d4+3); 60 ft.': +7/+7 (1d4+3)	**Melee** *+3 Maul* +13 (2d6+8) **Melee** Dagger +10/+10/+10 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +10/+10/+10 (1d4+5); 60 ft.': +10/+10/+10 (1d4+5)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			
Special Qualities	Brewer's Supplies, Darkvision, Dwarven Combat Training, Dwarven Resilience, Languages, Stonecunning, Tool Proficiency, Fighting Style, Second Wind, Great Weapon Fighting	Brewer's Supplies, Darkvision, Dwarven Combat Training, Dwarven Resilience, Languages, Stonecunning, Tool Proficiency, Ability Score Improvement, Action Surge, Champion, Extra Attack, Fighting Style, Improved Critical, Martial Archetype, Second Wind, Great Weapon Fighting	Brewer's Supplies, Darkvision, Dwarven Combat Training, Dwarven Resilience, Languages, Stonecunning, Tool Proficiency, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Defense, Great Weapon Fighting	Brewer's Supplies, Darkvision, Dwarven Combat Training, Dwarven Resilience, Languages, Stonecunning, Tool Proficiency, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Defense, Great Weapon Fighting
Spell-casting	-	-	-	-
Equipment	Maul; Chain Shirt; Dagger	*+1 Maul*; Scale Mail; Dagger	*+2 Maul*; Chain Mail; Dagger	*+3 Maul*; Plate Armor; Dagger

Special Abilities

Brewer's Supplies Proficient with Artisan Brewer's Supplies.

Darkvision Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Dwarven Combat Training You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

Dwarven Resilience You have advantage on saving throws against poison, and you have resistance against poison damage (explained in chapter 9).

Languages You can speak, read, and write Common and Dwarvish. Dwarvish is full of hard consonants and guttural sounds, and those characteristics spill over into whatever other language a dwarf might

speak.

Stonecunning Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Tool Proficiency You gain proficiency with the artisan's tools of your choice: smith's tools, brewer's supplies, or mason's tools.

Action Surge Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again. You can use this feature 1 time(s) before a rest, but only once on the same turn.

Additional Fighting Style At 10th level, you can choose a second option from the Fighting Style class feature.

Champion The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Fighting Style You adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Improved Critical Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

Indomitable Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature 2 time(s) between long rests.

Martial Archetype At 3rd level, you choose an archetype that you strive to emulate in your combat styles and techniques. The Champion archetype is detailed at the end of the class description; see the Player's Handbook for information on other martial archetypes. Your archetype grants you features at 3rd level and again at 7th, 10th, 15th, and 18th level.

Remarkable Athlete Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to +5.

Second Wind You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Defense While you are wearing armor, you gain a +1 bonus to AC.

Great Weapon Fighting When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit....

Conversation

What do you think of Mondaria City?

"Good place to meet adventurers setting off for the western wilderness. Or, it was, before the calamity."

What do you think of the Mines?

"They're a great place for looting and adventuring. Looking to hire on to increase your odds of survival?"

How have you survived after the catastrophe?

"I'm paid to survive, and to help others survive. Wouldn't be much good at my job if I couldn't hold it together just because a few demons popped out of the ground under the mountain, now would I?"

What did you do, before the calamity?

"Same as now, only it was easier then on account of fewer demons."

What do you know of the Obelisk?

"I've heard it spoken, but in hushed tones, as though this chunk of purple rock can hear you. Ain't that a kicker?"

Have you been to the Mine's lower levels?

"Not yet. Yearning to go? I'm down with that. Get it? Down?"

Can you tell me anything about the conflict between workers and administration (or Dwarves and Elves)?

"Not my battle. I don't care."

Hamfast Burrbottom (Blacksmith)

CR 1; XP 200

LN; Small Humanoid (Halfling)

Description

In an undermountain mining city staffed by a huge volume of dwarves, being one of the few halflings is difficult enough—but being a halfling blacksmith in that context draws a great deal more attention and glares than he had intended. Talent is talent, however, and even the most jaded and racially-proud longbeard must admit that this smith knows his tongs and anvil, at least as well as any dwarf.

Appearance

This blacksmith wears a lead apron, heavy leather armor, thick black boots, and protective goggles. His face, arms, and hands are ever stained with soot; though he approaches his work with order and cleanliness, he usually doesn't clean himself overmuch, as he has found that the grime adds some automatic visual credibility to his trade.

Factions

As a man of small stature himself, he sympathizes with the dwarves, who tend to be his best customers despite their haughty initial objections to his racial talents.

Combat Tactics

As **Hamfast** would be first to point out, he makes the equipment; he's not used to actually using it.

	Low	Moderate	Advanced	Elite
Challenge	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
Class / HD	Fighter 1	Fighter 6	Fighter 10	Fighter 14
Size / Aln	Small LN Halfling	Small LN Halfling	Small LN Halfling	Small LN Halfling
HP	11	52	82	117
Armor Class	13	15	18	19
Speed	Walk 25'	Walk 25'	Walk 25'	Walk 25'

	Low	Moderate	Advanced	Elite
Ability Scores / Saves	**STR** 15 (+4) **DEX** 9 (-1) **CON** 13 (+3) **INT** 10 (+0) **WIS** 14 (+2) **CHA** 13 (+1)	**STR** 19 (+7) **DEX** 9 (-1) **CON** 13 (+4) **INT** 10 (+0) **WIS** 14 (+2) **CHA** 13 (+1)	**STR** 20 (+9) **DEX** 10 (+0) **CON** 13 (+5) **INT** 10 (+0) **WIS** 14 (+2) **CHA** 13 (+1)	**STR** 20 (+10) **DEX** 12 (+1) **CON** 15 (+7) **INT** 10 (+0) **WIS** 14 (+2) **CHA** 13 (+1)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception +14 Disadvantage on Stealth	Passive Perception +15 Disadvantage on Stealth	Passive Perception +16 Disadvantage on Stealth	Passive Perception +17 Disadvantage on Stealth
Languages	Common, Halfling			
Attacks	**Melee** Greataxe +4 (1d8+2) **Melee** Light Hammer (Small) +4 (1d4+2) **Ranged** Light Hammer (Small/Thrown) 20 ft.': +4 (1d4+2); 60 ft.': +4 (1d4+2)	**Melee** *+1 Greataxe* +8 (1d8+5) **Melee** Light Hammer (Small) +7/+7 (1d4+4) **Ranged** Light Hammer (Small/Thrown) 20 ft.': +7/+7 (1d4+4); 60 ft.': +7/+7 (1d4+4)	**Melee** *+2 Greataxe* +11 (1d8+7) **Melee** Light Hammer (Small) +9/+9 (1d4+5) **Ranged** Light Hammer (Small/Thrown) 20 ft.': +9/+9 (1d4+5); 60 ft.': +9/+9 (1d4+5)	**Melee** *+3 Greataxe* +13 (1d8+8) **Melee** Light Hammer (Small) +10/+10/+10 (1d4+5) **Ranged** Light Hammer (Small/Thrown) 20 ft.': +10/+10/+10 (1d4+5); 60 ft.': +10/+10/+10 (1d4+5)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			
Special Qualities	Brave, Halfling Nimbleness, Languages, Lucky, Fighting Style, Second Wind, Great Weapon Fighting	Brave, Halfling Nimbleness, Languages, Lucky, Ability Score Improvement, Action Surge, Champion, Extra Attack, Fighting Style, Improved Critical, Martial Archetype, Second Wind, Great Weapon Fighting	Brave, Halfling Nimbleness, Languages, Lucky, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Great Weapon Fighting, Protection	Brave, Halfling Nimbleness, Languages, Lucky, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Great Weapon Fighting, Protection
Spell-casting	-	-	-	-
Equipment	Greataxe; Ring Mail; Light Hammer	*+1 Greataxe;* Chain Mail; Light Hammer	*+2 Greataxe;* Plate Armor; Light Hammer	*+3 Greataxe; +1 Plate Armor;* Light Hammer

Special Abilities

Brave You have advantage on saving throws against being frightened.

Halfling Nimbleness You can move through the space of any creature that is of a size larger than yours.

Languages You can speak, read, and write Common and Halfling. The Halfling language isn't secret, but halflings are loath to share it with others. They write very little, so they don't have a rich body of literature. Their oral tradition, however, is very strong. Almost all halflings speak Common to converse with the people in whose lands they dwell or through which they are traveling.

Lucky When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Action Surge Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again. You can use this feature 1 time(s) before a rest, but only once on the same turn.

Additional Fighting Style At 10th level, you can choose a second option

from the Fighting Style class feature.

Champion The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Fighting Style You adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Improved Critical Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

Indomitable Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature 2 time(s) between long rests.

Martial Archetype At 3rd level, you choose an archetype that you strive to emulate in your combat styles and techniques. The Champion archetype is detailed at the end of the class description; see the Player's Handbook for information on other martial archetypes. Your archetype grants you features at 3rd level and again at 7th, 10th, 15th, and 18th level.

Remarkable Athlete Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to +5.

Second Wind You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Great Weapon Fighting When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Protection When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield...

Conversation

What do you think of Mondaria City?

"It's such a great place! Such opportunity, and so many people to help."

What do you think of the Mines?

"They're great, or what I've seen of them is. None too clean, right, but that's hardly an issue for the likes of me, then!"

How have you survived after the catastrophe?

"You increase chaos, you increase smithing; they're related. Folks want armor to survive, and weapons to fight back and make sense of things, right?"

What did you do, before the calamity?

"Same as now, though in truth, more business now, though I charge less. Can't see it in my heart to profit too much when folk only just want to try and find a way to survive."

What do you know of the Obelisk?

"They say it's the stuff of legend, a mineral far beyond any other. I'd love to see it, maybe even get my hands on the stuff, make something with it, you know?"

Have you been to the Mine's lower levels?

"Nope."

Can you tell me anything about the conflict between workers and administration (or Dwarves and Elves)?

"Not that you don't already seem to know."

Imeltrude Legande (Warden)

CR 4; XP 1,100

CE; Medium Humanoid (Human)

Description

Long serving in the role of police, protector, savior, and keeper of the peace, she has grown a hatred of her fellow man sourced from a realization of the evils that are commonplace and ignored in most society. She loathes mobs, but yearns to act as savior to worthy people; despairingly, however, as her experience grows, her definition of who qualifies as "worthy" has grown more and more restrictive. In her day-to-day role in the mines, she acts as a fearful ward against wrongdoing, policing through brutality and mercilessness rather than compassion. Fortunately for most, her deputies, commoners conscripted to the task for the most part, have a greater respect for circumstance.

Appearance

She wears plate armor, and bears a morningstar and tower shield; she typically wears a thick helm with a visor that opens the entire 200 degree span of her vision.

Factions

She serves the interests of the Elven Administration.

Combat Tactics

Imeltrude will absolutely destroy anyone who even looks at her the wrong way. She was made for combat, and thrives on it. In truth, she feels she didn't get hardly enough of it before the calamity of the Obelisk.

	Low	Moderate	Advanced	Elite
Challenge	CR 1 XP 200	CR 8 XP 3,900	CR 12 XP 8,400	CR 16 XP 13,000
Class / HD	Fighter 4	Fighter 8	Fighter 12	Fighter 16
Size / Aln	Medium CE Human	Medium CE Human	Medium CE Human	Medium CE Human
HP	20	51	71	126
Armor Class	17	18	19	20
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'

	Low	Moderate	Advanced	Elite
Ability Scores / Saves	STR 20 (+7) DEX 15 (+2) CON 11 (+2) INT 9 (-1) WIS 14 (+2) CHA 16 (+3)	STR 20 (+8) DEX 17 (+3) CON 13 (+4) INT 9 (-1) WIS 14 (+2) CHA 16 (+3)	STR 20 (+9) DEX 19 (+4) CON 13 (+5) INT 9 (-1) WIS 14 (+2) CHA 16 (+3)	STR 20 (+10) DEX 20 (+5) CON 16 (+8) INT 9 (-1) WIS 14 (+2) CHA 16 (+3)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception +12 Disadvantage on Stealth	Passive Perception +12 Disadvantage on Stealth	Passive Perception +12 Disadvantage on Stealth	Passive Perception +12 Disadvantage on Stealth
Languages	Common, Dwarvish			
Attacks	**Melee** Greatsword +4 (2d6+2) **Ranged** Crossbow, Heavy)> 100 ft.': +4 (1d10+2); 400 ft.': +4 (1d10+2)	**Melee** *+1 Greatsword* +7 (2d6+4) **Ranged** Crossbow, Heavy--> 100 ft.': +6/+6 (1d10+3); 400 ft.': +6/+6 (1d10+3)	**Melee** *+2 Greatsword* +10 (2d6+6 **Ranged** Crossbow, Heavy--> 100 ft.': +8/+8/+8 (1d10+4); 400 ft.': +8/+8/+8 (1d10+4)	**Melee** *+3 Greatsword* +13 (2d6+8) **Ranged** Crossbow, Heavy--> 100 ft.': +10/+10/+10 (1d10+5); 400 ft.': +10/+10/+10 (1d10+5)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			
Special Qualities	Languages, Ability Score Improvement, Action Surge, Champion, Fighting Style, Improved Critical, Martial Archetype, Second Wind, Great Weapon Fighting	Languages, Ability Score Improvement, Action Surge, Champion, Extra Attack, Fighting Style, Improved Critical, Martial Archetype, Remarkable Athlete, Second Wind, Great Weapon Fighting	Languages, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Dueling, Great Weapon Fighting	Languages, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Superior Critical, Dueling, Great Weapon Fighting
Spell-casting	-	-	-	-
Equipment	Greatsword; Splint Mail; Heavy Crossbow	*+1 Greatsword;* Plate Mail; Heavy Crossbow	*+2 Greatsword; +1 Plate Mail;* Heavy Crossbow	*+3 Greatsword; +2 Plate Mail;* Heavy Crossbow

Special Abilities

Languages You can speak, read, and write Common and one extra language of your choice. Humans typically learn the languages of other peoples they deal with, including obscure dialects. They are fond of sprinkling their speech with words borrowed from other tongues: Orc curses, Elvish musical expressions, Dwarvish military phrases, and so on.

Action Surge Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again. You can use this feature 1 time(s) before a rest, but only once on the same turn.

Additional Fighting Style At 10th level, you can choose a second option from the Fighting Style class feature.

Champion The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Fighting Style You adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Improved Critical Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

Indomitable Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature 2 time(s) between long rests.

Martial Archetype At 3rd level, you choose an archetype that you strive to emulate in your combat styles and techniques. The Champion archetype is detailed at the end of the class description; see the Player's Handbook for information on other martial archetypes. Your archetype grants you features at 3rd level and again at 7th, 10th, 15th, and 18th level.

Remarkable Athlete Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to +5.

Second Wind You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Superior Critical Starting at 15th level, your weapon attacks score a critical hit on a roll of 18-20.

Dueling When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Great Weapon Fighting When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Conversation

What do you think of Mondaria City?

"It was a lawless fester of chaos long before the Obelisk burst forth."

What do you think of the Mines?

"I realize they're necessary for profit and continued operations of the City, but they're far from sustainable in their current format. Mostly because the workers are "

How have you survived after the catastrophe?

"My dear friend, I can and will survive much worse than this. In fact, I will *bring about* much worse than this."

What did you do, before the calamity?

"Enforced order. As much as I could, with this environment."

What do you know of the Obelisk?

"Sounds impressive. From what I gather, it fosters insanity, chaos, and breeds evil. Somewhat akin to the natural inclinations of the workers already, but apparently this chunk of stone accelerates things."

Have you been to the Mine's lower levels?

"Not too far down, no; I would prefer to take a contingent of deputies if it proved needed."

Can you tell me anything about the conflict between workers and administration (or Dwarves and Elves)?

"It's silly, these dwarves fighting for rights they don't deserve and haven't earned. Going about it entirely the wrong way, as well: power respects power, so whining about it isn't going to convince any of the elves about what's necessary."

Ineltrude Legande (Chemist)

CR 1; XP 200

NG; Medium Humanoid (Elf)

Description

Small in stature, this gnome is often ignored entirely, a pattern she is quite happy with, as it allows her to single-mindedly focus on tinkering and experimentation. Her "experiments" often go too far, but not out of a sense of true vileness: she simply wants to know everything, solve all problems, and gain wealth as a result; if such pursuit leads her to scavenge corpses, or indeed even tinker with living specimens who come to her for unguent for a wound, she doesn't really differentiate. Everyone that isn't her is disposable, usable only in terms of how they might help benefit her.

Appearance

She wears a heavy leather-and-lead vest, mainly to shield her body from the effects of her experiments. Her eyes are ever behind thick protective goggles. Her gaunt but not unpretty face is stern, focused, and typically stained with acid splashes and soot; as she cares not for how others view her, and bathes but once a week if that, these easily-remedied stains persist in the day-to-day work of her trade. She wears thick, six-inch-diameter hoop earrings; to each are clipped a handful of ampules which dangle to her shoulders; these are here to be easily and quickly grabbed if she needs solvent, for example.

Factions

She tends to sympathize with the dwarves, though not explicitly.

Combat Tactics

Incebb will craftily avoid combat unless it's truly necessary. Once battle is joined, she's not above dirty tricks to survive.

	Low	Moderate	Advanced	Elite
Challenge	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
Class / HD	Wizard 1	Wizard 6	Wizard 10	Wizard 14
Size / Aln	Medium NG Elf	Medium NG Elf	Medium NG Elf	Medium NG Elf
HP	4	14	24	46
Armor Class	12	13	14	14
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'

	⊠ Low	⊠ Moderate	⊠ Advanced	⊠ Elite
Ability Scores / Saves	STR 13 (+1) DEX 8 (-1) CON 6 (-2) INT 20 (+7) WIS 9 (+1) CHA 16 (+3)	STR 13 (+1) DEX 10 (+0) CON 6 (-2) INT 20 (+8) WIS 9 (+2) CHA 16 (+3)	STR 13 (+1) DEX 12 (+1) CON 6 (-2) INT 20 (+9) WIS 9 (+3) CHA 16 (+3)	STR 13 (+1) DEX 12 (+1) CON 8 (-1) INT 20 (+10) WIS 9 (+4) CHA 16 (+3)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception +11	Passive Perception +12	Passive Perception +13	Passive Perception +14
Languages	Common, Elvish			
Attacks	**Ranged** Dart--> 20 ft.': -7 (1d4+1); 80 ft.': -7 (1d4+1) **Melee** Quarterstaff +3 (1d6+1)	**Ranged** Dart--> 20 ft.': -6 (1d4+1); 80 ft.': -6 (1d4+1) **Melee** *+1 Quarterstaff* +5 (1d6+2)	**Ranged** Dart--> 20 ft.': -5 (1d4+1); 80 ft.': -5 (1d4+1) **Melee** *+2 Quarterstaff* +7 (1d6+3)	**Ranged** Dart--> 20 ft.': -4 (1d4+1); 80 ft.': -4 (1d4+1) **Melee** *+3 Quarterstaff* +9 (1d6+4)
Special	-	-	-	-
Proficiencies	Crossbow (Light), Dagger, Dart, Quarterstaff, Sling			
Special Qualities	Darkvision, Fey Ancestry, Keen Senses, Languages, Trance, Arcane Recovery, Cantrips, Preparing and Casting Spells, Ritual Casting, Spellcasting	Darkvision, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Evocation Savant, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellcasting	Darkvision, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Empowered Evocation, Evocation Savant, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellcasting	Darkvision, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Empowered Evocation, Evocation Savant, Overchannel, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellcasting
Spell-casting	**Save DC 15; Spell Atk +7** **Cantrips (at will):** *dancing lights; light; minor illusion; prestidigitation* **1st:** *color spray; fog cloud*	**Save DC 16; Spell Atk +8** **Cantrips (at will):** *dancing lights; light; message; minor illusion; prestidigitation* **3rd:** *dispel magic; sleet storm; stinking cloud* **2nd:** *continual flame; gust of wind; rope trick* **1st:** *color spray; detect magic; floating disk; fog cloud*	**Save DC 17; Spell Atk +9** **Cantrips (at will):** *dancing lights; light; message; minor illusion; prestidigitation* **5th:** *cone of cold; telekinesis* **4th:** *blight; control water; stoneskin* **3rd:** *dispel magic; sleet storm; stinking cloud* **2nd:** *continual flame; gust of wind; rope trick* **1st:** *color spray; detect magic; floating disk; fog cloud*	**Save DC 18; Spell Atk +10** **Cantrips (at will):** *dancing lights; light; message; minor illusion; prestidigitation* **7th:** *prismatic spray* **6th:** *flesh to stone* **5th:** *cone of cold; telekinesis* **4th:** *blight; control water; stoneskin* **3rd:** *dispel magic; sleet storm; stinking cloud* **2nd:** *continual flame; gust of wind; rope trick* **1st:** *color spray; detect magic; floating disk; fog cloud*
Equipment	Dart; Quarterstaff	Dart; *+1 Quarterstaff*	Dart; *+2 Quarterstaff*	Dart; *+3 Quarterstaff*

Special Abilities

Darkvision Accustomed to twilit forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry You have advantage on saving throws against being

charmed, and magic can't put you to sleep.

Keen Senses You have proficiency in the Perception skill.

Languages You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.

Trance Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become Dexterityive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Arcane Recovery You have learned to regain some of your magical energy by studying your spellbook. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than 7, and none of the slots can be 6th level or higher. For example, if you're a 4th-level wizard, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots.

Arcane Tradition When you reach 2nd level, you choose an arcane tradition, shaping your practice of magic through one of eight schools: Abjuration, Conjuration, Divination, Enchantment, Evocation, Illusion, Necromancy, or Transmutation. The school of Evocation is detailed at the end of the class description; see the Player's Handbook for information on the other schools. Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.

Empowered Evocation Beginning at 10th level, you can add +5 to the damage roll of any wizard evocation spell you cast. The damage bonus applies to one damage roll of a spell, not multiple rolls.

Evocation Savant Beginning when you select this school at 2nd level, the gold and time you must spend to copy an evocation spell into your spellbook is halved.

Overchannel Starting at 14th level, you can increase the power of your simpler spells. When you cast a wizard spell of 5th level or lower that deals damage, you can deal maximum damage with that spell. The first time you do so, you suffer no adverse effect. If you use this feature again before you finish a long rest, you take 2d12 necrotic damage for each level of the spell, immediately after you cast it. Each time you use this feature again before finishing a long rest, the necrotic damage per spell level increases by 1d12. This damage ignores resistance and immunity. The feature doesn't benefit cantrips.

Potent Cantrip Starting at 6th level, your damaging cantrips affect even creatures that avoid the brunt of the effect. When a creature succeeds on a saving throw against your cantrip, the creature takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

Ritual Casting You can cast a wizard spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared.

School of Evocation You focus your study on magic that creates powerful elemental effects such as bitter cold, searing flame, rolling thunder, crackling lightning, and burning acid. Some evokers find employment in military forces, serving as artillery to blast enemy armies from afar. Others use their spectacular power to protect the weak, while some seek their own gain as bandits, adventurers, or aspiring tyrants.

Sculpt Spells Beginning at 2nd level, you can create pockets of relative safety within the effects of your evocation spells. When you cast an evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save. .

Conversation

What do you think of Mondaria City?

"Great opportunities, here. Or, there were... before the Obelisk."

What do you think of the Mines?

"They seem awfully dangerous for something so needed for profit and production. Particularly now."

How have you survived after the catastrophe?

"I'm crafty and inventive, and folks need help more than ever. I'm always willing to do what it takes to survive."

What did you do, before the calamity?

"I'm a chemist, so much of my work was around refining ore, diagnosing types of rock, figuring out ways of processing the stone into sellable chunks, that sort of thing."

What do you know of the Obelisk?

"Only that it's supposed to be stone, but evil, but also mind-influencing, but also chaotic. I'd love to get my hands on it! If, I mean, if it was safe, of course."

Have you been to the Mine's lower levels?

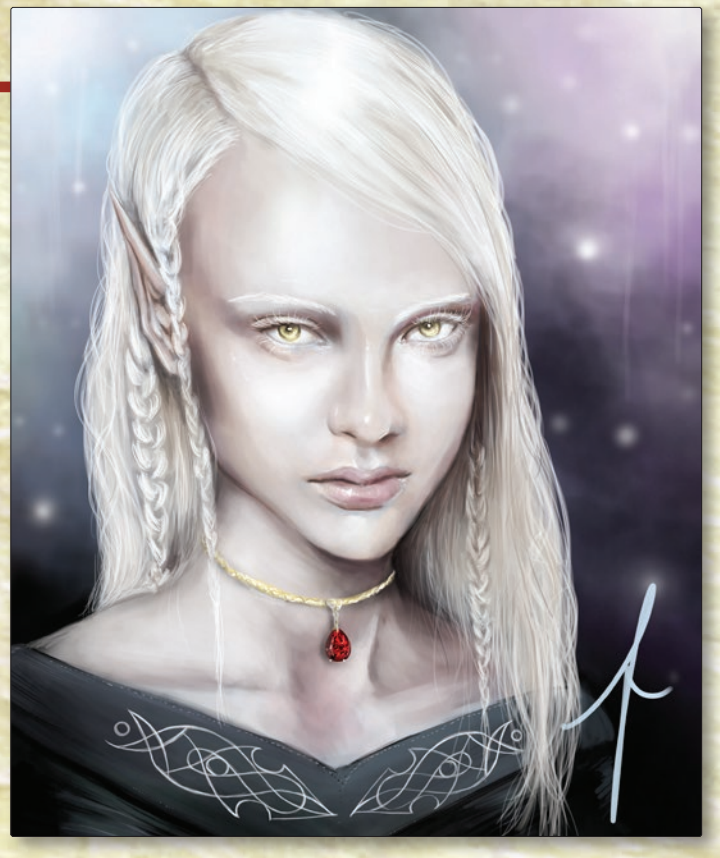
"No... but they say that's where the Obelisk is supposed to be."

Can you tell me anything about the conflict between workers and administration (or Dwarves and Elves)?

"The dwarves have a point, but they're going about it all the wrong way. They should work harder, build up profit, then go on strike and underscore how valuable they are. This constant bickering and whining isn't going to convince the elitist, self-important elves about anything other than their own supposed superiority."

Innelothe (Herbalist)

CR 1; XP 200



NG; Medium Humanoid (Half-Elf)

Description

This druid has a calm, ethereal grace about her, moving and talking as though she drifts and floats through the world of others, seeming an apparition or a manifestation of something that exists more truly in another realm, apart from our own. She has yellow eyes, extremely pointed ears even for an elf, and golden hair. Her most striking feature, however, is that she is albino.

Appearance

She braids her hair elaborately, and dresses in gowns and robes, typically a mixture of slate-grey and dark green. Her only jewelry is a red teardrop pendant, worn on a golden necklace chain close to her throat in an almost choker-like arrangement.

Factions

She's partial to the whims of the elven administration.

Combat Tactics

Innelothe is not a fan of armed conflict, and will only respond in kind if it seems she cannot escape.

	Low	Moderate	Advanced	Elite
Challenge	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
Class / HD	Druid 1	Druid 6	Druid 10	Druid 14
Size / Aln	Medium NG Half-Elf	Medium NG Half-Elf	Medium NG Half-Elf	Medium NG Half-Elf
HP	8	25	43	59
Armor Class	12	14	15	16
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	STR 11 (+0) DEX 13 (+1) CON 10 (+0) INT 13 (+3) WIS 19 (+6) CHA 13 (+1)	STR 11 (+0) DEX 14 (+2) CON 10 (+0) INT 13 (+4) WIS 20 (+8) CHA 13 (+1)	STR 13 (+1) DEX 14 (+2) CON 10 (+0) INT 13 (+5) WIS 20 (+9) CHA 13 (+1)	STR 13 (+1) DEX 16 (+3) CON 10 (+0) INT 13 (+6) WIS 20 (+10) CHA 13 (+1)

	Low	Moderate	Advanced	Elite
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception +16 Disadvantage on Stealth	Passive Perception +18	Passive Perception +19	Passive Perception +20
Languages	Common, Druidic, Dwarvish, Elvish			
Attacks	**Melee** Dagger +3 (1d4+1) **Ranged** Dagger (Thrown) 20 ft.': +3 (1d4+1); 60 ft.': +3 (1d4+1) **Melee** Quarterstaff +2 (1d6) **Ranged** Dart--> 20 ft.': +3 (1d4+1); 80 ft.': +3 (1d4+1)	**Melee** Dagger +5 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +5 (1d4+2); 60 ft.': +5 (1d4+2) **Melee** *+1 Quarterstaff* +4 (1d6+1) **Ranged** Dart--> 20 ft.': +5 (1d4+2); 80 ft.': +5 (1d4+2)	**Melee** Dagger +6 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +6 (1d4+2); 60 ft.': +6 (1d4+2) **Melee** *+2 Quarterstaff* +7 (1d6+3) **Ranged** Dart--> 20 ft.': +6 (1d4+2); 80 ft.': +6 (1d4+2)	**Melee** Dagger +8 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +8 (1d4+3); 60 ft.': +8 (1d4+3) **Melee** *+3 Quarterstaff* +9 (1d6+4) **Ranged** Dart--> 20 ft.': +8 (1d4+3); 80 ft.': +8 (1d4+3)
Special	-	-	-	-
Proficiencies	Club, Dagger, Dart, Javelin, Mace, Quarterstaff, Scimitar, Sickle, Sling, Spear			
Special Qualities	Darkvision, Fey Ancestry, Languages, Skill Versatility, Cantrips, Druidic, Ritual Casting, Spellcasting, Spellcasting Focus	Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Land's Stride, Natural Recovery, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land	Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Land's Stride, Natural Recovery, Nature's Ward, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land	Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Land's Stride, Natural Recovery, Nature's Sanctuary, Nature's Ward, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land
Spell-casting	**Save DC 14; Spell Atk +6** **Cantrips (at will):** *minor illusion; prestidigitation* **1st:** *fog cloud; goodberry*	**Save DC 16; Spell Atk +8** **Cantrips (at will):** *dancing lights; light; message; minor illusion; prestidigitation* **3rd:** *call lightning; meld into stone; water walk* **2nd:** *barkskin; flaming sphere; hold moonbeam* **1st:** *charm person; cure wounds; fog cloud; goodberry*	**Save DC 17; Spell Atk +9** **Cantrips (at will):** *dancing lights; light; message; minor illusion; prestidigitation* **5th:** *commune with nature; insect plague* **4th:** *blight; control water; ice storm* **3rd:** *call lightning; meld into stone; water walk* **2nd:** *barkskin; flaming sphere; hold moonbeam* **1st:** *charm person; cure wounds; fog cloud; goodberry*	**Save DC 18; Spell Atk +10** **Cantrips (at will):** *dancing lights; light; message; minor illusion; prestidigitation* **7th:** *regenerate* **6th:** *heal* **5th:** *commune with nature; insect plague* **4th:** *blight; control water; ice storm* **3rd:** *call lightning; meld into stone; water walk* **2nd:** *barkskin; flaming sphere; hold moonbeam* **1st:** *charm person; cure wounds; fog cloud; goodberry*
Equipment	Dagger; Quarterstaff; Padded Armor; Dart	Dagger; *+1 Quarterstaff;* Hide Armor; Dart	Dagger; *+2 Quarterstaff;* Chain Shirt; Dart	Dagger; *+3 Quarterstaff; +1 Elven Chain;* Dart

Special Abilities

Darkvision Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry You have advantage on all saving throws against being charmed or put to sleep.

Languages You can speak, read, and write Common, Elvish, and one extra language of your choice.

Skill Versatility You gain proficiency in two skills of your choice.

Bonus Cantrip When you choose this circle at 2nd level, you learn one additional druid cantrip of your choice.

Circle Spells Your mystical connection to the land infuses you with the ability to cast certain spells. At 3rd, 5th, 7th, and 9th level you gain access to circle spells connected to the land where you became a druid. Choose that land-arctic, coast, desert, forest, grassland, mountain, swamp, or Underdark-and consult the associated list of spells. Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

Druid Circle At 2nd level, you choose to identify with a circle of druids: the Circle of the Land or the Circle of the Moon, both detailed at the end of the class description. Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.

Druidic You know Druidic, the secret language of druids. You can speak the language and use it to leave hidden messages. You and others who know this language automatically spot such a message. Others spot the message's presence with a successful DC 15 Wisdom (Perception) check but can't decipher it without magic.

Land's Stride Starting at 6th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.

Natural Recovery Starting at 2nd level, you can regain some of your magical energy by sitting in meditation and communing with nature. During a short rest, you choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than 7, and none of the slots can be 6th level or higher. You can't use this feature again until you finish a long rest For example, when you are a 4th-level druid, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level slot or two 1st-level slots.

Nature's Sanctuary When you reach 14th level, creatures of the natural world sense your connection to nature and become hesitant to attack you. When a beast or plant creature attacks you, that creature must make a Wisdom saving throw against your druid spell save DC: 18. On a failed save, the creature must choose a different target, or the attack automatically misses. On a successful save, the creature is immune to this effect for 24 hours. The creature is aware of this effect before it makes its attack against you.

Nature's Ward When you reach 10th level, you can't be charmed or frightened by elementals or fey, and you are immune to poison and disease.

Ritual Casting You can cast a druid spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Wild Shape Starting at 2nd level, you can use your action to magically assume the shape of a beast that you have seen before. You can use this feature twice. You regain expended uses when you finish a short or long rest. Your druid level determines the beasts you can transform into. At 2nd level, for example, you can transform into any beast that has a challenge rating of 1/4 or lower that doesn't have a flying or swimming speed. You can stay in a beast shape for a number of hours equal to 7. You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die. While you are transformed, the following rules apply: Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them. When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious. You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as call lightning, that you've already cast. You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense. You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't w ear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

Circle of the Land The Circle of the Land is made up of mystics and sages who safeguard ancient knowledge and rites through a vast oral tradition. These druids meet within sacred circles of trees or standing stones to whisper primal secrets in Druidic. The circle's wisest members preside as the chief priests of communities that hold to the Old Faith and serve as advisors to the rulers of those folk. As a member of this circle, your magic is influenced by the land where you were initiated into the circle's mysterious rites.

Conversation

What do you think of Mondaria City?

"It is a strange place, full of odd people, from many places."

What do you think of the Mines?

"Dirty, and savage. But needed, for enrichment of all."

How have you survived after the catastrophe?

"Life finds a way."

What did you do, before the calamity?

"I am an herbalist. In that capacity, I worked mainly with the fungus of the depths, to determine what is and is not poisonous, what would or would not grow, and so on, to help the miners in their efforts."

What do you know of the Obelisk?

"Nothing. Though I have heard it is the source of all of the evil that has been fomenting of late."

Have you been to the Mine's lower levels?

"I have not been too deep in the mountain thus far. I would travel there only if the need was great, and the reward or purpose was grand."

Can you tell me anything about the conflict between workers and administration (or Dwarves and Elves)?

"There is one. Its origin is not known. And it is an exceptional waste of resources."

Killarth (Mercenary Tiefling)

CR 1; XP 200

NG; Medium Humanoid (Half-Elf)

Description

Killarth has long served the interests of paying adventuring parties. She longs to be a part of a military, but as she views it, most are led by either soulless conquerors, or peace-keeping wimps.

Appearance

This ferocious and intense tiefling has small horns whose tips point forward out of close-cut, blonde, wavy hair. Though pretty, she usually has a few cuts and bruises, scrapes and marks from venturing into the woods, and cares not for cleaning them up. She wears well-worn hide armor, dark brown with light-brown stitching, and typically smears a mixture of mud and ground leaves across it in a pattern of her own design as a camouflage. Her narrow eyes seem those of a huntress indeed, dark green like the forest with small pupils. Her shoulders are broad, almost mannish, her neck similarly wide.

Factions

She serves only the interests of her own purse.

Combat Tactics

Killarth loves slaughter, though tries to keep it professional when in the employ of clients.

	Low	Moderate	Advanced	Elite
Challenge	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
Class / HD	Fighter 1	Fighter 6	Fighter 10	Fighter 14
Size / Aln	Medium CN Tiefling	Medium CN Tiefling	Medium CN Tiefling	Medium CN Tiefling
HP	11	44	71	98
Armor Class	17	18	21	22
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	STR 15 (+4) DEX 13 (+1) CON 13 (+3) INT 11 (+0) WIS 15 (+2) CHA 9 (-1)	STR 17 (+6) DEX 15 (+2) CON 13 (+4) INT 11 (+0) WIS 15 (+2) CHA 9 (-1)	STR 19 (+8) DEX 15 (+2) CON 13 (+5) INT 11 (+0) WIS 15 (+2) CHA 9 (-1)	STR 20 (+10) DEX 18 (+4) CON 13 (+6) INT 11 (+0) WIS 15 (+2) CHA 9 (-1)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception +12 Disadvantage on Stealth	Passive Perception +12 Disadvantage on Stealth	Passive Perception +12 Disadvantage on Stealth	Passive Perception +12 Disadvantage on Stealth
Languages	Common, Infernal			
Attacks	**Melee** Battleaxe +4 (1d8+4) **Ranged** Shortbow--> 30 ft.': +3 (1d6+1); 120 ft.': +3 (1d6+1)	**Melee** *+1 Battleaxe* +7/+7 (1d8+6) **Ranged** Shortbow--> 30 ft.': +5/+5 (1d6+2); 120 ft.': +5/+5 (1d6+2)	**Melee** *+2 Battleaxe* +10/+10 (1d8+8) **Ranged** Shortbow--> 30 ft.': +6/+6 (1d6+2); 120 ft.': +6/+6 (1d6+2)	**Melee** *+3 Battleaxe* +13/+13/+13 (1d8+10) **Ranged** Shortbow--> 30 ft.': +9/+9/+9 (1d6+4); 120 ft.': +9/+9/+9 (1d6+4)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			
Special Qualities	Darkvision, Hellish Resistance, Infernal Legacy, Languages, Fighting Style, Second Wind, Dueling	Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Action Surge, Champion, Extra Attack, Fighting Style, Improved Critical, Martial Archetype, Second Wind, Dueling	Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Defense, Dueling	Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Defense, Dueling
Spell-casting	**1x/day:** *darkness; hellish rebuke; thaumaturgy*	**1x/day:** *darkness; hellish rebuke; thaumaturgy*	**1x/day:** *darkness; hellish rebuke; thaumaturgy*	**1x/day:** *darkness; hellish rebuke; thaumaturgy*
Equipment	Battleaxe; Scale Mail; Shield; Shortbow	*+1 Battleaxe;* Chain Mail; Shield; Shortbow	*+2 Battleaxe;* Plate Armor; Shield; Shortbow	*+3 Battleaxe; +1 Plate Armor;* Shield; Shortbow

Special Abilities

Darkvision Thanks to your infernal heritage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Hellish Resistance You have resistance to fire damage.

Infernal Legacy You know the thaumaturgy cantrip. Once you reach 3rd level, you can cast the hellish rebuke spell once per day as a 2nd-level spell. Once you reach 5th level, you can also cast the darkness spell once per day. Charisma is your spellcasting ability for these spells. Spell save DC 12.

Languages You can speak, read, and write Common and Infernal.

Action Surge Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again. You can use this feature 1 time(s) before a rest, but only once on the same turn.

Additional Fighting Style At 10th level, you can choose a second option from the Fighting Style class feature.

Champion The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Fighting Style You adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Improved Critical Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

Indomitable Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature 2 time(s) between long rests.

Martial Archetype At 3rd level, you choose an archetype that you strive to emulate in your combat styles and techniques. The Champion archetype is detailed at the end of the class description; see the Player's Handbook for information on other martial archetypes. Your archetype grants you features at 3rd level and again at 7th, 10th, 15th, and 18th level.

Remarkable Athlete Starting at 7th level, you can add half your proficiency

bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to +5.

Second Wind You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Defense While you are wearing armor, you gain a +1 bonus to AC.

Dueling When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon. .

Conversation

What do you think of Mondaria City?

"It's a fine enough town. City, though, it falls short of in many key aspects."

What do you think of the Mines?

"They are rough and tumble, the more so since the calamity. I prefer them to the surface realm."

How have you survived after the catastrophe?

"By killing anything that asks me dumb questions. Ha! No, seriously, though; by killing anything that looks at me funny. That one's no joke."

What did you do, before the calamity?

"Killed anything that looked at me funny."

What do you know of the Obelisk?

"It's the source of evil, though I've always found that folk need no such external source or excuse to be evil."

Have you been to the Mine's lower levels?

"Not yet. Do you wish a competent fighting companion?"

Can you tell me anything about the conflict between workers and administration (or Dwarves and Elves)?

"Conflict involves battle, and resolution. This two-sided whining of groups that don't know how to truly address their problems hardly qualifies."

Lugatoo (Coinmaster)

CR 1; XP 200

LE; Medium Humanoid (Tiefling)

Description

A tiefling fighter with a focus on material wealth is nobody's idea of a stereotypical financial administrator, but that's what we get here in the mines of Mondaria. He believes fervently in the concept of Tribute as a holy conduit between mortals and the Gods, and strives to squeeze every copper piece from the faithful, that they might be driven to salvation by the dispersal of earthly goods.

Naturally, such selfless devotion and frugality does not apply to the upper castes, in his belief; he himself is a servant of the gods, so therefore, shouldn't he also benefit of wealth, that he might better serve his divine masters?

Appearance

He wears half-plate armor, a heavy steel shield, and a battleaxe.

Factions

Lugatoo sympathizes with the dwarves, but serves the lawful needs of the elven administrators.

Combat Tactics

Lugatoo is an unusually combative coinmaster, ready at a moment's notice to fight back if necessary.

	Low	Moderate	Advanced	Elite
Challenge	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
Class / HD	Fighter 1	Fighter 6	Fighter 10	Fighter 14
Size / Aln	Medium LE Tiefling	Medium LE Tiefling	Medium LE Tiefling	Medium LE Tiefling
HP	9	35	63	99
Armor Class	14	16	18	20
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'

	Low	Moderate	Advanced	Elite
Ability Scores / Saves	STR 8 (+1) DEX 14 (+2) CON 9 (+1) INT 14 (+2) WIS 12 (+1) CHA 15 (+2)	STR 10 (+3) DEX 16 (+3) CON 9 (+2) INT 14 (+2) WIS 12 (+1) CHA 15 (+2)	STR 10 (+4) DEX 18 (+4) CON 9 (+3) INT 14 (+2) WIS 12 (+1) CHA 15 (+2)	STR 10 (+5) DEX 20 (+5) CON 11 (+5) INT 14 (+2) WIS 12 (+1) CHA 15 (+2)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception +11 Disadvantage on Stealth	Passive Perception +11 Disadvantage on Stealth	Passive Perception +11 Disadvantage on Stealth	Passive Perception +11 Disadvantage on Stealth
Languages	Common, Infernal			
Attacks	**Ranged** Crossbow, Light--> 80 ft.': -2 (1d8+2); 320 ft.': -2 (1d8+2) **Melee** Dagger +4 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +4 (1d4+2); 60 ft.': +4 (1d4+2)	**Melee** Dagger +6 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +6/+6 (1d4+3); 60 ft.': +6/+6 (1d4+3) **Ranged** *+1 Crossbow, Light* --> 80 ft.': +1/+1 (1d8+4); 320 ft.': +1/+1 (1d8+4)	**Melee** Dagger +8 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +8/+8 (1d4+4); 60 ft.': +8/+8 (1d4+4) **Ranged** *+2 Crossbow, Light* --> 80 ft.': +6/+6 (1d8+6); 320 ft.': +6/+6 (1d8+6)	**Melee** Dagger +10 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +10/+10/+10 (1d4+5); 60 ft.': +10/+10/+10 (1d4+5) **Ranged** *+3 Crossbow, Light*--> 80 ft.': +9/+9/+9 (1d8+8); 320 ft.': +9/+9/+9 (1d8+8)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			
Special Qualities	Darkvision, Hellish Resistance, Infernal Legacy, Languages, Fighting Style, Second Wind, Defense	Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Action Surge, Champion, Extra Attack, Fighting Style, Improved Critical, Martial Archetype, Second Wind, Defense	Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Archery, Defense	Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Archery, Defense
Spell-casting	**1x/day:** *darkness; hellish rebuke; thaumaturgy*	**1x/day:** *darkness; hellish rebuke; thaumaturgy*	**1x/day:** *darkness; hellish rebuke; thaumaturgy*	**1x/day:** *darkness; hellish rebuke; thaumaturgy*
Equipment	Light Crossbow; Dagger; Padded Armor	*+1 Light Crossbow;* Dagger; *+1 Padded Armor*	*+2 Light Crossbow;* Dagger; *+2 Padded Armor*	*+3 Light Crossbow;* Dagger; *+3 Padded Armor*

Special Abilities

Darkvision Thanks to your infernal heritage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Hellish Resistance You have resistance to fire damage.

Infernal Legacy You know the thaumaturgy cantrip. Once you reach 3rd level, you can cast the hellish rebuke spell once per day as a 2nd-level spell. Once you reach 5th level, you can also cast the darkness spell once per day. Charisma is your spellcasting ability for these spells. Spell save DC 15.

Languages You can speak, read, and write Common and Infernal.

Action Surge Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again. You can use this feature 1 time(s) before a rest, but only

once on the same turn.

Additional Fighting Style At 10th level, you can choose a second option from the Fighting Style class feature.

Champion The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Fighting Style You adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Improved Critical Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

Indomitable Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature 2 time(s) between long rests.

Martial Archetype At 3rd level, you choose an archetype that you strive to emulate in your combat styles and techniques. The Champion archetype is detailed at the end of the class description; see the Player's Handbook for information on other martial archetypes. Your archetype grants you features at 3rd level and again at 7th, 10th, 15th, and 18th level.

Remarkable Athlete Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to +0.

Second Wind You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Archery You gain a +2 bonus to attack rolls you make with ranged weapons.

Defense While you are wearing armor, you gain a +1 bonus to AC.. .

Conversation

What do you think of Mondaria City?

"It's fine, though many within it seek to avoid payment."

What do you think of the Mines?

"A place all too easy in which to hide gems."

How have you survived after the catastrophe?

"I'm of means, and smart. I'll be fine."

What did you do, before the calamity?

"Served the administration by ensuring that revenue flowed."

What do you know of the Obelisk?

"I've not heard of that."

Have you been to the Mine's lower levels?

"No, nor do I intend to go."

Can you tell me anything about the conflict between workers and administration (or Dwarves and Elves)?

"The dwarves may have a point, but ultimately, law must be obeyed, be it good or evil."

Maresmir (Elven Administration Leader)

CR 4; XP 1,100

LE; Medium Humanoid (Elf)

Description

She's risen in the ranks of elven administration with intent and focus, wielding her pernicious insight and gorgeous features in equal measure as needed to ensure her success. Her lips are full and pale, her cheekbones high, and her pointed ears small; she wears chin-length, brown hair straight in a slight convex curve.

Appearance

She wears comfortable grey-and-green heavy leather armor, and commonly keeps her longsword and shortsword sheathed in a crisscrossed pair on her back—the hilts of which sticking out visibly over her shoulders add a militantly competent undertone and latent threat to any negotiations in which she is engaged.

Factions

Perhaps quite obviously, the elven administration.

Combat Tactics

Maresmir will fight competently and well as soon as it becomes apparent that it's unavoidable.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Challenge	CR 4 XP 1,100	CR 10 XP 5,900	CR 12 XP 8,400	CR 16 XP 15,000
Class / HD	Ranger 4	Ranger 8	Ranger 12	Ranger 16
Size / Aln	Medium LE Elf	Medium LE Elf	Medium LE Elf	Medium LE Elf
HP	24	57	90	119
Armor Class	15	17	18	19
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	STR 10 (+2) DEX 20 (+7) CON 10 (+0) INT 14 (+2) WIS 15 (+2) CHA 15 (+2)	STR 10 (+3) DEX 20 (+8) CON 12 (+1) INT 14 (+2) WIS 15 (+2) CHA 15 (+2)	STR 10 (+4) DEX 20 (+9) CON 14 (+2) INT 14 (+2) WIS 15 (+2) CHA 15 (+2)	STR 12 (+6) DEX 20 (+10) CON 14 (+2) INT 14 (+2) WIS 15 (+2) CHA 15 (+2)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception +14	Passive Perception +15 Disadvantage on Stealth	Passive Perception +16 Disadvantage on Stealth	Passive Perception +17 Disadvantage on Stealth
Languages	Common, Draconic, Dwarvish, Elvish, Giant			
Attacks	**Melee** Longsword +2 (1d8) **Melee** Shortsword +7 (1d6+5)	**Melee** Shortsword +8 (1d6+5) **Melee** *+1 Longsword* +4/+4 (1d8+1)	**Melee** Shortsword +9 (1d6+5) **Melee** *+2 Longsword* +6/+6 (1d8+2)	**Melee** Shortsword +10 (1d6+5) **Melee** *+3 Longsword* +9/+9 (1d8+4)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			
Special Qualities	Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Favored Enemy, Fighting Style, Horde Breaker, Hunter, Hunter's Prey, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Two-Weapon Fighting, Humanoids, Mountain	Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Defensive Tactics, Extra Attack, Favored Enemy, Fighting Style, Horde Breaker, Hunter, Hunter's Prey, Land's Stride, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Steel Will, Two-Weapon Fighting, Humanoids, Undead, Mountain, Underdark	Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Defensive Tactics, Extra Attack, Favored Enemy, Fighting Style, Hide in Plain Sight, Horde Breaker, Hunter, Hunter's Prey, Land's Stride, Multiattack, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Steel Will, Whirlwind Attack, Two-Weapon Fighting, Humanoids, Undead, Mountain, Swamp, Underdark	Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Defensive Tactics, Extra Attack, Favored Enemy, Fighting Style, Hide in Plain Sight, Horde Breaker, Hunter, Hunter's Prey, Land's Stride, Multiattack, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Stand Against the Tide, Steel Will, Superior Hunter's Defense, Vanish, Whirlwind Attack, Two-Weapon Fighting, Beasts, Humanoids, Undead, Mountain, Swamp, Underdark
Spell-casting	**Save DC 12; Spell Atk +4** **1st:** *alarm; cure wounds; fog cloud*	**Save DC 13; Spell Atk +5** **2nd:** *barkskin; find traps; pass without trace* **1st:** *alarm; cure wounds; detect magic; fog cloud*	**Save DC 14; Spell Atk +6** **3rd:** *nondetection; water breathing; water walk* **2nd:** *barkskin; find traps; pass without trace* **1st:** *alarm; cure wounds; detect magic; fog cloud*	**Save DC 15; Spell Atk +7** **4th:** *freedom of movement; stoneskin* **3rd:** *nondetection; water breathing; water walk* **2nd:** *barkskin; find traps; pass without trace* **1st:** *alarm; cure wounds; detect magic; fog cloud*
Equipment	Longsword; Shortsword; Chain Shirt	*+1 Longsword;* Shortsword; Half Plate	*+2 Longsword;* Shortsword; *+1 Half Plate*	*+3 Longsword;* Shortsword; *+2 Half Plate*

Special Abilities

Darkvision Accustomed to twilit forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Elf Weapon Training You have proficiency with the longsword, shortsword, shortbow, and longbow.

Extra Language You can speak, read, and write one extra language of your choice.

Fey Ancestry You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Keen Senses You have proficiency in the Perception skill.

Languages You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.

Trance Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become Dexterityive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Defensive Tactics At 7th level, you gain one of the following features of your choice.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Favored Enemy Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy. Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies. You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them. When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all. You choose one additional favored enemy, as well as an associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.

Fighting Style At 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Hide in Plain Sight Starting at 10th level, you can spend 1 minute creating camouflage for yourself. You must have access to fresh mud, dirt, plants, soot, and other naturally occurring materials with which to create your camouflage. Once you are camouflaged in this way, you can try to hide by pressing yourself up against a solid surface, such as a tree or wall, that is at least as tall and wide as you are. You gain a +10 bonus to Dexterity (Stealth) checks as long as you remain there without moving or taking actions. Once you move or take an action or a reaction, you must camouflage yourself again to gain this benefit.

Horde Breaker Once on each of your turns when you make a weapon attack, you can make another attack with the same weapon against a different creature that is within 5 feet of the original target and within range of your weapon.

Hunter Emulating the Hunter archetype means accepting your place as a bulwark between civilization and the terrors of the wilderness. As you walk the Hunter's path, you learn specialized techniques for fighting the threats you face, from rampaging ogres and hordes of orcs to towering giants and terrifying dragons.

Hunter's Prey At 3rd level, you gain one of the following features of your choice.

Land's Stride Starting at 8th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.

Multiattack At 11th level, you gain one of the following features of your choice.

Natural Explorer You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in. While traveling for an hour or more in your favored terrain, you gain the following benefits: * Difficult terrain doesn't slow your group's travel. * Your group can't become lost except by magical means. * Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger. * If you are traveling alone, you can move stealthily at a normal pace. * When you forage, you find twice as much food as you normally would. * While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area. You choose additional favored terrain types at 6th and 10th level.

Primeval Awareness Beginning at 3rd level, you can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

Ranger Archetype At 3rd level, you choose an archetype that you strive to emulate: Hunter or Beast Master, both detailed at the end of the class description. Your choice grants you features at 3rd level and again at 7th, 11th, and 15th level.

Stand Against the Tide When a hostile creature misses you with a melee attack, you can use your reaction to force that creature to repeat the same attack against another creature (other than itself) of your choice.

Steel Will You have advantage on saving throws against being frightened.

Superior Hunter's Defense At 15th level, you gain one of the following features of your choice.

Vanish Starting at 14th level, you can use the Hide action as a bonus action on your turn. Also, you can't be tracked by nonmagical means, unless you choose to leave a trail.

Whirlwind Attack You can use your action to make a melee attack against any number of creatures within 5 feet of you, with a separate attack roll for each target.

Two-Weapon Fighting When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Beasts Advantage on Wisdom (Survival) checks to track Beasts, as well as on Intelligence checks to recall information about them. You also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

Humanoids Advantage on Wisdom (Survival) checks to track Humanoids, as well as on Intelligence checks to recall information about them. You also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

Undead Advantage on Wisdom (Survival) checks to track Undead, as well as on Intelligence checks to recall information about them. You also learn one language of your choice that is spoken by your favored enemies, if they speak one at all... .

Conversation

What do you think of Mondaria City?

"It functions well enough, but could be much, much

greater than it is."

What do you think of the Mines?

"Ugly yet fruitful."

How have you survived after the catastrophe?

"I remain here by choice. Mainly to ensure that we can restore some way of life and productivity at some point."

What did you do, before the calamity?

"Maintained order, as well as I was able. And still I strive to do the same."

What do you know of the Obelisk?

"It is the source of chaos and evil, though in truth I saw much chaos in the nature of the workers before the Obelisk was discovered."

Have you been to the Mine's lower levels?

"I have not. They say it is where the Obelisk may be found."

Can you tell me anything about the conflict between workers and administration (or Dwarves and Elves)?

"We simply seek to maintain order, and to ensure a certain reasonable level of productivity. That hardly seems worth any form of 'conflict', yet the workers demand the right to be lazy and to jeopardize the entire enterprise with their shiftless greed."

Natobbe (Sage)

CR 1; XP 200

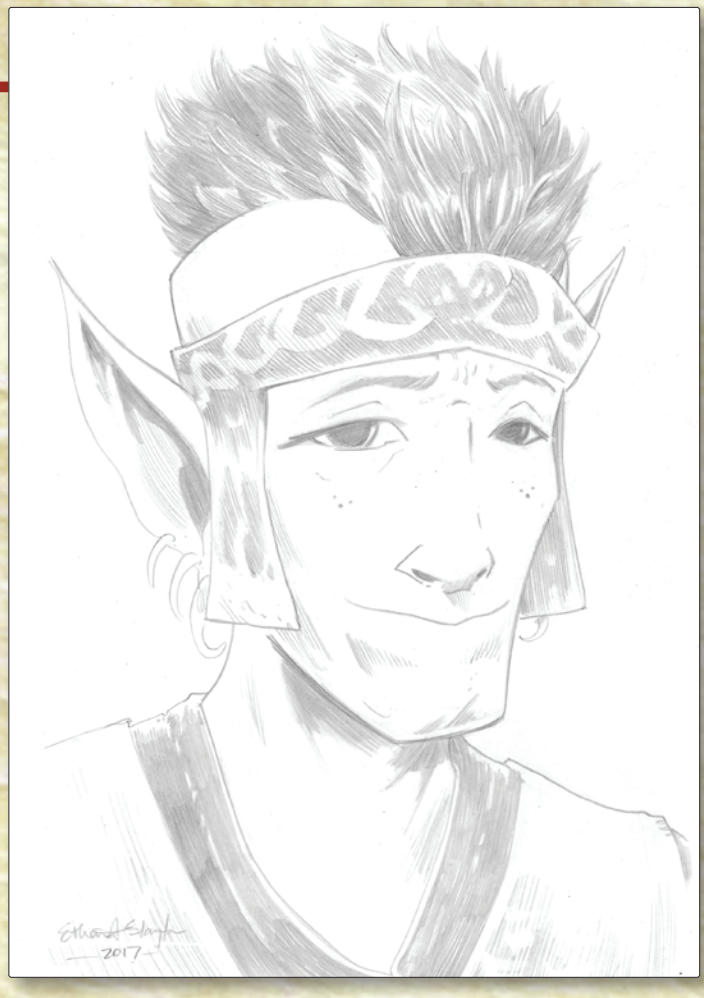
CN; Medium Humanoid (Dwarf)

Description

Although she rarely travels outside her hovel, some claim to have glimpsed her ambling about with the aid of a quarterstaff.

Appearance

Sunken eyes, darkekend visage, and a haunted aspect: this vendor of scrying services is every inch the stereotype. She's typically garbed in a hooded robe; nobody has seen her without the hood raised and her head sunk deep within, covered by shadows.



Factions

Natobbe would say she serves only knowledge, but that is a canny way of saying she sees no true winner in the conflict so chooses to remain neutral so as to keep her options open.

Combat Tactics

Natobbe knows she is not a fighter, so will escape given any chance to do so.

	Low	Moderate	Advanced	Elite
Challenge	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
Class / HD	Wizard 1	Wizard 6	Wizard 10	Wizard 14
Size / Aln	Medium CN Dwarf	Medium CN Dwarf	Medium CN Dwarf	Medium CN Dwarf
HP	11	53	86	123
Armor Class	11	11	11	12
Speed	Walk 25'	Walk 25'	Walk 25'	Walk 25'
Ability Scores / Saves	STR 6 (-2) DEX 7 (-2) CON 20 (+5) INT 16 (+5) WIS 9 (+1) CHA 14 (+2)	STR 6 (-2) DEX 7 (-2) CON 20 (+5) INT 18 (+7) WIS 9 (+2) CHA 14 (+2)	STR 6 (-2) DEX 7 (-2) CON 20 (+5) INT 20 (+9) WIS 9 (+3) CHA 14 (+2)	STR 6 (-2) DEX 9 (-1) CON 20 (+5) INT 20 (+10) WIS 9 (+4) CHA 14 (+2)

	Low	Moderate	Advanced	Elite
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception +9	Passive Perception +9	Passive Perception +9	Passive Perception +9
Languages	Common, Dwarvish, Elvish			
Attacks	**Melee** Dagger +0 (1d4-2) **Ranged** Dagger (Thrown) 20 ft.': +0 (1d4-2); 60 ft.': +0 (1d4-2) **Ranged** Sling--> 30 ft.': -10 (1d4-2); 120 ft.': -10 (1d4-2)	**Melee** Dagger +1 (1d4-2) **Ranged** Dagger (Thrown) 20 ft.': +1 (1d4-2); 60 ft.': +1 (1d4-2) **Ranged** *+1 Sling*--> 30 ft.': -8 (1d4-1); 120 ft.': -8 (1d4-1)	**Melee** Dagger +2 (1d4-2) **Ranged** Dagger (Thrown) 20 ft.': +2 (1d4-2); 60 ft.': +2 (1d4-2) **Ranged** *+2 Sling* --> 30 ft.': -6 (1d4); 120 ft.': -6 (1d4)	**Melee** Dagger +4 (1d4-1) **Ranged** Dagger (Thrown) 20 ft.': +4 (1d4-1); 60 ft.': +4 (1d4-1) **Ranged** *+3 Sling* --> 30 ft.': -3 (1d4+2); 120 ft.': -3 (1d4+2)
Special	-	-	-	-
Proficiencies	Battleaxe, Crossbow (Light), Dagger, Dart, Handaxe, Light Hammer, Quarterstaff, Sling, Warhammer			
Special Qualities	Brewer's Supplies, Darkvision, Dwarven Combat Training, Dwarven Resilience, Languages, Stonecunning, Tool Proficiency, Arcane Recovery, Cantrips, Preparing and Casting Spells, Ritual Casting, Spellcasting	Brewer's Supplies, Darkvision, Dwarven Combat Training, Dwarven Resilience, Languages, Stonecunning, Tool Proficiency, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Evocation Savant, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellcasting	Brewer's Supplies, Darkvision, Dwarven Combat Training, Dwarven Resilience, Languages, Stonecunning, Tool Proficiency, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Empowered Evocation, Evocation Savant, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellcasting	Brewer's Supplies, Darkvision, Dwarven Combat Training, Dwarven Resilience, Languages, Stonecunning, Tool Proficiency, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Empowered Evocation, Evocation Savant, Overchannel, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellcasting
Spell-casting	**Save DC 13; Spell Atk +5** **Cantrips (at will):** *dancing lights; light; prestidigitation* **1st:** *charm person; magic missile*	**Save DC 15; Spell Atk +7** **Cantrips (at will):** *dancing lights; light; message; minor illusion; prestidigitation* **3rd:** *clairvoyance; dispel magic; hypnotic pattern* **2nd:** *detect thoughts; gentle repose; knock* **1st:** *charm person; illusory script; mage armor; magic missile*	**Save DC 17; Spell Atk +9** **Cantrips (at will):** *dancing lights; light; message; minor illusion; prestidigitation* **5th:** *contact other plane; dream* **4th:** *arcane eye; banishment; locate creature* **3rd:** *clairvoyance; dispel magic; hypnotic pattern* **2nd:** *detect thoughts; gentle repose; knock* **1st:** *charm person; illusory script; mage armor; magic missile*	**Save DC 18; Spell Atk +10** **Cantrips (at will):** *dancing lights; light; message; minor illusion; prestidigitation* **7th:** *mirage arcane* **6th:** *true seeing* **5th:** *contact other plane; dream* **4th:** *arcane eye; banishment; locate creature* **3rd:** *clairvoyance; dispel magic; hypnotic pattern* **2nd:** *detect thoughts; gentle repose; knock* **1st:** *charm person; illusory script; mage armor; magic missile*
Equipment	Dagger; Sling	Dagger; *+1 Sling*	Dagger; *+2 Sling*	Dagger; *+3 Sling*

Special Abilities

Brewer's Supplies Proficient with Artisan Brewer's Supplies.

Darkvision Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Dwarven Combat Training You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

Dwarven Resilience You have advantage on saving throws against poison, and you have resistance against poison damage (explained in chapter 9).

Languages You can speak, read, and write Common and Dwarvish.

Dwarvish is full of hard consonants and guttural sounds, and those characteristics spill over into whatever other language a dwarf might speak.

Stonecunning Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Tool Proficiency You gain proficiency with the artisan's tools of your choice: smith's tools, brewer's supplies, or mason's tools.

Arcane Recovery You have learned to regain some of your magical energy by studying your spellbook. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than 7, and none of the slots can be 6th level or higher. For example, if you're a 4th-level wizard, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots.

Arcane Tradition When you reach 2nd level, you choose an arcane tradition, shaping your practice of magic through one of eight schools: Abjuration, Conjuration, Divination, Enchantment, Evocation, Illusion, Necromancy, or Transmutation. The school of Evocation is detailed at the end of the class description; see the Player's Handbook for information on the other schools. Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.

Empowered Evocation Beginning at 10th level, you can add +5 to the damage roll of any wizard evocation spell you cast. The damage bonus applies to one damage roll of a spell, not multiple rolls.

Evocation Savant Beginning when you select this school at 2nd level, the gold and time you must spend to copy an evocation spell into your spellbook is halved.

Overchannel Starting at 14th level, you can increase the power of your simpler spells. When you cast a wizard spell of 5th level or lower that deals damage, you can deal maximum damage with that spell. The first time you do so, you suffer no adverse effect. If you use this feature again before you finish a long rest, you take 2d12 necrotic damage for each level of the spell, immediately after you cast it. Each time you use this feature again before finishing a long rest, the necrotic damage per spell level increases by 1d12. This damage ignores resistance and immunity. The feature doesn't benefit cantrips.

Potent Cantrip Starting at 6th level, your damaging cantrips affect even creatures that avoid the brunt of the effect. When a creature succeeds on a saving throw against your cantrip, the creature takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

Ritual Casting You can cast a wizard spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared.

School of Evocation You focus your study on magic that creates powerful elemental effects such as bitter cold, searing flame, rolling thunder, crackling lightning, and burning acid. Some evokers find employment in military forces, serving as artillery to blast enemy armies from afar. Others use their spectacular power to protect the weak, while some seek their own gain as bandits, adventurers, or aspiring tyrants.

Sculpt Spells Beginning at 2nd level, you can create pockets of relative safety within the effects of your evocation spells. When you cast an evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

Conversation

What do you think of Mondaria City?

"It is filled with those who would do evil given an excuse. And now, one has been presented them."

What do you think of the Mines?

"They are foments of chaos. And so it is hardly surprising that what has come to pass, has come to pass."

How have you survived after the catastrophe?

"The better question is how has anyone?"

What did you do, before the calamity?

"Advised, counseled, and given hope and wisdom to those seeking it. For a small fee."

What do you know of the Obelisk?

"Only that it lies at the bottom of the Mines, and is the source of much of the woe that has befallen the city."

Have you been to the Mine's lower levels?

"I have not. I avoid the Mines altogether if possible."

Can you tell me anything about the conflict between workers and administration (or Dwarves and Elves)?

"Silly and infantile, and ultimately unproductive."

Natobbe (Illusionist Entertainer)

CR 1; XP 200

CE; Medium Humanoid (Half-Elf)

Description

This half-elven wizard looks nearly entirely human, but for pronounced pointed ears that poke through shoulder-length straight brown hair. He bears a faded white scar across his right temple: two straight up-and-down lines, as though he had raked a fork across his forehead.

Appearance

He dresses in dramatically-embroidered black cloaks and gowns, typically with a mixture of red and gold stitching. His hazel eyes always contain a hint of smile or trickery; and he himself would admit that both are stock and trade for the illusionist entertainer he is.

Factions

Raekeldorr serves his own pocket, though he will happily pretend to be on whatever side his customers appear to be if he feels that will win over their generosity.

Combat Tactics

Raekeldorr knows his strengths, and melee is not one of them; he will use the environment and other participants to his advantage, and find an escape route wherever possible so as to fight again.

	Low	Moderate	Advanced	Elite
Challenge	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
Class / HD	Wizard 1	Wizard 6	Wizard 10	Wizard 14
Size / Aln	Medium CE Half-Elf	Medium CE Half-Elf	Medium CE Half-Elf	Medium CE Half-Elf
HP	6	27	36	47
Armor Class	16	16	17	18
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'

	⊠ Low	⊠ Moderate	⊠ Advanced	⊠ Elite
Ability Scores / Saves	**STR** 6 (-2) **DEX** 7 (-2) **CON** 20 (+5) **INT** 16 (+5) **WIS** 9 (+1) **CHA** 14 (+2)	**STR** 6 (-2) **DEX** 7 (-2) **CON** 20 (+5) **INT** 18 (+7) **WIS** 9 (+2) **CHA** 14 (+2)	**STR** 6 (-2) **DEX** 7 (-2) **CON** 20 (+5) **INT** 20 (+9) **WIS** 9 (+3) **CHA** 14 (+2)	**STR** 6 (-2) **DEX** 9 (-1) **CON** 20 (+5) **INT** 20 (+10) **WIS** 9 (+4) **CHA** 14 (+2)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception +8	Passive Perception +8	Passive Perception +8	Passive Perception +8
Languages	Common, Elvish, Gnomish			
Attacks	**Ranged** Crossbow, Light--> 80 ft.': -1 (1d8+3); 320 ft.': -1 (1d8+3) **Melee** Dagger +5 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +5 (1d4+3); 60 ft.': +5 (1d4+3) **Ranged** Sling--> 30 ft.': +5 (1d4+3); 120 ft.': +5 (1d4+3)	**Melee** Dagger +6 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +6 (1d4+3); 60 ft.': +6 (1d4+3) **Ranged** *+1 Crossbow, Light* --> 80 ft.': +1 (1d8+4); 320 ft.': +1 (1d8+4) **Ranged** Sling--> 30 ft.': +6 (1d4+3); 120 ft.': +6 (1d4+3)	**Melee** Dagger +8 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +8 (1d4+4); 60 ft.': +8 (1d4+4) **Ranged** *+2 Crossbow, Light* --> 80 ft.': +4 (1d8+6); 320 ft.': +4 (1d8+6) **Ranged** Sling--> 30 ft.': +8 (1d4+4); 120 ft.': +8 (1d4+4)	**Melee** Dagger +10 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +10 (1d4+5); 60 ft.': +10 (1d4+5) **Ranged** Sling--> 30 ft.': +10 (1d4+5); 120 ft.': +10 (1d4+5) **Ranged** *+3 Crossbow, Light* --> 80 ft.': +13 (1d8+8); 320 ft.': +13 (1d8+8)
Special	-	-	-	-
Proficiencies	Crossbow (Light), Dagger, Dart, Quarterstaff, Sling			
Special Qualities	Darkvision, Fey Ancestry, Languages, Skill Versatility, Arcane Recovery, Cantrips, Preparing and Casting Spells, Ritual Casting, Spellcasting	Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Evocation Savant, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellcasting	Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Empowered Evocation, Evocation Savant, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellcasting	Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Empowered Evocation, Evocation Savant, Overchannel, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellcasting
Spell-casting	**Save DC 14; Spell Atk +6** **Cantrips (at will):** *dancing lights; minor illusion; prestidigitation* **1st:** *charm person; silent image*	**Save DC 16; Spell Atk +8** **Cantrips (at will):** *dancing lights; light; message; minor illusion; prestidigitation* **3rd:** *blink; fly; major image* **2nd:** *alter self; invisibility; rope trick* **1st:** *charm person; color spray; mage armor; silent image*	**Save DC 17; Spell Atk +9** **Cantrips (at will):** *dancing lights; light; message; minor illusion; prestidigitation* **5th:** *telekinesis; wall of force* **4th:** *greater invisibility; hallucinatory terrain; phantasmal killer* **3rd:** *blink; fly; major image* **2nd:** *alter self; invisibility; rope trick* **1st:** *charm person; color spray; mage armor; silent image*	**Save DC 18; Spell Atk +10** **Cantrips (at will):** *dancing lights; light; message; minor illusion; prestidigitation* **7th:** *mirage arcane* **6th:** *programmed illusion* **5th:** *telekinesis; wall of force* **4th:** *greater invisibility; hallucinatory terrain; phantasmal killer* **3rd:** *blink; fly; major image* **2nd:** *alter self; invisibility; rope trick* **1st:** *charm person; color spray; mage armor; silent image*

	Low	Moderate	Advanced	Elite
Equipment	Light Crossbow; Dagger; Sling	*+1 Light Crossbow;* Dagger; Sling	*+2 Light Crossbow;* Dagger; Sling	*+3 Light Crossbow;* Dagger; Sling

Special Abilities

Darkvision Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry You have advantage on all saving throws against being charmed or put to sleep.

Languages You can speak, read, and write Common, Elvish, and one extra language of your choice.

Skill Versatility You gain proficiency in two skills of your choice.

Arcane Recovery You have learned to regain some of your magical energy by studying your spellbook. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than 7, and none of the slots can be 6th level or higher. For example, if you're a 4th-level wizard, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots.

Arcane Tradition When you reach 2nd level, you choose an arcane tradition, shaping your practice of magic through one of eight schools: Abjuration, Conjuration, Divination, Enchantment, Evocation, Illusion, Necromancy, or Transmutation. The school of Evocation is detailed at the end of the class description; see the Player's Handbook for information on the other schools. Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.

Empowered Evocation Beginning at 10th level, you can add +5 to the damage roll of any wizard evocation spell you cast. The damage bonus applies to one damage roll of a spell, not multiple rolls.

Evocation Savant Beginning when you select this school at 2nd level, the gold and time you must spend to copy an evocation spell into your spellbook is halved.

Overchannel Starting at 14th level, you can increase the power of your simpler spells. When you cast a wizard spell of 5th level or lower that deals damage, you can deal maximum damage with that spell. The first time you do so, you suffer no adverse effect. If you use this feature again before you finish a long rest, you take 2d12 necrotic damage for each level of the spell, immediately after you cast it. Each time you use this feature again before finishing a long rest, the necrotic damage per spell level increases by 1d12. This damage ignores resistance and immunity. The feature doesn't benefit cantrips.

Potent Cantrip Starting at 6th level, your damaging cantrips affect even creatures that avoid the brunt of the effect. When a creature succeeds on a saving throw against your cantrip, the creature takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

Ritual Casting You can cast a wizard spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared.

School of Evocation You focus your study on magic that creates powerful elemental effects such as bitter cold, searing flame, rolling thunder, crackling lightning, and burning acid. Some evokers find employment in military forces, serving as artillery to blast enemy armies from afar. Others use their spectacular power to protect the weak, while some seek their own gain as bandits, adventurers, or aspiring tyrants.

Sculpt Spells Beginning at 2nd level, you can create pockets of relative safety within the effects of your evocation spells. When you cast an evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save..

Conversation

What do you think of Mondaria City?

"Ah, 'tis a wondrous place, filled with chance and fortune."

What do you think of the Mines?

"They are a marvel, are they not? Quite apart from the sheer utility and profit of the ore they extract."

How have you survived after the catastrophe?

"My dear friends, what is to survive? All is quite well!"

What did you do, before the calamity?

"What I do now: give joy and fun to those who so desperately need it."

What do you know of the Obelisk?

"The... what? I'm sorry; I'm not familiar."

Have you been to the Mine's lower levels?

"No, not at all. Happy to do so, if it pleases, though I'm quite certain there's nothing of interest down there to be found."

Can you tell me anything about the conflict between workers and administration (or Dwarves and Elves)?

"Ah, well. Sad, really. Two so noble endeavors, locking horns over a misunderstanding in how each views the other."

Semtammi (Stablemaster)

CR 3; XP 700

LG; Medium Humanoid (Elf)

Description

Although hot-tempered and belligerent with people, this half-orc, half-elf is a sweet-talker with beasts, whom she views as superior to sentients for any number of reasons, not least of which being loyalty and capability. Those who would seek her hand romantically have been universally rebuffed, leading to a cruel and vengeful (and untrue) rumor that she favors the physical companionship of the beasts she so loves.

Appearance

She wields a greatclub and twin pickaxes, and typically wears no armor save for skimpy and functional leather dresses.

Factions

Semtammi fundamentally distrusts everyone else on a basic level, owing mainly to her lifelong experience of being hated and judged as the product of an orc/elf union.

Combat Tactics

Semtammi is a warrior, but only when necessary. She will fight competently and intellilgently, but only if it's the only option.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Challenge	CR 3 XP 700	CR 7 XP 2,900	CR 11 XP 7,200	CR 15 XP 13,000
Class / HD	Ranger 3	Ranger 7	Ranger 11	Ranger 15
Size / Aln	Medium LG Elf	Medium LG Elf	Medium LG Elf	Medium LG Elf
HP	16	36	47	64
Armor Class	14	15	17	19
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	STR 16 (+5) DEX 12 (+3) CON 9 (-1) INT 7 (-2) WIS 16 (+3) CHA 12 (+1)	STR 16 (+5) DEX 12 (+3) CON 9 (-1) INT 7 (-2) WIS 18 (+3) CHA 12 (+1)	STR 16 (+7) DEX 14 (+6) CON 9 (-1) INT 7 (-2) WIS 18 (+4) CHA 12 (+1)	STR 16 (+8) DEX 16 (+8) CON 9 (-1) INT 7 (-2) WIS 18 (+4) CHA 12 (+1)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception +15	Passive Perception +17	Passive Perception +18	Passive Perception +19
Languages	Common, Dwarvish, Elvish, Gnomish, Halfling, Orc			
Attacks	**Melee** Spear +5 (1d6+3) **Ranged** Spear (Thrown) 20 ft.': +5 (1d6+3); 60 ft.': +5 (1d6+3) **Ranged** Crossbow, Heavy--> 100 ft.': +3 (1d10+1); 400 ft.': +3 (1d10+1)	**Melee** *+1 Spear* +7/+7 (1d6+4) **Ranged** *+1 Spear* (Thrown) 20 ft.': +7/+7 (1d6+4); 60 ft.': +7/+7 (1d6+4) **Ranged** Crossbow, Heavy--> 100 ft.': +4/+4 (1d10+1); 400 ft.': +4/+4 (1d10+1)	**Melee** *+2 Spear* +9/+9 (1d6+5) **Melee** *+2 Spear* (Thrown) 20 ft.': +9/+9 (1d6+5); 60 ft.': +9/+9 (1d6+5) **Ranged** Crossbow, Heavy--> 100 ft.': +6/+6 (1d10+2); 400 ft.': +6/+6 (1d10+2)	**Melee** *+3 Spear* +11/+11 (1d6+6) **Melee** *+3 Spear* (Thrown) 20 ft.': +11/+11 (1d6+6); 60 ft.': +11/+11 (1d6+6) **Ranged** Crossbow, Heavy--> 100 ft.': +8/+8 (1d10+3); 400 ft.': +8/+8 (1d10+3)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			
Special Qualities	Darkvision, Fey Ancestry, Keen Senses, Languages, Trance, Favored Enemy, Fighting Style, Horde Breaker, Hunter, Hunter's Prey, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Defense, Oozes, Underdark	Darkvision, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Defensive Tactics, Extra Attack, Favored Enemy, Fighting Style, Horde Breaker, Hunter, Hunter's Prey, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Steel Will, Defense, Giants, Oozes, Mountain, Underdark	Darkvision, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Defensive Tactics, Extra Attack, Favored Enemy, Fighting Style, Hide in Plain Sight, Horde Breaker, Hunter, Hunter's Prey, Land's Stride, Multiattack, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Steel Will, Whirlwind Attack, Defense, Giants, Oozes, Forest, Mountain, Underdark	Darkvision, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Defensive Tactics, Extra Attack, Favored Enemy, Fighting Style, Hide in Plain Sight, Horde Breaker, Hunter, Hunter's Prey, Land's Stride, Multiattack, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Steel Will, Superior Hunter's Defense, Uncanny Dodge, Vanish, Whirlwind Attack, Defense, Giants, Monstrosities, Oozes, Forest, Mountain, Underdark
Spell-casting	**Save DC 13; Spell Atk +5** **1st:** *animal friendship; cure wounds; detect poison and disease;*	**Save DC 15; Spell Atk +7** **2nd:** *animal messenger; barkskin; locate animals or plants* **1st:** *animal friendship; cure wounds; detect poison and disease; speak with animals*	**Save DC 16; Spell Atk +8** **3rd:** *nondetection; water breathing; wind wall* **2nd:** *animal messenger; barkskin; locate animals or plants* **1st:** *animal friendship; cure wounds; detect poison and disease; speak with animals*	**Save DC 17; Spell Atk +0** **4th:** *locate creature; stoneskin* **3rd:** *nondetection; water breathing; wind wall* **2nd:** *animal messenger; barkskin; locate animals or plants* **1st:** *animal friendship; cure wounds; detect poison and disease; speak with animals*
Equipment	Spear; Studded Leather Armor; Heavy Crossbow	*+1 Spear; +1 Studded Leather Armor;* Heavy Crossbow	*+2 Spear; +2 Studded Leather Armor;* Heavy Crossbow	*+3 Spear; +3 Studded Leather Armor;* Heavy Crossbow

Special Abilities

Darkvision Accustomed to twilit forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Keen Senses You have proficiency in the Perception skill.

Languages You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.

Trance Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become Dexterityive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Defensive Tactics At 7th level, you gain one of the following features of your choice.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Favored Enemy Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy. Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies. You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them. When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all. You choose one additional favored enemy, as well as an associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.

Fighting Style At 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Hide in Plain Sight Starting at 10th level, you can spend 1 minute creating camouflage for yourself. You must have access to fresh mud, dirt, plants, soot, and other naturally occurring materials with which to create your camouflage. Once you are camouflaged in this way, you can try to hide by pressing yourself up against a solid surface, such as a tree or wall, that is at least as tall and wide as you are. You gain a +10 bonus to Dexterity (Stealth) checks as long as you remain there without moving or taking actions. Once you move or take an action or a reaction, you must camouflage yourself again to gain this benefit.

Horde Breaker Once on each of your turns when you make a weapon attack, you can make another attack with the same weapon against a different creature that is within 5 feet of the original target and within range of your weapon.

Hunter Emulating the Hunter archetype means accepting your place as a bulwark between civilization and the terrors of the wilderness. As you walk the Hunter's path, you learn specialized techniques for fighting the threats you face, from rampaging ogres and hordes of orcs to towering giants and terrifying dragons.

Land's Stride Starting at 8th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.

Multiattack At 11th level, you gain one of the following features of your choice.

Natural Explorer You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in. While traveling for an hour or more in your favored terrain, you gain the following benefits: * Difficult terrain doesn't slow your group's travel. * Your group can't become lost except by magical means. * Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger. * If you are traveling alone, you can move stealthily at a normal pace. * When you forage, you find twice as much food as you normally would. * While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area. You choose additional favored terrain types at 6th and 10th level.

Primeval Awareness Beginning at 3rd level, you can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

Ranger Archetype At 3rd level, you choose an archetype that you strive to emulate: Hunter or Beast Master, both detailed at the end of the class description. Your choice grants you features at 3rd level and again at 7th, 11th, and 15th level.

Steel Will You have advantage on saving throws against being frightened.

Superior Hunter's Defense At 15th level, you gain one of the following features of your choice.

Uncanny Dodge When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Vanish Starting at 14th level, you can use the Hide action as a bonus action on your turn. Also, you can't be tracked by nonmagical means, unless you choose to leave a trail.

Whirlwind Attack You can use your action to make a melee attack against any number of creatures within 5 feet of you, with a separate attack roll for each target.

Defense While you are wearing armor, you gain a +1 bonus to AC.

Giants Advantage on Wisdom (Survival) checks to track Giants, as well as on Intelligence checks to recall information about them. You also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

Monstrosities Advantage on Wisdom (Survival) checks to track Monstrosities, as well as on Intelligence checks to recall information about them. You also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

Oozes Advantage on Wisdom (Survival) checks to track Oozes, as well as on Intelligence checks to recall information about them. You also learn one language of your choice that is spoken by your favored enemies, if they speak one at all...

Conversation

What do you think of Mondaria City?

"It's as good a place as any other, I suspect.1"

What do you think of the Mines?

"Not much, and not without purpose. Few beasts, down there, save the ones who want you for dinner."

How have you survived after the catastrophe?

"I'm a survivor. I've endured worse than this, that's for certain."

What did you do, before the calamity?

"Managed the stables and beasts. Though there's no more of the latter, and little use now for the former, I guess."

What do you know of the Obelisk?

"The what?"

Have you been to the Mine's lower levels?

- "No, only to the first few levels."

Can you tell me anything about the conflict between workers and administration (or Dwarves and Elves)?

- "Sad state of affairs, but people are brutal to one another given any even halfway fabricated chance."

Skandbard (Tinkermaster)

CR 1; XP 200

LG; Small Humanoid (Gnome)

Description

Tiny eyes with huge goggles give this gnome the impression of a harmless and simple gadget-worker. This assessment ignores her deadly capabilities with ranged weaponry; though nearsighted to an improbable extreme, with the aid of her self-made goggles, she can hit far targets in a manner that seems aided by magic.

Appearance

She bears a gunpowder rifle, a shortbow, throwing daggers, and a sling, all atop studded leather armor.

Factions

Skandbard cares little for the ways of factions, as they are swayed by the whims of individuals.

Combat Tactics

Skandbard needs to survive, thirsts for safety, and will escape any armed conflict if she's outnumbered.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Challenge	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
Class / HD	Rogue 1	Rogue 6	Rogue 10	Rogue 14
Size / Aln	Small LG Gnome	Small LG Gnome	Small LG Gnome	Small LG Gnome
HP	10	44	69	105
Armor Class	15	17	18	19
Speed	Walk 25'	Walk 25'	Walk 25'	Walk 25'
Ability Scores / Saves	STR 8 (-1) DEX 18 (+6) CON 15 (+2) INT 8 (+1) WIS 13 (+1) CHA 13 (+1)	STR 8 (-1) DEX 20 (+8) CON 15 (+2) INT 8 (+2) WIS 13 (+1) CHA 13 (+1)	STR 8 (-1) DEX 20 (+9) CON 15 (+2) INT 12 (+5) WIS 13 (+1) CHA 13 (+1)	STR 8 (-1) DEX 20 (+10) CON 15 (+2) INT 14 (+7) WIS 13 (+1) CHA 13 (+1)

	⊠ Low	⊠ Moderate	⊠ Advanced	⊠ Elite
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception +13	Passive Perception +17	Passive Perception +19	Passive Perception +21
Languages	Common, Gnomish			
Attacks	**Melee** Dagger (Small) +6 (1d4+4) **Ranged** Dagger (Small/Thrown) 20 ft.': +6 (1d4+4); 60 ft.': +6 (1d4+4) **Melee** Shortsword (Small) +6 (1d6+4) **Melee** Light Hammer (Small) +6 (1d4+4) **Ranged** Light Hammer (Small/Thrown) 20 ft.': +6 (1d4+4); 60 ft.': +6 (1d4+4)	**Melee** Dagger (Small) +8 (1d4+5) **Ranged** Dagger (Small/Thrown) 20 ft.': +8 (1d4+5); 60 ft.': +8 (1d4+5) **Melee** *+1 Shortsword* +9 (1d6+6) **Melee** Light Hammer (Small) +8 (1d4+5) **Ranged** Light Hammer (Small/Thrown) 20 ft.': +8 (1d4+5); 60 ft.': +8 (1d4+5)	**Melee** Dagger (Small) +9 (1d4+5) **Ranged** Dagger (Small/Thrown) 20 ft.': +9 (1d4+5); 60 ft.': +9 (1d4+5) **Melee** *+2 Shortsword* +11 (1d6+7) **Melee** Light Hammer (Small) +9 (1d4+5) **Ranged** Light Hammer (Small/Thrown) 20 ft.': +9 (1d4+5); 60 ft.': +9 (1d4+5)	**Melee** Dagger (Small) +10 (1d4+5) **Ranged** Dagger (Small/Thrown) 20 ft.': +10 (1d4+5); 60 ft.': +10 (1d4+5) **Melee** *+3 Shortsword* +13 (1d6+8) **Melee** Light Hammer (Small) +10 (1d4+5) **Ranged** Light Hammer (Small/Thrown) 20 ft.': +10 (1d4+5); 60 ft.': +10 (1d4+5)
Special	-	-	-	-
Proficiencies	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike			
Special Qualities	Darkvision, Gnome Cunning, Languages, Expertise, Sneak Attack, Thieves' Cant	Darkvision, Gnome Cunning, Languages, Ability Score Improvement, Cunning Action, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant, Uncanny Dodge	Darkvision, Gnome Cunning, Languages, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge	Darkvision, Gnome Cunning, Languages, Ability Score Improvement, Blindsense, Cunning Action, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge, Use Magic Device
Spell-casting	-	-	-	-
Equipment	Dagger; Shortsword; Leather Armor; Light Hammer	Dagger; *+1 Shortsword;* Studded Leather Armor; Light Hammer	Dagger; *+2 Shortsword; +1 Studded Leather Armor;* Light Hammer	Dagger; *+3 Shortsword; +2 Studded Leather Armor;* Light Hammer

Special Abilities

Darkvision Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it w ere bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Gnome Cunning You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Languages You can speak, read, and write Common and Gnomish. The Gnomish language, which uses the Dwarvish script, is renowned for its technical treatises and its catalogs of knowledge about the natural world.

Blindsense Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

Cunning Action Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Evasion Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Expertise At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies. At 6th level, you can choose two more of your proficiencies (in skills or with thieves' tools) to gain this benefit.

Fast Hands Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an

Object action.

Reliable Talent By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

Roguish Archetype At 3rd level, you choose an archetype that you emulate in the exercise of your rogue abilities. Your choice grants you features at 3rd level and then again at 9th, 13th, and 17th level.

Second-Story Work When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to 5.

Sneak Attack Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 7d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Supreme Sneak Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

Thief You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.

Thieves' Cant During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Uncanny Dodge Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Use Magic Device By 13th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items....

Conversation

What do you think of Mondaria City?

"It's a grand opportunity for tinkering, that's for sure."

What do you think of the Mines?

"They're grand enough. Dark, though."

How have you survived after the catastrophe?

"Always finding a way, where we can."

What did you do, before the calamity?

"Made things better, lighter, cheaper—you name it."

What do you know of the Obelisk?

"I've not heard of it."

Have you been to the Mine's lower levels?

"On occasion. Though level nine escapes me thus far."

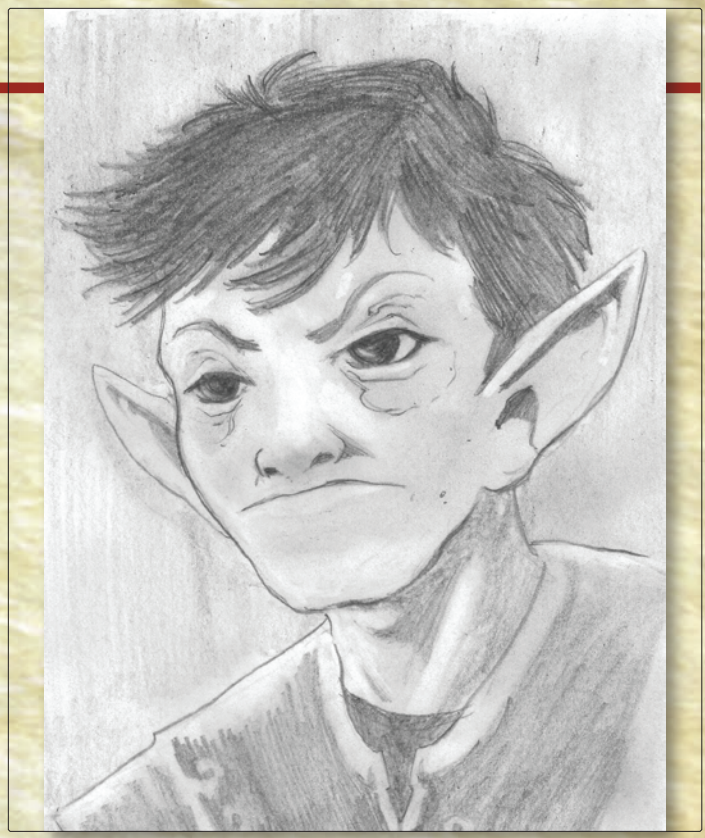
Can you tell me anything about the conflict between workers and administration (or Dwarves and Elves)?

"Wasteful. Far better to pool efforts than to fight, but what do I know."

Skandern Lithutz (Keeper of Records)

CR 1; XP 200

LE; Small Humanoid (Gnome)



Description

A clerk to the extreme, this gnome prizes himself on his ability to memorize, catalogue, and otherwise inventory every single thing in the mine. Needless to say, this is as pointless a task as it is thankless, and much of his time is spent obsessive-compulsively performing rituals of record that have nothing to do with his actual job.

Appearance

A clerk to the extreme, this gnome prizes himself on his ability to memorize, catalogue, and otherwise inventory every single thing in the mine. Needless to say, this is as pointless a task as it is thankless, and much of his time is spent obsessive-compulsively performing rituals of record that have nothing to do with his actual job.

Factions

As a glorified lowly clerk, **Skandern** sympathizes with the little guy—he would side with the dwaven workers if pressed to take a side.

Combat Tactics

Skandern will avoid conflict at all costs, knowing his limitations, but will offer to sell his skills if they are of use to his would-be assailants.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Challenge	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
Class / HD	Rogue 1	Rogue 6	Rogue 10	Rogue 14
Size / Aln	Small LE Gnome	Small LE Gnome	Small LE Gnome	Small LE Gnome
HP	8	33	48	71
Armor Class	14	15	17	18
Speed	Walk 25'	Walk 25'	Walk 25'	Walk 25'
Ability Scores / Saves	STR 9 (-1) DEX 17 (+5) CON 10 (+0) INT 18 (+6) WIS 8 (-1) CHA 11 (+0)	STR 9 (-1) DEX 19 (+7) CON 10 (+0) INT 18 (+7) WIS 8 (-1) CHA 11 (+0)	STR 9 (-1) DEX 20 (+9) CON 10 (+0) INT 20 (+9) WIS 8 (-1) CHA 11 (+0)	STR 11 (+0) DEX 20 (+10) CON 10 (+0) INT 20 (+10) WIS 9 (-1) CHA 11 (+0)

	⊠ Low	⊠ Moderate	⊠ Advanced	⊠ Elite
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception +11 Disadvantage on Stealth	Passive Perception +15	Passive Perception +17	Passive Perception +19
Languages	Common, Gnomish			
Attacks	**Ranged** Sling (Small)--> 30 ft.': -1 (1d4+3); 120 ft.': -1 (1d4+3) **Melee** Dagger (Small) +5 (1d4+3) **Ranged** Dagger (Small/ Thrown) 20 ft.': +5 (1d4+3); 60 ft.': +5 (1d4+3)	**Melee** *+1 Dagger* +8 (1d4+5) **Ranged** *+1 Dagger* (Thrown) 20 ft.': +8 (1d4+5); 60 ft.': +8 (1d4+5) **Ranged** Sling (Small)--> 30 ft.': +1 (1d4+4); 120 ft.': +1 (1d4+4)	**Melee** *+2 Dagger* +11 (1d4+7) **Ranged** *+2 Dagger* (Thrown) 20 ft.': +11 (1d4+7); 60 ft.': +11 (1d4+7) **Ranged** Sling (Small)--> 30 ft.': +3 (1d4+5); 120 ft.': +3 (1d4+5)	**Melee** *+3 Dagger* +13 (1d4+8) **Ranged** *+3 Dagger* (Thrown) 20 ft.': +13 (1d4+8); 60 ft.': +13 (1d4+8) **Ranged** Sling (Small)--> 30 ft.': +4 (1d4+5); 120 ft.': +4 (1d4+5)
Special	-	-	-	-
Proficiencies	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike			
Special Qualities	Darkvision, Gnome Cunning, Languages, Expertise, Sneak Attack, Thieves' Cant	Darkvision, Gnome Cunning, Languages, Ability Score Improvement, Cunning Action, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant, Uncanny Dodge	Darkvision, Gnome Cunning, Languages, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge	Darkvision, Gnome Cunning, Languages, Ability Score Improvement, Blindsense, Cunning Action, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge, Use Magic Device
Spell-casting	-	-	-	-
Equipment	Sling; Dagger; Padded Armor	Sling; *+1 Dagger;* Leather Armor	Sling; *+2 Dagger;* Studded Leather Armor	Sling; *+3 Dagger; +1 Studded Leather Armor*

Special Abilities

Darkvision Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it w ere bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Gnome Cunning You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Languages You can speak, read, and write Common and Gnomish. The Gnomish language, which uses the Dwarvish script, is renowned for its technical treatises and its catalogs of knowledge about the natural world.

Blindsense Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

Cunning Action Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Evasion Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Expertise At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies. At 6th level, you can choose two more of your proficiencies (in skills or with thieves' tools) to gain this benefit.

Fast Hands Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Reliable Talent By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

Roguish Archetype At 3rd level, you choose an archetype that you emulate in the exercise of your rogue abilities. Your choice grants you features at 3rd level and then again at 9th, 13th, and 17th level.

Second-Story Work When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you

extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to 5.

Sneak Attack Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 7d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Supreme Sneak Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

Thief You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.

Thieves' Cant During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Uncanny Dodge Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Use Magic Device By 13th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items.

Conversation

What do you think of Mondaria City?

"A place of much opportunity, and much violence."

What do you think of the Mines?

"I venture there as little as possible, and even that is too much."

How have you survived after the catastrophe?

"Scraping a living together day by day, same as many even outside the context of a disaster."

What did you do, before the calamity?

"I keep records. I maintain the writings that become the only fact history perceives."

What do you know of the Obelisk?

"I yearn to document more about it. Thus far I've heard only tales and stories, none of which I put stock in unless they're corroborated."

Have you been to the Mine's lower levels?

"I've not yet. And yet I think I might brave the trek if it meant getting firsthand knowledge of the Obelisk."

Can you tell me anything about the conflict between workers and administration (or Dwarves and Elves)?

"I... well, the dwarves have a valid claim of moral authority, but the law is the law, at least from the elves' standpoint."

Threnian Lo'quee (Minemaster)

CR 3; XP 700

LE; Medium Humanoid (Half-Elf)

Description

There are many masters in the depths under the mountain; the **Minemaster's** purview is the actual collection of minerals and ore from the walls on most levels. Cruel when her temper is tested, she is most of the time a light-hearted comrade, quick with a joke or a cunning pun. Her friends are many, her confidantes few, and her enemies tend to not last long.

Appearance

She wears chainmail, and wields a heavy mace and steel shield. She wears her hair tied back in a bun, and some joke that she seems more half-orc than elf, such is her armor, gruff and straightforward demeanor, and lusty approach to life.

Factions

Threnian serves the elven administration in all matters.

Combat Tactics

Threnian shies not from battle, but prefers to fight in favorable circumstances, and will flee if it means repositioning.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Challenge	CR 3 XP 700	CR 7 XP 2,900	CR 11 XP 7,200	CR 15 XP 13,000
Class / HD	Fighter 3	Fighter 7	FIghter 11	Fighter 15
Size / Aln	Medium LE Half-Elf	Medium LE Half-Elf	Medium LE Half-Elf	Medium LE Half-Elf
HP	18	55	77	108
Armor Class	19	20	21	23
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	STR 19 (+6) DEX 14 (+2) CON 10 (+2) INT 13 (+1) WIS 7 (-2) CHA 15 (+2)	STR 20 (+8) DEX 16 (+3) CON 10 (+3) INT 13 (+1) WIS 7 (-2) CHA 15 (+2)	STR 20 (+9) DEX 18 (+4) CON 11 (+4) INT 13 (+1) WIS 7 (-2) CHA 15 (+2)	STR 20 (+10) DEX 20 (+5) CON 13 (+6) INT 13 (+1) WIS 7 (-2) CHA 15 (+2)

	Low	Moderate	Advanced	Elite
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception +8 Disadvantage on Stealth	Passive Perception +8 Disadvantage on Stealth	Passive Perception +8 Disadvantage on Stealth	Passive Perception +8 Disadvantage on Stealth
Languages	Common, Dwarvish, Elvish			
Attacks	**Melee** Flail +6 (1d8+6) **Ranged** Crossbow, Heavy--> 100 ft.': +4 (1d10+2); 400 ft.': +4 (1d10+2) **Melee** Dagger +6 (1d4+6) **Ranged** Dagger (Thrown) 20 ft.': +6 (1d4+4); 60 ft.': +6 (1d4+4)	**Melee** *+1 Flail* +9/+9 (1d8+8) **Ranged** Crossbow, Heavy--> 100 ft.': +6/+6 (1d10+3); 400 ft.': +6/+6 (1d10+3) **Melee** Dagger +8/+8 (1d4+7) **Ranged** Dagger (Thrown) 20 ft.': +8/+8 (1d4+5); 60 ft.': +8/+8 (1d4+5)	**Melee** *+2 Flail* +11/+11/+11 (1d8+9) **Ranged** Crossbow, Heavy--> 100 ft.': +8/+8/+8 (1d10+4); 400 ft.': +8/+8/+8 (1d10+4) **Melee** Dagger +9/+9/+9 (1d4+7) **Ranged** Dagger (Thrown) 20 ft.': +9/+9/+9 (1d4+5); 60 ft.': +9/+9/+9 (1d4+5)	**Melee** *+3 Flail* +13/+13/+13 (1d8+10) **Ranged** Crossbow, Heavy--> 100 ft.': +10/+10/+10 (1d10+5); 400 ft.': +10/+10/+10 (1d10+5) **Melee** Dagger +10/+10/+10 (1d4+7) **Ranged** Dagger (Thrown) 20 ft.': +10/+10/+10 (1d4+5); 60 ft.': +10/+10/+10 (1d4+5)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			
Special Qualities	Darkvision, Fey Ancestry, Languages, Skill Versatility, Action Surge, Champion, Fighting Style, Improved Critical, Martial Archetype, Second Wind, Dueling	Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Action Surge, Champion, Extra Attack, Fighting Style, Improved Critical, Martial Archetype, Remarkable Athlete, Second Wind, Dueling	Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Defense, Dueling	Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Superior Critical, Defense, Dueling
Spell-casting	-	-	-	-
Equipment	Flail; Half-Plate; Shield; Heavy Crossbow; Dagger	*+1 Flail; +1 Half-Plate;* Shield; Heavy Crossbow; Dagger	*+2 Flail;* Plate Armor; Shield; Heavy Crossbow; Dagger	*+3 Flail; +2 Plate Armor;* Shield; Heavy Crossbow; Dagger

Special Abilities

Darkvision Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry You have advantage on all saving throws against being charmed or put to sleep.

Languages You can speak, read, and write Common, Elvish, and one extra language of your choice.

Skill Versatility You gain proficiency in two skills of your choice.

Action Surge Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again. You can use this feature 1 time(s) before a rest, but only once on the same turn.

Additional Fighting Style At 10th level, you can choose a second option from the Fighting Style class feature.

Champion The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Fighting Style You adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Improved Critical Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

Indomitable Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature 2 time(s) between long rests.

Martial Archetype At 3rd level, you choose an archetype that you strive to emulate in your combat styles and techniques. The Champion archetype is detailed at the end of the class description; see the Player's Handbook for information on other martial archetypes. Your archetype grants you features at 3rd level and again at 7th, 10th, 15th, and 18th level.

Remarkable Athlete Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to +5.

Second Wind You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Superior Critical Starting at 15th level, your weapon attacks score a critical hit on a roll of 18-20.

Defense While you are wearing armor, you gain a +1 bonus to AC.

Dueling When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon. s.

Conversation

What do you think of Mondaria City?

"Bringing law to the lawless here is a thankless task, but necessary. Now more than ever."

What do you think of the Mines?

"One of the most needful places I've ever visited."

How have you survived after the catastrophe?

"My duty before is unchanged."

What did you do, before the calamity?

"Kept order, as well as I can. It's an endless task, the more so because of those who dwell here."

What do you know of the Obelisk?

"I've heard it's a device of chaos, which makes it an enemy of mine."

Have you been to the Mine's lower levels?

"Yes, but not the final level. Though if what they say of the Obelisk is accurate, my duty must take me there to solve this problem."

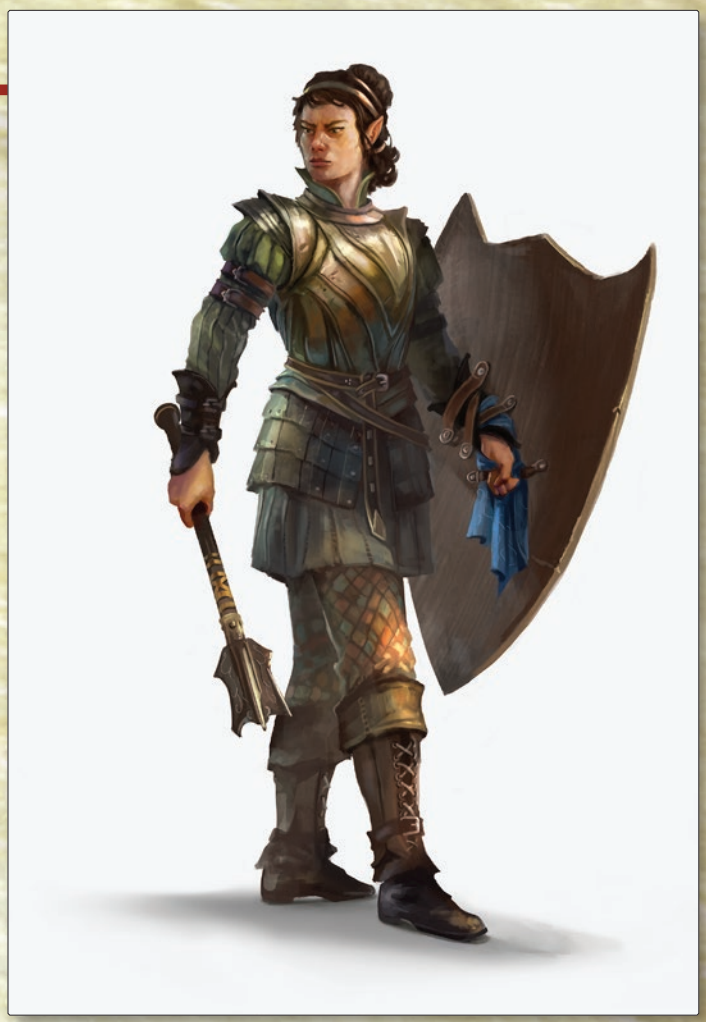
Can you tell me anything about the conflict between workers and administration (or Dwarves and Elves)?

"It's straightforward: the elves want law and order and productivity and profit for all, and the dwarves want ale and lethargy. Which side would you be on?"

Vanarelia Riccars (Keepmaster)

CR 1; XP 200

LG; Medium Humanoid (Half-Elf)



Description

Though forces of good, evil, and mercenary intrigue ultimately war together to rule Mondaria and its mines, the **Keepmaster** strives to help Good to the fore. She'll settle for a balance, but her heart yearns for a just, good, and orderly society where all are fairly treated. Her friends, if indeed close friends she had, might point out that a deep and chaotic mine, largely ruled by Elves and staffed by Dwarves and therefore strained by the racial divide that arrangement necessitates, may not be the most appropriate place for such a perspective on the world. She would point out that the challenge such a scenario dictates makes it precisely the best place for imbuing such a stance on things.

Appearance

She wears half-plate armor, no helmet, and wields a heavy flail and heavy steel shield.

Factions

Vanarelia serves the elven administration, but she disagrees with the savage means of enforcing order that that group has chosen in many cases.

Combat Tactics

Vanarelia will fight only if it seems justified, but if it does, she will fight to the death, and will defend any around her who seem less capable.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Challenge	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
Class / HD	Paladin 1	Paladin 6	Paladin 10	Paladin 14
Size / Aln	Medium LE Half-Elf	Medium LE Half-Elf	Medium LE Half-Elf	Medium LE Half-Elf
HP	10	39	58	86
Armor Class	18	19	20	21
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'

	⊠ Low	⊠ Moderate	⊠ Advanced	⊠ Elite
Ability Scores / Saves	**STR** 16 (+3) **DEX** 13 (+1) **CON** 11 (+0) **INT** 9 (-1) **WIS** 10 (+2) **CHA** 18 (+6)	**STR** 16 (+3) **DEX** 13 (+1) **CON** 11 (+0) **INT** 9 (-1) **WIS** 10 (+3) **CHA** 20 (+8)	**STR** 18 (+4) **DEX** 13 (+1) **CON** 11 (+0) **INT** 9 (-1) **WIS** 10 (+4) **CHA** 20 (+9)	**STR** 20 (+5) **DEX** 13 (+1) **CON** 11 (+0) **INT** 9 (-1) **WIS** 10 (+5) **CHA** 20 (+10)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception +12 Disadvantage on Stealth	Passive Perception +13 Disadvantage on Stealth	Passive Perception +14 Disadvantage on Stealth	Passive Perception +15 Disadvantage on Stealth
Languages	Common, Dwarvish, Elvish			
Attacks	**Melee** Longsword +5 (1d8+3) **Melee** Dagger +5 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +5 (1d4+3); 60 ft.': +5 (1d4+3)	**Melee** *+1 Longsword* +7/+7 (1d8+6) **Melee** Dagger +6/+6 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +6/+6 (1d4+3); 60 ft.': +6/+6 (1d4+3)	**Melee** *+2 Longsword* +10/+10 (1d8+8) **Melee** Dagger +8/+8 (1d4+6) **Ranged** Dagger (Thrown) 20 ft.': +8/+8 (1d4+4); 60 ft.': +8/+8 (1d4+4)	**Melee** *+3 Longsword* +13/+13 (1d8+10) **Melee** Dagger +10/+10 (1d4+7) **Ranged** Dagger (Thrown) 20 ft.': +10/+10 (1d4+5); 60 ft.': +10/+10 (1d4+5)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			
Special Qualities	Darkvision, Fey Ancestry, Languages, Skill Versatility, Divine Sense, Lay on Hands	Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Aura of Protection, Channel Divinity, Divine Health, Divine Sense, Divine Smite, Extra Attack, Fighting Style, Lay on Hands, Oath of Devotion, Oath Spells, Sacred Oath, Sacred Weapon, Spellcasting, Spellcasting Focus, Turn the Unholy, Dueling	Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Aura of Courage, Aura of Devotion, Aura of Protection, Channel Divinity, Divine Health, Divine Sense, Divine Smite, Extra Attack, Fighting Style, Lay on Hands, Oath of Devotion, Oath Spells, Sacred Oath, Sacred Weapon, Spellcasting, Spellcasting Focus, Turn the Unholy, Dueling	Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Aura of Courage, Aura of Devotion, Aura of Protection, Channel Divinity, Cleansing Touch, Divine Health, Divine Sense, Divine Smite, Extra Attack, Fighting Style, Improved Divine Smite, Lay on Hands, Oath of Devotion, Oath Spells, Sacred Oath, Sacred Weapon, Spellcasting, Spellcasting Focus, Turn the Unholy, Dueling
Spell-casting	-	**Save DC 16; Spell Atk +8** **2nd:** *aid; lesser restoration* **1st:** *bless; command; cure wounds; purify food and drink*	**Save DC 17; Spell Atk +9** **3rd:** *dispel magic; remove curse* **2nd:** *aid; lesser restoration; locate object* **1st:** *bless; command; cure wounds; purify food and drink*	**Save DC 18; Spell Atk +10** **4th:** *locate creature* **3rd:** *daylight; dispel magic; remove curse* **2nd:** *aid; lesser restoration; locate object* **1st:** *bless; command; cure wounds; purify food and drink*

	Low	Moderate	Advanced	Elite
Equipment	Longsword; Chain Mail; Shield; Dagger	*+1 Longsword;* Splint Mail; Shield; Dagger	*+2 Longsword;* Plate Armor; Shield; Dagger	*+3 Longsword; +1 Plate Armor;* Shield; Dagger

Special Abilities

Darkvision Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry You have advantage on all saving throws against being charmed or put to sleep.

Languages You can speak, read, and write Common, Elvish, and one extra language of your choice.

Skill Versatility You gain proficiency in two skills of your choice.

Aura of Courage Starting at 10th level, you and friendly creatures within 10 feet of you can't be frightened while you are conscious.

Aura of Devotion Starting at 7th level, you and friendly creatures within 10 feet of you can't be charmed while you are conscious.

Aura of Protection Starting at 6th level, whenever you or a friendly creature within 10 feet of you must make a saving throw, the creature gains a bonus to the saving throw equal to 5. You must be conscious to grant this bonus.

Channel Divinity Your oath allows you to channel divine energy to fuel magical effects. Each Channel Divinity option provided by your oath explains how to use it. When you use your Channel Divinity, you choose which option to use. You must then finish a short or long rest to use your Channel Divinity again. Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your paladin spell save DC.

Cleansing Touch Beginning at 14th level, you can use your action to end one spell on yourself or on one willing creature that you touch. You can use this feature 5 times. You regain expended uses when you finish a long rest.

Divine Health By 3rd level, the divine magic flowing through you makes you immune to disease.

Divine Sense The presence of strong evil registers on your senses like a noxious odor, and powerful good rings like heavenly music in your ears. As an action, you can open your awareness to detect such forces. Until the end of your next turn, you know the location of any celestial, fiend, or undead within 60 feet of you that is not behind total cover. You know the type (celestial, fiend, or undead) of any being whose presence you sense, but not its identity (the vampire Count Strahd von Zarovich, for instance). Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated, as with the hallow spell. You can use this feature 6 times. When you finish a long rest, you regain all expended uses.

Divine Smite Starting at 2nd level, when you hit a creature with a melee weapon attack, you can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is an undead or a fiend.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Fighting Style At 2nd level, you adopt a style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Improved Divine Smite By 11th level, you are so suffused with righteous might that all your melee weapon strikes carry divine power with them. Whenever you hit a creature with a melee weapon, the creature takes an extra 1d8 radiant damage. If you also use your Divine Smite with an attack, you add this damage to the extra damage of your Divine Smite.

Lay on Hands Your blessed touch can heal wounds. You have a pool of healing power that replenishes when you take a long rest. With that pool, you can restore a total number of hit points equal to 70. As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool. Alternatively, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit points separately for each one. This feature has no effect on undead and constructs.

Oath of Devotion The Oath of Devotion binds a paladin to the loftiest ideals of justice, virtue, and order. Sometimes called cavaliers, white knights, or holy warriors, these paladins meet the ideal of the knight in shining armor, acting with honor in pursuit of justice and the greater good. They hold themselves to the highest standards of conduct, and some, for better or worse, hold the rest of the world to the same standards. Many who swear this oath are devoted to gods of law and good and use their gods' tenets as the measure of their devotion. They hold angels-the perfect servants of good-as their ideals, and incorporate images of angelic wings into their helmets or coats of arms.

Oath Spells Each oath has a list of associated spells. You gain access to these spells at the levels specified in the oath description. Once you gain access to an oath spell, you always have it prepared. Oath spells don't count against the number of spells you can prepare each day. If you gain an oath spell that doesn't appear on the paladin spell list, the spell is nonetheless a paladin spell for you.

Sacred Oath When you reach 3rd level, you swear the oath that binds you as a paladin forever. Up to this time you have been in a preparatory stage, committed to the path but not yet sworn to it. Now you choose the Oath of Devotion, the Oath of the Ancients, or the Oath of Vengeance, all detailed at the end of the class description. Your choice grants you features at 3rd level and again at 7th, 15th, and 20th level. Those features include oath spells and the Channel Divinity feature.

Sacred Weapon As an action, you can imbue one weapon that you are holding with positive energy, using your Channel Divinity. For 1 minute, you add +5 to attack rolls made with that weapon. The weapon also emits bright light in a 20-foot radius and dim light 20 feet beyond that. If the weapon is not already magical, it becomes magical for the duration. You can end this effect on your turn as part of any other action. If you are no longer holding or carrying this weapon, or if you fall unconscious, this effect ends.

Turn the Unholy As an action, you present your holy symbol and speak a prayer censuring fiends and undead, using your Channel Divinity. Each fiend or undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Dueling When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon..

Conversation

What do you think of Mondaria City?

"A grand town, full of wondrous peoples, serving a single goal."

What do you think of the Mines?

- "A dark place of chaos, but ultimately necessary for production."

How have you survived after the catastrophe?

- "In continued service to my mission, to bring about peace and order here to the benefit of all."

What did you do, before the calamity?

- "Much as I do now; it's just easier in some ways now that the enemy more often has a face."

What do you know of the Obelisk?

- "It's an evil foment of chaos, which makes it my nemesis."

Have you been to the Mine's lower levels?

- "I have not, though I seek it out in service to my duty."

Can you tell me anything about the conflict between workers and administration (or Dwarves and Elves)?

- "Sad, that the two sides cannot resolve the conflict for once and for all. Sadder still that most who hear that will think it necessary to shed blood to put the matter to rest."

Wyrida (The Stranger)

CR 4; XP 1,100

LN; Medium Humanoid (Half-Elf)

Description

She's a ranger, a rover, someone used to going alone, to getting the job done, and to returning. The Stranger always seems on a mission, even if that mission is as commonplace as securing an Inn for the evening: there is a manner about her, a resolve, a determination, that brooks few questions and little argument. She may be attractive, or not; it's hard to say, since her demeanor and approach to things speaks little as to her predilections for romance.

Deep within, she yearns in an abstract way for something to return home to--but though whether that means a lover, a spouse, a family, a business, a church, or something else, she couldn't articulate, even if she was given to such discussion.

She approaches the adventurers nearly out of nowhere with a plea and a mission: follow her, and help her solve a mystery. She conceals as many details about the actual scenario as she possibly can, for the truth is somewhat daunting: an entire mining city of Druids has fallen silent in the past few months, and solitary couriers sent to investigate have never returned.

The Stranger is not taken to beliefs, premonitions, or other divintations. But the hunter, the forager, and the wild traveler within her knows a bad thing when she sees it. She has family, in that city; but for them, this may have been the first mission she refused to undertake, for fear... not of failure, but of what the truth might reveal. Savvy adventurers in the group will read this in her face, as she tries to conceal it like the scars that lie just beneath the wispy covering of her hair.

Appearance

She is of middling height for a half-elf. Chin-length, straight, brown hair with a tint of green, though whether this effect is natural or cosmetically applied is unclear. Her hair frames her face and hides her ears; this is intentional, both to hide the slight pointedness of her half-elven ears to obscure her ancestry, and to conceal the scars that besmirch her forehead, cheeks, and neck. They're not deep, but definitely present: they could be from a particularly nasty childhood incident in a poisoned briar patch... or something more sinister and recent. Either way, she's certainly not telling. She seems a strong and silent type: stern and dedicated.

Factions

Wyrida serves only her duty to the Druid Enclave.

Combat Tactics

Calculating, experienced, and wise, **Wyrida** will conquer nearly any foe, and if this seems improbable, will quietly disappear.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Challenge	CR 4 XP 1,100	CR 8 XP 3,900	CR 12 XP 8,400	CR 16 XP 15,000
Class / HD	Ranger 4	Ranger 8	Ranger 12	Ranger 16

	Low	Moderate	Advanced	Elite
Size / Aln	Medium LN Half-Elf	Medium LN Half-Elf	Medium LN Half-Elf	Medium LN Half-Elf
HP	23	48	79	103
Armor Class	17	16	17	18
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	**STR** 14 (+4) **DEX** 20 (+7) **CON** 10 (+0) **INT** 13 (+1) **WIS** 20 (+5) **CHA** 13 (+1)	**STR** 14 (+5) **DEX** 20 (+8) **CON** 10 (+0) **INT** 13 (+1) **WIS** 20 (+5) **CHA** 15 (+2)	**STR** 14 (+6) **DEX** 20 (+9) **CON** 10 (+0) **INT** 13 (+1) **WIS** 20 (+5) **CHA** 17 (+3)	**STR** 16 (+8) **DEX** 20 (+10) **CON** 10 (+0) **INT** 13 (+1) **WIS** 20 (+5) **CHA** 17 (+3)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception +17	Passive Perception +18	Passive Perception +19	Passive Perception +20
Languages	Common, Dwarvish, Elvish, Gnomish			
Attacks	**Ranged** Longbow--> 150 ft.': +7 (1d8+5); 600 ft.': +7 (1d8+5) **Melee** Dagger +7 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +7 (1d4+5); 60 ft.': +7 (1d4+5) **Melee** Spear +7 (1d6+5) Ranged **Spear** (Thrown) 20 ft.': +7 (1d6+5); 60 ft.': +7 (1d6+5)	**Ranged** *+1 Longbow* --> 150 ft.': +9/+9 (1d8+6); 600 ft.': +9/+9 (1d8+6) **Melee** Dagger +8/+8 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +8/+8 (1d4+5); 60 ft.': +8/+8 (1d4+5) **Melee** Spear +8/+8 (1d6+5) **Ranged** Spear (Thrown) 20 ft.': +8/+8 (1d6+5); 60 ft.': +8/+8 (1d6+5)	**Ranged** *+2 Longbow* --> 150 ft.': +11/+11 (1d8+7); 600 ft.': +11/+11 (1d8+7) **Melee** Dagger +9/+9 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +9/+9 (1d4+5); 60 ft.': +9/+9 (1d4+5) **Melee** Spear +9/+9 (1d6+5) **Ranged** Spear (Thrown) 20 ft.': +9/+9 (1d6+5); 60 ft.': +9/+9 (1d6+5)	**Ranged** *+3 Longbow* --> 150 ft.': +13/+13 (1d8+8); 600 ft.': +13/+13 (1d8+8) **Melee** Dagger +10/+10 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +10/+10 (1d4+5); 60 ft.': +10/+10 (1d4+5) **Melee** Spear +10/+10 (1d6+5) **Ranged** Spear (Thrown) 20 ft.': +10/+10 (1d6+5); 60 ft.': +10/+10 (1d6+5)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Qualities	Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Favored Enemy, Fighting Style, Giant Killer, Hunter, Hunter's Prey, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Dueling, Aberrations, Mountain	Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Defensive Tactics, Escape the Horde, Extra Attack, Favored Enemy, Fighting Style, Giant Killer, Hunter, Hunter's Prey, Land's Stride, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Dueling, Aberrations, Monstrosities, Mountain, Underdark	Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Defensive Tactics, Escape the Horde, Extra Attack, Favored Enemy, Fighting Style, Giant Killer, Hide in Plain Sight, Hunter, Hunter's Prey, Land's Stride, Multiattack, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Whirlwind Attack, Dueling, Aberrations, Monstrosities, Forest, Mountain, Underdark	Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Defensive Tactics, Escape the Horde, Extra Attack, Favored Enemy, Fighting Style, Giant Killer, Hide in Plain Sight, Hunter, Hunter's Prey, Land's Stride, Multiattack, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Stand Against the Tide, Superior Hunter's Defense, Vanish, Whirlwind Attack, Dueling, Aberrations, Monstrosities, Oozes, Forest, Mountain, Underdark
Spell-casting	**Save DC 15; Spell Atk +7** **2nd:** *aid; lesser restoration* **1st:** *bless; command; cure wounds; purify food and drink*	**Save DC 16; Spell Atk +8** **2nd:** *aid; lesser restoration* **1st:** *bless; command; cure wounds; purify food and drink*	**Save DC 17; Spell Atk +9** **3rd:** *dispel magic; remove curse* **2nd:** *aid; lesser restoration; locate object* **1st:** *bless; command; cure wounds; purify food and drink*	**Save DC 18; Spell Atk +10** **4th:** *freedom of movement; stoneskin* **3rd:** *nondetection; protecton from energy; water breathing* **2nd:** *barkskin; find traps; pass without trace* **1st:** *alarm; cure wounds; fog cloud; longstrider*
Equipment	Longbow; Studded Leather Armor; Dagger; Spear	*+1 Longbow; +1 Elven Chain;* Dagger; Spear	*+2 Longbow; +2 Elven Chain;* Dagger; Spear	*+3 Longbow; +3 Elven Chain;* Dagger; Spear

Special Abilities

Darkvision Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry You have advantage on all saving throws against being charmed or put to sleep.

Languages You can speak, read, and write Common, Elvish, and one extra language of your choice.

Skill Versatility You gain proficiency in two skills of your choice.

Defensive Tactics At 7th level, you gain one of the following features of your choice.

Escape the Horde Opportunity attacks against you are made with disadvantage.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Favored Enemy Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy. Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies. You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them. When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all. You choose one additional favored enemy, as well as an associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.

Fighting Style At 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Giant Killer When a Large or larger creature within 5 feet of you hits or misses you with an attack, you can use your reaction to attack that creature immediately after its attack, provided that you can see the creature.

Hide in Plain Sight Starting at 10th level, you can spend 1 minute creating camouflage for yourself. You must have access to fresh mud, dirt, plants, soot, and other naturally occurring materials with which to create your camouflage. Once you are camouflaged in this way, you can try to hide by pressing yourself up against a solid surface, such as a tree or wall, that is at least as tall and wide as you are. You gain a +10 bonus to Dexterity (Stealth) checks as long as you remain there without moving or taking actions. Once you move or take an action or a reaction, you must camouflage yourself again to gain this benefit.

Hunter Emulating the Hunter archetype means accepting your place as a bulwark between civilization and the terrors of the wilderness. As you walk the Hunter's path, you learn specialized techniques for fighting the threats you face, from rampaging ogres and hordes of orcs to towering giants and terrifying dragons.

Hunter's Prey At 3rd level, you gain one of the following features of your choice.

Land's Stride Starting at 8th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.

Natural Explorer You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in. While traveling for an hour or more in your favored terrain, you gain the following benefits: * Difficult terrain doesn't slow your group's travel. * Your group can't become lost except by magical means. * Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger. * If you are traveling alone, you can move stealthily at a normal pace. * When you forage, you find twice as much food as you normally would. * While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area. You choose additional favored terrain types at 6th and 10th level.

Primeval Awareness Beginning at 3rd level, you can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

Ranger Archetype At 3rd level, you choose an archetype that you strive to emulate: Hunter or Beast Master, both detailed at the end of the class description. Your choice grants you features at 3rd level and again at 7th, 11th, and 15th level.

Stand Against the Tide When a hostile creature misses you with a melee attack, you can use your reaction to force that creature to repeat the same attack against another creature (other than itself) of your choice.

Superior Hunter's Defense At 15th level, you gain one of the following features of your choice.

Vanish Starting at 14th level, you can use the Hide action as a bonus action on your turn. Also, you can't be tracked by nonmagical means, unless you choose to leave a trail.

Whirlwind Attack You can use your action to make a melee attack against any number of creatures within 5 feet of you, with a separate attack roll for each target.

Dueling When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Aberrations Advantage on Wisdom (Survival) checks to track Aberrations, as well as on Intelligence checks to recall information about them. You also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

Monstrosities Advantage on Wisdom (Survival) checks to track Monstrosities, as well as on Intelligence checks to recall information about them. You also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

Oozes Advantage on Wisdom (Survival) checks to track Oozes, as well as on Intelligence checks to recall information about them. You also learn one language of your choice that is spoken by your favored enemies, if they speak one at all...

Conversation

What do you think of Mondaria City?

"It is a necessity, or so the Council believes."

What do you think of the Mines?

"Filthy and consumed with monsters, but rich in ore."

How have you survived after the catastrophe?

"I will ever survive. To what end is a better question."

What did you do, before the calamity?

"Served the Enclave. As I continue to do."

What do you know of the Obelisk?

"Nothing."

Have you been to the Mine's lower levels?

"I have not been in the Mines at all, not recently."

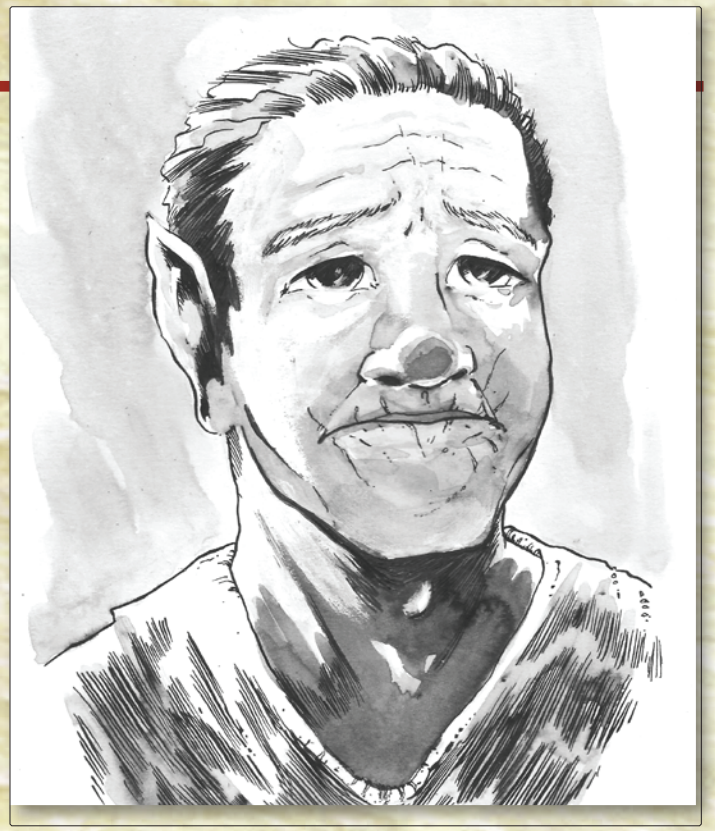
Can you tell me anything about the conflict between workers and administration (or Dwarves and Elves)?

"I'm aware of it, and that it's pervasive, but also that it's nonlethal, at least thus far."

Common NPCs

Bleak Mute

CR 1; XP 200



CG; Small Humanoid (Halfling)

Description

This unfortunate soul is mute, his tongue having been lost to some unknown tragedy years earlier.

Appearance

He has wavy, light-brown, close-cropped hair. His face has the architecture of a high-born lord, but despair, poverty, and a dark past have stolen the noble bearing from his countenance, save for his eyes, which seem great beautiful pools of sky blue. His mouth is ringed by a spattering of small linear scars; they are side effects from the torture that stole his tongue and speech.

Combat Tactics

Desperate and somewhat insane, a **Bleak Mute** will fight to the death if engaged.

	Low	Moderate	Advanced	Elite
Challenge	CR 1 XP 200	CR 4 XP 1,100	CR 7 XP 2,900	CR 10 XP 5,900
Class / HD	Fighter 1	Fighter 4	Fighter 7	Fighter 10
Size / Aln	Small CG Halfling	Small CG Halfling	Small CG Halfling	Small CG Halfling
HP	9	26	44	76
Armor Class	11	11	11	11
Speed	Walk 25'	Walk 25'	Walk 25'	Walk 25'
Ability Scores / Saves	**STR** 9 (+1) **DEX** 13 (+1) **CON** 9 (+1) **INT** 7 (-2) **WIS** 14 (+2) **CHA** 13 (+1)	**STR** 9 (+1) **DEX** 13 (+1) **CON** 11 (+2) **INT** 7 (-2) **WIS** 14 (+2) **CHA** 13 (+1)	**STR** 9 (+2) **DEX** 13 (+1) **CON** 13 (+4) **INT** 7 (-2) **WIS** 14 (+2) **CHA** 13 (+1)	**STR** 9 (+3) **DEX** 13 (+1) **CON** 15 (+6) **INT** 7 (-2) **WIS** 14 (+2) **CHA** 13 (+1)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-

	Low	Moderate	Advanced	Elite
Senses	Passive Perception +12	Passive Perception +12	Passive Perception +12	Passive Perception +12
Languages	Common, Halfling			
Attacks	**Melee** Club (Small) +1 (1d4-1) **Melee** Dagger (Small) +3 (1d4+1) **Ranged** Dagger (Small/ Thrown) 20 ft.': +3 (1d4+1); 60 ft.': +3 (1d4+1)	**Melee** Dagger (Small) +3 (1d4+1) **Ranged** Dagger (Small/ Thrown) 20 ft.': +3 (1d4+1); 60 ft.': +3 (1d4+1) **Melee** *+1 Club* +2 (1d4)	**Melee** Dagger (Small) +4 (1d4+1) **Ranged** Dagger (Small/ Thrown) 20 ft.': +4/+4 (1d4+1); 60 ft.': +4/+4 (1d4+1) **Melee** *+2 Club* +4/+4 (1d4+1)	**Melee** Dagger (Small) +5 (1d4+1) **Ranged** Dagger (Small/ Thrown) 20 ft.': +5/+5 (1d4+1); 60 ft.': +5/+5 (1d4+1) **Melee** *+3 Club* +6/+6 (1d4+2)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			
Special Qualities	Brave, Halfling Nimbleness, Languages, Lucky, Fighting Style, Second Wind, Defense	Brave, Halfling Nimbleness, Languages, Lucky, Ability Score Improvement, Action Surge, Champion, Fighting Style, Improved Critical, Martial Archetype, Second Wind, Defense	Brave, Halfling Nimbleness, Languages, Lucky, Ability Score Improvement, Action Surge, Champion, Extra Attack, Fighting Style, Improved Critical, Martial Archetype, Remarkable Athlete, Second Wind, Defense	Brave, Halfling Nimbleness, Languages, Lucky, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Defense, Dueling
Spell-casting	-	-	-	-
Equipment	Club; Dagger	*+1 Club;* Dagger	*+2 Club;* Dagger	*+3 Club;* Dagger

Special Abilities

Brave You have advantage on saving throws against being frightened.

Halfling Nimbleness You can move through the space of any creature that is of a size larger than yours.

Languages You can speak, read, and write Common and Halfling. The Halfling language isn't secret, but halflings are loath to share it with others. They write very little, so they don't have a rich body of literature. Their oral tradition, however, is very strong. Almost all halflings speak Common to converse with the people in whose lands they dwell or through which they are traveling.

Lucky When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Action Surge Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again. You can use this feature 1 time(s) before a rest, but only once on the same turn.

Additional Fighting Style At 10th level, you can choose a second option from the Fighting Style class feature.

Champion The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Fighting Style You adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Improved Critical Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

Indomitable Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature 1 time(s) between long rests.

Martial Archetype At 3rd level, you choose an archetype that you strive to emulate in your combat styles and techniques. The Champion archetype is detailed at the end of the class description; see the Player's Handbook for information on other martial archetypes. Your archetype grants you features at 3rd level and again at 7th, 10th, 15th, and 18th level.

Remarkable Athlete Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to +-1.

Second Wind You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Defense While you are wearing armor, you gain a +1 bonus to AC.

Dueling When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon...

Celebrant

CR 1; XP 200

CG; Medium Humanoid (Human)

Description

A lithe, cavorting mostly-human half-elf, the **Celebrant** is the foot soldier of the dancing troupe who travels and entertains. The Celebrants trapped in the caverns of Mondaria have become pale, dangerously thin versions of their former selves, never certain where their next meal is coming from or even if they will make it to such.

Appearance

Typically dressed in flamboyant, jesterlike padded armor, it's been torn and tattered and smudged from the cave dust and grime. Celebrants usually wear daggers and shortswords.

Combat Tactics

As **Celebrants** are rarely encountered alone, in combat they will use their numbers to advantage where possible.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Challenge	CR 1 XP 200	CR 4 XP 1,100	CR 7 XP 2,900	CR 10 XP 5,900
Class / HD	Bard 1	Bard 6	Bard 10	Bard 14
Size / Aln	Medium CG Human	Medium CG Human	Medium CG Human	Medium CG Human
HP	7	21	30	36
Armor Class	10	10	12	14
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	STR 14 (+2) DEX 9 (+1) CON 8 (-1) INT 12 (+1) WIS 13 (+1) CHA 17 (+5)	STR 14 (+2) DEX 9 (+2) CON 8 (-1) INT 12 (+1) WIS 13 (+1) CHA 19 (+7)	STR 14 (+2) DEX 10 (+4) CON 8 (-1) INT 12 (+1) WIS 13 (+1) CHA 20 (+9)	STR 14 (+2) DEX 12 (+6) CON 8 (-1) INT 12 (+1) WIS 13 (+1) CHA 20 (+10)
Skills	-	-	-	-

	Low	Moderate	Advanced	Elite
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception +11 Disadvantage on Stealth	Passive Perception +11	Passive Perception +11	Passive Perception +11
Languages	Common, Dwarvish			
Attacks	**Melee** Quarterstaff +4 (1d6+2) **Ranged** Sling--> 30 ft.': -9 (1d4-1); 120 ft.': -9 (1d4-1)	**Ranged** Sling--> 30 ft.': -8 (1d4-1); 120 ft.': -8 (1d4-1) **Melee** *+1 Quarterstaff* +6 (1d6+3)	**Ranged** Sling--> 30 ft.': -6 (1d4); 120 ft.': -6 (1d4) **Melee** *+2 Quarterstaff* +8 (1d6+4)	**Ranged** Sling--> 30 ft.': -4 (1d4+1); 120 ft.': -4 (1d4+1) **Melee** *+3 Quarterstaff* +10 (1d6+5)
Special	-	-	-	-
Proficiencies	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike			
Special Qualities	Languages, Bardic Inspiration, Cantrips, Spellcasting	Languages, Ability Score Improvement, Additional Magical Secrets, Bard College, Bardic Inspiration, Bonus Proficiencies, Cantrips, College of Lore, Countercharm, Cutting Words, Expertise, Font of Inspiration, Jack of All Trades, Song of Rest, Spellcasting	Languages, Ability Score Improvement, Additional Magical Secrets, Bard College, Bardic Inspiration, Bonus Proficiencies, Cantrips, College of Lore, Countercharm, Cutting Words, Expertise, Font of Inspiration, Jack of All Trades, Magical Secrets, Song of Rest, Spellcasting	Languages, Ability Score Improvement, Additional Magical Secrets, Bard College, Bardic Inspiration, Bonus Proficiencies, Cantrips, College of Lore, Countercharm, Cutting Words, Expertise, Font of Inspiration, Jack of All Trades, Magical Secrets, Peerless Skill, Song of Rest, Spellcasting
Spell-casting	**Save DC 13; Spell Atk +5** **Cantrips (at will):** *minor illusion; prestidigitation* **1st:** *charm person; disguise self*	**Save DC 15; Spell Atk +7** **Cantrips (at will):** *dancing lights; light; minor illusion; prestidigitation* **3rd:** *fear; hypnotic pattern; major image* **2nd:** *enthrall; hold person; invisibility* **1st:** *charm person; comprehend languages; disguise self; faerie fire*	**Save DC 17; Spell Atk +9** **Cantrips (at will):** *dancing lights; light; minor illusion; prestidigitation* **5th:** *dominate person; mislead* **4th:** *compulsion; freedom of movement; greater invisibility* **3rd:** *fear; hypnotic pattern; major image* **2nd:** *enthrall; hold person; invisibility* **1st:** *charm person; comprehend languages; disguise self; faerie fire*	**Save DC 18; Spell Atk +10** **Cantrips (at will):** *dancing lights; light; minor illusion; prestidigitation* **7th:** *mirage arcane* **6th:** *irresistible dance* **5th:** *dominate person; mislead* **4th:** *compulsion; freedom of movement; greater invisibility* **3rd:** *fear; hypnotic pattern; major image* **2nd:** *enthrall; hold person; invisibility* **1st:** *charm person; comprehend languages; disguise self; faerie fire*
Equipment	Quarterstaff; Sling; Padded Armor	*+1 Quarterstaff;* Sling; Leather Armor	*+2 Quarterstaff;* Sling; Studded Leather Armor	*+3 Quarterstaff;* Sling; *+1 Studded Leather Armor*

Special Abilities

Languages You can speak, read, and write Common and one extra language of your choice. Humans typically learn the languages of other peoples they deal with, including obscure dialects. They are fond of sprinkling their speech with words borrowed from other tongues: Orc curses, Elvish musical expressions, Dwarvish military phrases, and so on.

Additional Magical Secrets At 6th level, you learn two spells of your choice from any class. A spell you choose must be of a level you can cast, as shown on the Bard table, or a cantrip. The chosen spells count as bard spells for you but don't count against the number of bard spells you know.

Bard College At 3rd level, you delve into the advanced techniques of a bard college of your choice: the College of Lore or the College of Valor, both detailed at the end of the class description. Your choice grants you features at 3rd level and again at 6th and 14th level.

Bardic Inspiration You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature

other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d10. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time. You can use this feature a number of times equal to 5. You regain any expended uses when you finish a long rest.

Bonus Proficiencies When you join the College of Lore at 3rd level, you gain proficiency with three skills of your choice.

Cantrips You know two cantrips of your choice from the bard spell list. You learn additional bard cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Bard table.

College of Lore Bards of the College of Lore know something about most things, collecting bits of knowledge from sources as diverse as scholarly tomes and peasant tales. Whether singing folk ballads in taverns or elaborate compositions in royal courts, these bards use their gifts to hold audiences spellbound. When the applause dies down, the audience members might find themselves questioning everything they held to be true, from their faith in the priesthood of the local temple to their loyalty to the king. The loyalty of these bards lies in the pursuit of beauty and truth, not in fealty to a monarch or following the tenets of a deity. A noble who keeps such a bard as a herald or advisor knows that the bard would rather be honest than politic. The college's members gather in libraries and sometimes in actual colleges, complete with classrooms and dormitories, to share their lore with one another. They also meet at festivals or affairs of state, where they can expose corruption, unravel lies, and poke fun at selfimportant figures of authority.

Countercharm At 6th level, you gain the ability to use musical notes or words of power to disrupt mind-influencing effects. As an action, you can start a performance that lasts until the end of your next turn. During that time, you and any friendly creatures within 30 feet of you have advantage on saving throws against being frightened or charmed. A creature must be able to hear you to gain this benefit. The performance ends early if you are incapacitated or silenced or if you voluntarily end it (no action required).

Cutting Words Also at 3rd level, you learn how to use your wit to distract, confuse, and otherwise sap the confidence and competence of others. When a creature that you can see within 60 feet of you makes an attack roll, an ability check, or a damage roll, you can use your reaction to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the number rolled from the creature's roll. You can choose to use this feature after the creature makes its roll, but before the DM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it can't hear you or if it's immune to being charmed.

Expertise At 3rd level, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies. At 10th level, you can choose another two skill proficiencies to gain this benefit.

Font of Inspiration Beginning when you reach 5th level, you regain all of your expended uses of Bardic Inspiration when you finish a short or long rest.

Jack of All Trades Starting at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

Magical Secrets By 10th level, you have plundered magical knowledge from a wide spectrum of disciplines. Choose two spells from any class, including this one. A spell you choose must be of a level you can cast, as shown on the Bard table, or a cantrip. The chosen spells count as bard spells for you and are included in the number in the Spells Known column of the Bard table. You learn two additional spells from any class at 14th level and again at 18th level.

Peerless Skill Starting at 14th level, when you make an ability check, you can expend one use of Bardic Inspiration. Roll a Bardic Inspiration die and add the number rolled to your ability check. You can choose to do so after you roil the die for the ability check, but before the DM tells you whether you succeed or fail.

Song of Rest Beginning at 2nd level, you can use soothing music or oration to help revitalize your wounded allies during a short rest. If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest, each of those creatures regains an extra 1d10 hit points. A creature regains the extra hit points only if it spends one or more Hit Dice at the end of the short rest....

Crazed Harbinger

CR 1; XP 200

CN; Medium Humanoid (Human)

Description

This young woman has never been quite right in the head, and wanders from place to place without profession or ambition.

Appearance

She's very pretty, but her waist-length black hair is a horrid mess of tangles and knots, and her eyes are black-rimmed pits of madness. Though attractive and traveling solo, she's never suffered assault, driven either by lust or money; it's almost as though her madness protects her like a shield. She has but one garment to hear name: a light-brown tunic of heavy wool, sleeveless; it's too little for the winters and too heavy for the summers, so she is always sweating or shivering, both of which lending weight and presence to her insanity. She's extremely pale, has a cute mole on her left cheek.

Combat Tactics

Crazed Harbingers are quite convinced of another reality altogether, and right or wrong, battle in this world doesn't seem to bother then overmuch.

	Low	Moderate	Advanced	Elite
Challenge	CR 1 XP 200	CR 4 XP 1,100	CR 7 XP 2,900	CR 10 XP 5,900
Class / HD	Rogue 1	Rogue 4	Rogue 7	Rogue 10
Size / Aln	Medium CN Human	Medium CN Human	Medium CN Human	Medium CN Human
HP	7	25	35	69
Armor Class	12	13	13	14
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	STR 8 (-1) DEX 15 (+4) CON 9 (-1) INT 8 (+1) WIS 15 (+2) CHA 16 (+3)	STR 8 (-1) DEX 15 (+4) CON 11 (+0) INT 8 (+1) WIS 15 (+2) CHA 16 (+3)	STR 8 (-1) DEX 15 (+5) CON 11 (+0) INT 8 (+2) WIS 15 (+2) CHA 16 (+3)	STR 8 (-1) DEX 15 (+6) CON 15 (+2) INT 8 (+3) WIS 15 (+2) CHA 16 (+3)
Skills	-	-	-	-

	⊠ Low	⊠ Moderate	⊠ Advanced	⊠ Elite
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception +12	Passive Perception +12 Disadvantage on Stealth	Passive Perception +12	Passive Perception +12
Languages	Common, Dwarvish			
Attacks	**Melee** Sickle +1 (1d4-1)	**Melee** *+1 Sickle* +2 (1d4)	**Melee** *+2 Sickle* +4 (1d4+1)	**Melee** *+3 Sickle* +6 (1d4+2)
Special	-	-	-	-
Proficiencies	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike			
Special Qualities	Languages, Expertise, Sneak Attack, Thieves' Cant	Languages, Ability Score Improvement, Cunning Action, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant	Languages, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant, Uncanny Dodge	Languages, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge
Spell-casting	-	-	-	-
Equipment	Sickle	*+1 Sickle;* Padded Armor	*+2 Sickle;* Leather Armor	*+3 Sickle; Studded* Leather Armor

Special Abilities

Languages You can speak, read, and write Common and one extra language of your choice. Humans typically learn the languages of other peoples they deal with, including obscure dialects. They are fond of sprinkling their speech with words borrowed from other tongues: Orc curses, Elvish musical expressions, Dwarvish military phrases, and so on.

Cunning Action Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Evasion Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Expertise At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies. At 6th level, you can choose two more of your proficiencies (in skills or with thieves' tools) to gain this benefit.

Fast Hands Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Roguish Archetype At 3rd level, you choose an archetype that you emulate in the exercise of your rogue abilities. Your choice grants you features at 3rd level and then again at 9th, 13th, and 17th level.

Second-Story Work When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to 2.

Sneak Attack Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 5d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Supreme Sneak Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

Thief You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.

Thieves' Cant During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Uncanny Dodge Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Firedancer

CR 1; XP 200

CN; Medium Humanoid (Half-Elf)

Description

Firedancers are troupes of entertainers, traveling combinations of bards, thespians, and courtesans who make their wage by accompanying or intersecting with caravans, adventuring parties, or remote outposts otherwise cut off from such luxuries.

Appearance

These attractive, nimble half-elves are acrobatic tumblers who wear bright, colorful and silken outfits. Their hair is typically tied back in one or more ponytails or pigtails, and is typically dyed in at least three abnormal hues—red, gold, and green, for example. They wear no jewelry, as it could easily interfere with their performances, but commonly wear makeup to accentuate their natural comeliness—even the most obvious mistake is easily forgiven for a pretty face!

Combat Tactics

Firedancers will revel in confusion, creating it by lithely dancing about the battlefield, using their numbers and allies to advantage.

	Low	Moderate	Advanced	Elite
Challenge	CR 1 XP 200	CR 5 XP 1,800	CR 9 XP 5,000	CR 13 XP 8,400
Class / HD	Rogue 1	Rogue 5	Rogue 9	Rogue 13
Size / Aln	Medium CN Half-Elf	Medium CN Half-Elf	Medium CN Half-Elf	Medium CN Half-Elf
HP	7	21	31	47
Armor Class	13	14	15	17
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	STR 10 (+0) DEX 17 (+5) CON 9 (-1) INT 8 (+1) WIS 11 (+0) CHA 18 (+4)	STR 11 (+0) DEX 17 (+6) CON 9 (-1) INT 8 (+2) WIS 11 (+0) CHA 19 (+4)	STR 11 (+0) DEX 19 (+8) CON 9 (-1) INT 8 (+3) WIS 11 (+0) CHA 19 (+4)	STR 14 (+2) DEX 20 (+10) CON 9 (-1) INT 8 (+4) WIS 11 (+0) CHA 19 (+4)
Skills	-	-	-	-

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception +10	Passive Perception +10 Disadvantage on Stealth	Passive Perception +10	Passive Perception +10
Languages	Common, Dwarvish, Elvish			
Attacks	**Melee** Quarterstaff +2 (1d6) **Ranged** Sling--> 30 ft.': -5 (1d4+3); 120 ft.': -5 (1d4+3) **Ranged** Dart--> 20 ft.': +5 (1d4+3); 80 ft.': +5 (1d4+3)	**Ranged** Sling--> 30 ft.': -4 (1d4+3); 120 ft.': -4 (1d4+3) Melee *+1 Quarterstaff* +4 (1d6+1) **Ranged** Dart--> 20 ft.': +6 (1d4+3); 80 ft.': +6 (1d4+3)	**Ranged** Sling--> 30 ft.': -2 (1d4+4); 120 ft.': -2 (1d4+4) **Melee** *+2 Quarterstaff* +6 (1d6+2) **Ranged** Dart--> 20 ft.': +8 (1d4+4); 80 ft.': +8 (1d4+4)	**Ranged** Sling--> 30 ft.': +0 (1d4+5); 120 ft.': +0 (1d4+5) **Melee** *+3 Quarterstaff* +10 (1d6+5) **Ranged** Dart--> 20 ft.': +10 (1d4+5); 80 ft.': +10 (1d4+5)
Special	-	-	-	-
Proficiencies	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike			
Special Qualities	Darkvision, Fey Ancestry, Languages, Skill Versatility, Expertise, Sneak Attack, Thieves' Cant	Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Cunning Action, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant, Uncanny Dodge	Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge	Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge, Use Magic Device
Spell-casting	-	-	-	-
Equipment	Quarterstaff; Sling; Dart	*+1 Quarterstaff;* Sling; Dart; Padded Armor	*+2 Quarterstaff;* Sling; Dart; Leather Armor	*+3 Quarterstaff;* Sling; Dart; Studded Leather Armor

Special Abilities

Darkvision Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry You have advantage on all saving throws against being charmed or put to sleep.

Languages You can speak, read, and write Common, Elvish, and one extra language of your choice.

Skill Versatility You gain proficiency in two skills of your choice.

Cunning Action Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Evasion Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Expertise At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies. At 6th level, you can choose two more of your proficiencies (in skills or with thieves' tools) to gain this benefit.

Fast Hands Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Reliable Talent By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

Roguish Archetype At 3rd level, you choose an archetype that you emulate in the exercise of your rogue abilities. Your choice grants you features at 3rd level and then again at 9th, 13th, and 17th level.

Second-Story Work When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to 5.

Sneak Attack Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 7d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You

don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Supreme Sneak Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

Thief You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.

Thieves' Cant During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Uncanny Dodge Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Use Magic Device By 13th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items.

Firedancer Campmaiden

CR 2; XP 450

CN; Medium Humanoid (Elf)

Description

Campmaidens are a welcome addition to any campsite, be it a vagabond troupe or a king's battlegroup. These beautiful thespians are the traveling campsite's courtesan: singer / storyteller, prostitute, and general companion.

Appearance

They typically wear their hair waist-length and loose-flowing, spending an hour or two on it each morning to make it silken and smooth. Many use dyes to attain a reddish hue; most prized in this profession is the typical red hair, green eyed elven look with high cheekbones, almond eyes, and full lips.

Combat Tactics

The crown jewel of most firedancer troupes, **Campmaidens** are often also in charge of the operation. As a result, their will is typically obeyed without much of a second thought; they will use this to advantage in combat to get their compatriots to defend them.

	Low	Moderate	Advanced	Elite
Challenge	CR 2 XP 450	CR 7 XP 2,900	CR 11 XP 7,200	CR 15 XP 13,000
Class / HD	Bard 2	Bard 7	Bard 11	Bard 15
Size / Aln	Medium CN Elf	Medium CN Human	Medium CN Human	Medium CN Human
HP	8	18	44	59
Armor Class	14	14	15	17
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	STR 10 (+0) DEX 16 (+5) CON 8 (-1) INT 8 (-1) WIS 9 (-1) CHA 18 (+6)	STR 10 (+0) DEX 16 (+6) CON 8 (-1) INT 8 (-1) WIS 9 (-1) CHA 20 (+8)	STR 10 (+0) DEX 18 (+8) CON 8 (-1) INT 8 (-1) WIS 9 (-1) CHA 20 (+9)	STR 10 (+0) DEX 20 (+10) CON 8 (-1) INT 8 (-1) WIS 9 (-1) CHA 20 (+10)
Skills	-	-	-	-
Saves	-	-	-	-

	Low	Moderate	Advanced	Elite
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception +11 Disadvantage on Stealth	Passive Perception +12	Passive Perception +13	Passive Perception +14
Languages	Common, Dwarvish, Elvish			
Attacks	**Ranged** Crossbow, Light--> 80 ft.': -1 (1d8+3); 320 ft.': -1 (1d8+3) **Melee** Dagger +5 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +5 (1d4+3); 60 ft.': +5 (1d4+3)	**Ranged** *+1 Crossbow, Light*--> 80 ft.':+1 (1d8+4); 320 ft.': +1 (1d8+4) **Melee** Dagger +6 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +6 (1d4+3); 60 ft.': +6 (1d4+3)	**Melee** Dagger +8 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +8 (1d4+4); 60 ft.': +8 (1d4+4) **Ranged** *+2 Crossbow, Light* --> 80 ft.': +4 (1d8+6); 320 ft.': +4 (1d8+6)	**Melee** Dagger +10 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +10 (1d4+5); 60 ft.': +10 (1d4+5) **Ranged** *+3 Crossbow, Light* --> 80 ft.': +7 (1d8+8); 320 ft.': +7 (1d8+8)
Special	-	-	-	-
Proficiencies	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike			
Special Qualities	Darkvision, Fey Ancestry, Keen Senses, Languages, Trance, Bardic Inspiration, Cantrips, Jack of All Trades, Song of Rest, Spellcasting	Cantrip, Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Bard College, Bardic Inspiration, College of Lore, Countercharm, Cutting Words, Expertise, Font of Inspiration, Cantrips, Jack of All Trades, Song of Rest, Spellcasting	Darkvision, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Additional Magical Secrets, Bard College, Bardic Inspiration, Bonus Proficiencies, Cantrips, College of Lore, Countercharm, Cutting Words, Expertise, Font of Inspiration, Jack of All Trades, Magical Secrets, Song of Rest, Spellcasting	Darkvision, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Additional Magical Secrets, Bard College, Bardic Inspiration, Bonus Proficiencies, Cantrips, College of Lore, Countercharm, Cutting Words, Expertise, Font of Inspiration, Jack of All Trades, Magical Secrets, Peerless Skill, Song of Rest, Spellcasting
Spell-casting	**Save DC 14; Spell Atk +6** **Cantrips (at will):** *minor illusion; prestidigitation* **1st:** *charm person; disguise self; faerie fire*	**Save DC 16; Spell Atk +8** **Cantrips (at will):** *dancing lights; light; minor illusion; prestidigitation* **4th:** *greater invisibility* **3rd:** *fear; hypnotic pattern; major image* **2nd:** *enthrall; hold person; invisibility* **1st:** *charm person; comprehend languages; disguise self; faerie fire*	**Save DC 17; Spell Atk +9** **Cantrips (at will):** *dancing lights; light; minor illusion; prestidigitation* **6th:** *irresistible dance* **5th:** *dominate person; mislead* **4th:** *compulsion; freedom of movement; greater invisibility* **3rd:** *fear; hypnotic pattern; major image* **2nd:** *enthrall; hold person; invisibility* **1st:** *charm person; comprehend languages; disguise self; faerie fire*	**Save DC 18; Spell Atk +10** **Cantrips (at will):** *dancing lights; light; minor illusion; prestidigitation* **8th:** *dominate monster* **7th:** *teleport* **6th:** *irresistible dance* **5th:** *dominate person; mislead* **4th:** *compulsion; freedom of movement; greater invisibility* **3rd:** *fear; hypnotic pattern; major image* **2nd:** *enthrall; hold person; invisibility* **1st:** *charm person; comprehend languages; disguise self; faerie fire*
Equipment	Light Crossbow; Dagger; Padded Armor	*+1 Light Crossbow;* Dagger; Leather Armor	*+2 Light Crossbow;* Dagger; Leather Armor	*+3 Light Crossbow;* Dagger; Studded Leather Armor

Special Abilities

Darkvision Accustomed to twilit forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Keen Senses You have proficiency in the Perception skill.

Languages You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.

Trance Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become Dexterityive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Additional Magical Secrets At 6th level, you learn two spells of your choice from any class. A spell you choose must be of a level you can cast, as shown on the Bard table, or a cantrip. The chosen spells count as bard spells for you but don't count against the number of bard spells you know.

Bard College At 3rd level, you delve into the advanced techniques of a bard college of your choice: the College of Lore or the College of Valor, both detailed at the end of the class description. Your choice grants you features at 3rd level and again at 6th and 14th level.

Bardic Inspiration You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d12. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time. You can use this feature a number of times equal to 5. You regain any expended uses when you finish a long rest.

Bonus Proficiencies When you join the College of Lore at 3rd level, you gain proficiency with three skills of your choice.

Cantrips You know two cantrips of your choice from the bard spell list. You learn additional bard cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Bard table.

College of Lore Bards of the College of Lore know something about most things, collecting bits of knowledge from sources as diverse as scholarly tomes and peasant tales. Whether singing folk ballads in taverns or elaborate compositions in royal courts, these bards use their gifts to hold audiences spellbound. When the applause dies down, the audience members might find themselves questioning everything they held to be true, from their faith in the priesthood of the local temple to their loyalty to the king. The loyalty of these bards lies in the pursuit of beauty and truth, not in fealty to a monarch or following the tenets of a deity. A noble who keeps such a bard as a herald or advisor knows that the bard would rather be honest than politic. The college's members gather in libraries and sometimes in actual colleges, complete with classrooms and dormitories, to share their lore with one another. They also meet at festivals or affairs of state, where they can expose corruption, unravel lies, and poke fun at selfimportant figures of authority.

Countercharm At 6th level, you gain the ability to use musical notes or words of power to disrupt mind-influencing effects. As an action, you can start a performance that lasts until the end of your next turn. During that time, you and any friendly creatures within 30 feet of you have advantage on saving throws against being frightened or charmed. A creature must be able to hear you to gain this benefit. The performance ends early if you are incapacitated or silenced or if you voluntarily end it (no action required).

Cutting Words Also at 3rd level, you learn how to use your wit to distract, confuse, and otherwise sap the confidence and competence of others. When a creature that you can see within 60 feet of you makes an attack roll, an ability check, or a damage roll, you can use your reaction to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the number rolled from the creature's roll. You can choose to use this feature after the creature makes its roll, but before the DM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it can't hear you or if it's immune to being charmed.

Expertise At 3rd level, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies. At 10th level, you can choose another two skill proficiencies to gain this benefit.

Font of Inspiration Beginning when you reach 5th level, you regain all of your expended uses of Bardic Inspiration when you finish a short or long rest.

Jack of All Trades Starting at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

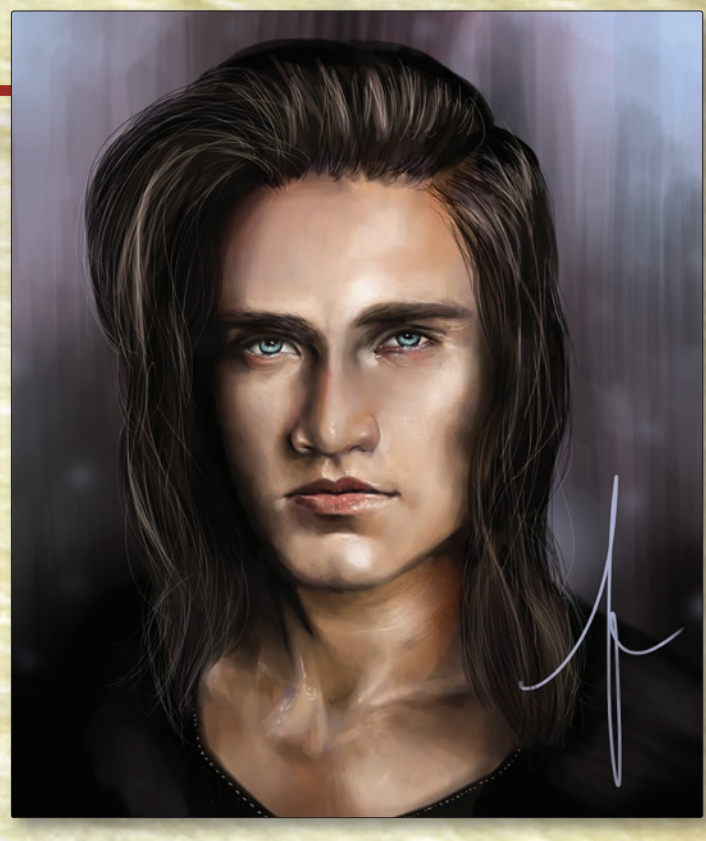
Magical Secrets By 10th level, you have plundered magical knowledge from a wide spectrum of disciplines. Choose two spells from any class, including this one. A spell you choose must be of a level you can cast, as shown on the Bard table, or a cantrip. The chosen spells count as bard spells for you and are included in the number in the Spells Known column of the Bard table. You learn two additional spells from any class at 14th level and again at 18th level.

Peerless Skill Starting at 14th level, when you make an ability check, you can expend one use of Bardic Inspiration. Roll a Bardic Inspiration die and add the number rolled to your ability check. You can choose to do so after you roil the die for the ability check, but before the DM tells you whether you succeed or fail.

Song of Rest Beginning at 2nd level, you can use soothing music or oration to help revitalize your wounded allies during a short rest. If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest, each of those creatures regains an extra 1d10 hit points. A creature regains the extra hit points only if it spends one or more Hit Dice at the end of the short rest..

Firedancer Hearthstud

CR 2; XP 450



CG; Medium Humanoid (Human)

Description

Sensual and charismatic, the **Hearthstud** serves a similar function to that of a **Campmaiden** in a Firedancer troupe. **Hearthstuds** rarely have any power in the troupe itself, however; the duty is viewed as less a task and more an indulgence.

Appearance

Hearthstuds come in many flavors and appearances; most have long and well-kept hair, with high cheekbones and a thin yet chiseled appearance.

Combat Tactics

Hearthstuds think much more of their abilities than they are capable of actually demonstrating; this will become apparent fairly quickly in actual fighting.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Challenge	CR 2 XP 450	CR 7 XP 2,900	CR 12 XP 8,400	CR 16 XP 15,000
Class / HD	Bard 2	Bard 7	Bard 11	Bard 15
Size / Aln	Medium CG Human	Medium CG Human	Medium CG Human	Medium CG Human
HP	15	61	113	143
Armor Class	14	15	18	18
Speed	Walk 30'	Walk 40'	Walk 40'	Walk 40'
Ability Scores / Saves	STR 17 (+5) DEX 17 (+3) CON 12 (+3) INT 7 (-2) WIS 10 (+0) CHA 16 (+3)	STR 19 (+7) DEX 17 (+3) CON 12 (+4) INT 7 (-2) WIS 10 (+0) CHA 16 (+3)	STR 19 (+8) DEX 19 (+4) CON 12 (+5) INT 7 (-2) WIS 10 (+0) CHA 18 (+4)	STR 20 (+10) DEX 19 (+4) CON 12 (+6) INT 7 (-2) WIS 10 (+0) CHA 19 (+4)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-

	⊠ Low	⊠ Moderate	⊠ Advanced	⊠ Elite
Senses	Passive Perception +12	Passive Perception +13	Passive Perception +14	Passive Perception +15
Languages	Common, Elvish			
Attacks	**Melee** Greataxe +5 (1d12+3) **Melee** Handaxe +5 (1d6+3) **Ranged** Handaxe (Thrown) 20 ft.': +5 (1d6+3); 60 ft.': +5 (1d6+3)	**Melee** *+1 Greataxe* +8/+8 (1d12+5) **Melee** Handaxe +7/+7 (1d6+4) **Ranged** Handaxe (Thrown) 20 ft.': +7/+7 (1d6+4); 60 ft.': +7/+7 (1d6+4)	**Melee** *+2 Greataxe* +10/+10 (1d12+6) **Melee** Handaxe +8/+8 (1d6+4) **Ranged** Handaxe (Thrown) 20 ft.': +8/+8 (1d6+4); 60 ft.': +8/+8 (1d6+4)	**Melee** *+3 Greataxe* +13/+13 (1d12+8) **Melee** Handaxe +10/+10 (1d6+5) **Ranged** Handaxe (Thrown) 20 ft.': +10/+10 (1d6+5); 60 ft.': +10/+10 (1d6+5)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			
Special Qualities	Danger Sense, Rage, Reckless Attack, Unarmored Defense	Danger Sense, Extra Attack, Fast Movement, Feral Instinct, Frenzy, Path of the Berserker, Primal Path, Rage, Reckless Attack, Unarmored Defense	Brutal Critical, Danger Sense, Extra Attack, Fast Movement, Feral Instinct, Frenzy, Path of the Berserker, Primal Path, Rage, Reckless Attack, Relentless Rage, Unarmored Defense	Brutal Critical, Danger Sense, Extra Attack, Fast Movement, Feral Instinct, Frenzy, Path of the Berserker, Persistent Rage, Primal Path, Rage, Reckless Attack, Relentless Rage, Unarmored Defense
Spell-casting	-	-	-	-
Equipment	Greataxe; Leather Armor; Handaxe	*+1 Greataxe;* Studded Leather Armor; Handaxe	*+2 Greataxe; +2 Breastplate*; Handaxe	*+3 Greataxe; +2 Breastplate*; Handaxe

Special Abilities

Brutal Critical Beginning at 9th level, you can roll 2 additional weapon damage die when determining the extra damage for a critical hit with a melee attack.

Danger Sense At 2nd level, you gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Fast Movement Starting at 5th level, your speed increases by 10 feet while you aren't wearing heavy armor.

Feral Instinct By 7th level, your instincts are so honed that you have advantage on initiative rolls. Additionally, if you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn, but only if you enter your rage before doing anything else on that turn.

Frenzy Starting when you choose this path at 3rd level, you can go into a frenzy when you rage. If you do so, for the duration of your rage you can make a single melee weapon attack as a bonus action on each of your turns after this one. When your rage ends, you suffer one level of exhaustion (as described in appendix A).

Path of the Berserker For some barbarians, rage is a means to an end--that end being violence. The Path of the Berserker is a path of untrammeled fury, slick with blood. As you enter the berserker's rage, you thrill in the chaos of battle, heedless of your own health or well-being.

Persistent Rage Beginning at 15th level, your rage is so fierce that it ends early only if you fall unconscious or if you choose to end it.

Primal Path At 3rd level, you choose a path that shapes the nature of your rage. Choose the Path of the Berserker or the Path of the Totem Warrior, both detailed at the end of the class description. Your choice grants you features at 3rd level and again at 6th, 10th, and 14th levels.

Rage In battle, you fight with primal ferocity. On your turn, you can enter a rage as a bonus action. While raging, you gain the following benefits if you aren't wearing heavy armor: You have advantage on Strength checks and Strength saving throws. When you make a melee weapon attack using Strength, you gain a bonus to the damage roll equal to 4. You have resistance to bludgeoning, piercing, and slashing damage. If you are able to cast spells, you can't cast them or concentrate on them while raging. Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action. Once you have raged the number of times equal to 5, you must finish a long rest before you can rage again.

Reckless Attack Starting at 2nd level, you can throw aside all concern for defense to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

Relentless Rage Starting at 11th level, your rage can keep you fighting despite grievous wounds. If you drop to 0 hit points while you're raging and don't die outright, you can make a DC 10 Constitution saving throw. If you succeed, you drop to 1 hit point instead. Each time you use this feature after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to 10.

Unarmored Defense While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit..

Miner

CR 1; XP 200

LN; Medium Humanoid (Dwarf)

Description

Rugged and dirty, this is a gruff, working-class version of the stereotypical dwarf from fantasy fare: complex and long beard worn in braids and plaits, shoulder-length wavy dark-brown hair, and thickly-set features around a round and lined face.

Appearance

He wears a thick leather smock, almost like a blacksmith's apron. atop a white tunic stained brownish-gray from his labors. Deep lines age his face prematurely; he's in the prime of health, but well past half his lifespan, having toiled away his vitality in service to the mines.

Combat Tactics

Miners are no stranger to rough work, but if anything, the calamity that has befallen the

	Low	Moderate	Advanced	Elite
Challenge	CR 1 XP 200	CR 4 XP 1,100	CR 7 XP 2,900	CR 10 XP 5,900
Class / HD	Fighter 1	Fighter 4	Fighter 7	Fighter 10
Size / Aln	Medium LN Dwarf	Medium LN Dwarf	Medium LN Dwarf	Medium LN Dwarf
HP	12	41	73	108
Armor Class	11	11	12	14
Speed	Walk 25'	Walk 25'	Walk 25'	Walk 25'
Ability Scores / Saves	STR 14 (+4) DEX 9 (-1) CON 14 (+4) INT 8 (-1) WIS 14 (+2) CHA 9 (-1)	STR 14 (+4) DEX 9 (-1) CON 16 (+5) INT 8 (-1) WIS 14 (+2) CHA 9 (-1)	STR 14 (+5) DEX 9 (-1) CON 18 (+7) INT 8 (-1) WIS 14 (+2) CHA 9 (-1)	STR 14 (+6) DEX 9 (-1) CON 20 (+9) INT 8 (-1) WIS 14 (+2) CHA 9 (-1)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-

	Low	Moderate	Advanced	Elite
Senses	Passive Perception +14 Disadvantage on Stealth	Passive Perception +14	Passive Perception +15	Passive Perception +16 Disadvantage on Stealth
Languages	Common, Dwarvish			
Attacks	**Melee** Dagger +4 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +4 (1d4+2); 60 ft.': +4 (1d4+2)	**Melee** Dagger +4 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +4 (1d4+2); 60 ft.': +4 (1d4+2)	**Melee** *+1 Dagger* +6/+6 (1d4+3) **Ranged** *+1 Dagger* (Thrown) 20 ft.': +6/+6 (1d4+3); 60 ft.': +6/+6 (1d4+3)	**Melee** *+2 Dagger* +8/+8 (1d4+6) **Ranged** *+2 Dagger* (Thrown) 20 ft.': +8/+8 (1d4+4); 60 ft.': +8/+8 (1d4+4)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			
Special Qualities	Darkvision, Dwarven Combat Training, Dwarven Resilience, Languages, Smith's Tools, Stonecunning, Tool Proficiency, Fighting Style, Second Wind, Defense	Darkvision, Dwarven Combat Training, Dwarven Resilience, Languages, Smith's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Action Surge, Champion, Fighting Style, Improved Critical, Martial Archetype, Second Wind, Defense	Darkvision, Dwarven Combat Training, Dwarven Resilience, Languages, Smith's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Action Surge, Champion, Extra Attack, Fighting Style, Improved Critical, Martial Archetype, Remarkable Athlete, Second Wind, Defense	Darkvision, Dwarven Combat Training, Dwarven Resilience, Languages, Smith's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Defense, Dueling
Spell-casting	-	-	-	-
Equipment	Dagger; Padded Armor	Dagger; Leather Armor	*+1 Dagger;* Studded Leather Armor	*+2 Dagger;* Scale Mail

Special Abilities

Darkvision Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Dwarven Combat Training You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

Dwarven Resilience You have advantage on saving throws against poison, and you have resistance against poison damage (explained in chapter 9).

Languages You can speak, read, and write Common and Dwarvish. Dwarvish is full of hard consonants and guttural sounds, and those characteristics spill over into whatever other language a dwarf might speak.

Smith's Tools Proficient with Artisan Smith's Tools.

Stonecunning Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Tool Proficiency You gain proficiency with the artisan's tools of your choice: smith's tools, brewer's supplies, or mason's tools.

Action Surge Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again. You can use this feature 1 time(s) before a rest, but only once on the same turn.

Additional Fighting Style At 10th level, you can choose a second option from the Fighting Style class feature.

Champion The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Fighting Style You adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Improved Critical Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

Indomitable Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature 1 time(s) between long rests.

Martial Archetype At 3rd level, you choose an archetype that you strive to emulate in your combat styles and techniques. The Champion archetype is detailed at the end of the class description; see the Player's Handbook for information on other martial archetypes. Your archetype grants you features at 3rd level and again at 7th, 10th, 15th, and 18th level.

Remarkable Athlete Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a

number of feet equal to +2.

Second Wind You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

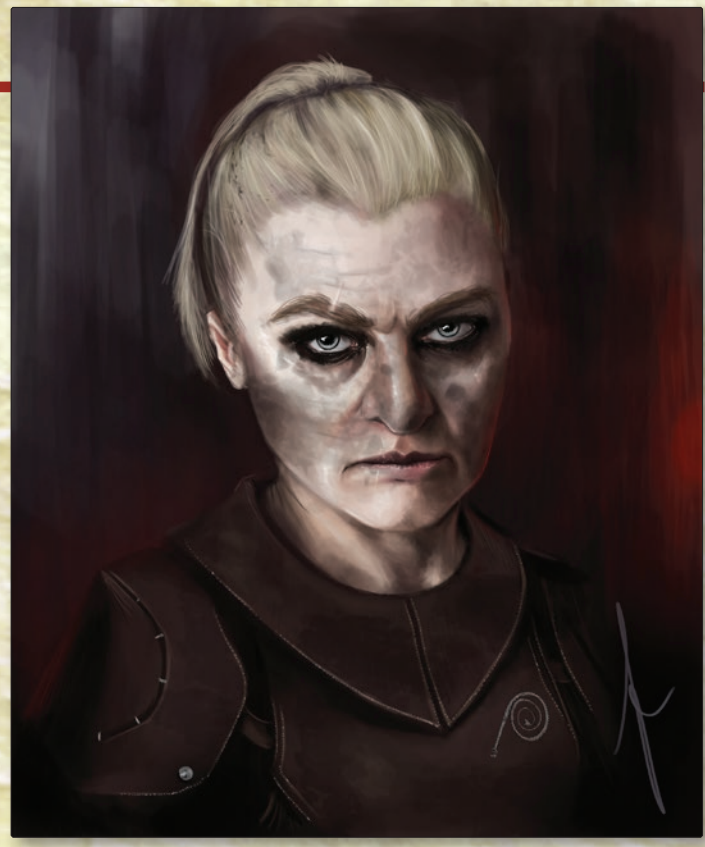
Defense While you are wearing armor, you gain a +1 bonus to AC.

Dueling When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Mining Taskmaster

CR 3; XP 700

LE; Medium Humanoid (Dwarf)



Description

Severe and demanding, these dwarven masters are each different. Some seem resigned to their role, and go about their duties dispassionately; others seem to derive an almost sexual gratification from doling out the occasional punishment.

Appearance

No matter their passions, all **Mining Taskmasters** sport a similar appearance: shoulder-length hair (typically blonde) tied back in a severe ponytail; black eye makeup in crude rings to enhance the sinister aspect of their gaze; grimy features that make it unclear as to what they might look like were it not for their role. Simple, battered, light-brown leather armor is typically adorned with a single embellishment: the stylized symbol of a whip, typically embrodered in a silvery thread atop the left breast. Between the grime, the makeup, and their dress, it's hard to separate the dwarf from the job... which may be the whole intent of their appearance.

Combat Tactics

By definition, **Taskmasters** are used to ordering others to do work, and this approach persists into battle. Faced with one-on-one conflict, they will likely flee.

	Low	Moderate	Advanced	Elite
Challenge	CR 3 XP 700	CR 8 XP 3,900	CR 12 XP 8,400	CR 16 XP 15,000
Class / HD	Fighter 3	Fighter 8	Fighter 12	Fighter 16
Size / Aln	Medium LE Dwarf	Medium LE Dwarf	Medium LE Dwarf	Medium LE Dwarf
HP	25	73	115	168
Armor Class	13	17	19	21
Speed	Walk 25'	Walk 25'	Walk 25'	Walk 25'
Ability Scores / Saves	STR 15 (+4) DEX 10 (+0) CON 13 (+3) INT 9 (-1) WIS 12 (+1) CHA 13 (+1)	STR 17 (+6) DEX 10 (+1) CON 15 (+5) INT 9 (-1) WIS 12 (+1) CHA 13 (+1)	STR 19 (+8) DEX 12 (+1) CON 15 (+6) INT 9 (-1) WIS 12 (+1) CHA 13 (+1)	STR 20 (+10) DEX 14 (+2) CON 16 (+8) INT 9 (-1) WIS 12 (+1) CHA 13 (+1)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception +11	Passive Perception +11 Disadvantage on Stealth	Passive Perception +11 Disadvantage on Stealth	Passive Perception +11 Disadvantage on Stealth
Languages	Common, Dwarvish			
Attacks	**Melee** Flail +4 (1d8+4) **Melee** Dagger +4 (1d4+4) **Ranged** Dagger (Thrown) 20 ft.': +4 (1d4+2); 60 ft.': +4 (1d4+2)	**Melee** *+1 Flail* +7/+7 (1d8+6) **Melee** Dagger +6/+6 (1d4+5) **Ranged** Dagger (Thrown) 20 ft.': +6/+6 (1d4+3); 60 ft.': +6/+6 (1d4+3)	**Melee** *+2 Flail* +10/+10/+10 (1d8+8) **Melee** Dagger +8/+8/+8 (1d4+6) **Ranged** Dagger (Thrown) 20 ft.': +8/+8/+8 (1d4+4); 60 ft.': +8/+8/+8 (1d4+4)	**Melee** *+3 Flail* +13/+13/+13 (1d8+10) **Melee** Dagger +10/+10/+10 (1d4+7) **Ranged** Dagger (Thrown) 20 ft.': +10/+10/+10 (1d4+5); 60 ft.': +10/+10/+10 (1d4+5)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			
Special Qualities	Darkvision, Dwarven Combat Training, Dwarven Resilience, Languages, Smith's Tools, Stonecunning, Tool Proficiency, Action Surge, Champion, Fighting Style, Improved Critical, Martial Archetype, Second Wind, Dueling	Darkvision, Dwarven Combat Training, Dwarven Resilience, Languages, Smith's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Action Surge, Champion, Extra Attack, Fighting Style, Improved Critical, Martial Archetype, Remarkable Athlete, Second Wind, Dueling	Darkvision, Dwarven Combat Training, Dwarven Resilience, Languages, Smith's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Defense, Dueling	Darkvision, Dwarven Combat Training, Dwarven Resilience, Languages, Smith's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Superior Critical, Defense, Dueling
Spell-casting	-	-	-	-
Equipment	Flail; Leather Armor; Shield; Dagger	*+1 Flail;* Scale Mail; Shield; Dagger	*+2 Flail;* Chain Mail; Shield; Dagger	*+3 Flail; +2 Chain Mail;* Shield; Dagger

Special Abilities

Darkvision Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Dwarven Combat Training You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

Dwarven Resilience You have advantage on saving throws against poison, and you have resistance against poison damage (explained in chapter 9).

Languages You can speak, read, and write Common and Dwarvish. Dwarvish is full of hard consonants and guttural sounds, and those characteristics spill over into whatever other language a dwarf might speak.

Smith's Tools Proficient with Artisan Smith's Tools.

Stonecunning Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Tool Proficiency You gain proficiency with the artisan's tools of your choice: smith's tools, brewer's supplies, or mason's tools.

Action Surge Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again. You can use this feature 1 time(s) before a rest, but only once on the same turn.

Additional Fighting Style At 10th level, you can choose a second option from the Fighting Style class feature.

Champion The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four

when you reach 20th level in this class.

Fighting Style You adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Improved Critical Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

Indomitable Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature 2 time(s) between long rests.

Martial Archetype At 3rd level, you choose an archetype that you strive to emulate in your combat styles and techniques. The Champion archetype is detailed at the end of the class description; see the Player's Handbook for information on other martial archetypes. Your archetype grants you features at 3rd level and again at 7th, 10th, 15th, and 18th level.

Remarkable Athlete Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to +5.

Second Wind You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Superior Critical Starting at 15th level, your weapon attacks score a critical hit on a roll of 18-20.

Defense While you are wearing armor, you gain a +1 bonus to AC.

Dueling When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon. a

Munitions Wench

CR 1; XP 200

LE; Small Humanoid (Gnome)

Description

Lithe, dejected gnomes scurry about to fetch all manner of equipment for the mining staff. Typically, it's explosives and related gear; altohugh the dwarven mining teams are skilled, gunpowder is by its nature volatile, and **Munitions Wenches** occupy the clear bottom rung of the ladder in the underground society. Though many would admit they have the worst, most dangerous, and least rewarded jobs in the mine, they make the most of it, laughing and enjoying one another's company during their few hours of downtime between tasks. Though their profession is dangerous, it is rarely cruel; they are spared the taskmaster's whip so long as they do their job, and many are the hours in between dangerous or unsavory activities demanded of them. Munitions Wenches always exhibit a thick layer of soot; though many are naturally pale, the constant exposure to dirt and filth tends to have a long-term effect similar to, but darker and blacker than, sunburn.

Appearance

They're typically quite young, adolescent, with dark-brown wavy hair tied back in various manners (a topknot or bun is most common). Their garb is sparse and never clean; a greasy and blackened tunic is typically all that is required, its original hue rendered impossible to discern from grit and grime and gunk.

Combat Tactics

Munitions Wenches fear combat and will avoid it at all cost.

	Low	Moderate	Advanced	Elite
Challenge	CR 1 XP 200	CR 4 XP 1,100	CR 7 XP 2,900	CR 10 XP 5,900
Class / HD	Rogue 1	Rogue 4	Rogue 7	Rogue 10
Size / Aln	Small LE Gnome	Small LE Gnome	Small LE Gnome	Small LE Gnome
HP	10	33	47	75
Armor Class	13	14	15	17
Speed	Walk 25'	Walk 25'	Walk 25'	Walk 25'

	⊠ Low	⊠ Moderate	⊠ Advanced	⊠ Elite
Ability Scores / Saves	STR 7 (-2) DEX 15 (+4) CON 14 (+2) INT 9 (+1) WIS 12 (+1) CHA 10 (+0)	STR 7 (-2) DEX 17 (+5) CON 14 (+2) INT 9 (+1) WIS 12 (+1) CHA 10 (+0)	STR 7 (-2) DEX 17 (+6) CON 14 (+2) INT 9 (+2) WIS 12 (+1) CHA 10 (+0)	STR 7 (-2) DEX 19 (+8) CON 16 (+3) INT 9 (+3) WIS 12 (+1) CHA 10 (+0)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception +11 Disadvantage on Stealth	Passive Perception +11	Passive Perception +11	Passive Perception +11
Languages	Common, Gnomish			
Attacks	**Melee** Club (Small) +0 (1d4-2)	**Melee** Club (Small) +0 (1d4-2) **Ranged** Dagger (Small) +5 (1d4+3) **Melee** Dagger (Small/ Thrown) 20 ft.': +5 (1d4+3); 60 ft.': +5 (1d4+3)	**Melee** Club (Small) +1 (1d4-2) **Melee** *+1 Dagger* (+7 (1d4+4) **Melee** *+1 Dagger* (Thrown) 20 ft.': +7 (1d4+4); 60 ft.': +7 (1d4+4)	**Melee** Club (Small) +2 (1d4-2) **Melee** *+2 Dagger* +10 (1d4+6) **Ranged** *+2 Dagger* (Thrown) 20 ft.': +10 (1d4+6); 60 ft.': +10 (1d4+6)
Special	-	-	-	-
Proficiencies	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike			
Special Qualities	Darkvision, Gnome Cunning, Languages, Expertise, Sneak Attack, Thieves' Cant	Darkvision, Gnome Cunning, Languages, Ability Score Improvement, Cunning Action, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant	Darkvision, Gnome Cunning, Languages, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant, Uncanny Dodge	Darkvision, Gnome Cunning, Languages, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge
Spell-casting	-	-	-	-
Equipment	Club; Padded Armor	Club; Leather Armor; Dagger	Club; Studded Leather Armor; *+1 Dagger*	Club; *+1 Studded Leather Armor; +2 Dagger*

Special Abilities

Darkvision Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it w ere bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Gnome Cunning You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Languages You can speak, read, and write Common and Gnomish. The Gnomish language, which uses the Dwarvish script, is renowned for its technical treatises and its catalogs of knowledge about the natural world.

Cunning Action Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Evasion Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Expertise At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies. At 6th level, you can choose two more of your proficiencies (in skills or with thieves' tools) to gain this benefit.

Fast Hands Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Roguish Archetype At 3rd level, you choose an archetype that you emulate in the exercise of your rogue abilities. Your choice grants you features at 3rd level and then again at 9th, 13th, and 17th level.

Second-Story Work When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to 4.

Sneak Attack Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 5d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Supreme Sneak Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

Thief You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.

Thieves' Cant During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Uncanny Dodge Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Tainted Miner

CR 1; XP 200

NE; Medium Humanoid (Dwarf)

Description

These miners have been transformed by Obelisk shards, either from prolonged proximity or from direct physical contact. Some have touched Obelisk remnants on a dare, others out of curiosity, and the most hapless aren't even aware of the change they have undergone.

Appearance

Their eyes, already hollowed from work underground, are now ghastly and sunken remnants. Their hair has fallen out in clumps; what remains is typically shock-white with flecks of deepest black. Their gait is a shamble, almost zombielike, and their attention seems faraway, as though they are struggling to find themselves as they once were, far off on the horizon of the world in which they now find themselves. A faint purplish-black haze seems to surround their entire bodies, but it's subtle enough that it often seems just a trick of the light. Tainted Miners often have intact clothing, with the occasional slit or gash where a melee with their one-time colleagues or friends betrays a conflict.

Combat Tactics

Tainted Miners are barely sentient, and so will fight to the death if engaged.

	Low	Moderate	Advanced	Elite
Challenge	CR 1 XP 200	CR 4 XP 1,100	CR 7 XP 2,900	CR 10 XP 5,900
Class / HD	Fighter 1	Fighter 5	Fighter 9	Fighter 13
Size / Aln	Medium NE Dwarf	Medium NE Dwarf	Medium NE Dwarf	Medium NE Dwarf
HP	11	29	67	107
Armor Class	9	10	12	15
Speed	Walk 25'	Walk 25'	Walk 25'	Walk 25'
Ability Scores / Saves	STR 17 (+5) DEX 7 (-2) CON 12 (+3) INT 7 (-2) WIS 10 (+0) CHA 8 (-1)	STR 19 (+7) DEX 7 (-2) CON 12 (+4) INT 7 (-2) WIS 10 (+0) CHA 8 (-1)	STR 20 (+9) DEX 8 (-1) CON 14 (+6) INT 7 (-2) WIS 10 (+0) CHA 8 (-1)	STR 20 (+10) DEX 10 (+0) CON 14 (+7) INT 7 (-2) WIS 10 (+0) CHA 8 (-1)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception +10	Passive Perception +10	Passive Perception +10	Passive Perception +10
Languages	Common, Dwarvish			
Attacks	**Melee** Morningstar +5 (1d8+5)	**Melee** *+1 Morningstar* +8/+8 (1d8+7)	**Melee** *+2 Morningstar* +11/+11 (1d8+9)	**Melee** *+3 Morningstar* +13/+13/+13 (1d8+10)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			
Special Qualities	Darkvision, Dwarven Combat Training, Dwarven Resilience, Languages, Smith's Tools, Stonecunning, Tool Proficiency, Fighting Style, Second Wind, Dueling	Darkvision, Dwarven Combat Training, Dwarven Resilience, Languages, Smith's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Action Surge, Champion, Extra Attack, Fighting Style, Improved Critical, Martial Archetype, Second Wind, Dueling	Darkvision, Dwarven Combat Training, Dwarven Resilience, Languages, Smith's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Action Surge, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Dueling	Darkvision, Dwarven Combat Training, Dwarven Resilience, Languages, Smith's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Defense, Dueling
Spell-casting	-	-	-	-
Equipment	Morningstar; Leather Armor	*+1 Morningstar;* Studded Leather Armor	*+2 Morningstar; +1 Studded Leather Armor*	*+3 Morningstar; +2 Studded Leather Armor*

Special Abilities

Darkvision Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Dwarven Combat Training You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

Dwarven Resilience You have advantage on saving throws against poison, and you have resistance against poison damage (explained in chapter 9).

Languages You can speak, read, and write Common and Dwarvish. Dwarvish is full of hard consonants and guttural sounds, and those characteristics spill over into whatever other language a dwarf might speak.

Smith's Tools Proficient with Artisan Smith's Tools.

Stonecunning Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Tool Proficiency You gain proficiency with the artisan's tools of your choice: smith's tools, brewer's supplies, or mason's tools.

Action Surge Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again. You can use this feature 1 time(s) before a rest, but only once on the same turn.

Additional Fighting Style At 10th level, you can choose a second option from the Fighting Style class feature.

Champion The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Fighting Style You adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Improved Critical Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

Indomitable Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature 2 time(s) between long rests.

Martial Archetype At 3rd level, you choose an archetype that you strive to emulate in your combat styles and techniques. The Champion archetype is detailed at the end of the class description; see the Player's Handbook for information on other martial archetypes. Your archetype grants you features at 3rd level and again at 7th, 10th, 15th, and 18th level.

Remarkable Athlete Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to +5.

Second Wind You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Defense While you are wearing armor, you gain a +1 bonus to AC.

Dueling When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Tainted Taskmaster

CR 4; XP 1,100

CE; Medium Humanoid (Dwarf)

Description

Similar in appearance to a **Mining Taskmaster** and a **Tainted Miner**, the otherworldly aspect of **Tainted Taskmasters** are even more pronounced.

Appearance

The purple-black glow is unmistakable, and prevents them from hiding effectively in the dark. Their eyes are pits of black, sunken so far that in normal subterranean light it's unclear if their eyes are even still present. Hands and limbs are gaunt, narrowed, and knifelike in their movements; their necks are similarly thin. On their face and neck, purplish veins can be seen just beneath the surface of their waxy, almost translucent flesh.

Combat Tactics

Tainted Taskmasters will fight to the death, preferring to order **Tainted Miners** into the fray first if they are around.

	Low	Moderate	Advanced	Elite
Challenge	CR 4 XP 1,100	CR 8 XP 3,900	CR 12 XP 8,400	CR 16 XP 15,000
Class / HD	Fighter 4	Fighter 8	Fighter 12	Fighter 16
Size / Aln	Medium CE Dwarf	Medium CE Dwarf	Medium CE Dwarf	Medium CE Dwarf
HP	29	55	85	114
Armor Class	17	18	21	23
Speed	Walk 25'	Walk 25'	Walk 25'	Walk 25'
Ability Scores / Saves	STR 20 (+7) DEX 12 (+1) CON 11 (+2) INT 8 (-1) WIS 12 (+1) CHA 13 (+1)	STR 20 (+8) DEX 14 (+2) CON 13 (+4) INT 8 (-1) WIS 12 (+1) CHA 13 (+1)	STR 20 (+9) DEX 15 (+2) CON 14 (+6) INT 8 (-1) WIS 12 (+1) CHA 13 (+1)	STR 20 (+10) DEX 18 (+4) CON 15 (+7) INT 8 (-1) WIS 12 (+1) CHA 13 (+1)
Skills	-	-	-	-
Saves	-	-	-	-

	Low	Moderate	Advanced	Elite
Vulnerabilities	-	-	-	-
Immunities	-	-	-	-
Senses	Passive Perception +13 Disadvantage on Stealth	Passive Perception +14 Disadvantage on Stealth	Passive Perception +15 Disadvantage on Stealth	Passive Perception +16 Disadvantage on Stealth
Languages	Common, Dwarvish			
Attacks	**Melee** Flail +7 (1d8+7) **Melee** Dagger +7 (1d4+7) **Ranged** Dagger (Thrown) 20 ft.': +7 (1d4+5); 60 ft.': +7 (1d4+5)	**Melee** *+1 Flail* +9/+9 (1d8+8) **Melee** Dagger +8/+8 (1d4+7) **Ranged** Dagger (Thrown) 20 ft.': +8/+8 (1d4+5); 60 ft.': +8/+8 (1d4+5)	**Melee** *+2 Flail* +11/+11/+11 (1d8+9) **Melee** Dagger +9/+9/+9 (1d4+7) **Ranged** Dagger (Thrown) 20 ft.': +9/+9/+9 (1d4+5); 60 ft.': +9/+9/+9 (1d4+5)	**Melee** *+3 Flail* +13/+13/+13 (1d8+10) **Melee** Dagger +10/+10/+10 (1d4+7) **Ranged** Dagger (Thrown) 20 ft.': +10/+10/+10 (1d4+5); 60 ft.': +10/+10/+10 (1d4+5)
Special	-	-	-	-
Proficiencies	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			
Special Qualities	Darkvision, Dwarven Combat Training, Dwarven Resilience, Languages, Smith's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Action Surge, Champion, Fighting Style, Improved Critical, Martial Archetype, Second Wind, Dueling	Darkvision, Dwarven Combat Training, Dwarven Resilience, Languages, Smith's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Action Surge, Champion, Extra Attack, Fighting Style, Improved Critical, Martial Archetype, Remarkable Athlete, Second Wind, Dueling	Darkvision, Dwarven Combat Training, Dwarven Resilience, Languages, Smith's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Dueling, Protection	Darkvision, Dwarven Combat Training, Dwarven Resilience, Languages, Smith's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Superior Critical, Dueling, Protection
Spell-casting	-	-	-	-
Equipment	Flail; Scale Mail; Shield; Dagger	*+1 Flail;* Chain Mail; Shield; Dagger	*+2 Flail; +1 Half Plate; +1 Shield;* Dagger	*+3 Flail; +1 Dwarven Plate; +2 Shield;* Dagger

Special Abilities

Darkvision Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Dwarven Combat Training You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

Dwarven Resilience You have advantage on saving throws against poison, and you have resistance against poison damage (explained in chapter 9).

Languages You can speak, read, and write Common and Dwarvish. Dwarvish is full of hard consonants and guttural sounds, and those characteristics spill over into whatever other language a dwarf might speak.

Smith's Tools Proficient with Artisan Smith's Tools.

Stonecunning Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Tool Proficiency You gain proficiency with the artisan's tools of your choice: smith's tools, brewer's supplies, or mason's tools.

Action Surge Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again. You can use this feature 1 time(s) before a rest, but only once on the same turn.

Additional Fighting Style At 10th level, you can choose a second option from the Fighting Style class feature.

Champion The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Fighting Style You adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Improved Critical Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

Indomitable Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature 2 time(s) between long rests.

Martial Archetype At 3rd level, you choose an archetype that you strive to emulate in your combat styles and techniques. The Champion archetype is detailed at the end of the class description; see the Player's Handbook for information on other martial archetypes. Your archetype grants you features at 3rd level and again at 7th, 10th, 15th, and 18th level.

Remarkable Athlete Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to +5.

Second Wind You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Superior Critical Starting at 15th level, your weapon attacks score a critical hit on a roll of 18-20.

Dueling When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Protection When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Mystic Seer

CR 1; XP 200

TN; Medium Humanoid (Half-Elf)

Description

Prophecies and performance go hand-and-hand with this charismatic seer, who fancies himself something of a bard as well as practitioner of the mystic arts. Rumor is that he occasionally takes payment in the form of physical encounters, but those who may have engaged in such an interaction are either too disgusted or too ashamed to confirm the rumor.

Appearance

He's deft with a dagger, and is keen to demonstrate his myriad talents to any who will pay.

Combat Tactics

These secretive people will only fight if pressed.

	Low	Moderate	Advanced	Elite
Challenge	CR 1 XP 200	CR 6 XP 2,300	CR 10 XP 5,900	CR 14 XP 11,500
Class / HD	Wizard 1	Wizard 6	Wizard 10	Wizard 14
Size / Aln	Medium TN Half-Elf	Medium TN Half-Elf	Medium TN Half-Elf	Medium TN Half-Elf
HP	5	21	42	56
Armor Class	15	15	15	16
Speed	Walk 30'	Walk 30'	Walk 30'	Walk 30'
Ability Scores / Saves	STR 6 (+7) DEX 15 (+1) CON 8 (+2) INT 19 (-1) WIS 13 (+1) CHA 16 (+1)	STR 6 (-2) DEX 15 (+2) CON 9 (-1) INT 20 (+8) WIS 13 (+4) CHA 16 (+3)	STR 6 (-2) DEX 15 (+2) CON 11 (+0) INT 20 (+9) WIS 13 (+5) CHA 16 (+3)	STR 6 (-2) DEX 17 (+3) CON 11 (+0) INT 20 (+10) WIS 13 (+6) CHA 16 (+3)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Immunities	-	-	-	-
Senses	Passive Perception +11	Passive Perception +11	Passive Perception +11	Passive Perception +11
Languages	Common, Dwarvish, Elvish			
Attacks	**Ranged** Crossbow, Light--> 80 ft.': -2 (1d8+2); 320 ft.': -2 (1d8+2) **Melee** Dagger +4 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +4 (1d4+2); 60 ft.': +4 (1d4+2)	**Melee** Dagger +5 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +5 (1d4+2); 60 ft.': +5 (1d4+2) **Ranged** *+1 Crossbow, Light* --> 80 ft.': +0 (1d8+3); 320 ft.': +0 (1d8+3)	**Melee** Dagger +6 (1d4+2) **Ranged** Dagger (Thrown) 20 ft.': +6 (1d4+2); 60 ft.': +6 (1d4+2) **Ranged** *+2 Crossbow, Light* --> 80 ft.': +2 (1d8+4); 320 ft.': +2 (1d8+4)	**Melee** Dagger +8 (1d4+3) **Ranged** Dagger (Thrown) 20 ft.': +8 (1d4+3); 60 ft.': +8 (1d4+3) **Ranged** *+3 Crossbow, Light* --> 80 ft.': +5 (1d8+6); 320 ft.': +5 (1d8+6)
Special	-	-	-	-
Proficiencies	Crossbow (Light), Dagger, Dart, Quarterstaff, Sling			
Special Qualities	Darkvision, Fey Ancestry, Languages, Skill Versatility, Arcane Recovery, Cantrips, Preparing and Casting Spells, Ritual Casting, Spellcasting	Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Evocation Savant, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellcasting	Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Empowered Evocation, Evocation Savant, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellcasting	Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Empowered Evocation, Evocation Savant, Overchannel, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellcasting
Spell-casting	**Save DC 14; Spell Atk +6** **Cantrips (at will):** *dancing lights; prestidigitation* **1st:** *charm person; mage armor*	**Save DC 16; Spell Atk +8** **Cantrips (at will):** *dancing lights; light; minor illusion; prestidigitation* **3rd:** *clairvoyance; hypnotic pattern; sending* **2nd:** *detect thoughts; hold person; invisibility* **1st:** *charm person; comprehend languages; identify; mage armor*	**Save DC 17; Spell Atk +9** **Cantrips (at will):** *dancing lights; light; minor illusion; prestidigitation* **5th:** *mislead; scrying* **4th:** *arcane eye; dimension door; locate creature* **3rd:** *clairvoyance; hypnotic pattern; sending* **2nd:** *detect thoughts; hold person; invisibility* **1st:** *charm person; comprehend languages; identify; mage armor*	**Save DC 18; Spell Atk +10** **Cantrips (at will):** *dancing lights; light; minor illusion; prestidigitation* **7th:** *reverse gravity* **6th:** *eyebite; magic jar* **5th:** *mislead; scrying* **4th:** *arcane eye; dimension door; locate creature* **3rd:** *clairvoyance; hypnotic pattern; sending* **2nd:** *detect thoughts; hold person; invisibility* **1st:** *charm person; comprehend languages; identify; mage armor*
Equipment	Light Crossbow; Dagger	*+1 Light Crossbow;* Dagger	*+2 Light Crossbow;* Dagger	*+3 Light Crossbow;* Dagger

Special Abilities

Darkvision Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry You have advantage on all saving throws against being charmed or put to sleep.

Languages You can speak, read, and write Common, Elvish, and one extra language of your choice.

Skill Versatility You gain proficiency in two skills of your choice.

Arcane Recovery You have learned to regain some of your magical energy by studying your spellbook. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than 7, and none of the slots can be 6th level or higher. For example, if you're a 4th-level wizard, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots.

Arcane Tradition When you reach 2nd level, you choose an arcane tradition, shaping your practice of magic through one of eight schools: Abjuration, Conjuration, Divination, Enchantment, Evocation, Illusion, Necromancy, or Transmutation. The school of Evocation is detailed at the end of the class description; see the Player's Handbook for information on the other schools. Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.

Cantrips At 1st level, you know three cantrips of your choice from the wizard spell list. You learn additional wizard cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Wizard table.

Empowered Evocation Beginning at 10th level, you can add +5 to the damage roll of any wizard evocation spell you cast. The damage bonus applies to one damage roll of a spell, not multiple rolls.

Evocation Savant Beginning when you select this school at 2nd level, the gold and time you must spend to copy an evocation spell into your spellbook is halved.

Overchannel Starting at 14th level, you can increase the power of your simpler spells. When you cast a wizard spell of 5th level or lower that deals damage, you can deal maximum damage with that spell. The first time you do so, you suffer no adverse effect. If you use this feature again before you finish a long rest, you take 2d12 necrotic damage for each level of the spell, immediately after you cast it. Each time you use this feature again before finishing a long rest, the necrotic damage per spell level increases by 1d12. This damage ignores resistance and immunity. The feature doesn't benefit cantrips.

Potent Cantrip Starting at 6th level, your damaging cantrips affect even creatures that avoid the brunt of the effect. When a creature succeeds on a saving throw against your cantrip, the creature takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

Ritual Casting You can cast a wizard spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared.

School of Evocation You focus your study on magic that creates powerful elemental effects such as bitter cold, searing flame, rolling thunder, crackling lightning, and burning acid. Some evokers find employment in military forces, serving as artillery to blast enemy armies from afar. Others use their spectacular power to protect the weak, while some seek their own gain as bandits, adventurers, or aspiring tyrants.

Sculpt Spells Beginning at 2nd level, you can create pockets of relative safety within the effects of your evocation spells. When you cast an evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

Monsters

Dreadwyrm

CR 13; XP 10,000

CE; Large Dragon

Description

This enormous and evil-looking dragon looks for all the world like a red dragon, infected with purplish-black slime. Its eyes are vile pits of bright purplish-white fire, ringed in black. Its wings are decayed, torn and tattered, roped with strands of viscous purplish-black goo. It's about 75' long from snout to tail; of that, about 1/3 is tail.

Appearance

Its body seems heavily ribbed, as though dessicated or emaciated to the point of starvation, but it appears strong and virile. Its jaws open to a terrible pit of neck that glows a horrid reddish-purple.

Combat Tactics

Dreadwyrms will slay any who trespass their domain. Unluckily for the PCs, this one considers the entire Mines to be his domain.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Challenge	CR 13 XP 10,000	CR 20 XP 25,000	CR 23 XP 50,000	CR 25 XP 75,000
Class / HD	Dragon 12	Dragon 14	Dragon 16	Dragon 18

	Low	Moderate	Advanced	Elite
Size / Aln	Medium CE Dragon	Large CE Dragon	Large CE Dragon	Gargantuan CE Dragon
HP	84	143	207	289
Armor Class	19	19	21	23
Speed	Walk 60'; Swim 60'; Fly 150'	Walk 60'; Swim 60'; Fly 150'	Walk 60'; Swim 60'; Fly 150'	Walk 60'; Swim 60'; Fly 150'
Ability Scores / Saves	**STR** 6 (+7) **DEX** 15 (+1) **CON** 8 (+2) **INT** 19 (-1) **WIS** 13 (+1) **CHA** 16 (+1)	**STR** 6 (-2) **DEX** 15 (+2) **CON** 9 (-1) **INT** 20 (+8) **WIS** 13 (+4) **CHA** 16 (+3)	**STR** 6 (-2) **DEX** 15 (+2) **CON** 11 (+0) **INT** 20 (+9) **WIS** 13 (+5) **CHA** 16 (+3)	**STR** 6 (-2) **DEX** 17 (+3) **CON** 11 (+0) **INT** 20 (+10) **WIS** 13 (+6) **CHA** 16 (+3)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	**Immune** Acid, Magical Sleep, Paralysis **Resists** Spells, Non-Magical Damage	**Immune** Acid, Magical Sleep, Paralysis **Resists** Spells, Non-Magical Damage	**Immune** Acid, Magical Sleep, Paralysis **Resists** Spells, Non-Magical Damage	**Immune** Acid, Magical Sleep, Paralysis **Resists** Spells, Non-Magical Damage
Senses	**Passive Perception** +12 **Low-Light Vision;** **Darkvision** 120'; **Blindsense** 60' **Aura** Minor Obelisk Taint 60'	**Passive Perception** +14 **Low-Light Vision;** **Darkvision** 120'; **Blindsense** 60' **Aura** Minor Obelisk Taint 60'	**Passive Perception** +16 **Low-Light Vision;** **Darkvision** 120'; **Blindsense** 60' **Aura** Minor Obelisk Taint 60'	**Passive Perception** +18 **Low-Light Vision;** **Darkvision** 120'; **Blindsense** 60' **Aura** Minor Obelisk Taint 60'
Languages	Draconic, Giant, Speak with Reptiles			
Attacks	**Melee** bite +6 (1d10+6) **Melee** claws +6/+6 (1d6+4) **Melee** wings +6/+6 (1d4+2) **Melee** tail slap +6 (1d6+2)	**Melee** bite +11 (2d6+10/19-20) **Melee** claws +11/+11 (1d8+7) **Melee** wings +11/+11 (1d6+3) **Melee** tail slap +11 (1d8+10)	**Melee** bite +16 (3d6+16/19-20) **Melee** claws +16/+16 (1d8+11) or **Melee** wings +16/+16 (1d6+5) **Melee** tail slap +16 (1d8+16)	**Melee** bite +20 (4d8+21/19-20) **Melee** claws +20/+20 (4d6+14) **Melee** wings +20/+20 (2d6+7) **Melee** tail slap +20 (3d6+21)
Special	**Breath Weapon:** 120' Line of Acid 6d6 acid, Dexterity DC 18 to halve damage, usable every 1d4 rounds.	**Breath Weapon:** 120' Line of Acid 8d6 acid, Dexterity DC 19 to halve damage, usable every 1d4 rounds.	**Breath Weapon:** 120' Line of Acid 12d6 acid, Dexterity DC 20 to halve damage, usable every 1d4 rounds.	**Breath Weapon:** 120' Line of Acid 16d6 acid, Dexterity DC 22 to halve damage, usable every 1d4 rounds.
Proficiencies	Natural Weapons, Breath Weapon			
Special Qualities	Obelisk Taint, Bite, Blindsense, Breath Weapon, Claw, Damage Reduction, Darkvision, Dragon Senses, Dragon Traits, Frightful Presence, Immunities, Low-Light Vision, Speak with Reptiles, Spell-Like Abilities, Spell Resistance, Spells, Swamp Stride, Water Breathing, Wing			

	Low	Moderate	Advanced	Elite
Spell-casting	**Save DC 16; Spell Atk +8** **Cantrips (at will):** *dancing lights; light; minor illusion; prestidigitation* **3rd:** *dispel magic; fireball* **2nd:** *blindness/deafness; hold person; mirror image* **1st:** *charm person; detect magic; fog cloud; magic missile*	**Save DC 18; Spell Atk +9** **Cantrips (at will):** *dancing lights; light; minor illusion; prestidigitation* **5th:** *dominate person* **4th:** *dimension door; greater invisibility; ice storm* **3rd:** *dispel magic; fireball; lightning bolt* **2nd:** *blindness/deafness; hold person; mirror image* **1st:** *charm person; detect magic; fog cloud; magic missile*	**Save DC 20; Spell Atk +10** **Cantrips (at will):** *dancing lights; light; minor illusion; prestidigitation* **6th:** *chain lightning; disintegrate* **5th:** *cone of cold; dominate person* **4th:** *dimension door; greater invisibility; ice storm* **3rd:** *dispel magic; fireball; lightning bolt* **2nd:** *blindness/deafness; hold person; mirror image* **1st:** *charm person; detect magic; fog cloud; magic missile*	**Save DC 22; Spell Atk +12** **Cantrips (at will):** *dancing lights; light; minor illusion; prestidigitation* **8th:** *earthquake* **7th:** *fire storm* **6th:** *chain lightning; disintegrate* **5th:** *cone of cold; dominate person* **4th:** *dimension door; greater invisibility; ice storm* **3rd:** *dispel magic; fireball; lightning bolt* **2nd:** *blindness/deafness; hold person; mirror image* **1st:** *charm person; detect magic; fog cloud; magic missile*
Equipment	-	-	-	-

Special Abilities

Obelisk Taint (Su) This creature generates an Aura about it that mimics that of a true shard of Dark Obelisk.

Acidic Bite (Su) At old age, a black dragon's bite deals an additional 2d6 points of acid damage. An ancient dragon's damage increases to 4d6, and a great wrym's to 6d6.

Blindsense (Ex) Range 60 ft.; Other creatures have blindsense, a lesser ability that lets the creature notice things it cannot see, but without the precision of blindsight. The creature with blindsense usually does not need to make Spot or Listen checks to notice and locate creatures within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent the creature cannot see has total concealment (50% miss chance) against the creature with blindsense, and the blindsensing creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Breath Weapon (Su) Using a breath weapon is a standard action. A dragon can use its breath weapon once every 1d4 rounds, even if it possesses more than one breath weapon. A breath weapon always starts at an intersection adjacent to the dragon and extends in a direction of the dragon's choice. Breath weapons come in two shapes, lines and cones, whose areas vary with the dragon's size. If a breath weapon deals damage, those caught in the area can attempt Dexterity saves to take half damage.

Corrupt Water (Sp) Once per day an adult or older black dragon can stagnate 10 cubic feet of still water, making it foul and unable to support water-breathing life. The ability spoils liquids containing water. This ability is the equivalent of a 1st-level spell. Its range is 240 ft.

Crush (Ex) A flying or jumping Huge or larger dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Dexterity save (DC 20) or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a combat maneuver check as normal. Pinned foes take damage from the crush each round if they don't escape. A crush attack deals 4d6+STR bonus.

Darkvision (Ex) Range 120 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Low-Light Vision (Ex) You can see x4 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

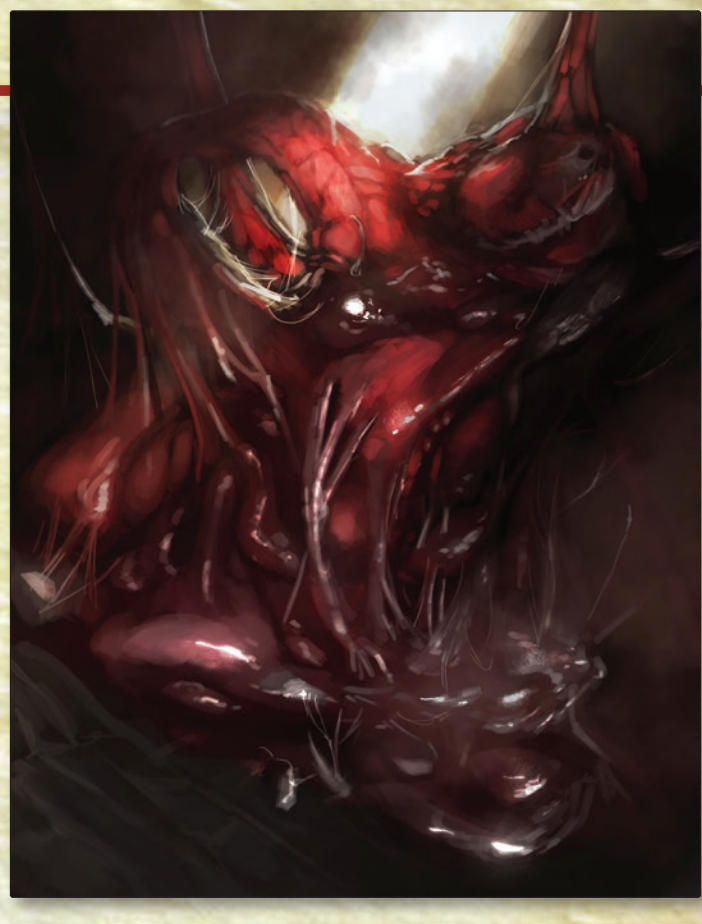
Speak with Reptiles (Sp) A young or older black dragon gains the constant spell-like ability to speak with reptiles. This functions as speak with animals, but only with reptilian animals.

Swamp Stride (Ex) A very young or older black dragon can move through bogs and quicksand without penalty at its normal speed.

Water Breathing (Ex) A black dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

Dreadslime Ooze

CR 10; XP 5,900



NE; Large Ooze

Description

A thick, viscous ooze flows slowly, then rapidly when it strikes with a pseudopod.

Appearance

Translucent and grim, it's a combination of black, purple, and red, and seems to emit a smoky haze. You think you can glimpse pieces of bone, sword, and other debris from former victims within.

Combat Tactics

This horrid, semi-sentient slime is created after a substantial quantity of sacrifices are made to a pool of dreadslime. The resulting mixture of evil, chaos, and destroyed spirit results in a creepy, otherworldly resin that rises to seek out the souls of the living, slaying innocent and Obelisk adherent alike in its thirst for destruction.

	Low	Moderate	Advanced	Elite
Challenge	CR 10 XP 5,900	CR 12 XP 8,400	CR 14 XP 11,500	CR 16 XP 15,000
Class / HD	Ooze 10	Ooze 12	Ooze 14	Ooze 16
Size / Aln	Large NE Ooze	Huge NE Ooze	Huge NE Ooze	Gargantuan NE Ooze
HP	77	116	168	226
Armor Class	6	5	7	7
Speed	Walk 20'; Climb 20'; Suction	Walk 20'; Climb 20'; Suction	Walk 20'; Climb 20'; Suction	Walk 20'; Climb 20'; Suction
Ability Scores / Saves	STR 12 (+1) DEX 5 (-3) CON 18 (+4) INT 10 (+0) WIS 1 (-5) CHA 1 (-5)	STR 17 (+3) DEX 5 (-3) CON 20 (+5) INT 10 (+0) WIS 1 (-5) CHA 1 (-5)	STR 20 (+5) DEX 5 (-3) CON 22 (+5) INT 10 (+0) WIS 1 (-5) CHA 1 (-5)	STR 22 (+5) DEX 5 (-3) CON 24 (+6) INT 10 (+0) WIS 1 (-5) CHA 1 (-5)
Skills	-	-	-	-

	Low	Moderate	Advanced	Elite
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	**Immune** Tripping, Critical Hits, Flanking, Mind-Affecting Effects, Paralysis, Poison, Polymorph, Sleep, Sneak Attacks, Stunning			
Senses	**Passive Perception** -5; **Blindsight** 60' (blind);	**Passive Perception** -5; **Blindsight** 60' (blind);	**Passive Perception** -5; **Blindsight** 60' (blind);	**Passive Perception** -5; **Blindsight** 60' (blind);
Languages	-			
Attacks	**Melee** slam +7 (1d6+1)	**Melee** slam +8 (1d8+4)	**Melee** slam +9 (1d8+7)	**Melee** slam +9 (2d6+12)
Special	Constrict (2d6+1); Corrosion; Split	Constrict (2d6+4); Corrosion; Split	Constrict (2d6+7); Corrosion; Split	Constrict (2d6+12); Corrosion; Split
Proficiencies	Natural Weapons			
Special Qualities	Acid (DC 14); Blindsight; Suction; Corrosion	Acid (DC 16); Blindsight; Suction; Corrosion	Acid (DC 18); Blindsight; Suction ; Corrosion	Acid (DC 20); Blindsight; Suction ; Corrosion
Spell-casting	-	-	-	-
Equipment	-	-	-	-

Special Abilities

Acid (Ex) A dreadslime ooze secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Each time a creature suffers damage from a dreadslime ooze's acid, its clothing and armor take the same amount of damage from the acid. A DC 16 Dexterity save prevents damage to clothing and armor. A metal or wooden weapon that strikes a dreadslime ooze takes 2d6 acid damage unless the weapon's wielder succeeds on a DC 18 Dexterity save. If a dreadslime ooze remains in contact with a wooden or metal object for 1 full round, it inflicts 14 points of acid damage (no save) to the object.

Blindsight (Ex) Range 60 ft.; Some creatures have blindsight, the extraordinary ability to use a nonvisual sense (or a combination of such senses) to operate effectively without vision. Such sense may include sensitivity to vibrations, acute scent, keen hearing, or echolocation. This ability makes invisibility and concealment (even magical darkness) irrelevant to the creature (though it still can't see ethereal creatures and must have line of effect to a creature or object to discern that creature or object). This ability operates out to a range specified in the creature description. The creature usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight ability. Unless noted otherwise, blindsight is continuous, and the creature need do nothing to use it. Some forms of blindsight, however, must be triggered as a free action. If so, this is noted in the creature's description. If a creature must trigger its blindsight ability, the creature gains the benefits of blindsight only during its turn. Blindsight never allows a creature to distinguish color or visual contrast. A creature cannot read with blindsight. Blindsight does not subject a creature to gaze attacks (even though darkvision does). Blinding attacks do not penalize creatures using blindsight. Deafening attacks thwart blindsight if it relies on hearing. Blindsight works underwater but not in a vacuum. Blindsight negates displacement and blur effects.

Constrict (Ex) You can crush an opponent, dealing bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).

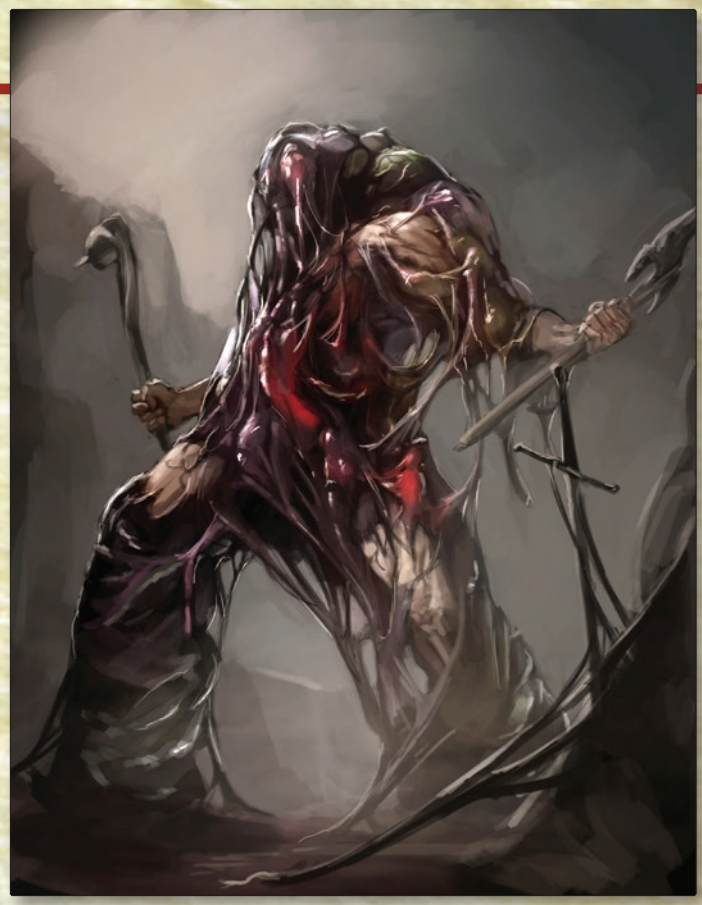
Corrosion (Ex) An opponent that is being constricted by a dreadslime ooze suffers a -4 penalty on Dexterity saves made to resist acid damage applying to clothing and armor.

Split (Ex) Slashing and piercing weapons deal no damage to a dreadslime ooze. Instead, the creature splits into two identical puddings, each with half of the original's current hit points (round down). A pudding with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

Suction (Ex) The dreadslime ooze can create powerful suction against any surface as it climbs, allowing it to cling to inverted surfaces with ease. A dreadslime ooze can establish or release suction as a swift action, and as long as it is using suction, it moves at half speed.

Slimegiant

CR 12; XP 8,400



CE; Large Monstrous Humanoid

Description

This appears to be a 20' tall giant humanoid.

Appearance

It's unclear whether he is at least partially composed of purplish-grey slime, or if he has simply been doused in an enormous vat of it; either way, it drips and squirms from nearly every part of his body. Periodically visible amongst this ooze, he wears leather armor, and wields a huge club in one hand and a giant waraxe in the other.

Combat Tactics

Terrible creatures of pure chaos, typically formed from a large beast, preferably sentient, exposed in a prolonged and painful manner to dreadslime and with proximity to a Dark Obelisk, slimegiants are but larger, more horrid versions of the semi-sane, semi-aware drones enslaved to the Obelisk's will. They retain their ability to use weapons, but have no directive save for destruction.

	Low	Moderate	Advanced	Elite
Challenge	CR 12 XP 8,400	CR 14 XP 11,500	CR 16 XP 15,000	CR 18 XP 20,000
Class / HD	Monstrous Humanoid 12	Monstrous Humanoid 14	Monstrous Humanoid 16	Monstrous Humanoid 18
Size / Aln	Medium CE	Large CE	Large CE	Huge CE
HP	86	124	190	250
Armor Class	17	17	19	19
Speed	Walk 40'	Walk 40'	Walk 40'	Walk 40'
Ability Scores / Saves	STR 22 (+6) DEX 19 (+4) CON 15 (+2) INT 10 (+0) WIS 12 (+1) CHA 10 (+0)	STR 23 (+6) DEX 19 (+4) CON 19 (+4) INT 10 (+0) WIS 12 (+1) CHA 10 (+0)	STR 25 (+7) DEX 19 (+4) CON 22 (+6) INT 10 (+0) WIS 12 (+1) CHA 10 (+0)	STR 26 (+8) DEX 19 (+4) CON 24 (+7) INT 10 (+0) WIS 12 (+1) CHA 10 (+0)
Skills	-	-	-	-

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	-			
Senses	**Passive Perception** +6; **Darkvision** 60'	**Passive Perception** +8; **Darkvision** 60'	**Passive Perception** +10; **Darkvision** 60'	**Passive Perception** +12; **Darkvision** 60'
Languages	-			
Attacks	**Melee** greatclub +15 (1d12+9) **Ranged** rock +12/+7 (1d8+9), within 30 ft. +13/+8 (1d8+10) **Melee** slam +15/+15 (1d6+9)	**Melee** *greatclub +1* +18/+13 (2H: 2d8+13) **Melee** slam +17/+17 (1d8+8) **Ranged** rock +12/+7 (1d8+12), within 30 ft. +13/+8 (1d8+13)	**Melee** *greatclub +1* +22/+17/+12 (2H: 2d8+16) **Melee** slam +21/+21 (1d8+10) **Ranged** rock +16/+11/+6 (1d8+15), within 30 ft. +17/+12/+7 (1d8+16)	**Melee** *greatclub +3* +26/+21/+16 (2H: 3d8+21) **Melee** slam +23/+23 (3d6+12) **Ranged** rock +15/+10/+5 (1d8+18), within 30 ft. +16/+11/+6 (1d8+19)
Special Proficiencies	Natural Weapons; Greatclub; Rock Throwing			
Special Qualities	-	-	-	-
Spell-casting	-	-	-	-
Equipment	-	-	-	-

Special Abilities

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Dreadslime Golem

CR 10; XP 5,900

LE; Large Construct

Description

A humanoid construct appears to be a somewhat crystalline casing, within which ebbs and flows a viscious purplish-black dreadslime.

Appearance

Colors whorl and twist within. Parts are spiky, others rounded; its head such as it is bears some features that could be called eyes and a mouth, though these are purely ornamental. It bears a club in one hand, and a cave stone in the other. From its joints, dreadslime seeps in viscous strands.

Combat Tactics

These constructs are forged from the bodily fluids and dismembered parts of sacrifices to the Obelisk, given of a dreadwyrm. They typically require the painful, prolonged sacrifice of a great leader, either religious or of an arcane

	Low	Moderate	Advanced	Elite
Challenge	CR 10 XP 5,900	CR 14 XP 11,500	CR 16 XP 15,000	CR 18 XP 20,000
Class / HD	Construct 10	Construct 14	Construct 16	Construct 18
Size / Aln	Large LE	Large LE	Large LE	Huge LE
HP	83	106	115	131
Armor Class	19	19	20	20
Speed	Walk 20'	Walk 20'	Walk 20'	Walk 20'
Ability Scores / Saves	STR 22 (+6) DEX 13 (+1) CON 10 (+0) INT 10 (+0) WIS 11 (+0) CHA 1 (-5)	STR 24 (+7) DEX 13 (+1) CON 10 (+0) INT 10 (+0) WIS 11 (+0) CHA 1 (-5)	STR 25 (+7) DEX 14 (+2) CON 10 (+0) INT 10 (+0) WIS 11 (+0) CHA 1 (-5)	STR 26 (+8) DEX 14 (+2) CON 10 (+0) INT 10 (+0) WIS 11 (+0) CHA 1 (-5)
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Immunities	**Immune** Death Effects; Disease; Exhaustion; Fatigue; Magic; Mind-Affecting Effects; Necromancy; Paralysis; Poison; Sleep; Stunning **Resists** Physical Damage			
Senses	**Passive Perception** +0; **Darkvision** 60'; **Low-Light Vision**	**Passive Perception** +0; **Darkvision** 60'	**Passive Perception** +0; **Darkvision** 60'	**Passive Perception** +0; **Darkvision** 60'
Languages	-			
Attacks	**Melee** slam +17/+17 (2H: 2d8+10)	**Melee** slam +22/+22 (2d10+9)	**Melee** slam +26/+26 (2d10+11)	**Melee** slam +29/+29 (4d8+13)
Special Proficiencies	Natural Weapons			
Special Qualities	Slow (DC 14)	Slow (DC 16)	Slow (DC 17)	Slow (DC 18)
Spell-casting	-	-	-	-

Special Abilities

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Slow (Su) A dreadslime golem can use a slow effect, as the spell, as a free action once every 2 rounds. The effect has a range of 10 feet in a burst centered on the golem and a duration of 7 rounds, requiring a DC 16 Intelligence save to negate.

Dreadslimed Miner

CR 2; XP 450

NE; Medium Humanoid (Dwarf)

Description

A dwarven miner, his light leather armor dusty and marred, appears a bit... off. The dreadslime infection has neither will nor sentience of its own, but when paired with a sentient being, the result is a zombie-like effect, a shambling echo of the man's previous self, bent on pure destruction and murder. Any spread of the infection via wounds is completely accidental, but welcome.

Appearance

His limbs and chest are decorated with pulsing purple, as though his veins were pumping with a vile substance. This is not far from the truth: via one or more lacerations into which dreadslime has seeped, his innards are gradually being taken over by the substance. This dwarven miner bears a pickaxe and small throwing hammers..

Combat Tactics

Miners in the deep mountain levels often come by exposure to the Dark Obelisk and/or its liquid presence, dreadslime. Prolonged exposure to the vapors produced by dreadslime pools, or repeated damage via its toxins, produces this effect.

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Challenge	CR 2 XP 450	CR 6 XP 2,300	CR 12 XP 8,400	CR 16 XP 15,000
Class / HD	Undead 2	Undead 6	Undead 12	Undead 6
Size / Aln	Medium NE	Medium NE	Medium NE	Medium NE
HP	8	25	56	75
Armor Class	12	14	16	17
Speed	Walk 20'	Walk 20'	Walk 20'	Walk 20'
Ability Scores / Saves	STR 17 (+3) DEX 7 (-2) CON 10 (+0) INT 10 (+0) WIS 10 (+0) CHA 8 (-1)	STR 17 (+3) DEX 7 (-2) CON 10 (+0) INT 10 (+0) WIS 10 (+0) CHA 8 (-1)	STR 18 (+4) DEX 9 (-1) CON 10 (+0) INT 10 (+0) WIS 10 (+0) CHA 8 (-1)	STR 19 (+4) DEX 9 (-1) CON 10 (+0) INT 10 (+0) WIS 10 (+0) CHA 8 (-1)

	Low	Moderate	Advanced	Elite
Skills	-	-	-	-
Saves	-	-	-	-
Vulnerabilities	-	-	-	-
Immunities	**Immune** Death Effects; Disease; Exhaustion; Fatigue; Mind-Affecting Effects; Paralysis; Poison; Sleep; Stunning **Resists** Physical Damage			
Senses	**Passive Perception** +4; **Darkvision** 90'	**Passive Perception** +6; **Darkvision** 90'	**Passive Perception** +7; **Darkvision** 90'	**Passive Perception** +8; **Darkvision** 90'
Languages	Common, Dwarven			
Attacks	**Melee** morningstar +3 (1d8+3)	**Melee** morningstar +5 (1d8+3)	**melee** morningstar +9 (1d8+4)	**Melee** *+1 morningstar* +11/+6 (1d8+4)
	Melee slam +3 (1d4+5)	**Melee** slam +5 (1d4+5)	**Melee** slam +9 (1d4+8)	**Melee** slam +11 (1d4+8)
Special Proficiencies	Natural Weapons; Morningstar			
Special Qualities	-	-	-	-
Spell-casting	-	-	-	-
Equipment	-	-	-	-

Special Abilities

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

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