

DEADLY D•E•L•V•E•S



To Claw The Surface

by Michael Allen

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DEADLY D • E • L • V • E • S

To Claw The Surface

1st-Level Adventure



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Book References

ACG Pathfinder Roleplaying Game: Advanced Class
Guide

APG Pathfinder Roleplaying Game: Advanced
Player's Guide

B1-4 Pathfinder Roleplaying Game: Bestiary (1-4)
UE Pathfinder Roleplaying Game: Ultimate
Equipment

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Adventure Background

In ancient times, the stone-age dwarves of Granitop Mountain unlocked the secrets of copper mining, and began to develop the metalworking skills now famed throughout the land. Multiple migrations due to blighted food sources, monster attacks, and enslavement by cave giants pushed the ancients ever closer to the surface. Through the centuries, advances in mining and metallurgy accompanied these migrations. Modern dwarves know that they once dwelled deep within the bones of Granitop (ballads and tales pay homage to the past) but most myths remain buried. History awaits discovery by those who would penetrate deep within the earth.

Macharun Hardfist mines the most dangerous tunnels of the mountain, hiring mercenaries to deal with the petty business of protecting the miners from the occasional vermin or monstrous trespasser. The less time spent fending off such threats, the more ore and gems he and his kin bring to the surface. Payment is rendered in well-crafted masterwork, or even magical, dwarven arms. Enchanters create magical items for individuals interested in more than just the clash of steel in battle.

In the deep tunnels, a recent infestation of cave scorpions provides work for those brave enough to guard the Hardfists' backs. The scorpions worked their way into the mine through the tunnels of a purple worm, which migrated from even further depths, establishing a nest in the ore-rich territories of the Hardfist clan.

Adventure Summary

While destroying an infestation of purple worm hatchlings, the worm-riddled floors of the mines collapse, stranding the party deep within Granitop. The caverns and tunnels are utterly unfamiliar.

Survival is the first challenge. Fire beetles, centipedes, and other vermin hamper the initial search for an exit. Food, water, and natural sources of healing must be found, as well as supplies to craft and repair or replace damaged equipment and gear. In these lower tunnels, the burial tombs of bronze-age dwarves provide makeshift equipment and ancient treasures to resourceful adventurers. Clues spread throughout these ancient sites encourage a retracing of the ancient path to the surface. The antediluvian settlements remain haunted by echoes of the past.

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Part 1: Entombed!

Following a sharp battle in the mines with purple worm hatchlings, the mines collapse when the mother worm appears. Buried deep within Granitetop, the adventurers begin their trek to the surface.

Enslaved by cave giants, the bronze-age dwarves developed a massive underground mine. After centuries of servitude, the dwarves secretly learned to make iron, enabling them to throw off the yoke of slavery and seek the surface. The caves and mines left behind are now the domain of dire corbies, derro, duergar and fungalfolk, who fight over food sources, and access to the ancient Sky Tomb of the long-forgotten dwarves. Reaching the Sky Tomb pits the adventurers against the subterranean tribes, and includes a running battle on an ancient mine cart rail.

The Sky Tomb holds the key to the surface, for the original exit tunnel was destroyed millennia ago by a meteor strike. Undaunted, the dwarven ancestors carved a great vertical shaft from the central burial chamber of the tomb. Penetrating the center of the tomb, past modern derro raiders, unlocks the final ascent. Reaching the surface, one obstacle remains: a wyrmling red dragon that has taken up residence in the upper reaches of the shaft. Only after defeating this threat can the intrepid explorers breathe freely of the clean, fresh air of the surface.

Adventure Hooks

To Claw the Surface will test your players' survival skills, and is best used with brand-new characters. Adventurers should have little equipment to battle their way free from the caves below Granitetop. Lack of gear and resupply options will encourage them to explore and utilize the environment around them if they are to survive the journey.

The adventurers have spent part of their apprenticeship, or early work years in and around Granitetop (or perhaps on one of the many merchant caravans that trade with the area). Craft and Profession skills are in high demand on the mountain. In addition to the two traits they receive during character creation, brand-new characters automatically receive the Person Of Many Talents campaign trait (see appendix). If your group does not use campaign traits, consider granting new adventurers 2-4 extra skill points at character creation that may only be spent on Craft or Profession skills. Other than growing up in and around the mountain, adventurers may have come to Granitetop seeking access to the well-crafted (and often enchanted) items created by the Hardfist clan, or scholars may have heard of ancient symbols carved into the bones of the mountain and hope to unravel their secrets.

A. The Birthing (CR 2)

Standing watch in the upper mines has been light duty; a few dire rats and the occasional large vermin have been the only interruptions to the excavation work to date. The dwarven ale is refreshing at the end of a shift, and watching the master smiths of the Hardfist Clan craft exquisite arms from the ores retrieved below whets your appetite for your eventual rewards.

Today, Macharun Hardfist is in good cheer. A new cave system littered with easily accessible ore has been discovered, but an infestation of cave scorpions has halted immediate exploitation. Cave scorpions are rare in Granitetop, and are usually encountered much deeper than the new passages.

Reaching the entrance to the new cave system, the dwarven miners attack a rich vein of gold, directing you to stand guard a few yards down the tunnel where the cave scorpions first appeared. The dwarves are in fine fettle, making short work of the dirt and rock surrounding the ore. Suddenly, a cry goes out. Something has sprouted from the ceiling and taken a bite out of one of the miners.

Creatures: The burrowing of a recently-mated purple worm opened up these caverns; the beast deposited its eggs in a chamber above the tunnel in which the adventurers currently stand. The eggs have hatched, and while the hatchlings would normally consume each other to gain enough strength to burrow out of the hatchery, the dwarves' efforts have weakened the tunnel roof enough for the hatchlings to punch through. Attracted by the vibrations of pick on rock, the hungry larvae burst from the ceiling.

Purple Worm Hatchlings (22) CR 1/3

Appendix A, Page 48

XP 135

hp 5 (1d8+1)

TACTICS

During Combat All purple worm hatchlings act on the same initiative. The brood consists of twenty-two hatchlings, three of whom burrow part way through the ceiling on the surprise round. 1d6 hatchlings burrow through each subsequent



round, but it requires 2 move actions for a hatchling to get through completely. While still trapped in the ceiling, a hatchling is considered entangled. Most should be in the ceiling while a few should fall to the ground. Partially free hatchlings attack any creature within reach; the tunnel roof is 8 feet tall, so they can easily reach into the squares below. During the first round of combat, have one hatchling drop from the ceiling either on a spellcaster or on a character that does not like to actually touch monsters. Make sure it does not attack, allowing the adventures enough time to kill it before its next turn comes up. Have another hatchling come out of the floor, allowing someone to stomp on one.

Hazards: Once the adventurers have endured a round or two of hatchlings attacking from above and below, the weakened roof collapses, depositing the crawling mass in the center of the tunnel in between the adventurers and the dwarven miners. Four hatchlings move to attack the adventurers, another handful engage the dwarves; the rest content themselves with the instinctual act of eating each other. It is obvious the swarm is not immediately interested in other prey. Targeting the pile with any attack draws the interest of 1d3 hatchlings per instance.

The combat continues until the appearance of the purple worm (see **Development** below). The dwarves kill 2 hatchlings per round with their mining picks starting in round 2 on initiative count 5 (and destroying the roof if it has not already expelled the swarm).

Development: At the end of round four of the combat, or when a single adventurer has taken 50% damage, or if the adventurers attempt to flee, the purple worm appears in the large cavern at the mouth of the tunnel. Advance to encounter **B**.

B. The Collapse (CR 3)

A loud rumbling can be heard above the din of combat. The tunnel begins to vibrate; clumps of dirt and rock shake free from the ceiling above. An enormous worm covered with dark purple plates of chitinous armor bursts forth. Its giant, tooth-filled mouth opens hugely as the body of the worm rears back. Faster than you can perceive, the beast strikes at the dwarves at the edge of the tunnel, swallowing one entirely as it plunges through the floor. Huge cracks appear in the ground, and suddenly you are falling, rock and dirt tumbling all around you, filling mouth, nose, and ears. It seems to go on forever, but finally you come to a rest, bruised, battered, and bleeding. All is darkness.

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As the adventurers slide into the depths, each of them must make a Reflex save to determine the lingering effects from the collapse. Apply only the effects of the lowest DC failed.

DC 20—A close call: You are scratched and bruised, and your clothing streaked with dirt, but you have come through the disaster with no other damage.

DC 18—Broken weapon or armor: Your armor, or one of your weapons, is broken during the fall. Its hp total currently stands at 25% of its normal maximum.

DC 16—Sprains and cuts: Your body has been banged up a bit; you gain the fatigued condition. It is nothing a good night's rest can't cure. Ten minutes and a DC 15 Heal check reduces the Strength and Dexterity penalties to -1 as you bind and tape up your wounds sufficiently to press on with renewed vigor.

DC 12—Deafened: A strong blow to the head sets your ears ringing. You can't seem to clear it, although you can make your ears pop—the condition will most likely dissipate on its own (2d4 hours rolled in secret by the GM).

DC 10—Broken bones: A wrist, an arm, or a couple of ribs have cracked. You gain the sickened condition until you receive a minimum of 8 hours of rest and are subject to a successful DC 20 Heal check. Magical healing that heals hit point damage cannot clear this condition; the bones and muscles remain sore even after such magic is applied. The Heal check may be attempted once every 8 hours of rest until the condition is cleared.

Knocked unconscious, the adventurers awaken some hours later. All non-lethal damage is healed upon awakening; adventurers who were dying prior to the collapse are now stabilized but disabled as if they had made their Constitution check. Any items the adventurers were holding before they fell can be found in the chamber where they awaken.

Development: The collapse is equivalent to a CR 3 trap for the purpose of awarding experience. Advance to encounter C.

C. The Awakening (CR 1)

The room is pitch black. When visibility is regained, read the following:

A slight draft emanates from pile of stone and rubble in this 15-foot by 20-foot chamber. A half-buried dwarven body pokes out from the rubble, the legs askew at seemingly impossible angles. A trickle of dirt and small stone falls from the cavern ceiling onto the pile.

The corpse of one of the Hardfist brothers lies half-buried under the debris. The pockets of his trousers contain a *potion of cure light wounds* and a broken sunrod (when activated, the sunrod sputters for 1d6 minutes before dying out). Although these items can be recovered without causing the pile of rubble to collapse, dirt and stone trickles down the mound, warning of the mound's instability. The draft emanating from the dangerous pile of rocks indicates an exit beyond.

Falling Rocks Trap

CR 1

Type mechanical; **Perception** DC 16; **Disable Device** DC 16

EFFECTS

Trigger location; **Reset** none

Effect Atk +5 (2d6); multiple targets (all targets in a 5-foot by 15-foot area)

Development: Collapsing or clearing the rocks reveals the only exit from the cave. It takes 30 minutes to clear the tunnel enough to wriggle out into the cavern beyond.

Treasure: Clearing the rocks from the exit tunnel exposes the rest of the dwarf's corpse. In addition to the previously-mentioned potion and sunrod, the shirt pockets of the miner contain a silver hip flask filled with whiskey, a silver snuff box with an ounce of tobacco, a masterwork bone

Dwarven Salvage

d20 (reroll any duplicates)

1. Reed basket (for hauling dirt)
2. Hooded lantern and 2 flasks of oil
3. Grappling hook
4. Crowbar
5. Miner's pick
6. Shovel
7. Sledge
8. 10 feet of chain
9. 10-foot pole
10. 5 torches and 5 tindertwigs
11. Folding ladder
12. Tool repair kit
13. Iron skillet, iron pot and wooden bucket
14. Hatchet
15. Flint and steel
16. Barrel of ale (5 gallons, total weight 70 lbs.)
17. Bread, dried meat, and cheese equivalent to 1 day's rations for 5 people
18. Water skin, filled
19. Saw
20. Mule corpse: a DC 10 Survival or Profession (butcher) check may be made to butcher and preserve one day's ration of meat. One day's rations for one other person is provided for every 2 points by which the check result exceeds 10.

carving kit, and a bit of broken scrimshaw. The dwarf's clothing is torn and ruined, but his belt and boots (including laces) remain intact. A journal is hidden inside the dwarf's shirt. It contains a series of runes and pictographs, with possible translations rendered in Dwarven beside each rune. The slain dwarf collected such markings from the caves and mines of Granitetop. The journal will prove to aid in translating the ancient runes of the dwarven forebears later in the adventure.

Development: If they pick through the rock pile, the adventurers also discover a 50-foot coil of hemp rope, recognizable as equipment from one of the mules used to carry gear into the mines above. Characters may search for additional gear buried under the rocks; a DC 10 Perception check recovers one additional piece of equipment from the Dwarven Salvage sidebar, plus one for every 2 points by which the check result exceeds 10.

D. The Disturbed (CR 1/2)

Fingernails torn and bleeding, you wriggle into a larger cave. The air is sweeter than the stale, dense atmosphere of your former tomb. Those of you with some knowledge of dungeoneering or geology are dismayed once you assess the striations of the rock formations and identify the subterranean molds and fungus streaking the cavern walls. You are deep underground, deeper than the lowest dwarven mines. Fear nibbles at the edges of your courage; only the most experienced heroes venture so deep, and only with great trepidation and preparation. Even then, they know when to flee from the horrors that lurk in the abyssal depths of the mountain.

The cavern is 50 feet long by 30 feet wide; the escape tunnel pierces the western wall at its midpoint. To the north, a tunnel slopes upward; to the south, a passage slopes downward.

Creature: The excavation work disturbs a giant centipede, which stealthily (DC 21 Perception) approaches the party from behind, crawling through the loose stones from a hitherto blocked tunnel.

Centipede, Giant ^{B1}

CR 1/2

XP 200

hp 5 (1d8+1)

Treasure: One of the adventurers notices that spider webs clinging to a slice on her arm from wriggling through the tunnel stanches the blood flow. Collecting similar spider webs throughout the cave begins to assemble a healer's kit (3 "uses" are collected here—when the adventurers assemble 10 uses, the kit is complete and may be used normally). A passive DC 15 Heal check reveals this information if the players do not pick up on the clue.

The northern tunnel leads to **Encounter E**; the southern tunnel to **Encounter F**.

E. Seekers? (CR 1)

The northern tunnel extends a quarter mile, twisting and turning every few hundred yards before opening up into a large cavern 100 feet long by 60 feet wide. The domed roof reaches 50 feet high. Along the eastern wall, a series of ledges provides moderately easy access to a tunnel near the roof. Lights move back and forth in the tunnel's mouth.

The finger-wide ledges make the rock formation an easy (DC 10) 50-foot climb to the tunnel mouth.

Creatures: A trio of fire beetles lives on the upper ledge, flying down to the lower cavern to seek food. Their glowing glands might be mistaken for lanterns from the cavern floor below. The vermin flutter down to attack anyone climbing the ledges to the upper level.

Survival

A GM may need to encourage the players to be on the lookout for anything that can help them. Drop clues, or even grant a passive check or two to identify useful items, until the players get in the habit of actively seeking to squeeze every advantage from the environment. The adventurers may also begin crafting useful items: cloth torn from shirts and clothing with mushroom sticks or a broken ladder become bandages and splints (3 "uses" of a healing kit), for example.

Pacing, Resources, and Death

It is possible that the adventurers can make it through Part 1 without resting, which allows you to play up the intensity of being lost in the depths. If the group gets low on resources, especially healing and spells, feel free to grant them extra treasure from the fungal cornucopia to keep them moving. Healing mushrooms, fungi that act as potions, or even spell trigger devices like scrolls and wands can keep them powered up. Let them rest if they insist, but if you can build this early exploration into a chase-like intensity, your players will be in for a wild ride. Should an adventurer perish, a survivor from the collapse above is one way to introduce a new companion. Likewise, the grindylow in area L4 may have taken a prisoner that can serve as a replacement. Visitors to the Fungalmen in Area M are rare but not unknown, and it is always possible that a new adventurer escaped from any one of the slaver races that dwell underground.

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Beetle, Fire ^{B1} (3)

CR 1/3

XP 135

hp 4 (1d8)

Development: The upper ledge is a dead end. There are no other exits from this cavern.

Treasure: Twenty new fungal items or naturally occurring materials that assist in survival in the depths are presented in the Fungal Cornucopia in Appendix B. A DC 20 Perception check or DC 15 Survival or Knowledge (dungeoneering or nature) check discovers one such boon in this cavern.

F. A Spring in the Step (CR 3)

The southern tunnel slopes downward, twisting and turning for some 500 yards before opening into a wider cavern. The air is rank with the odor of wet hair; indeed, the entire chamber smells like an unkempt kennel.

This 40-foot wide by 60-foot long cavern is home to a well-established colony of springsparks. The floor of the cavern is covered in a bouncy matting of mixed hair, dried fecal matter, and the skeletons of small rodents who were attracted by the powerful scent of the shedding pelts. This matting provides a +5 circumstance bonus to Acrobatics checks. An exit tunnel is visible on the southern wall of the cave.

Creatures: The springsparks burrow down in the hairy loam (DC 21 Perception to spot), and leap to the attack when intruders are halfway through the room. Ten of the fur balls come together to form a mob as combat is joined.

Springspark Mob

CR 2

Appendix A, Page 49

XP 600

hp 30 (4d8+12)

Springspark (3)

CR 1/6

Appendix A, Page 50

XP 65

hp 3 each (1d8–1)

Treasure: The hairy matting covering the cavern floor is springspark mat (see Appendix B). Enough matting to fill a 5-foot square weighs 10 lbs., and the adventurers may harvest as much as they can carry.

G. Light Underfoot

The tunnels continue ever downwards, sometimes branching off and dead-ending or doubling back on themselves. Eventually, the splintered passages

come to an end, and a single 20-foot wide passage continues. After an hour's march, the tunnel becomes moist; water trickles from the walls over a sickly green lichen.

A DC 15 Knowledge (dungeoneering) check identifies the growth in the main passage as daybreak lichen (see Appendix B). When daybreak lichen dries completely, it can be crushed to release a strong magical light, equivalent to an *oil of daylight*. Dried patches on the floor burst into light as the party passes through the tunnel.

Treasure: There are a few fist-sized rocks covered in dry lichen; A DC 15 Perception check discovers tool marks on the surrounding stone; some rocks have been previously removed. A loose rock with one application of dry lichen is easy to pry from the pile, and a DC 20 Craft (stonecutting) check yields a second. All other growth is wet and difficult to harvest (see item entry). Adventurers must still provide protection for the fragile lichen; the boots of the slain dwarf provide one solution for improvising a cradle.

H. The Climb (CR 3)

After another hour's march, the descent ends as the tunnels level out. Sweat stains your clothing and brows in the close confines of the passage, which makes the sight of a large cavern ahead all the more welcome.

Stalagmites litter the 60-foot by 80-foot cavern floor. To the north, a tunnel is visible 120 feet above; glowing phosphorus fungus lights the roof as it burrows into the wall. The first 80 feet contain many cracks and ledges breaking up the ascent.





A collection of skeletons of various underground vermin and beasts rest at the base of the climb. Most have calcified; half a dozen skulls repose upended and filled with scummy water. The eye sockets and nasal passages have been stopped up over time, making them watertight.

The 30-foot climb to the first landing (landing A) is easy (DC 10), but the 30-foot climb to the second (landing B) is trickier (DC 15). Fortunately, an assortment of thin rope-like strands dangles down from stalagmites on landing B. A direct climb (50 feet) from landing A to C is DC 25, while the 20-foot rock wall from landing B to C requires a DC 10 Climb check. Only 3 adventurers may stand on either ledges A or B without squeezing.

Trap: The ropy strands are the discarded filaments of the cave fisher from above, identifiable with a DC 16 Knowledge (dungeoneering) check. Most are ancient and brittle with age, but one is intact. Wrapped around a stalagmite above, its two ends dangle down, promising easier access to the heights. The rock is weak and breaks once a climber is 20 feet above ledge B, or if the strength of the anchor is tested by pulling on the ends of the "rope." The slab or rock comes crashing down on the tester's head.

Breaking Stalagmite Trap CR 1

Type mechanical; **Perception** DC 21; **Disable Device** DC 19

EFFECTS

Trigger location; **Reset** none
Effect 2d6 falling damage or +5 ranged touch (2d6).

Treasure: Whether the trap is disarmed or set off, the filament provides 50 feet of silk rope.

Creature: This area has been hunted for centuries by cave fishers. The current resident does not appear until the adventurers reach the height of Landing B. It fires its first filament at an adventurer on landing A. If it misses, the fisher attacks the nearest adventurer next, hoping to yank it off the wall and dangle its opponent over landing A as it pulls it up.

Cave Fisher ^{B1} CR 2

XP 600
hp 22 (3d8+9)

Treasure: The filament glands of the cave fisher are worth 100 gp. They may also be used to smear one PC's hands and feet, granting a +10 competence bonus to Climb checks for 5 minutes. The sticky residue of the crushed glands (even if used to grant the Climb bonus above) can be turned into a waterproof glue sufficient to coat 1 square foot of surface, or up to 20 smaller applications of approximately 2 square inches each with a DC 10 Craft (alchemy) check. This homemade glue is half as strong as alchemical glue.

A pile of bones in one corner of the cave fisher's lair contains an uncut emerald worth 200 gp.

Development: A 50-foot DC 20 Climb remains before the adventures can reach the exit tunnel leading to Area I.

I. Ancient Beginnings

The birthplace of the ancient dwarven civilization, these caverns once held the first permanent settlement of their nation. Stone-age dwarves advanced into the copper age in these chambers, and began to discover how to engineer and transform the world of dirt and stone around them.

11. Legacy of Discovery (CR 1/2)

The tunnels here are smaller than the ones below, primarily 10 feet wide by 10 feet high, but occasionally narrowing to 5-foot sections.

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It seems as if you are ascending ever so slowly, but the slope of the floor is almost unnoticeable, and the tunnels dip in certain places. These hollows are often filled with metallic-smelling water.

Hazard: One pool contains a dilute alkaline concentration, runoff from ancient dwarven copper mining and seeping groundwater. Adventurers walking through the pool must make a DC 11 Fortitude save or receive slight burns. This irritation imposes a -1 penalty on to hit, damage rolls, ability, and skill checks. Burned spellcasters must make a Concentration check (DC 10 + spell level) to cast any spell until the burns are treated. The pool can be jumped with a DC 15 Acrobatics check or a 15-foot Climb (DC 20) along the cavern wall. Failure on the jump (or by 5 or more if climbing) results in full immersion in the pool, increasing the DC to 15. The burns can be treated with 30 minutes of attention and a DC 15 Heal check.

Treasure: Once the effects of the alkaline solution are known, a DC 10 Craft (alchemy) or Knowledge (dungeoneering) check reveals that this solution is powerful enough to affect oozes (1d6 damage to oozes; irritation as above to other creatures). The solution can be further refined into a full-strength alkali flask with a DC 15 Craft (alchemy) check. The adventurers may take away as much liquid as they can carry; flasks to convert the solution into a splash weapon may be at a premium, but the skulls from Encounter H can be glued together to create such a weapon.

12. The Main Gallery

A few hundred yards past the pool, the tunnel opens up into a gallery, 200 feet long by 80 feet wide. Side chambers open off the main gallery all along its length.

A DC 15 Craft (stonemasonry) or DC 10 Knowledge (engineering) check informs an observer that the tool marks found on the alcove walls are ancient, and likely made with stone tools. A DC 20 Knowledge (engineering or history) check determines this to be a prehistoric dwarven settlement. Further investigation uncovers evidence of copper mining and smelting, although no useful tools or other salvageable goods remain. A few of the antechambers at the far end of the gallery are supported and buttressed by stone posts that were moved into place. These columns represent the most advanced engineering in this settlement, markedly different than the early excavations at the near end of the tunnel. Thousands of years of architectural prehistory can be traced in the design and shape of the side chambers.

Treasure: The near end of the cavern (where the adventurers enter) is lush with fungal growth, granting a roll on the fungal cornucopia. Some of the fungi looks surprisingly similar to wheat, barley

and hops. A number of small underground rodents munch on the trove of fungus and plant life fed by the phosphorescent fungi above.

13. Nightmares of the Blight (CR 3)

Two-thirds of the way down the gallery, one alcove stands out from the rest; a metallic flash glints in the dim light. The chamber is 30 feet wide by 40 feet deep with a curved wall at the back end.

The walls of this chamber are warm to the touch (a lava vein flows nearby). Three stone shelves are carved into the walls at the rear. The shelf all the way at the back contains a dwarven skeleton and radiates a faint aura of conjuration (from the magic ring on the dwarf's finger).

The nearest shelf contains a hammered copper kettle, a number of stone vats, thin copper tubing, and a bone-handled copper strainer.

The shelf in between contains three two-liter stone jars.

The Starving Pains

CR 3

XP 800

NE persistent haunt (15-ft. radius area centered on dwarf skeleton)

Caster Level 1st

Notice Perception DC 20 (to see food decaying and water souring with corruption)

hp 13; Trigger proximity; **Reset** 1 day

Effect When triggered, any creature in the radius of effect feel intense pangs of hunger and thirst, and reaches for sustenance while being targeted by a *touch of fatigue* spell (+1 touch). One day's worth of rations carried by each creature in the radius of effect is destroyed each round. Further, fatigued creatures hit by a second touch begin starving and must make a DC 11 Constitution check or take 1d6 nonlethal damage. Each time a creature is affected, the Constitution check DC increases by 1.

Destruction The food jars must be filled with an offering appropriate to their purpose (grain/bread, beer, and meat)

Development: Once the haunt is neutralized, further examination of the chamber is possible.

Shelf 1: The equipment on this shelf is a set of brewing tools. An hour's worth of work and a DC 12 Profession (brewer, herbalist, or innkeeper) check, along with the proto-hops and fungal barley in the main cavern, yield a weak beer sufficient to appease the haunt.

Shelf 2: Each of the stone jars on this shelf are inscribed with an ancient Dwarven rune (Linguistics DC 20). The journal from Area C grants a +4 circumstance bonus to the check.

The first jar (inscribed with the rune for “meat”) rests on two smaller carved stones, raising it up six inches. Underneath the stains of ancient tinder fires darkening the the shelf; the walls of the jar are cool to the touch. A DC 20 Perception check yields a tiny crack in the bottom of the jar, denoting a secret compartment. This Perception check is also sufficient to discover tiny growths of brown mold in the crack if the bottom of the jar is partially unscrewed. If completely removed, the entire culture is exposed; this small colony does only 1d6 points of non-lethal cold damage. The mold provides natural refrigeration, and has been kept alive by the proximity of the lava vein. If removed from this chamber, the base must be heated once per day to keep the mold alive. A small shred of petrified meat lies in the interior of the container, which contains a screw-top lid.

The second jar contains a few ancient grains of wheat, and bears the rune for “bread.”

The third jar is darkened by a liquid long since evaporated, and bears the rune for “beer.”

Shelf 3: The dwarf skeleton wears a *ring of emptiness* (see Appendix B). The stone-age dwarves abandoned this site for Area L when a blight destroyed nearby food sources. This dwarf refused to leave, and used his *ring of sustenance* to survive. His isolation and loneliness drove him mad, calling forth the curse on his death from old age.

Treasure: Destroying the haunt reverses the curse and returns the *ring* to its normal state. The stone jars may be removed to destroy the curse at a future date; if left behind, the adventurers must return to reclaim the *ring*’s true magic.

Buried under the skeleton of the dwarf (Perception DC 15) are 4 flint arrowheads laced with silver ore (treat as silver arrows), and 5 flint arrowheads laced with iron ore (treat as cold iron arrows).

14. Lights Out! (CR 1)

The gallery narrows as you approach the far end, cracks in the walls and floor indicate ancient seismic activity.

A darkmantle lives in the very far reaches of the gallery, and drops down from the ceiling of the exit tunnel, 30 feet above (Perception DC 24 to spot).

Darkmantle ^{B1} CR 1

XP 400
hp 22 (3d8+9)

TACTICS

During Combat The darkmantle uses its *darkness* ability in the surprise round as the first adventurer passes underneath, or if they spot it before it drops.

Morale It flees to the roof of the gallery if reduced to 10 hp or less.

J. It’s The Fall That’s Gonna Kill You (CR 4)

Fungal growth becomes more prevalent beyond the dwarven gallery; the twists, turns and niches of the 10-foot-wide tunnel hide a shrieker from the party until they are upon it. The shrieker has AC 8 and hp 11, and screams loudly until hacked to bits.

Terrain: The shrieker grows at a “Y” branch of the tunnel. The southern branch leads to the lair of a very old cave giant, while the northern branch promises escape. The northern tunnel twists and turns, allowing the party to stage a running retreat (see **Development** below).

Creature: The last descendant of the ancient line of cave giants that once drove the dwarves into slavery ekes out a miserable existence in these tunnels, reduced to gumming tenderized dire rats or mashed centipedes and beetles for its supper. All it knows is pain; it investigates the shrieks of the sentry plant a few rounds after they occur.

The phosphorescent glow of the fungus in the southeast tunnel darkens as a creature almost ten feet tall fills the passage. Broken bones and beetle carapaces are tied over the beast’s body, and its huge tusks are broken and blackened with decay. One eye is milky white and tufts of grey hair sprout from above its ears. The giant picks up a rock from the floor of the passage and hurls it 80 feet down the tunnel, striking the roof behind you and causing it to collapse. If the power of the boulder strike is any indication as to what course of action remains, the northern tunnel is your only option for flight.

Venerable Cave Giant CR 4

XP 1,200
CE Large humanoid (giant)
Init –3; **Senses** darkvision 120 ft., low-light vision; Perception +4

DEFENSE

AC 16, touch 6, flat-footed 16 (+4 armor, –3 Dex, +6 natural, –1 size)

hp 40 (9d8)

Fort +6, **Ref** +0, **Will** +4

Defensive Abilities ferocity, rock catching

Weaknesses light sensitivity

OFFENSE

Speed 20 ft. (30 ft. without armor)

Melee 2 slams +8 (1d8+3)

Ranged rock +2 (1d8+3)

Space 10 ft.; **Reach** 10 ft.

Special Attacks rock throwing (100 ft.)

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STATISTICS

Str 17, **Dex** 4, **Con** 11, **Int** 9, **Wis** 13, **Cha** 10

Base Atk +6; **CMB** +13; **CMD** 23

Feats Cleave, Improved Sunder, Power Attack, Vital Strike, Weapon Focus (battleaxe)

Skills Climb +3, Intimidate +9, Perception +4

SQ axe wielder, half-blind

SPECIAL ABILITIES

Axe Wielder (Ex) All cave giants are proficient with hand axes, battle axes, and great axes.

Half-Blind (Ex) The cave giant takes a –2 penalty to Perception checks. In addition, any successful melee or ranged attack made by the giant has a 50% miss chance. If the attack misses, the target takes half damage from shards of rock and stone kicked up by the near miss.

Development: Although half-blind, it is clear that if the giant ever closes to melee, a single full attack may mean death. The way behind is blocked by the collapse of the first boulder strike, but the northern tunnel provides cover every 50 feet as it turns corners out of sight. The third such corner contains a partially fallen stone support, carved in the fashion of the supports in Area I2. Two full-round actions can bring the tunnel down behind the adventurers: a DC 20 Craft (traps) check allows the adventurers to rig the collapse when the giant passes, dealing 3d6 points of damage (Reflex DC 15 for half damage). It takes three rounds for the giant to clear the blockage.

Fifty feet beyond the last ambush site, the tunnel ends at the wall of an underground gorge. Fifty feet below (Climb DC 15), an underground river runs swiftly through the canyon. The roof of the gorge is 40 feet above, and 20 feet away on the far side of the gorge, the tunnel continues. A fall or jump into the river requires a DC 15 Swim check, or the adventurer loses any items in hand (including equipped shields).

Treasure: The giant's cave contains a 200-pound stone cauldron, a bone drinking horn (which can be used as a water skin by Medium or smaller creatures), 3 dire rat corpses with meat still clinging to the bone, 20 lbs. of gold ore (1,000 gp), and 30 lbs. of silver ore (150 gp).

A collection of 5 addlecap mushrooms (see Appendix B) lies buried under some poorly-tanned dire rat pelts.

K. Safe Shores

The tunnel on the far side winds down to the bottom of the gorge to reach the river. Creatures that jumped or fell into the river wash up on shore here.

A cavern with a clean beach and grove of hardwood mushroom trees stands on the riverbank. Charcoal kilns made from stacked stones filled with dried mud contain deposits of ancient charcoal.

The site is safe to camp in, and also grants one roll on the Fungal Cornucopia table; success on a DC 20 Survival check grants one additional roll.

A similar beach is visible across the river, and a much larger cavern is just in sight around a bend downriver.

Development: The camp in the charcoal forest grants the adventurers time to catch their breath and digest their experiences thus far.

Part 2: On Ancient Paths

L. Home of the Ancients

Millennia ago, dwarven ancestors migrated from the upper galleries in area I to a new home near an ancient underground lake after a blight destroyed food sources in the original galleries. Home to the dwarven ancestors for many centuries, this settlement shows the benefits of technological advancements in mining, building, and metallurgy. Alluvial deposits of cassiterite (tin bearing ore) fell upon the beaches, fostering the birth of the Bronze Age.

The community of dwarves flourished, developing both divine and arcane magic, but their advances were not enough to fend off the ultimate doom of the settlement. A kraken, long travelling the underground rivers and lakes far below the surface, drew near the warmer waters of hydrothermal vents at the bottom of the lake's basin. The ancient beast hunted and terrorized the dwarves, who eventually sealed their burial chambers and temple, and began a new migration. Long after their departure, the kraken still threatens the area, in the form of a haunt.

L1. Shades of the Beast (CR 4)

Adventurers must make a DC 15 Swim check to avoid being drawn by the current into the haunt's area of effect while crossing the river, landing either on the safe beach visible from their campsite or past the haunt into the lake. Giant mushroom stems may be harvested from the hardwood grove to aid in crossing, granting a +5 circumstance bonus to the Swim check. Past the haunt, the roar of rapids fills the ears; ahead, the lake once more turns into a swiftly flowing river. The rapids are strewn with dangerous rocks and the river dives

back underground; the exit tunnel is filled to the top. Furious paddling to avoid being drawn into this hazard (and likely death) deposits the adventurers into area L2.

A short tunnel from the safe beach terminates a scant few feet from the preserved body of the kraken. Stone posts support the arches of the

passage. A stylized squid with three squiggly lines underneath it is scratched into one of the posts (Perception DC 20). The squid refers to the kraken corpse, while the three squiggly lines signify ghosts or undead. These are the trail markings of a fungalfolk hunter named Grunnedar who sometimes travels these halls.



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Once the adventurers enter the haunt's area, read the following:

The body of a vast squid with disturbing markings on its leathery hide is heaped upon the beach of a huge underground cavern that fronts the large lake into which the underground river flows. The stench of rotting meat assaults your noses; a scream pierces the air.

The final victim of the kraken was Ingra Coppermane, daughter of the then-king, taken just as the ancient tribe made good their escape. The gods wept for the loss of the innocent soul and cursed the kraken. Though it took decades for the creature to die, when it did, its corpse washed up on the shoreline. A DC 18 Knowledge (arcana) check identifies the body, preserved by the necromantic powers of the curse. Two dozen dire rat corpses in differing states of decomposition lie scattered about the beach within reach of the vast tentacles. An aura of faint transmutation is detectable in the debris (from the magical relic buried underneath the detritus).

Phantom Tentacles

CR 4

XP 1,200

NE haunt (20-foot-radius area centered on preserved kraken corpse)

Caster Level 4th

Notice Perception DC 20 (to see ghostly manifestations of the kraken tentacles beginning to move, following the scream of the dwarven princess)

hp 8; Weakness poisoned weapons deal half damage; **Trigger** proximity; **Reset** 1 day

Effect When triggered, the haunt manifests ghostly *black tentacles* that grab any within the radius of effect (CMB +9). Grappled creatures take 1d6+4 points of damage before the tentacles dissipate.

Destruction The skeleton of the dwarf child must be properly interred in burial chamber L8.

Development: The grindyflow in area L4 worship the haunt and sacrifice dire rats to encourage their "god" to manifest. Amongst the other beach debris and dire rat corpses is the skeleton of one of these creatures, who wandered into the haunt's area when the grindyflow first arrived. Failing a DC 16 Knowledge (dungeoneering) check leads the investigator to conclude that the skeletal remains are that of a goblin torso (grindyflow have no skeletal structure below the waist).

If the party leaves the haunt's area without discovering the *circlet of lineage*, or if they leave it behind because no one in the party is lawful and they wish to avoid the negative level penalty, the scream repeats, followed by the sound of a child sobbing. The spirit of the dwarven princess cries out for help. The screams and sobs sound every 20

minutes and continue in the adventurers' dreams for three days after they leave if the haunt is not destroyed.

Treasure: Ingra's partial skeleton (the spine and the ribcage have been removed) lies here. A DC 15 Knowledge (local) check reveals the skeleton to be that of a dwarven child, perhaps 8 years of age. The *circlet of lineage* (see Appendix B) graces the dwarven skull at the bottom of the pile.

A DC 20 Linguistics check identifies the ancient Dwarven runes scrolling on the *circlet* as names, specifically a lineage dating back centuries. Knowledge of modern Dwarven grants a +5 bonus to the skill check, the presence of the journal from area C grants a +2 bonus, and translation of the runes in area I3 grants a +2 bonus. These are circumstance bonuses, and hence they stack.

When the adventurers discover the *circlet*, the following occurs. If the *ring* from area I is present, its rune glows with arcane light, and a matching rune on the *circlet* glows. The original owner of the *ring*, Odol, is one of Ingra's ancestors. When an adventurer touches the *circlet*, Ingra's laugh is heard in their head, and the rune of her name glows on the *circlet* (and does so any time she laughs or cries as long as an adventurer possesses the *circlet*).

Other than screams, cries, and laughter, Ingra can only communicate empathically with the bearer, so it is difficult to convey that she wishes her bones to be interred in the royal tomb. More clues are scattered throughout the complex, but in this location all Ingra can do is send emotions of peace and wellness when adventurers pick up her bones, and sadness, loss and anxiety when they put them down. If the adventurers leave her bones behind, the sad emotions intensify and eventually turn to hopelessness.

L2. Alluvial Assets (CR 2)

The currents of the river and lake deposit chunks of rocks onto this pebble-strewn beach. Many of the rocks and stones are riddled with what look like worm holes; some of the deposits are uncut gemstones.

The beach where the underground river exits this cavern is rockier than the beach near the kraken. The river deposits tin bearing ore here, including many chunks of uncut amethyst, topaz and tourmaline mixed in amongst purple quartz. The area sparkles, and even the dimmest light reflects off the water-polished facets of the uncut gems.

Creature: A DC 15 Knowledge (geography) check reveals that the alluvial deposits once contained iron-bearing ore (and occasionally, mithral or adamantine). A rust monster who dwells in a small cave near the beach has consumed most of the metals deposited over the centuries and now

slowly starves to death. The tin ore remaining is inedible.

Starving Rust Monster

CR 2

See Rust Monster ^{B1}

XP 600

Init +1

AC 16, touch 11, flat-footed 13 (+1 Dex, +5 natural)

hp 17 (5d8–5)

Fort +0, **Ref** +2

Melee bite +6 (1d3–2), antennae +6 touch (rust)

Str 6, **Con** 9

CMB +1; **CMD** 14 (20 vs. trip)

TACTICS

Morale If reduced to 5 hp or less, or if the adventurers sacrifice a piece of metal to satisfy the rust monster, it retires into its cave, squeezing through a 20-foot long tunnel into an inner sanctuary to escape or feast. It may track the adventurers once they leave the dwarven site for good, initiating another encounter at full strength (use the standard rust monster ^{B1}).

Treasure: Uncut amethysts and topazes worth 300 gp are scattered amongst the rocky shore (Perception DC 15) along with a 60-pound rock containing 500 gp worth of mithril ore. This rock can be identified by the strange worm-like holes riddling its surface with a DC 20 Perception check. A DC 15 Knowledge (engineering) check or

Profession (miner or blacksmith) check reveals the hidden ore within (the rust monster fed on only the ore veins it could reach). The rock can be broken into 4 or 5 smaller bits (hardness 8, hp 45 per section) to carry, but it must be worked at a proper smelter with a DC 15 Profession (miner or blacksmith) check to extract the ore.

L3. Bones of the Village

Six halls made from stacked stones form the village's center. A metal processing area nearby contains a rock anvil for crushing rock ore; shards of quartz bearing tin and ancient copper-bearing rock remain in the piles of rubble surrounding the workstation. An old slag pit contains industrial waste.

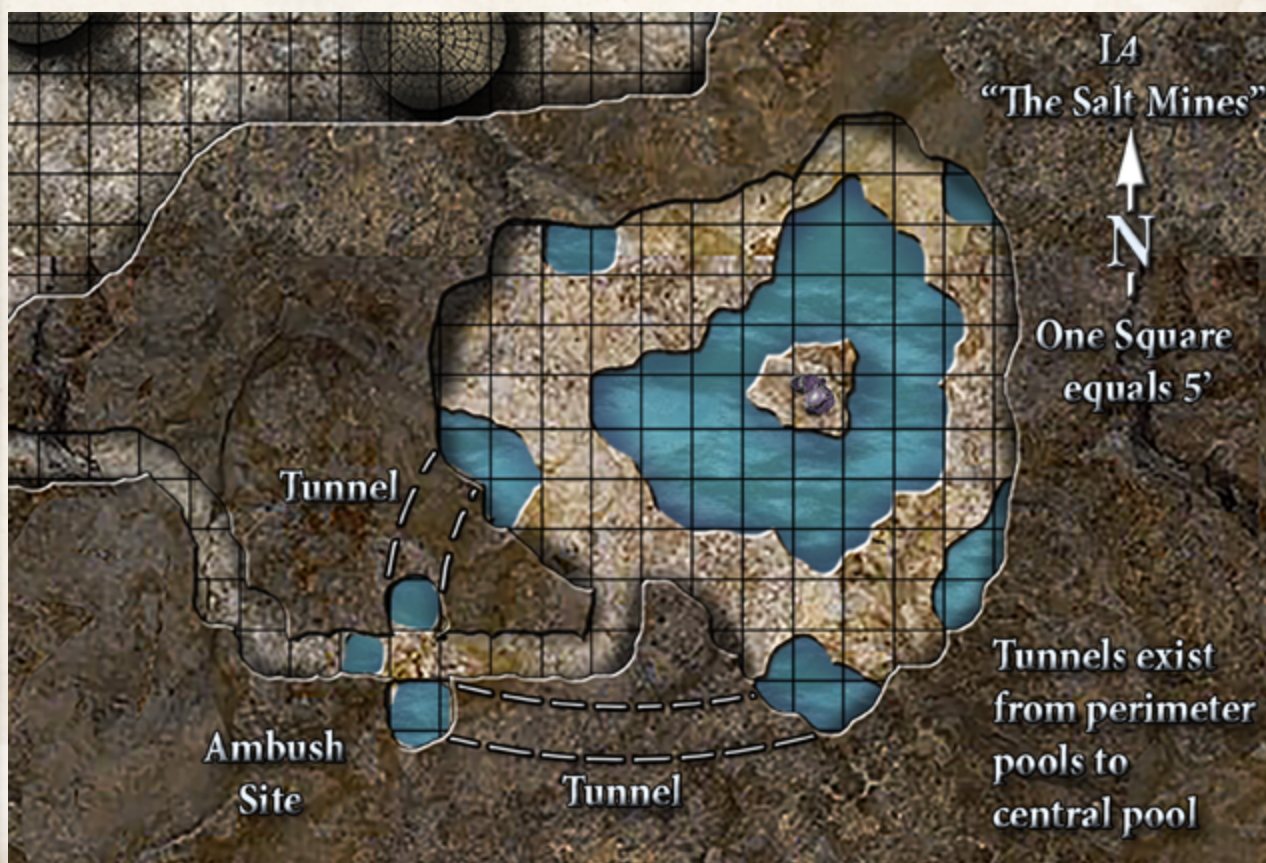
The stone halls can be secured as a safe resting spot, but are otherwise devoid of any useful items.

L4. Salt Caves (CR 4)

The tang of salt is heavy in the moist air of this tunnel, just a short distance from the village center.

Another of Grunnedar's marks (a stylized squid) is scratched into one of the posts leading into this area of the cavern (Perception DC 20). This squid is noticeably smaller than the one scribed in the posts in area L1.

Development: An adventurer in possession of the *circlet of lineage* who approaches within 10



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feet of the tunnel entrance is almost overcome by a powerful surge of hate and revenge coming from the *circlet*. The grindyflow who dwell in the salt caves stole Ingra's ribcage and spine to use in a shrine to their "god."

Creatures: A pair of grindyflows have moved into a flooded salt mine. When first exploring the larger complex, one of their number was crushed by the haunt in area L1. The grindyflow shaman declared the haunt to be a god, and the group now performs daily sacrifices to the haunt, tossing dire rats to their doom to encourage its manifestation.

A pool of water fills the tunnel floor in front of you, an easy 5 foot jump across. All along this corridor, niches and alcoves are carved into the walls where deposits of salt must once have been removed.

Grindyflow ^{B2} (2)

CR 1/2

XP 200

hp 5 (1d8+1)

The two grindyflow hide (Perception DC 15) beneath the surface of water pooling in alcoves on either side of the 5-foot-wide tunnel. Once wounded, they swim through underground tunnels from the pool to the salt spa.

A 10-foot ledge surrounds a large pool in this impressive cave. The air is warm and moist; you breathe in a salty tang. Smaller pools surround the perimeter. In the middle of the central pool, a small island contains the tanned skin of a grindyflow, mounted on some sort of skeletal stand. Two live dire rats are trussed up in one corner, suspended upside down, their legs tied to a wooden frame.

The creatures below are joined by the survivors of the ambush. The dire rats are future sacrifices, do not factor in the combat, and may be easily dispatched at its conclusion.

Grindyflow ^{B2} (2)

CR 1/2

XP 200

hp 5 (1d8+1)

Grindyflow Shaman

CR 1

XP 400

Grindyflow ^{B2} shaman 2

CE Small aberration (aquatic)

Init +2; **Senses** Perception +8

DEFENSE

AC 17, touch 13, flat-footed 15 (+2 armor, +2 Dex, +2 natural, +1 size)

hp 13 (2d8+4)

Fort +1, **Ref** +2, **Will** +5

Resist electricity 2

OFFENSE

Speed 15 ft., swim 30 ft., jet 200 ft.

Melee mwk stone spear +4 (1d6+1/x3), bite -1 (1d2+1), or +4 touch (spell)

Ranged mwk stone spear +4 (1d6+1/x3)

Special Attacks hexes (beckoning chill; DC 13), tangling tentacles (+5 trip), wave strike

Shaman Spells Prepared (CL 2nd; concentration +4)

1st—*chill touch* (DC 13), *hydraulic push* ^{SAPG}, *wave shield* ^{ACG}

0 (at will)—*bleed* (DC 12), *daze* (DC 12), *touch of fatigue*, *virtue*

S Spirit spell; **Spirit** Waves

TACTICS

During Combat The shaman hexes the strongest-looking adventurer to enhance its *chill touch*, and then uses *hydraulic push* and *wave shield* to drive victims into the larger pool where her familiar can attack. She casts *wave shield* to protect against the first melee attack on her, or to safely cast if threatened by an adjacent creature. At the bottom of the main pool, a 100-foot-long flooded tunnel leads to a completely submerged cavern to which the grindyflow can retreat.

STATISTICS

Str 12, **Dex** 14, **Con** 13, **Int** 10, **Wis** 15, **Cha** 8

Base Atk +1; **CMB** +1; **CMD** 13

Feats Weapon Finesse

Skills Diplomacy +3, Handle Animal +4, Heal +6, Knowledge (dungeoneering, nature) +4

Perception +8, Stealth +14 Swim +13; **Racial**

Modifiers Stealth +4

Languages Aquan

SQ amphibious

Combat Gear mwk stone spear, *copper taps* (2)

(see Appendix B); **Other Gear** eel hide leather, 2 nuggets of petrified dung beetle spoor (20 gp each), 2 dunghaft hilts crafted to fit Medium daggers or swords (500 gp each; see Appendix B)

SPECIAL ABILITIES

Tangling Tentacles (Ex) Although a grindyflow can't attack to cause damage with its six tentacles, these wriggling legs constantly writhe and reach out to tug at and trip adjacent foes. During the grindyflow's turn, it can make a single trip attack against any adjacent foe as a swift action. It gains a +4 racial bonus on trip attacks made with its tangling tentacles, and if it fails to trip a foe, that creature can't attempt to trip the grindyflow in retaliation.

Blue-Ringed Octopus Familiar CR —

XP —

N Tiny animal (aquatic)

Init +5; **Senses** low-light vision; Perception +1

DEFENSE

AC 17, touch 17, flat-footed 12 (+5 Dex, +2 size)



hp 6 (2d8)

Fort +2, **Ref** +7, **Will** +4

Defensive Abilities ink cloud, improved evasion

OFFENSE

Speed 20 ft., swim 30 ft., jet 60 ft.

Melee bite +8 (1d2–1 plus poison), tentacles +7 (grab)

Space 2-1/2 ft.; **Reach** 0 ft.

STATISTICS

Str 8, **Dex** 21, **Con** 10, **Int** 2, **Wis** 13, **Cha** 3

Base Atk +1; **CMB** +4 (+8 grapple); **CMD** 12 (can't be tripped)

Feats Alertness, Mobility, Multiattack, Weapon Finesse

Skills Escape Artist +15, Stealth +25, Swim +13;

Racial Modifiers +10 Escape Artist, +8 Stealth

SPECIAL ABILITIES

Ink Cloud (Ex) While within water, an octopus can emit a 5-foot-radius sphere of ink once per minute as a swift action. This ink provides total concealment and persists for 1 minute.

Jet (Ex) The octopus can jet 60 feet in a straight line as a full-round action. This does not provoke attacks of opportunity.

Poison (Ex) Bite—injury; *save* Fort DC 10; *frequency* 1/round for 6 rounds; *effect* 1 Str; *cure* 1 save.

Development: The salt mineral bath in the heated pools permit Heal checks as if using a masterwork healing kit (a creature must soak in the bath 3 times over the course of an 8-hour stretch to gain this benefit). Epsom salts may also be collected for use in a healing kit (3 uses to fashion or recharge a kit).

The shrine on the central island pays homage to the grindylow who discovered the “god” by being crushed to death in its embrace. The shaman recovered the body, skinned it, and, leaving the bones to appease the god, tanned the hide and placed it here on a stand made from Ingra’s spine and ribcage. Recovering these bones is one of the keys to destroying the haunt; Ingra views the entire assembly with horror and anger, but if the adventurers treat the easily recognizable dwarven remains with respect, she exudes contentment.

A series of cave paintings (DC 10 Linguistics) on the walls of the spa relate the story of the grindylow, their discovery of the god and the elevation of their tanned companion to martyrdom.

Treasure: In addition to the NPC gear, Grunnedar’s looted equipment is present. A specially crafted cradle contains a daylight lichen and sits atop a leather haversack containing a whole spellcall tab and two sets of stone molds with rough dungworm pressings (new items; see Appendix

B) of sword hilts. A DC 15 Craft (arms and armor) check allows the hilts to be finished and mounted to any sword or dagger. A completed hilt is worth 500 gp; unfinished hilts are worth 250 gp. A broken shortbow and a quiver with 3 slumber nettle arrows complete the pile.

L5. Old Copper Mines (CR 1)

A tunnel bores into the southern wall of the great cavern. The distinctive tool marks and patterns of removed stone reveal it to be an ancient mine.

A rock with 3 squiggly lines radiating off it (similar to rays of the sun) and a curve with a sharp arrowhead at one end is scratched into one of the support posts leading to this area (Perception DC 20).

Dried blood is visible on the floor of this cave (Perception DC 20). A DC 23 Survival check tracks the movement of a single bipedal creature into and out of the cave system. The tracks leading out of the cave accompany the blood trail to area L9, where Grunnedar’s corpse decomposes.

Creature: The tracks leading into the old copper mine make no sense, doubling back on themselves from time to time. At one point, the creature collapsed: a pool of dried blood stains the ground. After 30 minutes travel the trail leads to an intersection where a DC 27 Perception check spots a cave scorpion disguised as rocks.

Cave Scorpion ^{B2}

CR 1

XP 400

hp 16 (3d8+3)

Development: A bit further down the tunnel the three-day-old corpses of two other cave scorpions block the tunnel. Grunnedar encountered and slew the creatures before passing out from his wounds. Delirious with infection, he made his way back to the settlement, where the grindylow finished him off.

Treasure: A masterwork cave scorpion pick (see Appendix B) lies discarded in the tunnel.

L6. The Shelf

The northeastern section of the cave contains a four-foot-high raised stone shelf, with stairs cut into the face. At the very back of this shelf are two sets of stone posts and lintels. The archway to the west is filled with a solid slab of stone; the one to the east glares back with the forbidding stare of abyssal darkness.

Grunnedar’s blood trail leads into the open eastern doorway.

L7. Burial Chambers - Outer Court (CR 4)

The archway here is sealed with a stone slab. Three small squiggly lines have recently been carved into the surface of the slab, the white scratch marks standing out against the weathered stone.

Grunnedar once investigated the tomb but fled and resealed it when he encountered the phantom armor guardian.

Trap: The stone slab is inscribed with three small squiggly lines (undead). A DC 20 Perception check locates a counterweight system built into the post system. Exceeding the check by 5 or more indicates it has been used in the last year to raise and lower the slab. Raising the slab arms the trap; an immediate Perception check (as if the user has the trap spotter rogue talent) is granted once the slab is lifted. Otherwise, the trap activates as the adventurers cross the threshold and reseals the tomb. The adventures may raise the slab as many times as they like to gain access to the tomb; each time they raise the slab, the DC of the Disable Device check to safely bypass the trap is reduced by 5 (to a minimum of DC 10).

Sliding Block Trap

CR 2

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** manual

Effect +10 melee (2d6); multiple targets (all targets in a 10-foot line)

A DC 15 Reflex save allows a creature on the threshold to choose which side of the slab they end up on when it slams down; otherwise the choice is random.

Once inside the tomb, read the following:

The air is hot and dry in this 60 feet long by 30 feet wide oblong chamber. Niches carved into the walls hold the bones of hundreds, if not thousands of dwarves. Stone posts hold up a huge stone slab over a darkened archway at the rear of the chamber. Two ancient sets of bronze armor on copper stands flank the doorway.

The walls of the chamber are warm to the touch. The heat from a nearby magma flow made this area ideal for preserving the dwarven dead, although the commoners entombed in the fore-court were not as well prepared as the royal dead in the inner court and have degraded to skeletons over the millennia.

Creature: One of the suits of armor is a guardian for the inner chamber and attacks when any approach the threshold unless bearing Ingra's prepared corpse for interment (the ritual can be discovered in the temple's inner court in area L10)

Phantom Armor ^{B4}

CR 2

XP 600

hp 13 (3d8)

Melee mwk stone warhammer +5 (1d8+2/x3) or 2 slams +4 (1d4+2)

Treasure The defeated phantom armor is an elysian bronze breastplate. The other suit of armor is a simple bronze breastplate. Cave scorpion picks are buried with some of the ancient warriors; most are broken and useless, but two are serviceable.

L8. Burial Chambers - Inner Court

The air in this chamber is as dry and hot as the air in the outer chamber. The niches in the walls house single inhabitants, as opposed to the bones piled on top of each other in the outer catacombs. Leathery skin, groomed hair and beards are well-preserved on these corpses, and intact clothing provides modesty in death.

The royal family, priests, and mages are buried here, their internal organs stored in sealed pottery jars at the foot of each body. Priests wear a holy symbol secured to the forehead with a leather thong. Mages bear a glowing arcane mark visible to all on their foreheads. The brows of the royals sport various decorative diadems.

Development: Interring Ingra's bones in the inner court destroys the kraken haunt and yields treasure as described below. If the adventurers made it past the phantom armor without activating it, despoiling any of the bodies in the inner court prior to completing Ingra's interment activates the guardian.

Treasure: The jewelry worn by the dwarven royals is worth 2,400 gp. The leathery skin of both mages and priests can be peeled and used as parchment; the skin detects as magical. A DC 11 Spellcraft check not only allows the parchment-like skin to be harvested, but reveals that scrolls scribed on such parchment have their caster levels increased by 2 at no additional cost during creation. Priest skins serves for divine scrolls and mage skins for arcane; six spell levels of each may be inscribed from the recovered skins.

Safely interring Ingra Coppermane empowers the *circlet of lineage*, increasing its Wisdom to 12 and raising its Ego by 1. The *circlet* then *levitates* above Ingra's skull and follows the adventurers if they attempt to leave the chamber. A DC 10 Sense Motive check reveals its intent as a gift, and if grasped by an adventurer, the *circlet* radiates emotions of contentment and belonging.

Likewise, on Ingra's interment, the mage and priest skin peels back of its own accord, and an eerie message emanates from the collective throats of the corpses: "A gift." Removing the skin in this case (or even the jewelry of the royals) does not activate the phantom armor.

L9. Temple Chambers - Outer Court

This 30-foot by 60-foot oblong chamber's back wall is bisected by a stone archway flanked by two stone slab altars. The eastern side of the chamber contains a raised dais, constructed of huge stone slabs. Three stone thrones dominate the platform; stone benches are carved into the wall behind them. The left side of the chamber bears a stone hearth, a stone anvil, and two stone tables.

A DC 14 Perception check reveals that the fungalfolk's bloody tracks have been joined by a swarm of snakes as thick as a human's forearm (tracks from the grindyflow). The tracks lead into the inner court (area L10).

On the walls, pictographs and runes detail the lineages of the dwarven royals, ancient hunting tales, and history of the dwarves. A DC 19 Linguistics check uncovers the history of the tribe up to the point of the exodus. Possession of the rune journal from area C grants a +4 circumstance bonus to this check, and if the adventurer translated the runes for bread, beer, and meat in area I3, they gain an additional +2 circumstance bonus to the check.

If the *circlet of lineage* or *ring of emptiness* (cursed or not) are present, the personal name-runes of each glow, matching runes on the wall behind the throne. If an adventurer with the *ring* or the *circlet* sits in one of the thrones, the *circlet* bearer receives a flash of visions: the faces of dwarves. As each vision appears, a different rune on the wall glows. Whenever Odol or Ingra appears in the visions, matching marks on both the wall and the *ring* or *circlet* glow simultaneously. If the players figure out that the names on the wall represent the lineage of the dwarven tribes, they automatically succeed in translating the history, even if they previously failed the check to do so.

Development: Translating these runes and pictures grants a +5 circumstance bonus (that stacks with any similar bonuses) to further translations of Ancient Dwarven throughout the mountain. Antiquated dwarven names are recognizable, and any adventurer may take three days of study and spend one skill point in Linguistics to learn Ancient Dwarven (this activity may happen in the down time of the journey through area M).

The western altar at the archway to the inner court contains a set of strange tools in a secret drawer (DC 20 Perception) which are recognizable as embalming tools with a DC 15 Knowledge (religion) check. The tops of the tables on the western side of the chamber are removable (burial litters) and contain circular depressions at one end. Recesses in the end wall contain stone and pottery jars that fit into the depressions, as well as additional litters in various stages of completion.

A pictorial and rune passage near the altar details a series of burial rituals. A DC 20 Knowledge

The Perfect Ritual

The ritual includes the following:

1. The skeleton of the dwarf child must be reassembled on one of the burial litters.
2. The assembled skeleton must be dressed in ritual robes (none exist, but the adventurers may fashion a facsimile from their own clothing with a DC 12 Craft (clothing) or Profession (tailor) check. The design of the robe and runes embroidered into the hems and sleeves are included in the drawings on the wall. Small gems and flakes of precious metals are set into the hem and sleeve runes in the painting – for every 50 gp worth of precious stones and metals used in the makeshift robe, reduce the Craft DC by 2.
3. The funerary jars must be placed in the receptacles at the end of the burial stretcher.
4. Ingra's *circlet* must be placed on the skull of skeleton.
5. The litter and body must be placed in an empty niche in area L8.

(religion) check yields the correct ritual for laying a member of the royal family to rest. Identifying the embalming tools or figuring out that embalming plays a part grants a +4 circumstance bonus (which stacks with the lineage bonus from above if applicable). If the *circlet of lineage* is present, it emits emotions of completion and peace when the bearer focuses on any of the items, or loss and unending loneliness when the adventurers leave the area, unless it is to inter Ingra's bones.

L10. Temple Chambers - Inner Court

Grunnedar's tracks, accompanied by a trail of blood and serpentine tracks (from the grindyflow), leads to the inner chamber.

Ancient runes are carved into every surface of the walls. The markings appear to be organized as distinct passages. Limestone shelves with lidded depressions anchor the bottom of many of the rune groupings. The body of a short, stocky humanoid covered in fungal growth lies sprawled on the floor of this chamber.

Grunnedar has been dead for three days (Heal DC 15). A spider web bandage covers a swarm of maggots consuming the dead fungalsman's putrefying flesh. The wound was once infected, and the maggots were introduced to cleanse it (harvested maggots count for 3 "uses" of a healing kit).

A DC 19 Survival check reveals that whatever creature left the snake-like trail lingered by the corpse (the grindyflow smothered the unconscious fungalfolk). A DC 20 Perception check uncovers that

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someone or something rifled through the clothes and gear of the deceased.

Treasure: The grindylo left behind an air bladder and a number of carved sticks made from dungworm waste. A DC 15 Linguistics check identifies the carvings on the polished sticks as a map; a +4 circumstance bonus is granted to this check if the adventurers have previously spotted two or more of Grunnedar's trail blazes.

The real treasure in this room is the rune carving. Many of the carvings are divine prayers and rituals, but half of them make up a community spellbook encompassing the arcane knowledge of the ancient dwarves. The dwarven magical script is archaic, but a Spellcraft check unlocks some of its secrets, allowing the spells to be copied into a spellbook, scribed onto a scroll or memorized directly from the walls (see sidebar below). The stone shelves provide dried magical inks that can be reconstituted and enough parchment to record all spells translated.

All told, the "spellbook" contains 40 levels worth of spells. The GM may determine them randomly or select them to fit the campaign. An adventurer may make an attempt to translate the runes only once per level.

L11. Exit Chamber (CR 2)

A great stone slab blocks the archway to the east, but a large crack allows a Medium creature to squeeze through. The chamber beyond smells of wet fur and feces, and the tang of blood is in the air.

Hazard (CR 1/2) Un-tripped snares litter the 30-foot by 60-foot chamber. A DC 15 Reflex save avoids becoming entangled. An entangled creature can clear the condition with a DC 20 Escape Artist check (a full-round action). The snare has 5 hit points and can be burst with a DC 25 Strength check (also a full-round action).

Creatures: Two dire rat corpses are caught in the simple snares (set by the grindylo in L4). Some of their cousins avoided the remaining traps and now feed on their kin.

Rat, Dire ^{B1} (5)

CR 1/3

XP 135 each

hp 5 each (1d8+1)

Development: The stones blocking the archway on the far side of this chamber have been removed.

L12. To Ancient Paths

Across this 30 foot-long cavern, a 10 foot-wide tunnel disappears into darkness; the floor slopes up before it passes out of sight.

The eastern arch of this room leads to the long road to area M. Adventurers who look behind them as they enter the room see a great cave painting of the kraken on the wall above the archway through which they enter. The painting is a warning.

If the haunt in area L1 has not been destroyed as the adventurers approach the eastern threshold, a vision of the dwarf child appears, screaming and running through the party, passing through the bodies of the heroes. Phantom tentacles from the cave painting reach out and grab the apparition. The child holds out her arms in supplication; a scream for help assaults the adventurer ears.

If the players ignore this last cry for help from Ingra's spirit, the default emotion of the *circlet of lineage* is sadness and loss, and if the *circlet* is not present, the dreams and visions described in area L1 continue for three days.

M. The Sky Shy

During the exodus from their bronze-age cavern, scarce resources and constant attacks from the monsters of the deep kept the dwarves from settling in one area for more than a few years. Scant archaeological evidence remains of their trek in the lower passages.

Finally, a fungal cavern containing a small lake provided respite for the refugees. For the first time in many years, the footsore tribe established roots in one area. Passages leading out of the cavern led

L10 Spellbook Spellcraft Check

Spellcraft check result	Spells Learned	Modifiers to Spellcraft check
40 or greater	1 4th-level, 2 3rd-level, 3 2nd-level, 4 1st-level	Rune journal from area C: +2
35–39	2 3rd-level, 3 2nd-level, 4 1st-level	Names on <i>circlet of lineage</i> or <i>ring of emptiness</i> identified: +2
30–34	1 3rd-level, 2 2nd-level, 4 1st-level	Burial ritual from L9 translated: +2
25–29	2 2nd-level, 3 1st-level	Lineage and histories from area L9 translated: +5
20–25	2 1st-level	<i>Read Magic</i> : +10
15–19	1 1st-level	
Under 15	none	



to veins of familiar copper ore, although tin was scarce. Early metallurgists substituted arsenic to continue the production of bronze tools, but the search for tin drove the forge folk to explore the tunnels more thoroughly. One such trek discovered a passage to the surface, and for the first time the dwarves felt the kiss of the sun on their cheeks. They enlarged the passage, creating an ocular into a great cavern where they transplanted flora from the sky-lit lands. Most dwarves still dwelled underground; travel in the sky-lit lands were reserved for those who turned to the worship of the sun. The cult of sun worshipers grew in stature when an invasion of rock trolls was halted by the rays of the dawning sun as the monsters stormed the sun chamber.

The advent of rock trolls in the area preceded two great disasters. The first, known as the Fist of Retribution, was a meteor strike that collapsed the sky passage and once more sealed the dwarves underground. Many called out this calamity as righteous punishment against the sky-trekkers. These dwarves abandoned all efforts to reach the sky-lit lands, and thus began a fanatical devotion to all things underground among their kind. Eventually, these dwarves evolved into the creatures known as fungalfolk.

The second event is known as the Time of Trial. The arrival of rock trolls into the area was not coincidence; they were displaced by cave giants, who subjugated and enslaved the meteor-stricken

dwarves into slavery. For a thousand years, the cave giants used the dwarves to craft tools and weapons and free treasure from the mines. Eventually the dwarves learned the secret of iron, first unlocked by the recovery of meteoric iron from the Fist of Retribution, and then from terrestrial ore in secret tunnels and workshops scattered through the mines.

Retracing the footsteps of the ancient dwarves, the party continues onward.

As you exit the primeval settlement, you recall tales of the ancient dwarves' trek to the surface. The ghosts of millennia past seem to haunt your steps as you venture forth into the darkness, using the best of your dungeoneering skills to seek an exit from the grasping roots of Granitetop.

Navigating the labyrinthine tunnels and caverns takes a minimum of five days. Many obstacles block the way: difficult climbs, foraging for food, and simply staying on the right path are all elements of the journey. Any adventurer who fails a DC 14 Survival or Knowledge (dungeoneering) check takes 1d6 points of non-lethal damage and gains the fatigued condition until the non-lethal damage is cleared. The adventurer with the highest result may negate this penalty at a rate of one affected adventurer for every 2 points exceeding the DC, utilizing his greater skills to help a companion through a tough stretch. If Grunnedar's map sticks have been translated, add 2 to the most successful adventurer's result before determining how many

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he can help over the hump. An adventurer bearing the cursed *ring of emptiness* takes a –2 penalty on his check. Every adventurer who fails the check increases the travel time by one day.

Development: Apply the non-lethal damage and fatigue as the adventurers approach area M1.

Treasure: Any character who succeeds on the skill check on her own merit may roll once on the Fungal Cornucopia table, earning a chance for the party to harvest the boons discovered.

M1. A Sticky Situation (CR 2)

The cavern ahead once sported blooms of varied fungi, but even the largest mushrooms have been knocked over and crushed. Indeed, the entire area looks as if a herd of animals trampled the hitherto robust growth.

Creatures: A quartet of dungworms feed in this cavern, destroying the fungal vegetation. In the splash of multicolored fungal chaos, the worms are almost unrecognizable from similarly-colored fallen giant mushroom stalks. A DC 23 Perception check allows an adventurer to spot them from the cavern entrance, but otherwise the worms surprise the party as they pass through the middle of the cavern, well within range of immediate attack from their dung packets.

Dungworms (4) CR 1/2

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XP 200

hp 8 (1d8+4)

Treasure: A DC 12 Perception check in the cavern yields a cast dung packet from previous feedings. One additional dung packet is discovered for every 2 points exceeding the search check; up to four packets may be found. Each packet is viable for 1d4+3 days.

M2. Wading Into It (CR 3)

For some time, you have been traveling along the banks of an underground stream. You hope that following it upstream will eventually lead you to the surface. Ahead, in a wider section of tunnel, the stream's flow crosses from one side to the other. At the bend, scummy overflow pools in the floor of the tunnel.

Creatures: A giant amoeba entering its reproductive cycle recently split off some of its cells into a swarm. A DC 15 Perception check spots the muddy slicks as they skim the surface of the pond to attack.

Amoeba, Giant ^{B2} CR 1

XP 400

hp 15 (2d8+6)

Amoeba Swarm ^{B2} CR 1

XP 400

hp 9 (2d8)

Development: The underground stream continues on to the buried grotto in area M3.

M3. Buried Grotto (CR 2)

The crash of water greets your ears as you trudge further upstream. The tunnel walls are damp with moisture, and a spray of droplets lingers in the air. Ahead, a sheet of water blocks the path.

The tunnel ends behind the waterfall that feeds the stream, as well as a large lake. Once through the falls (DC 14 Reflex to avoid being bowled over by the force of the water and pushed into the pool 1d4 squares from shore), the adventurers behold a cavern a quarter-mile in length and an eighth of a mile wide. The shore is crowded with the common fungi and lichens seen throughout the party's journey. The glow of distant phosphorescent fungus is punctuated by the flickering of bright lights.



Creatures: A trio of blindheims hunts in the caverns. One of them hides in the mushroom trees near the falls, consuming a tasty meal of fish. If any of the adventurers are knocked into the water by the rushing falls, the creature has enough time to dampen its blinding gaze so that it can catch the maximum amount of targets when it launches itself at the intruders.

Blindheim ^{B2}

CR 2

XP 600

hp 22 (3d10+6)

TACTICS

During Combat The blindheim stays hidden 20 feet away from the falls (Perception DC 17) on top of a giant mushroom. It then jumps from cap to cap (10-foot jumps) to frustrate any archers' line of sight and maintain the high ground while it attacks, attempting to circle back around to pick off blinded members of the party.

Morale If reduced to 7 hp or less, it goes dark and flees.

Development: Mushrooms growing out horizontally from the wall next to the falls serve as a ladder to a tunnel 100 feet above. This tunnel leads to the caverns occupied by the fungalfolk tribe. The mushrooms (ladder caps) are recognizable as being intentionally cultivated. If the adventurers navigated the tunnels with the aid of Grunnedar's map sticks, they recognize the triangle carved into the cavern wall at the base of the ladder as signifying "safety." Many of the good campsites found during the journey bore a similar carving.

If the first blindheim is slain, the other two remain unaware of the party for one hour. If the party is still in the cavern at this time, they come seeking their kin. If the adventurers are merely waiting for blindness to dissipate (after correctly identifying the blindheim and its blinding gaze ability), they can avoid this follow-up fight if they ascend as soon as the blindness clears.

If the first creature escapes, the two unwounded creatures attack one hour later when half the adventurers have begun their ascent and half are still on the ground.

Treasure: Each hour in the cavern grants a DC 15 Survival or Knowledge (nature or dungeoneering) check to earn one roll on the Fungal Cornucopia table. The DC increases by 5 on each additional attempt until 24 hours pass.

M4. Fungalfolk Outpost (CR 4)

The mushroom ladder deposits the climbers in a tunnel above the falls. The underground river feeding the falls follows the tunnel upstream a few hundred yards before branching off underground. The main tunnel bends to the right 30 yards ahead.

The force of the water exiting this passage precludes all but the strongest swimmers and even so, the watery passage is completely submerged about 10 feet into the tunnel.

Trap: The dry route continues on to a bend where a watchpost guards against blindheim incursions. If the party discovers the trap before it is tripped, the fungalfolk release it manually (even springing it if a single creature looks as if it will disarm the trap.) The DC to spot the trap includes discovery of the manual release (a lead line back to the watch post), although the guards remain hidden (Perception, DC 21) 30 feet down the tunnel.

Overhead Net Trap

CR 3

Type mechanical; **Perception** DC 25; **Disable Device** DC 15

EFFECTS

Trigger location (tripwire); **Reset** manual
Effect net (Atk +5 ranged touch, entangled); multiple targets (all targets in a 20-foot by 30-foot area); poison thorns (Atk +10 melee, slumber nettles).

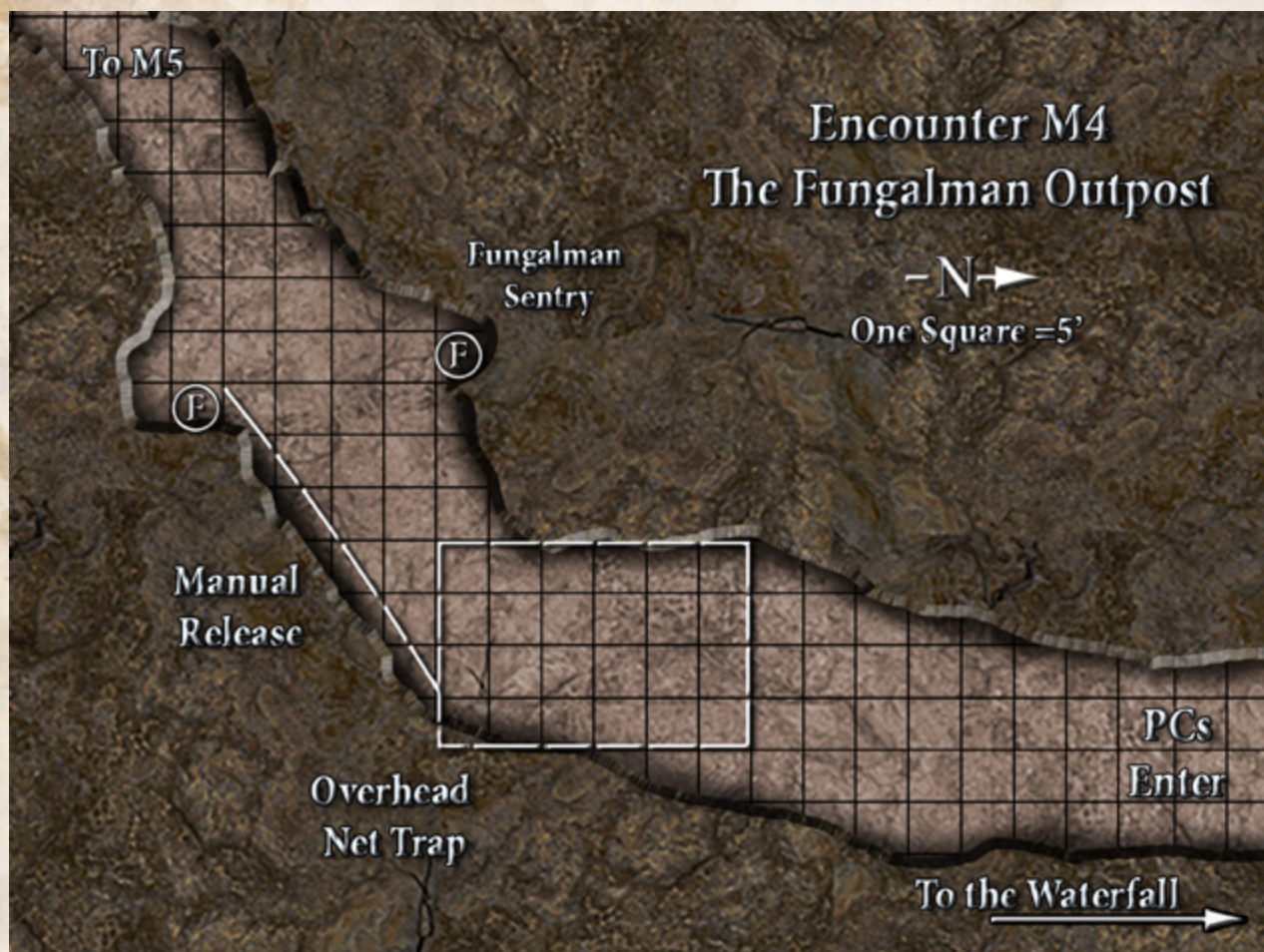
SPECIAL ABILITIES

Net (Ex) Creatures caught in the net gain the entangled condition and can only move within the confines of the net's initial area unless they succeed on a Strength check (DC 14 plus 2 for every additional creature entangled in the net). An entangled creature can escape with a DC 20 Escape Artist check (a full-round action) or by cutting its way out of its section of netting with a one-handed or light slashing weapon. The net has 5 hit points and can be burst with a DC 25 Strength check (also a full-round action).

Poison Thorns (Ex) Any type of movement (such as moving, attempting to bust out or cut out of the net), results in a poison thorns attack on the creature. A successful attack delivers one dose of poison plus one for every 5 exceeding the target's AC.

Creatures: After springing the trap, the two guards use their ironcaps to beat intruders unconscious, focusing on those who escape the net first. If either is reduced to 3 hp or less, they switch to lethal force. It is clear from the outset that they fight to subdue, not to kill. A DC 13 Diplomacy check made before the party attacks opens a parlay. This check can be made after a party member attacks the guards with a -5 penalty as long as both are conscious. Speaking in Dwarven grants a +2 circumstance bonus to the check, while speaking in Ancient Dwarven grants a +5 circumstance bonus. The fungalfolk recognize Grunnedar's equipment, so the adventurers' responses to their inquiries about such equipment might advance or hinder the diplomacy.

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Fungalfolk CR 1/2

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XP 200

hp 7 (1d10+2)

Defensive Abilities fungal shield (adrenaline boost);

Melee light pick +2 (1d4/x4) or ironcap +1 (1d8 non-lethal/x3)

Spell-Like Abilities (CL 1st; concentration +3)
1/day—*magic stone*

Fungalfolk CR 1/2

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XP 200

hp 7 (1d10+2)

Defensive Abilities fungal shield (blinding squirt, DC 13)

Melee light pick +2 (1d4/x4) or ironcap +1 (1d8 non-lethal/x3)

Spell-Like Abilities (CL 1st; concentration +3)
1/day—*cure light wounds*

Development: If captured, or if their parlay is successful, the party is escorted through the fungal farms to the village center.

M5. Fungal Farms

Unlike the fungal forest near the lake below, these caverns are clearly under cultivation. More stocky humanoids covered in fungal growth tend the fields.

If unescorted, the fungalfolk tending the crops flee to the village center when the party appears. A war party consisting of six fungalfolk led by the village mystic, Dreagal, blocks the path as the adventurers near the village. The wise one, Roslyn (6 HD fungalfolk paragon mystic), the tribe's champion (paragon champion 4), and the remaining 14 adults form a last-ditch defense, shepherding a dozen children into a stone hut. Dreagal calls out to the party and demands to know their business. The adventurers may avoid combat by agreeing to speak with Roslyn after peace-bonding their weapons.

M6. The Village

The village center contains a dozen or so large stone huts, covered in fungal growth and fronting on a small square. Paths radiate from this area back out to the fields and caverns beyond.

Visitors to this village of fungalfolk are rare; most outside contact is made only by the hunters, Grunnedar and Orindel, both of whom have gone missing in recent days. The wise one, Roslyn, greets

visitors with the formality some might expect in the most conservative of dwarven households, and she regards any dwarves in the party with a mixture of curiosity, respect, and concern.

If the *circlet of lineage* is worn by an adventurer, one of the runes on the *circlet* begins to glow. A matching rune on Roslyn's forehead (an *arcane mark*) is visible only to the wearer of the *circlet*. The owner of the *circlet* feels emotions of belonging and comfort in the presence of the wise one. Roslyn is directly descended from the line of the ancient kings, although her ancestors evolved into fungalfolk over the many thousands of years of dwelling in the darkened lands.

Roslyn listens patiently to the adventurers' tale, although if either of her watchmen were slain, the opening rounds of the conversation are quite tense. Roslyn recognizes the adventurers are not the usual threat, and reserves judgment until the conversation is complete. Given a modicum of respect and deference, Roslyn shares both her knowledge and her concerns.

The Sky Shy

CN Hamlet

Corruption -4; **Crime** -2; **Economy** -2;

Law -1; **Lore** +1; **Society** -4

Qualities insular

Danger +1

DEMOGRAPHICS

Government magical

Population 57 fungalfolk, 3 other

Notable NPCs

Elder Roslyn (CG 6 HD fungalfolk paragon mystic)

Champion Fritsk (CN 4 HD fungalfolk paragon champion)

Traditionalist Dreagal (CN 3 HD fungalfolk paragon mystic)

MARKETPLACE

Base Value 200 gp; **Purchase Limit** 1,000 gp;

Spellcasting 3rd

Minor Items 1d6; **Medium Items** —; **Major Items** —

SPECIAL ABILITIES

Spellcasting Spellcasting is limited to the fungalfolk base list for 6 HD or the Chaos and Plant cleric domains. When possible, flavor magic items as fungal or natural remedies that mirror the effects of a similar potion or scroll. Scrolls, for example, are dung pressings from dungworms fed on magical mushrooms; the trigger command is carved into the polished sculpture. When expended, the sculpture crumbles away to a handful of dried dung.

Roslyn's knowledge extends to most of the information appearing in the introduction to Part 2, as well as the history of the sun chambers above. She speaks in riddles, referring to things like "The Deluge" (the filling of the sun chamber after the fist struck), "The Bleeding" (when the sun chamber was drained), and "The Anger" (when the dwarves and fungalfolk parted ways).

The wise one knows that the fungalfolk were once dwarves, who took to growing fungus on their bodies during the "Second Starving Time" (after the fist struck and the food caverns were filled with water). These dwarves continued such traditions through the Time of Trial and beyond; one of the great catalysts of "The Anger" was the insistence of the fungalfolk on life below ground.

Roslyn knows that the Sky Stairs and sun chambers have been sealed for centuries, although her people do not explore these areas, save for the missing Orindel who often broke with tradition to seek ancient knowledge in the runes inscribed in the chambers. She can direct the adventurers to the tunnels leading to the Depths (**M8**) but warns that only duergar ("grey-balds") and other threats lie in that direction, which descends ever downward. She knows of the Sky Tomb, which lies beyond the Mines of Trial in the new caverns that the sky-trekkers discovered in the migration following "The Anger."

Roslyn is gratified to hear that at least one blindheim ("bright-eyes") was defeated by the party and distraught to hear of Grunnedar's demise. She says that Grunnedar was seeking ways to defeat duergar slavers; he felt the daybreak lichen would be useful. Orindel has been missing following a stretch of bad luck. Crops have been smashed, and farm tools and equipment found destroyed without explanation.

Development: The conservative mystic Dreagal witnesses the dialogue between the party and Roslyn. His take on the situation is much different. The arrival of these "sky-trekkers" is but a test of the people, a test foreshadowed by the small curses of sabotage on the farms, and the disappearance of Grunnedar (who sought the power of the sun in daybreak lichen), and in Orindel who roamed the sky caves in meditation. He believes providing any aid to the sky-trekker's quest to reach the surface will further doom his people.

M7. Cultists (CR 4)

Dreagal, fearful of the "curse" the party represents, resolves to ensure they never achieve their goal. He, and two likewise conservative companions, await the best time to rid the tribe of the sky-trekkers. The placement of this encounter is flexible; it could occur after the adventurers explore

the sky stairs and sky cave. In this case, Dreagal attacks when the adventurers return to the sun chamber. If the party heads directly to the Mines of Trial, Dreagal ambushes them as they approach the passages to the mines. In this case, perhaps some cursing by Dreagal about Orindel escaping to the surface through the sky caves (a fantastical fabrication) during the combat might point the group back in that direction before they move on.

Fungalfolk CR 1/2

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XP 200

hp 7 (1d10+2)

Defensive Abilities fungal shield (choking cloud)

Fungalfolk Spell-Like Abilities (CL 1st;

concentration +3)

1/day—*magic stone*

Fungalfolk CR 1/2

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XP 200

hp 7 (1d10+2)

Defensive Abilities fungal shield (confusing notes, DC 13)

Fungalfolk Spell-Like Abilities (CL 1st;

concentration +3)

1/day—*cure light wounds*

Dreagal CR 3

XP 800

Fungalfolk paragon (mystic)

CN Medium monstrous humanoid

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +5

DEFENSE

AC 21, touch 15, flat-footed 20 (+2 armor, +2 deflection, +3 Dex, +3 natural, +1 shield)

hp 28 (3d10+12)

Fort +5, **Ref** +6, **Will** +6

Defensive Abilities fungal shield (acid patch DC 15, stanching salve); **Immune** poison

Weaknesses fungal symbiosis

OFFENSE

Speed 30 ft.

Melee light pick +10 (1d4+6/x4), unarmed strike (wooden fists) +9 (1d3+7)

Ranged sling +7 (1d4+6)

Fungalfolk Spell-Like Abilities (CL 3rd; concentration +3)

1/day—*cure light wounds*, *magic stone*, *sound burst* (DC 15)

Domain Spell-Like Abilities (CL 3rd; concentration +3)

6/day—*touch of darkness* (1 round), *wooden fists* (6 rounds)

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Cleric Spells Prepared (CL 3rd; concentration +3)
2nd—*barkskin*^D
1st—*obscuring mist*

STATISTICS

Str 22, **Dex** 16, **Con** 18, **Int** 16, **Wis** 16, **Cha** 7

Base Atk +3; **CMB** +5; **CMD** 17 (+21 vs. bull rush and trip)

Feats Extra Fungal Culture, Extra Fungal Shield

Skills Craft (sculpting) +6, Knowledge (nature)

+10, Knowledge (religion) +7, Perception +6,

Spellcraft +5, Stealth +8, Survival +6; **Racial**

Modifiers +4 Knowledge (nature)

Languages Common, Dwarven, Undercommon

SQ fungal cultures, slow but steady, stability

Combat Gear *potion of shield of faith*, *potion of bull's strength* (2), dung packets (2); **Other**

Gear fungal leather armor, masterwork sling

with 10 bullets, fungal holy symbol, 22 gp

Development: If Dreagal's treachery is brought to Roslyn's attention, she apologizes to the adventurers and gifts them with two mushrooms of *lesser restoration* and a ruby worth 500 gp.

M8. To The Depths

A little-used cavern a short distance from the village contains a passage leading further into the depths.

Hidden and secret passages in the descending tunnel lead to other areas of Granitetop, but most remain undiscovered and unexplored.

M9. The Sun Chamber

Four great oaks command the center of a huge circular chamber. They are not alone; half a dozen troll silhouettes, backlit from the phosphorescent fungus struggling to light the chamber, even now raise arm and claw to tear down branch and leaf.

Both trolls and trees are stone, the cruel giants having been solidified from the sunlight that once shone down into the chamber from a great angled shaft in the southern face of the cavern. A recessed walkway has been carved into the cavern floor, weaving around the petrified trolls, permitting the addition of a decorative base at the fossilized remains of the monsters' feet. Inscriptions on the bases and in the walkway describe the sun goddess cursing the trolls with her kiss. A deep translation of the inscription (Linguistics DC 20) uncovers the names of two more members of Ingra's family tree, heroes of the troll incursion and converts to the worship of the sun.

The trees are petrified. When the Fist of Retribution struck, many of the access tunnels to this area collapsed, and the contents of an underground reservoir filled this chamber and the ones below. Over time, minerals in the water replaced the organic matter in the trees. During the



Time of Trials, dwarven freedom fighters worked in secret to drain the chamber (an event they refer to as “The Bleeding”). The dwarves did not find freedom through the sky stairs, but through the discovery of meteoric iron in the meteor. Iron allowed the dwarves to free themselves from the tyranny of the giants; after the uprising, they

returned here and completed clearing this chamber. The underground river feeding the ecosystem is a legacy of their work in the caverns.

Most of this history is related in the sky caves above. Other than the inscription detailing the troll wars, the sun chamber silently guards its secrets. The dirt on the cavern floor is damp, but other than

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the scant patches of phosphorescent fungus, not much grows here. A DC 15 Knowledge (geography or dungeoneering) check reveals that the cave was once submerged and that continued runoff into the area has a high concentration of metals (the filtration system of the underground river is more efficient than the leakage into this area).

M10. The Sky Stairs (CR 3)

The end of the climb approaches. Ahead, the vaulted shaft is blocked by a huge boulder. Rubble fills the stairs more completely than the sifted debris in the lower vault. Archways to the left and right stare at you with darkened mien. At the very end of the passage, a glint of shiny metal can be seen, most unlike the oxidized bronze of the reflector arrays set into the floor and ceiling of the stairway. A wicker pack lies in tatters in between the two arches, just a few yards from the boulder ahead.

The vaulted shaft rising up through the mountain is in perfect harmony with the original caverns, a testament to the ancient dwarves' oneness with the living earth. The excavation work that enlarged the shaft and allowed sunlight to stream into the chamber below enhances rather than detracts from the natural formations. Set into the steps at intervals are arrays of bronze mirrors, now green with oxidation. Great stone links suspend similar assemblies above. These mirrors once intensified the sunlight streaming into the chamber below.

Thousands of yards into the ascent, the debris from the ancient meteor strike fills the sides of passage—only the center is clear. The ancient dwarves once plundered these debris fields for meteoric iron.

Creatures: The reflector set into the base of stairs is in pieces, strewn about the passage. Even a casual glance indicates that many of the parts have areas ungraced by verdigris; as if the assembly were recently taken apart. Both the destruction of the pack and the mirror array are the work of a vexgit, who grew bored destroying carts in the nearby mines, and came looking for some more fun. The basket is a magical *snare* trap (the vexgit has used his daily use of the spell to craft the trap).

Snare Trap CR —

Type magical; **Perception** DC 23; **Disable Device** DC 28

EFFECTS

Trigger location; **Reset** none
Effect spell effect (*snare*)

The gremlin hides (Perception DC 28) in a crack in the meteor, waiting for someone to be caught in the snare (or until it is discovered). He has identified an iron ore vein running through the

underside of the boulder. His *rusting grasp* spell causes a chunk of stone to release from the boulder and roll down on those below. The gremlin can activate the trap as if sniping, attempting to remain hidden in the fissures in the boulder.

Stone Ball Trap CR 1

Type mechanical; **Perception** DC 25; **Disable Device** DC 15

EFFECTS

Trigger creature; **Reset** none
Effect Atk +10 ranged (2d6+3)

The freed stone rattles down on creatures in the stairwell, randomly selecting one target from any standing on the stairs as it bounces about. Anyone who spots the trap can, as an immediate free action, simply shout to all to dive out of the center of the steps.

Hazard: Once the traps are sprung (or disabled or avoided), the gremlin climbs the cracks and fissures to the great bead of stone molding that decorates the shaft, and into which the overhead assemblies are mounted. Until reaching the assembly, he has improved cover; once in the assembly, he has total cover from anyone not standing directly below the array. The gremlin unscrews the bolt attaching the array to the stone chain supporting it, timing the release to catch those below. The Disable Device check is DC 15, and it takes a standard action for the fey to make the attempt. He is only considered distracted if he has taken ranged fire from below. Creatures caught under a falling array take 4d6 points of damage (DC 15 Reflex for half).

Gremlin, Vexgit B2 CR 1

XP 400

hp 8 (1d6+5)

Combat Gear feathercaps (3)

TACTICS

During Combat Once the first array is released, the gremlin moves to the next array down the stairs, although he only gets partial cover from the stone chain and molding from this point on (although the total cover from an intact assembly still applies as above).

Morale If reduced to 3 hp or less, he attempts to stay hidden in the moldings, working his way back to safety.

Development: When knocked below 0 hp, the gremlin falls from his perch, but not before biting the feathercap in his mouth, causing him to float down to the steps below.

The shiny metal bits in the rubble just under the base of the Fist of Retribution are the shards of an



akata cocoon (DC 21 Knowledge [dungeoneering]). Long buried, Orindel's activities in the area caused the alien creature to come out of hibernation. Orindel was its first victim.

Treasure: Two feathercaps can be found in a small belt pouch at the gremlins waist. The 10 pounds of mixed metals in the cocoon can be purified and separated with the proper techniques (DC 18 Craft [blacksmithing]), yielding a pound of adamantine.

M11. The Sky Caves (CR 2)

The caves to the left and right once served a variety of purposes but now stand empty of any artifacts. Many of the walls are covered in ancient writings and paintings.

These were once living quarters, storerooms and archive rooms for those known as the sky-trekkers, ancient dwarves who embraced the worship of the sun. Many did not understand why their brothers subordinated the forge-fire gods to those of the sun but did acknowledge the power of the sun god following the troll wars. The sun worshippers respected the ancient ways but honored life above the surface by crafting the sun chamber. When the Fist of Retribution struck, many conservatives took it as a punishment from the forge-fire gods. They nurtured their distrust of those who sought the sun all through the Time of Trials, and when freedom was achieved, the two perspectives came into conflict. During this time, known as "The Anger," those who saw possibility in a life both above and below the crust sought to reopen the ancient shaft to the surface, but those who desired life below resisted. Before the sky stairs could be completely repaired, the tribe split, with the sky-trekkers seeking a way to the surface beyond the mines, while those who would become fungalfolk remained behind. The story of "The Anger" and the migration of the sky-trekkers (including the history of the sun chamber below) is easily translated by anyone who reads Dwarven.

Creatures: The akata and its larval incubator (the unfortunate Orindel) prowl the chambers. The aberration works its way behind the party (Perception DC 24) while its minion charges in from another tunnel.

Akata ^{B2} **CR 1**

XP 400
hp 15 (2d8+6)

Orindel **CR 1/2**

XP 200
Void zombie (fungalfolk)
NE Medium undead
Init +1; **Senses** darkvision 60 ft., Perception +0

DEFENSE

AC 16, touch 12, flat-footed 14 (+2 armor, +2 Dex, +2 natural)
hp 7 (1d8+3)
Fort +0, **Ref** +0, **Will** +2
DR 5/slashing; **Immune** undead traits

OFFENSE

Speed 40 ft.
Melee light pick +1 (1d4/x4) or slam +1 (1d6+1) and tongue +1 (1d6+1 plus blood drain)
Ranged sling +2 (1d4)
Special Attacks quick strikes

STATISTICS

Str 12, **Dex** 14, **Con** —, **Int** —, **Wis** 10, **Cha** 10
Base Atk +0; **CMB** +1; **CMD** 11
Feats Toughness
SQ fast zombie

SPECIAL ABILITIES

Quick Strikes (Ex) Whenever a void zombie takes a full-attack action, it can make one additional slam attack at its highest base attack bonus.

Blood Drain (Ex) If a void zombie hits a living creature with its tongue attack, it drains blood, dealing 2 points of Strength damage before the tongue detaches.

Development: Orindel can be identified from his personal effects.

M12. Passages to the Mines of Trial

The passages from both the sun chamber (**M9**) and the Fungal Farms (**M5**) merge near the entrance to the ancient mines (**Area O**). Encounter **N** can take place in either tunnel.

N. Slaver's Passage

The tunnel narrows to 10 feet as you forge on ever upward. Though it seems you are on the correct path, the tunnel comes to an abrupt halt 30 feet ahead. The lichen-covered wall seems to undulate in the dim light.

A band of duergar, led by a ranger named Crukklak, takes slaves from amongst the fungalfolk and dire corby tribes. The leader of the slavers, an accomplished trap maker, makes good use of his most valuable asset: a gelatinous cube. A mobile cage fashioned from alkali sticks (see Appendix B) allows him to set a clever ambush. The undulating wall is the stonewrap covering the frame of the cage and causing the tunnel to appear as if blocked; the movement of the gelatinous cube within creates the motion in the canvas-like wrap. A DC 25 Perception check reveals the wall as false, a DC 30 Perception check reveals the springboard trigger that activates the cage mechanism.

To Claw The Surface

N1. The Slaver (CR 3)

Creatures: Crukklak, shrouded in *invisibility*, waits in an alcove across from a secret door that leads to a series of passages and the rest of his band. The duergar use these tunnels to double back on ambushed victims once Crukklak has drawn them into the cube's area. The normal Perception DC to find this secret passage is 20, but in anticipation of an ambush, Crukklak has prepared the door with a secret sealer (see Appendix B). A targeted search of the specific 10-foot section wall in which the door is set allows a DC 11 Will save to defeat the *silent image* masking the door, at which point a standard Perception check can locate it.

This encounter assumes that Crukklak escapes and is dealt with in N2.

Crukklak

CR 2

XP 600

Duergar ranger 3

CE Medium humanoid (duergar)

Init +2; **Senses** darkvision 120 ft.; Perception +7

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)
hp 30 (3d10+9)

Fort +5, **Ref** +5, **Will** +2; +2 vs. spells

Immune paralysis, phantasms, poison, *protection from acid* 20

Weaknesses light sensitivity

OFFENSE

Speed 20 ft.

Melee mwk warhammer +6 (1d8+2/x3) or mwk warhammer +3 (1d8+2/x3) and light pick +3 (1d4+1/x4)

Ranged light crossbow +5 (1d8/19–20)

Special Attacks favored enemy (monstrous humanoids +2)

Spell-Like Abilities (CL 3rd; concentration +0)
1/day—*enlarge person* (self only), *invisibility* (self only)

TACTICS

During Combat Crukklak initiates combat with an unarmed disarm attempt with his dungsnaughters and flees with a captured weapon, pack, or belt pouch down the tunnel, jumping on the springboard release that lowers the near side of the cage. He then continues on down the tunnel to double back with his team, appearing at the secret door 2 rounds after the party deals with the gelatinous cube.

Morale Crukklak flees at the first opportunity, allowing the gelatinous cube to deal with the adventurers.

STATISTICS

Str 15, **Dex** 14, **Con** 14, **Int** 13, **Wis** 12, **Cha** 4

Base Atk +3; **CMB** +7 (+12 to disarm with warhammer, +12 to break a grapple); **CMD** 18 (22 vs. bull rush and trip, 23 vs grapple)

Feats Combat Expertise, Endurance, Improved Disarm, Two-Weapon Fighting

Skills Climb +7, Craft (traps) +9, Intimidate +4, Knowledge (dungeoneering) +7, Knowledge (geography) +5, Knowledge (local) +2, Knowledge (nature) +5, Perception +7, Stealth +8, Survival +7

Languages Common

SQ favored terrain (underground +2), slow and steady, stability, track +1, wild empathy +0

Combat Gear acid pads (3), addlecap, dungsnaughters, mwk dungpress-hafted warhammer, *potion of hide from animals*, shroomslick (2), springspark boots (4 reloads) (see Appendix B); **Other Gear** mwk thieves' tools, mwk trap-making tool kit, mwk studded leather armor, manacles, 100 feet of rope, block and tackle, 3 rubies worth 25 gp each.

Gelatinous Cube B1

CR 3

XP 800

hp 50 (4d8+32)

TACTICS

During Combat The cube stays in the cage for 2 rounds before oozing out through the slotted fabric toward the party. Adventurers that chase Crukklak through the fabric are automatically





engulfed. Stopping and examining the cloth strips allows a DC 15 Perception check to see the cube just on the other side; this check decreases by 5 for each adventurer that jumps into the cube. The feet of the second person to do so actually sticks out from between the slotted strips, suspended in midair. Attacks through the fabric by creatures adjacent to the strips are unaffected. Creatures on opposite sides of the cloth have total concealment from each other if one of them is more than 5 feet from the strips.

Treasure: The duergar have long since stripped any treasure out of the cube, but a bundle of 5 alkali sticks lies in the tunnel beyond the cage. The cage itself can be dismantled and packed up in 30 minutes. It is worth 150 gp and weighs 40 lbs.

N2. The Passage (CR 3)

With two compatriots, Cruklak doubles back to capture the survivors of the trap. He is furious that his men were out of position, putting his cube at risk. He curses in a mix of Dwarven, Common, and Undercommon throughout the fight. If Cruklak is slain prior to this event, increase the number of duergar to four, who come looking for their leader two minutes after the fight with the cube ends. In this case, the dark dwarves do not start the combat enlarged.

Cruklak (Enlarged)

CR 2

See Page 29

Init +1

DEFENSE

AC 13, touch 9, flat-footed 11 (+4 armor, size -1)

hp 30 (3d10+9)

Ref +4

OFFENSE

Melee mwk warhammer +6 (1d8+3/x3) or mwk warhammer +4 (1d8+3/x3) and light pick +4 (1d4+1/x4)

Ranged light crossbow +2 (1d8/19-20)

TACTICS

During Combat When enlarged, Cruklak disarms opponents with his warhammer, his companions grapple potential slaves. He switches to full attacks and lethal force when reduced to 15 hp or less.

Morale Furious over the loss of his cube, he fights to the death.

STATISTICS

Str 17, **Dex** 10

CMB +9 (+14 to disarm with warhammer, +12 to break a grapple)

Skills Climb +8, Stealth +4

Duergar (Enlarged) (2)

CR 1/3

XP 135

Duergar warrior 1

LE Medium humanoid (dwarf)

Init -2; **Senses** darkvision 120 ft.; Perception +1

DEFENSE

AC 15, touch 7, flat-footed 15 (+6 armor, -2 Dex, -1 size, +2 shield)

hp 8 (1d10+3)

Fort +4, **Ref** -2, **Will** +1; +2 vs. spells

Immune paralysis, phantasms, poison

Weaknesses light sensitivity

OFFENSE

Speed 20 ft.

Melee warhammer +4 (1d10+2/x3)

Ranged light crossbow -1 (1d8/19-20)

Space 10 ft.; **Reach** 10 ft.

Spell-Like Abilities (CL 3rd; concentration +0)

1/day—*enlarge person* (self only, already used), *invisibility* (self only)

TACTICS

During Combat The two duergar attempt to grapple, pin and manacle foes disarmed by Cruklak. Each has two sets of manacles and lengths of twine for binding prisoners. The minions reserve their *invisibility* castings for when they need to escape.

Morale The duergar warriors flee if Cruklak is defeated.

STATISTICS

Str 14, **Dex** 7, **Con** 15, **Int** 10, **Wis** 13, **Cha** 4

Base Atk +1; **CMB** +4; **CMD** 12

Feats Weapon Focus (warhammer)

Skills Intimidate +1, Stealth -8; **Racial**

Modifiers +2 Perception relating to stonework, +4 Stealth

Languages Common, Dwarven, Undercommon
SQ slow and steady, stability

Development: If the adventurers are captured by the duergar, only the loss of, or damage to, the gelatinous cube keeps Cruklak from slaying any dwarves on the spot. A drow dealer has been offering more and more coin for dwarven slaves, and the additional coin will make up for the loss of his pet.

The adventurers may be able to escape their captors. The manacles used in combat are replaced with ropes (DC 15 Escape Artist or CMB check to break free), allowing them to be tied to each other. At times, the prisoners are attended by only one guard, usually when Cruklak and his minions scout for other prey.

Alternatively, the adventurers might be rescued by the fungalfolk in Area M, or the duergar could also be attacked by a patrol of dire corbies from



area P. Both the duergar guards and the dire corby ambushers are slain in the assault, allowing the prisoners to free themselves and continue on. In this case, consider allowing Cruklak to escape and reappear as a recurring villain.

Treasure: Other than NPC gear and the other items listed in encounter N1, there is no other treasure here.

Not as arduous as the five-day journey through the lower caverns, the tunnels to the Mine of Trials and early portions of the abandoned mine provide time for reflection and fine tuning of skills in development. A few days and nights of random encounters in the tunnels are an appropriate method of advancing the adventurers to 3rd level if need be.

Part 3: The Sky Tomb

For almost a thousand years, the bronze-age dwarves served the cave giants in captivity. Their masters demanded mine tunnels large enough to allow them easy transit, and even the mine carts they utilized were oversized compared to modern equivalents. The cave giants thought nothing of harnessing monitor lizards to assist in moving the stone carts, and often pushed them themselves, the better to peer down on the glittering ore within. Dwarven engineering and forge work reached new heights; even magic was woven into great constructions of stone, bronze, and copper.

In secret, the dwarves developed tools to fight back. At first, secret rooms and tunnels were hidden throughout the mines where extra food stores were tended. When dwarven heroes returned with

meteoric iron from the Fist of Retribution, they made a huge leap forward. The first of the great weapons were forged from the sky-kissed metal, but the dwarves recognized similar iron ore in the rocks they chewed through in the search for tin and copper. Eventually, secret forges produced the arms and armor that allowed the enslaved people to take back their freedom. A brief return to the ancient settlements near the sun chamber and the sky stairs proved untenable; the schism between dwarf and fungalfolk caused the pureblood dwarves to seek a new path.

Returning to the mines, these sky-trekkers found a new cavern with properties that indicated its proximity to the surface. For decades, the dwarves crafted the Sky Tomb, in which the last heroes of the Time of Trials were laid to rest. In a central chamber, a shaft runs hundreds of feet up to the surface, guarded from the ravages of time by ancient stone magic. In time, the dwarves moved on from even this home, seeking new areas of Granitetop to explore, both above and below the surface.

The mines are now mostly abandoned; the portions nearest the fungalfolk village and duergar hunting grounds lie empty. Part way through the tunnels, a pack of gremlins reside, their destructive hunger well-fed by ancient dwarven engineering. A flock of dire corbies nests in the showpiece cavern of the mines, a great hollow where a rollercoaster of stone rails spans out from a central hub. Beyond these threats lie the Sky Tomb in the central chamber, in which a more-than-usually-insane derro sorcerer plays at self-immolation, while at the summit of the shaft, a wyrmling red dragon assembles its first hoard.

O. The Mine of Trials

The tunnels and passages vary in size but are about are 15 feet wide by 10 feet tall, often opening into larger caverns. The most ancient portions of the mine were worked by hand. Rock, dirt, and ore were removed by wicker baskets, long since disintegrated. Hand barrows and carts were introduced later; some ancient artifacts remain in the tunnels and chambers. As the adventurers leave the lower tunnels, the technology of the mines shows marked signs of advancement.

O1. Bits and Pieces (CR 3)

Early metal work was reserved for fasteners, chains, and other specialized goods. Early minecarts traveled on sunken stone channels carved directly into the cavern floor. In some areas, carved stone rails reduce the grade or bridge small dips and gaps.

Further into the mines, some of these stone rails have been removed and stand askew in the tunnel. Bits of a stone wheel and a bent bronze shaft lie discarded nearby. The oxidized bronze fasteners show some bits of bright bronze, recently exposed. This is the work of an infestation of gremlins. Their penchant for destruction makes travel through the mines hazardous from this point on.

Trap: One such trap bars further progress, an ancient mine cart partially blocking the 20-foot wide tunnel.

Ahead, a huge mine cart fills the center of the tunnel, turned askew almost 90 degrees. The paneled sides of the cart are crafted from shale slabs, reinforced at the base, corner, and rim with granite slats, and bolted through with granite plugs. The rim frame on the facing panel lies at the base of the cart; the edges of the exposed shale are cracked and fragmented.

Collapsing Rail Cart Trap CR 3

Type mechanical; **Perception** DC 25; **Disable Device** DC 15

EFFECTS

Trigger location; **Reset** special – see below
Effect falling panel (2d6 bludgeoning damage, Reflex save DC 15 for half damage); crush (each subsequent round under the panel, 2d6 non-lethal damage, Fortitude save DC 15 for half damage); multiple targets (all creatures in a 20-ft. by 5 ft. area)

Rescuing creatures trapped under the fallen panel requires a DC 20 Strength check.

Development: Once the mine cart collapses, it is easy to determine that all of the fasteners were deliberately loosened or removed.

O2. Dwarven Secrets

The tunnels climb ever upward. A side alcove houses the remains of an ancient forge. Empty stone shelves partially obscure a crack in the wall near ancient bellows. Examination of the crack reveals stone hinge pins plucked from the hinges of a once-cunningly crafted door. Save for the sabotage, the party concludes it unlikely that they would have discovered the hidden chamber on the far side of the now-askew door.

The secret room contains a second forge, a twin of the one in the alcove. A nearby smelter shows evidence of early iron working. The stone shelves and workbenches in the secret room contain a number of useful items.

Treasure: The gremlins tore this room apart until one was burned by a cold iron battle axe after pulling the pins from its stone haft. The masterwork weapon can be repaired with a DC 15 Craft (arms and armor) check, or by mending 5 hp of damage to the axe, the stone haft of which increases its max hp to 10. Ten +1 arrows rest in a set of pouring molds inscribed with magical runes.

O3. Cranking It Up A Notch (CR 5)

Past the hidden alcove, the tunnel comes to a sharp incline. A great series of stone gears are side-mounted onto the left-hand wall, lining up with a capstan crank in a side chamber that must once have powered the gears. A slot between the rails sports a bronze chain on sprockets used to haul mine carts up the incline.

Trap: Once again, the gremlins have weakened the dwarven engineering.

Chain Crank Pit Trap CR 3

Type mechanical; **Perception** DC 25; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** none
Effect 30-ft.-deep pit (3d6 falling damage); DC 20 Reflex avoids; multiple targets (all targets in a 15-ft by 15-ft area)

Those who fail their save are trapped by the chains now dangling from overhead gears into the newly opened pit. Disabling this device collapses the tunnel floor safely.

Development: The space under the chain crank once contained a false floor hiding a second chamber below. This secondary floor is destroyed in the collapse. A secret door similar to the one in area O2 stands open in one wall at the base of the exposed shaft, partially blocked by bronze chains, broken stone gears, and other debris.

Trap: The gears and chains above take increased strain after the collapse of the assembly below.

To Claw The Surface

Trying to move the chains to free creatures trapped within, or shifting the chains to access the secret passage at the base of the pit, sets off a second trap.

Gears and Chain Trap CR 3

Type mechanical; **Perception** DC 25; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** none

Effect +10 ranged attack (falling gears and snapping chain, 3d6 damage); DC 15 Reflex for half damage; multiple targets (all targets in the pit shaft or at the base of the incline in the main tunnel).

Development: If the party somehow ascends the incline without setting off the first trap, a noticeable panel in the floor between the rails leads to the access chamber below the chain. A stone ladder leads to the false floor and a second partially open secret hatch. Opening this hatch sets off both traps. Use the gears and chain trap to adjudicate this event, increasing the damage to 4d6 to account for additional debris.

04. Gardens of Genesis (CR 3)

At the secret door, read the following, continuing once the door is opened and reveals the cavern beyond.

A waft of earthy richness assaults the nose through the crack in the door: the lush and inviting aroma of underground plant life and mushrooms.

The space beyond the door is a riot of color: a jungle of giant mushrooms and plants surrounds a small pond. The dense overgrowth almost buries a trio of stacked stone huts at the far end of the 70-foot-by-40-foot cavern.

The main refuge during the Time of Trials, it was here that those known as the fungalfolk began to cultivate fungus directly on their bodies. Just inside the door, the mushroom and fungal growth is trampled. A search of the area (Perception DC 20) uncovers the severed arm of a vexgit gremlin, the flesh hanging in tatters from the bone.

Creatures: A monitor lizard and her offspring dwell here, swimming through an underground stream to the river in area O5 for better hunting. Both mother and young lie hidden in the undergrowth near the edge of the pool (Perception DC 24 and 28 to spot them, respectively).

Monitor Lizard ^{B1} CR 2

XP 600
hp 22 (3d8+9)

Young Monitor Lizard CR 1

XP 400

N Small animal

Init +4; **Senses** low-light vision, scent; **Perception** +8

DEFENSE

AC 14, touch 13, flat-footed 12 (+2 Dex, +1 natural, +1 size)

hp 16 (3d8+3)

Fort +6, **Ref** +7, **Will** +2

OFFENSE

Speed 30 ft., swim 30 ft.

Melee bite +4 (1d6+1 plus grab and poison)

STATISTICS

Str 13, **Dex** 19, **Con** 13, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +2; **CMB** +2 (+6 grapple); **CMD** 16 (20 vs. overrun, trip)

Feats Great Fortitude, Skill Focus (Perception)

Skills Climb +5, Perception +8, Stealth +14 (+18 in undergrowth), Swim +9; **Racial Modifiers** +4 Stealth (+8 in undergrowth)

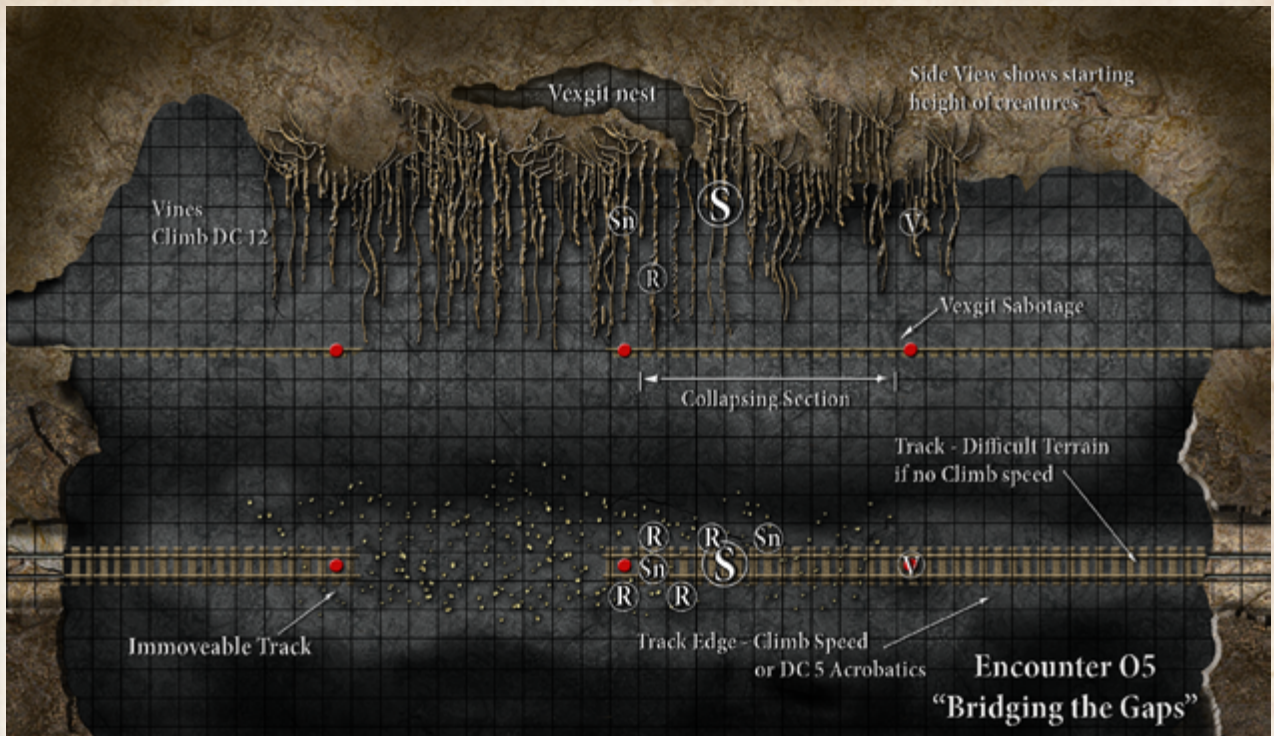
SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 12; *onset* 1 minute; *frequency* 1/hour for 6 hours; *effect* 1d2 Dexterity damage; *cure* 1 save. The save DC is Constitution-based.

Development: One of the stone huts is a small temple with the history of the Time of Trials Inscribed on its walls. A few names in the recorded lineages inscribed thereon transfer to the *circlet of lineage*, infusing it with a wave of contentment. The second hut houses another ironworks, but no tools or weapons remain there.

Treasure: The third hut contains a crafting bench inscribed with magical runes. A display shelf behind the bench holds a scale model of a bridge spanning an underground chasm over a raging river below. The sections of stone rail are completely unsupported in space; two small sections of track which each sprout a red-spotted mushroom and radiate a moderate aura of transmutation. If either piece is removed, the spans connected to them collapse. The red-spotted mushrooms are feathercaps.

A matching stone track segment in full scale rests in a template on the crafting bench. The runes on the bench describe how to activate the smaller track segment, currently under the effect of a modified *shrink item* spell. When put in place and activated with a command word, the miniature tracks expand to full size and become load bearing as if *immovable rods*. Once returned to full size, they cannot be reduced, which makes their use in applications other than engineering impractical. Un-deployed, the tracks are worth 2,000 gp each.



05. Bridging The Gaps (CR 6)

The roar of gushing water grows louder as the tunnel opens up into a huge chamber. The floor of the tunnel falls away into a great chasm, deeper than most light sources can illuminate, but the roar of the rapids gives no mistake as to what lies below. Across the 200-foot long chasm, stone rails stretch unsupported in space; a long span in the center has fallen into the abyss. A cascade of pale vines dangles down from the cavern roof, some 30 feet above the track.

Three *immovable tracks* once supported the 100 feet of stone rail spanning the bridge, on the magical devices centered every 50 feet along the span. The third 50-foot span has been disassembled by the gremlins, although they have left the *immovable tracks* in space for the time being. A patch of feathercaps grow on the *immovable track* closest to the tunnel from which the party enters. The gremlins, who live in a small recess hidden by the top hamper of the underground creepers, hope to grow more of the useful toadstools on the remaining devices.

The river flows 70 feet below, detectable by those with low-light vision, but a fine mist disguises the fact that there is a 5-foot wide ledge on either side of the river.

Terrain: Hand-over-hand travel along the vines dangling over the gap in the bridge requires a DC 12 Climb check. The bridge is completely stable, but difficult, terrain; stepping from tie to tie requires some focus for creatures without a climb speed. A climb speed allows a creature to move along the edges of the track and ties (the 5-foot square

on either side of the main span) without utilizing Acrobatics (DC 5).

Creatures: Five gremlins rest in the nest above, along with the rodents and snakes they keep as pets. They have set a warning trap near the second *immovable track*; if the adventurers spring it, or while they are busy disarming it, the fey organize an assault on the interlopers.

Snare Trap

CR —

Type magical; **Perception** DC 23; **Disable Device** DC 28

EFFECTS

Trigger location; **Reset** none
Effect spell effect (*snare*)

Dire rats and a rat swarm stream down the vines from above, followed by a pair of venomous snakes, whose coloring makes them difficult to see against the vines (Perception DC 25 includes the penalty for distraction). While the vermin and snakes keep the party occupied, the gremlins drop down on top of the first *immovable rod* and begin wrecking it. They disassemble it in 4 rounds, causing the span on which the adventurers battle to collapse. The disassembly time is increased by 1 round for every gremlin slain or distracted by combat; if the adventurers get past the vermin to double back on the fey, one vexgit breaks off from the wrecking crew to delay the adventurers. Should the span collapse, adventurers not on the middle *immovable track* fall into the water below, taking 2d3 points of non-lethal damage and 3d6 points of falling damage

and buffeting from the water before being wedged into a pile of rocks on the far side.

Dire Rats ^{B1} (4) **CR 1/3**

XP 135
hp 5 (1d8+1)

Rat Swarm ^{B1} **CR 2**

XP 600
hp 16 (3d8+3)

Venomous Snakes ^{B1} (2) **CR 1**

XP 400
hp 13 (2d8+4)

Gremlins, Vexgit ^{B2} (5) **CR 1**

XP 400
hp 8 (1d6+5)

Experience should be awarded only for the “rear guard” vexgit, the other four are considered part of the falling hazard, which is equivalent to a CR 2 trap.

Development: The adventurers can avoid the bridge crossing by climbing (or *feather falling*) into the chasm 70 feet below. An overhang covers the first 40 feet of the descent (DC 15 Climb check), while the bottom 30 feet are slick with moisture (DC 20 Climb check). Using some kind of heat source (such as an alchemist’s fire or *burning hands*) on the area will dry up the moisture enough to lower the DC to 15. The rocky ledge shrouded in mist at the bottom of the canyon wall is less forgiving than the waters of the river, although a thick growth of giant mushrooms converts the first 2d6 of any falling damage into non-lethal damage.

Crossing the rapids requires a DC 15 Swim check to avoid being swept into the wedge of rocks on the far bank (2d6 points of damage). The ascent on the far bank is much easier (DC 10), although the first 30 feet are still slick with mist (+5 to the DC). Award experience for defeating a CR 3 encounter if this is the path taken—the gremlins do not attack on the far side of the tunnel.

Treasure: The gremlin’s nest contains a +1 dagger, 3 potions of cure light wounds, a potion of cure moderate wounds, and a +1 cloak of resistance covered in rat hair and feces. A collection of gold nuggets (700 gp) rounds out the hoard, and if the adventurers did not discover the *immovable tracks* in area O4, a set of two tracks in miniature form are used as bookmarks in a moldy journal containing instructions on their use (the magic of the tracks has preserved the journal through the ages).

O6. The Nest

An hour beyond the bridge, a detour awaits.

The main tunnel ahead is blocked, but after weeks underground, navigation in the depths is second nature to you. You quickly find a set of secondary tunnels that bypass the blockage. A few hundred yards into these smaller passages, you pass yet another secret door off its hinges and standing askew in the frame. A tight squeeze leads to the space beyond, which reeks with the stench of rotting meat.

The 15-foot square space beyond serves as the meat locker of a grick that hunts the tunnels nearby. Both gremlin and dire corby have fallen prey to the aberration. A pair of vexgit corpses are still identifiable, although much of the flesh has been flensed from the bones. The dire corby remains are in much worse shape: a jumble of blood-encrusted, black-feathered remains hides a humanoid skeleton, the skull of which sports a wicked beak, and the hands and feet are a set of vicious claws.

Creatures: The grick hides (Perception DC 25) in a pile of rubble where the secondary tunnels meet up with the main passage some distance beyond the nest. It uses its Stand Still feat to keep its prey from moving into the main tunnel and escaping.

Grick ^{B2} **CR 3**

XP 800
hp 27 (5d8+5)

Development: The distance through the tunnels from this point to area P mandate an overnight rest, but there are plenty of safe dead ends or side alcoves in which to make camp.

P. The Great Cavern

The central hub of the mines fills a great hollow in the mountain. A convoluted lattice of stone track supported by *immovable tracks* crisscrosses back and forth through the open space, feeding into tunnels in the cavern wall before returning to the main gallery. Phosphorescent fungus provides dim lighting throughout the cavernous space.

A flock of dire corbies nests here. Once disturbed, the entire tribe takes to the rails to hunt down intruders; many denizens of the deep have fallen to the fury of these monsters.

P1. The Watchers (CR 3)

The walls of the tunnel ahead are riddled with cavities; a rich vein of ore must once have been extracted from this area.

Creatures: A trio of watchers guards the approach tunnel. A high ceiling and small alcove

(Perception DC 21) above the tunnel from which the adventurers enter permits the watchers to jump down from above. The dread corby lets out a horrific screech of doom; if two or more party members flee in fear, the dread corby threads its way towards the rookery to provide warning. Otherwise, it joins its lesser cousins in delaying the adventures, directing one of them to break off to warn the nest.

Dire Corby ^{B3} (2) CR 1

XP 400

hp 15 (2d10+4)

Dread Corby CR 2

XP 600

NE Medium monstrous humanoid

Init +3; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 15, touch 13, flat-footed 14 (+3 Dex, +2 natural)

hp 19 (2d10+8)

Fort +4, **Ref** +6, **Will** +5

Defensive Abilities ferocity

OFFENSE

Speed 30 ft., climb 30 ft.

Melee 2 claws +5 (1d4+4)

Special Attacks leap, rend (2 claws, 1d4+4)

STATISTICS

Str 17, **Dex** 16, **Con** 19, **Int** 11, **Wis** 14, **Cha** 12

Base Atk +2; **CMB** +7; **CMD** 18

Feats Blind-Fight, Skill Focus (Stealth) ^B

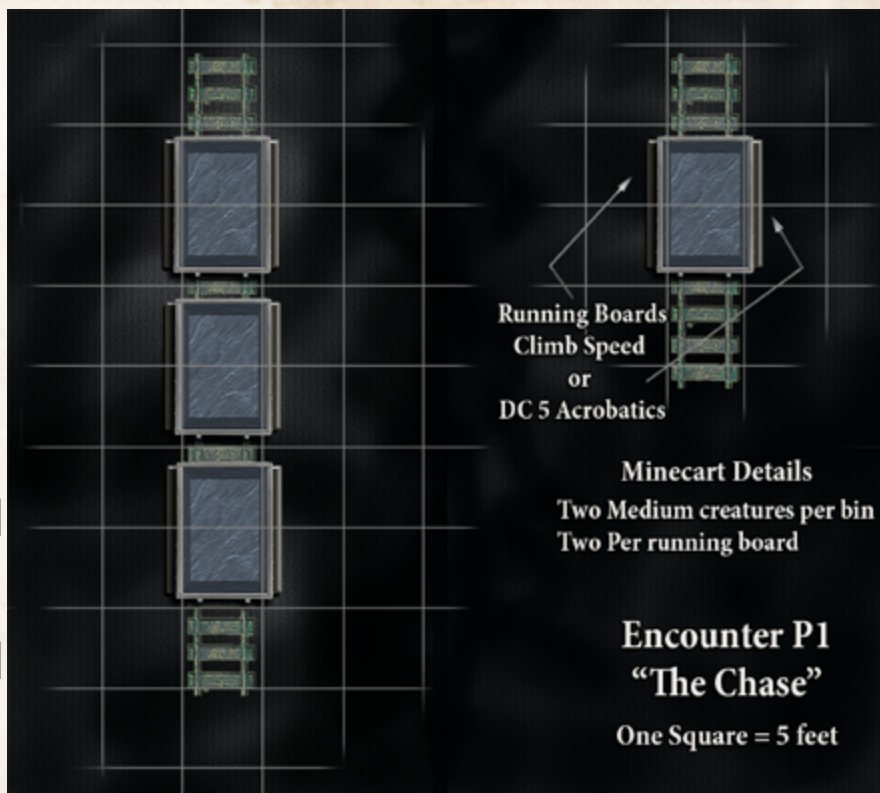
Skills Acrobatics +12, Climb +15, Perception +8, Stealth +10; **Racial Modifiers** +8 Acrobatics, +2 Perception

Languages Undercommon

SPECIAL ABILITIES

Screech of Doom (Su) Once per day, a dread corby can shriek at a target within 30 feet. The target must make a DC 12 Will save or become frightened for 1d4 rounds. This is a sonic, mind-affecting fear effect. The save DC is Charisma-based.

Development: If the messenger is stopped before getting away, the opening attack by the corby tribe in area P2 is weakened.



P2. The Landing (CR 1 or 3)

The stone track dies into a roundabout, a great stone wheel set in the center of a 90-foot diameter chamber. Tracks radiating like spokes on a wheel lead to half a dozen tunnels, but the most striking exit from the chamber provides a vista of a huge underground cavern. Stone track crisscrosses the entire space, from which the horrendous din of cawing and cackling echoes.

Poised on the precipice of track leading into the cavern is a three-cart train of mine carts that look in good repair despite their age and the corby droppings staining every surface. One wall of the cavern contains a huge crank system that once turned the revolving track of the roundabout.

Creatures: A single dire corby is in this room, looking for a future hiding place to squirrel away her eggs from her cannibalistic kin. If one of the watchers escaped area P1, it joins in attacking the party. Throughout the combat, it is clear that other birdmen are headed this way, drawn by the sound of battle.

Dire Corby ^{B3} (1 or 2) CR 1

XP 400

hp 15 (2d10+4)

Development: The dire corbies are not the only ones stirred up by the advent of the adventurers. The remnants of the gremlin infestation have been tracking the group, hot for vengeance. As the combat in the roundabout comes to a close, read the following:

To Claw The Surface

Black feathers still float in the air; the screeching and crowing echoing from the great chamber beyond now fills every tunnel leading into the roundabout, including the one you entered from. As dozens of birdmen appear at the mouths of these tunnels, the wall of gears to the south suddenly collapses. A horde of gremlins issues forth. The only escape appears to be along the tracks leading into the great cavern, but you doubt your ability to outrun your tormentors based on the speed with which the last squad climbs those same tracks to close the noose around your necks.

While the tracks bridging the empty hollow of the cavern beyond are difficult terrain, the mine cart train allows a speedier escape. The carts themselves have space for two Medium creatures in each bin, while two more can ride on each of the running boards on either side with a DC 5 Acrobatics check (creatures with a climb speed do not need to use Acrobatics). Moving between the bin and running board counts as traversing difficult terrain; the bin provides no cover.

P3. The Chase

The mine cart chase is composed of a series of sub-encounters that take place on the tracks and through the tunnels of the great cavern. There is no map for the encounter; instead, the action centers on the mine cart train (or individual cars if they become separated).

A brake lever on each cart allows control over speed and maneuverability on the tracks. The operator of the brakes in the rear car “drives” the train, making maneuverability checks called for during the chase. Adventurers in preceding cars can use their brakes to aid another in this check. It takes a standard action to handle the brakes; the maneuverability check can be made with Knowledge (engineering), Disable Device, or Ride. Each cart also contains a 10-foot long bronze pole (a switching lance), that can aid by throwing track switches just as the carts approach a branch in the tracks (a melee attack to hit AC 10 grants +2 to the current round’s maneuverability check. Two hands are required to use the switching lance, which can also be used as an improvised (–4 to hit) quarterstaff with reach; one hand must be free to use the brakes. Adventurers may ready or delay as needed to aid the driver.

If the cars become separated, adventurers in an individual car may relink to the train by taking a full-round action to man the brakes and maneuver them back together. The maneuver check is DC 15, and adventurers may aid each other by manning the switching lance or using ranged weapons to throw the switches ahead of their path. For ranged attacks, the switches are AC 10 to hit and have hardness 2; any damage throws the switch. Adventurers in separated cars interact with each

Respite

If the adventurers begin to get overwhelmed, they find a side tunnel that grants them a few rounds to heal and buff. The fun is in the chase; the horde descending on their temporary refuge will soon get them back into the action.

other subject to the GM’s discretion; the abstract nature of the tactical map grants flexibility to locate the separated cars on tracks above, below, or around corners, depending on the story-telling needs of the moment.

Chase Sub-Encounters

1. Ramming Speed: Four dire corbies block the track ahead. Releasing the brakes turns the train into a battering ram that does 4d6 points of damage to the mob, plus 1d6 for every 5 points exceeding a DC 10 maneuver check. All adventurers have a chance to act before the car strikes the corbies, aiding their driver or taking some other action. For every 15 points of damage (or part thereof) suffered by the mob, one corby is smashed to a pulp or flung from the rails into the abyss. Ranged or spell damage prior to the collision is added to this total when determining how many corbies drop down into the train to attack as it spirals around underneath the collision point.

Dire Corby ^{B3}

CR 1

XP 400

hp 15 (2d10+4)

2. Trouble Down Below: Five gremlins tear up the track ahead. A DC 15 maneuver check “jumps” the damaged section, but the fey hop onto the train if they win an opposed Climb check against the result of the maneuver check. Up to two gremlins may mount the train in this fashion; the rest are turned to jelly by the stone wheels of the train. The survivors attempt to disconnect the pins holding the train together (Disable Device DC 15) and slay those inside individually. If the adventurers fail the maneuver check to jump the damaged section, the carts go off the track, falling 20 feet to another span below. One cart is lost forever; riders take 2d6 falling damage. A DC 14 Strength check rights a cart and gets it moving again. In the event of a crash, the surviving two gremlins arrive on the lower span 2 rounds after the crash.

Gremlins, Vexgit ^{B2} (2)

CR 1

XP 400 each

hp 8 (1d6+5)

3. Death From Above: A pair of corbies wait in ambush, ready to pounce on the cars as they



speed past their perch. Maneuvering with a DC 20 maneuver check grants a -4 penalty to the corbies' Leap ability check; a failure on this particular leap means the corby barely reaches the train, losing even its regular attack for the round. Failure by five or more is a total miss; the monster drops to the tracks below and is slain. The leaping corbies may be targeted with readied actions, but cover protects them prior to the leap.

Dire Corby ^{B3} (2)

CR 1

XP 400

hp 15 (2d10+4)

4. Balancing Act: Dozens of dire corbies jump down onto the train's running boards and dangle to one side, heaving and straining to pull it over. Each round, on initiative count 20, three corbies, plus or minus one for every 5 points exceeding or failing to meet a DC 15 Acrobatics (jump) check, land on the train and begin rocking back and forth. The corbies are considered flat-footed while attempting to pull the train over, and as many corbies as make the jumps can land on the running boards (they dangle off of each other into space). It takes 12 corbies to pull a 3-car train over, 9 to pull a 2-car train over, and 5 to pull over a single car. The train is pulled off the tracks on initiative count 0 if sufficient corbies have mounted the train. If the cars are separated at the start of the encounter, each one gets a visit from the corbies.

The efforts of one corby on each side is cancelled out for every adventurer who climbs onto the opposite running boards. Additionally, adventurers may ready an action to fend off jumpers; success on a DC 14 combat maneuver check keeps one corby from landing. Finally, the driver of the train may run the train through a narrow tunnel, scraping 1d3 corbies off the train with a DC 15 maneuver check.

If the carts go off the track, they fall 20 feet to another span below. Riders take 2d6 falling damage; a DC 14 Strength check rights a cart and gets it moving again. Any attached corbies perish or bounce away during the fall.

On round four, just after the corbies jump on the train, a section of damaged track causes the cars to become uncoupled. One corby per car loses its grip and falls, and the encounter continues with the cars separated by 1d6x10 feet. Each individual unit of cars receives jumpers on round 5.

No more corbies remain to jump after round 5. If it is impossible for them to pull over the cars (or an independent car) at the end of the round, the remaining corbies lose their grip and fall away.

5. Empty Span: Gremlins toss a disassembled undercarriage onto the tracks ahead; a 5-foot span of track disintegrates and falls to floors of the

cavern below, and the exposed ends on either side start to sag. A DC 25 maneuver check speeds up the car, and it jumps the damaged section before disaster. Targeting the broken segment with an *immovable track* (ranged attack against AC 12, no range increment) shores up the segment before it collapses. Otherwise, the carts go off the track, falling 20 feet to another span below. One cart is lost forever; riders take 2d6 falling damage, and it takes a DC 14 Strength check to right each cart and get it moving again.

6. Raging Fury: Caw-Krar, leader of the corby clan, leaps into the train or onto the running boards. If there is no space on either, Caw-Krar catches up to the adventurers on a rogue cart, bumping into the back of the train.

Caw-Krar

CR 4

XP 1,200

Male raging dire corby ^{B3} barbarian 3

NE Medium monstrous humanoid

Init +1; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 12, touch 10, flat-footed 10 (+2 Dex, +2 natural, -2 rage)

hp 60 (2d10+3d12+30)

Fort +9, **Ref** +6, **Will** +5 (+7 vs fear effects)

Defensive Abilities ferocity

OFFENSE

Speed 30 ft., climb 30 ft.

Melee 2 claws +11 (1d4+7)

Special Attacks leap, rage (12 rounds per day), rage powers (raging leaper), rend (2 claws, 1d4+7)

TACTICS

Base Statistics When not raging, Caw-Krar's statistics are: **AC** 14, touch 12, flat-footed 14; **hp** 48; **Fort** +7, **Will** +5; **Melee** 2 claws +9 (1d4+4); **Str** 16, **Con** 19; **CMB** +8, **CMD** 20; **Skills** Acrobatics +13, Climb +14

STATISTICS

Str 20, **Dex** 14, **Con** 23, **Int** 7, **Wis** 12, **Cha** 6

Base Atk +5; **CMB** +10; **CMD** 22

Feats Blind-Fight, Power Attack, Skill Focus ^B

(Stealth), Uncanny Dodge, Weapon Focus (claw)

Skills Acrobatics +18, Climb +16, Perception +6,

Stealth +9; **Racial Modifiers** +8 Acrobatics, +2 Perception

Languages Undercommon

SQ fast movement

Combat Gear belt of tumbling, catching cape, potion of cure moderate wounds; **Other Gear** 2 diamonds (100 gp each), 320 gp

Q. The Sky Tomb

After the schism known as “The Anger,” the sky-trekker dwarves traveled to the far side of the mines, searching for a new home, but the cavern deemed most suitable to plant a settlement did not break the crust. Undaunted, the dwarven ancestors used all of the engineering skills obtained through the millennia and carved a great shaft to the surface. At the base of the shaft, they built a tomb, where three great heroes of the Time of Trials were interred. The tomb was also a functional temple; the dwarven community gathered to hear the histories of their people, and those who chose to trek to the surface began from that central chamber, climbing the great spiral stairs carved into the shaft.

Q1. The Approach (CR 3)

This cavern must have supported hundreds, if not thousands, of dwarves in ages past. Once-tilled fields of underground crops have now completely taken over the cavern, almost burying the stone buildings throughout. The most impressive building is still recognizable; standing on a prominent ledge, the central dome meets the cavern roof. A grand staircase pierces the overgrown fungal jungle and leads to the entrance.

Creature: A fungal crawler prowls the cave. It stalks intruders hungrily, leaping off an ancient stone roof covered in mushrooms.

Fungal Crawler ^{B2}

CR 3

XP 800

hp 26 (4d8+8)

Q2. The Great Hall (CR 3)

The steps lead to a grand façade, where four great columns support a carved pediment. Between the two center columns, huge doors stand open. Slashing gouges deface the bronze panels; within the opening, all is utter darkness.

The bronze doors were ruined by Brimaxtor, a wyrmling red dragon who lairs at the top of the exit shaft. He has already looted most of the treasure from the tomb, including mithral inlay and gemstone details from the doors. The gashes on the door look like they might have been made by picks or other tools, but a closer inspection (Knowledge [engineering] DC 16) reveals that the bronze was heated before the scratches were made, and that the jagged edges were likely caused by a sword-sized claw.

The interior of the great hall is supported by three pairs of columns, crafted from dwarf-made polished quartz. The columns are incredibly sturdy (hardness 20, hp 540) and serve as a parable of dwarven history. The first pair of columns contain black quartz, the focus of a *permanent darkness*

spell. Those entering the Sky Tomb pass through the darkness of the ages, to the second pair of columns, the heat of the forge (lava ribbons encased in the pillars). Finally, past the fires of the forge, the pilgrims attend the third pair of columns, the blessings of the sun. This final pair of column radiates sunlight through the solid quartz, fed by a complex series of mirrors in the foundation. A magical crystal captures sunshine to release it during the night. The darkness, fire, and sun motif continues throughout the complex.

The adventurers arrive during the daytime; if they rest at any point after penetrating the tomb, darkness falls over the surface above, impacting the lighting conditions for the climb out of the exit shaft.

Creature: A crazed derro sorcerer named Uxpixt recently discovered the Sky Tomb. Along with a few followers, the madman worships the sun, exposing himself and his fellows to the direct sunlight of the exit shaft in the throes of religious ecstasy. One of his minions guards the entrance to the tomb, which is hidden in the corner in the southeastern wall (Perception DC 21), obscured by the *darkness* spell.

Derro ^{B1}

CR 3

XP 800

hp 25 (3d8+12)

TACTICS

During Combat The derro starts with crossbow bolts from the shadows until spotted, reserving the use of his *darkness* ability to re-establish favorable lighting conditions based on the party's actions.

Development: Reaching the mirror and lava drainage system below the pillars is extremely difficult (it requires digging out a pillar), but if the adventurers manage it, the system provides access to areas Q3, Q4, and Q10. Adventurers traveling the tunnels must make a DC 15 Escape Artist check or take 2d6 fire damage from lava each time they access a room. Small creatures are granted a +4 bonus on the check.

Q3. The Sacred Forge (CR 3)

The southeast and southwest corners of this rectangular room are cut off at the right angles, while the northern wall peaks to an apex. Quartz panes encase sunlight and darkness in the southern corners. In the north, an opening in the quartz at waist height allows the lava ribbon behind to serve as a forge. An ancient anvil, overturned nearby, almost hides a sword hilt poking out from underneath it.

The ancient forge was looted by the dragon above, but the derro have placed a trap near the forge. The quartz is visibly damaged: shards lay on the floor near the trap. The sword hilt detects as

Area Q "The Sky Tomb"

Invisible Bridge

Q11

Q10

Q2

R

Q7

Q7

Q7

Q9

Q7

Q7

Q5

Spiral
Stairs
15' above
Deck

Q8

Deck

Q8

Q10

Q6

S

Invisible
Bridge
+15'

S

Q11

Risers

Q3

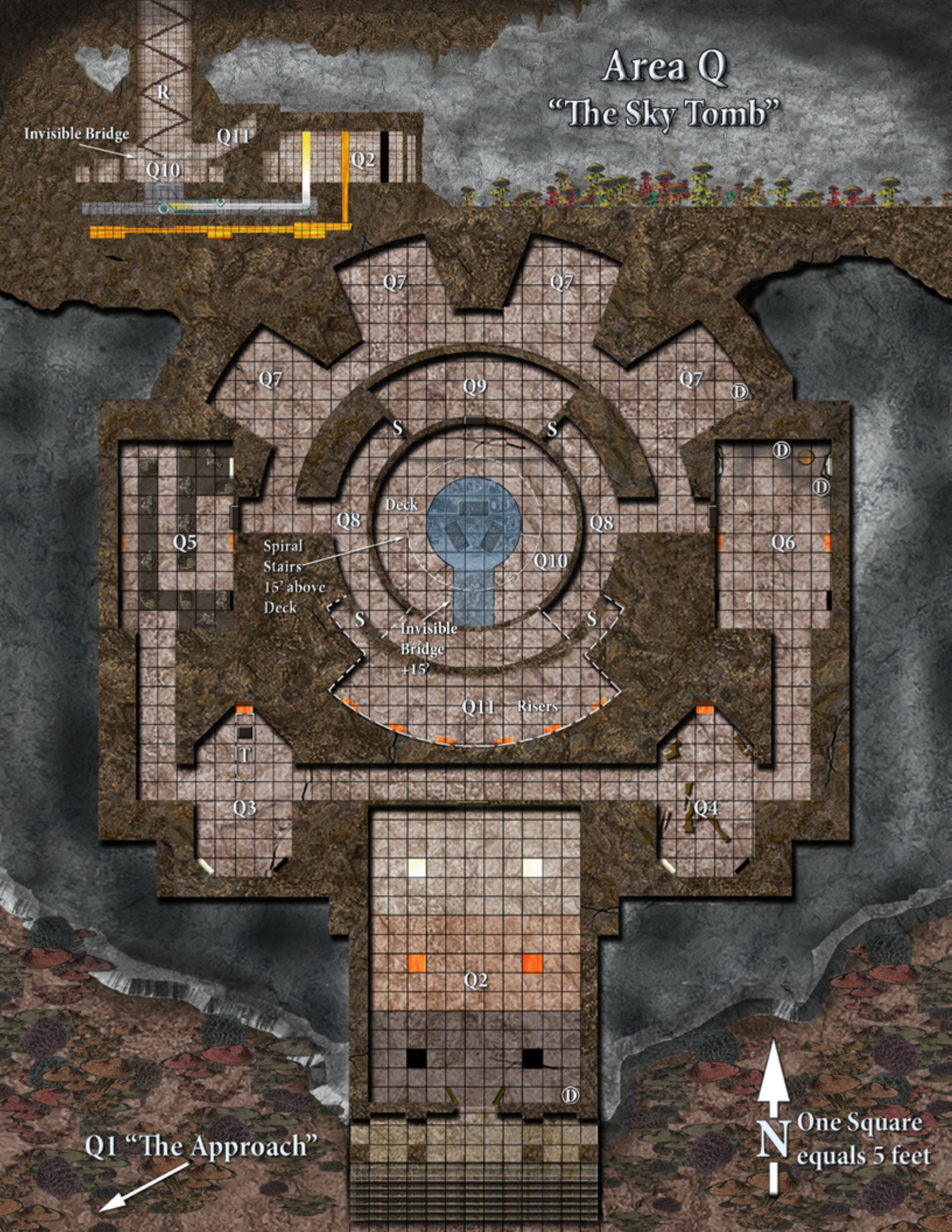
Q4

Q2

Q1 "The Approach"



One Square
equals 5 feet



To Claw The Surface

magic, but the *arcane mark* placed by Uxpixt is not visible on the underside of the hilt. Manipulating the anvil to free the sword causes shards of quartz to hinge up and direct the lava stream into the room.

Lava Flow Trap CR 3

Type mechanical; **Perception** DC 25; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** none

Effect lava stream 4d6 fire (Reflex DC 15 for half damage); multiple targets (all targets in a 20-foot line)

Treasure: Once a masterwork short sword, the shattered blade is beyond repair, although the platinum wire wrapped around the hilt is worth 25 gp.

Q4. Ancient Armory

Smashed weapon racks litter the southern end of the chamber, where familiar quartz pilasters contain light and darkness. In the northern part of the room, the glow of lava radiates from behind similar construction.

The looting of this chamber was thorough, although the remains of the racks and armor stands leave no doubt as to its previous purpose.

Q5. Hall of Heroes

A waist-high maze fills this rectangular chamber, each wall two feet thick. Statues of dwarven heroes grace the tops of the wall. Not all are martial; there are many representations of master forgers, teachers, mothers, and even one statue of a crippled dwarf in a wheeled chair. Inscriptions below the statues detail the lives and histories of those represented.

Quartz-faced alcoves of darkness, lava, and sunlight are set into the western wall. Those entering the inner sanctum by this route paid homage to those who came before, and a closer inspection of the carvings reveal that the style of dress and tools goes back to the dawn of time. Indeed, only the most recent statues (in terms of garb and equipment) seem to have been taken from life; the earlier representations are artist's renderings of the past, and the facial carving and detailing is noticeably archetypal.

If the *circlet of lineage* is present, it recognizes a few of the statues, but cannot place the runes of the names in the correct order on the scrolling genealogy inset upon the copper band. Emotionally, the *circlet* is confused and frustrated.

Development: Translating the wall panels in the Hall of History (Q6) allows the gaps to be filled in and grants the *circlet* some contentment.

Q6. Hall of History (CR 4)

The walls of this chamber are a mixture of bas-relief décor below a heavy stone chair rail and alternating upper panels of mosaic and stone slab with inset carved genealogies. The panels in the northeastern corner are smudged with soot and smoke; a fire of mushroom tops smokes weakly nearby.

Quartz-faced alcoves of darkness, lava, and sunlight are set into the eastern wall. The sunlight panel has been draped with black cloth.

Creatures: Two derro, weakened by their recent exposure to the sun in one of Uxpixt's insane rituals, recover their strength by the fire, rising to defend themselves as the adventurers enter.

Sun-Weakened Derro (2) CR 2

XP 600

CE Small humanoid (derro)

Init +8; **Senses** darkvision 60 ft.; **Perception** +0

DEFENSE

AC 17, **touch** 13, **flat-footed** 15 (+2 armor, +2 Dex, +2 natural, +1 size)

hp 19 (3d8+6)

Fort +5, **Ref** +3, **Will** +6

SR 14

Weaknesses vulnerability to sunlight, sun-weakened

OFFENSE

Speed 20 ft.

Melee short sword +5 (1d4–1) or aklys +5 (1d6–1)

Ranged repeating light crossbow +5 (1d6/19–20 plus poison) or aklys +5 (1d6–1)

Special Attacks sneak attack +1d6

Spell-Like Abilities (CL 3rd; concentration +4)
At will—darkness, ghost sound (DC 11)
1/day—daze (DC 11), sound burst (DC 13)

STATISTICS

Str 9, **Dex** 15, **Con** 14, **Int** 10, **Wis** 5, **Cha** 12

Base Atk +2; **CMB** +1; **CMD** 13

Feats Improved Initiative, Weapon Finesse

Skills Perception +0, Stealth +9

Languages Aklo, Undercommon

SQ madness, poison use

SPECIAL ABILITIES

Sun-weakened (Ex) Extended ritual exposure to the sun results in distracting burns. The derro must make a concentration check at DC 10 + spell level to activate its spell-like abilities.

Development: If the adventurers have encountered the dying derro in the Tombs (Q7), the burns on these derro are noticeably different. The blisters are evenly applied, and no scorched flesh is evident.

The lineages and pictorial history in this chamber serve to complete any of the dwarven history the adventures may have overlooked. Buried in the writings are more instances of the Coppermane line, and Ingra's spirit in the *circlet of lineage* is quite curious. Damage by the derro and the loss of some of the mosaic to the dragon (who pried jewels and enamels from the designs) makes the information difficult to translate (Linguistics DC 20). If the adventurers have explored the Hall of Heroes (Q5), grant a +4 circumstance bonus to this check. It takes a full hour to translate the information. Leaving the room before making an attempt, or before admitting defeat prior to an hour's work, sparks an ego battle with the *circlet*. It is likely that the *circlet* will lose, and it sends feelings of anger and frustration for the next 24 hours. If the *circlet* wins, its only demand is that the adventurer spends a full hour attempting to translate the carvings.

Q7. Tombs

Four ossuaries radiate off this curved corridor. Almost all of the bones have been disturbed; some are snapped in half or crushed into shards.

Four lesser chambers serve as ossuaries for the lesser royals and personages who merited burial in the Sky Tomb. Not a stitch of wealth remains in any of the chambers.

Development: In the easternmost chamber, reclining in one of the niches, a badly burned derro whimpers, muttering, "It burns! It burns!" This creature was surprised by the dragon while in the Sky Tomb and faced the fury of its breath weapon. Uxpixt agreed to provide the dragon tribute if it would let the derro stay to worship the sun. The burned derro was moved into this room to die. Mostly insensible, he mutters about the burns not being "as the blessed sun" before lapsing into unconsciousness. If healed, the derro tries to escape (use the sun-weakened derro stats from Q5 if needed). If subsequently subdued, his mind is completely broken; he cannot recall anything other than the searing pain that brought him here.

Q8. Inner Hall

From the archway, you can see that one end of this corridor dead ends, while the other curves around out of sight.

This hallway almost circumvallates the inner sanctum, and is made of plain dressed stone. Other than the intersections leading to the tombs, and to the Halls of History and Heroes, it is empty. A DC 25 Perception check discovers the secret doors to the Gallery (Q11), while the secret doors to the robing chambers (Q9) can be spotted with a DC 20 check.

Q9. The Robing Chambers

An elegant wardrobe with the doors torn off contains the remnants of ceremonial robes, brittle and fragile with age. A dressing table of stone is set in one corner, in front of a lava ribbon column. An overturned chair is obscured by the long-dead bones of a dwarf.

A small contingent of monks and priests stayed behind to observe the rituals of the sun when the rest of the dwarves left the caves. These are the bones of the last hermit, who died at his post of old age. The dragon and the derro have removed all items of value from the room.

Sliding double stone doors in the southern wall lead into the Sky Tomb.

Q10. The Sky Tomb (possible CR 5)

This circular chamber contains a raised dais to the north. Three great sarcophagi rest on plinths in the center. Above this formation, at the apex of the domed roof 40 feet above, a shaft runs upwards through the stone. A spiral stair hugging the walls of the shaft extends into the open space beneath the dome, ending 15 feet above the floor. The southern wall of the room contains a balcony, also 15 feet up, overlooking the entire chamber.

During the day, sunlight fills the chamber, streaming in from the shaft. At night the distant stars are visible. The room is curiously empty of any natural debris like leaves, or water stains from rain that might be expected in a room open to the elements. A magical field at the apex of the dome diverts rainfall and disintegrates small debris; it radiates an aura of moderate transmutation. A sooty scorch mark (from the dragon's breath weapon) mars the eastern wall and floor of the room.

Terrain: The rites of the sun were performed from the dais while onlookers watched from the gallery above. Access to the stairs is over a 10-foot wide invisible bridge leading to a likewise-hidden platform. *See invisibility* reveals the limits of the magic; the bridge and platform over the sarcophagi provide full cover from ranged attacks from creatures below. Clear shots are manageable only if the attacker is 2 or more squares away from any edge of the bridge. If struck by arrows or spells, the limits of the *invisible* platform flicker (Perception DC 15) for a brief moment, allowing creatures to get a sense of their perimeter.

Creature: The mad sorcerer Uxpixt (see stat block in area Q11) attacks the adventurers from above about half a minute after they enter.

Development: Three great dwarven heroes lie interred in the coffins. The *circlet of lineage* is quite excited about their discovery, identifying with all three heroes. The *circlet* exudes emotions of indecision, as if a choice must be made regarding

To Claw The Surface

the sarcophagi. Stone versions of the *circlet* carved into each of the effigies on the coffin lids glow with the same *arcane marks* evident on the *circlet*. Each stone casket has an inscription carved into the base:

1. Cambrai Coppermane the Inspired,
From the Time of Trials he led
From darkness more and more,
Into the light of august splendor.
2. The spirit interred is not done,
She grants her children wisdom
Maiden, mother, crone
Was Helga Goldenthron.
3. Brikbek called "The Clever"
With hoist, and gear, and lever
Pried free the hosts of old,
From slavery's chains of gold.

A bearer of the *circlet of lineage* who touches the stone *circlet* to the effigy serves as a conduit for magical power that enhances the artifact, endowing it with the full properties of either a *headband of charisma* (Cambrai Coppermane), *wisdom* (Helga Goldenthron), or *intelligence* (Brikbek the Clever). See the magic item description in Appendix B for details. If the adventurers complete the attunement, Ingra is overjoyed to be able to speak telepathically to her bearer.

Q11. The Gallery (CR 5)

Stairs lead up to a stepped gallery overlooking the Sky Tomb below. No railing guards the front of the overlook; the Sky Tomb floor lies 15 feet below. The bottom of a set of spiral stairs leading up an exit shaft is visible and floating in the center of the Sky Tomb.

Access to the stairs is over a 10-foot wide invisible bridge leading to a likewise hidden platform. See *invisibility* reveals the limits of the magic. Uxpixt knows the boundaries of the platform.

Creature: Uxpixt, the mad sorcerer, recovers from his rituals in the darkness of the gallery. The full benefits of the sun do not reach into the gallery steps; lighting there is considered dim light, even during the daytime. Lava ribbons behind quartz faces provide a warm glow in the upper reaches. Though mad, Uxpixt heals himself fully after his sun rituals, and uses the terrain to his best ability (see Tactics below).

Uxpixt

CR 5

XP 1,600

Male derro sorcerer 3

CE Small humanoid (derro)

Init +9; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 22, touch 16, flat-footed 16 (+4 armor, +5 Dex, +2 natural, +1 size)



hp 54 (3d8+3d6+30)

Fort +7, **Ref** +6, **Will** +9

Resist fire 10; **SR** 14

Weaknesses vulnerability to sunlight

OFFENSE

Speed 20 ft.

Melee short sword +9 (1d4) or aklys +9 (1d6)

Ranged repeating light crossbow +9 (1d6/19–20 plus poison) or aklys +9 (1d6)

Special Attacks sneak attack +1d6

Derro Spell-Like Abilities (CL 3rd;

concentration +8)

At will—*darkness*, *ghost sound* (DC 16)

1/day—*daze* (DC 16), *sound burst* (DC 18)

Bloodline Spell-Like Abilities (CL 3rd;

concentration +8)

8/day—*elemental ray* (1d6+1 fire)

Sorcerer Spells Known (CL 3rd; concentration +8)

1st (7/day)—*burning hands* (DC 17), *color spray* (DC 16), *mage armor*, *shocking grasp* (fire)

0 (at will)—*acid splash* (fire), *arcane mark*, *dancing lights*, *read magic*, *touch of fatigue* (DC 15)

Bloodline elemental (fire)

TACTICS

Before Combat Uxpixt uses his eldritch siphons before engaging the adventurers if he gets the drop on them.

During Combat If the party explores the gallery before entering the Sky Tomb (Q10) Uxpixt fights from the steps, taking advantage of the high ground. If Uxpixt engages the adventurers as they explore the tomb below, *darkness* cast



on his belt protects him from the sunlight as he negotiates the bridge above them. In both cases, the derro prefers to open with *color spray*, but deals death with fire, deriving great glee from burning blinded and stunned adventurers. He squats to start his cone spells from the level of the invisible bridge so that they reach the floor below.

Morale Uxpixt is having too much fun to notice how badly hurt he is and fights to the death.

STATISTICS

Str 13, **Dex** 20, **Con** 20, **Int** 8, **Wis** 5, **Cha** 20

Base Atk +3; **CMB** +2; **CMD** 18

Feats Eschew Materials, Improved Initiative, Spell Focus (evocation) Weapon Finesse, Weapon Focus (rays)

Skills Perception +2, Spellcraft +4, Stealth +13

Languages Aklo, Undercommon

SQ madness, poison use

Combat Gear addlecaps (2), eldritch siphon;

Other Gear repeating light crossbow with 10 poisoned bolts (Medium spider venom), aklys, 72 gp

Development: Once Uxpixt is defeated, the path is clear to make the climb up the long shaft to freedom. If the adventurers have been sorely wounded by the derro, they may rest safely anywhere in the tomb before making the ascent.

R. Climb to Freedom (CR 3)

The stairs spiral up hundreds of feet to the surface. No railing guards the way, but the steps are comfortably wide.

Fifty yards from the surface, a crack in the wall of the cavern leads to a 40-foot by 50-foot irregular cave, alive with the glow of fire from a lava pool. The glint of gold can be seen if the adventurers work their way at least 10 feet through the narrow crack (Small creatures have no need to squeeze).

The cave holds the growing hoard of the dragon Brimaxtor, a wyrmling red who has looted the tomb below and now collects tribute from the derro, as well as the orcs in the mountains beyond. The dragon is currently away hunting, but a trap guards against would-be thieves. A bright ruby perched on top of a pile of mixed coins serves as a lure to the unwary, shards of razor-sharp quartz are hidden in the pile.

Collapsing Coins and Glass Trap CR 3

Type mechanical; **Perception** DC 25; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** none

Effect Atk +10 melee (2d6 bludgeoning and 2d6 slashing); multiple targets (all targets in a 10-foot square)

Treasure: The dragon has amassed the following treasure:

- 1,340 gp in mixed copper and silver
- 350 gp
- 210 pp
- 2 topaz gems (250 gp each)
- 1 ruby (2,500 gp)
- masterwork light steel quickdraw shield ^{APG}
- *ring of spell knowledge I*
- *potion of good hope*
- *scroll of restoration*
- *wand of aspect of the falcon* ^{APG}

Development: The dragon remains hunting, granting the adventurers plenty of time to retrieve the treasure before climbing the last 50 yards to the surface.

S. Burning Sky (CR 6)

The adventures exit the shaft to the fresh clean air of the surface. If during the day, the sun shines brilliantly down from a clear blue sky. At night, a full moon provides low lighting on the slopes of the mountain.

Creatures: Returning from the hunt, the dragon Brimaxtor spies the adventurers exiting the shaft. He drops the bloody sheep he is carrying in his claws and sprints to the attack, diving down out of the sky.

Brimaxtor	CR 6
XP 2,400	
Male wyrmling red dragon	
CE Small dragon (fire)	
Init +2; Senses dragon senses; Perception +10	
DEFENSE	
AC 19, touch 13, flat-footed 19 (+2 Dex, +6 natural, +1 size)	
hp 59 (7d12+14)	
Fort +7, Ref +7, Will +5	
Immune fire, paralysis, sleep	
Weaknesses vulnerability to cold	
OFFENSE	
Speed 40 ft., fly 150 ft. (poor)	
Melee bite +10 (1d6+4), 2 claws +10 (1d4+3)	
Special Attacks breath weapon (20-ft. cone, DC 15, 2d10 fire, usable once every 1d4 rounds)	
TACTICS	

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Continuing the Adventure

During Combat Brimaxtor unleashes a burst of flame on his first pass and then barrels into the adventurer closest to the edge of the shaft, attempting to bull rush him or her back into the pit (if he succeeds, the adventurer falls 20 feet and lands on the steps even if the result indicates travel further into the center of the shaft).

Morale Brimaxtor takes to the skies again when reduced to half health, making flyby attacks; at 10 hp or less, he flees.

STATISTICS

Str 17, **Dex** 14, **Con** 15, **Int** 10, **Wis** 11, **Cha** 10
Base Atk +7; **CMB** +9 (+11 bull rush); **CMD** 21
(23 vs. bull rush, 25 vs. trip)

Feats Flyby Attack, Improved Bull Rush, Improved Initiative, Power Attack (−2/+4)

Skills Appraise +6, Bluff +5, Climb +10, Fly +9, Heal +3, Intimidate +10, Knowledge (dungeoneering) +7, Perception +10, Sense Motive +5, Stealth +16, Survival +7

Languages Common, Draconic

Development: Even if the adventurers reduce Brimaxtor's hp to 0, consider having him escape and using him as a recurring villain your campaign. At almost 6 years old, he is on the edge of advancing in age category (CR +2), and a campaign of 10 years in game time will see him reach CR 11 as a young red. He will definitely thirst for vengeance.

Concluding the Adventure

The shaft from the Sky Tomb exits high on the slopes of the Granitetop range, three miles from the mining town. A short trek through the wilderness leads them back to the domains of the Hardfist clan. Macharun survived the collapse in the mines and is astounded to find the adventurers alive. The dwarves treat the adventurers to many mugs of ale while they relate their adventures. Great interest is taken in recording the lost histories of the dwarven people, and if the adventurers divulge the power of the *circlet*, more than a few dwarves take note. Macharun agrees to have his smiths and mages fabricate any magical item up to 4,000 gp in value at a discount of 25% as a further reward for the tales of the ancient tribes.

If the haunt in the home of the ancients was not destroyed, Ingra wishes it to be done, going so far as to provoke ego battles if her bearer does not comply. There are undoubtedly descendants from the line of the Coppermanes interested in having their heritage confirmed as they make a claim towards kingship (perhaps one of the adventurers could be such a descendent, masked from discovery by some other magic). A false claimant to the throne might have to hide the fact that he is not legitimate by destroying the *circlet*. Certainly completing the lineage to enhance the *circlet*'s power will provide many adventures.

The new caverns discovered by the adventurers could merit further exploration. How deep do the dwarven Mines of Trials go? Are there secrets other than the Sky Tomb to be discovered in the last settlement of the ancestors? Perhaps the fungalfolk beseech their sky-trekking cousins for help against duergar, drow, and derro deep within the caves.

Will the dragon seek revenge against those who looted his first hoard? Perhaps he gains allies in the form of fire giants, who dispatch ogre minions against the town. Such an event could turn into full-blown war, as the dwarves of Granitetop scramble to unite the clans under one king strong enough to push back such a threat.

Appendix A - New Monsters

Fungalfolk

A short, stocky humanoid covered in fungal growth plucks a mushroom from its beard and pops it in its mouth with a resounding smack of the lips.

Fungalfolk

CR 1/2

XP 200

CN Medium monstrous humanoid

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +1

DEFENSE

AC 15, touch 11, flat-footed 14 (+2 armor, +1 Dex, +1 natural, +1 shield)

hp 7 (1d10+2)

Fort +2, **Ref** +3, **Will** +3

Defensive Abilities fungal shield (DC 13);

Immune poison

Weaknesses fungal symbiosis

OFFENSE

Speed 20 ft.

Melee light pick +2 (1d4/x4)

Ranged sling +2 (1d4/x2)

Spell-Like Abilities (CL 1st; concentration +3) 1/day—*magic stone*

STATISTICS

Str 10, **Dex** 12, **Con** 14, **Int** 12, **Wis** 12, **Cha** 7



Base Atk +1; **CMB** +1; **CMD** 12 (+16 vs. bull rush and trip)

Feats Weapon Focus (light pick)

Skills Craft (sculpting) +4, Knowledge (nature) +5, Stealth +4, Survival +4; **Racial Modifiers** +4 Knowledge (nature)

Languages Common, Undercommon, Ancient Dwarven

SQ fungal cultures, slow but steady, stability

ECOLOGY

Environment underground

Organization solitary, pair, family (3–6), clan (7–20), or tribe (21–200 plus 150% noncombatants plus 1 champion of 3 HD per 10 adults, 1 mage and 1 mystic of 5th level per 20 adults, and 1 leader of 7th level per 30 adults)

Treasure standard (light pick, other treasure)

SPECIAL ABILITIES

Fungal Cultures (Sp) A fungalfolk's spell-like abilities derive from the varied cultures of fungus covering his body. Many of these cultures are magical, while some are merely intensified versions of natural fungi enhanced by the symbiotic relationship between humanoid and fungus. The fungalfolk must have one hand free to physically pull the nodules from his body, consuming or utilizing the culture as if casting a spell of the same name. The caster level of the spell is the same as the fungalfolk's hit dice, and all save DCs are Constitution based.

Fungal Shield (Ex) The fungal cultures provide a natural armor bonus equal to 1/2 its hit dice (minimum 1). Additionally when a fungalfolk is hit by a non-piercing weapon, the cultures suffer damage, potentially harming the attacker or benefiting the fungalfolk. Select a shield effect from the list below when generating the fungalfolk.

1. *Motes of Confusion*: all creatures within 5 feet must make a Will save against *lesser confusion*.
2. *Blinding Squirt*: an adjacent attacker must make a Reflex save or be blinded for 1d4 rounds.
3. *Choking Cloud*: an adjacent attacker must make a Fortitude save or be nauseated for 1d4 rounds.
4. *Gaseous Stench*: an adjacent attacker must make a Fortitude save or be sickened for 1 minute.
5. *Acid Patch*: an adjacent attacker's weapon takes 1d6 acid damage (Reflex save for half damage).
6. *Adrenaline Boost*: a release of adrenaline grants the fungalfolk a +2 bonus to attack and damage rolls on its next attack.
7. *Revitalizing Aroma*: the fungalfolk gains 1 temporary hp per HD for 10 minutes.

8. *Stanching Salve*: the fungalfolk heals itself of 2 hp per HD.
9. *Speed Burst*: the fungalfolk is *hasted* for one round, then fatigued for 2 rounds.
10. *Lucky Shroom*: the fungalfolk gains a +1 luck bonus to its next save

The save DCs are Constitution-based.

Fungal Symbiosis (Ex) Fungalmen are considered to have the plant subtype for any spell effect that does physical damage to plants.

Advancement, Feat Selection, and Fungal Culture Selection:

A fungalfolk advances by adding racial Hit Dice, but never changes size. Its CR is equal to HD minus 1. Fungalmen gain one additional fungal culture at every odd hit die, selected from the list below, and may use each culture once per day.

HD 1: *cure light wounds, magic stone*

HD 3: *bull's strength, sound burst*

HD 5: *blindness/deafness, protection from energy*

HD 7: *poison, restoration*

HD 9: *slay living, true seeing*

HD 11: *greater dispel magic, heroes' feast*

HD 13: *summon monster VII, repulsion*

HD 15: *firestorm, greater spell immunity*

HD 17: *energy drain, mass heal*

Fungalfolk draw their spell effects from the cleric spell list. Some rare examples of the race may have a different spell selection to account for variations in local flora.

Fungalfolk Racial Feats

Many fungalfolk make use of the following feats.

Active Shield

Your fungal shield becomes more responsive, activating whenever it is struck, no matter the weapon type.

Prerequisite: Fungalfolk, base attack bonus +3.

Benefit: Piercing damage no longer bypasses your fungal shield ability.

Normal: Your shield only activates against slashing or bludgeoning weapons.

Additional Culture

Your skin cultivates a wider variety of cultures, granting you additional abilities, or more uses of existing ones.

Prerequisite: Fungalfolk.

Benefit: You either gain access to one additional fungal culture for which you qualify, or gain an additional use per day of any culture which you already possess.

Normal: A fungalfolk gains a single daily use of a culture for every 2 HD he possesses beyond 1.

Special: This feat may be selected multiple times.

Additional Shield

Cross-bred strains of shield cultures increase the power of your fungal shield.

Prerequisite: Fungalfolk, base attack bonus +6.

Benefit: Choose one additional fungal shield ability. All of your shield abilities activate simultaneously when you are hit by a triggering damage type.

Normal: A fungalfolk has only one fungal shield ability.

Fungalfolk Paragons (CR +1)

Fungalfolk almost never take class levels (viewing such disciplines as taboo), but many fungalfolk attain advanced knowledge and serve as champions, mystics, and mages. A fungalfolk paragon possesses the Advanced simple template and may select from the following roles:

Champion: The fungalfolk receives bonus feats as if he were a fighter of a level equal to his hit dice, and gains proficiency in all simple and martial weapons and all armor (including tower shields). A fungalfolk's medium or heavy armor is fabricated from hardened fungal cultures grown directly on the fungalfolk's body, and may be magically enhanced as though it were of masterwork quality. A champion does not gain armor training, weapon training, or bravery.

Mystic: Fungalmen mystics select two domains from the following list: Chaos, Darkness, and Plant. The mystic receives the domain abilities and domain spells as a cleric of a level equal to her HD. Unlike fungal cultures, these spells are legitimate divine spells, although the divine focus is often a mushroom plucked from the fungalfolk's body. Mystics receive Knowledge (religion) and Knowledge (nature) as class skills.

Mage: Tapping into the arcane powers of magical fungus, the fungalfolk mage chooses one additional spell effect to cultivate from the sorcerer/wizard spell list at each odd level. These spell effects work exactly like the standard selection of fungalfolk cultures, and may be modified by fungalfolk feats. The mage must be of sufficient hit dice to cast the spell in question (substituting its hit dice for wizard levels). A fungalfolk mage gains the Brew Potion feat at 3 HD, and a metamagic or item creation feat for every 5 HD it possesses. Metamagic feats may be applied to any fungal culture available to the fungalfolk, but increase the casting time to a full-round action. Fungalmen mages gain Spellcraft as a class skill.

Fungalfolk Society

Unlike their kin who were not threatened by the discovery of the sun-lit lands, fungalfolk were once dwarves who fully embraced life underground. In ancient times, these dwarves, held in captivity, began to grow magical and natural fungal cultures directly on their bodies to strengthen their ability to resist and thrive on short commons. When the clans won their freedom, the two branches of the dwarven people split—some continued on to the surface, and the rest remained behind. A thousand years of further fungal cultivation and evolution completed the transformation from dwarf into fungalfolk, although tribal and clan patterns are still evident in fungalfolk society.

Modern fungalfolk live in family units or small clans, tilling crops in underground caverns. Though they retain the crafting skill of their dwarven ancestors, they prefer to use weapons crafted from the bounty of the underground ecosystems. They grow fungal armor directly on their bodies, and their picks are often crafted from cave scorpion stingers, fungal hardwoods, and obsidian or flint.

The cultures on a fungalfolk's body vary from individual to individual; rumors of aquatic and fire-resistant fungalfolk regularly make the rounds of the subterranean gossip mill. Some of these rumors are misplaced since fungalfolk paragons, with their enhanced and variable abilities, are often mistaken for new varieties of the fungal folk.

These people are primarily peaceful, seeking to become one with the darkened lands, although their experimentation with fungal hallucinogens often makes them unpredictable. For the most part, sky-trekkers from the sunlit lands can count on respite and fire trade in a fungalfolk village.

Dungworm

The pale yellow skin of this three and a half-foot-long worm darkens towards the rear; the tail segment is a dark brown and glistens with black pus.

Dungworm		CR 1/2
XP 200		
N Small vermin		
Init +1; Senses darkvision 60 ft.; Perception +0		
DEFENSES		
AC 12, touch 12, flat-footed 11 (+1 Dex, +1 size)		
hp 8 (1d8+4)		
Fort +6, Ref +1, Will +0		
Immune disease, mind-affecting abilities		
OFFENSE		
Speed 20 ft.		
Melee bite +1 (1d4)		

Special Attacks Dung packet

STATISTICS

Str 10, **Dex** 12, **Con** 18, **Int** —, **Wis** 10, **Cha** 6
Base Atk +0; **CMB** −1; **CMD** 10

ECOLOGY

Environment underground

Organization solitary, pair, brood (3–10), infestation (11–20)

Treasure incidental (dung packet, dung pressings)

SPECIAL ABILITIES

Dung Packet (Ex) Organic and mineral matter passes through the dungworm's digestive tract and collects in its tail. Once per week, as a standard action, a dungworm whips its tail and flings the engorged body segment at a foe. The dung packet acts in all respects as a tanglefoot bag with the addition of a powerful stench that accompanies the splattering projectile; a target that fails its Reflex save by five or more takes a direct hit and is sickened by the stench until the splatter hardens and cracks away.

Dungworms are the bane of cultivators of underground fungal crops. Prodigious eaters, a dungworm infestation destroys all growth in a cavern in a matter of days, and they eat live meat and putrefy flesh as well as plant matter, making them dangerous not only for the devastation they visit on crops but also to those who attempt to exterminate them.

The dungworm's digestive tract is closed; waste material builds up in the last segment of the worm's body, which sloughs off every week. These cast-off "dung packets" can be used as weapons, and the dung within the skin casting is also useful in the manufacture of certain items. Sometimes the dung is pressed into forms and then carved and polished; the result is brown-veined black jewelry as striking as amber or polished obsidian.

Purple Worm Hatchling

Leathery segments of pale purple enshroud the full length of this 5-foot-long worm. A toothy maw opens wide, straining at the corners as if seeking an even greater passage into the gullet of the beast.

Purple Worm Hatchling		CR 1/3
XP 135		
N Medium magical beast		
Init +1; Senses darkvision 30 ft., tremorsense 30 ft.; Perception +2		
DEFENSES		
AC 11 touch 11, flat-footed 10 (+1 Dex)		
hp 5 (1d8+1)		
Fort +3, Ref +3, Will −1		

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Immune disease, mind-affecting abilities

OFFENSE

Speed 10 ft.; burrow 2-1/2 ft.

Melee bite +1 (1d4 plus grab)

Special Attacks nascent swallow

STATISTICS

Str 10, **Dex** 12, **Con** 13, **Int** 1, **Wis** 7, **Cha** 6

Base Atk +1; **CMB** +1 (+5 grapple); **CMD** 12

Feats Weapon Focus (bite)

Skills Perception +2

ECOLOGY

Environment any underground

Organization solitary, survivors (2-4), or nest (20-30)

Treasure incidental

SPECIAL ABILITIES

Nascent Swallow (Ex) A purple worm hatchling that succeeds on a grab attack instinctively attempts to swallow its prey. Until its gullet is fully developed, it may only swallow creatures of size Tiny or smaller, or Small creatures with no skeletal structure; otherwise, it simply maintains the grapple. The hatchling does no additional damage when maintaining a grapple; instead, the target must succeed on a DC 11 Fortitude save or gain the sickened condition. Each additional worm attached to a target increases the DC of this save by 2.

Hatched from clusters of eggs laid in sealed caverns, the larvae of the purple worm battle against each other for survival. Of the two dozen hatchlings that break free from thick shells (hardness 5, hp 10) usually only one survives to grow large enough to burrow through the earth. It takes weeks for even the most rudimentary burrow ability to manifest, in between battles the victors digest and gain strength from their devoured brothers and sisters.

Springspark

A fist-sized ball of fur launches itself through the air with a kick of short, powerful legs. Sparks crackle from the hairs standing on end.

Springspark

CR 1/6

XP 65

N Tiny animal

Init +2; **Senses** low-light vision, scent; Perception +1

DEFENSE

AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)

hp 3 (1d8-1)

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

OFFENSE

Speed 40 ft.

Melee slam +4 (1d2-4 plus 1 electricity)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks staggering shock

STATISTICS

Str 3, **Dex** 14, **Con** 8, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +0; **CMB** -6; **CMD** 6

Feats Spring Attack^B, Weapon Finesse

Skills Acrobatics +6 (+10 jump), Perception +1;

Racial Modifiers +4 Acrobatics when jumping

ECOLOGY

Environment any

Organization solitary, nest (2-4), or colony (5-30)

Treasure incidental

SPECIAL ABILITIES

Staggering Shock (Ex) On a critical hit, the creature struck must make a DC 11 Fortitude save or be staggered for 1d3 rounds. The save DC is Charisma-based.

A springspark's conductive fur generates a powerful charge of static electricity that augments its weak slam attack. The tiny creature uses its incredible speed and acrobatic skill to sprint and roll across the ground before launching itself at its opponent. When resting or eating, the springspark squats down on two hairless legs; a mouth with hundreds of tiny razor-sharp teeth is located between its powerful thighs.

Found in almost any environment, the springspark's hair coloring often matches the surrounding terrain, varying from white and pale blues in cold climates to grays and cool browns underground. Warmer browns and grays predominate in warmer climes. Beady black eyes and a stubby nose are buried deep beneath the matted fur.

Springsparks shed their fur constantly. The floors of their lairs, especially those of well-established colonies, are covered in a bouncy matting of mixed hair, dried fecal matter and the skeletons of the small rodents attracted by the powerful scent of the shedding pelts.

Springsparks have huge appetites for animals of their size, but their hunting does not get in the way of fun and games. Springsparks engage in jumping games, racing games, and acrobatic tag matches that would delight an animal trainer of any stamp. The tiny creatures often come together both in play and in attack, forming a larger ball of electrical mayhem.

Springspark Familiars: A spellcaster who takes a springspark as a familiar gains a +3 bonus on Acrobatics checks.

Springspark Mob

A multitude of pink, hairless legs wrap around each other at the bend of knee and crook of ankle, assembling a dozen fist-sized balls of fur into a hairy sphere crackling with energy and reeking of ozone.

Springspark Mob

CR 2

XP 600

N Small animal

Init +2; **Senses** low-light vision, scent; Perception +1

DEFENSE

AC 13, touch 13, flat-footed 11 (+2 Dex, +1 size)

hp 30 (4d8+12)

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

DR 5/bludgeoning and slashing

Weaknesses cohesion

OFFENSE

Speed 35 ft.

Melee touch +5 (1d6 electricity)

STATISTICS

Str 10, **Dex** 12, **Con** 14, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +3; **CMB** +2; **CMD** 13

Feats Fleet, Spring Attack ^B, Weapon Finesse

Skills Acrobatics +8 (+12 jump), Perception +1;

Racial Modifiers +4 Acrobatics when jumping
SQ mob healing

ECOLOGY

Environment any

Organization solitary or pair

Treasure incidental

SPECIAL ABILITIES

Cohesion (Ex) A springspark mob reduced to half its total hit points breaks apart into individual springsparks. The number of survivors equals the current hp total divided by 3.

Mob Healing (Ex) Individual springsparks may “heal” a mob for 3 hp by jumping into it with a DC 20 Acrobatics (jump) check.

Appendix B - New Items

The Fungal Cornucopia

A plethora of new natural items or materials found in the deep caverns are presented below; adventurers can roll a d20 on this table as they explore the cavern to determine their discovery when prompted in room descriptions.

These fungal items are uncommon, requiring a DC 15 Knowledge (dungeoneering), Knowledge (nature), or Survival check to identify. If the growth replicates a spell effect or magic item, *detect magic* and Spellcraft may be used to identify it. Unless noted in the item description, a successful check allows the item to be harvested safely.

1. Acid Pads: This fungus grows on stone walls slick with acidic moisture, usually from contaminated ground run-off. When crushed, a thin paste can be applied to skin, armor, or clothing, creating a barrier resistant to acid. The paste acts in all instances like fire ward gel ^{UE}, but grants acid resistance instead of fire resistance. **Value:** 150 gp.

2. Addlecaps: These mushrooms heal 2d8+3 points of damage per dose, but the poison in them grants a light euphoria for 10 minutes. Failure on a DC 11 Fortitude causes the imbiber to become confused for 1d2 rounds after consuming the mushroom. The euphoria has no other effect. Addlecap clusters usually contain 1d2 mature caps. **Value:** 275 gp.

3. Alkali Sticks: These fungal stalks are infused with alkali salts and can be used as prods against dungeon oozes. As a standard action, the wielder of an alkali stick may “plant” it in any square within 5 feet (including a square containing an ooze). While the sticks do no damage, an ooze must make a DC 11 Will save to remain in or move into a square containing a planted alkali stick. An ooze gains a +1 bonus to this save for every HD it possesses above 4. Multiple alkali sticks in the same square increase the Will save DC by 2 each. Alkali sticks have hardness 2 and 5 hp; a cornered ooze will attempt to sunder them to get past if it succeeds on its Will save. **Value:** 25 gp.

4. Apothecary’s Blanket: This patch of varied fungus contains natural remedies equivalent to an antidote kit ^{UE}. In addition, it contains enough healing salves and astringents to replace 3 uses of a healer’s kit. **Value:** 115 gp.

5. Chillstaff: A weak strain of brown mold grows on the end of this wooden mushroom stalk with a central knob that radiates heat. When cut, the staff may be used as a quarterstaff, with one

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end dealing an additional 1d6 non-lethal damage. Creatures with cold resistance are immune to this damage. A DC 20 Craft (weapons) check allows the staff to be harvested as a masterwork quarterstaff. There is a 20% chance that the mold is growing on both ends of the shaft. The central heat knob must be wrapped in a hot cloth (or exposed to a similarly intense heat source) for 10 minutes each day or the mold dies. **Value:** 500 gp per end, plus masterwork component if applicable.

6. Copper Taps: These small mushrooms are the natural equivalent of *goodberries*. 2d4 taps may be harvested from any given patch once per day. **Value:** 25 gp.

7. Daybreak Lichen: This lichen flourishes in damp environments, attaching itself to rock faces and loose stones, but takes on magical properties when deprived of water. Completely dry daybreak lichen can be crushed to release a strong magical light, equivalent to an *oil of daylight*.

Daybreak lichen is difficult to harvest: wet or dry, the filaments are too fragile to separate from the rocks and keep intact. The only way to carry off the lichen is by removing the entire rock on which a patch grows. Wet lichen-covered stones are fragile, requiring a DC 25 Knowledge (dungeoneering) check to harvest and taking 2 weeks to dry completely. Most creatures who harvest daybreak lichen satisfy themselves with collecting loose stones, but skilled stonecutters can sometimes carefully chip away a section of stone from a larger formation (DCs vary from 15 to 30 depending on the rock formation). Lichen-covered rocks must be kept in hand or in a specially constructed cradle (Craft DC 10) to avoid crushing or tearing the fibers prematurely. These cradles can be fabricated from a variety of materials, granting flexibility in the choice of Craft skill. **Value:** 750 gp.

8. Dungpacket: The cast-off waste of a dungworm is contained in a segmented membrane that acts in all respects as a tanglefoot bag with the addition of a powerful stench that accompanies the splattering projectile. A target that fails its Reflex save by 5 or more takes a direct hit and is sickened by the stench until the splatter hardens and cracks away. The packet maintains its integrity for 1d6+1 days before disintegrating. **Value:** 65 gp.

9. Eldritch Siphons: These tube-like fungi can be temporarily transplanted onto the clothing, pelt or armor of a creature (taking up a neck slot). Massaging the tubes as a standard action releases an arcane force that replicates the effects of *shield* (CL 1st). A single dose may be activated three times before the force is depleted. While charged, the tubes also protect against *magic missiles*; each remaining dose can stop up to 10 points of damage (which expends an activation of the *shield* ability).

The last *shield* ability can be activated even if less than 10 hp remain on its "charge." **Value:** 525 gp per full dose.

10. Feathercaps: The small toadstools have red caps with white spots and grow in clusters of three. When bitten, the user becomes light headed and benefits from the effects of *feather fall* for one round per cap eaten. Up to three caps may be bitten at a time; each additional cap extends the duration for one round. Caps may be held in one's mouth in anticipation of a fall; biting a cap is an immediate action. **Value:** 225 gp for a full dose of three.

11. Ironcap: A knobby boss protrudes from the convex bell of this mushroom, high above head height on a long stalk. Cut ironcaps are treated as non-lethal long spears with the fragile condition that do bludgeoning instead of piercing damage. A DC 20 Craft (weapons) check allows an ironcap to be harvested as a masterwork-quality weapon. **Value:** 10 gp, plus masterwork component if applicable.

12. Laddercaps: These mushrooms have a foot-long stalk capped by a knobby top and grow out horizontally from the sides of rocks and cavern walls. Their roots are incredibly strong, so laddercaps can be used to scale even the steepest walls. When sliced at the base, laddercaps can be used as temporary rungs; a sticky sap allows them to be attached once to rocky surfaces and bear a load of 250 lbs. Once harvested, the sap lasts for three days. A patch of laddercaps yield 3d10 mature stalks, and each stalk harvested allows 1 foot of vertical travel when placing the cuttings. **Value:** 2 gp per 10 cuttings; laddercaps harvested with intact roots for transplanting (Survival or Knowledge [nature] DC 20) are worth 2 gp each.

13. Secret Sealer: This magical fungus comes in many shades of brown, grey, and blue. It can be smeared in the cracks of secret and hidden doors, masking them and stymieing the stonecutting racial ability of dwarves, as well as countering *detect secret doors*. A targeted search of the specific square in which a treated door exists allows a DC 11 Will save to defeat the *silent image* released by the paste masking the door, at which point a standard Perception check may be made to locate it. Once applied, the secret sealer maintains its magical integrity for one hour. **Value:** 50 gp.

14. Stonewrap: This lichen grows in sheets that resemble stony or rocky walls. When carefully folded or stretched on a frame (Craft [leather] DC 15), stonewrap can be formed into a leather-like sheet used to conceal passageways. It can also be formed into a cloak that can help conceal its wearer. However used, it grants a +4 circumstance bonus on Stealth checks in rocky areas. **Value:** 125 gp per 20 square feet.

15. Shaftstalk: These stick-like fungi have feathery growths at one end and are perfect for making bolts and arrows, granting a +4 circumstance bonus when crafting them. A DC 20 Craft (bows) check allows a shaftstalk to be harvested with the masterwork quality. One shaft in any bunch (which occur in patches of 1d4+1) is inherently magical, allowing the fabrication of a +1 arrow or bolt. **Value:** 1 gp for 10 mundane shafts, 40 gp ea for magical shafts.

16. Shroomslick: Crushing a handful of these mushrooms and rubbing them over one's clothing, armor, and body grants a +5 alchemical bonus on Escape Artist checks, on combat maneuver checks made to break a grapple, and to CMD to avoid being grappled; this effect lasts for 4 hours or until the substance is washed off. **Value:** 5 gp.

17. Slumber Nettles: These supple vines with wicked thorns are often woven into nets. The thorns may also be used as arrowheads, but their fragile nature means that they deal damage as one size category smaller than normal. As a trap component, slumber nettle poison increases the CR of a trap by 1. **Value:** 50 gp.

Slumber Nettle Poison

Type poison (injury); *Save* Fortitude DC 13; *Frequency* 1/round for 2 rounds; *Initial Effect* staggered 1 round; *Secondary Effect* unconsciousness for 1d3 hours; *Cure* 1 save

18. Spellcall Tabs: This bell-shaped purple mushroom with yellow veining can be eaten whole or sliced into three distinct portions. One slice allows a spellcaster to recall (or recharge a daily use) of a previously cast 0-level or 1st-level spell, two slices recall a 2nd-level spell, while three slices or a whole mushroom allows the recall of a 3rd-level spell. Eating more than three slices in a single day is risky, requiring a DC 15 Fortitude save. Failure results in the loss of one level of prepared or allotted spells per additional slice eaten or (if insufficient spell slots are available) unconsciousness for 1d3 hours. Two cantrips or orisons count as a single 1st-level spell; they can no longer be cast at will until the following day. The Fortitude save continues to increase in difficulty (+2 per slice eaten beyond the fourth). **Value:** 750 gp per whole mushroom.

19. Springspark Mats: This matting provides a +5 circumstance bonus to Acrobatics checks. Enough matting to fill a 5-foot square weighs 10 lbs. and retains enough spring to provide the Acrobatics bonus for 4 to 6 (1d3+3) uses before losing its integrity. Placing a cut section of matting is a full-round action.

20. Wild Card: This mushroom or fungus replicates a spell effect and is treated as a potion for all purposes. Select a spell or roll once on the greater minor potions table ^{UE} to determine the effect replicated.

New Materials

Dunghafted Weapons: Made from pressed dungworm waste, these hilts and inlay strips in hafted weapons provide a firm and somewhat sticky grip, granting a +2 bonus to disarm combat maneuvers and to CMD to resist a disarm attempt. The finely carved and polished pressings increase the cost of the weapon by 500 gp.

Fungal Leather: The natural armor of the fungalfolk consist of leathery lichens and mushroom cultures grown into its epidermis. Those willing to skin a fungalfolk corpse are rewarded with leather padding that can be sewn into an existing mundane armor, increasing its armor bonus by +1. The armor need not be masterwork to gain this bonus. If armor with a fungal leather lining is subsequently enchanted, it loses the armor bonus of the fungal leather, but the cost of the enchantment is reduced by 500 gp. A fungal leather lining increases the cost of a suit of armor by 500 gp, with no impact on maximum Dexterity bonus or armor check penalty.

Cave Scorpion Pick: This heavy pick is fashioned from the stinger of the cave scorpion and has the fragile condition. The poison reservoir and channel are still intact; a wielder without the poison use class feature may apply poison to this weapon with no chance of accidentally poisoning themselves. **Value:** 308 gp.

New Gear

Dungsnatchers: These leather gloves are sewn with panels of dungworm pressings in the palms and fingers, and allow an unarmed wearer to make disarm attempts as if they were armed. **Price:** 800 gp; **Weight:** 2 lbs.

Springspark Boots: These boot contain hinging soles that can be flipped back as a swift action to reveal springspark mat pads. These pads increase the user's land speed by 15 feet for 5 rounds before disintegrating. Reloading the pads is a full-round action that provokes attacks of opportunity. **Price:** 750 gp (boots), 25 gp (reload); **Weight:** 2 lbs.

New Intelligent Item

Circlet of Lineage (Minor Intelligent)

Aura faint transmutation*; **CL** 3rd*
Slot headband; **Price** 8,000 gp; **Weight** —
Alignment Lawful Neutral; **Senses** 30 ft.
Int 10, **Wis** 10, **Cha** 12, **Ego** 2
Language Empathy

DESCRIPTION

This bronze circlet is covered in Ancient Dwarven runes that detail the lineage of kings all the way back into pre-history. Although space on the *circlet* is finite, the runes scroll as they are read. The *circlets*, nine in total, were worn by dwarven royalty until the enslavement of their people by the cave giants during the time of trials. This particular *circlet* may be the last example of such magic, but the lineage record ends with the dwarven royals at the time of the death of the dwarven princess Ingra Coppermane.

The *circlet's* special purpose is to complete the lineage of the Coppermane descendants to the present day, but its powers are weak due to a dearth of information dating from the time of its loss to history. As the lineage is completed, the item grows in power. The caster level of the item and aura scales as it improves in power.

In its current incarnation, the *circlet of lineage* grants a +1 enhancement bonus to the wearer's Charisma, and imparts the ability to cast *arcane mark* at will. The empathic communication of the *circlet* sometimes takes the form of Ingra weeping or laughing in approval.

During the course of this adventure, the following enhancements can be attained:

1. Safely interring Ingra Coppermane in Area L8: increase item's Wisdom to 12 and raise its Ego by 1.
2. Discovering and reading the dwarven history in Area M11: increase item's intelligence to 12 and raise its Ego by 1.
3. Attuning the *circlet* to one of the dwarven heroes in Area Q10: the item is granted the full properties of the wearer's choice of a *headband of alluring charisma* +2, *inspired wisdom* +2, or *vast intelligence* +2 (*Sense Motive*). The starting +1 enhancement bonus to Charisma is replaced by the ability increase selected. The chosen mental ability score of the item itself increases to 14, and the item's CL increases to 8th. The *circlet* gains telepathy and the ability to read languages. Its Ego increases by 3.

When fully enhanced, the *circlet of lineage* is worth 8,000 gp as a magic item in its own right, and perhaps even more to a collector of dwarven antiquities.

DESTRUCTION

The most direct living descendant of the line must be beheaded while wearing the *circlet of lineage*.

New Cursed Item

Ring of Emptiness

Aura moderate conjuration; **CL** 5th
Slot ring; **Weight** —

DESCRIPTION

This ring requires the wearer to consume twice its daily allotment of food and drink, or gain the fatigued condition. The ring can be removed, but until the curse is lifted, all food and drink consumed by the afflicted tastes of ash and requires a DC 13 Fortitude save after each meal (typically 3 saves per day) to avoid being sickened for one hour. The ring may be replaced on the user's finger to avoid these saves (once again causing increased consumption), but it takes 24 hours to re-attune this modicum of protection.

This ring is tied to a haunt discovered in ancient dwarven ruins. While the haunt persists, the curse can be removed from an afflicted creature with a successful casting of *remove curse*, but the ring remains cursed until the haunt is destroyed. Destroying the haunt breaks the curse and transforms the ring into a *ring of sustenance*.

The ring contains the rune of the original owner's name ("Odol") carved into its interior.

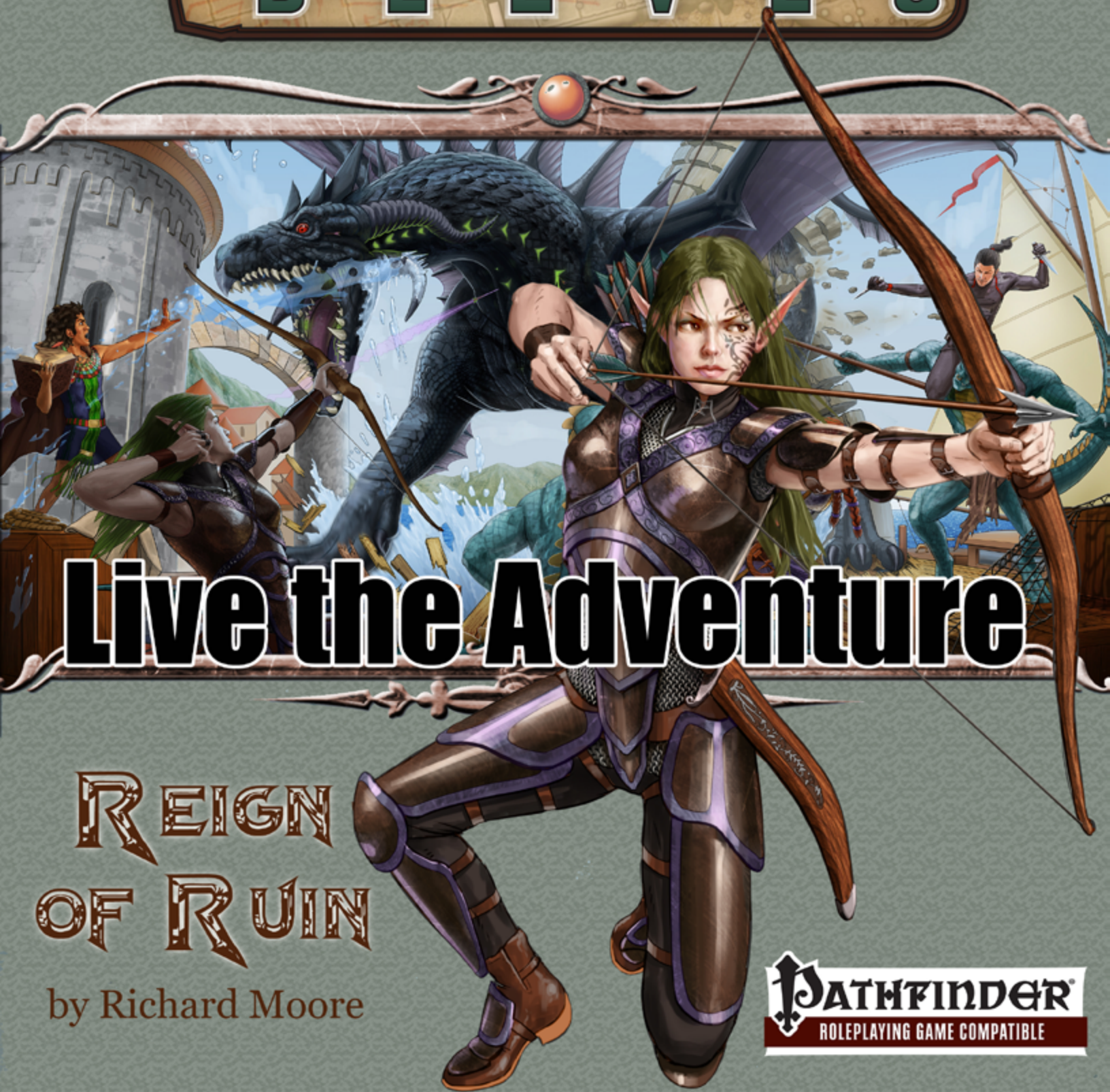
CREATION

Magic Items *ring of sustenance*

New Campaign Trait

Person Of Many Talents: You have worked many jobs and can figure out how to do most anything. You gain a +1 trait bonus to three Craft or Profession skills selected at character creation. Any time you take a new rank in Craft or Profession, you may shift the trait bonus to reflect the steady practice of new (or revisited) skills.

DEADLY D • E • L • V • E • S



Live the Adventure

**REIGN
OF RUIN**

by Richard Moore

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

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