

BDKi6-06

A Place to Call Home

A One-Round D&D LIVING GREYHAWK[®] Bandit Kingdoms Regional Interactive Adventure

Version 0.9

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After a chasm opened in the ground near Thunk's Hunting Lodge during a ceremony held to honor the fallen dwarf Ulfgar, a secret city of duergar was discovered. Can you help the dwarves of the Combination clear out a city of their evil, grey-skinned cousins and, in doing so, help them lay claim to a home of their own? A Bandit Kingdoms Regional Master Maze Interactive Adventure set below the Tangles during the 8th through 14th of Flocktime, for APLs 2 to 14. This event will allow regional PCs to spend up to 5 TUs, and does NOT have an item access AR.

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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To learn more about LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

Players Read No Further

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read further than this section, you will know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

Preparing For Play

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

This event is a Master Maze Interactive. Judges should use minis that reflect the monsters encountered as accurately as possible.

Living Greyhawk Levels of Play

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportionate to the modified average character level of the PCs participating in the adventure. To determine this modified Average Party Level (APL) follow the steps below:

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought

by virtue of a class ability (such as animal companions, familiars, paladin's mounts) or the warhorse of a character with the Mounted	CR	1	2	3	4
	1/4 and 1/6	0	0	0	1
	1/3 and 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	5	6	7
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. Animals with different CRs are determined separately using the chart; then, take the highest CR animal (or animals), and add 2 (drop fractions). This result is the effective character level for a mixed-CR group of animals. A single PC may only bring four or fewer animals of this type.

3. Sum the results of step 1 and 2 and divide by the number of characters playing in the adventure. Round up to the nearest whole number.

4. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC may gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points for the adventure. Further, if the PC is three character levels or more lower than the APL at which this adventure is being played, that PC receives one-half gold for the adventure as well. This simulates the fact that either the PC was not challenged as much as normal or relied on help from higher-level characters to reach the objectives.

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

5. Enlist a sixth player.
6. Advise characters to buy riding dogs to help protect and fight for them.

Time Units and Upkeep: Important, READ IT AGAIN

This is a non-standard multi-round Regional Interactive adventure set in the Bandit Kingdoms. Characters native to the Bandit Kingdoms pay one Time Unit per round; all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

A character who does not pay for at least Standard Upkeep may also avoid the above-described penalties

by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

NOTE: Tables of this event will be able to spend extra TUs to keep the gold and xp that they earn. ALL PLAYERS at a table must agree to pay the same amount of TUs (or double for out-of-region PCs). Thus, a table of 5 BK PCs and 1 Highfolk PC may elect to spend 4 TUs in the delve. Thus, the Highfolk player must agree that his PC spends 8 TUs. This will allow the PCs to earn 4 times the maximum listed for their APL on the AR, if they found that much treasure and earned that xp.

Details for determining how many TUs a table can spend are located in the Treasure and Experience Summary sections of each tier.

Adventure Background

During Greater Boneheart Cranzer's attack on the tangles during the spring thaw of 596 CY, one lone dwarf warrior valiantly fought Cranzer's fiends until he could no longer stand, choosing death over flight, choosing bravery over cowardice. "Remember Ulfar!" the dwarves of the Combination shout now as they wade into battle.

To honor the fallen warrior, a group of dwarves banded together to fashion a statue to place at the site of Ulfar's Last Stand. Donations from others were accepted, and soon the dwarves had completed a masterful statue of their fallen brother (valued at over 10,000 gp). The statue complete, the dwarves took it into the now decimated Tangles to place it at the site of Ulfar's death (near Thunk's Hunting Lodge, formerly Borjed's Hunting Lodge).

After a long and rowdy celebration, a dwarven priest consecrated the statue and blessed it with dwarven holy ale. It was at that precise moment when a rift in the ground opened up near the statue, leading down to the depths of the UnderOerth.

Intrigued, and not sure if this was a sign from Moradin or not, the dwarves ventured forth into the dark tunnels deep below the Tangles only to run into a duergar patrol team. After surviving (barely!) the

patrol's ambush, the dwarves located and freed a prisoner: a duergar who had seemingly lost his memory. All that this lone wretch could detail about his home was that it was a large city of duergar and that he had been captured as he was trying to flee it.

It became clear to the dwarves: Here was a mission worthy of Ulfar, divinely inspired by Moradin himself! Clear out the city of evil duergar, and in the process claim a home for the dwarves of the Combination. Thus, on the 8th through the 14th of Flocktime, during the dwarven ritual holiday of Harnekiah, or "cleansing of the mountains", groups of adventurers will enter the tunnels and seek to drive out the duergar.

Never before have the various dwarven clans of the BK been united, but maybe, just maybe they can form a real dwarven nation of their own. Alls they need to do so is a place to call home.

Adventure Summary

This Master Maze Interactive is broken down by APLs 2-14. Each APL has its own path to follow. Each path grows progressively more dangerous the further the PCs go. However, the treasure and xp scale accordingly, and the further they get the more TUs the PCs can choose to spend.

Preparation for Play

There are a plethora of tunnels leading into the duergar city itself. For the purposes of this event, EACH TABLE IS ASSUMED TO NAVIGATE A UNIQUE TUNNEL AT A UNIQUE TIME, thus the monsters killed during the previous slot have no impact on the next slot's tables nor can tables interact with each other.

Each Encounter is numbered. Simply have the PCs encounter them in numerical order as they move through the Master Maze. Sometimes the corridors are longer than Master Maze allows. This will be detailed in the room's encounter section. The duergar are highly lawful, they have a defensive plan for their city that they will not deviate from (unless the Triad says otherwise).

Unless otherwise noted, all rooms and tunnels have a ceiling height of ten feet and all doors in the complex are the following:

Stone Doors: 4 in. thick; hardness 8; hp 60; AC 5; Break DC 8; Open Lock DC 20.

Things to review and keep in mind before running this adventure:

- It is dark. PCs without darkvision will need to bring light to see. Be aware of the range of the monsters' and PCs' visual senses.

- Sound travels differently in tunnels. Listen checks suffer only a -1 penalty per 20 ft. of distance as opposed to the standard -1/10 ft.
- The PCs may only go in once. If the PC's leave the delve, the monsters are assumed to have been killed by other adventurers, wandered off, etc.
- The duergar should use very good tactics. They are naturally good soldiers, and their training has enhanced that.
- The duergar and all other intelligent monsters will remain silent, except as necessary to cast spells and coordinate tactics during a fight. Even if captured and interrogated, they remain silent. Their discipline in this regard is unmatched and cannot be overcome by standard Intimidate or Diplomacy attempts. Any attempts at spells such as *detect thoughts* on the duergar or their allies gives a result of, "Kill the intruders. Defend our home."
- Various monsters and constructs are tasked with defending the city from intruders. These attack non-duergar on sight. Should the PCs disguise themselves as duergar, the various denizens will still somehow know to attack them. Do not worry about how this can be, nor should you argue with the players about the mechanics if they complain. Consider it Triad level knowledge as to how this is happening.

Below is a list of room sizes for slot-0 judges (width x length x height):

- Room 1: 30 x 30 x 10
- Room 2: 40 x 30 x 20
- Room 3: 10 x 100 x 10
- Room 4: 10 x 100 x 10
- Room 5: 40 x 40 x 20
- Room 6: 50 x 50 x 20 (note, the majority of the room is a pit. See Room 6 for details)
- Room 7: 40 x 40 x 20
- Room 8: A vast cavern with a ceiling 100 ft. high.

Introduction

Word has gone out: the dwarves of the Combination have located a city of their evil, grey-skinned cousins, duergar, and they have invited adventurers to help them clear out the tunnels!

It is the 8th of Flocktime, the first day in a week sacred to dwarves, and they have invited you to partake in their ritual holiday of Harnekiah, or "the cleansing of the mountains." Typically, the cleaning is done by dwarven communities from the inside out, as they drive off nearby humanoid tribes, annoying vermin, etc. The dwarves of the Combination, however, are cleaning outside in, in order to claim a city and home for themselves!

The travel through the northern Tangles revealed that the forest is indeed dead. All streams that you have crossed contain foul-smelling, yellowish colored water unfit for drinking. You did not spy a single green leaf, nor could your best tracker find a single living game animal, so devastating was Cranzer's attack. Where before the trees and foliage made every path a twisting maze, now you can see past the skinny, bare trunks without hindrance.

Finally, you find yourselves standing just outside Thunk's Hunting Lodge, near the sacred statue of Ulfar the Brave. Dozens of adventurers mingle freely (although some keep a sharp lookout to the skies, fearing another attack by Cranzer) with various woodsmen. Here and there, you hear the words, "Moskol's Legion" bandied about. Soldiers of the Army of the Warfields keep an eye on the crowd. Several adventurers freely enter Thunk's Lodge, while others have set up tents nearby.

Remarkably, a small rift dives into the ground not ten feet away from the base of the statue. A series of rope ladders have been secured, allowing adventurers to easily climb down the rift. Dwarven priests are monitoring traffic in and out of the small fissure.

You've overheard that the tunnel leads south-east and that it will take about two to three days travel to reach the outskirts of the duergar city.

To avoid adventuring parties clumping up and accidentally attacking each other, the dwarven priests are efficiently sending them in one group at a time, with one hour between each group. Each should be able to find their own tunnel to loot and explore.

Already, you have witnessed several bands of adventurers carry dead comrades out of the hole, silently handing over bags of diamonds for the priests to use in the rituals that bring the dead back to life. You hear several of them say, "I knew we shoulda turned back sooner." Clearly, some pressed on and it cost them their friends' lives, however, many of them are returning loaded down with riches and stories.

As this is a delve, the PCs are free to plan accordingly. Allow the players time to determine their spell selections, what gear they are leaving behind, etc. Mounts left behind will be looked after by a group of dwarves from Hallorn (Clan Wardin). Officials of the Army of the Warfields are there as well, keeping an eye on things.

The meta-organizations listed below have a representative at the gathering. If they bring a spellcaster, their name (if an important NPC), and class levels will be notated in parentheses. See the BKMGM for using favors with a BK meta-organization:

- The Army of the Warfields (Clr7 of Kelanen)
- Moskol's Legion (Otele, Clr13 of Trithereon)

- Old Faith Druids of the Northern Reaches (Bellamoh Galanmion, Drd13)

In addition, several of the mercenaries detailed in the BK Mercs document are available to be hired for this event (listed below). Remember, only tables of 4 PCs may hire a mercenary and the players must have the appropriate documentation from the BK Mercs document to show to you. PCs that hire a merc may not bring along a cohort.

- Private Anderson, Marshal2, Army of the Warfields
- Sourstis, Ftr6, Circle of the Crimson Stone
- Varin, Nec6, Death Cultists
- Branagen, Drd4, Old Faith Druids of the Northern Reaches
- Bertello Hennen, Swashbuckler4, Hallorn Fencing Academy
- Myrge Nartson, Favored Soul4, Moskol's Legion
- Cynthia Michelson, Healer2, Hidden Shrine to Pelor
- Kurt Lortzon, Hexblade6, Western Reaches

Allow the PCs to Gather Info while they await their turn:

DC 5 Lots of dwarves down there!

DC 10 Watch out for traps!

DC 12 I think they knew we were coming!

DC 15 Man, I've never seen a dog that big before! How it squeezed through the tunnels to bite me, I'll never figure out!

DC 20 Not a single duergar that we faced uttered a sound except to cast a spell or give tactical advice to his comrades.

DC 25 I didn't see a single female warrior, now that you mention it.

DC 30 Seems odd that the duergar are keeping some aberrations as pets.

APL 2

Your party has been traveling down the tunnel for two days. Clearly, it used to be a mine of some sort, and old timbers, now stone hard due to age, support the ceiling precisely every twenty feet.

Based on what you hear from the returning parties, you are now very close to where a series of tunnels branch off from this one. At the start of the third day, you arrive at a large cavern. Quite a few tunnels branch off into the darkness.

A dwarven priest points at one of the tunnels and quietly says, "There are a few tunnels down there that have yet to be explored. May the blessings of the All-Father be with you."

The PCs have arrived at their tunnel. Allow them to buff as desired before proceeding. Remember, once they leave, they may not come back.

Room 1 (EL 3)

A simple stone door stands before you.

Trap: Remember: dwarves can use their Search skill to locate difficult stonework traps just like rogues can, anyone can search for traps whose DC to find them is 20 or less, and anyone can take 20 on a search for traps.

The door is locked (DC 20) and trapped. Anyone who opens the door without flipping the hidden switch triggers the trap, causing the bricks to fall onto their head.

Hidden Switch: A hidden switch (Search DC 25, Open Lock DC 20) disables the trap. The switch is 10-feet to the right of the door.

Poisoned Stone Block from Ceiling: CR 1; mechanical; touch trigger (opening the door without flipping the bypass switch); repair reset; hidden switch bypass (Search DC 25, Open Lock DC 20); Atk +10 melee (2d6/x2 plus poison, stone block); poison (carrion crawler brain juice, DC 13 Fort save resists (poison only), paralysis/0); Search DC 20; Disable Device DC 15 (1d4 rounds).

Note: If the PCs "Take 20" searching for the trap, the duergar have time to go fetch the pair that they just relieved. In this event, there are four duergar warriors waiting for the PCs, and PCs might hear them getting ready.

Special: A rogue who exceeds the Disable Device DC by 10 or more (DC 25) can successfully identify which ceiling block is poisoned and remove it safely. This allows the party to sell the poisoned block as treasure.

Treasure:

The PCs only earn this if they collect the poisoned block (see Special, above).

Loot: 17 gp; Coin: 0 gp; Magic: 0 gp.

Creatures: The first room is the guard room. A pair of duergar have orders to attack any non-duergar who come through the outer door.

Duergar Warriors (2 or 4): hp 11 each; see *Monster Manual* page 91.

Tactics: Unless the PCs are very quiet, the guards will have heard them approaching and will thus have their crossbows loaded and ready to fire at the first non-duergar they see opening the door. The duergar are standing quietly, thus there is nothing for the PCs to hear.

As the duergar are aware of the PCs, they gain a surprise round as soon as the PCs open the door. The duergar will be lined up so that they can each shoot the PC opening the door without that target getting cover from the door. Even if that PC becomes paralyzed by the trap after opening the door, the duergar will still shoot at them.

On the following round, the duergar will draw their war hammers and attack. As soon as they have a move action that they can use, they will use it to ready their shields as well.

The duergar seek to focus their attacks on one PC at a time, seeking to drop the lightest armored PC that they can safely reach.

Treasure:

Loot: 34 (68 if 4 duergar faced) gp; Coin: 0 gp; Magic: 0 gp.

Room 2 (EL 3)

After a short corridor, another simple stone door stands before you.

Give the PCs a Listen check, DC 10, to hear a snuffling sound, as if something is clawing at the other side of the door while sniffing it.

Creatures: The duergar have captured several rust monsters and they use them as guards. What better way to disarm intruders than to force them to go past a rust monster?

Rust Monster: hp 33; see *Monster Manual* page 216.

Tactics: Rust monsters are nearly mindless, driven by their hunger for metal. This creature attacks the largest piece of ferrous (iron or steel) metal that it can reach as soon as the door opens (armor first, then shields, then other metal objects). It focuses on heavy armor as often as possible before attacking lighter armors, shields, etc. It CANNOT distinguish between magical and non-magical metal items.

Since the rust monster can smell the PC's metal items as they approach the door, and the PCs have heard the snuffling, neither party can be surprised.

Room 3 (EL 5)

A long, ten-foot wide corridor with a low ceiling leads on from the rust monster's room, descending slightly as it goes. Cross-braces support the ceiling every ten feet or so.

The corridor is longer than we can feasibly recreate with Master Maze (500 feet). It winds and twists just a bit as it descends 100 feet into the UnderOerth's depths. The ceiling is only five feet high here.

A DC 26 (DC 23 if the party is using torches, DC 20 if they are using an exceptional amount of light OR the tracker has low-light vision plus torches) Survival check made by a PC with the Track feat will reveal duergar boot prints in this corridor.

PCs that successfully track will see the tracks swerve around the edge of the pit trap, thus allowing them to bypass it with a successful DC 10 Balance check. PCs that fail the check fall into the pit trap.

The pit is ten feet across, so a PC may attempt to jump it. Remember, the ceiling is low here, so a PC might not be able to get the height necessary to clear such a jump (see the Jump skill in the PHB).

Trap: Remember: dwarves can use their Search skill to locate difficult stonework traps just like rogues can, anyone can search for traps whose DC to find them is 20 or less, and anyone can take 20 on a search for traps.

As the PCs are moving, they should not be taking 20 searching for traps (that would take hours, ending their chances of participating in the delve).

Wide-Mouth Spiked Pit Trap: CR 3; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6/x2, fall); multiple targets (all targets within a 10-ft.-by-10-ft. area); pit spikes (1d4 spikes per target, Atk +10 melee (1d4+5/x2, metal spike)); Search DC 22; Disable Device DC 17 (1d4 rounds).

Creatures: A carrion crawler has taken up residence at the bottom of the spiked pit trap in a small cave (10-foot radius and 10-feet tall). There, it consumes the

remains of any creatures unfortunate enough to fall into the pit.

The spikes in the pit itself make the ground there difficult terrain.

Should the PCs avoid the trap, the carrion crawler will climb the walls and attack them from behind. As it exits the pit, it will make noise (the floor bangs shut as it rotates on a pivot, etc.).

Carrion Crawler: hp 9; see *Monster Manual* page 30.

Tactics: Once a PC is paralyzed or unconscious, it will begin to eat them (treat as a coup d' grace). If threatened by other creatures, it will instead attack them before attempting to eat.

Fighting the creature will prove difficult, as the pit is only 5 feet wide and is sixty feet deep. Thus, the creature will have cover from ranged attacks.

Special: A DC 13 Knowledge (dungeoneering) check will remind the PC that the carrion crawler's brain juice can be used as a poison. DC 20 Survival check will allow a PC to successfully harvest the carrion crawler's brain juice (1 dose), which can be used during this event or sold later as a poison. A PC who fails the DC 20 Survival check has come into contact with the brain juice (expending the dose) and must save against its effects.

Note: The carrion's crawler CR has been lowered by 1 because the carrion crawler has minimum hit points. It doesn't get to eat a lot, so it's not very beefy.

Treasure:

The duergar leave the pit alone, cleaning out the treasure every 10 years or so. The last time they cleaned it out was about 5 years ago, so some treasure has accumulated (several gems, all the coins were previously eaten by a rust monster that got loose before the carrion crawler killed it).

Loot: 17 (carrion crawler brain juice) gp; Coin: 125 gp; Magic: 0 gp.

Room 4 (EL 4)

This ten-foot wide corridor continues for several hundred more feet, with no sign of any other traps. From ahead, you can hear the sounds of a large creature sniffing the air. Sounds carry funny in these tunnels, so you are not sure how far away the creature is.

The corridor is longer than we can feasibly recreate with Master Maze (500 feet). It winds and twists just a bit as it descends 100 feet into the UnderOerth's

depths. The ceiling is only five feet high here (the deep hound is 4 feet tall).

Have the PCs roll Listen checks. For every point that the highest beats DC 11, start the deep hound 20 feet away from the PCs.

Creatures: The duergar beastmasters have unleashed some of their pets into the tunnels to hunt down invaders. A deep hound is working its way through the tunnels ahead towards the PCs. Unless the PCs were moving silently, the hound has heard them. The deep hound has darkvision out to 120 feet.

The deep hound starts as Hostile. Unless it is made Friendly by a successful DC 35 Wild Empathy check (remember, Wild Empathy works just like Diplomacy, so the PC suffers a -10 penalty for rushing the attempt as the hound will not wait a full minute while the character tries to calm it down), it attacks the nearest PC and fights to the death.

Deep Hound: hp 58; see *Appendix APL 2*.

Tactics: The deep hound has been ordered to “defend” its home by its handler. It will try to kill the PCs to the best of its ability.

Room 5 (EL 5)

The corridor finally ends in another simple stone door.

Creatures: Behind the door lies another guardroom. Inside are a duergar tracker and his minotaur bodyguard. Unless the PCs were quiet as they approached and unlocked the door, the pair will have heard them and will be ready to surprise the PCs. The duergar will be *invisible*.

As the pair are not moving, they cannot be heard through the door.

Minotaur: hp 45; AL NE; *Possessions:* large greataxe, *potion of cure moderate wounds*; see *Monster Manual* page 188.

Duergar Tracker: Male duergar Rgr2; hp 19; see *Appendix APL 2*.

Tactics: The pair work well together as a team, and use effective tactics to kill the intruders. The minotaur only Power Attacks lightly armored foes. Remember, the duergar has Quickdraw and Rapid Shot. He tosses his axes before drawing his battleaxe. If possible, he will attempt to *enlarge* himself before wading into melee combat.

If they are aware of the PCs, the minotaur readies an action to powerful charge the first PC that it sees (probably the one that opens the door).

Treasure:

Loot: 46 gp; Coin: 224 gp; Magic: 154 gp – *potion of cure moderate wounds* (2@25 gp each), +1 *chain shirt* (104 gp).

Room 6 (EL 4)

A simple stone door stands before you. The stench of trash, refuse, and offal emanates from behind the door.

Creatures: Behind the door lies a large room, where the duergar often dump trash. The pit starts 10 feet in front of the door, and extends throughout the rest of the room. It is uncovered and 20-feet deep, but half-full of semi-liquid refuse and trash.

At the bottom of the pit, lurking near the wall closest to the door, is an otyugh. The creature is hiding in the refuse (DC 17 +1/10 foot Spot check to see). It attacks as soon as a PC steps to the edge of the pit. Its fifteen-foot reach with its tentacles allows it to attack PCs standing along the edge of the pit.

Note: Due to having Improved Grab and Constrict, the otyugh can use multiple tentacles to strike and then grapple a single PC, doing constriction damage multiple times to the same PC in the same round. When a PC tries to escape from the grapple, the otyugh only gets one opposed roll per attempt, as normal, NOT one per attached tentacle.

Note: The refuse and trash makes movement in the pit difficult, even for the otyugh. Treat as difficult terrain. The trash does NOT provide cover as it is too flimsy to block attacks, but it does provide enough concealment to allow the creature to Hide.

Otyugh: hp 42; see *Monster Manual* page 204.

Tactics: The creature seeks to pull small PC into the pit by using its improved grab ability. When one opponent falls unconscious, it focuses on another, seeking more food.

Treasure: The otyugh has dragged a few careless duergar into the pit over the years. It will take at least 10 minutes searching around in the refuse to find the treasure (DC 15 Search).

Loot: 0 gp; Coin: 0 gp; Magic: 167 gp – *ring of protection* +1 (167 gp).

Room 7 (EL 6)

A simple stone door stands before you.

Trap: Remember: dwarves can use their Search skill to locate difficult stonework traps just like rogues can, anyone can search for traps whose DC to find them is 20 or less, and anyone can take 20 on a search for traps.

The door is locked (DC 20) and trapped. Anyone who opens the door without flipping the hidden switch triggers the trap, causing the bricks to fall onto their head.

Hidden Switch: A hidden switch (Search DC 25, Open Lock DC 20) disables the trap. The switch is 10-feet to the right of the door.

Spiked Blocks from Ceiling: CR 3; mechanical; location trigger; repair reset; hidden switch bypass (Search DC 25, Open Lock DC 20); Atk +12 melee (4d6/x2, spiked blocks); multiple targets (all targets in a 10-ft.-by-10-ft. area in front of the door); Search DC 24; Disable Device DC 19 (2d4 rounds).

Creatures: A troll guards the second-to-last room. It has orders to attack all non-duergar.

If any of the PCs went into the offal pit, and have not yet cleaned off, the troll will smell the PCs coming from quite a distance. In any event, if the PCs are not silent as they approach the door and unlock it, the troll will be ready to attempt to surprise the PCs by attacking the first PC it sees as the door opens.

Troll: hp 74; see *Monster Manual* page 247.

Tactics: The troll seeks to rend lightly armored foes. However, if attacked with fire, acid, or magic, it then immediately seeks to kill the offender. It revels in combat and fights to the death.

Treasure:

The trolls have some treasure hidden away from the duergar behind some loose rocks in the roll (DC 20 Search check). This sword sheds light when drawn.

Loot: 0 gp; Coin: 0 gp; Magic: 193 gp -- +1 *longsword* (193 gp).

Room 8: The City (EL 6)

At last, the corridor ahead opens up, revealing a huge subterranean city. Lit by the eerie glow emanating from lichen and fungi, as well as by the occasional fireball tossed by other adventurers or city defenders, the city is a scene of chaos.

Dwarves are fighting duergar with reckless abandon. The defenders are giving a good show of themselves, but it seems clear that the days of assaults have finally taken their toll. Despite all this, the city is oddly quiet, the defenders barely uttering a word as they defend their city to the death.

Stepping out of a nearby alcove, you spot one final duergar defense team standing between yourself and the city.

Duergar Guard: hp 40; see *Appendix APL 2*.

Duergar War1 (3): hp 11 each; see *Monster Manual* page 91.

Tactics: The duergar all move to attack, focusing their attacks on the most dangerous opponents. They all work incredibly well together as a team, all eerily quiet.

It is quite likely that this encounter could TPK the party. They should be reminded that they can flee at any time.

Treasure:

Loot: 93 gp; Coin: 0 gp; Magic: 246 gp -- +1 *full-plate* (221 gp each), *potion of cure moderate wounds* (25 gp each).

Conclusion: APL 2

Development: All PCs who help to clear out at least one room earn the title “Dwarf Friend”.

All non-dwarf PCs that defeat Room 8 and reach the city itself earn the title of “Honorary Dwarf”. Dwarven PCs who defeat Room 8 earn the title “Dwarven Hero”. Congratulate the players, as this should be a very difficult and hard-earned accomplishment (see the AR for specifics).

Experience Point Summary (APL 2)

Room 1 90 xp;
Room 2 90 xp;
Room 3 150 xp;
Room 4 120 xp;
Room 5 150 xp;
Room 6 120 xp;
Room 7 180 xp;
Room 8 180 xp.

Story Award

Reaching the city: 45 xp

Total possible experience:

1,125 xp

Experience and TUs

APL 2 225 xp per TU (max 1,125@5 TUs)

Treasure Summary (APL 2)

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

Note: The totals below include all the possible treasure the PCs could earn during the delve. It is quite likely that they will not earn it all. For instance, it is very difficult to avoid the poisoned traps and to then collect the poison to sell it later. Also, if they don't take 20 while Searching for some of the traps, fewer guards will be present.

Please subtract the treasure not earned in each room from the totals listed below.

Room 1: Loot: 85 gp; Coin: 0 gp; Magic: 0 gp.

Room 2: Loot: 0 gp; Coin: 0 gp; Magic: 0 gp.

Room 3: Loot: 17 gp; Coin: 125 gp; Magic: 0 gp.

Room 4: Loot: 0 gp; Coin: 0 gp; Magic: 0 gp.

Room 5: Loot: 46 gp; Coin: 224 gp; Magic: 154 gp.

Room 6: Loot: 0 gp; Coin: 0 gp; Magic: 167 gp.

Room 7: Loot: 0 gp; Coin: 0 gp; Magic: 193 gp.

Room 8: Loot: 93 gp; Coin: 0 gp; Magic: 246 gp.

Total Possible Treasure

Loot: 241 gp; Coin: 324 gp; Magic: 760 gp;

Total: 1,325 gp (1,125 gp max; 200 gp over-the-cap)

Treasure and TUs

APL 2 225 gp per TU (max 1,125@5 TUs)

Over-the-cap treasure is determined by figuring out how much treasure the PCs located, and how many TUs they wish to spend. Anything excess is then over-the-cap.

For example: The PCs are APL 2 and find 450 gp each worth of treasure. If they each spend 2 TUs, then they can keep all 450 gp. If they choose to only spend 1 TU, they can each keep 225 gp, and each has 225 gp over-the-cap to use towards NPC spellcasting costs.

APL 4

Your party has been traveling down the tunnel for two days. Clearly, it used to be a mine of some sort, and old timbers, now stone hard due to age, support the ceiling precisely every twenty feet.

Based on what you hear from the returning parties, you are now very close to where a series of tunnels branch off from this one. At the start of the third day, you arrive at a large cavern. Quite a few tunnels branch off into the darkness.

A dwarven priest points at one of the tunnels and quietly says, "There are a few tunnels down there that have yet to be explored. May the blessings of the All-Father be with you."

The PCs have arrived at their tunnel. Allow them to buff as desired before proceeding. Remember, once they leave, they may not come back.

Room 1 (EL 5)

A simple stone door stands before you.

Trap: Remember: dwarves can use their Search skill to locate difficult stonework traps just like rogues can, anyone can search for traps whose DC to find them is 20 or less, and anyone can take 20 on a search for traps.

The door is locked (DC 20) and trapped. Anyone who opens the door without flipping the hidden switch triggers the trap, causing the bricks to fall onto their head.

Hidden Switch: A hidden switch (Search DC 25, Open Lock DC 20) disables the trap. The switch is 10-feet to the right of the door.

Poisoned Stone Block from Ceiling: CR 3; mechanical; touch trigger (opening the door without flipping the bypass switch); repair reset; hidden switch bypass (Search DC 25, Open Lock DC 20); Atk +12 melee (4d6/x2 plus poison, stone block); poison (elite carrion crawler brain juice, DC 15 Fort save resists (poison only), paralysis/0); Search DC 22; Disable Device DC 17 (1d4 rounds).

Special: A rogue who exceeds the Disable Device DC by 10 or more (DC 26) can successfully identify which ceiling block is poisoned and remove it safely. This allows the party to sell the poisoned block as treasure.

Note: If the PCs "Take 20" searching for the trap, the duergar have time to go fetch the pair that they just relieved. In this event, there are four duergar soldiers (2 warriors, 2 squires) waiting for the PCs, and PCs might hear them getting ready.

Treasure:

The PCs only earn this if they collect the poisoned blocks (see Special, above).

Loot: 20 gp; Coin: 0 gp; Magic: 0 gp.

Creatures: The first room is the guard room. A pair of duergar (a squire and his warrior) have orders to attack any non-duergar who come through the outer door.

Duergar Warrior (1 or 2): hp 11 each; see *Monster Manual* page 91.

Duergar Squire (1 or 2): hp 13 each; see *Appendix APL 4*.

Tactics: Unless the PCs are very quiet, the guards will have heard them approaching and will thus be both *invisible* and *enlarged*, and standing next to each other close to the door (see Phalanx Fighting feat description). The duergar are standing quietly, thus there is nothing for the PCs to hear.

As the duergar are aware of the PCs, they gain a surprise round as soon as the PCs open the door and will seek to attack the character that opens the door even if that PC becomes paralyzed by the trap after opening the door.

The duergar seek to focus their attacks on one PC at a time while fighting next to each other to block the room.

Treasure:

Loot: 90 (180 if 4 duergar faced) gp; Coin: 0 gp; Magic: 25 (50 if 4 duergar faced) gp -- *potion of cure moderate wounds* (25 gp or 2@25 gp each if 4 duergar faced).

Room 2 (EL 5)

After a short corridor, another simple stone door stands before you.

Give the PCs a Listen check, DC 10, to hear a snuffling sound, as if something is clawing at the other side of the door while sniffing it.

Creatures: The duergar have captured several rust monsters and they use them as guards. What better way to disarm intruders than to force them to go past a rust monster or two?

Rust Monsters (2): hp 33 each; see *Monster Manual* page 216.

Tactics: Rust monsters are nearly mindless, driven by their hunger for metal. This creature attacks the largest piece of ferrous (iron or steel) metal that it can reach as

soon as the door opens (armor first, then shields, then other metal objects). It focuses on heavy armor as often as possible before attacking lighter armors, shields, etc. It CANNOT distinguish between magical and non-magical metal items.

Since the rust monster can smell the PC's metal items as they approach the door, and the PCs have heard the snuffling, neither party can be surprised.

Room 3 (EL 7)

A long, ten-foot wide corridor with a low ceiling leads on from the rust monster's room, descending slightly as it goes. Cross-braces support the ceiling every ten feet or so.

The corridor is longer than we can feasibly recreate with Master Maze (500 feet). It winds and twists just a bit as it descends 100 feet into the UnderOerth's depths. The ceiling is only five feet high here.

A DC 26 (DC 23 if the party is using torches, DC 20 if they are using an exceptional amount of light OR the tracker has low-light vision plus torches) Survival check made by a PC with the Track feat will reveal duergar boot prints in this corridor.

PCs that successfully track will see the tracks swerve around the edge of the pit trap, thus allowing them to bypass it with a successful DC 10 Balance check. PCs that fail the check fall into the pit trap.

The pit is ten feet across, so a PC may attempt to jump it. Remember, the ceiling is low here, so a PC might not be able to get the height necessary to clear such a jump (see the Jump skill in the PHB).

Trap: Remember: dwarves can use their Search skill to locate difficult stonework traps just like rogues can, anyone can search for traps whose DC to find them is 20 or less, and anyone can take 20 on a search for traps.

As the PCs are moving, they should not be taking 20 searching for traps (that would take hours, ending their chances of participating in the delve).

Wide-Mouth Spiked Pit Trap: CR 5; mechanical; location trigger; manual reset; DC 22 Reflex save avoids; 40 ft. deep (4d6/x2, fall); multiple targets (all targets within a 10-ft.-by-10-ft. area); pit spikes (1d4 spikes per target, Atk +12 melee (1d4+5/x2, metal spike)); Search DC 24; Disable Device DC 19 (1d4 rounds).

Creatures: A carrion crawler has taken up residence at the bottom of the spiked pit trap in a small cave (10 feet wide, 40 feet deep, and 10 feet tall). There, it consumes the remains of any creatures unfortunate enough to fall into the pit.

The spikes in the pit itself make the ground there difficult terrain.

Elite Carrion Crawler: hp 30; see *Appendix APL 4*.

Tactics: The carrion crawler will attack anyone who falls into the pit. Once a PC is paralyzed or unconscious, it will begin to eat them (treat as a coup d' grace). If threatened by other creatures, it will instead attack them before attempting to eat.

Fighting the creature will prove difficult, as the pit is only 5 feet wide and is sixty feet deep. Thus, the creature will have cover from ranged attacks.

Special: A DC 13 Knowledge (dungeoneering) check will remind the PC that the carrion crawler's brain juice can be used as a poison. DC 20 Survival check will allow a PC to successfully harvest the carrion crawler's brain juice (1 dose), which can be used during this event or sold later as a poison. A PC who fails the DC 20 Survival check has come into contact with the brain juice (expending the dose) and must save against its effects.

Note: The EL of this encounter has been raised by 1 to take into account the difficult terrain and the fact that a PC might be injured after falling into the pit, and lowered by 1 because the carrion crawler has minimum hit points. It doesn't get to eat a lot, so it's not very beefy.

Treasure:

The duergar leave the pit alone, cleaning out the treasure every 10 years or so. The last time they cleaned it out was about 5 years ago, so some treasure has accumulated (several gems, all the coins were previously eaten by a rust monster that got loose before the carrion crawler killed it).

Loot: 17 (carrion crawler brain juice) gp; Coin: 0 gp; Magic: 0 gp.

Room 4 (EL 6)

This ten-foot wide corridor continues for several hundred more feet, with no sign of any other traps. From ahead, you can hear the sounds of a large creature sniffing the air. Sounds carry funny in these tunnels, so you are not sure how far away the creature is.

The corridor is longer than we can feasibly recreate with Master Maze (500 feet). It winds and twists just a bit as it descends 100 feet into the UnderOerth's depths. The ceiling is only five feet high here (the deep hound is 4 feet tall).

Have the PCs roll Listen checks. For every point that the highest beats DC 11, start the deep hound 20 feet away from the PCs.

Creatures: The duergar beastmasters have unleashed some of their pets into the tunnels to hunt down invaders. A deep hound is working its way through the tunnels ahead towards the PCs. Unless the PCs were moving silently, the hound and tracker have heard them. The deep hound has darkvision out to 120 feet.

Elite Deep Hound: hp 70; see *Appendix APL 4*.

Duergar Tracker: Male duergar Rgr2; hp 19; see *Appendix APL 4*.

Tactics: The deep hound has been ordered to “defend” its home by its handler. It will try to kill the PCs to the best of its ability.

The tracker, having heard the PCs, is *invisibly* following the hound. As soon as he has a good target, he will begin his throwing axe onslaught.

Treasure:

Loot: 64 gp; Coin: 0 gp; Magic: 129 gp -- +1 chain shirt (104 gp), *potion of cure moderate wounds* (25 gp).

Room 5 (EL 7)

The corridor finally ends in another simple stone door.

Creatures: Behind the door lies another guardroom. Inside are two trolls. Unless the PCs were quiet as they approached and unlocked the door, the pair will have heard them and will be ready to surprise the PCs.

As the pair are not moving, they cannot be heard through the door.

Trolls (2): hp 74 each; see *Monster Manual* page 247.

Tactics: The trolls seek to rend lightly armored foes, attacking separate PCs. However, if either troll is attacked with fire, acid, or magic, then they both immediately seek to kill the offender. They revel in combat, and fight to the death.

Treasure:

The trolls have some treasure hidden away from the duergar behind some loose rocks in the roll (DC 20 Search check).

Loot: 0 gp; Coin: 0 gp; Magic: 251 gp -- +1 longsword (193 gp), *potion of resist energy 20 (fire)* (58 gp)...

Room 6 (EL 6)

A simple stone door stands before you. The stench of trash, refuse, and offal emanates from behind the door.

Creatures: Behind the door lies a large room, where the duergar often dump trash. The pit starts 10 feet in front of the door, and extends throughout the rest of the room. It is uncovered and 20-feet deep, but half-full of semi-liquid refuse and trash.

At the bottom of the pit, lurking near the wall closest to the door, are a pair of lifeleech otyughs. The creatures are hiding in the refuse (DC 17 +1/10 foot Spot check to see). The creatures attack as soon as a PC steps to the edge of the pit. Their fifteen-foot reach with their tentacles allows them to attack PCs standing along the edge of the pit. They will seek to drag small or medium PCs into the pool via Improved Grab.

Note: Due to having Improved Grab and Constrict, the otyughs can use multiple tentacles to strike and then grapple a single PC, doing constriction damage multiple times to the same PC in the same round. When a PC tries to escape from the grapple, the otyugh only gets one opposed roll per attempt, as normal, NOT one per attached tentacle.

Note: The refuse and trash makes movement in the pit difficult, even for the otyughs. Treat as difficult terrain. The trash does NOT provide cover as it is too flimsy to block attacks, but it does provide enough concealment to allow the creature’s to Hide.

Otyughs (2): hp 42 each; see *Monster Manual* page 204.

Tactics: The creatures seek to pull PCs into the pit by using their improved grab ability. Each focuses on a different target, seeking its own fresh food. When one opponent falls unconscious, it focuses on another, seeking more food.

Treasure: The otyughs have dragged a few careless duergar into the pit over the years. There are four 300 gp violet garnets and one ring. It will take at least 10 minutes searching around in the refuse to find the treasure (DC 15 Search).

Loot: 0 gp; Coin: 0 gp; Magic: 167 gp –ring of protection +1 (167 gp).

Room 7 (EL 8)

A simple stone door stands before you.

Trap: Remember: dwarves can use their Search skill to locate difficult stonework traps just like rogues can,

anyone can search for traps whose DC to find them is 20 or less, and anyone can take 20 on a search for traps.

The door is locked (DC 20) and trapped. Anyone who opens the door without flipping the hidden switch triggers the trap, causing the bricks to fall onto their head.

Hidden Switch: A hidden switch (Search DC 25, Open Lock DC 20) disables the trap. The switch is 10-feet to the right of the door.

Spiked Blocks from Ceiling: CR 5; mechanical; location trigger; repair reset; hidden switch bypass (Search DC 25, Open Lock DC 20); Atk +14 melee (6d6/x2, spiked block); multiple targets (all targets in a 10-ft.-by-10-ft. area in front of the door); Search DC 26; Disable Device DC 21 (2d4 rounds).

Creatures: An ogre guards the second-to-last room. It has orders to attack all non-duergar.

If any of the PCs went into the offal pit, and have not yet cleaned off, the ogre will smell the PCs coming from quite a distance. In any event, if the PCs are not silent as they approach the door and unlock it, the ogre will be ready to attack the first PC that it sees.

Ogre Bbn4: hp 86; AL NE; see *Monster Manual* page 199.

Tactics: The ogre rages and seeks to kill all who oppose it. It will not Power Attack heavily armored PCs.

Treasure:

Loot: 0 gp; Coin: 0 gp; Magic: 457 gp -- +1 large greatclub (192 gp), +1 large hide armor (98 gp), ring of protection +1 (167 gp).

Room 8: The City (EL 8)

At last, the corridor ahead opens up, revealing a huge subterranean city. Lit by the eerie glow emanating from lichen and fungi, as well as by the occasional fireball tossed by other adventurers or city defenders, the city is a scene of chaos.

Dwarves are fighting duergar with reckless abandon. The defenders are giving a good show of themselves, but it seems clear that the days of assaults have finally taken their toll. Despite all this, the city is oddly quiet, the defenders barely uttering a word as they defend their city to the death.

Stepping out of a nearby alcove, you spot one final duergar defense team standing between yourself and the city. A massive dog, a bull-headed humanoid, a green-skinned giant, and a duergar move to attack.

Duergar Guard: hp 40; see *Appendix APL 4*.

Duergar Squire: hp 13; see *Appendix APL 4*.

Duergar Tracker: Male duergar Rgr2; hp 19; see *Appendix APL 4*.

Deep Hound: hp 58; see *Appendix APL 4*.

Minotaur: hp 45; AL NE; Possessions: large greataxe, *potion of cure moderate wounds*; see *Monster Manual* page 188.

Tactics: The monsters all move to attack, focusing their attacks on the most dangerous opponents. They all work incredibly well together as a team, all eerily quiet.

It is quite likely that this encounter could TPK the party. They should be reminded that they can flee at any time.

Treasure:

Loot: 211 gp; Coin: 0 gp; Magic: 425 gp – *potion of cure moderate wounds* (4@25 gp each), +1 chain shirt (104 gp), +1 full-plate (221 gp).

Conclusion: APL 4

Development: All PCs who help to clear out at least one room earn the title “Dwarf Friend”.

All non-dwarf PCs that defeat Room 8 and reach the city itself earn the title of “Honorary Dwarf”. Dwarven PCs who defeat Room 8 earn the title “Dwarven Hero”. Congratulate the players, as this should be a very difficult and hard-earned accomplishment (see the AR for specifics).

Experience Point Summary (APL 4)

Room 1 150 xp;
Room 2 150 xp;
Room 3 210 xp;
Room 4 180 xp;
Room 5 210 xp;
Room 6 180 xp;
Room 7 240 xp;
Room 8 240 xp.

Story Award

Reaching the city: 125 xp

Total possible experience:

1,685 xp

Experience and TUs

APL 4 337 xp per TU (max 1,685@5 TUs)

Treasure Summary (APL 4)

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

Note: The totals below include all the possible treasure the PCs could earn during the delve. It is quite likely that they will not earn it all. For instance, it is very difficult to avoid the poisoned traps and to then collect the poison to sell it later. Also, if they don't take 20 while Searching for some of the traps, fewer guards will be present.

Please subtract the treasure not earned in each room from the totals listed below.

Room 1: Loot: 183 gp; Coin: 0 gp; Magic: 50 gp.

Room 2: Loot: 0 gp; Coin: 0 gp; Magic: 0 gp.

Room 3: Loot: 17 gp; Coin: 0 gp; Magic: 0 gp.

Room 4: Loot: 64 gp; Coin: 0 gp; Magic: 129 gp.

Room 5: Loot: 0 gp; Coin: 0 gp; Magic: 251 gp.

Room 6: Loot: 0 gp; Coin: 0 gp; Magic: 167 gp.

Room 7: Loot: 0 gp; Coin: 0 gp; Magic: 457 gp.

Room 8: Loot: 211 gp; Coin: 0 gp; Magic: 425 gp.

Total Possible Treasure

Loot: 475 gp; Coin: 0 gp; Magic: 1,479 gp;

Total: 1,954 gp (1,625 gp max; 329 gp over-the-cap)

Treasure and TUs

APL 4 325 gp per TU (max 1,625@5 TUs)

Over-the-cap treasure is determined by figuring out how much treasure the PCs located, and how many TUs they wish to spend. Anything excess is then over-the-cap.

For example. The PCs are APL 4 and find 650 gp each worth of treasure. If they each spend 2 TUs, then they can keep all 650 gp. If they choose to only spend 1 TU, they can each keep 325 gp, and each has 325 gp over-the-cap to use towards NPC spellcasting costs.

APL 6

Your party has been traveling down the tunnel for a day and a half. Clearly, it used to be a mine of some sort, and old timbers, now stone hard due to age, support the ceiling precisely every twenty feet.

Based on what you hear from the returning parties, you are now very close to where a series of tunnels branch off from this one. At the start of the third day, you arrive at a large cavern. Quite a few tunnels branch off into the darkness.

A dwarven priest points at one of the tunnels and quietly says, "There are a few tunnels down there that have yet to be explored. May the blessings of the All-Father be with you."

The PCs have arrived at their tunnel. Allow them to buff as desired before proceeding. Remember, once they leave, they may not come back.

Room 1 (EL 7)

A simple stone door stands before you.

Trap: Remember: dwarves can use their Search skill to locate difficult stonework traps just like rogues can, anyone can search for traps whose DC to find them is 20 or less, and anyone can take 20 on a search for traps.

The door is locked (DC 20) and trapped. Anyone who opens the door without flipping the hidden switch triggers the trap, causing the bricks to fall onto their head.

Hidden Switch: A hidden switch (Search DC 25, Open Lock DC 20) disables the trap. The switch is 10-feet to the right of the door.

Poisoned Spiked Stone Block from Ceiling: CR 5; mechanical; touch trigger (opening the door without flipping the bypass switch); repair reset; hidden switch bypass (Search DC 25, Open Lock DC 20); Atk +14 melee (6d6/x2 plus poison, spiked block); poison (elite carrion crawler brain juice, DC 15 Fort save resists (poison only), paralysis/0); Search DC 24; Disable Device DC 19 (1d4 rounds).

Special: A rogue who exceeds the Disable Device DC by 10 or more (DC 29) can successfully identify which ceiling block is poisoned and remove it safely. This allows the party to sell the poisoned block as treasure.

Note: If the PCs "Take 20" searching for the trap, the duergar have time to go fetch the pair that they just relieved. In this event, there are four duergar soldiers (2 guards, 2 squires) waiting for the PCs, and PCs might hear them getting ready.

Treasure:

The PCs only earn this if they collect the poisoned block (see Special, above).

Loot: 20 gp; Coin: 0 gp; Magic: 0 gp.

Creatures: The first room is the guard room. A pair of duergar have orders to attack any non-duergar who come through the outer door.

Duergar Guard (1 or 2): hp 40 each; see *Appendix APL 6*.

Duergar Squire (1 or 2): hp 13 each; see *Appendix APL 6*.

Tactics: Unless the PCs are very quiet, the guards will have heard them approaching and will thus be both *invisible* and *enlarged*, and standing next to each other close to the door (see Phalanx Fighting feat description). The duergar are standing quietly, thus there is nothing for the PCs to hear.

As the duergar are aware of the PCs, they gain a surprise round as soon as the PCs open the door and will seek to attack the character that opens the door even if that PC becomes paralyzed by the trap after opening the door.

The duergar seek to focus their attacks on one PC at a time while fighting next to each other to block the room.

Treasure:

Loot: 166 (332 if 4 duergar faced) gp; Coin: 0 gp; Magic: 271 gp (542 if 4 duergar faced) -- +1 *full-plate* (221 gp each), *potion of cure moderate wounds* (2@25 gp each, 4@25 gp each if 4 duergar faced).

Room 2 (EL 7)

After a short corridor, another simple stone door stands before you.

Give the PCs a Listen check, DC 10, to hear a snuffling sound, as if something is clawing at the other side of the door while sniffing it.

Creatures: The duergar have captured several rust monsters and they use them as guards. What better way to disarm intruders than to force them to go past a rust monster?

Elite Advanced Rust Monster: hp 133; see *Appendix APL 6*.

Tactics: Rust monsters are nearly mindless, driven by their hunger for metal. This creature attacks the largest piece of ferrous (iron or steel) metal that it can reach as

soon as the door opens (armor first, then shields, then other metal objects). It focuses on heavy armor as often as possible before attacking lighter armors, shields, etc. It CANNOT distinguish between magical and non-magical metal items.

Since the rust monster can smell the PC's metal items as they approach the door, and the PCs have heard the snuffling, neither party can be surprised.

Room 3 (EL 9)

A long, ten-foot wide corridor with a low ceiling leads on from the monster's room, descending slightly as it goes. Cross-braces support the ceiling every ten feet or so.

The corridor is longer than we can feasibly recreate with Master Maze (500 feet). It winds and twists just a bit as it descends 100 feet into the UnderOerth's depths. The ceiling is only five feet high here.

A DC 26 (DC 23 if the party is using torches, DC 20 if they are using an exceptional amount of light OR the tracker has low-light vision plus torches) Survival check made by a PC with the Track feat will reveal duergar boot prints in this corridor.

PCs that successfully track will see the tracks swerve around the edge of the pit trap, thus allowing them to bypass it with a successful DC 10 Balance check. PCs that fail the check fall into the pit trap.

The pit is ten feet across, so a PC may attempt to jump it. Remember, the ceiling is ten feet high here, so a PC might not be able to get the height necessary to clear such a jump (see the Jump skill in the PHB).

Trap: Remember: dwarves can use their Search skill to locate difficult stonework traps just like rogues can, anyone can search for traps whose DC to find them is 20 or less, and anyone can take 20 on a search for traps.

As the PCs are moving, they should not be taking 20 searching for traps (that would take hours, ending their chances of participating in the delve).

Wide-Mouth Spiked Pit with Poisoned Spikes: CR 7; mechanical; location trigger; manual reset; DC 24 Reflex save avoids; 20 ft. deep (2d6/x2, fall); multiple targets (all targets within a 10-ft.-by-10-ft. area); pit spikes (1d4 spikes per target, Atk +14 melee (1d4+5/x2 plus poison, spike)); poison (cildabrin poison, DC 20 Fortitude save resists (poison only), 1d6 Str/1d6 Str); Search DC 26; Disable Device DC 21 (2d4 rounds).

Creatures: The duergar have captured several cildabrin and they use them as guards. What better way to guard something than a creature with tremorsense who craves the taste of flesh? The creature is even

smart enough to have smeared the pit spikes with its poison, and is able to manually reset the pit trap (much like a trap door spider might).

If the PCs bypass the trap, the cildabrin will climb to the edge of the pit and cast spike stones down the corridor, centered on the PCs. It will then move to attack while staying on the wall.

Cildabrin: hp 113; see *Appendix APL 6*.

Tactics: Remember, it requires a DC 29 Search check to detect *spike stones*, and *spike stones* CANNOT be disabled by the Disable Device skill.

Due to its tremorsense ability, it will be aware of the PCs as soon as they are within 60 feet of its lair. Its preferred prey is dwarves, but it has been trained not to attack duergar.

Once it has grappled an incapacitated opponent, it will retreat into the pit, where it has a cave lair, casting darkness and silence as it goes to cover its retreat.

Special: A DC 20 Survival check will allow a PC to successfully harvest a dose of the creature's stinger venom, which can be used during this event or sold later as a poison. A PC who fails the DC 20 Survival check has come into contact with the poison (expending the dose) and must save against its effects. Up to 4 doses can be harvested in this manner.

Treasure:

Loot: 84 (21 gp per poison dose recovered) gp; Coin: 0 gp; Magic: 83 gp – *cloak of resistance* +1 (83 gp).

Room 4 (EL 8)

The ten-foot wide corridor continues for several hundred more feet, with no sign of any other traps. From ahead, you can hear the sounds of a large creature sniffing the air. Sounds carry funny in these tunnels, so you are not sure how far away the creature is.

The corridor is longer than we can feasibly recreate with Master Maze (500 feet). It winds and twists just a bit as it descends 100 feet into the UnderOerth's depths. The ceiling is only five feet high here (the deep hound is 4 feet tall).

Have the PCs roll Listen checks. For every point that the highest beats DC 11, start the deep hound 20 feet away from the PCs.

Creatures: The duergar beastmasters have unleashed some of their pets into the tunnels to hunt down invaders. Unless the PCs are moving silently, the hound

and trackers have heard them. The deep hound has darkvision out to 120 feet.

Elite Advanced Deep Hound: hp 136; see *Appendix APL 6*.

Duergar Trackers (2): Male duergar Rgr2; hp 19 each; see *Appendix APL 6*.

Tactics: The deep hound has been ordered to “defend” its home by its handler. It will try to kill the PCs to the best of its ability.

The trackers, having heard the PCs, are *invisibly* following the hound. As soon as they have a good target, they will begin their throwing axe onslaught.

Treasure:

Loot: 128 gp; Coin: 0 gp; Magic: 258 gp -- +1 chain shirt (2@104 gp each), *potion of cure moderate wounds* (2@25 gp each).

Room 5 (EL 9)

The corridor finally ends in another simple stone door.

Creatures: Behind the door lies another guardroom, but this one has a twenty-foot high ceiling. Inside a 10-ft-by-10-ft. alcove directly opposite the front door and above the exit is a strange creature that the duergar have managed to breed: a hound of the gloom.

Unless the PCs were quiet as they approached and unlocked the door, the hound will have heard them and will be ready to surprise the PCs.

Hound of the Gloom: hp 156; see *Appendix APL 6*.

Tactics: The hound of the gloom loves to pounce on humanoids from above. As soon as the door opens, it pounce charges the leading PC. Hounds of the gloom love to fight, and this one has been trained to be very cunning and vicious by the duergar. It will focus all of its attacks on a single PC until that PC falls.

If anyone has a displacer beast cohort, the hound will seek to kill it above all other targets.

Room 6 (EL 8)

A simple stone door stands before you. The stench of trash, refuse, and offal emanates from behind the door.

Creatures: Behind the door lies a large room, where the duergar often dump trash. The pit starts 10 feet in front of the door, and extends throughout the rest of the room. It is uncovered and 20-feet deep, but half-full of semi-liquid refuse and trash.

At the bottom of the pit, lurking near the wall closest to the door, is a lifeleech otyugh. The creature is hiding in the refuse (DC 21 +1/10 foot Spot check to see). The creature attacks as soon as a PC steps to the edge of the pit. Its fifteen-foot reach with its tentacles allows it to attack PCs standing along the edge of the pit.

Note: Due to having Improved Grab and Constrict, the otyughs can use multiple tentacles to strike and then grapple a single PC, doing constriction damage multiple times to the same PC in the same round. When a PC tries to escape from the grapple, the otyugh only gets one opposed roll per attempt, as normal, NOT one per attached tentacle.

Note: The refuse and trash makes movement in the pit difficult, even for the otyugh. Treat as difficult terrain. The trash does NOT provide cover as it is too flimsy to block attacks, but it does provide enough concealment to allow the creature’s to Hide.

Lifeleech Otyugh: hp 102; see *Appendix APL 6*.

Tactics: It will seek to drag small or medium PCs into the pool via Improved Grab, taking a -20 penalty on the grapple check so that it may continue beating on the one already grappled, albeit at the normal -4 to hit penalty for using a natural weapon in a grapple. When one opponent falls unconscious, it focuses on another, seeking more food.

Room 7 (EL 10)

A simple stone door stands before you.

Trap: Remember: dwarves can use their Search skill to locate difficult stonework traps just like rogues can, anyone can search for traps whose DC to find them is 20 or less, and anyone can take 20 on a search for traps.

The door is locked (DC 20) and trapped. Anyone who opens the door without flipping the hidden switch triggers the trap, causing the bricks to fall onto their head.

Hidden Lock Bypass: A hidden lock bypass (Search DC 25, Open Lock DC 20) disables the trap. The switch is 10-feet to the right of the door.

Spiked Blocks from Ceiling: CR 7; mechanical; location trigger; repair reset; hidden switch bypass (Search DC 25, Open Lock DC 20); Atk +16 melee (8d6/x2, spiked block); multiple targets (all targets in a 10-ft.-by-10-ft. area in front of the door); Search DC 28; Disable Device DC 23 (2d4 rounds).

Creatures: A pair of ogre barbarians guard the second-to-last room. They have orders to attack all non-duergar.

If any of the PCs went into the offal pit and have not yet cleaned off, the ogres will smell the PCs coming from quite a distance. If the PCs are not silent as they approach the door and unlock it, the ogres will be ready to surprise the PCs as they open the door.

Ogre Barbarians (2): hp 86 each; AL NE; see *Monster Manual* page 199.

Tactics: The ogres rage and seek to kill all who oppose them. They will not Power Attack heavily armored PCs.

Treasure:

Loot: 0 gp; Coin: 0 gp; Magic: 914 gp -- +1 *large greatclub* (2@192 gp each), +1 *large hide armor* (2@98 gp each), *ring of protection* +1 (2@167 gp each).

Room 8: The City (EL 10)

At last, the corridor ahead opens up, revealing a huge subterranean city. Lit by the eerie glow emanating from lichen and fungi, as well as by the occasional fireball tossed by other adventurers or city defenders, the city is a scene of chaos.

Dwarves are fighting duergar with reckless abandon. The defenders are giving a good show of themselves, but it seems clear that the days of assaults have finally taken their toll. Despite all this, the city is oddly quiet, the defenders barely uttering a word as they defend their city to the death.

Stepping out of a nearby alcove, you spot one final duergar defense team standing between yourself and the city. A massive dog, and two duergar move to attack.

Elite Duergar Guard: hp 58; see *Appendix APL 6*.

Duergar Beastmaster: hp 63; see *Appendix APL 6*.

Elite Advanced Deep Hound: hp 136; see *Appendix APL 6*.

Tactics: The monsters all move to attack, focusing their attacks on the most dangerous opponents. They all work incredibly well together as a team, all eerily quiet.

It is quite likely that this encounter could TPK the party. They should be reminded that they can flee at any time.

Treasure:

Loot: 108 gp; Coin: 0 gp; Magic: 925 gp -- +1 *full-plate* (221 gp), +1 *chain shirt* (104 gp), *amulet of*

health +2 (333 gp), +1 *handaxe* (192 gp), *potion of cure moderate wounds* (3@25 gp each).

Development: Tables that defeat Room 8 reach the city itself and are able to help with final clean up (meta-gamed). They also earn the title of Honorary Dwarf. Congratulate the players, as this should be a very difficult and hard-earned accomplishment.

Experience Point Summary (APL 6)

Room 1 210 xp;
Room 2 210 xp;
Room 3 270 xp;
Room 4 240 xp;
Room 5 270 xp;
Room 6 240 xp;
Room 7 300 xp;
Room 8 300 xp.

Story Award

Reaching the city: 210 xp

Total possible experience:

2,250 xp

Experience and TUs

APL 6 450 xp per TU (max 2,250@5 TUs)

Treasure Summary (APL 6)

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

Note: The totals below include all the possible treasure the PCs could earn during the delve. It is quite likely that they will not earn it all. For instance, it is very difficult to avoid the poisoned traps and to then collect the poison to sell it later. Also, if they don't take 20 while Searching for some of the traps, fewer guards will be present.

Please subtract the treasure not earned in each room from the totals listed below.

Room 1: Loot: 335 gp; Coin: 0 gp; Magic: 542 gp.
Room 2: Loot: 0 gp; Coin: 0 gp; Magic: 0 gp.
Room 3: Loot: 84 gp; Coin: 0 gp; Magic: 83 gp.
Room 4: Loot: 128 gp; Coin: 0 gp; Magic: 258 gp.
Room 5: Loot: 0 gp; Coin: 0 gp; Magic: 0 gp.
Room 6: Loot: 0 gp; Coin: 0 gp; Magic: 0 gp.
Room 7: Loot: 0 gp; Coin: 0 gp; Magic: 914 gp.
Room 8: Loot: 108 gp; Coin: 0 gp; Magic: 925 gp.

Total Possible Treasure

Loot: 655 gp; Coin: 0 gp; Magic: 2,722 gp;

Total: 3,377 (2,250 gp max; 1,127 over-the-cap)

Treasure and TUs

APL 6 450 gp per TU (max 2,250@5 TUs)

Over-the-cap treasure is determined by figuring out how much treasure the PCs located, and how many TUs they wish to spend. Anything excess is then over-the-cap.

For example. The PCs are APL 6 and find 900 gp each worth of treasure. If they each spend 2 TUs, then they can keep all 900 gp. If they choose to only spend 1 TU, they can each keep 450 gp, and each has 450 gp over-the-cap to use towards NPC spellcasting costs.

APL 8

Your party has been traveling down the tunnel for a day and a half. Clearly, it used to be a mine of some sort, and old timbers, now stone hard due to age, support the ceiling precisely every twenty feet.

Based on what you hear from the returning parties, you are now very close to where a series of tunnels branch off from this one. At the start of the third day, you arrive at a large cavern. Quite a few tunnels branch off into the darkness.

A dwarven priest points at one of the tunnels and quietly says, "There are a few tunnels down there that have yet to be explored. May the blessings of the All-Father be with you."

The PCs have arrived at their tunnel. Allow them to buff as desired before proceeding. Remember, once they leave, they may not come back.

Room 1 (EL 10)

A simple stone door stands before you.

Trap: Remember: dwarves can use their Search skill to locate difficult stonework traps just like rogues can, anyone can search for traps whose DC to find them is 20 or less, and anyone can take 20 on a search for traps.

The door is locked (DC 20) and trapped. Anyone who opens the door without flipping the hidden switch triggers the trap, causing the bricks to fall onto their head.

Hidden Switch: A hidden switch (Search DC 25, Open Lock DC 30) disables the trap. The switch is 10-feet to the right of the door.

Poisoned Spiked Stone Block from Ceiling: CR 8; mechanical; touch trigger (opening the door without flipping the bypass switch); repair reset; hidden switch bypass (Search DC 25, Open Lock DC 30); Atk +14 melee (8d6/x2 plus poison, spiked block); poison (shadow essence, DC 17 Fort save resists (poison only), permanent drain 1 Str/1d6 Str); Search DC 26; Disable Device DC 21 (2d4 rounds).

Special: A rogue who exceeds the Disable Device DC by 10 or more (DC 31) can successfully identify which ceiling block is poisoned and remove it safely. This allows the party to sell the poisoned block as treasure.

Treasure:

The PCs only earn this if they collect the poisoned blocks (see Special, above).

Loot: 21 gp; Coin: 0 gp; Magic: 0 gp.

Creatures: The first room is the guard room. A pair of duergar have orders to attack any non-duergar who come through the outer door.

Note: If the PCs "Take 20" searching for the trap, the duergar have time to go fetch the pair that they just relieved. In this event, there are four duergar soldiers (2 guards, 2 elite guards) waiting for the PCs, and PCs might hear them getting ready.

Elite Duergar Guard (1 or 2): hp 58; see *Appendix APL 8*.

Duergar Guard (1 or 2): hp 40; see *Appendix APL 8*.

Tactics: Unless the PCs are very quiet, the guards will have heard them approaching and will thus be both *invisible* and *enlarged*, and standing next to each other close to the door (see Phalanx Fighting feat description). The duergar are standing quietly, thus there is nothing for the PCs to hear.

As the duergar are aware of the PCs, they gain a surprise round as soon as the PCs open the door and will seek to attack the character that opens the door even if that PC becomes paralyzed by the trap after opening the door.

The duergar seek to focus their attacks on one PC at a time while fighting next to each other to block the room.

Treasure:

Loot: 157 (314 if 4 duergar faced) gp; Coin: 0 gp; Magic: 684 gp (1,368 if 4 duergar faced) -- +1 *full-plate* (2@221 gp each), +1 *handaxe* (192 gp), *potion of cure moderate wounds* (2@25 gp each).

Room 2 (EL 10)

After a short corridor, another simple stone door stands before you.

Give the PCs a Listen check, DC 10, to hear a snuffling sound, as if something is clawing at the other side of the door while sniffing it.

Creatures: The duergar have captured several rust monsters and they use them as guards. What better way to disarm intruders than to force them to go past a rust monster or two?

Uber-Elite Advanced Rust Monster: hp 168; see *Appendix APL 8*.

Tactics: Rust monsters are nearly mindless, driven by their hunger for metal. This creature attacks the largest piece of ferrous (iron or steel) metal that it can reach as

soon as the door opens (armor first, then shields, then other metal objects). It focuses on heavy armor as often as possible before attacking lighter armors, shields, etc. It CANNOT distinguish between magical and non-magical metal items.

Since the rust monster can smell the PC's metal items as they approach the door, and the PCs have heard the snuffling, neither party can be surprised.

Room 3 (EL 11)

A long, ten-foot wide corridor with a low ceiling leads on from the monster's room, descending slightly as it goes. Cross-braces support the ceiling every ten feet or so.

The corridor is longer than we can feasibly recreate with Master Maze (500 feet). It winds and twists just a bit as it descends 100 feet into the UnderOerth's depths. The ceiling is only five feet high here.

A DC 26 (DC 23 if the party is using torches, DC 20 if they are using an exceptional amount of light OR the tracker has low-light vision plus torches) Survival check made by a PC with the Track feat will reveal duergar boot prints in this corridor.

PCs that successfully track will see the tracks swerve around the edge of the pit trap, thus allowing them to bypass it with a successful DC 10 Balance check. PCs that fail the check fall into the pit trap.

The pit is ten feet across, so a PC may attempt to jump it. Remember, the ceiling is only 10-foot high here, so a PC might not be able to get the height necessary to clear such a jump (see the Jump skill in the PHB).

Trap: Remember: dwarves can use their Search skill to locate difficult stonework traps just like rogues can, anyone can search for traps whose DC to find them is 20 or less, and anyone can take 20 on a search for traps.

The corridor is trapped. As the PCs are moving, they should not be taking 20 searching for traps (that would take hours, ending their chances of participating in the delve).

Wide-Mouth Spiked Pit with Poisoned Spikes: CR 9; mechanical; location trigger; manual reset; DC 22 Reflex save avoids; 20 ft. deep (2d6/x2, fall); multiple targets (all targets within a 10-ft.-by-10-ft. area); pit spikes (1d4 spikes per target, Atk +16 melee (1d4+5/x2 plus poison, spike)); poison (elite advanced cildabrin poison, DC 24 Fortitude save resists (poison only), 1d6 Str/1d6 Str); Search DC 28; Disable Device DC 23 (2d4 rounds).

Creatures: The duergar have captured several cildabrin and they use them as guards. What better way

to guard something than a creature with tremorsense who craves the taste of flesh? The creature is even smart enough to have smeared the pit spikes with its poison, and is able to manually reset the pit trap (much like a trap door spider might).

If the PCs bypass the trap, the cildabrin will climb to the edge of the pit and cast spike stones down the corridor, centered on the PCs. It will then move to attack while staying on the wall.

Elite Advanced Cildabrin: hp 171; see *Appendix APL 8*.

Tactics: Remember, it requires a DC 29 Search check to detect *spike stones*, and *spike stones* CANNOT be disabled by the Disable Device skill.

Due to its tremorsense ability, it will be aware of the PCs as soon as they are within 60 feet of its lair. Its preferred prey is dwarves, but it has been trained not to attack duergar.

Once it has grappled an incapacitated opponent, it will retreat into the pit, where it has a cave lair, casting darkness and silence as it goes to cover its retreat.

Special: A DC 20 Survival check will allow a PC to successfully harvest a dose of the creature's stinger venom, which can be used during this event or sold later as a poison. A PC who fails the DC 20 Survival check has come into contact with the poison (expending the dose) and must save against its effects. Up to 4 doses can be harvested in this manner.

Treasure:

Loot: 100 (25 gp per poison dose recovered) gp;
Coin: 0 gp; Magic: 0 gp.

Room 4 (EL 10)

The ten-foot wide corridor continues for several hundred more feet, with no sign of any other traps. From ahead, you can hear the sounds of a large creature sniffing the air. Sounds carry funny in these tunnels, so you are not sure how far away the creature is.

The corridor is longer than we can feasibly recreate with Master Maze (500 feet). It winds and twists just a bit as it descends 100 feet into the UnderOerth's depths. The ceiling is only five feet high here (the deep hound is 4 feet tall).

Have the PCs roll Listen checks. For every point that the highest beats DC 11, start the deep hound 20 feet away from the PCs.

Creatures: The duergar beastmasters have unleashed some of their pets into the tunnels to hunt down

invaders. Unless the PCs are moving silently, the hound and beastmaster have heard them. The beastmaster's animal companion was previously killed by another party of adventurers and he has not yet had time to summon a new one. The deep hound has darkvision out to 120 feet.

Elite Duergar Guard: hp 58; see *Appendix APL 8*.

Duergar Beastmaster: hp 63; see *Appendix APL 8*.

Elite Advanced Deep Hound: hp 136; see *Appendix APL 8*.

Tactics: The deep hound has been ordered to "defend" its home by its handler. It will try to kill the PCs to the best of its ability.

The beastmaster and elite guard are *invisibly* following the hound. As soon as he has a good target, he will begin his throwing axe onslaught. Remember to add +1 to hit and +1 damage for the Point Blank feat when applicable.

Treasure:

Loot: 108 gp; Coin: 0 gp; Magic: 925 gp -- +1 full-plate (221 gp), +1 chain shirt (104 gp), amulet of health +2 (333 gp), +1 handaxe (192 gp), *potion of cure moderate wounds* (3@25 gp each).

Room 5 (EL 11)

The corridor finally ends in another simple stone door.

Creatures: Behind the door lies another guardroom, but this one has a twenty-foot high ceiling. Inside a 10-ft-by-10-ft. alcove directly opposite the front door and above the exit is a strange creature that the duergar have managed to breed: a hound of the gloom.

Unless the PCs were quiet as they approached and unlocked the door, the hound will have heard them and will be ready to surprise the PCs.

Elite Advanced Hound of the Gloom: hp 199; see *Appendix APL 8*.

Tactics: The hound of the gloom loves to pounce on humanoids from above. As soon as the door opens, it pounce charges the leading PC. Hounds of the gloom love to fight, and this one has been trained to be very cunning and vicious by the duergar. It will focus all of its attacks on a single PC until that PC falls.

If anyone has a displacer beast cohort, the hound will seek to kill it above all other targets.

Room 6 (EL 11)

A simple stone door stands before you. The stench of trash, refuse, and offal emanates from behind the door.

Creatures: Behind the door lies a large room, where the duergar often dump trash. The pit starts 10 feet in front of the door, and extends throughout the rest of the room. It is uncovered and 20-feet deep, but half-full of semi-liquid refuse and trash.

At the bottom of the pit, lurking near the wall closest to the door, are a pair of lifeleech otyughs. The creatures are hiding in the refuse (DC 22 +1/10 foot Spot check to see). The creatures attack as soon as a PC steps to the edge of the pit. Their fifteen-foot reach with their tentacles allows them to attack PCs standing along the edge of the pit.

Note: Due to having Improved Grab and Constrict, the otyughs can use multiple tentacles to strike and then grapple a single PC, doing constriction damage multiple times to the same PC in the same round. When a PC tries to escape from the grapple, the otyugh only gets one opposed roll per attempt, as normal, NOT one per attached tentacle.

Note: The refuse and trash makes movement in the pit difficult, even for the otyughs. Treat as difficult terrain. The trash does NOT provide cover as it is too flimsy to block attacks, but it does provide enough concealment to allow the creature's to Hide.

Elite Lifeleech Otyughs (2): hp 120 each; see *Appendix APL 8*.

Tactics: They will seek to drag small or medium PCs into the pool via Improved Grab, taking a -20 penalty on the grapple check so that they may continue to attack other opponents (or to continue beating on the one already grappled, albeit at the normal -4 to hit penalty for using a natural weapon in a grapple). When one opponent falls unconscious, it focuses on another, seeking more food.

Room 7 (EL 12)

A simple stone door stands before you.

Trap: Remember: dwarves can use their Search skill to locate difficult stonework traps just like rogues can, anyone can search for traps whose DC to find them is 20 or less, and anyone can take 20 on a search for traps.

The door is locked (DC 20) and trapped. Anyone who opens the door without flipping the hidden switch triggers the trap, causing the bricks to fall onto their head.

Hidden Lock Bypass: A hidden lock bypass (Search DC 25, Open Lock DC 30) disables the trap. The switch is 10-feet to the right of the door.

Spiked Blocks from Ceiling: CR 9; mechanical; location trigger; repair reset; hidden switch bypass (Search DC 25, Open Lock DC 30); Atk +18 melee (10d6/x2, spiked block); multiple targets (all targets in a 10-ft.-by-10-ft. area in front of the door); Search DC 30; Disable Device DC 25 (2d4 rounds).

Creatures: A troll hunter guards the second-to-last room. It has orders to attack all non-duergar. It has previously eaten its animal companion.

If any of the PCs went into the offal pit and have not yet cleaned off, the troll will smell the PCs coming from quite a distance. If the PCs are not silent as they approach the door and unlock it, the troll will be ready to surprise the PCs as they open the door.

Troll Hunter: hp 135; AL NE; *Spells Prepared* (2); 1st—*resist energy*, *resist energy*; *Possessions*: +1 large battleaxe, +1 large chain shirt, *potion of resist energy 10 (fire)*; see *Monster Manual* page 247.

Tactics: The troll wields its battleaxe with one hand, and focuses all of its attacks on elves first, then humans. As soon as someone damages it with fire or acid, it immediately focuses its attack on that character.

Treasure:

The troll has some gems hidden away from the duergar behind some loose rocks in the roll (DC 20 Search check) in addition to the gear it is wearing.

Loot: 0 gp; Coin: 0 gp; Magic: 331 gp -- +1 large battleaxe (193 gp), +1 large chain shirt (113 gp), *potion of resist energy 10 (fire)* (25 gp).

Room 8: The City (EL 12)

At last, the corridor ahead opens up, revealing a huge subterranean city. Lit by the eerie glow emanating from lichen and fungi, as well as by the occasional fireball tossed by other adventurers or city defenders, the city is a scene of chaos.

Dwarves are fighting duergar with reckless abandon. The defenders are giving a good show of themselves, but it seems clear that the days of assaults have finally taken their toll. Despite all this, the city is oddly quiet, the defenders barely uttering a word as they defend their city to the death.

Stepping out of a nearby alcove, you spot one final duergar defense team standing between yourself and the city. A massive dog and two duergar move to attack.

Elite Duergar Guard: hp 58; see *Appendix APL 8*.

Duergar Beastmaster: hp 63; see *Appendix APL 8*.

Uber-Elite Advanced Deep Hound: hp 261; see *Appendix APL 8*.

Tactics: The monsters all move to attack, focusing their attacks on the most dangerous opponents. They all work incredibly well together as a team, all eerily quiet.

It is quite likely that this encounter could TPK the party. They should be reminded that they can flee at any time.

Treasure:

Loot: 108 gp; Coin: 0 gp; Magic: 925 gp -- +1 full-plate (221 gp), +1 chain shirt (104 gp), *amulet of health* +2 (333 gp), +1 handaxe (192 gp), *potion of cure moderate wounds* (3@25 gp each).

Development: Tables that defeat Room 8 reach the city itself and are able to help with final clean up (meta-gamed). They also earn the title of Honorary Dwarf. Congratulate the players, as this should be a very difficult and hard-earned accomplishment.

Experience Point Summary (APL 8)

Room 1 300 xp;
Room 2 300 xp;
Room 3 330 xp;
Room 4 300 xp;
Room 5 330 xp;
Room 6 330 xp;
Room 7 360 xp;
Room 8 360 xp.

Story Award

Reaching the city: 200 xp

Total possible experience:

2,810 xp

Experience and TUs

APL 8 562 xp per TU (max 2,810@5 TUs)

Treasure Summary (APL 8)

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

Note: The totals below include all the possible treasure the PCs could earn during the delve. It is quite likely that they will not earn it all. For instance, it is very difficult to

avoid the poisoned traps and to then collect the poison to sell it later. Also, if they don't take 20 while Searching for some of the traps, fewer guards will be present.

Please subtract the treasure not earned in each room from the totals listed below.

Room 1: Loot: 157 gp; Coin: 0 gp; Magic: 1,368 gp.

Room 2: Loot: 0 gp; Coin: 0 gp; Magic: 0 gp.

Room 3: Loot: 100 gp; Coin: 0 gp; Magic: 0 gp.

Room 4: Loot: 108 gp; Coin: 0 gp; Magic: 925 gp.

Room 5: Loot: 0 gp; Coin: 0 gp; Magic: 0 gp.

Room 6: Loot: 0 gp; Coin: 0 gp; Magic: 0 gp.

Room 7: Loot: 0 gp; Coin: 0 gp; Magic: 331 gp.

Room 8: Loot: 108 gp; Coin: 0 gp; Magic: 925 gp.

Total Possible Treasure

Loot: 473 gp; Coin: 0 gp; Magic: 3,449 gp;

Total: 3,922 (3,150 gp max; 772 gp over-the-cap)

Treasure and TUs

APL 8 650 gp per TU (max 3,250@5 TUs)

Over-the-cap treasure is determined by figuring out how much treasure the PCs located, and how many TUs they wish to spend. Anything excess is then over-the-cap.

For example. The PCs are APL 8 and find 1,300 gp each worth of treasure. If they each spend 2 TUs, then they can keep all 1,300 gp. If they choose to only spend 1 TU, they can each keep 650 gp, and each has 650 gp over-the-cap to use towards NPC spellcasting costs.

APL 10

Your party has been traveling down the tunnel for a day and a half. Clearly, it used to be a mine of some sort, and old timbers, now stone hard due to age, support the ceiling precisely every twenty feet.

Based on what you hear from the returning parties, you are now very close to where a series of tunnels branch off from this one. At the start of the third day, you arrive at a large cavern. Quite a few tunnels branch off into the darkness.

A dwarven priest points at one of the tunnels and quietly says, "There are a few tunnels down there that have yet to be explored. May the blessings of the All-Father be with you."

The PCs have arrived at their tunnel. Allow them to buff as desired before proceeding. Remember, once they leave, they may not come back.

Room 1 (EL 12)

A simple stone door stands before you.

Trap: Remember: dwarves can use their Search skill to locate difficult stonework traps just like rogues can, anyone can search for traps whose DC to find them is 20 or less, and anyone can take 20 on a search for traps.

The door is locked (DC 20) and trapped. Anyone who opens the door without flipping the hidden switch triggers the trap, causing the bricks to fall onto their head.

Hidden Switch: A hidden switch (Search DC 25, Open Lock DC 30) disables the trap. The switch is 10-feet to the right of the door.

Poisoned Spiked Stone Block from Ceiling: CR 10; mechanical; touch trigger (opening the door without flipping the bypass switch); repair reset; hidden switch bypass (Search DC 25, Open Lock DC 30); Atk +16 melee (10d6/x2 plus poison, spiked block); poison (shadow essence, DC 17 Fort save resists (poison only), permanent drain 1 Str/1d6 Str); Search DC 28; Disable Device DC 23 (2d4 rounds).

Special: A rogue who exceeds the Disable Device DC by 10 or more (DC 33) can successfully identify which ceiling block is poisoned and remove it safely. This allows the party to sell the poisoned block as treasure.

Note: If the PCs "Take 20" searching for the trap, the duergar have time to go fetch the trio that they just relieved. In this event, there are six elite duergar guards waiting for the PCs, and PCs might hear them getting ready.

Treasure:

The PCs only earn this if they collect the poisoned blocks (see Special, above).

Loot: 21 gp; Coin: 0 gp; Magic: 0 gp.

Creatures: The first room is the guard room. A trio of duergar have orders to attack any non-duergar who come through the outer door.

Elite Duergar Guard (3 or 6): hp 58; see *Appendix APL 10*.

Tactics: Unless the PCs are very quiet, the guards will have heard them approaching and will thus be both *invisible* and *enlarged*, and standing next to each other close to the door (see *Phalanx Fighting* feat description). The duergar are standing quietly, thus there is nothing for the PCs to hear.

As the duergar are aware of the PCs, they gain a surprise round as soon as the PCs open the door and will seek to attack the character that opens the door even if that PC becomes paralyzed by the trap after opening the door.

The duergar seek to focus their attacks on one PC at a time while fighting next to each other to block the room.

Treasure:

Loot: 197 (394 if 6 duergar faced) gp; Coin: 0 gp; Magic: 1,314 gp (2,628 if 6 duergar faced) -- +1 *full-plate* (3@221 gp each), +1 *handaxe* (3@192 gp each), *potion of cure moderate wounds* (3@25 gp each).

Room 2 (EL 12)

After a short corridor, another simple stone door stands before you.

Creatures: In days long past, duergar craftsmen were so skilled that they were able to shape and animate stone into engines of war. The slaughterstone eviscerator is such an engine, and it quietly waits in the back of the room, ready to follow out its orders of attacking any non-duergar who enter the room. Roll Initiative as soon as the PCs open the door or appear in the room.

Slaughterstone Eviscerator: hp 124; see *Appendix APL 10*.

Tactics: The slaughterstone eviscerator is a melee machine. With its Enhanced Mobility ability combined with the Whirlwind Attack feat, it can move up to 15-feet each round and attack every single enemy it can reach once per round. Alternatively, with four attacks

per round, it can choose to focus on one opponent. If it can move 10 or 15 feet to charge an opponent, it will do so, as it can still make a full attack after such a charge.

With a Wisdom score of 11, it knows to attack those who are damaging it the most (such as characters wielding adamantine weapons).

Note: The blades are each the equivalent of a large adamantine bastard swords. They can be targeted for Sunder attempts like normal, but can not be Disarmed.

If any are destroyed, the eviscerator's reach changes to 5-feet with that limb, and the attacks change to slams attacks with the following statistics: +18 melee (1d8+9/x2, slam).

The adamantine blades are destroyed when the slaughterstone eviscerator is, and they can not be repaired once destroyed as they are part of the construct.

Room 3 (EL 13)

A long, ten-foot wide corridor with a low ceiling leads on from the monster's room, descending slightly as it goes. Cross-braces support the ceiling every ten feet or so.

The corridor is longer than we can feasibly recreate with Master Maze (500 feet). It winds and twists just a bit as it descends 100 feet into the UnderOerth's depths. The ceiling is only five feet high here.

A DC 26 (DC 23 if the party is using torches, DC 20 if they are using an exceptional amount of light OR the tracker has low-light vision plus torches) Survival check made by a PC with the Track feat will reveal duergar boot prints in this corridor.

PCs that successfully track will see the tracks swerve around the edge of the pit trap, thus allowing them to bypass it with a successful DC 10 Balance check. PCs that fail the check fall into the pit trap.

The pit is ten feet across, so a PC may attempt to jump it. Remember, the ceiling is only 10-foot high here, so a PC might not be able to get the height necessary to clear such a jump (see the Jump skill in the PHB).

Trap: Remember: dwarves can use their Search skill to locate difficult stonework traps just like rogues can, anyone can search for traps whose DC to find them is 20 or less, and anyone can take 20 on a search for traps.

The corridor is trapped. As the PCs are moving, they should not be taking 20 searching for traps (that would take hours, ending their chances of participating in the delve).

Wide-Mouth Spiked Pit with Poisoned Spikes: CR 11; mechanical; location trigger; manual reset; DC 24 Reflex save avoids; 20 ft. deep (2d6/x2, fall); multiple targets (all targets within a 10-ft.-by-10-ft. area); pit spikes (1d4 spikes per target, Atk +18 melee (1d4+5/x2 plus poison, spike)); poison (uber-elite advanced cildabrin poison, DC 29 Fortitude save resists (poison only), 1d6 Str/1d6 Str); Search DC 30; Disable Device DC 25 (2d4 rounds).

Creatures: The duergar have captured several cildabrin and they use them as guards. What better way to guard something than a creature with tremorsense who craves the taste of flesh? The creature is even smart enough to have smeared the pit spikes with its poison, and is able to manually reset the pit trap (much like a trap door spider might).

If the PCs bypass the trap, the cildabrin will climb to the edge of the pit and cast spike stones down the corridor, centered on the PCs. It will then move to attack while staying on the wall.

Uber-Elite Advanced Cildabrin: hp 255; see Appendix APL 10.

Tactics: Remember, it requires a DC 29 Search check to detect *spike stones*, and *spike stones* CANNOT be disabled by the Disable Device skill.

Due to its tremorsense ability, it will be aware of the PCs as soon as they are within 60 feet of its lair. Its preferred prey is dwarves, but it has been trained not to attack duergar.

Once it has grappled an incapacitated opponent, it will retreat into the pit, where it has a cave lair, casting darkness and silence as it goes to cover its retreat.

Special: A DC 20 Survival check will allow a PC to successfully harvest a dose of the creature's stinger venom, which can be used during this event or sold later as a poison. A PC who fails the DC 20 Survival check has come into contact with the poison (expending the dose) and must save against its effects. Up to 4 doses can be harvested in this manner.

Treasure:

Loot: 200 (50 gp per poison dose recovered) gp;
Coin: 0 gp; Magic: 0 gp.

Room 4 (EL 12)

The ten-foot wide corridor continues for several hundred more feet, with no sign of any other traps. From ahead, you can hear the sounds of a large creature sniffing the air. Sounds carry funny in these tunnels, so you are not sure how far away the creature is.

The corridor is longer than we can feasibly recreate with Master Maze (500 feet). It winds and twists just a bit as it descends 100 feet into the UnderOerth's depths. The ceiling is only five feet high here (the deep hound is 4 feet tall).

Have the PCs roll Listen checks. For every point that the highest beats DC 11, start the deep hound 20 feet away from the PCs.

Creatures: The duergar beastmasters have unleashed some of their pets into the tunnels to hunt down invaders. Unless the PCs are moving silently, the hound and beastmaster have heard them. The beastmaster's animal companion was previously killed by another party of adventurers and he has not yet had time to summon a new one. The deep hound has darkvision out to 120 feet.

Elite Duergar Guard: hp 58; see *Appendix APL 10*.

Duergar Beastmaster: hp 63; see *Appendix APL 10*.

Uber-Elite Advanced Deep Hound: hp 261; see *Appendix APL 10*.

Tactics: The deep hound has been ordered to "defend" its home by its handler. It will try to kill the PCs to the best of its ability.

The beastmaster and elite guard are *invisibly* following the hound. As soon as he has a good target, he will begin his throwing axe onslaught. Remember to add +1 to hit and +1 damage for the Point Blank feat when applicable.

Treasure:

Loot: 108 gp; Coin: 0 gp; Magic: 925 gp -- +1 *full-plate* (221 gp), +1 *chain shirt* (104 gp), *amulet of health* +2 (333 gp), +1 *handaxe* (192 gp), *potion of cure moderate wounds* (3@25 gp each).

Room 5 (EL 13)

The corridor finally ends in another simple stone door.

Creatures: Behind the door lies another guardroom, but this one has a twenty-foot high ceiling. Inside are two 10 ft by 10 ft. alcoves, one above the door and one directly opposite the front door. Inside each alcove is a strange creature that the duergar have managed to breed: hounds of the gloom.

A DC 22 Knowledge (dungeoneering) check will reveal that it is highly unusual to find two of the creatures working together, as they are normally solitary. Maybe the duergar beastmasters know something that the rest of the world doesn't....

Unless the PCs were quiet as they approached and unlocked the door, the hound will have heard them and will be ready to pounce on the PCs.

Elite Advanced Hounds of the Gloom (2): hp 199; see *Appendix APL 10*.

Tactics: The hounds of the gloom loves to pounce on humanoids from above. As soon as the door opens, the one opposite the door pounce charges the leading PC. As soon as another PC enters the room, the second one pounces on him from above. Hounds of the gloom love to fight, and these two have been trained to be very cunning and vicious by the duergar. They will focus all of their attacks on a single PC until that PC falls.

If anyone has a displacer beast cohort, the hounds will seek to kill it above all other targets.

Room 6 (EL 14)

A simple stone door stands before you. The stench of trash, refuse, and offal emanates from behind the door.

Creatures: Behind the door lies a large room, where the duergar often dump trash. The pit starts 10 feet in front of the door, and extends throughout the rest of the room. It is uncovered and 20-feet deep, but half-full of semi-liquid refuse and trash.

At the bottom of the pit, lurking near the wall closest to the door, is a massive lifeleech otyugh. The creature is hiding in the refuse (DC 33 +1/10 foot Spot check to see). The creature attacks as soon as a PC steps to the edge of the pit. Its twenty-foot reach with its tentacles allows it to attack PCs a few feet back from the edge of the pit, and it can bite PCs standing on the edge.

Note: Due to having Improved Grab and Constrict, the otyugh can use multiple tentacles to strike and then grapple a single PC, doing constriction damage multiple times to the same PC in the same round. When a PC tries to escape from the grapple, the otyugh only gets one opposed roll per attempt, as normal, NOT one per attached tentacle.

Note: The refuse and trash makes movement in the pit difficult, even for the otyugh. Treat as difficult terrain. The trash does NOT provide cover as it is too flimsy to block attacks, but it does provide enough concealment to allow the creature to Hide.

Elite Advanced Lifeleech Otyugh: hp 333; see *Appendix APL 10*.

Tactics: It will seek to drag small or medium PCs into the pool via Improved Grab, taking a -20 penalty on the grapple check so that it may continue to attack other opponents (or to continue beating on the one already grappled, albeit at the normal -4 to hit penalty for using a natural weapon in a grapple). When one opponent falls unconscious, it focuses on another, seeking more food.

Room 7 (EL 14)

A simple stone door stands before you.

Trap: Remember: dwarves can use their Search skill to locate difficult stonework traps just like rogues can, anyone can search for traps whose DC to find them is 20 or less, and anyone can take 20 on a search for traps.

The door is locked (DC 20) and trapped. Anyone who opens the door without flipping the hidden switch triggers the trap, causing the bricks to fall onto their head.

Hidden Lock Bypass: A hidden lock bypass (Search DC 25, Open Lock DC 30) disables the trap. The switch is 10-feet to the right of the door.

Spiked Blocks from Ceiling: CR 11; mechanical; location trigger; repair reset; hidden switch bypass (Search DC 25, Open Lock DC 30); Atk +19 melee (12d6/x2, spiked block); multiple targets (all targets in a 10-ft.-by-10-ft. area in front of the door); Search DC 32; Disable Device DC 27 (2d4 rounds).

Creatures: A minotaur barbarian guards the second-to-last room. It has orders to attack all non-duergar.

If any of the PCs went into the offal pit and have not yet cleaned off, the minotaur will smell the PCs coming from quite a distance. If the PCs are not silent as they approach the door and unlock it, it will be ready to attack the PCs as they open the door.

Minotaur Barbarian: hp 161; see *Appendix APL 10*.

Tactics: The minotaur rages and tries to kill the most heavily armored PC. It only power attacks when taking a single attack action (already computed into Atk section of its stat block).

Treasure:

Loot: 0 gp; Coin: 0 gp; Magic: 1,056 gp -- +1 *large glaive* (193 gp), +1 *large chain shirt* (113 gp), *gauntlets of ogre power* (333 gp), *amulet of natural armor* +1 (167 gp), *ring of protection* +1 (167 gp), *cloak of resistance* +1 (83 gp).

Room 8: The City (EL 14)

At last, the corridor ahead opens up, revealing a huge subterranean city. Lit by the eerie glow emanating from lichen and fungi, as well as by the occasional fireball tossed by other adventurers or city defenders, the city is a scene of chaos.

Dwarves are fighting duergar with reckless abandon. The defenders are giving a good show of themselves, but it seems clear that the days of assaults have finally taken their toll. Despite all this, the city is oddly quiet, the defenders barely uttering a word as they defend their city to the death.

Stepping out of a nearby alcove, you spot one final duergar defense team standing between yourself and the city. A massive dog and two duergar move to attack.

Duergar Captain: hp 114, see *Appendix APL 10*.

Duergar Houndmaster: hp 113, see *Appendix APL 10*.

Uber-Elite Advanced Deep Hound: hp 261; see *Appendix APL 10*.

Tactics: The monsters all move to attack, focusing their attacks on the most dangerous opponents. They all work incredibly well together as a team, all eerily quiet.

It is quite likely that this encounter could TPK the party. They should be reminded that they can flee at any time.

Treasure:

Loot: 154 gp; Coin: 0 gp; Magic: 2,932 gp -- +1 *full-plate* (221 gp), +1 *chain shirt* (104 gp), *gauntlets of ogre power* (2@333 gp each), *amulet of health* +2 (2@333 gp each), +1 *handaxe* (2@192 gp each), *ring of protection* +1 (2@167 gp each), *cloak of resistance* +1 (2@83 gp each), +1 *heavy steel shield* (98 gp), +1 *spiked heavy steel shield* (293 gp).

Development: Tables that defeat Room 8 reach the city itself and are able to help with final clean up (meta-gamed). They also earn the title of Honorary Dwarf. Congratulate the players, as this should be a very difficult and hard-earned accomplishment.

Experience Point Summary (APL 10)

Room 1 360 xp;
Room 2 360 xp;
Room 3 390 xp;
Room 4 360 xp;
Room 5 390 xp;
Room 6 420 xp;
Room 7 420 xp;

Room 8 420 xp.

Story Award

Reaching the city: 255 xp

Total possible experience:

3,375 xp

Experience and TUs

APL 10 675 xp per TU (max 3,375@5 TUs)

Treasure Summary (APL 10)

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

Note: The totals below include all the possible treasure the PCs could earn during the delve. It is quite likely that they will not earn it all. For instance, it is very difficult to avoid the poisoned traps and to then collect the poison to sell it later. Also, if they don't take 20 while Searching for some of the traps, fewer guards will be present.

Please subtract the treasure not earned in each room from the totals listed below.

Room 1: Loot: 415 gp; Coin: 0 gp; Magic: 2,628 gp.

Room 2: Loot: 0 gp; Coin: 0 gp; Magic: 0 gp.

Room 3: Loot: 200 gp; Coin: 0 gp; Magic: 0 gp.

Room 4: Loot: 108 gp; Coin: 0 gp; Magic: 925 gp.

Room 5: Loot: 0 gp; Coin: 0 gp; Magic: 0 gp.

Room 6: Loot: 0 gp; Coin: 0 gp; Magic: 0 gp.

Room 7: Loot: 0 gp; Coin: 0 gp; Magic: 1,056 gp.

Room 8: Loot: 154 gp; Coin: 0 gp; Magic: 2,932 gp.

Total Possible Treasure

Loot: 877 gp; Coin: 0 gp; Magic: 7,541 gp;

Total: 8,418 (5,750 gp max; 2,668 gp over-the-cap)

Treasure and TUs

APL 10 1,150 gp per TU (max 5,750@5 TUs)

Over-the-cap treasure is determined by figuring out how much treasure the PCs located, and how many TUs they wish to spend. Anything excess is then over-the-cap.

For example. The PCs are APL 10 and find 2,300 gp each worth of treasure. If they each spend 2 TUs, then they can keep all 2,300 gp. If they choose to only spend 1 TU, they can each keep 1,150 gp, and each has 1,150 gp over-the-cap to use towards NPC spellcasting costs.

APL 12

Your party has been traveling down the tunnel for almost a full day. Clearly, it used to be a mine of some sort, and old timbers, now stone hard due to age, support the ceiling precisely every twenty feet.

Based on what you hear from the returning parties, you are now very close to where a series of tunnels branch off from this one. At the start of the third day, you arrive at a large cavern. Quite a few tunnels branch off into the darkness.

A dwarven priest points at one of the tunnels and quietly says, "There are a few tunnels down there that have yet to be explored. May the blessings of the All-Father be with you."

The PCs have arrived at their tunnel. Allow them to buff as desired before proceeding. Remember, once they leave, they may not come back.

Room 1 (EL 14)

A simple stone door stands before you.

Trap: Remember: dwarves can use their Search skill to locate difficult stonework traps just like rogues can, anyone can search for traps whose DC to find them is 20 or less, and anyone can take 20 on a search for traps.

The door is locked (DC 20) and trapped. Anyone who opens the door without flipping the hidden switch triggers the trap, causing the bricks to fall onto their head.

Hidden Lock Bypass: A hidden lock bypass (Search DC 25, Open Lock DC 30) disables the trap. The switch is 10-feet to the right of the door.

Poisoned Spiked Block from Ceiling: CR 12; mechanical; location trigger; repair reset; hidden lock bypass (Search DC 25, Open Lock DC 30); Atk +18 melee (12d6/x2 plus poison, spiked block); poison (medium spider venom, DC 14 Fortitude save resists (poison only), 1d4 Str/1d4 Str); Search DC 30; Disable Device DC 25 (2d4 rounds).

Special: A rogue who exceeds the Disable Device DC by 10 or more (DC 35) can successfully identify which ceiling block is poisoned and remove it safely. This allows the party to sell the poisoned block as treasure.

Note: If the PCs "Take 20" searching for the trap, the duergar have time to go fetch the trio that they relieved. In this event, there are six duergar (2 captains, 4 elite guards) waiting for the PCs, and PCs might hear them getting ready.

Treasure:

The PCs only earn this if they collect the poisoned block (see Special, above).

Loot: 13 gp; Coin: 0 gp; Magic: 0 gp.

Creatures: The first room is the guard room. A group of duergar have orders to attack any non-duergar who come through the outer door.

Duergar Captain (1 or 2): hp 114, see *Appendix APL 12*.

Elite Duergar Guards (2 or 4): hp 58 each; see *Appendix APL 12*.

Tactics: Unless the PCs are very quiet, the guards will have heard them approaching and will thus be both *invisible* and *enlarged*, and standing next to each other (see Phalanx Fighting and Formation Expert feat descriptions). The duergar are standing quietly, thus there is nothing for the PCs to hear.

As the duergar are aware of the PCs, they gain a surprise round as soon as the PCs open the door and will seek to attack the character that opens the door.

The duergar seek to focus their attacks on one PC at a time while fighting to block the room. They seek to maintain their shield wall at all times to keep their Armor Class bonuses active.

Treasure:

Loot: 77 (154 if 6 duergar faced) gp; Coin: 0 gp; Magic: 2,303 gp (4,606 gp if 6 duergar faced) –+1 *full-plate* (3 or 6@221 gp each), +1 *handaxe* (3 or 6@192 gp each), *gauntlets of ogre power* (1 or 2@333 gp), *amulet of health* +2 (1 or 2@333 gp), *ring of protection* +1 (1 or 2@167 gp), +1 *heavy steel shield* (1 or 2@98 gp), *cloak of resistance* +1 (1 or 2@83 gp), *potion of cure moderate wounds* (2 or 4@25 gp each).

Room 2 (EL 14)

After a short corridor, another simple stone door stands before you.

Creatures: In days long past, duergar craftsmen were so skilled that they were able to shape and animate stone into engines of war. The slaughterstone eviscerator is such an engine, and it quietly waits in the back of the room, ready to follow out its orders of attacking any non-duergar who enter the room. Roll Initiative as soon as the PCs open the door or appear in the room.

Slaughterstone Eviscerators (2): hp 124 each; see *Appendix APL 12*.

Tactics: The slaughterstone eviscerator is a melee machine. With its Enhanced Mobility ability combined with the Whirlwind Attack feat, it can move up to 15-feet each round and attack every single enemy it can reach once per round. Alternatively, with four attacks per round, it can choose to focus on one opponent. If it can move 10 or 15 feet to charge an opponent, it will do so, as it can still make a full attack after such a charge.

With a Wisdom score of 11, it knows to attack those who are damaging it the most (such as characters wielding adamantine weapons).

Note: The blades are each the equivalent of a large adamantine bastard swords. They can be targeted for Sunder attempts like normal, but can not be Disarmed.

If any are destroyed, the eviscerator's reach changes to 5-feet with that limb, and the attacks change to slam attacks with the following statistics: +18 melee (1d8+9/x2, slam).

The adamantine blades are destroyed when the slaughterstone eviscerator is, and they can not be repaired once destroyed as they are part of the construct.

Room 3 (EL 15)

A long, ten-foot wide corridor with a low ceiling leads on from the monster's room, descending slightly as it goes. Cross-braces support the ceiling every ten feet or so.

The corridor is longer than we can feasibly recreate with Master Maze (500 feet). It winds and twists just a bit as it descends 100 feet into the UnderOerth's depths. The ceiling is only five feet high here.

A DC 26 (DC 23 if the party is using torches, DC 20 if they are using an exceptional amount of light OR the tracker has low-light vision plus torches) Survival check made by a PC with the Track feat will reveal duergar boot prints in this corridor.

PCs that successfully track will see the tracks swerve around the edge of the pit trap, thus allowing them to bypass it with a successful DC 10 Balance check. PCs that fail the check fall into the pit trap.

The pit is ten feet across, so a PC may attempt to jump it. Remember, the ceiling is low here, so a PC might not be able to get the height necessary to clear such a jump (see the Jump skill in the PHB).

Trap: Remember: dwarves can use their Search skill to locate difficult stonework traps just like rogues can, anyone can search for traps whose DC to find them is 20 or less, and anyone can take 20 on a search for traps.

The corridor is trapped. As the PCs are moving, they should not be taking 20 searching for traps (that

would take hours, ending their chances of participating in the delve).

Wide-Mouth Spiked Pit with Poisoned Spikes: CR 13; mechanical; location trigger; manual reset; DC 26 Reflex save avoids; 20 ft. deep (2d6/x2, fall); multiple targets (all targets within a 10-ft.-by-10-ft. area); pit spikes (1d4 spikes per target, Atk +20 melee (1d4+5/x2 plus poison, spike)); poison (ultra-elite advanced cildabrin poison, DC 33 Fortitude save resists (poison only), 1d6 Str/1d6 Str); Search DC 32; Disable Device DC 27 (2d4 rounds).

Creatures: The duergar have captured several cildabrin and they use them as guards. What better way to guard something than a creature with tremorsense who craves the taste of flesh? The creature is even smart enough to have smeared the pit spikes with its poison, and is able to manually reset the pit trap (much like a trap door spider might).

If the PCs bypass the trap, the cildabrin will climb to the edge of the pit and cast spike stones down the corridor, centered on the PCs. It will then move to attack while staying on the wall.

Ultra-Elite Advanced Cildabrin: hp 339; see Appendix APL 12.

Tactics: Remember, it requires a DC 29 Search check to detect *spike stones*, and *spike stones* CANNOT be disabled by the Disable Device skill.

Due to its tremorsense ability, it will be aware of the PCs as soon as they are within 60 feet of its lair. Its preferred prey is dwarves, but it has been trained not to attack duergar.

Once it has grappled an incapacitated opponent, it will retreat into the pit, where it has a cave lair, casting darkness and silence as it goes to cover its retreat.

Note: This huge creature has the Tunnel Fighting feat. Because it can only move at half-speed in the tunnel, it cannot take a 5-foot step. However, its attacks and Armor Class suffer no penalty for squeezing. See the New Rules Appendix for information.

Special: A DC 20 Survival check will allow a PC to successfully harvest a dose of the creature's stinger venom, which can be used during this event or sold later as a poison. A PC who fails the DC 20 Survival check has come into contact with the poison (expending the dose) and must save against its effects. Up to 4 doses can be harvested in this manner.

Treasure:

Loot: 300 (75 gp per poison dose recovered) gp;
Coin: 0 gp; Magic: 0 gp.

Room 4 (EL 15)

The ten-foot wide corridor continues for several hundred more feet, with no sign of any other traps. From ahead, you can hear the sounds of a large creature sniffing the air. Sounds carry funny in these tunnels, so you are not sure how far away the creature is.

The corridor is longer than we can feasibly recreate with Master Maze (500 feet). It winds and twists just a bit as it descends 100 feet into the UnderOerth's depths. The ceiling is only five feet high here (the deep hound is 4 feet tall).

Have the PCs roll Listen checks. For every point that the highest beats DC 11, start the deep hound 20 feet away from the PCs.

Creatures: The duergar beastmasters have unleashed some of their pets into the tunnels to hunt down invaders. Unless the PCs are moving silently, the hound and beastmasters have heard them. The beastmasters' animal companions were previously killed by another party of adventurers and they have not yet had time to summon a new one.

The deep hound has darkvision out to 120 feet. While its Tunnel Fighting feat allows it to fight in the tunnels without impairment while squeezing, it must still move at half-rate, and thus it cannot take 5-foot steps.

Uber-Elite Advanced Deep Hound: hp 261; see *Appendix APL 12*.

Duergar Houndmasters (3): hp 113, see *Appendix APL 12*.

Tactics: The deep hound has been ordered to "defend" its home by its handler. It will try to kill the PCs to the best of its ability.

The houndmasters are *invisibly* following the hound. As soon as they have a good target, they will begin their throwing axe onslaught. Remember to add +1 to hit and +1 damage for the Point Blank feat.

Treasure:

Loot: 77 gp; Coin: 0 gp; Magic: 4,515 gp – +1 chain shirt (3@104 gp each), amulet of health +2 (3@333 gp), gauntlets of ogre power (3@333 gp each), +1 spiked heavy steel shield (3@293 gp), +1 handaxe (3@192 gp), ring of protection +1 (3@167 gp), cloak of resistance +1 (3@83 gp).

Room 5 (EL 15)

The corridor finally ends in another simple stone door.

Creatures: Behind the door lies another guardroom, but this one has a twenty-foot high ceiling. Inside is a 15 ft-by-15 ft. alcove directly above the far door, facing the front door. Inside the alcove is a strange creature that the duergar have managed to breed: hounds of the gloom.

Unless the PCs were quiet as they approached and unlocked the door, the hound will have heard them and will be ready to pounce on the first PC it sees.

Uber-Elite Advanced Hound of the Gloom: hp 355; see *Appendix APL 12*.

Tactics: The hounds of the gloom loves to pounce on humanoids from above. As soon as the door opens, the one opposite the door pounce charges the leading PC. As soon as another PC enters the room, the second one pounces on him from above. Hounds of the gloom love to fight, and these two have been trained to be very cunning and vicious by the duergar. They will focus all of their attacks on a single PC until that PC falls.

If anyone has a displacer beast cohort, the hounds will seek to kill it above all other targets.

Room 6 (EL 16)

A simple stone door stands before you. The stench of trash, refuse, and offal emanates from behind the door.

Creatures: Behind the door lies a large room, where the duergar often dump trash. The pit starts 10 feet in front of the door, and extends throughout the rest of the room. It is uncovered and 20-feet deep, but half-full of semi-liquid refuse and trash.

At the bottom of the pit, lurking near the wall closest to the door, are a pair of massive lifeleech otyughs. The creatures are hiding in the refuse (DC 33 +1/10 foot Spot check to see). The creatures attack as soon as a PC steps to the edge of the pit. Its twenty-foot reach with its tentacles allows them to attack PCs a few feet back from the edge of the pit, and they can bite PCs standing on the edge.

Note: Due to having Improved Grab and Constrict, the otyugh can use multiple tentacles to strike and then grapple a single PC, doing constriction damage multiple times to the same PC in the same round. When a PC tries to escape from the grapple, the otyugh only gets one opposed roll per attempt, as normal, NOT one per attached tentacle.

Note: The refuse and trash makes movement in the pit difficult, even for the otyugh. Treat as difficult terrain. The trash does NOT provide cover as it is too flimsy to block attacks, but it does provide enough concealment to allow the creature to Hide.

Elite Advanced Lifeleech Otyughs (2): hp 333 each; see *Appendix APL 12*.

Tactics: They will seek to drag small or medium PCs into the pool via Improved Grab, taking a -20 penalty on the grapple check so that it may continue to attack other opponents (or to continue beating on the one already grappled, albeit at the normal -4 to hit penalty for using a natural weapon in a grapple). When one opponent falls unconscious, it focuses on another, seeking more food.

Room 7 (EL 16)

A simple stone door stands before you.

Trap: Remember: dwarves can use their Search skill to locate difficult stonework traps just like rogues can, anyone can search for traps whose DC to find them is 20 or less, and anyone can take 20 on a search for traps.

The door is locked (DC 20) and trapped. Anyone who opens the door without flipping the hidden switch triggers the trap, causing the bricks to fall onto their head.

Hidden Lock Bypass: A hidden lock bypass (Search DC 25, Open Lock DC 30) disables the trap. The switch is 10-feet to the right of the door.

Spiked Blocks from Ceiling: CR 13; mechanical; location trigger; repair reset; hidden switch bypass (Search DC 25, Open Lock DC 30); Atk +20 melee (14d6/x2, spiked block); multiple targets (all targets in a 10-ft.-by-10-ft. area in front of the door); Search DC 34; Disable Device DC 29 (2d4 rounds).

Creatures: Two troll hunters and a minotaur barbarian guard the second-to-last room. They have orders to attack all non-duergar. The trolls have previously eaten their animal companions.

If any of the PCs went into the offal pit and have not yet cleaned off, the monsters will smell the PCs coming from quite a distance. If the PCs are not silent as they approach the door and unlock it, the monsters will be ready to surprise the PCs as they open the door.

Minotaur Barbarian: hp 161; see *Appendix Three*.

Troll Hunters (2): hp 135 each; AL NE; *Spells Prepared* (2); 1st—*resist energy*, *resist energy*; *Possessions*: +1 large battleaxe, +1 large chain

shirt, *potion of resist energy 10 (fire)*; see *Monster Manual* page 247.

Tactics: The trolls wield their battleaxes with one hand and focus their attacks on elves first, then humans. As soon as someone damages either with fire, acid, or magic, they both immediately focus their attack on that character.

The minotaur rages and tries to kill the most heavily armored PC. It only power attacks when taking a single attack action (already computed into Atk section of its stat block).

Treasure:

Loot: 0 gp; Coin: 0 gp; Magic: 1,718 gp -- +1 large chain shirt (3@113 gp each), +1 large battleaxe (2@193 gp), *potion of resist energy 10 (fire)* (2@25 gp), +1 large glaive (193 gp), gauntlets of ogre power (333 gp), amulet of natural armor +1 (167 gp), ring of protection +1 (167 gp), cloak of resistance +1 (83 gp).

Room 8: The City (EL 17)

At last, the corridor ahead opens up, revealing a huge subterranean city. Lit by the eerie glow emanating from lichen and fungi, as well as by the occasional fireball tossed by other adventurers or city defenders, the city is a scene of chaos.

Dwarves are fighting duergar with reckless abandon. The defenders are giving a good show of themselves, but it seems clear that the days of assaults have finally taken their toll. Despite all this, the city is oddly quiet, the defenders barely uttering a word as they defend their city to the death.

Stepping out of a nearby alcove, you spot one final duergar defense team standing between yourself and the city. A massive dog, a bull-headed giant, several duergar, and a massive cat-like apparatus made out of stone all move to attack.

Slaughterstone Behemoth: hp 218; see *Appendix APL 12*.

Uber-Elite Advanced Deep Hound: hp 261; see *Appendix APL 12*.

Duergar Houndmaster: hp 113, see *Appendix APL 12*.

Duergar Captain: hp 114, see *Appendix APL 12*.

Elite Duergar Guards (2): hp 58 each; see *Appendix APL 12*.

Tactics: The monsters all move to attack, focusing their attacks on the most dangerous opponents (the behemoth follows the duergar's verbal orders. If in doubt, it attacks the closest PC). They all work incredibly well together as a team, all eerily quiet.

It is quite likely that this encounter could TPK the party. They should be reminded that they can flee at any time.

Treasure:

Loot: 154 gp; Coin: 0 gp; Magic: 3,808 gp – +1 *full-plate* (3@221 gp each), +1 *chain shirt* (104 gp), +1 *handaxe* (4@192 gp each), *gauntlets of ogre power* (2@333 gp each), *amulet of health* +2 (2@333 gp each), *ring of protection* +1 (2@167 gp each), +1 *heavy steel shield* (98 gp), *cloak of resistance* +1 (2@83 gp each), *potion of cure moderate wounds* (2@25 gp each), +1 *spiked heavy steel shield* (293 gp).

Development: Tables that defeat Room 8 reach the city itself and are able to help with final clean up (meta-gamed). They also earn the title of Honorary Dwarf. Congratulate the players, as this should be a very difficult and hard-earned accomplishment.

Experience Point Summary (APL 12)

Room 1 420 xp;
Room 2 420 xp;
Room 3 450 xp;
Room 4 450 xp;
Room 5 450 xp;
Room 6 480 xp;
Room 7 480 xp;
Room 8 510 xp.

Story Award

Reaching the city 275 xp

Total possible experience:

3,935 xp

Experience and TUs

APL 12 787 xp per TU (max 3,935@5 TUs)

Treasure Summary (APL 12)

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

Note: The totals below include all the possible treasure the PCs could earn during the delve. It is quite likely that they will not earn it all. For instance, it is very difficult to avoid the poisoned traps and to then collect the poison to sell it later. Also, if they don't take 20 while Searching for some of the traps, fewer guards will be present.

Please subtract the treasure not earned in each room from the totals listed below.

Room 1: Loot: 154 gp; Coin: 0 gp; Magic: 4,606 gp.
Room 2: Loot: 0 gp; Coin: 0 gp; Magic: 0 gp.
Room 3: Loot: 300 gp; Coin: 0 gp; Magic: 0 gp.
Room 4: Loot: 77 gp; Coin: 0 gp; Magic: 4,515 gp.
Room 5: Loot: 0 gp; Coin: 0 gp; Magic: 0 gp.
Room 6: Loot: 0 gp; Coin: 0 gp; Magic: 0 gp.
Room 7: Loot: 0 gp; Coin: 0 gp; Magic: 1,718 gp.
Room 8: Loot: 154 gp; Coin: 0 gp; Magic: 3,808 gp.

Total Possible Treasure

Loot: 685 gp; Coin: 0 gp; Magic: 14,647 gp;
Total: 15,332 gp (8,250 gp max; 7,082 gp over-the-cap)

Treasure and TUs

APL 12 1,650 gp per TU (max 8,250@5 TUs)

Over-the-cap treasure is determined by figuring out how much treasure the PCs located, and how many TUs they wish to spend. Anything excess is then over-the-cap.

For example. The PCs are APL 12 and find 3,300 gp each worth of treasure. If they each spend 2 TUs, then they can keep all 3,300 gp. If they choose to only spend 1 TU, they can each keep 1,650 gp, and each has 1,650 gp over-the-cap to use towards NPC spellcasting costs.

APL 14

Your party has been traveling down the tunnel for almost a full day. Clearly, it used to be a mine of some sort, and old timbers, now stone hard due to age, support the ceiling precisely every twenty feet.

Based on what you hear from the returning parties, you are now very close to where a series of tunnels branch off from this one. At the start of the third day, you arrive at a large cavern. Quite a few tunnels branch off into the darkness.

A dwarven priest points at one of the tunnels and quietly says, "There are a few tunnels down there that have yet to be explored. May the blessings of the All-Father be with you."

The PCs have arrived at their tunnel. Allow them to buff as desired before proceeding. Remember, once they leave, they may not come back.

Room 1 (EL 16)

A simple stone door stands before you.

Trap: Remember: dwarves can use their Search skill to locate difficult stonework traps just like rogues can, anyone can search for traps whose DC to find them is 20 or less, and anyone can take 20 on a search for traps.

The door is locked (DC 20) and trapped. Anyone who opens the door without flipping the hidden switch triggers the trap, causing the bricks to fall onto their head.

Hidden Lock Bypass: A hidden lock bypass (Search DC 25, Open Lock DC 30) disables the trap. The switch is 10-feet to the right of the door.

Poisoned Spiked Block from Ceiling: CR 14; mechanical; location trigger; repair reset; hidden lock bypass (Search DC 25, Open Lock DC 30); Atk +20 melee (14d6/x2 plus poison, spiked block); poison (medium spider venom, DC 14 Fortitude save resists (poison only), 1d4 Str/1d4 Str); Search DC 32; Disable Device DC 27 (2d4 rounds).

Special: A rogue who exceeds the Disable Device DC by 10 or more (DC 37) can successfully identify which ceiling block is poisoned and remove it safely. This allows the party to sell the poisoned block as treasure.

Note: If the PCs "Take 20" searching for the trap, the duergar have time to go fetch the trio that they relieved. In this event, there are four duergar waiting for the PCs, and PCs might hear them getting ready.

Treasure:

The PCs only earn this if they collect the poisoned block (see Special, above).

Loot: 13 gp; Coin: 0 gp; Magic: 0 gp.

Creatures: The first room is the guard room. A group of duergar have orders to attack any non-duergar who come through the outer door.

Duergar Captains (2 or 4): hp 114, see *Appendix APL 14*.

Tactics: Unless the PCs are very quiet, the guards will have heard them approaching and will thus be both *invisible* and *enlarged*, and standing next to each other (see Phalanx Fighting and Formation Expert feat descriptions). The duergar are standing quietly, thus there is nothing for the PCs to hear.

As the duergar are aware of the PCs, they gain a surprise round as soon as the PCs open the door and will seek to attack the character that opens the door.

The duergar seek to focus their attacks on one PC at a time while fighting to block the room. They seek to maintain their shield wall at all times to keep their Armor Class bonuses active.

Treasure:

Loot: 154 (308 if 4 duergar faced) gp; Coin: 0 gp; Magic: 2,854 gp (5,708 gp if 4 duergar faced) +1 *full-plate* (2 or 4@221 gp each), +1 *handaxe* (2 or 4@192 gp), *gauntlets of ogre power* (2 or 4@333 gp), *amulet of health* +2 (2 or 4@333 gp), *ring of protection* +1 (2 or 4@167 gp), +1 *heavy steel shield* (2 or 4@98 gp), *cloak of resistance* +1 (2 or 4@83 gp).

Room 2 (EL 16)

After a short corridor, another simple stone door stands before you.

Creatures: In days long past, duergar craftsmen were so skilled that they were able to shape and animate stone into engines of war. The slaughterstone eviscerator and behemoth are such engines, and they quietly wait in the back of the room, ready to follow out their orders of attacking any non-duergar who enter the room. Roll Initiative as soon as the PCs open the door or appear in the room.

Slaughterstone Behemoth: hp 218; see *Appendix APL 14*.

Slaughterstone Eviscerator: hp 124; see *Appendix APL 14*.

Tactics: The slaughterstone eviscerator is a melee machine. With its Enhanced Mobility ability combined with the Whirlwind Attack feat, it can move up to 15-

feet each round and attack every single enemy it can reach once per round. Alternatively, with four attacks per round, it can choose to focus on one opponent. If it can move 10 or 15 feet to charge an opponent, it will do so, as it can still make a full attack after such a charge. With a Wisdom score of 11, it knows to attack those who are damaging it the most (such as characters wielding adamantine weapons).

The slaughterstone behemoth is a massive machine that can crush most foes. It too is wise enough to focus on opponents who damage it extensively. Remember: the behemoth might daze opponents that it hits, and when it moves the PCs might be knocked prone.

Note: The blades are each the equivalent of a large adamantine bastard swords. They can be targeted for Sunder attempts like normal, but can not be Disarmed.

If any are destroyed, the eviscerator's reach changes to 5-feet with that limb, and the attacks change to slam attacks with the following statistics: +18 melee (1d8+9/x2, slam).

The adamantine blades are destroyed when the slaughterstone eviscerator is, and they can not be repaired once destroyed as they are part of the construct.

Room 3 (EL 17)

A long, ten-foot wide corridor with a low ceiling leads on from the monster's room, descending slightly as it goes. Cross-braces support the ceiling every ten feet or so.

The corridor is longer than we can feasibly recreate with Master Maze (500 feet). It winds and twists just a bit as it descends 100 feet into the UnderOrth's depths. The ceiling is only five feet high here.

A DC 26 (DC 23 if the party is using torches, DC 20 if they are using an exceptional amount of light OR the tracker has low-light vision plus torches) Survival check made by a PC with the Track feat will reveal duergar boot prints in this corridor.

PCs that successfully track will see the tracks swerve around the edge of the pit trap, thus allowing them to bypass it with a successful DC 10 Balance check. PCs that fail the check fall into the pit trap.

The pit is ten feet across, so a PC may attempt to jump it. Remember, the ceiling is low here, so a PC might not be able to get the height necessary to clear such a jump (see the Jump skill in the PHB).

Trap: Remember: dwarves can use their Search skill to locate difficult stonework traps just like rogues can, anyone can search for traps whose DC to find them is 20 or less, and anyone can take 20 on a search for traps.

The corridor is trapped. As the PCs are moving, they should not be taking 20 searching for traps (that would take hours, ending their chances of participating in the delve).

Wide-Mouth Spiked Pit with Poisoned Spikes: CR 15; mechanical; location trigger; manual reset; DC 28 Reflex save avoids; 20 ft. deep (2d6/x2, fall); multiple targets (all targets within a 10-ft.-by-10-ft. area); pit spikes (3d4 spikes per target, Atk +22 melee (1d4+5/x2 plus poison, spike)); poison (ultra-elite advanced cildabrin poison, DC 36 Fortitude save resists (poison only), 1d6 Str/1d6 Str); Search DC 34; Disable Device DC 29 (2d4 rounds).

Creatures: The duergar have captured several cildabrin and they use them as guards. What better way to guard something than a creature with tremorsense who craves the taste of flesh? The creature is even smart enough to have smeared the pit spikes with its poison, and is able to manually reset the pit trap (much like a trap door spider might).

If the PCs bypass the trap, the cildabrin will climb to the edge of the pit and cast spike stones down the corridor, centered on the PCs. It will then move to attack while staying on the wall.

Superior-Elite Advanced Cildabrin: hp 423; see Appendix APL 14.

Tactics: Remember, it requires a DC 29 Search check to detect *spike stones*, and *spike stones* CANNOT be disabled by the Disable Device skill.

Due to its tremorsense ability, it will be aware of the PCs as soon as they are within 60 feet of its lair. Its preferred prey is dwarves, but it has been trained not to attack duergar.

Once it has grappled an incapacitated opponent, it will retreat into the pit, where it has a cave lair, casting darkness and silence as it goes to cover its retreat.

Note: This huge creature has the Tunnel Fighting feat. Because it can only move at half-speed in the tunnel, it cannot take a 5-foot step. However, it's attacks and Armor Class suffer no penalty for squeezing. See the New Rules Appendix for information.

Special: A DC 20 Survival check will allow a PC to successfully harvest a dose of the creature's stinger venom, which can be used during this event or sold later as a poison. A PC who fails the DC 20 Survival check has come into contact with the poison (expending the dose) and must save against its effects. Up to 4 doses can be harvested in this manner.

Treasure:

Loot: 300 (75 gp per poison dose recovered) gp;
Coin: 0 gp; Magic: 0 gp.

Room 4 (EL 17)

The ten-foot wide corridor continues for several hundred more feet, with no sign of any other traps. From ahead, you can hear the sounds of a large creature sniffing the air. Sounds carry funny in these tunnels, so you are not sure how far away the creature is.

The corridor is longer than we can feasibly recreate with Master Maze (500 feet). It winds and twists just a bit as it descends 100 feet into the UnderOerth's depths. The ceiling is only five feet high here (the deep hound is 4 feet tall).

Have the PCs roll Listen checks. For every point that the highest beats DC 11, start the deep hound 20 feet away from the PCs.

Creatures: The duergar beastmasters have unleashed some of their pets into the tunnels to hunt down invaders. Unless the PCs are moving silently, the hound and beastmasters have heard them. The beastmasters' animal companions were previously killed by another party of adventurers and they have not yet had time to summon a new one.

The deep hound has darkvision out to 120 feet. While its Tunnel Fighting feat allows it to fight in the tunnels without impairment while squeezing, it must still move at half-rate, and thus it cannot take 5-foot steps.

Note: At this APL, one patrolling pair (1 hound, 1 houndmaster) are ahead of the PC, and another are following them from behind.

Uber-Elite Advanced Deep Hounds (2): hp 261; see *Appendix APL 14*.

Duergar Houndmasters (2): hp 113, see *Appendix APL 14*.

Tactics: The deep hound has been ordered to "defend" its home by its handler. It will try to kill the PCs to the best of its ability.

The houndmasters are *invisibly* following the hound. As soon as they have a good target, they will begin their throwing axe onslaught. Remember to add +1 to hit and +1 damage for the Point Blank feat.

Treasure:

Loot: 51 gp; Coin: 0 gp; Magic: 3,010 gp – +1 chain shirt (2@104 gp each), amulet of health +2 (2@333), gauntlets of ogre power (2@333 gp), +1

spiked heavy steel shield (2@293 gp), +1 handaxe (2@192 gp), ring of protection +1 (2@167 gp), cloak of resistance +1 (2@83 gp).

Room 5 (EL 18)

The corridor finally ends in another simple stone door.

Creatures: Behind the door lies another guardroom, but this one has a twenty-foot high ceiling. Inside is a 15 ft-by-15 ft. alcove directly above the far door, facing the front door. Inside the alcove is a strange creature that the duergar have managed to breed: hounds of the gloom.

Unless the PCs were quiet as they approached and unlocked the door, the hound will have heard them and will be ready to pounce on the first PC it sees.

Superior-Elite Advanced Hound of the Gloom: hp 499; see *Appendix APL 14*.

Tactics: The hound of the gloom loves to pounce on humanoids from above. As soon as the door opens, the one opposite the door pounce charges the leading PC. Hounds of the gloom love to fight, and these two have been trained to be very cunning and vicious by the duergar. They will focus all of their attacks on a single PC until that PC falls.

If anyone has a displacer beast cohort, the hounds will seek to kill it above all other targets.

Room 6 (EL 18)

A simple stone door stands before you. The stench of trash, refuse, and offal emanates from behind the door.

Creatures: Behind the door lies a large room, where the duergar often dump trash. The pit starts 10 feet in front of the door, and extends throughout the rest of the room. It is uncovered and 20-feet deep, but half-full of semi-liquid refuse and trash.

At the bottom of the pit, lurking near the wall closest to the door, are a pair of massive lifeleech otyughs. The creatures are hiding in the refuse (DC 33 +1/10 foot Spot check to see). The creatures attack as soon as a PC steps to the edge of the pit. Its twenty-foot reach with its tentacles allows them to attack PCs a few feet back from the edge of the pit, and they can bite PCs standing on the edge.

Note: Due to having Improved Grab and Constrict, the otyugh can use multiple tentacles to strike and then grapple a single PC, doing constriction damage multiple times to the same PC in the same round. When a PC tries to escape from the grapple, the otyugh only

gets one opposed roll per attempt, as normal, NOT one per attached tentacle.

Note: The refuse and trash makes movement in the pit difficult, even for the otyugh. Treat as difficult terrain. The trash does NOT provide cover as it is too flimsy to block attacks, but it does provide enough concealment to allow the creature to Hide.

Very-Elite Advanced Lifeleech Otyughs (2): hp 451 each; see *Appendix APL 14*.

Tactics: They will seek to drag small or medium PCs into the pool via Improved Grab, taking a -20 penalty on the grapple check so that it may continue to attack other opponents (or to continue beating on the one already grappled, albeit at the normal -4 to hit penalty for using a natural weapon in a grapple). When one opponent falls unconscious, it focuses on another, seeking more food. They will also power attack for 10 on each attack, unless they start missing, then they cease to Power Attack.

Room 7 (EL 19)

A simple stone door stands before you.

Trap: Remember: dwarves can use their Search skill to locate difficult stonework traps just like rogues can, anyone can search for traps whose DC to find them is 20 or less, and anyone can take 20 on a search for traps.

The door is locked (DC 20) and trapped. Anyone who opens the door without flipping the hidden switch triggers the trap, causing the bricks to fall onto their head.

Hidden Lock Bypass: A hidden lock bypass (Search DC 25, Open Lock DC 30) disables the trap. The switch is 10-feet to the right of the door.

Spiked Blocks from Ceiling: CR 16; mechanical; location trigger; repair reset; hidden switch bypass (Search DC 25, Open Lock DC 30); Atk +22 melee (16d6/x2, spiked block); multiple targets (all targets in a 10-ft.-by-10-ft. area in front of the door); Search DC 36; Disable Device DC 31 (2d4 rounds).

Creatures: Two minotaur barbarians guard the second-to-last room. They have orders to attack all non-duergar.

If any of the PCs went into the offal pit and have not yet cleaned off, the monsters will smell the PCs coming from quite a distance. If the PCs are not silent as they approach the door and unlock it, the monsters will be ready to surprise the PCs as they open the door.

Minotaur Barbarian Champions (2): hp 207 each; see *Appendix APL 14*.

Tactics: The minotaurs rage and try to kill the most heavily armored PCs. They only power attack when taking a single attack action (already computed into Atk section of their stat block).

Treasure:

Loot: 0 gp; Coin: 0 gp; Magic: 4,942 gp -- +2 large chain shirt (2@362 gp each), +1 large glaive (2@193 gp), amulet of health +2 (2@333 gp), belt of giant strength +4 (2@1,333 gp), ring of protection +1 (2@167 gp), cloak of resistance +1 (2@83 gp).

Room 8: The City (EL 19)

At last, the corridor ahead opens up, revealing a huge subterranean city. Lit by the eerie glow emanating from lichen and fungi, as well as by the occasional fireball tossed by other adventurers or city defenders, the city is a scene of chaos.

Dwarves are fighting duergar with reckless abandon. The defenders are giving a good show of themselves, but it seems clear that the days of assaults have finally taken their toll. Despite all this, the city is oddly quiet, the defenders barely uttering a word as they defend their city to the death.

Stepping out of a nearby alcove, you spot one final duergar defense team standing between yourself and the city. A massive dog, a bull-headed giant, several duergar, and two massive cat-like apparatus made out of stone all move to attack.

Creatures: Alls that stands between the PCs and the glory of reaching the city are a deep hound, slaughterstone behemoth, minotaur barbarian and a duergar houndmaster.

Slaughterstone Behemoths (2): hp 218 each; see *Appendix APL 12*.

Uber-Elite Advanced Deep Hound: hp 261; see *Appendix APL 12*.

Duergar Houndmaster: hp 113; see *Appendix APL 12*.

Duergar Captain: hp 114; see *Appendix APL 12*.

Minotaur Barbarian Champion: hp 207; see *Appendix APL 14*.

Tactics: The monsters all move to attack, focusing their attacks on the most dangerous opponents (the behemoth follows the duergar's verbal orders. If in doubt, it attacks the closest PC). They all work incredibly well together as a team, all eerily quiet.

It is quite likely that this encounter could TPK the party. They should be reminded that they can flee at any time.

Treasure:

Loot: 154 gp; Coin: 0 gp; Magic: 5,403 gp –.
+1 *full-plate* (221 gp), +2 *large chain shirt* (362 gp), +1 *chain shirt* (104 gp), +1 *handaxe* (2@192 gp each), +1 *large glaive* (193 gp), *belt of giant strength* +4 (1,333 gp), *gauntlets of ogre power* (2@333 gp), *amulet of health* +2 (3@333 gp), *ring of protection* +1 (3@167 gp), +1 *heavy steel shield* (98 gp), *cloak of resistance* +1 (3@83 gp), +1 *spiked heavy steel shield* (293 gp).

Development: Tables that defeat Room 8 reach the city itself and are able to help with final clean up (meta-gamed). They also earn the title of Honorary Dwarf. Congratulate the players, as this should be a very difficult and hard-earned accomplishment.

Experience Point Summary (APL 14)

Room 1 480 xp;
Room 2 480 xp;
Room 3 510 xp;
Room 4 510 xp;
Room 5 540 xp;
Room 6 540 xp;
Room 7 570 xp;
Room 8 570 xp.

Story Award

Reaching the city 300 xp

Total possible experience:

4,500 xp

Experience and TUs

APL 14 900 xp per TU (max 4,500@5 TUs)

Treasure Summary (APL 14)

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

Note: The totals below include all the possible treasure the PCs could earn during the delve. It is quite likely that they will not earn it all. For instance, it is very difficult to avoid the poisoned traps and to then collect the poison to sell it later. Also, if they don't take 20 while Searching for some of the traps, fewer guards will be present.

Please subtract the treasure not earned in each room from the totals listed below.

Room 1: Loot: 308 gp; Coin: 0 gp; Magic: 5,708 gp.
Room 2: Loot: 0 gp; Coin: 0 gp; Magic: 0 gp.
Room 3: Loot: 300 gp; Coin: 0 gp; Magic: 0 gp.
Room 4: Loot: 51 gp; Coin: 0 gp; Magic: 3,010 gp.
Room 5: Loot: 0 gp; Coin: 0 gp; Magic: 0 gp.
Room 6: Loot: 0 gp; Coin: 0 gp; Magic: 0 gp.
Room 7: Loot: 0 gp; Coin: 0 gp; Magic: 4,942 gp.
Room 8: Loot: 154 gp; Coin: 0 gp; Magic: 5,403 gp.

Total Possible Treasure

Loot: 813 gp; Coin: 0 gp; Magic: 19,063 gp;
Total: 19,876 gp (16,500 gp max; 3,376 gp over-the-cap)

Treasure and TUs

APL 14 3,300 gp per TU (max 16,500@5 TUs)

Over-the-cap treasure is determined by figuring out how much treasure the PCs located, and how many TUs they wish to spend. Anything excess is then over-the-cap.

For example. The PCs are APL 14 and find 6,600 gp each worth of treasure. If they each spend 2 TUs, then they can keep all 6,600 gp. If they choose to only spend 1 TU, they can each keep 3,300 gp, and each has 3,300 gp over-the-cap to use towards NPC spellcasting costs.

Treasure Summary

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic items are the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Special

Access to the dwarven forges: blah blah blah.

Dwarf Friend: blah blah

Honorary Dwarf: blah blah

Items for the Adventure Record

none

Appendix APL 2

Room 4

Deep hound: CR 4; Large magical beast; HD 6d10+18; hp 58; Init +5; Spd 40 ft.; AC 16, touch 10, flat-footed 15 (+1 Dex, +6 natural, -1 size); BAB: +6; Grp: +16; Atk +11 melee (2d6+9/x2, bite); Space/Reach: 10ft./5 ft.; SQ Darkvision 120 ft., light sensitivity, low-light vision, scent, trainable; AL N. SV Fort +8, Ref +6, Will +3; Str 23, Dex 13, Con 17, Int 2, Wis 12, Cha 6.

Skills and Feats: Jump +18, Listen +3, Spot +3, Survival +2*; Alertness, Improved Initiative, Track^B, Tunnel Fighting*.

Light Sensitivity (Ex): Deep hounds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Trainable (Ex): A deep hound is easier to train and handle than most magical beasts. Handle Animal checks made to train or handle a deep hound are not increased by 5. Dwarves receive a +2 Circumstance bonus on all Handle Animal checks made to train or handle a deep hound.

Skills: Deep hounds have a +4 racial bonus on Jump checks.

*Deep hounds have a +4 racial bonus on Survival checks when tracking by scent.

Room 5

Duergar Tracker: Male duergar Rgr2; CR 3; Medium humanoid (dwarf); HD 2d8+6; hp 19; Init +2; Spd 20 ft.; AC 19, touch 12, flat-footed 16 (+5 armor, +2 shield, +2 Dex); BAB: +2; Grp: +3; Atk: +4 melee (1d8+1/x3, mwk battleaxe) or +4 ranged (1d6+1/x2, throwing axe); Full Atk: +4 melee (1d8+1/x3, mwk battleaxe) or +2/+2 ranged (1d6+1/x2, throwing axe); SA favored enemy (magical beast +2); SQ Darkvision 120 ft., immunity to paralysis, phantasms, and poison, +2 racial bonus on saves against spells and spell-like abilities, light sensitivity, spell-like abilities, wild empathy +2; AL NE.

SV Fort +6, Ref +5, Will +1;

(all saves add +2 vs spells and spell-like);

Str 13, Dex 14, Con 17, Int 8, Wis 12, Cha 6.

Skills and Feats: Handle Animal +3, Knowledge (dungeoneering) +4, Listen +2, Move Silently +9, Ride +4, Spot +7, Survival +8; Quickdraw, Rapid Shot^B, Track^B.

Languages: Common, Dwarven, Undercommon.

Spell-like Abilities (Sp): 1/day--enlarge person and invisibility, CL 4.

Possessions: +1 chain shirt, mwk heavy steel shield, mwk battleaxe, throwing axe (4), *potion of cure moderate wounds*.

Room 8

Duergar Guard: Male duergar Ftr4; CR 5; Medium humanoid dwarf; HD 4d10+12; hp 40; Init +5; Spd 20 ft.; AC 24 (26 Phalanx Fighting), touch 11, flat-footed 23 (25) (+11 armor, +2 shield, +1 Dex); BAB: +4; Grp: +7; Atk: +9 melee (1d6+3/x3, mwk handaxe) or +5 ranged (1d6+3/x2, mwk throwing axe); SA spell-like abilities; SQ Darkvision 120 ft., immunity to paralysis, phantasms, and poison, +2 racial bonus on saves against spells and spell-like abilities, light sensitivity; AL LE.

SV Fort +7, Ref +2 (3), Will +2;

(all saves +2 vs spells and spell-like);

Str 16, Dex 13, Con 16, Int 10, Wis 12, Cha 4.

Skills and Feats: Craft (armorsmithing) +7, Ride +8; Dodge, Heavy Armor Optimization^{B*}, Improved Initiative, Phalanx Fighting^B, Weapon Focus (handaxe)^B.

Languages: Common, Dwarven, Undercommon.

Spell-like Abilities (Sp): 1/day--enlarge person and invisibility, CL 8.

Possessions: +1 full-plate, mwk heavy steel shield, mwk handaxe, mwk throwing axe (2), *potion of cure moderate wounds*.

Powered-up Suite (enlarged person): AC 22 (24), touch 9, flat-footed 22 (24) (+11 armor, +2 shield, -1 size); Grp: +12; Atk: +9 melee (1d8+4/x3, large mwk handaxe); Space/Reach 10ft./10 ft.; Str 18, Dex 11.

Appendix APL 4

Room 1

Duergar Squire: Male duergar Ftr1; CR 2; Medium humanoid dwarf; HD 1d10+3; hp 13; Init +5; Spd 20 ft.; AC 20 (22 Phalanx Fighting), touch 11, flat-footed 19 (21) (+7 armor, +2 shield, +1 Dex); BAB: +1; Grp: +3; Atk: +4 melee (1d6+2/x3, mwk handaxe) or +2 ranged (1d6+2/x2, throwing axe); SA spell-like abilities; SQ Darkvision 120 ft., immunity to paralysis, phantasms, and poison, +2 racial bonus on saves against spells and spell-like abilities, light sensitivity; AL LE.

SV Fort +5, Ref +1 (2), Will +1;

(all saves +2 vs spells and spell-like);

Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 4.

Skills and Feats: Craft (armorsmithing) +4, Ride +5; Improved Initiative, Phalanx Fighting^{B*}.

Languages: Common, Dwarven, Undercommon.

Spell-like Abilities (Sp): 1/day--*enlarge person* and *invisibility*, CL 2.

Possessions: mwk banded mail, mwk heavy steel shield, mwk handaxe, throwing axe (2), *potion of cure moderate wounds*.

Powered-up Suite (enlarged person): AC 18 (20), touch 9, flat-footed 18 (20) (+7 armor, +2 shield, -1 size); Grp: +12; Atk: +4 melee (1d8+3/x3, mwk large handaxe); Space/Reach 10ft./10 ft.; Str 17, Dex 11.

Room 3

Elite Carrion Crawler: CR 5; Large aberration; HD 3d8+12; hp 30; Init +3; Spd 30 ft., climb 15 ft.; AC 18, touch 12, flat-footed 15 (+3 Dex, +6 natural, -1 size); BAB: +2; Grp: +10; Atk +5 melee (paralysis, tentacle); Full Atk +5 melee (paralysis, 8 tentacles) and +0 melee (1d4+2/x2, bite); Space/Reach: 10ft./5 ft.; SQ Darkvision 60 ft., scent; AL N.

SV Fort +5, Ref +4, Will +5;

Str 18, Dex 17, Con 19, Int 2, Wis 14, Cha 4.

Skills and Feats: Climb +14, Listen +6, Spot +6; Alertness^B, Combat Reflexes, Track.

Paralysis (Ex): Those hit by a carrion crawler's tentacle attack must succeed on a DC 15 Fortitude save or be paralyzed for 2d4 rounds. The save DC is Constitution-based.

Skills: Carrion crawlers have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Room 4

Elite Deep hound: CR 5; Large magical beast; HD 6d10+30; hp 70; Init +6; Spd 40 ft.; AC 20, touch 11, flat-footed 18 (+3 armor, +2 Dex, +6 natural, -1 size); BAB: +6; Grp: +18; Atk +13 melee

(2d6+12/x2, bite); Space/Reach: 10ft./5 ft.; SQ Darkvision 120 ft., light sensitivity, low-light vision, scent, trainable; AL N.

SV Fort +10, Ref +7, Will +4;

Str 27, Dex 15, Con 20, Int 2, Wis 14, Cha 4.

Skills and Feats: Jump +20, Listen +4, Spot +4, Survival +3*; Alertness, Improved Initiative, Track^B, Tunnel Fighting*.

Light Sensitivity (Ex): Deep hounds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Trainable (Ex): A deep hound is easier to train and handle than most magical beasts. Handle Animal checks made to train or handle a deep hound are not increased by 5. Dwarves receive a +2 Circumstance bonus on all Handle Animal checks made to train or handle a deep hound.

Skills: Deep hounds have a +4 racial bonus on Jump checks.

*Deep hounds have a +4 racial bonus on Survival checks when tracking by scent.

Possessions: mwk studded leather barding.

Duergar Tracker: Male duergar Rgr2; CR 3; Medium humanoid (dwarf); HD 2d8+6; hp 19; Init +2; Spd 20 ft.; AC 19, touch 12, flat-footed 16 (+5 armor, +2 shield, +2 Dex); BAB: +2; Grp: +3; Atk: +4 melee (1d8+1/x3, mwk battleaxe) or +4 ranged (1d6+1/x2, throwing axe); Full Atk: +4 melee (1d8+1/x3, mwk battleaxe) or +2/+2 ranged (1d6+1/x2, throwing axe); SA favored enemy (magical beast +2); SQ Darkvision 120 ft., immunity to paralysis, phantasms, and poison, +2 racial bonus on saves against spells and spell-like abilities, light sensitivity, spell-like abilities, wild empathy +2; AL NE.

SV Fort +6, Ref +5, Will +1;

(all saves add +2 vs spells and spell-like);

Str 13, Dex 14, Con 17, Int 8, Wis 12, Cha 6.

Skills and Feats: Handle Animal +3, Knowledge (dungeoneering) +4, Listen +2, Move Silently +9, Ride +4, Spot +7, Survival +8; Quickdraw, Rapid Shot^B, Track^B.

Languages: Common, Dwarven, Undercommon.

Spell-like Abilities (Sp): 1/day--*enlarge person* and *invisibility*, CL 4.

Possessions: +1 chain shirt, mwk heavy steel shield, mwk battleaxe, throwing axe (4), *potion of cure moderate wounds*.

Room 8

Duergar Guard: Male duergar Ftr4; CR 5; Medium humanoid dwarf; HD 4d10+12; hp 40; Init +5; Spd

20 ft.; AC 24 (26 Phalanx Fighting), touch 11, flat-footed 23 (25) (+11 armor, +2 shield, +1 Dex); BAB: +4; Grp: +7; Atk: +9 melee (1d6+3/x3, mwk handaxe) or +5 ranged (1d6+3/x2, mwk throwing axe); SA spell-like abilities; SQ Darkvision 120 ft., immunity to paralysis, phantasms, and poison, +2 racial bonus on saves against spells and spell-like abilities, light sensitivity; AL LE.

SV Fort +7, Ref +2 (3), Will +2;

(all saves +2 vs spells and spell-like);

Str 16, Dex 13, Con 16, Int 10, Wis 12, Cha 4.

Skills and Feats: Craft (armorsmithing) +7, Ride +8; Dodge, Heavy Armor Optimization^{B*}, Improved Initiative, Phalanx Fighting^{B*}, Weapon Focus (handaxe)^B.

Languages: Common, Dwarven, Undercommon.

Spell-like Abilities (Sp): 1/day--enlarge person and invisibility, CL 8.

Possessions: +1 full-plate, mwk heavy steel shield, mwk handaxe, mwk throwing axe (2), *potion of cure moderate wounds*.

Powered-up Suite (enlarged person): AC 22 (24), touch 9, flat-footed 22 (24) (+11 armor, +2 shield, -1 size); Grp: +12; Atk: +9 melee (1d8+4/x3, large mwk handaxe); Space/Reach 10ft./10 ft.; Str 18, Dex 11.

Duergar Squire: Male duergar Ftr1; CR 2; Medium humanoid dwarf; HD 1d10+3; hp 13; Init +5; Spd 20 ft.; AC 20 (22 Phalanx Fighting), touch 11, flat-footed 19 (21) (+7 armor, +2 shield, +1 Dex); BAB: +1; Grp: +3; Atk: +4 melee (1d6+2/x3, mwk handaxe) or +2 ranged (1d6+2/x2, throwing axe); SA spell-like abilities; SQ Darkvision 120 ft., immunity to paralysis, phantasms, and poison, +2 racial bonus on saves against spells and spell-like abilities, light sensitivity; AL LE.

SV Fort +5, Ref +1 (2), Will +1;

(all saves +2 vs spells and spell-like);

Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 4.

Skills and Feats: Craft (armorsmithing) +4, Ride +5; Improved Initiative, Phalanx Fighting^{B*}.

Languages: Common, Dwarven, Undercommon.

Spell-like Abilities (Sp): 1/day--enlarge person and invisibility, CL 2.

Possessions: mwk banded mail, mwk heavy steel shield, mwk handaxe, throwing axe (2), *potion of cure moderate wounds*.

Powered-up Suite (enlarged person): AC 18 (20), touch 9, flat-footed 18 (20) (+7 armor, +2 shield, -1 size); Grp: +12; Atk: +4 melee (1d8+3/x3, mwk large handaxe); Space/Reach 10ft./10 ft.; Str 17, Dex 11.

Duergar Tracker: Male duergar Rgr2; CR 3; Medium humanoid (dwarf); HD 2d8+6; hp 19; Init +2; Spd 20 ft.; AC 19, touch 12, flat-footed 16 (+5 armor, +2 shield, +2 Dex); BAB: +2; Grp: +3; Atk: +4 melee (1d8+1/x3, mwk battleaxe) or +4 ranged (1d6+1/x2, throwing axe); Full Atk: +4 melee (1d8+1/x3, mwk battleaxe) or +2/+2 ranged (1d6+1/x2, throwing axe); SA favored enemy (magical beast +2); SQ Darkvision 120 ft., immunity to paralysis, phantasms, and poison, +2 racial bonus on saves against spells and spell-like abilities, light sensitivity, spell-like abilities, wild empathy +2; AL NE.

SV Fort +6, Ref +5, Will +1;

(all saves add +2 vs spells and spell-like);

Str 13, Dex 14, Con 17, Int 8, Wis 12, Cha 6.

Skills and Feats: Handle Animal +3, Knowledge (dungeoneering) +4, Listen +2, Move Silently +9, Ride +4, Spot +7, Survival +8; Quickdraw, Rapid Shot^B, Track^B.

Languages: Common, Dwarven, Undercommon.

Spell-like Abilities (Sp): 1/day--enlarge person and invisibility, CL 4.

Possessions: +1 chain shirt, mwk heavy steel shield, mwk battleaxe, throwing axe (4), *potion of cure moderate wounds*.

Deep hound: CR 4; Large magical beast; HD 6d10+18; hp 58; Init +5; Spd 40 ft.; AC 16, touch 10, flat-footed 15 (+1 Dex, +6 natural, -1 size); BAB: +6; Grp: +16; Atk +11 melee (2d6+9/x2, bite); Space/Reach: 10ft./5 ft.; SQ Darkvision 120 ft., light sensitivity, low-light vision, scent, trainable; AL N.

SV Fort +8, Ref +6, Will +3;

Str 23, Dex 13, Con 17, Int 2, Wis 12, Cha 6.

Skills and Feats: Jump +18, Listen +3, Spot +3, Survival +2*; Alertness, Improved Initiative, Track^B, Tunnel Fighting*.

Light Sensitivity (Ex): Deep hounds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Trainable (Ex): A deep hound is easier to train and handle than most magical beasts. Handle Animal checks made to train or handle a deep hound are not increased by 5. Dwarves receive a +2 Circumstance bonus on all Handle Animal checks made to train or handle a deep hound.

Skills: Deep hounds have a +4 racial bonus on Jump checks.

*Deep hounds have a +4 racial bonus on Survival checks when tracking by scent.

Appendix APL 6

Room 1

Duergar Guard: Male duergar Ftr4; CR 5; Medium humanoid dwarf; HD 4d10+12; hp 40; Init +5; Spd 20 ft.; AC 24 (26 Phalanx Fighting), touch 11, flat-footed 23 (25) (+11 armor, +2 shield, +1 Dex); BAB: +4; Grp: +7; Atk: +9 melee (1d6+3/x3, mwk handaxe) or +5 ranged (1d6+3/x2, mwk throwing axe); SA spell-like abilities; SQ Darkvision 120 ft., immunity to paralysis, phantasms, and poison, +2 racial bonus on saves against spells and spell-like abilities, light sensitivity; AL LE.

SV Fort +7, Ref +2 (3), Will +2;

(all saves +2 vs spells and spell-like);

Str 16, Dex 13, Con 16, Int 10, Wis 12, Cha 4.

Skills and Feats: Craft (armorsmithing) +7, Ride +8; Dodge, Heavy Armor Optimization^{B*}, Improved Initiative, Phalanx Fighting^{B*}, Weapon Focus (handaxe)^B.

Languages: Common, Dwarven, Undercommon.

Spell-like Abilities (Sp): 1/day-enlarge person and invisibility, CL 8.

Possessions: +1 full-plate, mwk heavy steel shield, mwk handaxe, mwk throwing axe (2), *potion of cure moderate wounds*.

Powered-up Suite (enlarged person): AC 22 (24), touch 9, flat-footed 22 (24) (+11 armor, +2 shield, -1 size); Grp: +12; Atk: +9 melee (1d8+4/x3, large mwk handaxe); Space/Reach 10ft./10 ft.; Str 18, Dex 11.

Duergar Squire: Male duergar Ftr1; CR 2; Medium humanoid dwarf; HD 1d10+3; hp 13; Init +5; Spd 20 ft.; AC 20 (22 Phalanx Fighting), touch 11, flat-footed 19 (21) (+7 armor, +2 shield, +1 Dex); BAB: +1; Grp: +3; Atk: +4 melee (1d6+2/x3, mwk handaxe) or +2 ranged (1d6+2/x2, throwing axe); SA spell-like abilities; SQ Darkvision 120 ft., immunity to paralysis, phantasms, and poison, +2 racial bonus on saves against spells and spell-like abilities, light sensitivity; AL LE.

SV Fort +5, Ref +1 (2), Will +1;

(all saves +2 vs spells and spell-like);

Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 4.

Skills and Feats: Craft (armorsmithing) +4, Ride +5; Improved Initiative, Phalanx Fighting^{B*}.

Languages: Common, Dwarven, Undercommon.

Spell-like Abilities (Sp): 1/day-enlarge person and invisibility, CL 2.

Possessions: mwk banded mail, mwk heavy steel shield, mwk handaxe, throwing axe (2), *potion of cure moderate wounds*.

Powered-up Suite (enlarged person): AC 18 (20), touch 9, flat-footed 18 (20) (+7 armor, +2

shield, -1 size); Grp: +12; Atk: +4 melee (1d8+3/x3, mwk large handaxe); Space/Reach 10ft./10 ft.; Str 17, Dex 11.

Room 2

Elite Advanced Rust Monster: CR 7; Large aberration; HD 13d8+65; hp 133; Init +8; Spd 40 ft.; AC 20, touch 13, flat-footed 16 (+4 Dex, +7 natural, -1 Size); BAB: +9; Grp +18; Atk +13 touch (rust); Full Atk +13 touch (rust) and +8 melee (1d4+5/x2, bite); Space/Reach 10 ft./10 ft.; SA Rust; SQ Darkvision 60 ft., scent; AL N.

SV Fort +9, Ref +8, Will +10;

Str 21, Dex 18, Con 21, Int 2, Wis 14, Cha 6.

Skills and Feats: Listen +9, Spot +9, Survival +8; Alertness, Track, Ability Focus (rust), Improved Initiative, Combat Reflexes.

Rust (Ex): A rust monster that makes a successful touch attack with its antennae causes the target metal to corrode, falling to pieces and becoming useless immediately. The touch can destroy up to a 10-foot cube of metal instantly. Magic armor and weapons, and other magic items made of metal, must succeed on a DC 27 Reflex save or be dissolved. The save DC is Constitution-based and includes a +4 racial bonus.

A metal weapon that deals damage to a rust monster corrodes immediately (magic weapons still get a save). Wooden, stone, and other nonmetallic weapons are unaffected.

Physical Description: A rust monster the size of a horse!

Room 3

Cildabrin: CR 7; Large aberration; HD 11d8+55; hp 113; Init +3; Spd 50 ft., climb 20 ft.; AC 19, touch 12, flat-footed 16 (+3 Dex, +7 natural, -1 Size); BAB: +8; Grp +23; Atk +14 melee (1d6+7/x2, pincer); Full Atk +14 melee (1d6+7/x2, 2 pincers) and +12 melee (1d8+3/x2 plus poison, tail stinger); Space/Reach: 10 ft./10 ft.; SA Constrict 1d6+10, improved grab, poison, spell-like abilities; SQ Darkvision 60 ft., tremorsense 60 ft.; AL NE.

SV Fort +8, Ref +6, Will +7;

Str 24, Dex 17, Con 21, Int 11, Wis 10, Cha 13.

Skills and Feats: Climb +22, Jump +22, Move Silently +10, Spot +11; Dodge, Mobility, Multiattack, Spring Attack.

Languages: Can communicate with arachnids non-verbally.

Constrict (Ex): A cildabrin deals an extra 1d6+10 points of damage with a successful grapple check.

Improved Grab (Ex): To use this ability, a cildabrin must successfully attack with a pincer. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, the cildabrin establishes a hold and deals constrict damage. Cildabrin gain a +4 racial bonus on grapple checks.

A cildabrin might choose to grapple with one pincer only (grapple bonus +3), especially against Small opponents or opponents that have been weakened by its poison. This tactic leaves the monster free to move or use its other attacks against different opponents.

Poison (Ex): Injury, Fortitude DC 20, initial and secondary damage 1d6 Str. The save DC is Constitution-based.

Spell-Like Abilities: 3/day—*darkness*, *silence* (DC 16), *spike stones* (DC 16). Caster level 11th. The save DCs are Charisma-based.

Skills: Cildabrin have a +8 racial bonus on Climb checks and a +4 racial bonus on Spot checks. A cildabrin can always choose to take 10 on Climb checks, even if rushed or threatened.

Physical Description: This spider-like horror has long pincers in place of its forelegs, and a scorpion's tail in place of the spider's spinnerets. The body itself is chitinous and blue-black, but tufts of dark brown hair, like those of a tarantula, grow out of the joints. The creature's eight turquoise eyes don't seem to reflect any light.

Room 4

Elite Advanced Deep hound: CR 7; Large magical beast; HD 12d10+60; hp 136; Init +6; Spd 40 ft.; AC 20, touch 11, flat-footed 18 (+3 armor, +2 Dex, +6 natural, -1 size); BAB: +12; Grp: +24; Atk +19 melee (3d6+12/19-20, bite); Space/Reach: 10ft./5 ft.; SQ Darkvision 120 ft., light sensitivity, low-light vision, scent, trainable; AL N.

SV Fort +13, Ref +10, Will +6;

Str 27, Dex 15, Con 20, Int 2, Wis 14, Cha 4.

Skills and Feats: Jump +20, Listen +4, Spot +4, Survival +9*; Alertness, Improved Initiative, Track^B, Tunnel Fighting*, Improved Natural Attack (bite), Improved Critical (bite).

Light Sensitivity (Ex): Deep hounds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Trainable (Ex): A deep hound is easier to train and handle than most magical beasts. Handle Animal checks made to train or handle a deep hound are not increased by 5. Dwarves receive a +2 Circumstance bonus on all Handle Animal checks made to train or handle a deep hound.

Skills: Deep hounds have a +4 racial bonus on Jump checks.

*Deep hounds have a +4 racial bonus on Survival checks when tracking by scent.

Possessions: mwk studded leather barding.

Duergar Tracker: Male duergar Rgr2; CR 3; Medium humanoid (dwarf); HD 2d8+6; hp 19; Init +2; Spd 20 ft.; AC 19, touch 12, flat-footed 16 (+5 armor, +2 shield, +2 Dex); BAB: +2; Grp: +3; Atk: +4 melee (1d8+1/x3, mwk battleaxe) or +4 ranged (1d6+1/x2, throwing axe); Full Atk: +4 melee (1d8+1/x3, mwk battleaxe) or +2/+2 ranged (1d6+1/x2, throwing axe); SA favored enemy (magical beast +2); SQ Darkvision 120 ft., immunity to paralysis, phantasms, and poison, +2 racial bonus on saves against spells and spell-like abilities, light sensitivity, spell-like abilities, wild empathy +2; AL NE.

SV Fort +6, Ref +5, Will +1;

(all saves add +2 vs spells and spell-like);

Str 13, Dex 14, Con 17, Int 8, Wis 12, Cha 6.

Skills and Feats: Handle Animal +3, Knowledge (dungeoneering) +4, Listen +2, Move Silently +9, Ride +4, Spot +7, Survival +8; Quickdraw, Rapid Shot^B, Track^B.

Languages: Common, Dwarven, Undercommon.

Spell-like Abilities (Sp): 1/day--*enlarge person* and *invisibility*, CL 4.

Possessions: +1 chain shirt, mwk heavy steel shield, mwk battleaxe, throwing axe (4), *potion of cure moderate wounds*.

Room 5

Hound of the Gloom: CR 9; Large aberration; HD 12d8+84; hp 156; Init +2; Spd 40 ft., climb 20 ft.; AC 24, touch 11, flat-footed 22 (+2 Dex, +13 natural, -1 size); BAB: +9; Grp: +19; Atk +14 melee (2d6+6/x2, bite) or +14 melee (1d6+6/x2 plus poison, tentacle rake); Full Atk +14 melee (2d6+6/x2, bite) and +12 melee (1d6+3/x2 plus poison, 2 tentacle rakes) and +12 melee (1d6+3/x2, 2 claws); Space/Reach 10 ft./5 ft. (10 ft. with tentacles); SA Improved Grab, poison, pounce; SQ Darkvision 60 ft., scent; AL NE.

SV Fort +13, Ref +6, Will +11;

Str 22, Dex 15, Con 24, Int 10, Wis 17, Cha 10.

Skills and Feats: Balance +6, Climb +18, Jump +18, Listen +12, Move Silently +6, Spot +12; Cleave, Combat Reflexes, Great Fortitude, Multiattack, Power Attack.

Languages: Understands Undercommon and can speak with other Hounds of Gloom.

Improved Grab (Ex): To use this ability, the hound must hit with a tentacle attack. It can then

attempt to start a grapple as a free action without provoking attacks of opportunity.

Poison (Ex): Injury, Fortitude DC 23, initial and secondary damage 1d8 Dex. The save DC is Constitution-based.

Pounce (Ex): If a hound of gloom charges a foe, it can make a full attack.

Skills: Hounds of the gloom have a +4 racial bonus on Listen and Spot checks. They have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Physical Description: This powerful quadruped vaguely resembles large dog or bear. Its massive, hairless body ripples with muscle. Its hide is sleek and milky white in color, and bony plates cover its head and protect its eyes. Long tentacles ring the head like a lion's mane. Two of the tentacles, longer than the others, end in oddly humanlike hands.

Room 6

Lifeleech Otyugh: CR 8; Large aberration; HD 9d8+54; hp 102; Init +3; Spd 40 ft.; AC 21, touch 16, flat-footed 18 (+3 Dex, +5 natural, +4 deflection, -1 Size); BAB: +6; Grp +18; Atk +14 melee (1d8+8/x2, tentacle); Full Atk +14 melee (1d8+8/x2, 4 tentacles) and +8 melee (1d6+4/x2, bite); Space/Reach 10 ft./10 ft. (15 ft. with tentacle); SA Constrict, improved grab; SQ Darkvision 60 ft., fast healing 5, life-leech aura, spell-strengthened hide; AL NE.

SV Fort +9, Ref +6, Will +12;

Str 27, Dex 16, Con 23, Int 7, Wis 18, Cha 8.

Skills and Feats: Hide +3*, Jump +12, Listen +10, Spot +10; Alertness, Combat Reflexes, Iron Will, Weapon Focus (tentacle).

Languages: Common.

Constrict (Ex): A lifeleech otyugh deals automatic tentacle damage with a successful grapple check.

Improved Grab (Ex): To use this ability, a lifeleech otyugh must hit with its tentacle attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

Spell-Strengthened Hide (Su): The sickly grey skin of a lifeleech otyugh has been infused with magical energy. This strange energy grants a lifeleech otyugh a +4 deflection bonus to its Armor Class.

Lifeleech Aura (Su): Whenever a spell or spell-like ability with the healing descriptor is used on a creature within 60 feet of a lifeleech otyugh, the otyugh gains the benefit of the healing spell as if it had been one of the spell's targets. If a healing spell cast within 60 feet of a lifeleech otyugh would grant it enough hit points to exceed its full normal total, it

gains the remaining hit points as temporary hit points. A lifeleech otyugh can't have more temporary hit points from its lifeleech aura than its full normal hit point total. Temporary hit points gain in this manner last 1 hour.

This ability affects spell completion and spell trigger items (such as scrolls, staves, wands), but not other magic items.

Skills: A lifeleech otyugh has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

*A lifeleech otyugh gains a +8 racial bonus on Hide checks when in its lair, due to its natural coloration.

Physical Description: This creature looks like a bloated ovoid supported by three stocky legs. A vine-like eyestalk rises about 2 feet above its bloated body, and four thick tentacles extend from its sides. The creature's horrid mouth extends around the entire front half of its body and holds multiple rows of jagged teeth. The creature's rough hide twists and contorts over its strange form, seemingly infused with a horrid energy of its own.

Room 8

Elite Duergar Guard: Male duergar Ftr6; CR 7; Medium humanoid dwarf; HD 6d10+18; hp 58; Init +5; Spd 20 ft.; AC 24 (26 Phalanx Fighting), touch 11, flat-footed 23 (25) (+11 armor, +2 shield, +1 Dex); BAB: +6; Grp: +9; Atk: +11 melee (1d6+6/x3, +1 handaxe) or +7 ranged (1d6+3/x2, mwk throwing axe); Full Atk: +11/+6 melee (1d6+6/x3, +1 handaxe) or +7 ranged (1d6+3/x2, mwk throwing axe); SA spell-like abilities; SQ Darkvision 120 ft., immunity to paralysis, phantasms, and poison, +2 racial bonus on saves against spells and spell-like abilities, light sensitivity; AL LE.

SV Fort +8, Ref +3 (4), Will +3;

(all saves +2 vs spells and spell-like);

Str 16, Dex 13, Con 16, Int 10, Wis 12, Cha 4.

Skills and Feats: Craft (armorsmithing) +9, Ride +10; Dodge, Formation Expert^{B*}, Heavy Armor Optimization^{B*}, Improved Initiative, Phalanx Fighting^{*B}, Weapon Focus (handaxe)^B, Weapon Specialization (handaxe).

Languages: Common, Dwarven, Undercommon.

Spell-like Abilities (Sp): 1/day-enlarge person and invisibility, CL 12.

Possessions: +1 full-plate, mwk heavy steel shield, +1 handaxe, mwk throwing axe (2), *potion of cure moderate wounds*.

Powered-up Suite (enlarged person): AC 22 (24), touch 9, flat-footed 22 (24) (+11 armor, +2 shield, -1 size); Grp: +14; Atk: +11 melee

(1d8+7/x3, +1 *large handaxe*); Space/Reach 10ft./10 ft.; Str 18, Dex 11.

Duergar Beastmaster: Male duergar Rgr6; CR 7; Medium humanoid (dwarf); HD 6d8+30; hp 63; Init +2; Spd 30 ft.; AC 19, touch 12, flat-footed 16 (+5 armor, +2 shield, +2 Dex); BAB: +6; Grp: +7; Atk: +8 melee (1d8+1/x3, mwk battleaxe) or +8 ranged (1d6+1/x2, throwing axe); Full Atk: +8/+3 melee (1d8+1/x3, mwk battleaxe) or +6/+6/+1 ranged (1d6+1/x2, throwing axe); SA favored enemy (magical beast +4, giants +2); SQ Darkvision 120 ft., immunity to paralysis, phantasms, and poison, +2 racial bonus on saves against spells and spell-like abilities, light sensitivity, spell-like abilities, wild empathy +6, animal companion (deceased), improved combat style; AL NE.

SV Fort +10, Ref +7, Will +3;

(all saves add +2 vs spells and spell-like);

Str 13, Dex 14, Con 20, Int 8, Wis 12, Cha 6.

Skills and Feats: Handle Animal +7, Knowledge (dungeoneering) +8, Listen +2, Move Silently +13, Ride +4, Spot +11, Survival +12; Quickdraw, Rapid Shot^B, Track^B, Endurance^B, Point Blank Shot, Manyshot^B, Precise Shot.

Languages: Common, Dwarven, Undercommon.

Spell-like Abilities (Sp): 1/day--*enlarge person* and *invisibility*, CL 12.

Spells Prepared (2; base DC = 11 + spell level): 1st—~~longstrider~~, *magic fang*.

Possessions: +1 chain shirt, amulet of health +2, mwk heavy steel shield, mwk battleaxe, throwing axe (6), *potion of cure moderate wounds* (2).

Elite Advanced Deep hound: CR 7; Large magical beast; HD 12d10+60; hp 136; Init +6; Spd 40 ft.; AC 20, touch 11, flat-footed 18 (+3 armor, +2 Dex, +6 natural, -1 size); BAB: +12; Grp: +24; Atk +19 melee (3d6+12/[19-20/x2], bite); Space/Reach: 10ft./5 ft.; SQ Darkvision 120 ft., light sensitivity, low-light vision, scent, trainable; AL N.

SV Fort +13, Ref +10, Will +6;

Str 27, Dex 15, Con 20, Int 2, Wis 14, Cha 4.

Skills and Feats: Jump +20, Listen +4, Spot +4, Survival +9*; Alertness, Improved Initiative, Track^B, Tunnel Fighting*, Improved Natural Attack (bite), Improved Critical (bite).

Light Sensitivity (Ex): Deep hounds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Trainable (Ex): A deep hound is easier to train and handle than most magical beasts. Handle Animal checks made to train or handle a deep hound are not increased by 5. Dwarves receive a +2 Circumstance

bonus on all Handle Animal checks made to train or handle a deep hound.

Skills: Deep hounds have a +4 racial bonus on Jump checks.

*Deep hounds have a +4 racial bonus on Survival checks when tracking by scent.

Possessions: mwk studded leather barding.

Appendix APL 8

Room 1

Elite Duergar Guard: Male duergar Ftr6; CR 7; Medium humanoid dwarf; HD 6d10+18; hp 58; Init +5; Spd 20 ft.; AC 24 (26 Phalanx Fighting), touch 11, flat-footed 23 (25) (+11 armor, +2 shield, +1 Dex); BAB: +6; Grp: +9; Atk: +11 melee (1d6+6/x3, +1 handaxe) or +7 ranged (1d6+3/x2, mwk throwing axe); Full Atk: +11/+6 melee (1d6+6/x3, +1 handaxe) or +7 ranged (1d6+3/x2, mwk throwing axe); SA spell-like abilities; SQ Darkvision 120 ft., immunity to paralysis, phantasms, and poison, +2 racial bonus on saves against spells and spell-like abilities, light sensitivity; AL LE.
SV Fort +8, Ref +3 (4), Will +3;
(all saves +2 vs spells and spell-like);
Str 16, Dex 13, Con 16, Int 10, Wis 12, Cha 4.

Skills and Feats: Craft (armorsmithing) +9, Ride +10; Dodge, Formation Expert^{B*}, Heavy Armor Optimization^{B*}, Improved Initiative, Phalanx Fighting^{*B}, Weapon Focus (handaxe)^B, Weapon Specialization (handaxe).

Languages: Common, Dwarven, Undercommon.

Spell-like Abilities (Sp): 1/day-enlarge person and invisibility, CL 12.

Possessions: +1 full-plate, mwk heavy steel shield, +1 handaxe, mwk throwing axe (2), *potion of cure moderate wounds*.

Powered-up Suite (enlarged person): AC 22 (24), touch 9, flat-footed 22 (24) (+11 armor, +2 shield, -1 size); Grp: +14; Atk: +11 melee (1d8+7/x3, +1 large handaxe); Space/Reach 10ft./10 ft.; Str 18, Dex 11.

Duergar Guard: Male duergar Ftr4; CR 5; Medium humanoid dwarf; HD 4d10+12; hp 40; Init +5; Spd 20 ft.; AC 24 (26 Phalanx Fighting), touch 11, flat-footed 23 (25) (+11 armor, +2 shield, +1 Dex); BAB: +4; Grp: +7; Atk: +9 melee (1d6+3/x3, mwk handaxe) or +5 ranged (1d6+3/x2, mwk throwing axe); SA spell-like abilities; SQ Darkvision 120 ft., immunity to paralysis, phantasms, and poison, +2 racial bonus on saves against spells and spell-like abilities, light sensitivity; AL LE.
SV Fort +7, Ref +2 (3), Will +2;
(all saves +2 vs spells and spell-like);
Str 16, Dex 13, Con 16, Int 10, Wis 12, Cha 4.

Skills and Feats: Craft (armorsmithing) +7, Ride +8; Dodge, Heavy Armor Optimization^{B*}, Improved Initiative, Phalanx Fighting^{*B}, Weapon Focus (handaxe)^B.

Languages: Common, Dwarven, Undercommon.

Spell-like Abilities (Sp): 1/day-enlarge person and invisibility, CL 8.

Possessions: +1 full-plate, mwk heavy steel shield, mwk handaxe, mwk throwing axe (2), *potion of cure moderate wounds*.

Powered-up Suite (enlarged person): AC 22 (24), touch 9, flat-footed 22 (24) (+11 armor, +2 shield, -1 size); Grp: +12; Atk: +9 melee (1d8+4/x3, large mwk handaxe); Space/Reach 10ft./10 ft.; Str 18, Dex 11.

Room 2

Uber-Elite Advanced Rust Monster: CR 8; Large aberration; HD 15d8+75; hp 168; Init +8; Spd 40 ft.; AC 20, touch 13, flat-footed 16 (+4 Dex, +7 natural, -1 Size); BAB: +11; Grp +20; Atk +15 touch (rust); Full Atk +15 touch (rust) and +10 melee (1d4+5, bite); Space/Reach 10 ft./10 ft.; SA Rust; SQ Darkvision 60 ft., scent; AL N.
SV Fort +10, Ref +9, Will +11;
Str 21, Dex 18, Con 21, Int 2, Wis 14, Cha 6.

Skills and Feats: Listen +9, Spot +9, Survival +10; Alertness, Track, Ability Focus (rust), Improved Initiative, Combat Reflexes, Improved Toughness.

Rust (Ex): A rust monster that makes a successful touch attack with its antennae causes the target metal to corrode, falling to pieces and becoming useless immediately. The touch can destroy up to a 10-foot cube of metal instantly. Magic armor and weapons, and other magic items made of metal, must succeed on a DC 28 Reflex save or be dissolved. The save DC is Constitution-based and includes a +4 racial bonus.

A metal weapon that deals damage to a rust monster corrodes immediately (magic weapons still get a save). Wooden, stone, and other nonmetallic weapons are unaffected.

Physical Description: A rust monster the size of a horse!

Room 3

Elite Advanced Cildabrin: CR 9; Large aberration; HD 14d8+98; hp 171; Init +8; Spd 50 ft., climb 20 ft.; AC 20, touch 13, flat-footed 16 (+4 Dex, +7 natural, -1 Size); BAB: +10; Grp +28; Atk +19 melee (1d6+10/x2, pincer); Full Atk +19 melee (1d6+10/x2, 2 pincers) and +17 melee (1d8+5/x2 plus poison, tail stinger); Space/Reach: 10 ft./10 ft.; SA Constrict 1d6+15, improved grab, poison, spell-like abilities; SQ Darkvision 60 ft., tremorsense 60 ft.; AL NE.

SV Fort +10, Ref +7, Will +6;

Str 30, Dex 19, Con 24, Int 10, Wis 8, Cha 14.

Skills and Feats: Climb +25, Jump +25, Move Silently +14, Spot +13; Dodge, Mobility, Multiattack, Spring Attack, Improved Initiative.

Languages: Can communicate with arachnids non-verbally.

Constrict (Ex): A cildabrin deals an extra 1d6+15 points of damage with a successful grapple check.

Improved Grab (Ex): To use this ability, a cildabrin must successfully attack with a pincer. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, the cildabrin establishes a hold and deals constrict damage. Cildabrin gain a +4 racial bonus on grapple checks.

A cildabrin might choose to grapple with one pincer only (grapple bonus +8), especially against Small opponents or opponents that have been weakened by its poison. This tactic leaves the monster free to move or use its other attacks against different opponents.

Poison (Ex): Injury, Fortitude DC 24, initial and secondary damage 1d6 Str. The save DC is Constitution-based.

Spell-Like Abilities: 3/day—*darkness*, *silence* (DC 17), *spike stones* (DC 17). Caster level 14th. The save DCs are Charisma-based.

Skills: Cildabrin have a +8 racial bonus on Climb checks and a +4 racial bonus on Spot checks. A cildabrin can always choose to take 10 on Climb checks, even if rushed or threatened.

Physical Description: See APL 6.

Room 4

Elite Advanced Deep hound: CR 7; Large magical beast; HD 12d10+60; hp 136; Init +6; Spd 40 ft.; AC 20, touch 11, flat-footed 18 (+3 armor, +2 Dex, +6 natural, -1 size); BAB: +12; Grp: +24; Atk +19 melee (3d6+12/19-20, bite); Space/Reach: 10ft./5 ft.; SQ Darkvision 120 ft., light sensitivity, low-light vision, scent, trainable; AL N.
SV Fort +13, Ref +10, Will +6;
Str 27, Dex 15, Con 20, Int 2, Wis 14, Cha 4.

Skills and Feats: Jump +20, Listen +4, Spot +4, Survival +9*; Alertness, Improved Initiative, Track^B, Tunnel Fighting*, Improved Natural Attack (bite), Improved Critical (bite).

Light Sensitivity (Ex): Deep hounds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Trainable (Ex): A deep hound is easier to train and handle than most magical beasts. Handle Animal checks made to train or handle a deep hound are not increased by 5. Dwarves receive a +2 Circumstance

bonus on all Handle Animal checks made to train or handle a deep hound.

Skills: Deep hounds have a +4 racial bonus on Jump checks.

*Deep hounds have a +4 racial bonus on Survival checks when tracking by scent.

Possessions: mwk studded leather barding.

Duergar Beastmaster: Male duergar Rgr6; CR 7; Medium humanoid (dwarf); HD 6d8+30; hp 63; Init +2; Spd 30 ft.; AC 19, touch 12, flat-footed 16 (+5 armor, +2 shield, +2 Dex); BAB: +6; Grp: +7; Atk: +8 melee (1d8+1/x3, mwk battleaxe) or +8 ranged (1d6+1/x2, throwing axe); Full Atk: +8/+3 melee (1d8+1/x3, mwk battleaxe) or +6/+6/+1 ranged (1d6+1/x2, throwing axe); SA favored enemy (magical beast +4, giants +2); SQ Darkvision 120 ft., immunity to paralysis, phantasms, and poison, +2 racial bonus on saves against spells and spell-like abilities, light sensitivity, spell-like abilities, wild empathy +6, animal companion (deceased), improved combat style; AL NE.

SV Fort +10, Ref +7, Will +3;

(all saves add +2 vs spells and spell-like);

Str 13, Dex 14, Con 20, Int 8, Wis 12, Cha 6.

Skills and Feats: Handle Animal +7, Knowledge (dungeoneering) +8, Listen +2, Move Silently +13, Ride +4, Spot +11, Survival +12; Quickdraw, Rapid Shot^B, Track^B, Endurance^B, Point Blank Shot, Manyshot^B, Precise Shot.

Languages: Common, Dwarven, Undercommon.

Spell-like Abilities (Sp): 1/day--*enlarge person* and *invisibility*, CL 12.

Spells Prepared (2; base DC = 11 + spell level):
1st—~~longstrider~~, *magic fang*.

Possessions: +1 chain shirt, amulet of health +2, mwk heavy steel shield, mwk battleaxe, throwing axe (6), *potion of cure moderate wounds* (2).

Elite Duergar Guard: Male duergar Ftr6; CR 7; Medium humanoid dwarf; HD 6d10+18; hp 58; Init +5; Spd 20 ft.; AC 24 (26 Phalanx Fighting), touch 11, flat-footed 23 (25) (+11 armor, +2 shield, +1 Dex); BAB: +6; Grp: +9; Atk: +11 melee (1d6+6/x3, +1 handaxe) or +7 ranged (1d6+3/x2, mwk throwing axe); Full Atk: +11/+6 melee (1d6+6/x3, +1 handaxe) or +7 ranged (1d6+3/x2, mwk throwing axe); SA spell-like abilities; SQ Darkvision 120 ft., immunity to paralysis, phantasms, and poison, +2 racial bonus on saves against spells and spell-like abilities, light sensitivity; AL LE.

SV Fort +8, Ref +3 (4), Will +3;

(all saves +2 vs spells and spell-like);

Str 16, Dex 13, Con 16, Int 10, Wis 12, Cha 4.

Skills and Feats: Craft (armorsmithing) +9, Ride +10; Dodge, Formation Expert^{B*}, Heavy Armor Optimization^{B*}, Improved Initiative, Phalanx Fighting^{*B}, Weapon Focus (handaxe)^B, Weapon Specialization (handaxe).

Languages: Common, Dwarven, Undercommon.

Spell-like Abilities (Sp): 1/day-enlarge person and invisibility, CL 8.

Possessions: +1 full-plate, mwk heavy steel shield, +1 handaxe, mwk throwing axe (2), *potion of cure moderate wounds*.

Powered-up Suite (enlarged person): AC 22 (24), touch 9, flat-footed 22 (24) (+11 armor, +2 shield, -1 size); Grp: +14; Atk: +11 melee (1d8+7/x3, +1 large handaxe); Space/Reach 10ft./10 ft.; Str 18, Dex 11.

Room 5

Elite Advanced Hound of the Gloom: CR 11; Large aberration; HD 14d8+126; hp 199; Init +3; Spd 40 ft., climb 20 ft.; AC 28, touch 12, flat-footed 25 (+3 armor, +3 Dex, +13 natural, -1 size); BAB: +10; Grp: +22; Atk +17 melee (2d6+8/x2, bite) or +17 melee (1d6+4/x2 plus poison, tentacle rake); Full Atk +17 melee (2d6+8/x2, bite) and +15 melee (1d6+4/x2 plus poison, 2 tentacle rakes) and +15 melee (1d6+4/x2, 2 claws); Space/Reach 10 ft./5 ft. (10 ft. with tentacles); SA Improved Grab, poison, pounce; SQ Darkvision 60 ft., scent; AL NE. SV Fort +15, Ref +7, Will +13; Str 27, Dex 17, Con 28, Int 10, Wis 18, Cha 8.

Skills and Feats: Balance +7, Climb +20, Jump +20, Listen +13, Move Silently +9, Spot +13; Cleave, Combat Reflexes, Great Fortitude, Multiattack, Power Attack.

Languages: Understands Undercommon and can speak with other Hounds of Gloom.

Improved Grab (Ex): To use this ability, the hound must hit with a tentacle attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

Poison (Ex): Injury, Fortitude DC 26, initial and secondary damage 1d8 Dex. The save DC is Constitution-based.

Pounce (Ex): If a hound of gloom charges a foe, it can make a full attack.

Skills: Hounds of the gloom have a +4 racial bonus on Listen and Spot checks. They have a +8 racial bonus on Climb checks and an always choose to take 10 on Climb checks, even if rushed or threatened.

Possessions: Mwk studded leather barding.

Physical Description: See APL 6.

Room 6

Elite Lifeleech Otyugh: CR 9; Large aberration; HD 9d8+72; hp 120; Init +4; Spd 40 ft.; AC 22, touch 17, flat-footed 18 (+4 Dex, +5 natural, +4 deflection, -1 Size); BAB: +6; Grp +20; Atk +16 melee (1d8+10/x2, tentacle); Full Atk +16 melee (1d8+10/x2, 4 tentacles) and +10 melee (1d6+5/x2, bite); Space/Reach 10 ft./10 ft. (15 ft. with tentacle); SA Constrict, improved grab; SQ Darkvision 60 ft., fast healing 5, life-leech aura, spell-strengthened hide; AL NE.

SV Fort +11, Ref +7, Will +13;

Str 31, Dex 18, Con 26, Int 6, Wis 21, Cha 6.

Skills and Feats: Hide +4*, Jump +14, Listen +11, Spot +11; Alertness, Combat Reflexes, Iron Will, Weapon Focus (tentacle).

Languages: Common.

Constrict (Ex): A lifeleech otyugh deals automatic tentacle damage with a successful grapple check.

Improved Grab (Ex): To use this ability, a lifeleech otyugh must hit with its tentacle attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

Spell-Strengthened Hide (Su): The sickly grey skin of a lifeleech otyugh has been infused with magical energy. This strange energy grants a lifeleech otyugh a +4 deflection bonus to its Armor Class.

Lifeleech Aura (Su): Whenever a spell or spell-like ability with the healing descriptor is used on a creature within 60 feet of a lifeleech otyugh, the otyugh gains the benefit of the healing spell as if it had been one of the spell's targets. If a healing spell cast within 60 feet of a lifeleech otyugh would grant it enough hit points to exceed its full normal total, it gains the remaining hit points as temporary hit points. A lifeleech otyugh can't have more temporary hit points from its lifeleech aura than its full normal hit point total. Temporary hit points gain in this manner last 1 hour.

This ability affects spell completion and spell trigger items (such as scrolls, staffs, wands), but not other magic items.

Skills: A lifeleech otyugh has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

*A lifeleech otyugh gains a +8 racial bonus on Hide checks when in its lair, due to its natural coloration.

Physical Description: See APL 6.

Room 8

Elite Duergar Guard: Male duergar Ftr6; CR 7; Medium humanoid dwarf; HD 6d10+18; hp 58; Init +5; Spd 20 ft.; AC 24 (26 Phalanx Fighting), touch 11, flat-footed 23 (25) (+11 armor, +2 shield, +1 Dex); BAB: +6; Grp: +9; Atk: +11 melee (1d6+6/x3, +1 handaxe) or +7 ranged (1d6+3/x2, mwk throwing axe); Full Atk: +11/+6 melee (1d6+6/x3, +1 handaxe) or +7 ranged (1d6+3/x2, mwk throwing axe); SA spell-like abilities; SQ Darkvision 120 ft., immunity to paralysis, phantasms, and poison, +2 racial bonus on saves against spells and spell-like abilities, light sensitivity; AL LE.

SV Fort +8, Ref +3 (4), Will +3;

(all saves +2 vs spells and spell-like);

Str 16, Dex 13, Con 16, Int 10, Wis 12, Cha 4.

Skills and Feats: Craft (armorsmithing) +9, Ride +10; Dodge, Formation Expert^{B*}, Heavy Armor Optimization^{B*}, Improved Initiative, Phalanx Fighting^{B*}, Weapon Focus (handaxe)^B, Weapon Specialization (handaxe).

Languages: Common, Dwarven, Undercommon.

Spell-like Abilities (Sp): 1/day--*enlarge person* and *invisibility*, CL 12.

Possessions: +1 full-plate, mwk heavy steel shield, +1 handaxe, mwk throwing axe (2), *potion of cure moderate wounds*.

Powered-up Suite (enlarged person): AC 22 (24), touch 9, flat-footed 22 (24) (+11 armor, +2 shield, -1 size); Grp: +14; Atk: +11 melee (1d8+7/x3, +1 large handaxe); Space/Reach 10ft./10 ft.; Str 18, Dex 11.

Duergar Beastmaster: Male duergar Rgr6; CR 7; Medium humanoid (dwarf); HD 6d8+30; hp 63; Init +2; Spd 30 ft.; AC 19, touch 12, flat-footed 16 (+5 armor, +2 shield, +2 Dex); BAB: +6; Grp: +7; Atk: +8 melee (1d8+1/x3, mwk battleaxe) or +8 ranged (1d6+1/x2, throwing axe); Full Atk: +8/+3 melee (1d8+1/x3, mwk battleaxe) or +6/+6/+1 ranged (1d6+1/x2, throwing axe); SA favored enemy (magical beast +4, giants +2); SQ Darkvision 120 ft., immunity to paralysis, phantasms, and poison, +2 racial bonus on saves against spells and spell-like abilities, light sensitivity, spell-like abilities, wild empathy +6, animal companion (deceased), improved combat style; AL NE.

SV Fort +10, Ref +7, Will +3;

(all saves add +2 vs spells and spell-like);

Str 13, Dex 14, Con 20, Int 8, Wis 12, Cha 6.

Skills and Feats: Handle Animal +7, Knowledge (dungeoneering) +8, Listen +2, Move Silently +13, Ride +4, Spot +11, Survival +12; Quickdraw, Rapid Shot^B, Track^B, Endurance^B, Point Blank Shot, Manyshot^B, Precise Shot.

Languages: Common, Dwarven, Undercommon.

Spell-like Abilities (Sp): 1/day--*enlarge person* and *invisibility*, CL 12.

Spells Prepared (2; base DC = 11 + spell level): 1st—~~longstrider~~, *magic fang*.

Possessions: +1 chain shirt, *amulet of health* +2, mwk heavy steel shield, mwk battleaxe, throwing axe (6), *potion of cure moderate wounds* (2).

Uber-Elite Advanced Deep Hound: CR 11; Huge magical beast; HD 18d10+126; hp 261; Init +6; Spd 40 ft.; AC 19, touch 10, flat-footed 19 (+2 Dex, +9 natural, -2 size); BAB: +18; Grp: +39; Atk +30 melee (4d6+19/19-20, bite); Full Atk +30 melee (4d6+19/19-20, bite); Space/Reach: 15ft./10 ft.; SQ Darkvision 120 ft., light sensitivity, low-light vision, scent, trainable; AL N.

SV Fort +18, Ref +13, Will +9;

Str 37, Dex 14, Con 24, Int 4, Wis 12, Cha 4.

Skills and Feats: Jump +29, Listen +3, Spot +3, Survival +14*; Alertness, Improved Crit (bite), Improved Initiative, Improved Natural Attack (bite), Iron Will, Track^B, Tunnel Fighting, Weapon Focus (bite).

Light Sensitivity (Ex): Deep hounds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Trainable (Ex): A deep hound is easier to train and handle than most magical beasts. Handle Animal checks made to train or handle a deep hound are not increased by 5. Dwarves receive a +2 Circumstance bonus on all Handle Animal checks made to train or handle a deep hound.

Skills: Deep hounds have a +4 racial bonus on Jump checks.

*Deep hounds have a +4 racial bonus on Survival checks when tracking by scent.

Appendix APL 10

Room 1

Elite Duergar Guard: Male duergar Ftr6; CR 7; Medium humanoid dwarf; HD 6d10+18; hp 58; Init +5; Spd 20 ft.; AC 24 (26 Phalanx Fighting), touch 11, flat-footed 23 (25) (+11 armor, +2 shield, +1 Dex); BAB: +6; Grp: +9; Atk: +11 melee (1d6+6/x3, +1 handaxe) or +7 ranged (1d6+3/x2, mwk throwing axe); Full Atk: +11/+6 melee (1d6+6/x3, +1 handaxe) or +7 ranged (1d6+3/x2, mwk throwing axe); SA spell-like abilities; SQ Darkvision 120 ft., immunity to paralysis, phantasms, and poison, +2 racial bonus on saves against spells and spell-like abilities, light sensitivity; AL LE.

SV Fort +8, Ref +3 (4), Will +3;

(all saves +2 vs spells and spell-like);

Str 16, Dex 13, Con 16, Int 10, Wis 12, Cha 4.

Skills and Feats: Craft (armorsmithing) +9, Ride +10; Dodge, Formation Expert^{B*}, Heavy Armor Optimization^{B*}, Improved Initiative, Phalanx Fighting^{*B}, Weapon Focus (handaxe)^B, Weapon Specialization (handaxe).

Languages: Common, Dwarven, Undercommon.

Spell-like Abilities (Sp): 1/day-enlarge person and invisibility, CL 12.

Possessions: +1 full-plate, mwk heavy steel shield, +1 handaxe, mwk throwing axe (2), *potion of cure moderate wounds*.

Powered-up Suite (enlarged person): AC 22 (24), touch 9, flat-footed 22 (24) (+11 armor, +2 shield, -1 size); Grp: +14; Atk: +11 melee (1d8+7/x3, +1 large handaxe); Space/Reach 10ft./10 ft.; Str 18, Dex 11.

Room 2

Slaughterstone Eviscerator: CR 12; Large Construct (Earth); HD 15d10+30; hp 124; Init -1; Spd 30 ft.; AC 29, touch 9, flat-footed 29 (-1 size, +20 natural); BAB: +11; Grp: +23; Atk +20 melee (2d8+8/18-20[x3], +2 adamantine blades); Full Atk +20 melee (2d8+8/18-20[x3], 4 +2 adamantine blades); Space/Reach: 10ft./10 ft.; SA Augment critical, enhanced mobility; SQ Construct traits, DR 10/adamantine, darkvision 60 ft., low-light vision, resistance to acid 10, cold 10, electricity 10 and fire 10, tunnel fighting, spell resistance 20; AL N.

SV Fort +5, Ref +5, Will +5;

Str 29, Dex 11, Con -, Int -, Wis 11, Cha 1.

Skills and Feats: n/a; Whirlwind Attack.

Languages: Can understand Dwarven for the purposes of following orders from its master.

Augment Critical (Ex): A slaughterstone eviscerator's adamantine blades are magically hardened and honed to a razor's edge. They threaten

a critical hit on a natural attack roll of 18-20, dealing triple damage on a successful critical hit. the blades are not subject to effects such as *keen edge* that would further improve their threat range..

Enhanced Mobility (Ex): A slaughterstone eviscerator can move up to 15 feet in a round and still make a full attack. This movement still provokes as normal, unless it is a 5-foot step.

Tunnel Fighting (Ex): A slaughterstone eviscerator has a limited ability to reshape its form to fit into a tight area. It does not take a penalty on attack rolls or to Armor Class when squeezing through a tight space. See DMG page 29.

Note: The adamantine blades are destroyed when the slaughterstone eviscerator is. They are each the equivalent of adamantine bastard swords.

Description: Six squat, powerful legs support this stone automaton's thick, insectoid body, which is wider and lower to the ground than a horse's. The creature's stable bulk supports four serrated blade-arms that whirl around with vicious speed.

Room 3

Uber-Elite Advanced Cildabrin: CR 11; Large aberration; HD 21d8+147; hp 255; Init +9; Spd 50 ft., climb 20 ft.; AC 19, touch 12, flat-footed 16 (+3 Dex, +7 natural, -1 Size); BAB: +15; Grp +33; Atk +24 melee (1d6+10/x2, pincer); Full Atk +24 melee (1d6+10/x2, 2 pincers) and +25 melee (1d8+5/x2 plus poison, tail stinger); Space/Reach: 10 ft./10 ft.; SA Constrict 1d6+15, improved grab, poison, spell-like abilities; SQ Darkvision 60 ft., tremorsense 60 ft.; AL NE.

SV Fort +13, Ref +11, Will +11;

Str 30, Dex 20, Con 24, Int 10, Wis 8, Cha 14.

Skills and Feats: Climb +30, Jump +30, Move Silently +17, Spot +15; Dodge, Mobility, Multiattack, Spring Attack, Improved Initiative, Ability Focus (poison), Improved Multiattack*, Weapon Focus (tail stinger).

Languages: Can communicate with arachnids non-verbally.

Constrict (Ex): A cildabrin deals an extra 1d6+15 points of damage with a successful grapple check.

Improved Grab (Ex): To use this ability, a cildabrin must successfully attack with a pincer. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, the cildabrin establishes a hold and deals constrict damage. Cildabrin gain a +4 racial bonus on grapple checks.

A cildabrin might choose to grapple with one pincer only (grapple bonus +13), especially against Small opponents or opponents that have been weakened by its poison. This tactic leaves the monster free to move or use its other attacks against different opponents.

Poison (Ex): Injury, Fortitude DC 29, initial and secondary damage 1d6 Str. The save DC is Constitution-based.

Spell-Like Abilities: 3/day—*darkness*, *silence* (DC 17), *spike stones* (DC 17). Caster level 21st. The save DCs are Charisma-based.

Skills: Cildabrin have a +8 racial bonus on Climb checks and a +4 racial bonus on Spot checks. A cildabrin can always choose to take 10 on Climb checks, even if rushed or threatened.

Physical Description: See APL 6.

Room 4

Uber-Elite advanced deep hound: CR 11; Huge magical beast; HD 18d10+126; hp 261; Init +6; Spd 40 ft.; AC 19, touch 10, flat-footed 19 (+2 Dex, +9 natural, -2 size); BAB: +18; Grp: +39; Atk +30 melee (4d6+19/19-20, bite); Full Atk +30 melee (4d6+19/19-20, bite); Space/Reach: 15ft./10 ft.; SQ Darkvision 120 ft., light sensitivity, low-light vision, scent, trainable; AL N.

SV Fort +18, Ref +13, Will +9;

Str 37, Dex 14, Con 24, Int 4, Wis 12, Cha 4.

Skills and Feats: Jump +29, Listen +3, Spot +3, Survival +14*; Alertness, Improved Crit (bite), Improved Initiative, Improved Natural Attack (bite), Iron Will, Track^B, Tunnel Fighting, Weapon Focus (bite).

Light Sensitivity (Ex): Deep hounds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Trainable (Ex): A deep hound is easier to train and handle than most magical beasts. Handle Animal checks made to train or handle a deep hound are not increased by 5. Dwarves receive a +2 Circumstance bonus on all Handle Animal checks made to train or handle a deep hound.

Skills: Deep hounds have a +4 racial bonus on Jump checks.

*Deep hounds have a +4 racial bonus on Survival checks when tracking by scent.

Duergar Beastmaster: Male duergar Rgr6; CR 7; Medium humanoid (dwarf); HD 6d8+30; hp 63; Init +2; Spd 30 ft.; AC 19, touch 12, flat-footed 16 (+5 armor, +2 shield, +2 Dex); BAB: +6; Grp: +7; Atk: +8 melee (1d8+1/x3, mwk battleaxe) or +8 ranged (1d6+1/x2, throwing axe); Full Atk: +8/+3 melee (1d8+1/x3, mwk battleaxe) or +6/+6/+1 ranged (1d6+1/x2, throwing axe); SA favored enemy

(magical beast +4, giants +2); SQ Darkvision 120 ft., immunity to paralysis, phantasms, and poison, +2 racial bonus on saves against spells and spell-like abilities, light sensitivity, spell-like abilities, wild empathy +6, animal companion (deceased), improved combat style; AL NE.

SV Fort +10, Ref +7, Will +3;

(all saves add +2 vs spells and spell-like);

Str 13, Dex 14, Con 20, Int 8, Wis 12, Cha 6.

Skills and Feats: Handle Animal +7, Knowledge (dungeoneering) +8, Listen +2, Move Silently +13, Ride +4, Spot +11, Survival +12; Quickdraw, Rapid Shot^B, Track^B, Endurance^B, Point Blank Shot, Manyshot^B, Precise Shot.

Languages: Common, Dwarven, Undercommon.

Spell-like Abilities (Sp): 1/day--*enlarge person* and *invisibility*, CL 12.

Spells Prepared (2; base DC = 11 + spell level): 1st—~~longstrider~~, *magic fang*.

Possessions: +1 chain shirt, amulet of health +2, mwk heavy steel shield, mwk battleaxe, throwing axe (6), *potion of cure moderate wounds* (2).

Elite Duergar Guard: Male duergar Ftr6; CR 7; Medium humanoid dwarf; HD 6d10+18; hp 58; Init +5; Spd 20 ft.; AC 24 (26 Phalanx Fighting), touch 11, flat-footed 23 (25) (+11 armor, +2 shield, +1 Dex); BAB: +6; Grp: +9; Atk: +11 melee (1d6+6/x3, +1 handaxe) or +7 ranged (1d6+3/x2, mwk throwing axe); Full Atk: +11/+6 melee (1d6+6/x3, +1 handaxe) or +7 ranged (1d6+3/x2, mwk throwing axe); SA spell-like abilities; SQ Darkvision 120 ft., immunity to paralysis, phantasms, and poison, +2 racial bonus on saves against spells and spell-like abilities, light sensitivity; AL LE.

SV Fort +8, Ref +3 (4), Will +3;

(all saves +2 vs spells and spell-like);

Str 16, Dex 13, Con 16, Int 10, Wis 12, Cha 4.

Skills and Feats: Craft (armorsmithing) +9, Ride +10; Dodge, Formation Expert^{B*}, Heavy Armor Optimization^{B*}, Improved Initiative, Phalanx Fighting^{*B}, Weapon Focus (handaxe)^B, Weapon Specialization (handaxe).

Languages: Common, Dwarven, Undercommon.

Spell-like Abilities (Sp): 1/day--*enlarge person* and *invisibility*, CL 12.

Possessions: +1 full-plate, mwk heavy steel shield, +1 handaxe, mwk throwing axe (2), *potion of cure moderate wounds*.

Powered-up Suite (enlarged person): AC 22 (24), touch 9, flat-footed 22 (24) (+11 armor, +2 shield, -1 size); Grp: +14; Atk: +11 melee (1d8+7/x3, +1 large handaxe); Space/Reach 10ft./10 ft.; Str 18, Dex 11.

Room 5

Elite Advanced Hound of the Gloom: CR 11; Large aberration; HD 14d8+126; hp 199; Init +3; Spd 40 ft., climb 20 ft.; AC 28, touch 12, flat-footed 25 (+3 armor, +3 Dex, +13 natural, -1 size); BAB: +10; Grp: +22; Atk +17 melee (2d6+8/x2, bite) or +17 melee (1d6+4/x2 plus poison, tentacle rake); Full Atk +17 melee (2d6+8/x2, bite) and +15 melee (1d6+4/x2 plus poison, 2 tentacle rakes) and +15 melee (1d6+4/x2, 2 claws); Space/Reach 10 ft./5 ft. (10 ft. with tentacles); SA Improved Grab, poison, pounce; SQ Darkvision 60 ft., scent; AL NE. SV Fort +15, Ref +7, Will +13; Str 27, Dex 17, Con 28, Int 10, Wis 18, Cha 8.

Skills and Feats: Balance +7, Climb +20, Jump +20, Listen +13, Move Silently +9, Spot +13; Cleave, Combat Reflexes, Great Fortitude, Multiattack, Power Attack.

Languages: Understands Undercommon and can speak with other Hounds of Gloom.

Improved Grab (Ex): To use this ability, the hound must hit with a tentacle attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

Poison (Ex): Injury, Fortitude DC 26, initial and secondary damage 1d8 Dex. The save DC is Constitution-based.

Pounce (Ex): If a hound of gloom charges a foe, it can make a full attack.

Skills: Hounds of the gloom have a +4 racial bonus on Listen and Spot checks. They have a +8 racial bonus on Climb checks and always choose to take 10 on Climb checks, even if rushed or threatened.

Possessions: Mwk studded leather barding.

Physical Description: See APL 6.

Room 6

Elite Advanced Lifeleech Otyugh: CR 14; Huge aberration; HD 22d8+220; hp 333; Init +7; Spd 40 ft.; AC 23, touch 15, flat-footed 20 (+3 Dex, +8 natural, +4 deflection, -2 Size); BAB: +16; Grp +39; Atk +30 melee (3d6+15/19-20, tentacle); Full Atk +30 melee (3d6+15/19-20, 4 tentacles) and +25 melee (1d8+7/x2, bite); Space/Reach 15 ft./15 ft. (20 ft. with tentacle); SA Constrict, improved grab; SQ Darkvision 60 ft., fast healing 5, life-leech aura, spell-strengthened hide; AL NE. SV Fort +17, Ref +10, Will +21; Str 41, Dex 16, Con 30, Int 6, Wis 22, Cha 6.

Skills and Feats: Hide +15*, Jump +14, Listen +11, Spot +11; Alertness, Combat Reflexes, Iron Will, Weapon Focus (tentacle), Improved Critical

(tentacle), Improved Initiative, Improved Natural Attack (tentacle), Skill Focus (Hide).

Languages: Common.

Constrict (Ex): A lifeleech otyugh deals automatic tentacle damage with a successful grapple check.

Improved Grab (Ex): To use this ability, a lifeleech otyugh must hit with its tentacle attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

Spell-Strengthened Hide (Su): The sickly grey skin of a lifeleech otyugh has been infused with magical energy. This strange energy grants a lifeleech otyugh a +4 deflection bonus to its Armor Class.

Lifeleech Aura (Su): Whenever a spell or spell-like ability with the healing descriptor is used on a creature within 60 feet of a lifeleech otyugh, the otyugh gains the benefit of the healing spell as if it had been one of the spell's targets. If a healing spell cast within 60 feet of a lifeleech otyugh would grant it enough hit points to exceed its full normal total, it gains the remaining hit points as temporary hit points. A lifeleech otyugh can't have more temporary hit points from its lifeleech aura than its full normal hit point total. Temporary hit points gain in this manner last 1 hour.

This ability affects spell completion and spell trigger items (such as scrolls, staffs, wands), but not other magic items.

Skills: A lifeleech otyugh has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

*A lifeleech otyugh gains a +8 racial bonus on Hide checks when in its lair, due to its natural coloration.

Physical Description: See APL 6.

Room 7

Minotaur Barbarian: Male minotaur Bbn9; CR 13; Large monstrous humanoid; HD 6d8+24 plus 9d12+36; hp 161; Init +1; Spd 40 ft.; AC 22, touch 11, flat-footed 22 (+5 armor, +1 deflection, +1 Dex, -1 size, +6 natural); BAB: +15; Grp: +28; Atk: +20 melee (2d8+24/19-20[x3], +1 glaive power attacking for 5); Full Atk: +25/+20/+15 melee (2d8+14/19-20[x3], +1 glaive); Space/Reach 10 ft./10 ft. (20 ft. with large glaive); SA Powerful charge 4d6+13; SQ Darkvision 60 ft., natural cunning, scent, fast movement, rage 3/day, improved uncanny dodge, trap sense +3, DR 1/-; AL NE. SV Fort +13, Ref +10, Will +11; Str 28, Dex 12, Con 18, Int 6, Wis 14, Cha 6.

Skills and Feats: Listen +16, Search +2, Spot +6, Survival +15; Great Fortitude, Power Attack, Track,

Weapon Focus (glaive), Improved Crit (glaive), Reckless Rage*.

Languages: Giant.

Reckless Rage (Ex): hp 206; AC 18, touch 7, flat-footed 17; Grp: +31; Atk: +20 melee (2d8+35/19-20[x3], +1 glaive power attacking for 8); Full Atk: +28/+23/+18 melee (2d8+19/19-20[x3], +1 glaive); SA Powerful charge 4d6+18; SV Fort +16, Will +13; Str 34, Con 24.

Possessions: +1 glaive, +1 chain shirt, gauntlets of ogre power, amulet of natural armor +1, ring of protection +1, cloak of resistance +1.

Possessions: +1 large glaive, +1 large chain shirt, gauntlets of ogre power, amulet of natural armor +1, ring of protection +1, cloak of resistance +1.

Room 8

Duergar Captain: Male duergar Ftr11; CR 12; Medium humanoid dwarf; HD 11d10+44; hp 114; Init +7; Spd 20 ft.; AC 27 (29 Phalanx Fighting), touch 12, flat-footed 26 (28) (+12 armor, +3 shield, +1 deflection, +1 Dex); BAB: +11; Grp: +15; Atk: +17 melee (1d6+5/x3, +1 handaxe) or +13 ranged (1d6+4/x2, mwk throwing axe); Full Atk: +17/+12/+7 melee (1d6+5/x3, +1 handaxe) or +13/+8/+3 ranged (1d6+4/x2, mwk throwing axe); SA spell-like abilities; SQ Darkvision 120 ft., immunity to paralysis, phantasms, and poison, +2 racial bonus on saves against spells and spell-like abilities, light sensitivity; AL LE.

SV Fort +12, Ref +5 (6), Will +8 (all saves +2 vs spells and spell-like);

Str 19, Dex 12, Con 18, Int 13, Wis 10, Cha 4.

Skills and Feats: Craft (armorsmithing) +15, Craft (weaponsmithing) +15, Handle Animal +11, Ride +3; Combat Expertise, Tunnel Fighting*, Battle Hardened*, Phalanx Fighting*, Improved Initiative, Quickdraw, Weapon Focus (handaxe), Heavy Armor Optimization, Improved Combat Expertise*, Greater Heavy Armor Optimization, Formation Expert*.

Languages: Common, Dwarven, Undercommon.

Spell-like Abilities (Sp): 1/day-enlarge person and invisibility, CL 22.

Possessions: +1 full-plate, +1 heavy steel shield, +1 handaxe, gauntlets of ogre power, amulet of health +2, ring of protection +1, cloak of resistance +1, mwk throwing axe (3).

Powered-up Suite (enlarged person + full combat expertise): AC 36 (38), touch 21, flat-footed 24 (26) (+12 armor, +3 shield, +1 deflection, -1 size, +11 dodge); Grp: +20; Atk: +6 melee (1d8+6/x3, +1 large handaxe); Full Atk: +6/+1/-4 melee (1d8+6/x3, +1 large handaxe); Space/Reach 10ft./10 ft.; Str 21, Dex 10.

Duergar Houndmaster: Male duergar Rgr11; CR 12; Medium humanoid (dwarf); HD 11d8+55; hp 113; Init +2; Spd 20 ft. (30 ft. w/longstrider); AC 21 (23 Phalanx Fighting), touch 13, flat-footed 19 (21) (+6 armor, +2 shield, +2 Dex, +1 deflection); BAB: +11; Grp: +14; Atk: +15 melee (1d6+4/19-20[x3], +1 handaxe) or +14 ranged (1d6+3/x2, mwk throwing axe); Full Atk: +13/+8/+3 melee (1d6+4/19-20[x3], +1 handaxe) AND +13/+8/+3 melee (1d6+4/x2, +1 shield spikes) or +14 ranged (1d6+3/x2, mwk throwing axe); SA spell-like abilities, favored enemy (aberration +6, giant +2, magical beast +2); SQ Darkvision 120 ft., immunity to paralysis, phantasms, and poison, +2 racial bonus on saves against spells and spell-like abilities, light sensitivity, wild empathy +10, animal companion (deceased), woodland stride, swift tracker, evasion; AL NE.

SV Fort +12, Ref +10 (11), Will +5 (all saves +2 vs spells and spell-like);

Str 16, Dex 14, Con 20, Int 10, Wis 12, Cha 4.

Skills and Feats: Handle Animal +11, Hide +14, Knowledge (dungeoneering) +14, Move Silently +14, Ride +4, Spot +15, Survival +17; Phalanx Fighting*, Improved Shield Bash, Over-sized Two-Weapon Fighting*, Pin Shield*, Improved Critical (handaxe), Track, Two-Weapon Fighting, Endurance, Improved Two-Weapon Fighting, Greater Two-Weapon Fighting.

Languages: Common, Dwarven, Undercommon.

Spell-like Abilities (Sp): 1/day-enlarge person and invisibility, CL 22.

Possessions: +1 chain shirt, +1 spiked heavy steel shield, +1 handaxe, gauntlets of ogre power, amulet of health +2, ring of protection +1, cloak of resistance +1, mwk throwing axe (3).

Spells Prepared (2/1/0; base DC = 11 + spell level): 1st—~~longstrider~~, magic fang; 2nd—spike growth.

Uber-Elite Advanced Deep Hound: CR 11; Huge magical beast; HD 18d10+126; hp 261; Init +6; Spd 40 ft.; AC 19, touch 10, flat-footed 19 (+2 Dex, +9 natural, -2 size); BAB: +18; Grp: +39; Atk +30 melee (4d6+19/19-20, bite); Full Atk +30 melee (4d6+19/19-20, bite); Space/Reach: 15ft./10 ft.; SQ Darkvision 120 ft., light sensitivity, low-light vision, scent, trainable; AL N.

SV Fort +18, Ref +13, Will +9;

Str 37, Dex 14, Con 24, Int 4, Wis 12, Cha 4.

Skills and Feats: Jump +29, Listen +3, Spot +3, Survival +14*; Alertness, Improved Crit (bite), Improved Initiative, Improved Natural Attack (bite),

Iron Will, Track^B, Tunnel Fighting, Weapon Focus (bite).

Light Sensitivity (Ex): Deep hounds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Trainable (Ex): A deep hound is easier to train and handle than most magical beasts. Handle Animal checks made to train or handle a deep hound are not increased by 5. Dwarves receive a +2 Circumstance bonus on all Handle Animal checks made to train or handle a deep hound.

Skills: Deep hounds have a +4 racial bonus on Jump checks.

*Deep hounds have a +4 racial bonus on Survival checks when tracking by scent.

Appendix APL 12

Room 1

Duergar Captain: Male duergar Ftr11; CR 12; Medium humanoid dwarf; HD 11d10+44; hp 114; Init +7; Spd 20 ft.; AC 27 (29 Phalanx Fighting), touch 12, flat-footed 26 (28) (+12 armor, +3 shield, +1 deflection, +1 Dex); BAB: +11; Grp: +15; Atk: +17 melee (1d6+5/x3, +1 *handaxe*) or +13 ranged (1d6+4/x2, mwk throwing axe); Full Atk: +17/+12/+7 melee (1d6+5/x3, +1 *handaxe*) or +13/+8/+3 ranged (1d6+4/x2, mwk throwing axe); SA spell-like abilities; SQ Darkvision 120 ft., immunity to paralysis, phantasms, and poison, +2 racial bonus on saves against spells and spell-like abilities, light sensitivity; AL LE.

SV Fort +12, Ref +5 (6), Will +8 (all saves +2 vs spells and spell-like);

Str 19, Dex 12, Con 18, Int 13, Wis 10, Cha 4.

Skills and Feats: Craft (armorsmithing) +15, Craft (weaponsmithing) +15, Handle Animal +11, Ride +3; Combat Expertise, Tunnel Fighting*, Battle Hardened*, Phalanx Fighting*, Improved Initiative, Quickdraw, Weapon Focus (handaxe), Heavy Armor Optimization, Improved Combat Expertise*, Greater Heavy Armor Optimization, Formation Expert*.

Languages: Common, Dwarven, Undercommon.

Spell-like Abilities (Sp): 1/day-enlarge person and invisibility, CL 22.

Possessions: +1 full-plate, +1 heavy steel shield, +1 handaxe, gauntlets of ogre power, amulet of health +2, ring of protection +1, cloak of resistance +1, mwk throwing axe (3).

Powered-up Suite (enlarged person + full combat expertise): AC 36 (38), touch 21, flat-footed 24 (26) (+12 armor, +3 shield, +1 deflection, -1 size, +11 dodge); Grp: +20; Atk: +6 melee (1d8+6/x3, +1 large handaxe); Full Atk: +6/+1/-4 melee (1d8+6/x3, +1 large handaxe); Space/Reach 10ft./10 ft.; Str 21, Dex 10.

Elite Duergar Guard: Male duergar Ftr6; CR 7; Medium humanoid dwarf; HD 6d10+18; hp 58; Init +5; Spd 20 ft.; AC 24 (26 Phalanx Fighting), touch 11, flat-footed 23 (25) (+11 armor, +2 shield, +1 Dex); BAB: +6; Grp: +9; Atk: +11 melee (1d6+6/x3, +1 handaxe) or +7 ranged (1d6+3/x2, mwk throwing axe); Full Atk: +11/+6 melee (1d6+6/x3, +1 handaxe) or +7 ranged (1d6+3/x2, mwk throwing axe); SA spell-like abilities; SQ Darkvision 120 ft., immunity to paralysis, phantasms, and poison, +2 racial bonus on saves against spells and spell-like abilities, light sensitivity; AL LE.

SV Fort +8, Ref +3 (4), Will +3;
(all saves +2 vs spells and spell-like);

Str 16, Dex 13, Con 16, Int 10, Wis 12, Cha 4.

Skills and Feats: Craft (armorsmithing) +9, Ride +10; Dodge, Formation Expert^{B*}, Heavy Armor Optimization^{B*}, Improved Initiative, Phalanx Fighting^{B*}, Weapon Focus (handaxe)^B, Weapon Specialization (handaxe).

Languages: Common, Dwarven, Undercommon.

Spell-like Abilities (Sp): 1/day-enlarge person and invisibility, CL 8.

Possessions: +1 full-plate, mwk heavy steel shield, +1 handaxe, mwk throwing axe (2), *potion of cure moderate wounds*.

Powered-up Suite (enlarged person): AC 22 (24), touch 9, flat-footed 22 (24) (+11 armor, +2 shield, -1 size); Grp: +14; Atk: +11 melee (1d8+7/x3, +1 large handaxe); Space/Reach 10ft./10 ft.; Str 18, Dex 11.

Room 2

Slaughterstone Eviscerator: CR 12; Large Construct (Earth); HD 15d10+30; hp 124; Init -1; Spd 30 ft.; AC 29, touch 9, flat-footed 29 (-1 size, +20 natural); BAB: +11; Grp: +23; Atk +20 melee (2d8+8/18-20[x3], +2 *adamantine blades*); Full Atk +20 melee (2d8+8/18-20[x3], 4 +2 *adamantine blades*); Space/Reach: 10ft./10 ft.; SA Augment critical, enhanced mobility; SQ Construct traits, DR 10/adamantine, darkvision 60 ft., low-light vision, resistance to acid 10, cold 10, electricity 10 and fire 10, tunnel fighting, spell resistance 20; AL N.

SV Fort +5, Ref +5, Will +5;

Str 29, Dex 11, Con -, Int -, Wis 11, Cha 1.

Skills and Feats: n/a; Whirlwind Attack.

Languages: Can understand Dwarven for the purposes of following orders from its master.

Augment Critical (Ex): A slaughterstone eviscerator's adamantine blades are magically hardened and honed to a razor's edge. They threaten a critical hit on a natural attack roll of 18-20, dealing triple damage on a successful critical hit. the blades are not subject to effects such as *keen edge* that would further improve their threat range..

Enhanced Mobility (Ex): A slaughterstone eviscerator can move up to 15 feet in a round and still make a full attack. This movement still provokes as normal, unless it is a 5-foot step.

Tunnel Fighting (Ex): A slaughterstone eviscerator has a limited ability to reshape its form to fit into a tight area. It does not take a penalty on attack rolls or to Armor Class when squeezing through a tight space. See DMG page 29.

Note: The adamantine blades are destroyed when the slaughterstone eviscerator is. They are each the equivalent of adamantine bastard swords.

Description: See APL 10.

Room 3

Ultra-Elite Advanced Cildabrin: CR 13; Huge aberration; HD 24d8+216; hp 339; Init +8; Spd 50 ft., climb 20 ft.; AC 21, touch 11, flat-footed 18 (+3 Dex, +10 natural, -2 Size); BAB: +18; Grp +44; Atk +30 melee (1d8+14/x2, pincer); Full Atk +30 melee (1d8+14/x2, 2 pincers) and +31 melee (2d6+7/x2 plus poison, tail stinger); Space/Reach: 15 ft./15 ft.; SA Constrict 1d8+21, improved grab, poison, spell-like abilities; SQ Darkvision 60 ft., tremorsense 60 ft.; AL NE.

SV Fort +17, Ref +12, Will +13;

Str 39, Dex 18, Con 28, Int 10, Wis 8, Cha 14.

Skills and Feats: Climb +34, Jump +34, Move Silently +18, Spot +16; Dodge, Mobility, Multiattack, Spring Attack, Improved Initiative, Ability Focus (poison), Improved Multiattack*, Weapon Focus (tail stinger), Tunnel Fighting*.

Languages: Can communicate with arachnids non-verbally.

Constrict (Ex): A cildabrin deals an extra 1d8+21 points of damage with a successful grapple check.

Improved Grab (Ex): To use this ability, a cildabrin must successfully attack with a pincer. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, the cildabrin establishes a hold and deals constrict damage. Cildabrin gain a +4 racial bonus on grapple checks.

A cildabrin might choose to grapple with one pincer only (grapple bonus +23), especially against Small opponents or opponents that have been weakened by its poison. This tactic leaves the monster free to move or use its other attacks against different opponents.

Poison (Ex): Injury, Fortitude DC 33, initial and secondary damage 1d6 Str. The save DC is Constitution-based.

Spell-Like Abilities: 3/day—*darkness*, *silence* (DC 17), *spike stones* (DC 17). Caster level 24th. The save DCs are Charisma-based.

Skills: Cildabrin have a +8 racial bonus on Climb checks and a +4 racial bonus on Spot checks. A cildabrin can always choose to take 10 on Climb checks, even if rushed or threatened.

Physical Description: See APL 6.

Room 4

Duergar Houndmaster: Male duergar Rgr11; CR 12; Medium humanoid (dwarf); HD 11d8+55; hp 113; Init +2; Spd 20 ft. (30 ft. w/*longstrider*); AC 21 (23 Phalanx Fighting), touch 13, flat-footed 19 (21 (+6 armor, +2 shield, +2 Dex, +1 deflection)); BAB: +11; Grp: +14; Atk: +15 melee (1d6+4/19-20[x3], +1 *handaxe*) or +14 ranged (1d6+3/x2, mwk throwing axe); Full Atk: +13/+8/+3 melee (1d6+4/19-20[x3], +1 *handaxe*) AND +13/+8/+3 melee (1d6+4/x2, +1 *shield spikes*) or +14 ranged (1d6+3/x2, mwk throwing axe); SA spell-like abilities, favored enemy (aberration +6, giant +2, magical beast +2); SQ Darkvision 120 ft., immunity to paralysis, phantasms, and poison, +2 racial bonus on saves against spells and spell-like abilities, light sensitivity, wild empathy +10, animal companion (deceased), woodland stride, swift tracker, evasion; AL NE.

SV Fort +12, Ref +10 (11), Will +5 (all saves +2 vs spells and spell-like);

Str 16, Dex 14, Con 20, Int 10, Wis 12, Cha 4.

Skills and Feats: Handle Animal +11, Hide +14, Knowledge (dungeoneering) +14, Move Silently +14, Ride +4, Spot +15, Survival +17; Phalanx Fighting*, Improved Shield Bash, Over-sized Two-Weapon Fighting*, Pin Shield*, Improved Critical (handaxe), Track, Two-Weapon Fighting, Endurance, Improved Two-Weapon Fighting, Greater Two-Weapon Fighting.

Languages: Common, Dwarven, Undercommon.

Spell-like Abilities (Sp): 1/day—*enlarge person* and *invisibility*, CL 22.

Possessions: +1 *chain shirt*, +1 *spiked heavy steel shield*, +1 *handaxe*, *gauntlets of ogre power*, *amulet of health* +2, *ring of protection* +1, *cloak of resistance* +1, mwk throwing axe (3).

Spells Prepared (2/1/0; base DC = 11 + spell level): 1st—~~*longstrider*~~, *magic fang*; 2nd—*spike growth*.

Uber-Elite advanced deep hound: CR 11; Huge magical beast; HD 18d10+126; hp 261; Init +6; Spd 40 ft.; AC 19, touch 10, flat-footed 19 (+2 Dex, +9 natural, -2 size); BAB: +18; Grp: +39; Atk +30 melee (4d6+19/19-20, bite); Full Atk +30 melee (4d6+19/19-20, bite); Space/Reach: 15ft./10 ft.; SQ Darkvision 120 ft., light sensitivity, low-light vision, scent, trainable; AL N.

SV Fort +18, Ref +13, Will +9;

Str 37, Dex 14, Con 24, Int 4, Wis 12, Cha 4.

Skills and Feats: Jump +29, Listen +3, Spot +3, Survival +14*; Alertness, Improved Crit (bite), Improved Initiative, Improved Natural Attack (bite),

Iron Will, Track^B, Tunnel Fighting, Weapon Focus (bite).

Light Sensitivity (Ex): Deep hounds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Trainable (Ex): A deep hound is easier to train and handle than most magical beasts. Handle Animal checks made to train or handle a deep hound are not increased by 5. Dwarves receive a +2 Circumstance bonus on all Handle Animal checks made to train or handle a deep hound.

Skills: Deep hounds have a +4 racial bonus on Jump checks.

*Deep hounds have a +4 racial bonus on Survival checks when tracking by scent.

Room 5

Uber-Elite Advanced Hound of the Gloom: CR 15; Huge aberration; HD 22d8+242; hp 355; Init +7; Spd 40 ft., climb 20 ft.; AC 30, touch 11, flat-footed 27 (+3 armor, +3 Dex, +16 natural, -2 size); BAB: +16; Grp: +37; Atk +27 melee (3d6+13/x2, bite) or +27 melee (1d8+6/x2 plus poison, tentacle rake); Full Atk +27 melee (3d6+13/x2, bite) and +25 melee (1d8+6/x2 plus poison, 2 tentacle rakes) and +25 melee (1d8+6/x2, 2 claws); Space/Reach 15 ft./10 ft. (15 ft. with tentacles); SA Improved Grab, poison, pounce; SQ Darkvision 60 ft., scent; AL NE. SV Fort +20, Ref +10, Will +17; Str 36, Dex 16, Con 32, Int 10, Wis 18, Cha 8.

Skills and Feats: Balance +6, Climb +24, Jump +24, Listen +13, Move Silently +18, Spot +23; Cleave, Combat Reflexes, Great Fortitude, Multiattack, Power Attack, Improved Initiative, Tunnel Fighting*, Ability Focus (poison).

Languages: Understands Undercommon and can speak with other Hounds of Gloom.

Improved Grab (Ex): To use this ability, the hound must hit with a tentacle attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

Poison (Ex): Injury, Fortitude DC 34, initial and secondary damage 1d8 Dex. The save DC is Constitution-based.

Pounce (Ex): If a hound of gloom charges a foe, it can make a full attack.

Skills: Hounds of the gloom have a +4 racial bonus on Listen and Spot checks. They have a +8 racial bonus on Climb checks and always choose to take 10 on Climb checks, even if rushed or threatened.

Possessions: Mwk studded leather barding.

Physical Description: See APL 6.

Room 6

Elite Lifeleech Otyugh: CR 14; Huge aberration; HD 22d8+220; hp 333; Init +7; Spd 40 ft.; AC 23, touch 15, flat-footed 20 (+3 Dex, +8 natural, +4 deflection, -2 Size); BAB: +16; Grp +39; Atk +30 melee (3d6+15/19-20, tentacle); Full Atk +30 melee (3d6+15/19-20, 4 tentacles) and +25 melee (1d8+7/x2, bite); Space/Reach 15 ft./15 ft. (20 ft. with tentacle); SA Constrict, improved grab; SQ Darkvision 60 ft., fast healing 5, life-leech aura, spell-strengthened hide; AL NE.

SV Fort +17, Ref +10, Will +21;

Str 41, Dex 16, Con 30, Int 6, Wis 22, Cha 6.

Skills and Feats: Hide +15*, Jump +14, Listen +11, Spot +11; Alertness, Combat Reflexes, Iron Will, Weapon Focus (tentacle), Improved Critical (tentacle), Improved Initiative, Improved Natural Attack (tentacle), Skill Focus (Hide).

Languages: Common.

Constrict (Ex): A lifeleech otyugh deals automatic tentacle damage with a successful grapple check.

Improved Grab (Ex): To use this ability, a lifeleech otyugh must hit with its tentacle attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

Spell-Strengthened Hide (Su): The sickly grey skin of a lifeleech otyugh has been infused with magical energy. This strange energy grants a lifeleech otyugh a +4 deflection bonus to its Armor Class.

Lifeleech Aura (Su): Whenever a spell or spell-like ability with the healing descriptor is used on a creature within 60 feet of a lifeleech otyugh, the otyugh gains the benefit of the healing spell as if it had been one of the spell's targets. If a healing spell cast within 60 feet of a lifeleech otyugh would grant it enough hit points to exceed its full normal total, it gains the remaining hit points as temporary hit points. A lifeleech otyugh can't have more temporary hit points from its lifeleech aura than its full normal hit point total. Temporary hit points gain in this manner last 1 hour.

This ability affects spell completion and spell trigger items (such as scrolls, staves, wands), but not other magic items.

Skills: A lifeleech otyugh has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

*A lifeleech otyugh gains a +8 racial bonus on Hide checks when in its lair, due to its natural coloration.

Physical Description: See APL 10.

Room 7

Minotaur Barbarian: Male minotaur Bbn9; CR 13; Large monstrous humanoid; HD 6d8+24 plus 9d12+36; hp 161; Init +1; Spd 40 ft.; AC 22, touch 11, flat-footed 22 (+5 armor, +1 deflection, +1 Dex, -1 size, +6 natural); BAB: +15; Grp: +28; Atk: +20 melee (2d8+24/19-20[x3], +1 glaive power attacking for 5); Full Atk: +25/+20/+15 melee (2d8+14/19-20[x3], +1 glaive); Space/Reach 10 ft./10 ft. (20 ft. with large glaive); SA Powerful charge 4d6+13; SQ Darkvision 60 ft., natural cunning, scent, fast movement, rage 3/day, improved uncanny dodge, trap sense +3, DR 1/-; AL NE.

SV Fort +13, Ref +10, Will +11;

Str 28, Dex 12, Con 18, Int 6, Wis 14, Cha 6.

Skills and Feats: Listen +16, Search +2, Spot +6, Survival +15; Great Fortitude, Power Attack, Track, Weapon Focus (glaive), Improved Crit (glaive), Reckless Rage*.

Languages: Giant.

Reckless Rage (Ex): hp 206; AC 18, touch 7, flat-footed 17; Grp: +31; Atk: +20 melee (2d8+35/19-20[x3], +1 glaive power attacking for 8); Full Atk: +28/+23/+18 melee (2d8+19/19-20[x3], +1 glaive); SA Powerful charge 4d6+18; SV Fort +16, Will +13; Str 34, Con 24.

Possessions: +1 glaive, +1 chain shirt, gauntlets of ogre power, amulet of natural armor +1, ring of protection +1, cloak of resistance +1.

Possessions: +1 large glaive, +1 large chain shirt, gauntlets of ogre power, amulet of natural armor +1, ring of protection +1, cloak of resistance +1.

Room 8

Slaughterstone Behemoth: CR 15; Huge Construct (Earth); HD 29d10+40; hp 218; Init -1; Spd 20 ft.; AC 36, touch 8, flat-footed 36 (-2 size, +28 natural); BAB: +21; Grp: +42; Atk +32 melee (4d6+13, slam); Full Atk +32 melee (4d6+13, 4 slams); Space/Reach: 15ft./10 ft.; SA Dazing blow, thunder step, tample 4d6+19; SQ Construct traits, DR 10/adamantine, darkvision 60 ft., low-light vision, resistance to acid 10, cold 10, electricity 10 and fire 10, tunnel fighting, spell resistance 23; AL N.

SV Fort +10, Ref +10, Will +10;

Str 37, Dex 11, Con -, Int -, Wis 10, Cha 1.

Dazing Blow (Ex): Any creature struck by a slaughterstone behemoth must succeed on a DC 24 Fortitude save or be dazed for 1 round. The save DC is Wisdom-based.

Thunder Step (Ex): The ponderous steps of a slaughterstone behemoth shake the very earth. Any creature within 5 feet of a slaughterstone behemoth

when it moves must succeed on a DC 24 Reflex save or fall prone. The save DC is Wisdom-based.

Trample (Ex): Reflex half DC 37. The save DC is Strength-based.

Tunnel Fighting (Ex): A slaughterstone behemoth has a limited ability to reshape its form to fit into a tight area. It does not take a penalty on attack rolls or to armor class when squeezing through a tight space. See DMG page 29.

Description: This massive automaton resembles a six-legged stone cat. Four huge, hammerlike arms jut from its front two pairs of shoulders, and it has a low, squat build.

Duergar Captain: Male duergar Ftr11; CR 12; Medium humanoid dwarf; HD 11d10+44; hp 114; Init +7; Spd 20 ft.; AC 27 (29 Phalanx Fighting), touch 12, flat-footed 26 (28) (+12 armor, +3 shield, +1 deflection, +1 Dex); BAB: +11; Grp: +15; Atk: +17 melee (1d6+5/x3, +1 handaxe) or +13 ranged (1d6+4/x2, mwk throwing axe); Full Atk: +17/+12/+7 melee (1d6+5/x3, +1 handaxe) or +13/+8/+3 ranged (1d6+4/x2, mwk throwing axe); SA spell-like abilities; SQ Darkvision 120 ft., immunity to paralysis, phantasms, and poison, +2 racial bonus on saves against spells and spell-like abilities, light sensitivity; AL LE.

SV Fort +12, Ref +5 (6), Will +8 (all saves +2 vs spells and spell-like);

Str 19, Dex 12, Con 18, Int 13, Wis 10, Cha 4.

Skills and Feats: Craft (armorsmithing) +15, Craft (weaponsmithing) +15, Handle Animal +11, Ride +3; Combat Expertise, Tunnel Fighting*, Battle Hardened*, Phalanx Fighting*, Improved Initiative, Quickdraw, Weapon Focus (handaxe), Heavy Armor Optimization, Improved Combat Expertise*, Greater Heavy Armor Optimization, Formation Expert*.

Languages: Common, Dwarven, Undercommon.

Spell-like Abilities (Sp): 1/day-enlarge person and invisibility, CL 22.

Possessions: +1 full-plate, +1 heavy steel shield, +1 handaxe, gauntlets of ogre power, amulet of health +2, ring of protection +1, cloak of resistance +1, mwk throwing axe (3).

Powered-up Suite (enlarged person + full combat expertise): AC 36 (38), touch 21, flat-footed 24 (26) (+12 armor, +3 shield, +1 deflection, -1 size, +11 dodge); Grp: +20; Atk: +6 melee (1d8+6/x3, +1 large handaxe); Full Atk: +6/+1/-4 melee (1d8+6/x3, +1 large handaxe); Space/Reach 10ft./10 ft.; Str 21, Dex 10.

Elite Duergar Guard: Male duergar Ftr6; CR 7; Medium humanoid dwarf; HD 6d10+18; hp 58; Init +5; Spd 20 ft.; AC 24 (26 Phalanx Fighting), touch

11, flat-footed 23 (25) (+11 armor, +2 shield, +1 Dex); BAB: +6; Grp: +9; Atk: +11 melee (1d6+6/x3, +1 *handaxe*) or +7 ranged (1d6+3/x2, mwk throwing axe); Full Atk: +11/+6 melee (1d6+6/x3, +1 *handaxe*) or +7 ranged (1d6+3/x2, mwk throwing axe); SA spell-like abilities; SQ Darkvision 120 ft., immunity to paralysis, phantasms, and poison, +2 racial bonus on saves against spells and spell-like abilities, light sensitivity; AL LE.
SV Fort +8, Ref +3 (4), Will +3;
(all saves +2 vs spells and spell-like);
Str 16, Dex 13, Con 16, Int 10, Wis 12, Cha 4.

Skills and Feats: Craft (armorsmithing) +9, Ride +10; Dodge, Formation Expert^{B*}, Heavy Armor Optimization^{B*}, Improved Initiative, Phalanx Fighting^{*B}, Weapon Focus (*handaxe*)^B, Weapon Specialization (*handaxe*).

Languages: Common, Dwarven, Undercommon.

Spell-like Abilities (Sp): 1/day-enlarge person and invisibility, CL 8.

Possessions: +1 *full-plate*, mwk heavy steel shield, +1 *handaxe*, mwk throwing axe (2), *potion of cure moderate wounds*.

Powered-up Suite (enlarged person): AC 22 (24), touch 9, flat-footed 22 (24) (+11 armor, +2 shield, -1 size); Grp: +14; Atk: +11 melee (1d8+7/x3, +1 *large handaxe*); Space/Reach 10ft./10 ft.; Str 18, Dex 11.

Duergar Houndmaster: Male duergar Rgr11; CR 12; Medium humanoid (dwarf); HD 11d8+55; hp 113; Init +2; Spd 20 ft. (30 ft. w/*longstrider*); AC 21 (23 Phalanx Fighting), touch 13, flat-footed 19 (21) (+6 armor, +2 shield, +2 Dex, +1 deflection); BAB: +11; Grp: +14; Atk: +15 melee (1d6+4/19-20[x3], +1 *handaxe*) or +14 ranged (1d6+3/x2, mwk throwing axe); Full Atk: +13/+8/+3 melee (1d6+4/19-20[x3], +1 *handaxe*) AND +13/+8/+3 melee (1d6+4/x2, +1 *shield spikes*) or +14 ranged (1d6+3/x2, mwk throwing axe); SA spell-like abilities, favored enemy (aberration +6, giant +2, magical beast +2); SQ Darkvision 120 ft., immunity to paralysis, phantasms, and poison, +2 racial bonus on saves against spells and spell-like abilities, light sensitivity, wild empathy +10, animal companion (deceased), woodland stride, swift tracker, evasion; AL NE.

SV Fort +12, Ref +10 (11), Will +5 (all saves +2 vs spells and spell-like);

Str 16, Dex 14, Con 20, Int 10, Wis 12, Cha 4.

Skills and Feats: Handle Animal +11, Hide +14, Knowledge (dungeoneering) +14, Move Silently +14, Ride +4, Spot +15, Survival +17; Phalanx Fighting*, Improved Shield Bash, Over-sized Two-Weapon Fighting*, Pin Shield*, Improved Critical

(*handaxe*), Track, Two-Weapon Fighting, Endurance, Improved Two-Weapon Fighting, Greater Two-Weapon Fighting.

Languages: Common, Dwarven, Undercommon.

Spell-like Abilities (Sp): 1/day-enlarge person and invisibility, CL 22.

Possessions: +1 *chain shirt*, +1 *spiked heavy steel shield*, +1 *handaxe*, *gauntlets of ogre power*, *amulet of health* +2, *ring of protection* +1, *cloak of resistance* +1, mwk throwing axe (3).

Spells Prepared (2/1/0; base DC = 11 + spell level): 1st—~~longstrider~~, *magic fang*; 2nd—*spike growth*.

Uber-Elite advanced deep hound: CR 11; Huge magical beast; HD 18d10+126; hp 261; Init +6; Spd 40 ft.; AC 19, touch 10, flat-footed 19 (+2 Dex, +9 natural, -2 size); BAB: +18; Grp: +39; Atk +30 melee (4d6+19/19-20, bite); Full Atk +30 melee (4d6+19/19-20, bite); Space/Reach: 15ft./10 ft.; SQ Darkvision 120 ft., light sensitivity, low-light vision, scent, trainable; AL N.

SV Fort +18, Ref +13, Will +9;

Str 37, Dex 14, Con 24, Int 4, Wis 12, Cha 4.

Skills and Feats: Jump +29, Listen +3, Spot +3, Survival +14*; Alertness, Improved Crit (bite), Improved Initiative, Improved Natural Attack (bite), Iron Will, Track^B, Tunnel Fighting, Weapon Focus (bite).

Light Sensitivity (Ex): Deep hounds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Trainable (Ex): A deep hound is easier to train and handle than most magical beasts. Handle Animal checks made to train or handle a deep hound are not increased by 5. Dwarves receive a +2 Circumstance bonus on all Handle Animal checks made to train or handle a deep hound.

Skills: Deep hounds have a +4 racial bonus on Jump checks.

*Deep hounds have a +4 racial bonus on Survival checks when tracking by scent.

Appendix APL 14

Room 1

Duergar Captain: Male duergar Ftr11; CR 12; Medium humanoid dwarf; HD 11d10+44; hp 114; Init +7; Spd 20 ft.; AC 27 (29 Phalanx Fighting), touch 12, flat-footed 26 (28) (+12 armor, +3 shield, +1 deflection, +1 Dex); BAB: +11; Grp: +15; Atk: +17 melee (1d6+5/x3, +1 *handaxe*) or +13 ranged (1d6+4/x2, mwk throwing axe); Full Atk: +17/+12/+7 melee (1d6+5/x3, +1 *handaxe*) or +13/+8/+3 ranged (1d6+4/x2, mwk throwing axe); SA spell-like abilities; SQ Darkvision 120 ft., immunity to paralysis, phantasms, and poison, +2 racial bonus on saves against spells and spell-like abilities, light sensitivity; AL LE.

SV Fort +12, Ref +5 (6), Will +8 (all saves +2 vs spells and spell-like);

Str 19, Dex 12, Con 18, Int 13, Wis 10, Cha 4.

Skills and Feats: Craft (armorsmithing) +15, Craft (weaponsmithing) +15, Handle Animal +11, Ride +3; Combat Expertise, Tunnel Fighting*, Battle Hardened*, Phalanx Fighting*, Improved Initiative, Quickdraw, Weapon Focus (handaxe), Heavy Armor Optimization, Improved Combat Expertise*, Greater Heavy Armor Optimization, Formation Expert*.

Languages: Common, Dwarven, Undercommon.

Spell-like Abilities (Sp): 1/day-enlarge person and invisibility, CL 22.

Possessions: +1 full-plate, +1 heavy steel shield, +1 *handaxe*, gauntlets of ogre power, amulet of health +2, ring of protection +1, cloak of resistance +1, mwk throwing axe (3).

Powered-up Suite (enlarged person + full combat expertise): AC 36 (38), touch 21, flat-footed 24 (26) (+12 armor, +3 shield, +1 deflection, -1 size, +11 dodge); Grp: +20; Atk: +6 melee (1d8+6/x3, +1 *large handaxe*); Full Atk: +6/+1/-4 melee (1d8+6/x3, +1 *large handaxe*); Space/Reach 10ft./10 ft.; Str 21, Dex 10.

Room 2

Slaughterstone Behemoth: CR 15; Huge Construct (Earth); HD 29d10+40; hp 218; Init -1; Spd 20 ft.; AC 36, touch 8, flat-footed 36 (-2 size, +28 natural); BAB: +21; Grp: +42; Atk +32 melee (4d6+13, slam); Full Atk +32 melee (4d6+13, 4 slams); Space/Reach: 15ft./10 ft.; SA Dazing blow, thunder step, tample 4d6+19; SQ Construct traits, DR 10/adamantine, darkvision 60 ft., low-light vision, resistance to acid 10, cold 10, electricity 10 and fire 10, tunnel fighting, spell resistance 23; AL N.

SV Fort +10, Ref +10, Will +10;

Str 37, Dex 11, Con -, Int -, Wis 10, Cha 1.

Dazing Blow (Ex): Any creature struck by a slaughterstone behemoth must succeed on a DC 24 Fortitude save or be dazed for 1 round. The save DC is Wisdom-based.

Thunder Step (Ex): The ponderous steps of a slaughterstone behemoth shake the very earth. Any creature within 5 feet of a slaughterstone behemoth when it moves must succeed on a DC 24 Reflex save or fall prone. The save DC is Wisdom-based.

Trample (Ex): Reflex half DC 37. The save DC is Strength-based.

Tunnel Fighting (Ex): A slaughterstone behemoth has a limited ability to reshape its form to fit into a tight area. It does not take a penalty on attack rolls or to armor class when squeezing through a tight space. See DMG page 29.

Description: See APL 12.

Slaughterstone Eviscerator: CR 12; Large Construct (Earth); HD 15d10+30; hp 124; Init -1; Spd 30 ft.; AC 29, touch 9, flat-footed 29 (-1 size, +20 natural); BAB: +11; Grp: +23; Atk +20 melee (2d8+8/18-20[x3], +2 *adamantine blades*); Full Atk +20 melee (2d8+8/18-20[x3], 4 +2 *adamantine blades*); Space/Reach: 10ft./10 ft.; SA Augment critical, enhanced mobility; SQ Construct traits, DR 10/adamantine, darkvision 60 ft., low-light vision, resistance to acid 10, cold 10, electricity 10 and fire 10, tunnel fighting, spell resistance 20; AL N.

SV Fort +5, Ref +5, Will +5;

Str 29, Dex 11, Con -, Int -, Wis 11, Cha 1.

Skills and Feats: n/a; Whirlwind Attack.

Languages: Can understand Dwarven for the purposes of following orders from its master.

Augment Critical (Ex): A slaughterstone eviscerator's adamantine blades are magically hardened and honed to a razor's edge. They threaten a critical hit on a natural attack roll of 18-20, dealing triple damage on a successful critical hit. the blades are not subject to effects such as *keen edge* that would further improve their threat range..

Enhanced Mobility (Ex): A slaughterstone eviscerator can move up to 15 feet in a round and still make a full attack. This movement still provokes as normal, unless it is a 5-foot step.

Tunnel Fighting (Ex): A slaughterstone eviscerator has a limited ability to reshape its form to fit into a tight area. It does not take a penalty on attack rolls or to Armor Class when squeezing through a tight space. See DMG page 29.

Note: The adamantine blades are destroyed when the slaughterstone eviscerator is. They are each the equivalent of adamantine bastard swords.

Description: See APL 10.

Room 3

Superior-Elite Advanced Cildabrin: CR 15; Huge aberration; HD 30d8+270; hp 423; Init +8; Spd 50 ft., climb 20 ft.; AC 21, touch 11, flat-footed 18 (+3 Dex, +10 natural, -2 Size); BAB: +22; Grp +49; Atk +35 melee (2d6+15/x2, pincer); Full Atk +35 melee (2d6+15/x2, 2 pincers) and +35 melee (2d6+7/x2 plus poison, tail stinger); Space/Reach: 15 ft./15 ft.; SA Constrict 1d8+22, improved grab, poison, spell-like abilities; SQ Darkvision 60 ft., tremorsense 60 ft.; AL NE.

SV Fort +20 Ref +15, Will +16;

Str 40, Dex 18, Con 28, Int 10, Wis 8, Cha 14.

Skills and Feats: Climb +34, Jump +34, Move Silently +24, Spot +22; Dodge, Mobility, Multiattack, Spring Attack, Improved Initiative, Ability Focus (poison), Improved Multiattack*, Weapon Focus (tail stinger), Tunnel Fighting*, Improved Natural Attack (pincers), Power Attack.

Languages: Can communicate with arachnids non-verbally.

Constrict (Ex): A cildabrin deals an extra 1d8+22 points of damage with a successful grapple check.

Improved Grab (Ex): To use this ability, a cildabrin must successfully attack with a pincer. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, the cildabrin establishes a hold and deals constrict damage. Cildabrin gain a +4 racial bonus on grapple checks.

A cildabrin might choose to grapple with one pincer only (grapple bonus +29), especially against Small opponents or opponents that have been weakened by its poison. This tactic leaves the monster free to move or use its other attacks against different opponents.

Poison (Ex): Injury, Fortitude DC 36, initial and secondary damage 1d6 Str. The save DC is Constitution-based.

Spell-Like Abilities: 3/day—*darkness*, *silence* (DC 17), *spike stones* (DC 17). Caster level 30th. The save DCs are Charisma-based.

Skills: Cildabrin have a +8 racial bonus on Climb checks and a +4 racial bonus on Spot checks. A cildabrin can always choose to take 10 on Climb checks, even if rushed or threatened.

Physical Description: See APL 6.

Room 4

Duergar Houndmaster: Male duergar Rgr11; CR 12; Medium humanoid (dwarf); HD 11d8+55; hp 113; Init +2; Spd 20 ft. (30 ft. w/*longstrider*); AC 21

(23 Phalanx Fighting), touch 13, flat-footed 19 (21 (+6 armor, +2 shield, +2 Dex, +1 deflection)); BAB: +11; Grp: +14; Atk: +15 melee (1d6+4/19-20[x3], +1 *handaxe*) or +14 ranged (1d6+3/x2, mwk throwing axe); Full Atk: +13/+8/+3 melee (1d6+4/19-20[x3], +1 *handaxe*) AND +13/+8/+3 melee (1d6+4/x2, +1 *shield spikes*) or +14 ranged (1d6+3/x2, mwk throwing axe); SA spell-like abilities, favored enemy (aberration +6, giant +2, magical beast +2); SQ Darkvision 120 ft., immunity to paralysis, phantasms, and poison, +2 racial bonus on saves against spells and spell-like abilities, light sensitivity, wild empathy +10, animal companion (deceased), woodland stride, swift tracker, evasion; AL NE.

SV Fort +12, Ref +10 (11), Will +5 (all saves +2 vs spells and spell-like);

Str 16, Dex 14, Con 20, Int 10, Wis 12, Cha 4.

Skills and Feats: Handle Animal +11, Hide +14, Knowledge (dungeoneering) +14, Move Silently +14, Ride +4, Spot +15, Survival +17; Phalanx Fighting*, Improved Shield Bash, Over-sized Two-Weapon Fighting*, Pin Shield*, Improved Critical (handaxe), Track, Two-Weapon Fighting, Endurance, Improved Two-Weapon Fighting, Greater Two-Weapon Fighting.

Languages: Common, Dwarven, Undercommon.

Spell-like Abilities (Sp): 1/day—*enlarge person* and *invisibility*, CL 22.

Possessions: +1 *chain shirt*, +1 *spiked heavy steel shield*, +1 *handaxe*, *gauntlets of ogre power*, *amulet of health* +2, *ring of protection* +1, *cloak of resistance* +1, mwk throwing axe (3).

Spells Prepared (2/1/0; base DC = 11 + spell level): 1st—~~*longstrider*~~, *magic fang*; 2nd—*spike growth*.

Uber-Elite advanced deep hound: CR 11; Huge magical beast; HD 18d10+126; hp 261; Init +6; Spd 40 ft.; AC 19, touch 10, flat-footed 19 (+2 Dex, +9 natural, -2 size); BAB: +18; Grp: +39; Atk +30 melee (4d6+19/19-20, bite); Full Atk +30 melee (4d6+19/19-20, bite); Space/Reach: 15ft./10 ft.; SQ Darkvision 120 ft., light sensitivity, low-light vision, scent, trainable; AL N.

SV Fort +18, Ref +13, Will +9;

Str 37, Dex 14, Con 24, Int 4, Wis 12, Cha 4.

Skills and Feats: Jump +29, Listen +3, Spot +3, Survival +14*; Alertness, Improved Crit (bite), Improved Initiative, Improved Natural Attack (bite), Iron Will, Track^B, Tunnel Fighting, Weapon Focus (bite).

Light Sensitivity (Ex): Deep hounds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Trainable (Ex): A deep hound is easier to train and handle than most magical beasts. Handle Animal checks made to train or handle a deep hound are not increased by 5. Dwarves receive a +2 Circumstance bonus on all Handle Animal checks made to train or handle a deep hound.

Skills: Deep hounds have a +4 racial bonus on Jump checks.

*Deep hounds have a +4 racial bonus on Survival checks when tracking by scent.

Room 5

Superior-Elite Advanced Hound of the Gloom: CR 18; Huge aberration; HD 31d8+341; hp 499; Init +7; Spd 40 ft., climb 20 ft.; AC 30, touch 11, flat-footed 27 (+3 armor, +3 Dex, +16 natural, -2 size); BAB: +23; Grp: +43; Atk +36 melee (3d6+14/x2, bite) or +36 melee (2d6+7/x2 plus poison, tentacle rake); Full Atk +36 melee (3d6+13/x2, bite) and +34 melee (2d6+7/x2 plus poison, 2 tentacle rakes) and +33 melee (1d8+7/x2, 2 claws); Space/Reach 15 ft./10 ft. (15 ft. with tentacles); SA Improved Grab, poison, pounce; SQ Darkvision 60 ft., scent; AL NE. SV Fort +24, Ref +14, Will +21; Str 38, Dex 16, Con 32, Int 10, Wis 18, Cha 8.

Skills and Feats: Balance +6, Climb +24, Jump +24, Listen +13, Move Silently +27, Spot +32; Cleave, Combat Reflexes, Great Fortitude, Multiattack, Power Attack, Improved Initiative, Tunnel Fighting*, Ability Focus (poison), Weapon Focus (bite), Weapon Focus (tentacle rake), Improved Natural Attack (tentacle rake).

Languages: Understands Undercommon and can speak with other Hounds of Gloom.

Improved Grab (Ex): To use this ability, the hound must hit with a tentacle attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

Poison (Ex): Injury, Fortitude DC 38, initial and secondary damage 1d8 Dex. The save DC is Constitution-based.

Pounce (Ex): If a hound of gloom charges a foe, it can make a full attack.

Skills: Hounds of the gloom have a +4 racial bonus on Listen and Spot checks. They have a +8 racial bonus on Climb checks and an always choose to take 10 on Climb checks, even if rushed or threatened.

Possessions: Mwk studded leather barding.

Physical Description: See APL 6.

Room 6

Very-Elite Lifeleech Otyugh: CR 16; Huge aberration; HD 28d8+220; hp 451; Init +7; Spd 40 ft.; AC 23, touch 15, flat-footed 20 (+3 Dex, +8

natural, +4 deflection, -2 Size); BAB: +21; Grp +45; Atk +36 melee (3d6+16/19-20, tentacle); Full Atk +36 melee (3d6+16/19-20, 4 tentacles) and +33 melee (1d8+8/x2, bite); Space/Reach 15 ft./15 ft. (20 ft. with tentacle); SA Constrict, improved grab; SQ Darkvision 60 ft., fast healing 5, life-leech aura, spell-strengthened hide; AL NE.

SV Fort +20, Ref +13, Will +24;

Str 43, Dex 16, Con 30, Int 6, Wis 22, Cha 6.

Skills and Feats: Hide +21*, Jump +14, Listen +11, Spot +11; Alertness, Combat Reflexes, Iron Will, Weapon Focus (tentacle), Improved Critical (tentacle), Improved Initiative, Improved Natural Attack (tentacle), Skill Focus (Hide), Power Attack, Improved Toughness.

Languages: Common.

Constrict (Ex): A lifeleech otyugh deals automatic tentacle damage with a successful grapple check.

Improved Grab (Ex): To use this ability, a lifeleech otyugh must hit with its tentacle attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

Spell-Strengthened Hide (Su): The sickly grey skin of a lifeleech otyugh has been infused with magical energy. This strange energy grants a lifeleech otyugh a +4 deflection bonus to its Armor Class.

Lifeleech Aura (Su): Whenever a spell or spell-like ability with the healing descriptor is used on a creature within 60 feet of a lifeleech otyugh, the otyugh gains the benefit of the healing spell as if it had been one of the spell's targets. If a healing spell cast within 60 feet of a lifeleech otyugh would grant it enough hit points to exceed its full normal total, it gains the remaining hit points as temporary hit points. A lifeleech otyugh can't have more temporary hit points from its lifeleech aura than its full normal hit point total. Temporary hit points gain in this manner last 1 hour.

This ability affects spell completion and spell trigger items (such as scrolls, staves, wands), but not other magic items.

Skills: A lifeleech otyugh has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

*A lifeleech otyugh gains a +8 racial bonus on Hide checks when in its lair, due to its natural coloration.

Physical Description: See APL 6.

Room 7

Minotaur Barbarian Champion: Male minotaur Bbn12; CR 16; Large monstrous humanoid; HD 6d8+30 plus 12d12+60; hp 207; Init +1; Spd 40 ft.;

AC 22, touch 11, flat-footed 22 (+6 armor, +1 deflection, +1 Dex, -1 size, +5 natural); BAB: +18; Grp: +32; Atk: +24 melee (2d8+26/19-20[x3], +1 glaive power attacking for 5); Full Atk: +29/+24/+19/+14 melee (2d8+16/19-20[x3], +1 glaive); Space/Reach 10 ft./10 ft. (20 ft. with large glaive); SA Powerful charge 4d6+15; SQ Darkvision 60 ft., natural cunning, scent, fast movement, rage 4/day, improved uncanny dodge, trap sense +4, DR 2/-, greater rage; AL NE.

SV Fort +16, Ref +11, Will +14;

Str 31, Dex 12, Con 20, Int 6, Wis 14, Cha 6.

Skills and Feats: Listen +19, Search +2, Spot +6, Survival +18; Great Fortitude, Power Attack, Track, Weapon Focus (glaive), Improved Critical (glaive), Reckless Rage*, Iron Will.

Languages: Giant.

Reckless Greater Rage (Ex): hp 273; AC 18, touch 7, flat-footed 18; Grp: +35; Atk: +24 melee (2d8+40/19-20[x3], +1 glaive power attacking for 9); Full Atk: +33/+28/+23/+18 melee (2d8+22/19-20[x3], +1 glaive); SA Powerful charge 4d6+21; SV Fort +20, Will +17; Str 39, Con 28.

Possessions: +1 glaive, +2 chain shirt, belt of giant strength +4, amulet of health +2, ring of protection +1, cloak of resistance +1.

Room 8

Slaughterstone Behemoth: CR 15; Huge Construct (Earth); HD 29d10+40; hp 218; Init -1; Spd 20 ft.; AC 36, touch 8, flat-footed 36 (-2 size, +28 natural); BAB: +21; Grp: +42; Atk +32 melee (4d6+13, slam); Full Atk +32 melee (4d6+13, 4 slams); Space/Reach: 15ft./10 ft.; SA Dazing blow, thunder step, tample 4d6+19; SQ Construct traits, DR 10/adamantine, darkvision 60 ft., low-light vision, resistance to acid 10, cold 10, electricity 10 and fire 10, tunnel fighting, spell resistance 23; AL N.

SV Fort +10, Ref +10, Will +10;

Str 37, Dex 11, Con -, Int -, Wis 10, Cha 1.

Dazing Blow (Ex): Any creature struck by a slaughterstone behemoth must succeed on a DC 24 Fortitude save or be dazed for 1 round. The save DC is Wisdom-based.

Thunder Step (Ex): The ponderous steps of a slaughterstone behemoth shake the very earth. Any creature within 5 feet of a slaughterstone behemoth when it moves must succeed on a DC 24 Reflex save or fall prone. The save DC is Wisdom-based.

Trample (Ex): Reflex half DC 37. The save DC is Strength-based.

Tunnel Fighting (Ex): A slaughterstone behemoth has a limited ability to reshape its form to fit into a tight area. It does not take a penalty on

attack rolls or to armor class when squeezing through a tight space. See DMG page 29.

Duergar Captain: Male duergar Ftr11; CR 12; Medium humanoid dwarf; HD 11d10+44; hp 114; Init +7; Spd 20 ft.; AC 27 (29 Phalanx Fighting), touch 12, flat-footed 26 (28) (+12 armor, +3 shield, +1 deflection, +1 Dex); BAB: +11; Grp: +15; Atk: +17 melee (1d6+5/x3, +1 handaxe) or +13 ranged (1d6+4/x2, mwk throwing axe); Full Atk: +17/+12/+7 melee (1d6+5/x3, +1 handaxe) or +13/+8/+3 ranged (1d6+4/x2, mwk throwing axe); SA spell-like abilities; SQ Darkvision 120 ft., immunity to paralysis, phantasms, and poison, +2 racial bonus on saves against spells and spell-like abilities, light sensitivity; AL LE.

SV Fort +12, Ref +5 (6), Will +8 (all saves +2 vs spells and spell-like);

Str 19, Dex 12, Con 18, Int 13, Wis 10, Cha 4.

Skills and Feats: Craft (armorsmithing) +15, Craft (weaponsmithing) +15, Handle Animal +11, Ride +3; Combat Expertise, Tunnel Fighting*, Battle Hardened*, Phalanx Fighting*, Improved Initiative, Quickdraw, Weapon Focus (handaxe), Heavy Armor Optimization, Improved Combat Expertise*, Greater Heavy Armor Optimization, Formation Expert*.

Languages: Common, Dwarven, Undercommon.

Spell-like Abilities (Sp): 1/day-enlarge person and invisibility, CL 22.

Possessions: +1 full-plate, +1 heavy steel shield, +1 handaxe, gauntlets of ogre power, amulet of health +2, ring of protection +1, cloak of resistance +1, mwk throwing axe (3).

Powered-up Suite (enlarged person + full combat expertise): AC 36 (38), touch 21, flat-footed 24 (26) (+12 armor, +3 shield, +1 deflection, -1 size, +11 dodge); Grp: +20; Atk: +6 melee (1d8+6/x3, +1 large handaxe); Full Atk: +6/+1/-4 melee (1d8+6/x3, +1 large handaxe); Space/Reach 10ft./10 ft.; Str 21, Dex 10.

Duergar Houndmaster: Male duergar Rgr11; CR 12; Medium humanoid (dwarf); HD 11d8+55; hp 113; Init +2; Spd 20 ft. (30 ft. w/longstrider); AC 21 (23 Phalanx Fighting), touch 13, flat-footed 19 (21) (+6 armor, +2 shield, +2 Dex, +1 deflection); BAB: +11; Grp: +14; Atk: +15 melee (1d6+4/19-20[x3], +1 handaxe) or +14 ranged (1d6+3/x2, mwk throwing axe); Full Atk: +13/+8/+3 melee (1d6+4/19-20[x3], +1 handaxe) AND +13/+8/+3 melee (1d6+4/x2, +1 shield spikes) or +14 ranged (1d6+3/x2, mwk throwing axe); SA spell-like abilities, favored enemy (aberration +6, giant +2, magical beast +2); SQ Darkvision 120 ft., immunity to paralysis, phantasms, and poison, +2 racial bonus

on saves against spells and spell-like abilities, light sensitivity, wild empathy +10, animal companion (deceased), woodland stride, swift tracker, evasion; AL NE.

SV Fort +12, Ref +10 (11), Will +5 (all saves +2 vs spells and spell-like);

Str 16, Dex 14, Con 20, Int 10, Wis 12, Cha 4.

Skills and Feats: Handle Animal +11, Hide +14, Knowledge (dungeoneering) +14, Move Silently +14, Ride +4, Spot +15, Survival +17; Phalanx Fighting*, Improved Shield Bash, Over-sized Two-Weapon Fighting*, Pin Shield*, Improved Critical (handaxe), Track, Two-Weapon Fighting, Endurance, Improved Two-Weapon Fighting, Greater Two-Weapon Fighting.

Languages: Common, Dwarven, Undercommon.

Spell-like Abilities (Sp): 1/day—*enlarge person* and *invisibility*, CL 22.

Possessions: +1 chain shirt, +1 spiked heavy steel shield, +1 handaxe, gauntlets of ogre power, amulet of health +2, ring of protection +1, cloak of resistance +1, mwk throwing axe (3).

Spells Prepared (2/1/0; base DC = 11 + spell level): 1st—~~longstrider~~, *magic fang*; 2nd—*spike growth*.

Uber-Elite advanced deep hound: CR 11; Huge magical beast; HD 18d10+126; hp 261; Init +6; Spd 40 ft.; AC 19, touch 10, flat-footed 19 (+2 Dex, +9 natural, -2 size); BAB: +18; Grp: +39; Atk +30 melee (4d6+19/19-20, bite); Full Atk +30 melee (4d6+19/19-20, bite); Space/Reach: 15ft./10 ft.; SQ Darkvision 120 ft., light sensitivity, low-light vision, scent, trainable; AL N.

SV Fort +18, Ref +13, Will +9;

Str 37, Dex 14, Con 24, Int 4, Wis 12, Cha 4.

Skills and Feats: Jump +29, Listen +3, Spot +3, Survival +14*; Alertness, Improved Crit (bite), Improved Initiative, Improved Natural Attack (bite), Iron Will, Track^B, Tunnel Fighting, Weapon Focus (bite).

Light Sensitivity (Ex): Deep hounds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Trainable (Ex): A deep hound is easier to train and handle than most magical beasts. Handle Animal checks made to train or handle a deep hound are not increased by 5. Dwarves receive a +2 Circumstance bonus on all Handle Animal checks made to train or handle a deep hound.

Skills: Deep hounds have a +4 racial bonus on Jump checks.

*Deep hounds have a +4 racial bonus on Survival checks when tracking by scent.

Minotaur Barbarian Champion: Male minotaur Bbn12; CR 16; Large monstrous humanoid; HD 6d8+30 plus 12d12+60; hp 207; Init +1; Spd 40 ft.; AC 22, touch 11, flat-footed 22 (+6 armor, +1 deflection, +1 Dex, -1 size, +5 natural); BAB: +18; Grp: +32; Atk: +24 melee (2d8+26/19-20[x3], +1 glaive power attacking for 5); Full Atk: +29/+24/+19/+14 melee (2d8+16/19-20[x3], +1 glaive); Space/Reach 10 ft./10 ft. (20 ft. with large glaive); SA Powerful charge 4d6+15; SQ Darkvision 60 ft., natural cunning, scent, fast movement, rage 4/day, improved uncanny dodge, trap sense +4, DR 2/-. greater rage; AL NE.

SV Fort +16, Ref +11, Will +14;

Str 31, Dex 12, Con 20, Int 6, Wis 14, Cha 6.

Skills and Feats: Listen +19, Search +2, Spot +6, Survival +18; Great Fortitude, Power Attack, Track, Weapon Focus (glaive), Improved Critical (glaive), Reckless Rage*, Iron Will.

Languages: Giant.

Reckless Greater Rage (Ex): hp 273; AC 18, touch 7, flat-footed 18; Grp: +35; Atk: +24 melee (2d8+40/19-20[x3], +1 glaive power attacking for 9); Full Atk: +33/+28/+23/+18 melee (2d8+22/19-20[x3], +1 glaive); SA Powerful charge 4d6+21; SV Fort +20, Will +17; Str 39, Con 28.

Possessions: +1 glaive, +2 chain shirt, belt of giant strength +4, amulet of health +2, ring of protection +1, cloak of resistance +1.

New Rules Items

Battle Hardened [Racial]

Your extensive battle experience has left you incredibly calm and composed, even in the heat of battle.

Prerequisites: Dwarf, base attack bonus +4.

Benefit: You receive a +4 bonus on saving throws against fear effects. You also gain a +2 bonus on initiative checks.

Formation Expert [General]

You are tyrained at fighting in ranks and files.

Prerequisites: Base attack bonus +6.

Benefit: The Formation Expert feat enables the use of three tactical maneuvers. You gain the benefit of the feat even if you are fighting in formation with allies that do not have this feat.

Lock Shields: To use this maneuver, you must have a ready shield adjacent allies on oposite sides of you must have ready shields. You gain a +1 bonus to Armor Class.

Step Into Breach: To use this maneuver, you must be within a single move of an ally who falls in combat, and an ally must occupy every square between you and the fallen comrace. You can immediately take a single move action (as if you had readied an action to do so) to move into the square the fallen ally occupies.

Wall of Polearms: To use this maneuver, you must be wielding a shortspear, longspear, trident, glaive, guisarme, halberd, or ranseur, and you must have adjacent allies wielding weapons identical to yours on opposite sides of you. You gain a +2 bonus on attack rolls.

Special: A fighter may select Formation Expert as one of his fighter bonus feats (see page 38 of the *Player's Handbook*).

Greater Heavy Armor Optimization [General]

You have master the use of heavy armor, maximizing its protective qualities while moving more easily in it.

Prerequisites: Armor Proficiency (heavy), Heavy Armor Optimization, base attack bonus +8.

Benefit: When you are wearing heavy armor, lessen the armor check penalty of the armor by 2 and increase the armor bonus by 1. Both of these effects stack with the benefit of the Heavy Armor Optimization feat, for a total lessening of the armor check penalty by 3 and a total increase to the armor bonus of 2.

Special: A fighter may select Heavy Armor Optimization as one of his fighter bonus feats (see page 38 of the *Player's Handbook*).

Heavy Armor Optimization [General]

You have trained extensively in heavy armor, and you have learned to take advantage of the protection it offers.

Prerequisites: Armor Proficiency (heavy), base attack bonus +4.

Benefit: When you are wearing heavy armor, lessen the armor check penalty of the armor by 1 and increase the armor bonus by 1.

Special: A fighter may select Heavy Armor Optimization as one of his fighter bonus feats (see page 38 of the *Player's Handbook*).

Improved Multiattack [Monstrous]

You are particularly adept at using all your natural weapons at once.

Prerequisites: Three or more natural weapons, Multiattack.

Benefit: Your secondary attacks with natural weapons have no penalty on the attack roll. You still add only ½ your Strength bonus, if any, to damage dealt.

Normal: Without this feat, your secondary natural attacks are made at a –5 penalty (or a –2 penalty if you have the Multiattack feat).

Oversized Two-Weapon Fighting [General]

You are adept at wielding larger than normal weapons in your off hand.

Prerequisites: Str 13, Two-Weapon Fighting.

Benefit: When wielding a one-handed weapon in your off hand, you take penalties as if you were wielding a light weapon in your off hand (see page 160 of the *Player's Handbook*).

Special: A fighter may select Oversized Two-Weapon Fighting as one of his fighter bonus feats (see page 38 of the *Player's Handbook*).

Phalanx Fighting [General]

You are trained in fighting in close formation with your allies.

Prerequisites: Proficiency with a heavy shield, base attack bonus +1.

Benefit: If you are using a heavy shield and a light weapon, you gain a +1 bonus to your Armor Class. In addition, if you are within 5 feet of an ally who is also using a heavy shield and light weapon and who also has this feat, you may form a shield wall. A shield wall provides an extra +2 bonus to AC and a +1 bonus on Reflex saves to all eligible characters participating in the shield wall.

Special: A fighter may select Phalanx Fighting as one of his fighter bonus feats (see page 38 of the *Player's Handbook*).

Pin Shield [General]

You know how to get inside your opponent's guard by pinning his shield out of the way.

Prerequisites: Two-Weapon Fighting, base attack bonus +4.

Benefit: This feat can be used only when fighting against an opponent who is using a shield and who is your size or size category bigger or smaller than you. When making a full attack action, you may give up all your off-hand attacks. If you do, you momentarily pin your opponent's shield with your off-hand weapon, and all your remaining attacks during the round are made with your primary weapon (with the normal penalties for fighting with two weapons), and you foe gains no Armor Class benefit from her shield until the end of your action. You cannot use this feat if you are fighting with only one weapon.

Reckless Rage [General] (RS p143)

You are considered extreme even among other barbaric warriors, and you enter a deeper state of rage than others. Goliath barbarians favor this feat.

Prerequisites: Con 13, rage ability

Benefits: Whenever you activate your rage ability, you take an additional –2 penalty to your armor class, but you gain an additional +2 bonus to Strength and Constitution. These bonuses and penalties stack with the effects of rage, greater rage, and mighty rage.

Tunnel Fighting [General]

You are adept at maneuvering and fighting in tight spaces and underground passages.

Prerequisites: Base attack bonus +1.

Benefit: You do not take a penalty on your attack rolls or to Armor Class when squeezing into or through a tight space.

Normal: Each movement into or through a narrow space counts as if it were 2 squares, and while squeezed in a narrow space a character takes a –4 penalty on attack rolls and a –4 penalty to AC. See page 148 of the *Player's Handbook* for more information on squeezing through tight spaces.

Special: A fighter may select Tunnel Fighting as one of his fighter bonus feats (see page 38 of the *Player's Handbook*).