

Mysteries of Crystal Springs

Part I

A D&D Living Greyhawk™ Adventure Series

by Tim White and the County of Urnst Staff

The mayor of Dosseldorf needs you to explore the mysterious region known as the Crystal Springs. Bring your torches and adventuring gear and beware. Not all who investigate the caves at Crystal Springs return! For 1st and 2nd level characters.

DUNGEONS & DRAGONS, D&D, GREYHAWK, and RPGA are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. Scenario detail copyright 2000 by Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

This is a RPGA Network adventure game. A four-hour time block has been allocated for playing the game (or this round of the game), but the actual playing time will be about three hours.

It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

Scoring the game for RPGA points: The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

1. *No-vote scoring:* The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. *Partial scoring:* The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the convention coordinator wants information as to how the game masters are performing, or the game master wants feedback on his or her own performance.
3. *Voting:* Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the best amongst them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually required advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

When using Voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in **bold italics**. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

LIVING GREYHAWK Tier Structure

This adventure is designed for characters of 1st and 2nd level.

The authors of this scenario are happy to answer any questions you may have, and are receptive to constructive comments. You can contact them at tim@cyface.com.

Major contributors to this scenario include Paul Looby from Ireland and Gregg Belcher and Mike Kenyon from Colorado. Thanks, guys!

DM Synopsis Mysteries of Crystal Springs

Crystal Springs is a hilly area of strange brittle blue-veined crystal in the extreme southeastern County of Urnst, right on the border with Nyrond. The waters of the Franz River flow from its crystalline hills. Rumors have flown since as far back as anyone can remember about the origin of this area, its inhabitants, and the powers that the crystals may have.

The nearest major settlement in the County of Urnst is Dosseldorf. This small town is at a low, rocky point in the Franz that has been used as a ford for generations. The mayor of Dosseldorf, a sorcerer named Nimar, has lived there for many years, and spends much of his time researching Crystal Springs.

The Mysteries of Crystal Springs adventure series will explore the nature of the springs, and give brave adventurers a chance to have a hand in taming the dangerous inhabitants.

In addition, forces from elsewhere in the county are seeking to use the powers of the Springs for their own evil ends, a fact that the PCs will eventually discover and have to deal with.

DM Synopsis Part I

Part I introduces the PCs to the Dosseldorf, Nimar, and the Crystal Springs area. This scenario introduces one of the main Mysteries of Crystal Springs, the fact that the Underdark runs close to the surface in the area. A large group of duergar has been paid by an agent from Radigast City to raid the surface using the tunnels in the Crystal Springs area. The PCs will have a chance in this scenario to stop the initial foray of the dark dwur onto the surface.

The PCs can only go so deep in Part I because of a magical seal that was put in place long ago to keep the denizens of the Underdark where they belong. The duergar can bypass the seal using duergar-specific magical pendants given to them by the agent, but the PCs won't be able to bypass them until Part II of the Mysteries of Crystal Springs series.

So this scenario will be exposition and role-playing at the beginning, tactical battle in the middle, and dungeon crawl with a big battle at the end. The final encounter sets the PCs up to return after Nimar has discovered how to bypass the seal.

Timeline Part I

Encounter One — Mayor in Distress: The group is shopping in the general store of Dossselford when they are recruited by the local mayor to help stop an invasion of duergar.

Encounter Two — The Exposition: Nimar gives the groups as much information as he can and sends the group on their way.

Encounter Three — Stopping the Mass: The group must stop a mass of duergar from invading. After the group has sent most of the duergar packing, the remainder will flee for their tunnels, and the PCs will track them into the holes.

Encounter Four — The Cavern: The PCs chase the fleeing dwur down a cavern, and encounter many strange monsters along the way.

Encounter Five — Underground Base Camp: The dark dwur have a small camp underground as well, that the PCs must eliminate. This will be a tough battle, but halfway through, the remainder of the dark dwur will flee past a magical seal that the PCs cannot pass.

Encounter Six — Aftermath: Unable to progress past the magical seal, the group goes their separate ways, with Nimar promising to contact them when he finds out how to get past the magical seal.

DM Notes for Part I

There are several encounters that have very long boxed text sections. These are not meant to be read straight though, but rather used as a guide for what's happening. There are numerous breaks in the text where you should pause and let the players react and role-play. Of course, you shouldn't read any boxed text that player actions invalidate. The text that is given is an example of the most likely course that events will take, but be ready for anything: players don't always take the most likely course of action. You should use the given text to get the feel of how things should go, and improvise based on the example.

The suggested lengths are just that: suggestions. Some encounters take longer than others, and this is our guideline to you based on playtest experience of how long you should spend on each encounter. This will help you plan breaks, and let you know when you should start wrapping up an encounter in order to get them all in. Players like to see the resolutions of scenarios, and if you run over on one encounter, you can use the timing information to try to regain lost time. Don't ruin people's role-playing by rushing them along, but know when to start wrapping up an encounter and move on.

Player Introduction

Traveling the roads of the County of Urnst in search of adventure, you have found your way to the remote town of Dossselford. You are far from the capital, Radigast City, and the bustling activity of the Nyr Dyv coast.

Dossselford is in the southeastern corner of the County of Urnst, located right on the Franz River, which is the border between the County and Nyrond.

Its location makes it reasonably popular for trade going between the two nations.

It is also the only major settlement for many miles, and so the local free peasants journey to Dossselford on a regular basis to sell their wares and buy what supplies they can't make at home.

You have lingered here mostly because of rumors of monsters attacking caravans in the area. You have also heard rumors that the source of the Franz River, Crystal Springs, has mysteries of it's own.

Although the local tavern, The Ticklish Trout, is a fine establishment, you are currently browsing the overstuffed shelves of the renowned Weathertoe's trading shop and chatting with some fellow adventurers, the halfling proprietor Ronco Weathertoe, and his charming daughter Melinda.

Please take a moment to introduce yourself, your character, and describe how your character traveled to Dossselford, and a little about your last adventure.

You should role-play Ronco and Melinda, using them to pull fun role-playing out of the PCs.

Note that Weathertoe's doesn't have an organization scheme per se, just a lot or piles of assorted stuff. Many of the piles teeter near ceiling height. PCs trying to dig through the piles themselves risk heavy helmets toppling down on them. Ronco and Melinda know every pile inside and out, and can guide characters to anything they need. Weathertoe's has most items in the *Player's Handbook* for listed price, although Ronco likes to deal.

Ronco Weathertoe (halfling male 5th level rogue, age 55). Ronco is a gregarious fellow, an ex-adventurer who settled in Dossselford to raise his family. He spent many of his later adventuring years travelling with Nimar, and knows him quite well. Like most halflings in the County of Urnst, Ronco speaks with a thick northern Minnesotan accent (think *Fargo*, or better yet, *Drop Dead Gorgeous*). He has had many great adventures, including much dungeon delving. If the temple of Zodal is mentioned, he will let on that some of his cousins work there, and that his is a great fan of the priests of Zodal who "Saved his bacon many times, don't ya know." If he notices anyone flirting seriously with Melinda, he will try to gently discourage things from going too far.

Ronco is known for cutting very complex deals for goods.

Ronco Weathertoe, Halfling Male Rog5: Small Humanoid; HD 5d6+10; hp 32; Init +9 (+5 Dex, +4 Improved Initiative); Spd 20 ft.; AC 16 (+5 Dex, +1 size); Atks +3 melee (1d6-1 [crit 19-20], shortsword); SQ

Uncanny Dodge, Sneak attack +2d6, Evasion; AL LN; SV Fort +4, Ref +10, Will +2

Str 9, Dex 20, Con 14, Int 14, Wis 11, Cha 15.

Skills: Move Silently +13, Hide +13. Feats: Dodge, Improved Initiative.

Melinda Weathertoe (halfling female age 19). Melinda helps her father run the store, and chafes under his protective ‘custody.’ She is quite flirtatious, which aggravates Ronco to no end. She tends to stick to the shorter males, especially halflings. She knows the shop very well, and can help anyone find anything in the big piles with no problems. Although she wants to break away from her father, she does love him dearly, and isn’t sure that the life of adventurer is for her. (She’s seen too many scars over the years). She is contemplating a career as a bard, but hasn’t really tried too hard yet. She does have a very nice singing voice. She really likes to bat her eyes, and is known for teasing adventurers mercilessly. She is a quite attractive halfling, and even humans find her proportions and wiggle pleasing. If there are any bards in the group, particularly any halfling bards, she will try to pump them for information about the life of a traveling bard in the County of Urnst. Melinda also has a Minnesotan accent (see info for Ronco above), although it is a little less noticeable, since Melinda has lived among humans much of her life (having grown up here in Dosseldorf).

Melinda Weathertoe, Halfling Female Expi: Small Humanoid; HD 1d6+1; hp 7; Init +9 (+5 Dex, +4 Improved Initiative); Spd 20 ft.; AC 12 (+1 Dex, +1 size); Atks +0 melee; AL N; SV Fort +1, Ref +1, Will +3
Str 6, Dex 13, Con 12, Int 12, Wis 13, Cha 16.
Skills: Perform (sing) +3, Profession (shopkeeping) +2.
Feats: Alertness.

After you have done introductions, and the PCs have had a chance to chat with Melinda and Ronco for a bit, you can move on to encounter one.

Encounter One Mayor in Distress

Suggested Length: 10-15 minutes

You are enjoying your pleasant morning in Weathertoe’s, some of you warming yourselves by the fire, others shopping the disarrayed piles of goods scattered throughout the store.

Suddenly, a gout of flame erupts from the fireplace, and the area right around the fireplace is filled with choking black smoke.

As the air clears, you see a sooty figure emerging from the fireplace, batting out the flames that are licking at his robes. “Ahhh! I knew I forgot to have Rolius move that word of recall for me when I moved the tower!” grumbles the figure in choked gasps between ragged coughs.

A horrible meowing is heard, and a blackened orange cat jumps down from the figure’s arms and arches its back, meowing loudly. “There now Grinx, it’s not all that

bad...Ahhh! My rear is on fire!” The figure spins in a circle, trying to bat out the flames that threaten to engulf his back. The cat shudders a little, and then strides over to Melinda with careful dignity.

This is Nimar. He has just been attacked by a horde of duergar in Crystal Springs, and was losing the battle badly when he triggered his word of recall. His tower used to be centered where the fireplace of Weathertoe’s is – he moved it (magically) about 10 years ago when Ronco decided to expand. He forgot to retarget the word of recall though, and that’s how he ended up in the fireplace.

Grinx, Nimar’s cat familiar, is unharmed, except for blackened fur. He and Melinda are old friends, and he will look to Melinda for comforting. Melinda will call him to her by name, and proceed to try and wipe his fur clean with a rag.

Once she is holding him, he will purr loudly.

After a moment, Ronco will recognize Nimar, and while helping to put the flames out, introduce him to the PCs as the Nimar, the Mayor of Dosseldorf.

Nimar will eventually get the flames out, with or without help. Melinda knows him well, and once the immediate crisis has passed, she will tease him a little. He has adventured in the recent past with Ronco. See **Appendix B** for more information on Nimar.

If asked what happened (either by the PCs, or eventually Ronco), Nimar will reply in between sooty coughs:

“I was working on deciphering some strange carvings I found on crystals in the south quadrant when this whole mess of black dwur attacked me! There must have been at least 40 of them, and I could feel the evil rolling off them in waves. I had managed to take out their spellcasters when the warriors broke through my hastily-erected shields and started hacking.”

He indicates a few bloody gashes in his arms and along his midsection.

“I downed a potion to take care of most of the damage, and that’s when they brought the ballista to bear.”

“I knew I didn’t have much chance against that with my spells near depleted from my work and the battle, so I grabbed up Grinx and used the word of recall wand my friend Rolius made for me. Unfortunately, it looks like I forgot to have him retarget it when I moved the tower a while back – haven’t had much cause to use it.”

“Anyway, we have to stop those dwur before they get here. I don’t speak much dwarven, but I’m sure I heard them mention something about an invasion of the surface world that I would be powerless to stop.”

He eyes you all appraisingly, and then with a sigh says “I think it’s fortunate that strangers like yourselves like to stop by Weathertoe’s. This town needs your help to stop this invasion from the Underdark!”

“I’m not as much of an adventurer as I once was, but I should be able draw you a map that will get you there while I prepare the town for invasion. If you can stop them, or even delay them, it will give us more time to prepare.”

“Ronco, break out the armor, and gather the town council, this could get ugly.”

Assuming the PCs agree to help (after a bit of questioning perhaps) you can move on, otherwise close the scenario and find fun elsewhere.

Encounter Two Exposition

Suggested Length: 15-20 minutes

Nimar will draw them a quick map (not provided, it consists of “follow the river eastward until you see the Springs, then see if you can find them”) and send them on their way, cautioning them to be careful. Meanwhile the residents of Dossselford are sharpening stakes, and generally preparing to defend their town.

Nimar will offer the group the use of his wagon to expedite their travel, and notes that they will have to camp for the night once on the way as the trip will take a full two days.

He also notes that there are patrols from both Nyrond and the county that occasionally range through the Crystal Springs area, and if the PCs encounter them, they should say they are working for him.

If asked about Crystal Springs, Nimar can offer the following:

- He has been researching Crystal Springs for almost 20 years.
- There are so many strange and interesting things about the place he doesn't think he'll ever discover them all.
- There are strange writings on some of the crystals that seem to be thousands of years old.
- Many of the writings, even though he has recently begun to decipher the script, aren't in any language he has ever seen.
- He thinks that there are tunnels that lead to vast underground realms hidden in Crystal Springs.
- He has encountered everything from orcs to giants to dragons wandering around in the Springs.
- He thinks that Crystal Springs might have some sort of healing properties, because he always feels better while there, but the effects seem to lessen the longer he is away.
- He wonders why these dark dwur appeared suddenly, few creatures from the Underdark ever come to the surface.

If asked about the dark dwarves (colloquially known as dark dwur in the Flanaess) he can offer the following:

- They are malevolently evil.
- They live in caves like regular dwarves, but deep underground, rather than in mountains.
- They hate sunlight, and are less powerful in bright light.
- They usually keep to themselves in the passages of the Underdark, and he doesn't know why they would

venture out onto the surface. It can't be for any good purpose.

- They don't like magic, but can and will use it if need be.

He will answer any other question that he can. If you don't have a good answer, he can just stare at someone, or into space in response, or perhaps mumble something about prying strangers, preparations that need to be made, or some other noncommittal response.

The trip will be uneventful, and eventually a little boring to the PCs. They can camp for the night without incident.

They will reach the edge of Crystal Springs just before noon the following day.

Encounter Three Stopping the Mass

Suggested Length: 15-25 minutes.

As you approach what must be Crystal Springs, you see how it got its name. Hills and spires, boulders and gravel, all made of brittle blue-veined quartz. The edge of the area is quite well defined, the dirt seeming to just end and the crystal begin on top of it.

The morning sunlight seems to fill the area with light, and it's almost hard to look directly at it the glare is so bright.

The area seems to cover several square miles, and although you can see its extents, the size of the area, and its seeming incongruity with the surroundings, makes it seem gigantic.

You explore the area for about an hour, winding your way through the small canyons and towering formations of crystal, and you eventually come to the top of a small glassy hill that overlooks a 200 foot-deep canyon. At the far end of the canyon, you can see what looks like a large encampment. Thick black tents cover much of the camp, and you can see several smoke trails from fires as well. You can barely make out some small figures moving amongst the tents, but it's hard to tell how many from this distance. You do see a gigantic black wheeled crossbow that must be the ballista that Nimar spoke of. It is parked in the center of the camp, pointing away from you.

If someone goes closer, they can see a pike on the edge of the camp with a human staked on it (a member of a County patrol that came by last night).

There is also the symbol of the lawful evil dwarven god Abbathor on several of the tents. A religion skill check DC 15 will reveal the name and alignment of the god, DC 12 will reveal that it is an evil god.

Now the PCs have to plan how to destroy and/or scatter as many of the duergar as possible. There are numerous boulders along the canyon rim that can be loosed, some quite large. There are plenty of hiding places along the canyon rim as well, especially this time of day with the sunlight lighting up the crystal so brightly.

The duergar cannot see very well in this bright sunlight, and the few sentries that they have posted are wearing masks with thin slits for eyeholes to cut down the glare.

Any reasonable plan of attack will work. The dwur are very nervous about being on the surface, and after fighting Nimar yesterday (and losing both of their priests) are reconsidering this whole invasion plan anyway. Once a concerted attack begins, especially if it appears to be larger than one or two individuals, the surviving dark dwur will panic and run for their holes. They can be tracked very easily, as they are running all out, dropping bits of gear, spittle, and so forth as they run.

Don't let the PCs spend too much time planning, as they have a huge advantage. Make sure to mention, if the PCs scout, that the sentries look very nervous (shifting from foot to foot, pacing, etc.).

The goal here is to let the PCs do some good strategizing, and then to get the dwarves to run.

Duergar (35): Medium Humanoid; HD 1d8+3; hp 9; Init -1 (Dex); Spd 15 ft.; AC 14 (-1 Dex, +5 chain); Atks +3 melee (2d4+2 [crit x3], waraxe); SQ spell-like abilities; AL LE; SV Fort +1, Ref +1, Will +3

Str 15, Dex 8, Con 17, Int 10, Wis 11, Cha 10.

Skills: Move Silently +8, Hide +6. Feats: Weapon Focus (Dwarven Waraxe).

Spell-like abilities: *invisibility*, *enlarge*, *reduce*, cast as 9th level sorcerers.

There will be very little of use left behind by the fleeing dark dwur. If a careful search of the tents and camp is made, a coal-black masterwork battleaxe will be found, inscribed in gold with the symbol of Abbathor on the blades. If someone decides to take it, give them the certificate immediately.

There is 52 gp (all in gold) scattered about the camp. The strange thing is that only 20 of the gold pieces are of dwarven manufacture, the rest are county currency, minted this year in Radigast City. How these denizens of the Underdark got a hold of this much recent county currency is a mystery. Of course they got it from the agent, but don't tell the PCs that.

Encounter Four

The Cavern

Suggested Length: 60 minutes.

You follow/chase the dark dwarves into a glowing crystal cavern. Unlike most caverns, this one is almost too well lit, and you have to squint to keep your footing on the polished crystal floor.

A: This area is filled with many stalactites and stalagmites. The walls of this area are pocked with hundreds of small holes from which flow trickles of water. The entire floor of this room is submerged to a depth varying from one to three feet. There are many deep sinkholes concealed

beneath the slow-moving water. Three duergar broke from the rest of the group heading down the passageway. They are willingly sacrificing themselves so that the rest of the dwur can escape. They are currently hiding behind different columns through the room. They are waiting for the PCs to trot on by and they then expect to attack them from the rear. Where they are standing near the edge is under merely an inch or two of water. When they engage the party, they will back up into the room. They are familiar with this cave and know where the deep spots are. Every round of combat, there is a 50% chance that the dwarf will back the PC into a position that has a deep hole (Reflex save at DC 15 to avoid falling in). Those who fall in suffer 1d4 damage from falling into the hole. The duergar will then be at a +2 due to having higher round. Any attempt to climb out of the hole will draw an attack of opportunity.

Duergar (3): Medium Humanoid; HD 1d8+3; hp 9; Init 0 (Dex); Spd 15 ft.; AC 15 (+5 chain); Atks +3 melee (2d4+2 [crit x3], waraxe); SQ spell-like abilities; AL LE; SV Fort +1, Ref +1, Will +3

Str 15, Dex 10, Con 17, Int 10, Wis 11, Cha 10.

Skills: Move Silently +8, Hide +6. Feats: Weapon Focus (Dwarven Waraxe).

Spell-like abilities: *invisibility*, *enlarge*, *reduce*, cast as 9th level sorcerers.

B: The passage here splits. The right-hand passage seems to have seen recent use; which is discernable after a Tracking check DC 15. The ground here is covered with loose pieces of shale, which make it somewhat difficult to traverse. Crossing this area requires a Dex check at DC 12. Dwarves of any kind enjoy a +4 bonus to this roll.

C: The walls of this room are distinctly similar in appearance to area A. The floor is covered by water, but it is of level depth. Floating through the water is a crystal ooze. It will slowly drain the strength away from people until they collapse in the water and drown. The duergar have been patrolling this area and several have been killed in this manner. They think the area cursed and have been trying to avoid it. There are plenty of coins on the bottom of this pool. There are 458 cp and 76 sp. The water is 3 ft. deep and dipping down to get money from the bottom will gather 2d10 cp + d6 sp with every dip.

Every round, a random PC will be attacked. He will suffer a 1d4 temporary Strength drain. If one or more of the characters dive for money, one of those characters will be targeted by the ooze. Diving character suffer 1d6 points of temporary Strength damage. The DM should roll this secretly and conceal it from the players. Explain that PCs feel something slide by their legs, etc. Make them paranoid, but until they get close to half their original Strength, they shouldn't have a clue that they are being slowly poisoned.

The only things that kill crystal ooze are electricity or magic missiles. Any form of electric attack will transmute through the water, inflicting damage on the crystal ooze and anyone else in the pool. Using magic missiles requires seeing the ooze. This requires a spot check at DC

17 in order to target it, which needs to be repeated with each attack. The ooze has 26 hp.

D: This cave is damp, but is not water-filled. There is a thick vein of iron ore that runs through this cave and out into the hallway. Inhabiting the cave is a solitary rust monster, which is nesting here. It has laid a collection of eggs against the ore vein and will protect them with its life. They appear as calcified nodules, each about the size of a baseball.

As the PCs approach the mouth of this cave, describe the iron ore vein the rock and the white calcium nodules hanging off of it. Then cut into the deep clicking sound as the rust monster comes from out of the shadows. It tries to scare the PCs off as well as summon the carrion crawler in area E to its aid. In round 3 of combat, it will succeed and the crawler will join combat. It will attack at the start of round 4 (coming into the order higher than the existing highest creature in the order).

Rust Monster: Medium Aberration; HD 5d8+5; hp 27; Init +3 (Dex); Spd 40 ft.; AC 18 (+3 Dex, +5 natural); Atks +3 melee touch, -2 melee (1d3, bite); SQ rust, scent; AL N; SV Fort +2, Ref +4, Will +5

Str 10, Dex 17, Con 13, Int 2, Wis 13, Cha 8.

Skills: Listen +7, Spot +7. Feats: Alertness.

SA: *Rust*—successful touch causes metal to corrode and become useless immediately.

E: This area is inhabited by a carrion crawler which exists in a symbiotic relationship with the rust monster in area D. Normally, the crawler lies curled in a corner of this room, until it needs to feed or something resembling food comes close. It will respond to the calls of the rust monster and if the party passes by the rust monster's abode, the crawler will summon the rust monster in a very similar way, with a very similar response.

Carrion Crawler (1): Large Aberration; HD 3d8+6; hp 19; Init +2 (Dex); Spd 30 ft., climb 15 ft.; AC 17 (-1 size, +2 Dex, +6 natural); Atks +4 melee (8 tentacles, paralysis), -1 melee (1d3, bite); SA paralysis; SQ darkvision 60 ft., scent; AL N; SV Fort +2, Ref +4, Will +5

Str 14, Dex 15, Con 14, Int 1, Wis 15, Cha 6.

Skills: Climb +10, Listen +6, Spot +6. Feats: Alertness.

SA: *Paralysis*—tentacle hit requires Fort save DC 13 or be paralyzed for 2d6 minutes.

The crawler's tactics are to paralyze its opponents and let the rust monster eat all of the metal bits off before it eats its prey, still alive. It will not attempt to "eat" an opponent until all creatures (save the rust monster) are paralyzed.

F: This area is a torture area, prison for those the duergar find sneaking about their hole. They built it after Nimar was encountered. There are 6 sets of manacles chained to the wall. The moorings are obviously new. There's a thin crevasse that winds up to the surface above which provides ventilation for the fire they occasionally set here. Besides the fire is a cauldron in which some kind of stew is being made (this doubles as a kitchen for the troops)

and there are a number of branding irons leaning up against the side of the cave wall. If anyone examines the cauldron, point out that there's some meat in it which none of the PCs will recognize. This is rothe meat, but none of the characters should have a background which would allow them to identify it. Given the setting, it gives them something unusual to stew over.

G: Connect this map to the entrance of the second map (area 1) at this point. We will produce a connected map before this runs.

1: The fissure leads to a narrow, tunnel worn naturally from the limestone by the action of the stream that gushes through it. The tunnel is 5 feet high by an average of three wide and is dark soon beyond the first bend. The walls and roof here are slick pale limestone and drip water continuously. The floor of the tunnel is made up of slippery rounded stones (Dex check at DC 15 for anyone moving faster their normal pace to keep their feet, otherwise they're in for a very cold bath Also remember that wet metal will rust if not tended properly afterwards). The water is knee-deep (for humans), and very cold, and the sound of its gushing over the stones drowns out most noise except for loud cries and shouts.

2: This is a small, roughly tear-shaped natural cavern. Here the stream widens out in to a pool at the base of a small fall (6 foot drop) in the southeast wall. The noise of the fall fills the chamber. Here a smaller passage continues along the course of the stream (see 4). The only other exit is a tunnel in the southwest wall (see 3). The pool water is 7 feet at its deepest (just under the fall) and 5.5 feet elsewhere). There is a pair of albino cave lamprey dwelling here. They will attack random PCs.

Lamprey (2): Small Animal; HD 1d8+2; hp 7; Init +3 (Dex); Spd swim 30 ft.; AC 14 (+3 Dex, +1 size); Atks +0 melee (1d2, suckers); AL N; SV Fort +2, Ref +4, Will +5

Str 10, Dex 17, Con 14, Int 1, Wis 9, Cha 4.

About two feet long, the lampreys have white sinuous scaly bodies with swept-back fins, no obvious eyes, and a round, jawless sucker mouth surrounded by a fierce array of rasping teeth.

3: This is a damp, dripping, natural passage (6 ft. high by 4 ft. wide). The roof here is covered in small, pale brown needle stalactites, though perceptive PCs will note no matching stalagmites below except a few crushed ones (indicating traffic) on the mud slicked stone.

4: This narrow stream passage is 4.5 feet high by three feet wide, filled with three feet of rushing cold spring water. The walls and floor of the passage are slick and slippery and a Dex check at DC 17 is required to traverse the passage without losing one's grip and being swept back into the pool (those who fall suffer 1d3 points of subdual damage). Any reasonable method of providing support will allow PCs to help each other (granting a +2 cooperation bonus to Dex checks related to getting across).

5: A smooth-walled natural chamber (roof 7 ft. high, on average), with needle stalactited roof and muddy floor. In the center of the chamber hangs a man in the tattered and bloodied colors of the Dossselford militia. His hands have been shackled by chains hanging from the ceiling, his feet from bolts in the floor. The man's face is a mass of purple bruises and he is gagged. He also appears to have been scourged, for his back is marked by several bleeding welts. If the gag is removed, the semi-conscious man will mumble about his arms and legs hurting.

The man is in fact the bait for a trap. The hand manacles are not attached to the roof but pass inside and are connected to a large stone block in the roof of the chamber just over the entrance from tunnel 4. If he is released from the shackles the block will fall, sealing the chamber. If the leg manacles are undone first, then the unfortunate man will be crushed against the ceiling in a fountain of gore. A successful find traps roll will detect that the manacles pass through the roof rather than being attached to it and that there is a loose slab over the entrance.

The man's name is Renald, and rescuing him will gain the PCs the respect of the people of Dossselford. However, should they inadvertently kill him, then they will have to explain his death to his wife, Rosale and her five, now fatherless, children.

The only other obvious exit is through a sealed hole inset into a sloping section of the floor (45° angle). This is one of the two plugs barring progress any further, see Appendix A: The Plug for more details.

A successful search check DC 20 will turn up a small crawl space in the east wall through which comes a faint breeze and the sound of running water.

6: This is a narrow, damp, muddy crawl space - slimy, twisting and claustrophobic. Medium-sized characters wearing Medium or heavier armor will have to remove it to squeeze through and packs will have to pushed ahead. Toward the far end, a flickering blue and white light illuminates the passage and the sound of running water becomes quite loud.

7: This huge cathedral of a cavern contains one of the springs of the Franz River. Water gushes up from the floor at the far end of the chamber. Beyond the geyser is a hole where the cavern continues. Gathered about and interspersed within the water are clusters of blue-white crystal, which seem to glow with their own internal light. The crystals are brittle and will shatter if struck. If detect magic is cast they will emit a faint aura of an indeterminate nature.

The roof of the chamber itself is a forest of multicolored stalactites of many shapes and sizes, from thin straws to huge fluted deposits that reach down to touch the corresponding stalagmites below, forming distorted pillars and columns. The walls of the cavern are lined with fantastic glistening translucent calcite deposits, shaped by nature into strange forms and grottoes. Water drips continuously from the roof and run in small rivulets down the walls.

In the center of the chamber, suspended over the springs and the crystals are tall columnar clouds of glowing blue and white crystals, reaching from the floor to near the roof of the cavern nearly three score feet above. The crystals seem to rise and fall aimlessly in the air. PCs making a Spot roll at DC 17 will notice that the brighter crystals seem to rise, then lose some of their glow and fall, only to grow brighter as they near the spring and crystal formations and rise again. If they are disturbed in any way, these crystalists coalesce to form two collective entities per spring. If the group passes quickly through the geyser and into the cavern beyond, the crystalists will not attack. If the group lingers, or plays with the geyser, they will attack. If they are knocked apart, they will not reform and attack unless someone disturbs the geyser for several rounds.

(note the number in parentheses indicates the stat for the collective entity form, the other figure is for the individual crystals).

Crystalmist: Tiny Elemental (Small Elemental); HD 1d6 (9D8); hp 1 (50); Init 0; Spd fly 15 ft.; AC 12 (+2 size); Atks nil (+0 ranged (1d6, light ray)); SQ immune to *sleep*, *charm*, *illusion*, *mind-altering* spells; AL N; SV Fort +2, Ref +0, Will +0

Str 1 (8), Dex 10 (10), Con 10 (10), Int — (1), Wis 10 (10), Cha 10 (10).

Individual Crystalmist have no offensive communities. After taking 10 points of damage, the community breaks up. It will reform after 5 rounds. The Crystalmist will make or join communities of 50, with the remainder unable to form a collective entity. They will be evenly divided between them.

Encounter Five The Leaders

Suggested Length: 5-10 minutes

After passing through the Crystalmist and into the cavern beyond, the PCs will go down a 6 ft. x 30 ft. corridor that terminates in a large (60 ft. diameter) cave. At the far end of the cave is a strange door (see Appendix A: The Plug for description). In the center of the cave are a table and a few chairs, around which are standing 8 duergar, including one who is wearing very fine black armor. They are arguing, and pointing at a chest of gold on the table.

If anyone speaks dwarven, they can make out that they are arguing about whether or not to continue the raid on the surface, and that the money given them is not enough. They want to contact the surface dweller who gave it to them and renegotiate. The problem is, they don't know his name or how to contact him. Half the group wants to continue the raid in Abbathor's name, the other half wants to retreat. Apparently, the rest of the force has already retreated.

If the PCs attack, the dark dwur will fight until half of them are dead, and the then rest will try to retreat through the plug using their amulets. Note that only

duergar wearing the amulets can pass the plug, the amulets will not work for non-duergar.

Duergar (7): Medium Humanoid; HD 1d8+3; hp 9; Init 0 (Dex); Spd 15 ft.; AC 15 (+5 chain); Atks +3 melee (2d4+2 [crit x3], waraxe); SQ spell-like abilities; AL LE; SV Fort +1, Ref +1, Will +3

Str 15, Dex 10, Con 17, Int 10, Wis 11, Cha 10.

Skills: Move Silently +8, Hide +6. **Feats:** Weapon Focus (Dwarven Waraxe).

Spell-like abilities: *invisibility*, *enlarge*, *reduce*, cast as 9th level sorcerers.

Duergar captain: Medium Humanoid; HD 3d8+9; hp 19; Init 0 (Dex); Spd 15 ft.; AC 15 (+5 chain); Atks +5 melee (2d4+3 [crit x3], waraxe); SQ spell-like abilities; AL LE; SV Fort +1, Ref +1, Will +3

Str 16, Dex 10, Con 17, Int 10, Wis 11, Cha 10.

Skills: Move Silently +8, Hide +6. **Feats:** Weapon Focus (Dwarven Waraxe).

Spell-like abilities: *invisibility*, *enlarge*, *reduce*, cast as 9th level sorcerers.

The chest contains 40 gp, all minted within the last year in Radigast City. The box is also recently made of fine oak, which could not be found underground.

There are no symbols of any kind on the chest.

If captured, the duergar truly know nothing of use, other than some surface dweller, they do not know the name of or how to contact, paid them to raid the surface. They will only reveal this information under extreme duress; and will do everything they can to end their own lives rather than endanger their clan.

The leader has black, dwarven-sized chain mail +1, with the symbol of Abbathor worked in gold links on the chest. Give out the certificate if someone wants to take it. It does not automatically resize, and the symbol cannot be removed without destroying the armor. It can be sold to Weathertoe for half the amount listed on the certificate.

Encounter Six Aftermath

Suggested Length: 5-10 minutes

After reaching a dead end in the cavern, you stumble back to Dossselford, worn and weary. As you reach town, you are greeted with shouts of happiness as the villagers swarm around you to hear your tales. They guide you beneath the brightly painted sign of hands tickling the belly of a rainbow trout and into the Ticklish Trout, the town's inn. You find your way inside, and Yurj the Tickler instinctively brings you a round of ales.

You are pestered for the story of what happened, and are heartily congratulated for stopping the dark dwarven invasion. Nimar promises to investigate the cavern, and see if there is a way to get past it, or at least stop more dark dwarves

from coming through. "Give me a few months to figure out how to get through that seal and we'll give those dwur what for! If you all can come back in the spring, we should be able to go in after them. You are all stout of heart, I'll gladly welcome your help!"

Yurj the Tickler (human male ranger 4th). Yurj is the proprietor of the Ticklish Trout, the inn and tavern in Dossselford. Yurj is an expert fish tickler, and keeps a tank of trout behind the bar to practice on, and serve to his customers. Not known as a stunning conversationalist, Yurj is a superb listener, and grunts appropriately in almost any conversation. He has a thick Slavic accent (a Schwarzenegger accent will do). He lived in the Flinty Hills for many years before deciding that although he liked to be alone, the life of a solitary ranger was a little **too** much solitude. He likes to try and guess people's favorite drinks, but is rarely gets it right.

Once people are done chatting with Nimar and Yurj, you can hand out Experience Points.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Encounter 3

Spooking duergar into fleeing:	50 xp
--------------------------------	-------

Encounter 4

Defeating duergar guards:	25 xp
Defeating rust monster:	50 xp
Defeating carrion crawler:	50 xp
Defeating lampreys:	25 xp
Defeating crystalmists:	25 xp

Encounter 5

Defeating duergar elite patrol:	75 xp
---------------------------------	-------

Total experience for objectives	300 xp
Discretionary roleplaying award	0-25 xp

Total possible experience	325 xp
----------------------------------	---------------

Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items which are worth more than [insert campaign value] that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief, such as Infamy. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things which it later finds unreasonable but which were allowed at the time.

Encounter Three

- Masterwork Battleaxe (Value 310 gp, Weight 7 lb, Uncommon): This medium-size melee weapon is composed of a fine black metal. The holy symbol of Abbathor, neutral evil dwarven god of greed, has been inlaid on the blade.

Encounter 4

- Up to 458 cp
- Up to 76 sp

Encounter 5

- Influence Point: Mayor Nimar of Dossselford (1 per successful PC): This Influence Point will be redeemable in future scenarios. The mayor of Dossselford remembers what you did for him, and is willing to do you a favor in the future.
- +1 Chainmail (Value 1,250 gp, Weight 40 lb, Uncommon): This fine suit of blackened metal chainmail is sized for a dwarf, and cannot be altered to fit larger or smaller creatures. The holy symbol of Abbathor, the neutral evil dwarven god of greed, has been inlaid in gold links on the armor's chest.

Appendix A: The Plug

The Plug

The passageway dead-ends into an ominous sight. The natural curve of the passageway tapers here, down to only about 15 ft. across. After 10 ft. the narrowed area stops in a solid brazen wall. Set within the wall is a circular door 6 ft. in diameter. The door projects a good 4 ft. out from the surface of the door. The hinges rest firmly on your side of the door, atop the frame. The door has no handle. Engraved on its surface are 7 concentric rings of stone. Each is made from a different metal, save the inner-most which is marble. From the center are bands of steel, iron (only slightly rusted), copper (greened with age), silver, and a blue-steel colored metal.

The wall itself is bronze and the outer-most ring is made of Mithril. PCs can learn more about each ring and the wall by examining it more closely. The rings form a multi-part lock which needs to be correctly solved in order to provide passage. There is a short cut to this which allows the duergar to pass. This requires a magic amulet of passage (which is applied to the center stone). These are rare, as they needed to be cut from the same stone the core was made of. Each “tumbler” needs to be solved from outside in before the next inner tumbler is attempted. Failure to do so causes the attempting character to suffer the wrath of the tumbler attempted.

The Wall

Set into the wall at about four and a half feet in height from the floor on either side of the door are a small square quartz crystals about 3 inches tall and 6 inches in width. Looking through the quartz, you see a distorted image beyond depicting a long tunnel stretching into the vast darkness. Oddly, through the crystal, you can see the vastness of the cavern as though there were some bright light. Long shadows stretch down the corridor from the stalagmites, though oddly, there are none within several score feet of the doorway.

What the PCs are seeing is a “peephole” used by the duergar for monitoring the passageway. Above and below each peephole is a section of wall which has had daylight cast on it and that ensorcelled with permanency. This is a major defense as the door itself causes drow weapons to dissolve and incapacitates most of their foes. The duergar themselves know of its existence and shield their eyes from the harsh light the door projects.

Mithril Ring

The blue-steel colored ring has the twelve mountains enameled onto its surface. Each is slightly different. All the mountains base in the outer edge of the ring. They are clockwise from top: a bare mountain, a mountain spouting a dark cloud, a mountain with a hammer at its center, one which is snow-capped, a spindle of great height, an old worn-down peak, a mountain with a spider at its core, a mountain with an eye at its heart, one containing a candle, one lined with great pines, a mountain-top shrouded in clouds and a jet black peak.

Sculpted hammers and long swords are radially placed around the ring on short poles, forming convenient hand-holds.

The outer-most tumbler was a gift from the elves of the Gnarlley Forest for holding their dark brethren in their depths. As a remembrance of this gift, the dwarves made the solution to the exterior ring be a forest-covered mountain, symbol of dwarven-elfen unity. The tumbler needs to be rotated clockwise so that the forest covered mountain is at the bottom of the tumbler. If the tumbler is rotated counter-clockwise, the whole tumbler will become very cold, causing 2d4 damage and a reduction of 4 points of temporary Dexterity for the next two weeks. This is caused by the skin of the affected freezing solid to the wheel and needing to be sloughed off. Healing cures the damage, but only restoration will correct the stat damage sooner. This can be avoided at a Reflex save of DC 20.

Silver Ring

This tumbler is intricately and deeply carved with a pattern of two snakes interwoven. The carved snakes are biting each other's tails and each is pointing in a different direction. One snake is carved as having fangs, the other isn't. The two heads are about a quarter of a circle apart from each other, at about 4 and 8 o'clock on the ring.

The challenge here is considerably simpler than one would think, and over-thinking the problem is the true challenge. The engraved snakes can be used as hand-holds to rotate the ring in either direction. This ring rotates counter-clockwise and need only be rotated such that one but not both heads of the snake pass the 6 o'clock mark twice (two full revolutions). Anything else, and the affected person will take 3d4 points of damage from a spray of acid being shot out from under the scales of the snakes (Reflex save for half damage). This will also do another 2d4 points of damage the next round and a 1d4 points of damage the following round. This will fire if the mithril ring isn't set properly when this ring is attempted or if this ring is mishandled in any way (rotated incorrectly, or in the wrong direction).

The Copper Ring

This ring is bare of all etchings and engravings of any kind. Though greened with age, its surface is unmarred save for the presence of 6 deep depressions set equidistant around the ring.

This is a different sort of challenge, one which will be very difficult to solve. In order for this ring to be passed, it need only be rotated clockwise and will stop on its own after a $\frac{3}{4}$ turn. The difficulty is getting the ring to turn. The holes provide a place to

insert something for leverage. Each hole is a 1½ in. in diameter and 7 in. deep. When attempting to turn the wheel, a small current is run through whatever is placed within. The end effect is based off of what they use as a lever. If it doesn't occupy 90% of the hole's diameter, the wheel won't turn, with no further affect. Otherwise, if the substance is wood, it will smolder and burst into flame and the PCs will have to clear the rubble from the hole before continuing. If the substance is flesh, the creature will suffer 1d6 points of damage from the current. If the substance is a non-conductive metal, the metal will heat up as per a *heat metal* spell. If the substance is a conductive metal, it will get a tingling feeling to it and anyone holding on and pushing will have their hair stand on end, but it will push. On any attempt to push it the wrong way or if the outer two rings aren't properly handled, each hole will release a 1d6 *lightning bolt* (conducted through any valid lever) which will strike the closest grounded character in front of the door (Reflex save for half damage). Usually, this will be three of the bolts hitting each of the two characters in front of the door, but this is DM adjudicated.

In a natural crevice in the wall some 25 ft. back, there are 6 copper poles 1½" in diameter and 2 ft. long. These are hidden from sight and will only be found with a dedicated search (DC 20) of this area.

Iron Ring

The iron ring is rimmed with rust though it is still solid and strong. Its surface teems with images of dwarves at work. Examining the graven images more closely, you feel confident that many of them depict hammer-wielding dwarves, which would prove effective handholds for moving the ring. Others depict the dwarves wielding axes which would be more uncomfortable to use.

The duergar picture themselves as both strong and crafty, and this ring embodies both those attributes. Turning the ring is simple to do for one with the strength. It is a DC 26 Strength check to turn the wheel and at most 3 humans or 4 dwarves or Small creatures can get on it at once. The craftiness of this ring is that the ring breaks the previous alternation of directions, as it also should rotate clockwise, like both the ring outside of it and the ring inside of it. Failure to rotate it correctly or if the exterior rings are not correctly positioned at the time will cause the images of the dwarves to animate and take a swing at the turners before returning to their inanimate state. Each person attempting to help turn the door will have 4 attacks on them from dwarves statuettes. These attacks are all at +7 to hit and deal 1d4+2 points of damage. The first time the dwarves animate, they will get surprise in their attack. Holding a dwarf with an axe to turn the wheel causes d3 points of damage in the act of turning, but if the dwarves animate, they won't attack (leaving only three attacks on that character).

Steel Ring

The first ring around the marble core is a steel ring with 4 deep depressions in it. Each is large enough to fit a man's fist

into and each has a handle deeper within it to grasp. Each depression has a lip on it which makes it difficult to see what lies within except for the large handlebar.

The steel ring is part of the iron ring's craftiness. It too turns counterclockwise, though it requires only a DC 18 Strength check to turn. Turning it the wrong way is hazardous. There is a metal iris which will spincter around the offending character's wrist, holding them in place. Rot grubs will pore out of the workings of the inner machinations and onto the character's flesh. The iris will then hold the character for a round before releasing them. At this point, the 2d4 grubs will have entered the character's flesh and be burrowing up their arm and to the center chest. This will take 3 rounds to get to the torso and another two to reach the chest before they burrow inward. Half the grubs will go via the character's front and back. Each round the character will need to make a Fortitude save at DC 15 or convulse wildly as the grubs ride and eat nerve pathways, causing violent sensation through the afflicted parts of the body. Until the last round, they are visible under the skin and can be stabbed through it (doing ½ damage to the infected character as well as to the grubs) or flame can be applied, causing the death of up to d4 grubs (all on one side of the arm/body). This method leaves the dead grubs in the body. Each grub has 1 hp.

If the wheel is turned properly, it stops itself after one full revolution and keyhole in the core opens (see below).

Marble Core

The marble core is well polished, and unlike the surrounding rings, does not appear to rotate. In the center of the core are two concentric depressions. The outer depression is circular and about 4 in. in diameter. The inner depression is a quarter inch deep and key-shaped. It would appear as though it slides back by some mechanism. What catches your eye most is the deeply engraved images surrounding the depressions. They are a deeply knotted pattern of lines, that appear to have patterns over patterns over patterns. As you look, they seem to ebb and flow, writhing around each other. Snake-like, they entwine, drawing your eyes into their web, calling you, pulling you to them ...

Surrounding the core is a symbol of insanity, the character examining that hole must make a Willpower save at DC 21 or be *feeble-minded*, staring deeply into the symbol and not wanting to move. If the outer rings are all properly maneuvered, the keyhole opens, allowing a key to be inserted. This is a standard lock, though well made. It is DC 24 to pick. Anyone attempting to do so needs to make a Reflex save at DC 21 or look at the *symbol*, requiring a save for that. This interrupts the attempt to pick the lock and the rogue will have to start again from scratch whether or not they succeed.

The dwarves have a limited number of amulets carved from the same stone as the core was. These stone amulets can be placed in the center of the core (usually without looking) and automatically open the plug.

Appendix B – Major NPCs

Nimar, Mayor of Dossselford

Class: Sorcerer 10
Race: Human (Flan-Suel Mix)
Age: 55
Height: 5 ft.7"
Weight: 143 lbs.

Str 11 –
Int 16 +3
Wis 13 +1
Dex 14 +2
Con 10 –
Chr 18 +4

Saves:

- Fortitude +5
- Reflex +5
- Will +8

AC: 18 (Ring+Dex)
HP: 31 **Init:** +2

Weapon	To Hit	Dam	Crit
Dagger	+5	d4	19+/x2

Class/Racial Abilities/Heroic Feats:

- Grinx, Cat Familiar. It can convey touch spells for Nimar and *command* cats. Nimar can converse with it and other cats at will.
- Toughness
- Great Fortitude
- Spell Focus (Evocation)
- Extend Spell
- Empower Spell

Skill	Ranks	Total
Alchemy 14		+17
Bluff	1	+5
Concentration	14	14
Diplomacy	2	+6
Innuendo	1	+5
Knowledge – Arcana 14		+17
Knowledge – Nature	7	+10
Knowledge – Religion	5	+8
Knowledge – Urnst	6	+9
Spellcraft	10	+13

Magic Items: bracers of armor +6.

Spells: (cast C 6, 1st 7, 2nd 7, 3rd 7, 4th 6, 5th 3)
Cantrips: Disrupt Undead, Fear*, Light*, Mage Hand, Prestidigitation, Ray of Frost, Read Magic, Resistance.

1st: Jump, Mage Armor, Magic Missile*, Shield, Sleep.
 2nd: Mirror Image, Stinking Cloud*, Strength, Web*.
 3rd: Keen Edge, Lightning Bolt*, Tongues.
 4th: Ice Storm*, Stoneskin.
 5th: Cloudkill*.

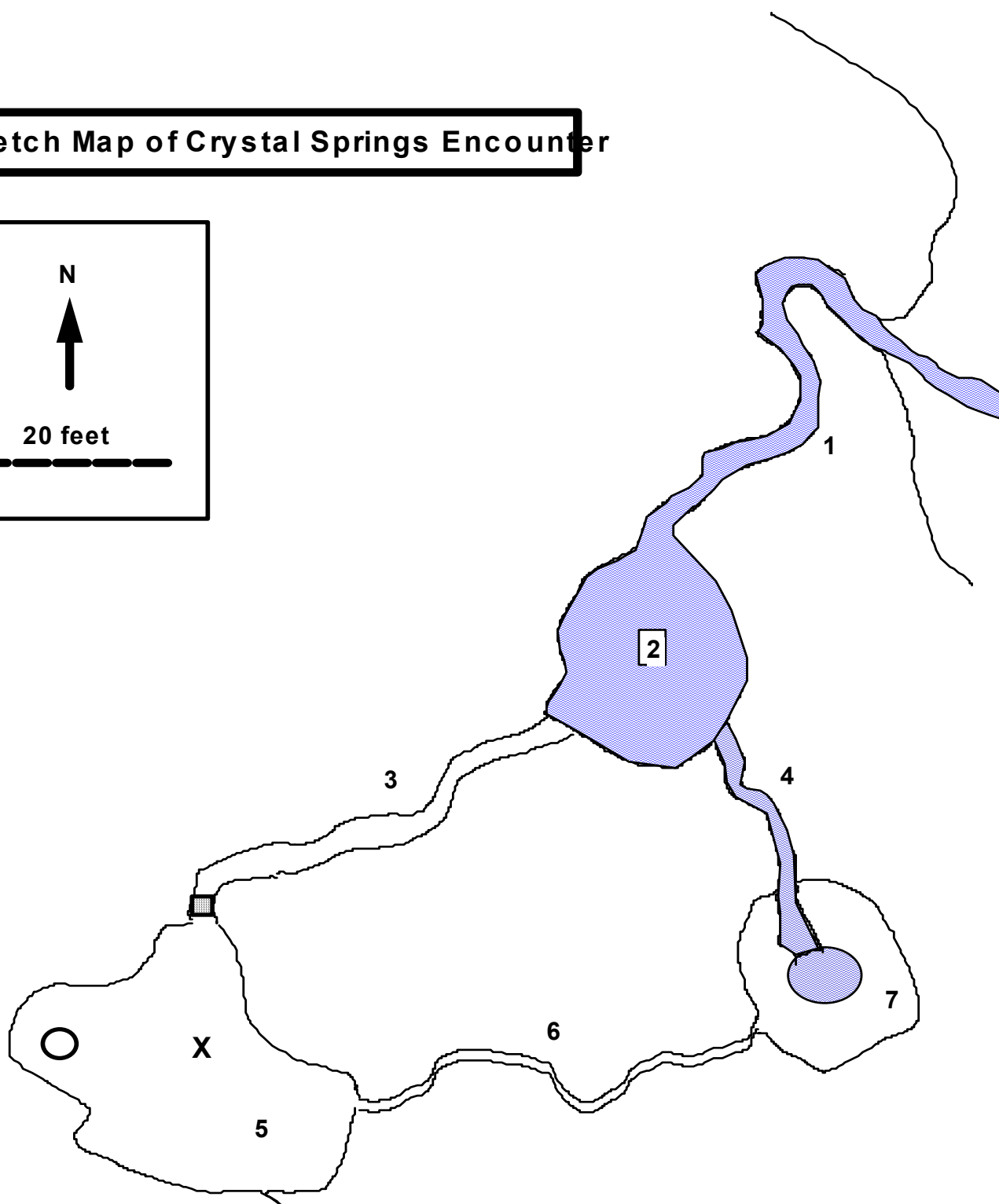
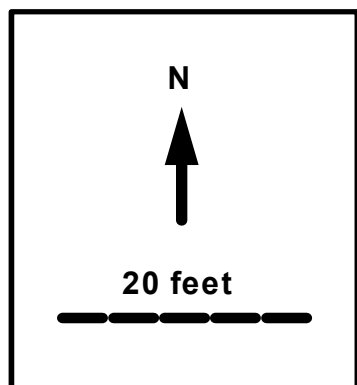
Due to Spell Focus, Evocation spells (*), are +2 for save DC.

Personality: Nimar has kind of a crusty English accent. He really likes females, and will often stare at the females of a group while talking, even if responding to a question from a male. However, he really prefers to look and not touch (they might distract him unduly from his work), and will get flustered if anyone gets too close.

He is nice enough, but tends to have a distracted air while listening to people. He doesn't mince words, and will not hesitate to interrupt people to cut to the heart of what they are saying, while up to that point not seeming to pay attention at all. While not precisely arrogant, he is the mayor and a powerful Sorcerer, and is used to people respecting him, despite his slightly batty air. He has a good sense of humor, and likes to crack jokes.

History: He is a powerful sorcerer, and adventured for many years (the last few with Ronco) before retiring to Dossselford to devote his time to investigating Crystal Springs. He became the mayor by accident about 15 years ago, when a horde of orcs attacked the village and he took them out nearly single-handedly. The citizens of Dossselford likes him because he is strong enough to defend and lead the community, enforcing justice when need be, and stays out of their hair the rest of the time.

Scetch Map of Crystal Springs Encounter



X - position of shackled militiaman

 - position of trapped stone block

 - position of warded exit down

DM Handout 2: Map of Hole II

