

URC6-02

A Shot in the Dark

A One-Round D&D LIVING GREYHAWK® County of Urnst Regional Adventure

Version 1.8

Round 1

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With the County's forces bolstered due to foreign powers and their aggressive stance, trouble still brews from within. While the winter sets in and most folks are hibernating, adventurers still set off to seek their fortunes. Is the unexpected find, cause for trouble? A County of Urnst Regional Adventure for APLs 4-12.

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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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and scoring after the game.

The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First, you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure, we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Keep in mind that you must have at least four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Playing the Game

Instruct the players either to prepare their characters to participate in the adventure before the session begins, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Once you are ready to play, it is handy to instruct each player to place a nametag 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 (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said you as the DM could bar the use of even core rulebooks during certain times of play. For example, the

players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

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 gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM fill out the RPGA Tracking Sheet. The DM should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out, it should be given to the Event Coordinator.

Living Greyhawk

This is a LIVING GREYHAWK Adventure. As a LIVING adventure, it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one.

Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials discussed in the Preparation section above that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the *LIVING GREYHAWK Gazetteer*.

Living Greyhawk Levels of Play

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

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 being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc.) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately. Nevertheless, if a character has the Mounted Combat feat, he may bring a single

warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.

- Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
- If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will 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 will receive 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 will receive 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 by 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 difficulty with the challenges in a LIVING GREYHAWK adventure. If a group is APL 1, there are three things that the group can do to help even the score.

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round, it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in the County of Urnst. Characters native to the County of Urnst

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.

Mundane Animals Effect on APL			# of Animals			
			1	2	3	4
of Animal	1/4 &	1/6	0	0	0	1
	1/3 &	1/2	0	0	1	1
	1		1	1	2	3
	2		2	3	4	5
	3		3	4	5	6
	4		4	6	7	8
	5		5	7	8	9
	6		6	8	9	10

Adventure Background

During the half-year civil unrest in Nyrond, the County bargained for much land and peasant from her. The ensuing land-grab required the County to create reactionary forces to deal with unexpected situations.

The Dwarves of Hillguard had the key to the solution. They had been previously training Dire Bats as mounts and had been working in concert with the Citadel to train new officers in the art of mounted combat, flying style. This led to the eventual creation of the aerial division of the County's cavalry and the Hillguard Leatherwings were formed.

While on route to deliver orders and information to the Granite Tower, a group of prepared Duergar ambushed our poor blue-dwarf. There is an information leak in the County's spy system, and this is leading to vital points of County intelligence becoming endangered.

The party of adventurers comes into play after a recent ambush on the courier.

Adventure Summary

Encounter 1: The party encounters the dead dwarf and gets to play CSI.

Encounter 1A: The fortunate tracker gets to track down a dire bat, possibly befriend a new aerial mount.

Encounter 2A: The party, thru quick-thinking, and tracking, gets to ambush the Duergar instead of being ambushed themselves.

Encounter 2B: The party, having no luck tracking, is ambushed by the waiting Duergar.

Encounter 3: The party finds the home base of the Duergar. They can either choose to engage, or run and tell the authorities.

Encounter 4: If the party overcomes the home-base odds, they learn of a plot to assault the Granite Tower and have the option to go and help.

Encounter 5: The final stand for the party, along with some long-awaited roleplaying with a lot of dwarves and the mascot Halfling.

Encounter 5a: The party fights for their lives as the Duergar attack from two-angles.

Encounter 6: The party finds clues to lead them to conclusions as to where their enemy came from.

Conclusion: Adventure wraps up.

Preparation for Play

- Determine if any of the characters have favors from URC5-05 Miner Mishap.
- Determine if any of the characters have the Supplemental AR from URC5-102 Broken Altars. If they do, please follow the instructions in the Special Access box for determining whom the disease has affected.

Introduction

Encounter One: Dwarficle

Fireseek 13. The night is cold. Winter tightens her grip about the County and rumors have it that an unnatural cold has gripped neighboring countries.

The warmth of the last tavern seems a distant memory and even the thought of a campfire does little to re-ignite that feeling. It has been a long road from Hillguard to the next stop and during the short time gone; bleak days have blended into clear nights.

Moving thru the short hills and jagged rock formations, something unusual looms ahead. Off the side of the path lies a strange blue-boulder. Upon closer inspection, it appears to be an armored-frozen dwarf.

Dwarf Description: Name: Rerun Veinsplitter, 4'5", Red Hair, Red Beard, Brown Eyes, Stocky Build, 160 lbs. There are scars on both shoulders (burned in) of an Alpha Symbol
Cause of death: Slit throat with multiple puncture wounds caused at high-velocity. ***crossbow bolts*** Dwarf was brought down by multiple crossbow bolts and then coup-de-graced.

Healing Check:

- DC 10: Died yesterday, minimum falling damage, no weapons present (including bolts and crossbow bolts)
- DC 15: Dead 3 days (daytime death) approximately 68-72 hours ago
- DC 20: Dead 2 1/2 days ago (night death) approx. 58-62 hours ago.
- DC 25: Died 60 hours ago, bruising on chest show evidence that a strap was pulled violently off recently dead body. Cold weather slowed the bruising effect.

Possessions: Black Platemail with Hillguard Crest, Black light crossbow with 20 white bolts in quiver, Black Lance.

If any of the party keeps these items rather than turning them in, it will be considered stealing from the Hillguard outpost and these items will be impossible to sell.

DM's Note: Allow the party to play C.S.I.

After CSI'ing the dwarf, the party can take three paths.

- Tracking the bat
- Tracking the Duergar

- Continuing down a random path. If the party decides to take the body back to Hillguard, use the random path.

Tracking only:

- Survival Check: DC 15 to follow Duergar Tracks. (Success leads to Encounter 2A and failure leads to Encounter 2B)
- Survival Check: DC 20 to follow bat tracks. (Success leads to Encounter 1A)
- If party is vehement about finding a path and or tracks, a DC 10 search check will lead them to the bat (but only if the entire party begins searching)

Encounter 1A: Holy hanging-bat man!

Dwarf tracks seem to crisscross the entire area and searching further, one can see clawed footprints suspiciously covered by the booted prints.

Those suspicious claw marks dig further into the jagged rocks. Tracking is difficult because of the space in between the claw marks, sometimes they are 8 feet apart, other time 4 feet, and even once 16 feet, which leaves one to wonder at the length of this beast's stride.

Ten minutes later, wonder turns to understanding, as the quarry is spotted. Hanging, upside-down, from a frozen rock ledge, like an icicle, is a huge bat. The wingspan must be 16 feet and on its back is a black-leather saddle and saddlebags. Its beady red eyes regard one with caution but it remains in place as you approach.

DM's note: The dire bat is a Hillguard Leather-Wing. Branded into its rump is the same alpha symbol that was on the dwarf's shoulders. Its left wing is torn and it cannot fly. It is docile, trained, and if healed will take a liking to the party. If flown for the duration of the module it will attempt to fly back to the Hillguard barracks. A handle animal DC 15 will avoid this. The bat possesses crossbow bolt damage and has an exotic military saddle on it.

Encounter 2a: Getting the Drop

Making sense out of the booted prints and realizing they seem to come out from behind all of the rocks but lead off in one direction, you realize this is the way to go.

They lead further into the rocky outcropping. After ten to fifteen minutes of careful tracking and traveling thru a rock-tunnel, the dwarf tracks finally make sense. Crouching behind various rocks and even blending into the barren shrubbery, lies 2 squads of dark-skinned dwarves. (8 in total)

Below and between them lies the path you traveled just a short half-hour before.

DM's note: The party gets a chance to ambush the Duergar (give them a small while to formulate a plan but after 5 minutes real-time have a wandering Duergar "going to the bathroom" stumble across the party and start initiative. The Duergar will attempt to raise the alarm during his first round and go invisible.

See DM's Aid #1, Path of Boots and Claws, and DM's Aid # 5 for counters.

DM's note: After the encounter and during looting, if the PCs care to search at all, they will notice that the commanders not only have the dark-black Duergar skin but it appears to be scaly like that of a lizard.

APL 4 (EL 5)

🔥 **Duergar Foot Soldier (3):** medium humanoid (dwarf) ftr1; hp 13; see Appendix One and Two

🔥 **Draconic Duergar Commander (1):** medium humanoid (dwarf) ftr2; hp 14; see Appendix One and Two

APL 6 (EL 7)

🔥 **Duergar Foot Soldier (4):** medium humanoid (dwarf) ftr2; hp 22; see Appendix One and Two

🔥 **Draconic Duergar Commander (1):** medium humanoid (dwarf) ftr4; hp 45; see Appendix One and Two

APL 8 (EL 9)

🔥 **Duergar Foot Soldier (4):** medium humanoid (dwarf) ftr4; hp 40; see Appendix One and Two.

🔥 **Draconic Duergar Commander (1):** medium humanoid (dwarf) ftr4; hp 45; see Appendix One and Two.

🔥 **Duergar Cleric of Laduguer (1):** medium humanoid (dwarf) clr5; hp 43; see Appendix One and Two.

APL 10 (EL 11)

🔥 **Duergar Foot Soldier (4):** medium humanoid (dwarf) ftr6; hp 58; see Appendix One and Two.

🔥 **Draconic Duergar Commander (1):** medium humanoid (dwarf) ftr10; hp 105; see Appendix One and Two.

🔥 **Duergar Cleric of Laduguer (1):** medium humanoid (dwarf) clr7; hp 59; see Appendix One and Two.

APL 12 (EL 13)

🔥 **Duergar Foot Soldier (4):** medium humanoid (dwarf) ftr8; hp 76; see Appendix One and Two.

🔥 **Draconic Duergar Commander (1):** medium humanoid (dwarf) ftr10; hp 105; see Appendix One and Two.

🔥 **Duergar Cleric of Laduguer (1):** medium humanoid (dwarf) clr9; hp 75; see Appendix One and Two

Encounter 2b: Dropped In On

Making absolutely no sense out of the claws or the boot prints, the journey eventually continues. A dull light grasps at the dusting of snow now starting to fall and a slight wind pushed the white dust gently across the land. Making good progress thru the rolling hills

and jagged rocks, a slight lull in the storm is a welcome relief.

DM's note: Spot check to avoid being surprised (Roll a hide check for the dwarves here). If the dwarves hear the party coming, they will already be invisible. See DM's Aid #1 Path of Boots and Claws.

APL 4 (EL 5)

🔥 **Duergar Foot Soldier (3):** medium humanoid (dwarf) ftr1; hp 13; see Appendix One and Two

🔥 **Draconic Duergar Commander (1):** medium humanoid (dwarf) ftr2; hp 14; see Appendix One and Two

APL 6 (EL 7)

🔥 **Duergar Foot Soldier (4):** medium humanoid (dwarf) ftr2; hp 22; see Appendix One and Two

🔥 **Draconic Duergar Commander (1):** medium humanoid (dwarf) ftr4; hp 45; see Appendix One and Two

APL 8 (EL 9)

🔥 **Duergar Foot Soldier (4):** medium humanoid (dwarf) ftr4; hp 40; see Appendix One and Two.

🔥 **Draconic Duergar Commander (1):** medium humanoid (dwarf) ftr4; hp 45; see Appendix One and Two.

🔥 **Duergar Cleric of Laduguer (1):** medium humanoid (dwarf) clr5; hp 43; see Appendix One and Two.

APL 10 (EL 11)

🔥 **Duergar Foot Soldier (4):** medium humanoid (dwarf) ftr6; hp 58; see Appendix One and Two.

🔥 **Draconic Duergar Commander (1):** medium humanoid (dwarf) ftr10; hp 105; see Appendix One and Two.

🔥 **Duergar Cleric of Laduguer (1):** medium humanoid (dwarf) clr7; hp 59; see Appendix One and Two.

APL 12 (EL 13)

🔥 **Duergar Foot Soldier (4):** medium humanoid (dwarf) ftr8; hp 76; see Appendix One and Two.

🔥 **Draconic Duergar Commander (1):** medium humanoid (dwarf) ftr10; hp 105; see Appendix One and Two.

🔥 **Duergar Cleric of Laduguer (1):** medium humanoid (dwarf) clr9; hp 75; see Appendix One and Two

Encounter 3: Home Base

White dust has grown into white flakes and the translucent sky has grown dark and thick. The sounds of battle ring their last cry and die in the neighboring outcroppings of rock. The signs of battle litter the shallow valley and the path that belched forth these rock-warriors makes itself evident.

DM's note: For the remainder of the module the weather is overcast and dark, with little to no actual ambient light making its way thru.

DM's note: Allow the PCs to go where they wish, heal up, etc. See DM's Aid #2 for the Duergar Camp.

They should follow the path before them, but if they decide to go elsewhere, the Duergar path will vanish in the weather after 24 hours.

The path winds back into the hills for what seems like miles, but the cold treacherous mountain path makes judging distances difficult. Perhaps half an hour, perhaps an hour later, a fire winks in the distance. The snow still accumulates and the thought of heat brings fond memories.

As you come into sight of the small valley ahead, you see more and more lights winking below. You estimate that there is a large camp down below.

DM's note: The party has come upon the main encampment of Duergar huddled in a small valley. On one side is a cliff face with a 3-foot overhang reaching over the camp, on the other side is open ground. The Duergar will soften this ledge and cause a landslide if the party decides to attack from this vantage point. (Clerics use Soften Earth and Stone). The Duergar will fight to the death and the sleeping ones will be without armor.

It is also entirely possible the party will wish to skip this encounter. This is fine but requires adjustment of the final encounter. This encounter will become the final encounter as the Granite Tower dwarves take care of the Duergar in the final encounter whilst the PCs fight these Duergar.

APL 4 (EL 8)

👉 **Duergar Foot Soldier (7):** medium humanoid (dwarf) ftr1; hp 13; see Appendix One and Two.

👉 **Draconic Duergar Commander (2):** medium humanoid (dwarf) ftr2; hp 14; see Appendix One and Two.

👉 **Duergar Cleric of Laduguer (1):** medium humanoid (dwarf) clr3; hp 27; see Appendix One and Two.

APL 6 (EL 10)

👉 **Duergar Foot Soldier (8):** medium humanoid (dwarf) ftr2; hp 22; see Appendix One and Two.

👉 **Draconic Duergar Commander (3):** medium humanoid (dwarf) ftr4; hp 45; see Appendix One and Two.

👉 **Duergar Cleric of Laduguer (2):** medium humanoid (dwarf) clr3; hp 27; see Appendix One.

APL 8 (EL 12)

👉 **Duergar Foot Soldier (10):** medium humanoid (dwarf) ftr4; hp 40; see Appendix One and Two.

👉 **Draconic Duergar Commander (3):** medium humanoid (dwarf) ftr4; hp 45; see Appendix One and Two.

👉 **Duergar Cleric of Laduguer (1):** medium humanoid (dwarf) clr5; hp 43; see Appendix One and Two.

APL 10 (EL 14)

👉 **Duergar Foot Soldier (8):** medium humanoid (dwarf) ftr6; hp 58; see Appendix One and Two.

👉 **Draconic Duergar Commander (3):** medium humanoid (dwarf) ftr10; hp 105; see Appendix One and Two.

👉 **Duergar Cleric of Laduguer (2):** medium humanoid (dwarf) clr7; hp 59; see Appendix One and Two.

APL 12 (EL 16)

👉 **Duergar Foot Soldier (8):** medium humanoid (dwarf) ftr8; hp 58; see Appendix One and Two.

👉 **Draconic Duergar Commander (3):** medium humanoid (dwarf) ftr10; hp 105; see Appendix One and Two.

👉 **Duergar Cleric of Laduguer (2):** medium humanoid (dwarf) clr9; hp 75; see Appendix One and Two

Encounter 4: Wealth of Information

Within the camp is a treasure trove of loot, arms here, gold there, armor around, shields on the ground. To the money minded, they have hit the jackpot. Those in the know, or adventurers with even a hint of wisdom, recognize the paperwork in the middle tents as being battle plans.

Within the middle of the table is a tower of sorts, surrounded by rocks. Miniatures are placed in various spots around the tower and an open parchment lies on the table.

DM's note: The miniatures are placed on the South and East side of the tower. Nurzlk placed them there hiding the crucial strike points, quickly changing positions after hearing the attack (if this is feasible). The characters find a note as well. Give them Player handout #1.

Encounter 5: The Tower Awaits

The tower sits five miles East of Hillguard, sprouting out of a mountainside with jagged rocks surrounding it. A large-mouthed cave sits directly behind it, with steel-grating covering most of the lower opening.

Dwarves pop out of the top of the tower and an occasional dark spot in the sky swoops down to the tower, dropping something, and flying off.

Approaching the tower reveals a small courtyard of stone hugs the south wall, while those same jagged rocks found throughout the area creep around the other three cardinal points.

"Who hails," a gruff young voice calls out, closely followed by a deeper "these hails?" finishing the greeting from on top of the tower.

Granite Tower (Occupants 8)

👉 **Mason "Da Hamma" Rock Hauler:** This black haired dwarf is typical. Gruff, truthful, and loud are his three traits. He is the groomsman (animal handler) for the Dire Bats. He was born and raised in Hillguard and is loyal to the Contessa

Rank: Corporal

☛ Togar and Torgick Alesmith: Blond-haired thunder-twins, these two brothers constantly bicker and finish each other's sentences. Born in the Rakers, they moved to Hillguard at a young age, these two know about rocks, bats, and love to play dice.

Rank: Privates

☛ Manzar "Rustslayer" Devilbeard: Red-haired and with a forked beard (family name and trait) this fiery dwarf loves telling the tale of his rust-monster slaying of years ago "with his bare-hands."

Rank: Corporal

☛ Smitty Oredigger: Black haired and black eyed, this pleasant mannered dwarf is stuck on all the bad patrols (daytime). Youngest of all the dwarves here, he is treated worse than the Halfling. The others are trying to toughen him up. He is destined to become a wizard and loves books.

Rank: Private

☛ Bones Rubystrike: Named after his family made a fortune finding a vein of rubies under some long forgotten bones. Orange-haired and fiercely loyal to his men, the Dwarven nation, then the Contessa, this dwarven paladin is usually on patrol leaving the running of the tower to his Sgt. His dire-bat is his Paladin's special mount and has been mating with the other bats in the underground aviary.

Rank: Lieutenant.

☛ Kog "the cursed" Barrelhouse: This black-haired, gruff, no-nonsense, all business Sergeant got his name from ruining and entire shipment of his family's county famous Barrelhouse Bitter Ale & Lager. From that point on, it was life in the military for him. Kog pretty much runs the tower and is usually the final authority.

☛ Keebler "Cooky" Hillbarrow: Being Oli Hillbarrow's son gave Keebler a free ride into the duty station of choice. Keebler loves to fly, so when the leather-wings were formed Oli pulled strings. Keebler is the tower cook and oftentimes foot patrol around the tower. A graduate of Citadel Keebler is a Marshall and possesses a brilliant military mind.

The Tower is sparse and possesses 10 bunks and footlockers in a wide-open circular room on the 1st floor. The second floor has a workstation and cluttered office. Various antique mining tools line the walls like odd art. The third floor is more of a watch station loft. A bunk and table fill the 10'x10' room. The 4th floor is the roof, where a brazier sits with a sturdy iron and leather chair off to the side.

DM's Note: The Hillguard Leatherwings at the Granite Tower will participate in the final battle. This will require a lot of NPC's to be under the control of the DM. The purpose of this is to give the PC's a feeling of being part of something larger than their normal plotline.

See DM's Aid #3 for the Tower Map.

Daytime closes, night approaches, and shadows grow long. Some have watched, some have searched, some have slept, but all have waited. Selune winks into existence across the jagged rocks in the west, spilling

her pale blood across the landscape in a rushing wave. Darkness flees her approach and shadows rise to power moments after her coming.

The banshee wail of the wind begins her evening cry from the East to greet Selune. Whipping thru the rocks, the wind eats at the soul as she carries the white-dust from every surface she caresses with her touch.

"They're coming!" Cooky yells from somewhere in the distance, and horns sound from everywhere and nowhere at once. The battle has begun.

Encounter 5a: Final battle

DM's Note: The Duergar will attack from the Northwest side of the tower, half from the North, half from the South.

APL 4 (EL 5)

☛ **Duergar Foot Soldier (3):** medium humanoid (dwarf) ftr1; hp 13; see Appendix One and Two

☛ **Draconic Duergar Commander (1):** medium humanoid (dwarf) ftr2; hp 14; see Appendix One and Two.

APL 6 (EL 7)

☛ **Duergar Foot Soldier (4):** medium humanoid (dwarf) ftr2; hp 22; see Appendix One and Two.

☛ **Draconic Duergar Commander (1):** medium humanoid (dwarf) ftr4; hp 45; see Appendix One and Two.

APL 8 (EL 9)

☛ **Duergar Foot Soldier (4):** medium humanoid (dwarf) ftr4; hp 40; see Appendix One and Two.

☛ **Draconic Duergar Commander (1):** medium humanoid (dwarf) ftr4; hp 45; see Appendix One and Two.

☛ **Duergar Cleric of Laduguer (1):** medium humanoid (dwarf) clr5; hp 43; see Appendix One and Two.

APL 10 (EL 11)

☛ **Duergar Foot Soldier (4):** medium humanoid (dwarf) ftr6; hp 58; see Appendix One and Two.

☛ **Draconic Duergar Commander (1):** medium humanoid (dwarf) ftr10; hp 105; see Appendix One and Two.

☛ **Duergar Cleric of Laduguer (1):** medium humanoid (dwarf) clr7; hp 59; see Appendix One and Two.

APL 12 (EL 13)

☛ **Duergar Foot Soldier (4):** medium humanoid (dwarf) ftr8; hp 76; see Appendix One and Two.

☛ **Duergar Cleric of Laduguer (1):** medium humanoid (dwarf) clr9; hp 75; see Appendix One and Two.

☛ **Draconic Duergar Commander (1):** medium humanoid (dwarf) ftr10; hp 105; see Appendix One and Two.

Encounter 6: Final CSI

After the battle, and during the clean-up stages, one of the Leatherwings calls out, "*Hey, dis un hair noddä Dwur, YA!*"

Further investigation reveals that the Leatherwing is correct. Pieces of the puzzle fall together and reveal that this fallen enemy is of dragon dissent. The blackened skin isn't from his Duergar heritage; rather the skin seems to be black-scales of some sort. What's more, the scales seem to have a green tinge to them. Upon further investigation, the green tinge seems to be plant matter of some sort. Bog-weed, or perhaps seaweed, the stagnant aroma leads one to believe it is from fresh-water.

There is only one swamp in the County though, isn't there?

Encounter 6a: Conclusion

Where did they come from, what was their purpose, is this a sign of another invasion. In five long years, these creatures have nary been sighted in the County and now, they return when the County's most valiant heroes are not to be seen.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter 2A or 2B

Defeat the Patrol

APL4	150 xp
APL6	210 xp
APL8	270 xp,
APL10	330 xp
APL12	390 xp

Encounter Three

Defeat the camp of Duergar

APL4	240 xp
APL6	300 xp
APL8	360 xp
APL10	420 xp
APL12	480 xp

Encounter 5A

Defeat the attack on the tower

APL4	150 xp
APL6	210 xp
APL8	270 xp
APL10	330 xp
APL12	390 xp,

Story Award

Objective(s) met:

APL4	110 xp
APL6	180 xp
APL8	225 xp
APL10	270 xp
APL12	315 xp

Total possible experience:

APL4	650 xp
APL6	900 xp
APL8	1,125 xp
APL10	1,350 xp
APL12	1,575 xp

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

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

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

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

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

DM Note: You can use gold above the cap for many things:

NPC Spellcasting Services — you can use the excess gold to pay an NPC, if available, to cast spells on your behalf. This is the most common use of this excess gold.

Example: paying a local cleric to cast raise dead on your comrade at the end of the adventure.

NPC Services: You can use excess gold to pay an NPC for a room at the inn, to provide a bribe to a crooked guard or politician, to hire a tracker, or to pay a fine, for example.

Example: paying the toll for your PC to cross a bridge during the adventure.

Temporary Purchase of Items: You can buy items, mundane and magical, that are available during the adventure for use during that adventure. Nothing you purchase with excess gold in this way can be kept after the adventure ends; it converts back to gold if it hasn't been consumed. You can also use items you find during the adventure in this manner.

Example: purchasing or finding a potion of invisibility during the adventure and using it in the same adventure.

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

Encounter 2A or 2B: Getting the Drop, or Dropped In On

APL 4: L: 66 gp; C:0 gp; M: Ring of Protection +2 (333 gp).

APL 6: L: 249 gp; C:0 gp; M: Ring of Protection +2 (333 gp).

APL 8: L: 608 gp; C:0 gp; M: Ring of Protection +2 (333 gp); Vest of Resistance +1 (83 gp) Wand of Cure Light Wounds (62 gp).

APL 10: L: 1108 gp; C:0 gp; M: Ring of Protection +2 (333 gp); Wand of Cure Light Wounds (62 gp) Vest of Resistance +2 (333 gp); Amulet of Natural Armor +2 (333 gp).

APL 12: L: 2891 gp; C:0 gp; M: Ring of Protection +2 (333 gp); Wand of Cure Light Wounds (62gp) Vest of Resistance +3 (750 gp); Amulet of Natural Armor +2 (333 gp).

Encounter 3: Home Base

APL 4: L: 199 gp; C:0 gp; M: Ring of Protection +2 (333 gp); Vest of Resistance +1 (83 gp) ; Wand of Cure Light Wounds (62gp).

APL 6: L: 551 gp; C:0 gp; M: Ring of Protection +2 (666 gp); Vest of Resistance +1 (83 gp) ; Wand of Cure Light Wounds (62gp).

APL 8: L: 1339 gp; C:0 gp; M: [3] Ring of Protection +2 (1000 gp); Vest of Resistance +1 (83 gp) ; Wand of Cure Light Wounds (62gp).

APL 10: L: 2711gp; C:0 gp; M: [3] Ring of Protection +2 (1000 gp); [2]Wand of Cure Light Wounds (125 gp); [2]Vest of Resistance +2 (667 gp); [2]Amulet of Natural Armor +2 (667 gp).

APL 12: L: 6278 gp; C:0 gp; M: [3] Ring of Protection +2 (1000 gp); [2]Wand of Cure Light Wounds (125 gp) [2]Vest of Resistance +3 (1500 gp); [2] Amulet of Natural Armor +2 (667 gp).

Encounter 5A: The Tower Awaits

APL 4: L: 66 gp; C:0 gp; M: Ring of Protection +2 (333 gp).

APL 6: L: 249 gp; C:0 gp; M: Ring of Protection +2 (333 gp).

APL 8: L: 608 gp; C:0 gp; M: Ring of Protection +2 (333 gp); Vest of Resistance +1 (83 gp) Wand of Cure Light Wounds (62 gp).

APL 10: L: 1108 gp; C:0 gp; M: Ring of Protection +2 (333 gp); Wand of Cure Light Wounds (62 gp) Vest of Resistance +2 (333 gp); Amulet of Natural Armor +2 (333 gp).

APL 12: L: 2891 gp; C:0 gp; M: Ring of Protection +2 (333 gp); Wand of Cure Light Wounds (62gp) Vest of

Resistance +3 (750 gp); Amulet of Natural Armor +2 (333 gp).

Total Possible Treasure

APL 4: L: 332 gp; C: 0 gp; M: 1145 gp - Total: 1478 gp

APL 6: L: 1199 gp; C: 0 gp; M: 1541 gp - Total: 2740 gp

APL 8: L: 2555 gp; C: 0 gp; M: 2104 gp - Total: 4659 gp

APL 10: L: 4927 gp; C: 0 gp; M: 4354 gp - Total: 9282 gp

APL 12: L: 12061 gp; C: 0 gp; M: 5437 gp - Total: 17498 gp

Special

Anyone who was successful in saving the tower receives the following:

☛ [] **The Favor of the Hillguard Leatherwings and the County of Urnst Army.** Current members of these metaorgs treat all item access as Access: Regional.

☛ [] **Access to spells from Smitty Oredigger's Spellbook.** Because you assisted in protecting the tower and made friends with the dwarves there, Smitty has agreed to allow you to copy any two spells from his spellbook that you would like.

Wizard Spells: 1- (Alarm, Animate Rope, Enlarge Person, Feather Fall, Grease, Mage Armor, Magic Missile, Magic Weapon, Mount, Obscuring Mist, Shield, Summon Monster I, True Strike, Unseen Servant) 2- (Bear's Endurance Blur, Bull's Strength, Cat's Grace, Eagle's Splendor, Fox's Cunning, Invisibility, Owl's Wisdom, Spider Climb).

☛ [] **You have befriended a specially trained dire bat mount called a Leatherwing.**

☛ 🦇 **Leatherwing; CR 2; Huge Animal ; HD 5d8+25 (47 hp); Init +5; Spd 20 ft. (4 squares), fly 40 ft. (good) (8 squares); AC 21, touch 13, flatfooted 16; Base Atk +3; Grp +18; Atk +8 melee (2d6+10, Bite); Full Atk +8 melee (2d6+10, bite) ; Space/Reach 15ft./10 ft.; SA ; SQ blindsense 40 ft., low-light vision; AL N; SV Fort +9, Ref +9, Will +6; Str 25, Dex 20, Con 21, Int 2, Wis 14, Cha 6. Skills and Feats: Hide -1, Listen +12, Move Silently +10, Spot +8; Alertness, Stealthy. Blindsense (Ex) Low-light Vision (Ex). [Frequency: Regional; cost 2,500 gp. Druids/rangers may take this creature as an animal companion for no cost.]**

☛ [] **Access to the Hillguard Leather-Wings Meta-org.**

☛ **Anyone who was not successful in saving the tower, or ran from the last fight receives the following:**

☛ [] **Enmity of the County of Urnst Army and the Hillguard Leatherwings.** This person will never be allowed to join either of these meta-orgs because they proved themselves a coward and ran from the fight. If this person were already part of either organization, they are will be given a dishonorable discharge and may never rejoin.

Items for the Adventure Record

Item Access

APLs 4 - 8

- Wand of Cure Light Wounds (Adventure; DMG; 750 gp)
- Vest of Resistance +1 (Adventure; DMG; 2,000 gp)
- Ring of Protection +2 (Adventure; DMG; 4,000 gp)
- APL 10 (all of APL 4-8 plus the following);
- Amulet of Natural Armor +2 (Adventure; DMG; 4,000 gp)
- Vest of Resistance +2 (Adventure; DMG; 4,000 gp)
- APL 12 (all of APL 4-10 plus the following);
- Vest of Resistance +3 (Adventure; DMG; 6,000 gp)
- Upgrade any weapon from +2 to +3 (Adventure)
- Access to the Foe Specialist Feat (Adventure; MH)

Appendix One – APL 4

All Encounters

☛ Duergar Foot Soldier: CR 1; Medium Humanoid (Dwarf); HD 1d10+3; hp 13; Init +1; Spd 20 ft.; AC 16 (+1 Dex, +5 chainmail) touch 11, flat-footed 15; Base Atk +1; Grp +3; Full Atk +4 (1d8+3/x3, warhammer) or +2 ranged (1d8, light crossbow); Space/Reach 5 ft./5 ft.; SA Duergar traits, spell-like abilities; SQ darkvision 120 ft., duergar traits, immunity to paralysis, phantasms, and poison; AL LE; SV Fort +5, Ref +1, Will -1; Str 15, Dex 13, Con 16, Int 10, Wis 9, Cha 4.

Skills and Feats: Appraise +2 (stone, metal; +0 other), Listen +2, Move Silently -1, Spot +2; Power Attack, Weapon Focus (warhammer).

Saves: +2 against spells and spell-like abilities.

Languages: Common, Dwarven, Undercommon.

Possessions: chainmail, warhammer, light crossbow, 20 bolts.

Enlarged Stats: Str 17; Dex 11; AC 15; Full Atk +4 melee (2d6+4/x3, warhammer) or +2 ranged (2d6, light crossbow).

☛ Draconic Duergar Commander: CR 2; Draconic Duergar; Ftr1; Medium Humanoid (Dwarf); HD 1d10+4; hp 14; Init +1; Spd 20 ft., fly 40 ft. (good); AC 19 (+1 Dex, +1 natural, +5 chainmail, +2 deflection); touch 11, flat-footed 15; Base Atk +1; Grp +4; Full Atk +6 melee (1d8+6/x3, warhammer) or +2 ranged (1d8/19-20, light crossbow) or +5 melee (1d3+4, 2 claws); Space/Reach 5 ft./5 ft.; SA Duergar traits, spell-like abilities; SQ darkvision 120 ft., duergar traits, dragonkin traits, immunity to paralysis, phantasms, and poison; AL LE; SV Fort +5, Ref +1, Will -1; Str 18, Dex 12, Con 18, Int 10, Wis 9, Cha 6.

Skills and Feats: Appraise +2 (stone, metal; +0 other), Listen +2, Move Silently -1, Spot +4; Power Attack, Weapon Focus (warhammer).

Saves: +2 against spells and spell-like abilities. +4 against sleep and paralysis

Light Sensitivity: Duergar are dazzled in bright sunlight or within the radius of a daylight spell.

Spell-like Abilities: 1/day- enlarge person, invisibility. Caster level 3.

Languages: Common, Draconic, Dwarven, Undercommon.

Possessions: chainmail, warhammer, light crossbow, 20 bolts, ring of protection +2

Enlarged Stats: Str 20; Dex 10; AC 17; Full Atk +6 melee (2d6+7/x3, warhammer) or +1 ranged (2d6, light crossbow) or +5 melee (1d4+5, 2 claws).

Encounter 3

☛ Duergar Cleric of Laduguer CR 3; male medium humanoid (Duergar) Cle 3; HD 3d8+6; hp 27; Init +0; Spd

20 ft./x3; AC 20 (+8 armor, +2 shield) touch 10, flat-footed 20; Base Atk +2; Grp +3; Atk +4 melee (1d8+1, 20/x3, MW Warhammer); Full Atk +4 melee (1d8+1, 20/x3, MW Warhammer); SQ Duergar Traits, Restricted Spells, Spells, Spontaneous Casting; AL LE; SV Fort +5, Ref +2, Will +5; Str 12, Dex 10, Con 12, Int 10, Wis 13, Cha 4

Skills and Feats: Concentration +5, Heal +2, Knowledge (Arcana) +1, Knowledge (Religion) +4, Knowledge (the Planes) +1, Listen +2, Sense Motive +1, Spellcraft +1, Spot +2, Survival +1; Improved Toughness, Martial Weapon Proficiency (Warhammer)

Spells Prepared (4/3+1/1+1, base DC = 12 + spell level); 0-(Cure Minor Wounds, Detect Magic, Purify Food and Drink, Read Magic); 1-(Cause Fear (DC 12), Lesser Vigor, Magic Stone*, Shield of Faith); 2-(Deific Vengeance (DC 14), Soften Earth and Stone*)

*Domain Spell. *Domains:* (Earth (Turn or destroy air creatures and rebuke or command earth creatures as clerics do undead.); Magic: (You use spell completion and spell trigger devices as a 5-level wizard)).

Possessions: Full plate armor, MW warhammer, potion of cure light wounds, vest of resistance +1, wand of cure light wounds (50 charges)

Enlarged Stats: Str 14; Dex 8; AC 19; Full Atk +4 melee (2d6+2/x3, warhammer).

Appendix One – APL 6

All Encounters

☛ Duergar Foot Soldier: CR 2; medium humanoid (Dwarf); HD 2d10+6; hp 22; Init +1; Spd 20 ft.; AC 16 (+1 Dex, +5 chainmail) touch 11, flat-footed 15; Base Atk +2; Grp +4; Full Atk +5 (1d8+3/x3, warhammer); Space/Reach 5 ft./5 ft.; SA Duergar traits, spell-like abilities; SQ darkvision 120 ft., duergar traits, immunity to paralysis, phantasms, and poison; AL LE; SV Fort +6, Ref +3, Will -1; Str 15, Dex 13, Con 16, Int 10, Wis 9, Cha 4.

Skills and Feats: Appraise +2 (stone, metal; +0 other), Listen +2, Move Silently +0, Spot +2; Power Attack, Lightning Reflexes, Weapon Focus (warhammer).

Saves: +2 against spells and spell-like abilities.

Languages: Common, Dwarven, Under-common.

Possessions: chainmail, warhammer, light crossbow, 20 bolts.

Enlarged Stats: Str 17; Dex 11; AC 15; Full Atk +5 melee (2d6+4/x3, warhammer) or +3 ranged (2d6, light crossbow).

☛ Draconic Duergar Commander: Draconic Duergar Ftr4; CR 5; Medium Humanoid (Dwarf); HD 4d10+20; hp 45; Init +5; Spd 20 ft. fly 40 ft. (good); AC 19 (+1 Dex, +1 natural, +5 MW chainmail, +2 deflection); touch 12, flat-footed 17; Base Atk +4; Grp +8; Full Atk +10 (1d8+6/x3, MW warhammer) or +6 ranged (1d8/19-20, MW. light crossbow), or +8 melee (1d3+4, 2 claws); Space/Reach 5 ft./5 ft.; SA Duergar traits, spell-like abilities; SQ darkvision 120 ft., duergar traits, dragonkin traits, immunity to paralysis, phantasms, and poison; AL LE; SV Fort +7, Ref +4, Will +2; Str 19, Dex 12, Con 18, Int 10, Wis 9, Cha 6.

Skills and Feats: Appraise +2 (stone, metal; +0 other), Listen +3, Move Silently +2, Spot +5; Improved Initiative, Iron Will, Power Attack, Lightning Reflexes, Weapon Focus (warhammer).

Saves: +2 against spells and spell-like abilities. +4 against sleep and paralysis.

Light Sensitivity: Duergar are dazzled in bright sunlight or within the radius of a daylight spell.

Spell-like Abilities: 1/day- enlarge person, invisibility. Caster level 8.

Languages: Common, Draconic, Dwarven, Under-common.

Possessions: MW chainmail, MW warhammer, MW light crossbow, 20 bolts, ring of protection +2

Enlarged Stats: Str 21; Dex 10; AC 18; Full Atk +10 melee (2d6+7/x3, warhammer) or +6 ranged (2d6, light crossbow) or +8 melee (1d4+5, 2 claws).

Encounter 3

☛ Duergar Cleric of Laduguer CR 3; medium humanoid (Duergar) Clr3; HD 3d8+6; hp 27; Init +0; Spd 20 ft./x3; AC 20 (+8 armor, +2 shield) touch 10, flat-footed 20; Base Atk

+2; Grp +3; Atk +4 melee (1d8+1, 20/x3, MW Warhammer); Full Atk +4 melee (1d8+1, 20/x3, MW Warhammer); SQ Duergar Traits, Restricted Spells, Spells, Spontaneous Casting; AL LE; SV Fort +5, Ref +2, Will +5; Str 12, Dex 10, Con 12, Int 10, Wis 13, Cha 4

Skills and Feats: Concentration +5, Heal +2, Knowledge (Arcana) +1, Knowledge (Religion) +4, Knowledge (the Planes) +1, Listen +2, Sense Motive +1, Spellcraft +1, Spot +2, Survival +1; Improved Toughness, Martial Weapon Proficiency (Warhammer)

Spells Prepared (4/3+1/1+1, base DC = 12 + spell level); 0-(Cure Minor Wounds, Detect Magic, Purify Food and Drink, Read Magic); 1-(Cause Fear (DC 12), Lesser Vigor, Magic Stone*, Shield of Faith); 2-(Deific Vengeance (DC 14), Soften Earth and Stone*)

*Domain Spell. *Domains:* (Earth (Turn or destroy air creatures and rebuke or command earth creatures as clerics do undead.); Magic: (You use spell completion and spell trigger devices as a 5-level wizard)).

Possessions: Full plate armor, MW warhammer, potion of cure light wounds, vest of resistance +1, wand of cure light wounds (50 charges)

Enlarged Stats: Str 14; Dex 10; AC 19; Full Atk +4 melee (2d6+2/x3, warhammer).

Appendix One – APL 8

All Encounters

☛ Duergar Foot Soldier: CR 4; medium humanoid (Dwarf); HD 4d10+12; hp 40; Init +5; Spd 20 ft.; AC 16 (+1 Dex, +5 MW chainmail) touch 11, flat-footed 15; Base Atk +4; Grp +7; Atk +9 melee (1d8+6/x3, MW warhammer) or +6 ranged (1d8/19-20, MW light crossbow); Full Atk +9 (1d8+8/x3, warhammer) or +6 ranged (1d8/19-20, MW light crossbow); Space/Reach 5 ft./5 ft.; SA Duergar traits, spell-like abilities; SQ darkvision 120 ft., duergar traits, immunity to paralysis, phantasms, and poison; AL LE; SV Fort +7, Ref +2, Will +2; Str 16, Dex 13, Con 16, Int 10, Wis 9, Cha 4.

Skills and Feats: Appraise +2 (stone, metal; +0 other), Listen +3, Move Silently +2, Spot +3; Improved Initiative, Iron Will, Power Attack, Weapon Specialization, Weapon Focus (warhammer).

Saves: +2 against spells and spell-like abilities.

Light Sensitivity: Duergar are dazzled in bright sunlight or within the radius of a daylight spell.

Spell-like Abilities: 1/day- enlarge person, invisibility. Caster level 8.

Languages: Common, Dwarven, Under-common.

Possessions: MW chainmail, MW warhammer, MW light crossbow, 20 bolts.

Enlarged Stats: Str 18; Dex 11; AC 14; Full Atk +9 melee (2d6+7/x3, warhammer) or +6 ranged (2d6, light crossbow).

☛ Draconic Duergar Commander: Draconic Duergar Ftr4: CR 5; Medium Humanoid (Dwarf); HD 4d10+20; hp 45; Init +5; Spd 20 ft. fly 40 ft. (good); AC 19 (+1 Dex, +1 natural, +5 MW chainmail, +2 Deflection); touch 12, flat-footed 17; Base Atk +4; Grp +8; Full Atk +10 (1d8+6/x3, MW warhammer) or +6 ranged (1d8/19-20, MW. light crossbow), or +8 melee (1d3+4, 2 claws); Space/Reach 5 ft./5 ft.; SA Duergar traits, spell-like abilities; SQ darkvision 120 ft., duergar traits, dragonkin traits, immunity to paralysis, phantasms, and poison; AL LE; SV Fort +7, Ref +4, Will +2; Str 19, Dex 12, Con 18, Int 10, Wis 9, Cha 6.

Skills and Feats: Appraise +2 (stone, metal; +0 other), Listen +3, Move Silently +2, Spot +5; Improved Initiative, Iron Will, Power Attack, Lightning Reflexes, Weapon Focus (warhammer).

Saves: +2 against spells and spell-like abilities. +4 against sleep and paralysis.

Light Sensitivity: Duergar are dazzled in bright sunlight or within the radius of a daylight spell.

Spell-like Abilities: 1/day- enlarge person, invisibility. Caster level 8.

Languages: Common, Draconic, Dwarven, Under-common.

Possessions: MW chainmail, MW warhammer, MW light crossbow, 20 bolts, *ring of protection* +2

Enlarged Stats: Str 21; Dex 10; AC 17; Full Atk +10 melee (2d6+7/x3, warhammer) or +6 ranged (2d6, light crossbow).

☛ Duergar Cleric of Laduguer: CR 5; male medium humanoid (Duergar) Clr5; HD 5d8+10; hp 43; Init +0; Spd 20 ft./x3; AC 21 (+8 full plate, +3 shield) touch 10, flat-footed 22; Base Atk +3; Grp +4; Atk +5 melee (1d8+1, 20/x3, MW Warhammer); Full Atk +5 melee (1d8+1, 20/x3, MW Warhammer); SQ Duergar Traits, Restricted Spells, Spells, Spontaneous Casting; AL LE; SV Fort +6, Ref +2, Will +7; Str 12, Dex 10, Con 12, Int 10, Wis 14, Cha 4

Skills and Feats: Concentration +7, Heal +3, Knowledge (Arcana) +1, Knowledge (Religion) +6, Knowledge (the Planes) +1, Listen +3, Sense Motive +2, Spellcraft +1, Spot +3, Survival +2; Improved Toughness, Martial Weapon Proficiency (Warhammer)

Spells Prepared (5/4+1/3+1/1+1, base DC = 12 + spell level); 0-(Cure Minor Wounds x2, Detect Magic, Purify Food and Drink, Read Magic); 1-(Cause Fear, Cure Light Wounds, Lesser Vigor, Magic Stone*, Shield of Faith); 2-(Cure Moderate Wounds, Deific Vengeance, Soften Earth and Stone*, Resist Energy); 3-(Dispel Magic*, Mass Lesser Vigor)

*Domain Spell. *Domains:* (Earth (Turn or destroy air creatures and rebuke or command earth creatures as clerics do undead); Magic: (You use spell completion and spell trigger devices as a 5-level wizard)).

Possessions: Full plate armor, masterwork warhammer, potion of cure moderate wounds, vest of resistance +1, wand of cure light wounds (50 charges)

Enlarged Stats: Str 14; Dex 8; AC 19; Full Atk +5 melee (2d6+2/x3, warhammer)

Appendix One – APL 10

All Encounters

☛ Duergar Foot Soldier: CR 7; Medium Humanoid (Dwarf); HD 6d10+18; hp 58; Init +5; Spd 20 ft.; AC 15 (+1 Dex, +5 MW. chainmail) touch 11, flat-footed 15; Base Atk +6; Grp +9; Atk +11 melee (1d8+8/x3, MW. warhammer) or +7 ranged (1d8/19-20, MW light crossbow); Full Atk +11/+6 (1d8+6/x3, warhammer) or +8/+3 ranged (1d8/19-20, MW. light crossbow); Space/Reach 5 ft./5 ft.; SA Duergar traits, spell-like abilities; SQ darkvision 120 ft., duergar traits, immunity to paralysis, phantasms, and poison; AL LE; SV Fort +8, Ref +5, Will +3; Str 16, Dex 13, Con 16, Int 10, Wis 9, Cha 4.

Skills and Feats: Appraise +2 (stone, metal; +0 other), Climb +2, Listen +3, Move Silently +3, Spot +3; Blind-Fight, Improved Initiative, Iron Will, Power Attack, Lightning Reflexes, Weapon Focus (warhammer), Weapon Specialization (warhammer).

Saves: +2 against spells and spell-like abilities.

Light Sensitivity: Duergar are dazzled in bright sunlight or within the radius of a daylight spell.

Spell-like Abilities: 1/day- enlarge person, invisibility. Caster level 12.

Languages: Common, Dwarven, Under-common.

Possessions: MW chainmail, MW warhammer, MW light crossbow.

Enlarged Stats: Str 18; Dex 11; AC 13; Full Atk +11 melee (2d6+9/x3, warhammer) or +7 ranged (2d6, light crossbow).

☛ Draconic Duergar Commander: Draconic Duergar Ftr10: CR 11; Medium Humanoid (Dwarf); HD 10d10+50; hp 105; Init +5; Spd 20 ft., fly 40 ft., (good); AC 20 (+1 Dex, +1 natural, +6 (+1) chainmail, +2 deflection), touch 13, flat-footed 18; Base Atk +10; Grp +15; Atk +19 melee (1d8+13/19-20x3, warhammer +1) or +12 ranged (1d8+1/19-20, light crossbow +1) or +15 melee (1d3+5, 2 claws); Full Atk +17/+12 (1d8+13/19-20x3, warhammer +1) or +12/+7 ranged (1d8+1/19-20, light crossbow +1) or ; Space/Reach 5 ft./5 ft.; SA Duergar traits, spell-like abilities; SQ darkvision 120 ft., duergar traits, dragonkin traits, immunity to paralysis, phantasms, and poison; AL LE; SV Fort +10, Ref +8, Will +5; Str 20, Dex 12, Con 18, Int 10, Wis 10, Cha 6.

Skills and Feats: Appraise +2 (stone, metal; +0 other), Climb +3, Listen +6, Move Silently +6, Spot +5; Blind-Fight, Greater Weapon Focus (warhammer), Improved Critical (warhammer), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Lightning Reflexes, Weapon Focus (warhammer), Weapon Specialization (warhammer).

Saves: +2 against spells and spell-like abilities. +4 against sleep and paralysis.

Light Sensitivity: Duergar are dazzled in bright sunlight or within the radius of a daylight spell.

Spell-like Abilities: 1/day- enlarge person, invisibility. Caster level 20

Languages: Common, Draconic, Dwarven, Undercommon.

Possessions: warhammer +1, light crossbow +1, chainmail +1, ring of protection +2

Enlarged Stats: Str 22; Dex 10; AC 18; Full Atk +19 melee (2d6+14/x3, warhammer) or +12 ranged (2d6, light crossbow) or +15 melee. (1d4+6, 2 claws).

☛ Duergar Cleric of Laduguer: CR 7; male medium humanoid (Duergar) Cle 7; HD 7d8+14; hp 59; Init +0; Spd 20 ft./x3; AC 24 (+9 (+1) full plate, +2 natural, +3 shield) touch 10, flat-footed 24; Base Atk +5; Grp +6; Atk +8 melee (1d8+1, 20/x3, MW Warhammer); Full Atk +8 melee (1d8+1, 20/x3, MW Warhammer); SQ Duergar Traits, Restricted Spells, Spells, Spontaneous Casting; AL LE; SV Fort +8, Ref +4, Will +9; Str 12, Dex 10, Con 12, Int 10, Wis 14, Cha 4

Skills and Feats: Concentration +9, Heal +3, Knowledge (Arcana) +1, Knowledge (Religion) +8, Knowledge (the Planes) +1, Listen +3, Sense Motive +2, Spellcraft +1, Spot +3, Survival +2; Improved Toughness, Martial Weapon Proficiency (Warhammer), Weapon Focus (Warhammer),

Spells Prepared (6/5+1/4+1/2+1/1+1, base DC = 12 + spell level); 0-(Cure Minor Wounds x2, Detect Magic, Guidance, Purify Food and Drink, Read Magic); 1-(Cause Fear, Cure Light Wounds, Lesser Vigor, Magic Stone*, Resurgence, Shield of Faith); 2-(Bear's Endurance, Cure Moderate Wounds, Deific Vengeance, Soften Earth and Stone*, Resist Energy); 3-(Briar Web, Dispel Magic*, Mass Lesser Vigor); 4-(Recitation, Spike Stones*)

*Domain Spell. Domains: (Earth (none); Magic: (You use spell completion and spell trigger devices as a 5-level wizard)).

Possessions: +1 Full plate armor, masterwork warhammer, potion of cure serious wounds, amulet of natural armor +2, vest of resistance +2, wand of cure light wounds (50 charges)

Enlarged Stats: Str 14; Dex 8; AC 22; Full Atk +8 melee (2d6+2/x3, warhammer).

Appendix One – APL 12

All Encounters

☛ **Duergar Foot Soldier:** CR 8; Medium Humanoid (Dwarf); HD 8d10+24; hp 76; Init +5; Spd 20 ft.; AC 20 (+1 Dex, +6 (+1) chainmail) touch 11, flat-footed 19; Base Atk +8; Grp +11; Atk +13 melee (1d8+8/19-20x3, warhammer +1) or +10 ranged (1d8+1/19-20, light crossbow +1); Full Atk +13/+8 (1d8+8/19-20x3, warhammer +1) or +10/+5 ranged (1d8+1/19-20, light crossbow +1); Space/Reach 5 ft./5 ft.; SA Duergar traits, spell-like abilities; SQ darkvision 120 ft., duergar traits, immunity to paralysis, phantasms, and poison; AL LE; SV Fort +9, Ref +5, Will +4; Str 16, Dex 13, Con 16, Int 10, Wis 10, Cha 4.

Skills and Feats: Appraise +2 (stone, metal; +0 other), Climb +2, Listen +5, Move Silently +5, Spot +3; Blind-Fight, Improved Critical (warhammer), Improved Initiative, Iron Will, Power Attack, Lightning Reflexes, Weapon Focus (warhammer), Weapon Specialization (warhammer).

Saves: +2 against spells and spell-like abilities.

Languages: Common, Dwarven, Undercommon.

Possessions: chainmail +1, warhammer +1, light crossbow +1, 20 bolts

Enlarged Stats: Str 18; Dex 11; AC 18; Full Atk +13 melee (2d6+9/x3, warhammer) or +10 ranged (2d6, light crossbow).

☛ **Draconic Duergar Commander:** Draconic Duergar Ftr10: CR 11; Medium Humanoid (Dwarf); HD 10d10+50; hp 105; Init +5; Spd 20 ft., fly 40 ft., (good); AC 20 (+1 Dex, +1 natural, +6 (+1) chainmail, +2 deflection), touch 13, flat-footed 19; Base Atk +10; Grp +15; Atk +19 melee (1d8+13/19-20x3, warhammer +1) or +12 ranged (1d8+1/19-20, light crossbow +1) or +15 melee (1d3+5, 2 claws); Full Atk +17/+12 (1d8+13/19-20x3, warhammer +1) or +12/+7 ranged (1d8+1/19-20, light crossbow +1) or +15 melee (1d3+5, 2 claws); Space/Reach 5 ft./5 ft.; SA Duergar traits, spell-like abilities; SQ darkvision 120 ft., duergar traits, dragonkin traits, immunity to paralysis, phantasms, and poison; AL LE; SV Fort +10, Ref +8, Will +5; Str 20, Dex 12, Con 18, Int 10, Wis 10, Cha 6.

Skills and Feats: Appraise +2 (stone, metal; +0 other), Climb +3, Listen +6, Move Silently +6, Spot +5; Blind-Fight, Greater Weapon Focus (warhammer), Improved Critical (warhammer), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Lightning Reflexes, Weapon Focus (warhammer), Weapon Specialization (warhammer).

Saves: +2 against spells and spell-like abilities. +4 against sleep and paralysis.

Light Sensitivity: Duergar are dazzled in bright sunlight or within the radius of a daylight spell.

Spell-like Abilities: 1/day- enlarge person, invisibility. Caster level 20

Languages: Common, Draconic, Dwarven, Undercommon.

Possessions: warhammer +1, light crossbow +1, chainmail +1, ring of protection +2

Enlarged Stats: Str 22; Dex 10; AC 18; Full Atk +19 melee (2d6+14/x3, warhammer) or +12 ranged (2d6, light crossbow) or +15 melee. (1d4+6, 2 claws).

☛ **Cleric of Laduguer:** CR 9; Male medium humanoid (Duergar) Cle 9; HD 9d8+18; hp 75; Init +0; Spd 20 ft./x3; AC 24 (+9 (+1)full plate, +2 natural, +3 shield) touch 10, flat-footed 24; Base Atk +6; Grp +7; Atk +9 melee (1d8+2, 20/x3, +1 Warhammer); Full Atk +9/+4 melee (1d8+2, 20/x3, +1 Warhammer); SQ Duergar Traits, Restricted Spells, Spells, Spontaneous Casting; AL LE; SV Fort +10, Ref +6, Will +11; Str 12, Dex 10, Con 12, Int 10, Wis 15, Cha 4

Skills and Feats: Concentration +11, Heal +3, Knowledge (Arcana) +1, Knowledge (Religion) +10, Knowledge (the Planes) +1, Listen +3, Sense Motive +2, Spellcraft +1, Spot +3, Survival +2; Improved Toughness, Martial Weapon Proficiency (Warhammer), Power Critical (Warhammer), Weapon Focus (Warhammer),

Power Critical (Warhammer): Gains a +4 bonus to his Attack Roll used to confirm a Critical Hit.

Restricted Spells: Cannot cast Chaotic nor Good spells.

Cleric Spells Prepared (6/5+1/5+1/ 3+1/2+1/1+1, base DC = 12 + spell level); 0-(Cure Minor Wounds x2, Detect Magic, Guidance, Purify Food and Drink, Read Magic); 1-(Cause Fear, Cure Light Wounds, Lesser Vigor, Magic Stone*, Resurgence, Shield of Faith); 2-(Bear's Endurance, Cure Moderate Wounds, Deific Vengeance, Soften Earth and Stone*, Lesser Restoration, Resist Energy); 3-(Briar Web, Cure Serious Wounds, Dispel Magic*, Mass Lesser Vigor); 4-(Castigate, Recitation, Spike Stones*); 5-(Mass Inflict Light Wounds, Spell Resistance*)

**Domain Spell. Domains:* (Earth (none); Magic: (You use spell completion and spell trigger devices as a 5-level wizard)).

Possessions: +1 Full plate armor, +1 warhammer, potion of cure critical wounds, amulet of natural armor +2, vest of resistance +3, wand of cure light wounds (50 charges)

Enlarged Stats: Str 14; Dex 8; AC 22; Full Atk +8 melee (2d6+2/x3, warhammer).

Appendix Two – Duergar Traits

Duergar Traits: +4 bonus on Ability checks made to avoid being Bull Rushed or Tripped when standing on the ground, +2 bonus on Appraise and Craft checks that are related to Stone or Metal, +1 racial bonus on Attack Rolls vs. Orcs (including Half-Orcs) and Goblinoids, Darkvision 120', +4 Dodge Bonus to Armor Class vs Giants, Immune to Paralysis, Immune to Phantasms, Immune to Poison, Intuit Depth, Light Sensitivity, +1 racial bonus on Listen and Spot checks, +4 racial bonus on Move Silently checks, +2 racial bonus on Saves vs Spells and Spell Like Abilities, +2 racial bonus on Search checks made to notice unusual stonework, coming within 10' of unusual stonework entitles them to a Search check as if they were actively searching and they can use the search skill to find stonework traps as a rogue can, Spell Like Abilities: 1/day: Enlarge Person, Invisibility (self and carried only), caster level twice the duergar's class level (min 3rd level).

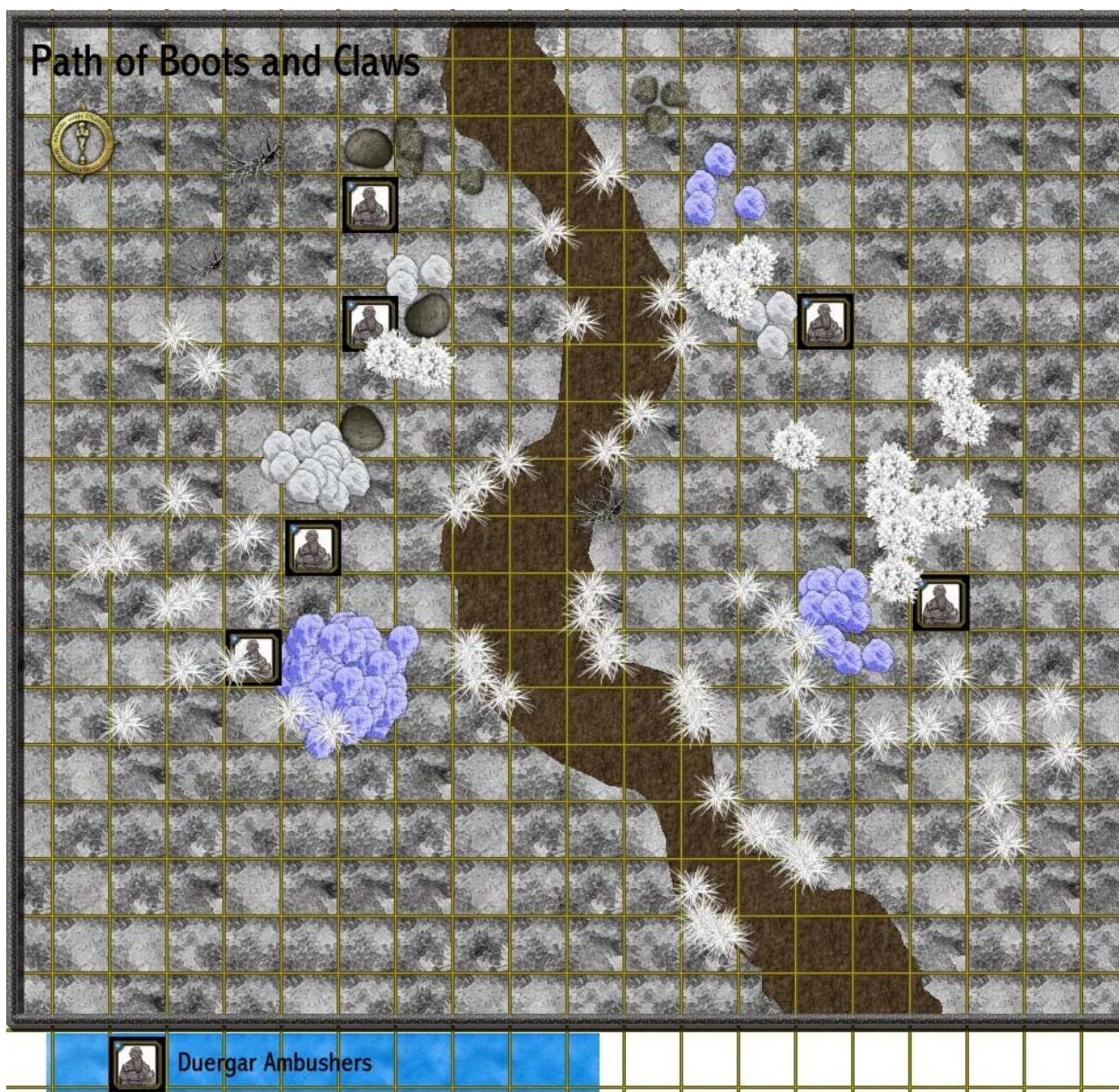
Light Sensitivity: Duergar are dazzled in bright light (such as sunlight or a daylight spell).

Enlarge (Page 226 PHB): Duergar get large-size (10x10 ft). Duergar get a +2 bonus to Strength, a -2 size penalty to Dexterity, and a -1 penalty on attack rolls and AC due to increased size. Duergar get 10 foot reach and their war hammers go from 1d8 damage to 2d6 damage.

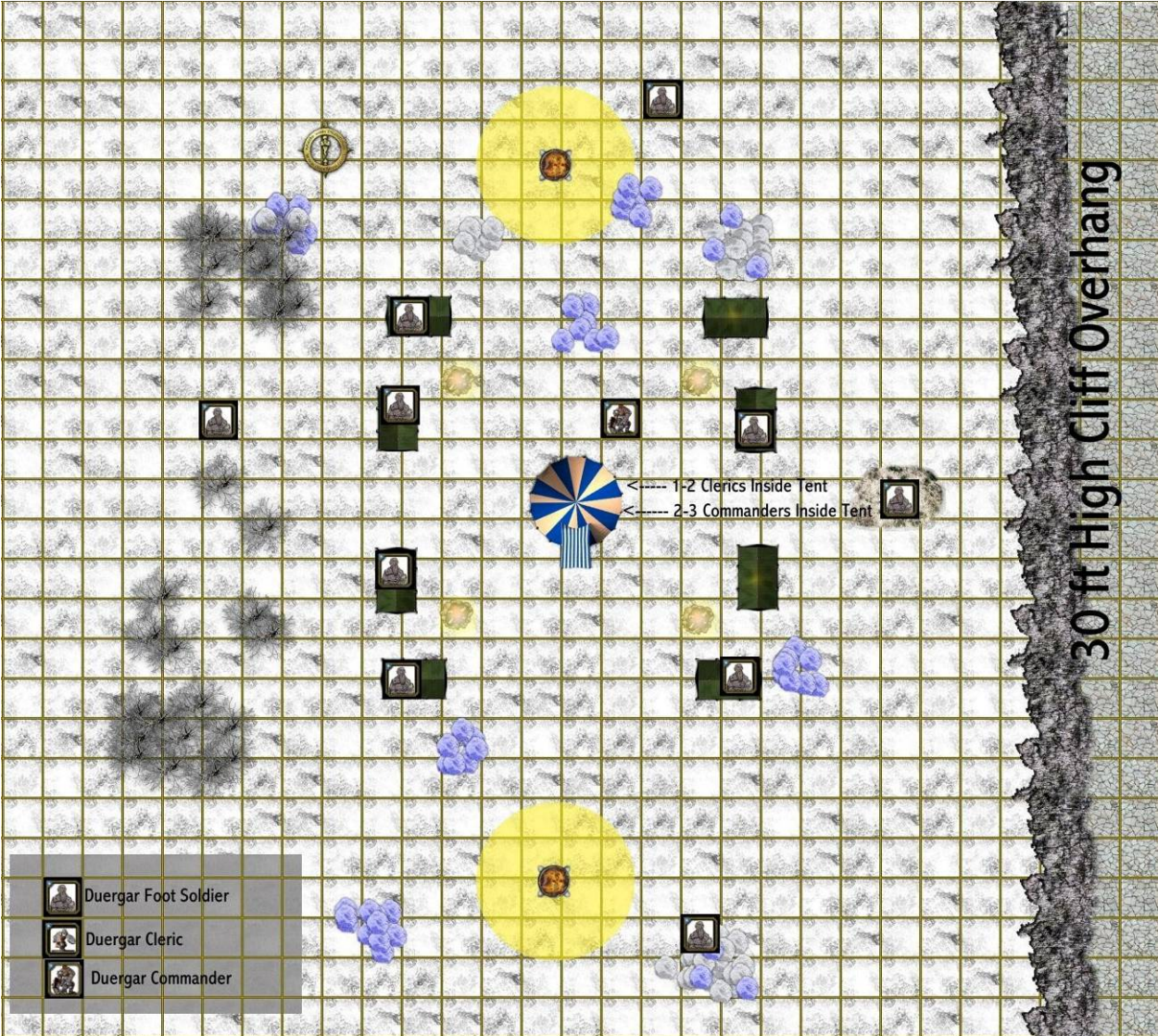
Those Duergar with 15 Strength get +2 to damage while those Duergar with 16 Strength get +3.

Invisibility (Page 245 PHB): An invisible Duergar gets +2 to hit while invisible per table 8-5, page 151 PHB. An invisible Duergar attacks against an opponent Flat-Footed AC (if that opponent can be caught flat-footed)

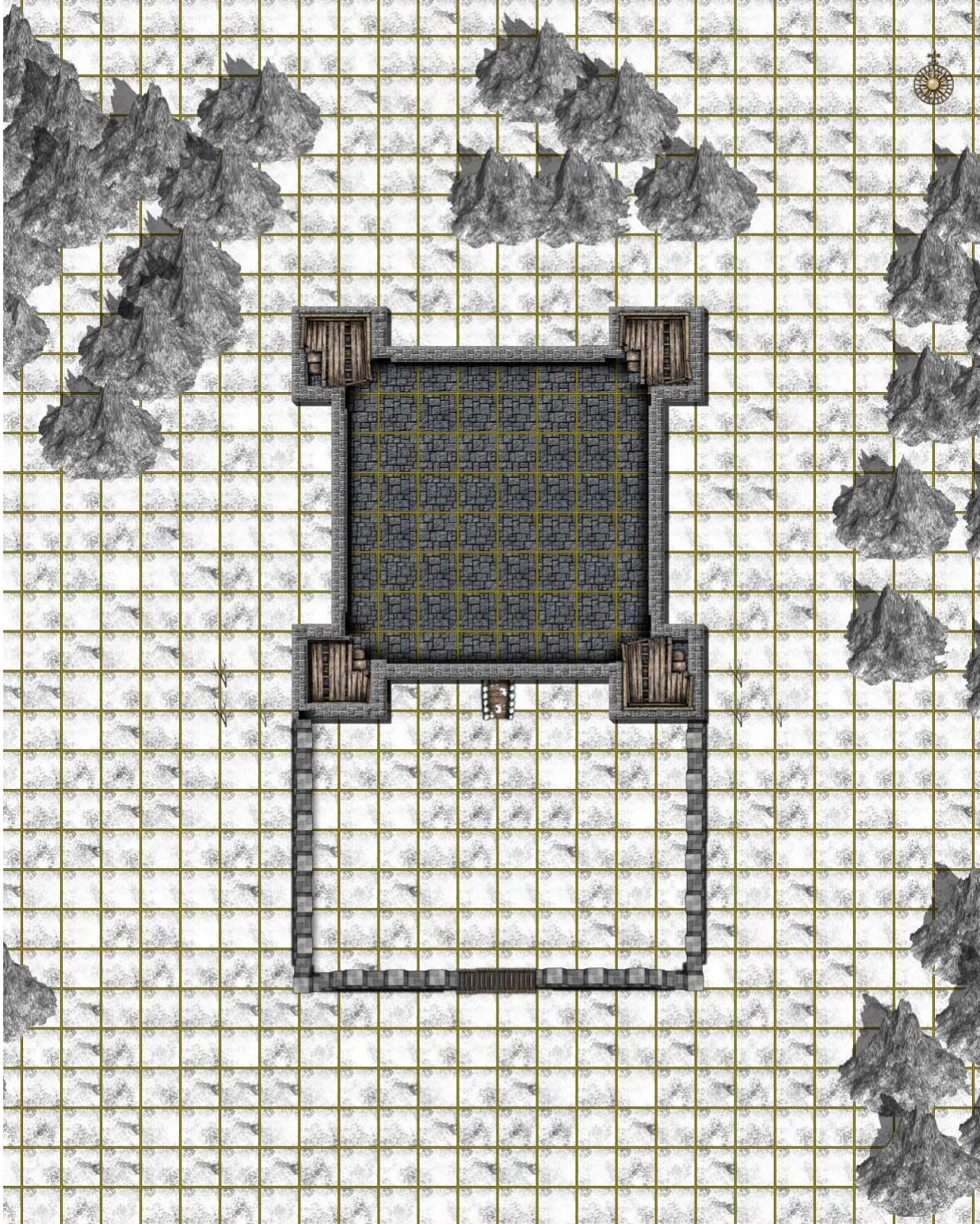
DM's Aid #1 - Path of Boots and Claws Map



DM's Aid #2 - Duergar Camp



DM's Aid #3 - Tower Map



Player Handout #1

The following note is written in Dwarven

Kragzar - Well Met

The white-haired olves pay well and their money dictates we destroy the Hillguard Bat-Tower. The Moon shines upon their death Fireseek 15. Each Leather-Wing you destroy earns our coffers 500 Urnstian Nobles, each of our evil-kin the same. Their blood drives our war-machine. Leave none alive, and bring back proof.

Blood-honor

Thuriuk Dark-Dreamer.