A 5e & PATHFINDER-COMPATIBLE ADVENTURE FOR 4-7 PLAYERS OF LEVELS 1-20

DARK-ONE

VOL. 12

THE BOOK OF DARK SECRETS

THE KRAGOR MINES



5th Edition Fantasy

PATHFINDER® ROLEPLAYING GAME COMPATIBLE

DARK BY DESIGN™

Credits ~ 5e

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Introduction

ADVENTURE INTRODUCTION

The magical box that Matigan Brennan gave you quivers and hums. After retrieving it from your pack, you open the box and read the letter enclosed.

I have something for you that seems to be potentially quite rewarding, but equally as dangerous. I had reservations sharing this with you, but I also know that you will make your own decisions regardless.

There is a large party of dwarven miners that discovered a mine that was abandoned by another group of miners. This entire mining party has gone missing for an entire week.

The reason that this may be something that you may wish to pass up is that this missing party of dwarves was led by Melagourne The Reaver. If he is indeed dead, the forces that you face are most likely very formidable indeed. I've heard stories of him since I was a little boy. He's a true legend and someone to be revered by those of good, and to be truly feared by those that embrace evil.

No one has heard from these party members in an entire week, and a search party was sent into the mine to investigate the issue. They too have not returned back to town.

My contact is the dwarven elder from a town called ANDURIN. He has promised, in writing, to award any that venture into the mine and discover the source of these disappearances, and rescue any survivors. If this is done you will receive HALF the gold and gems found within this mine.

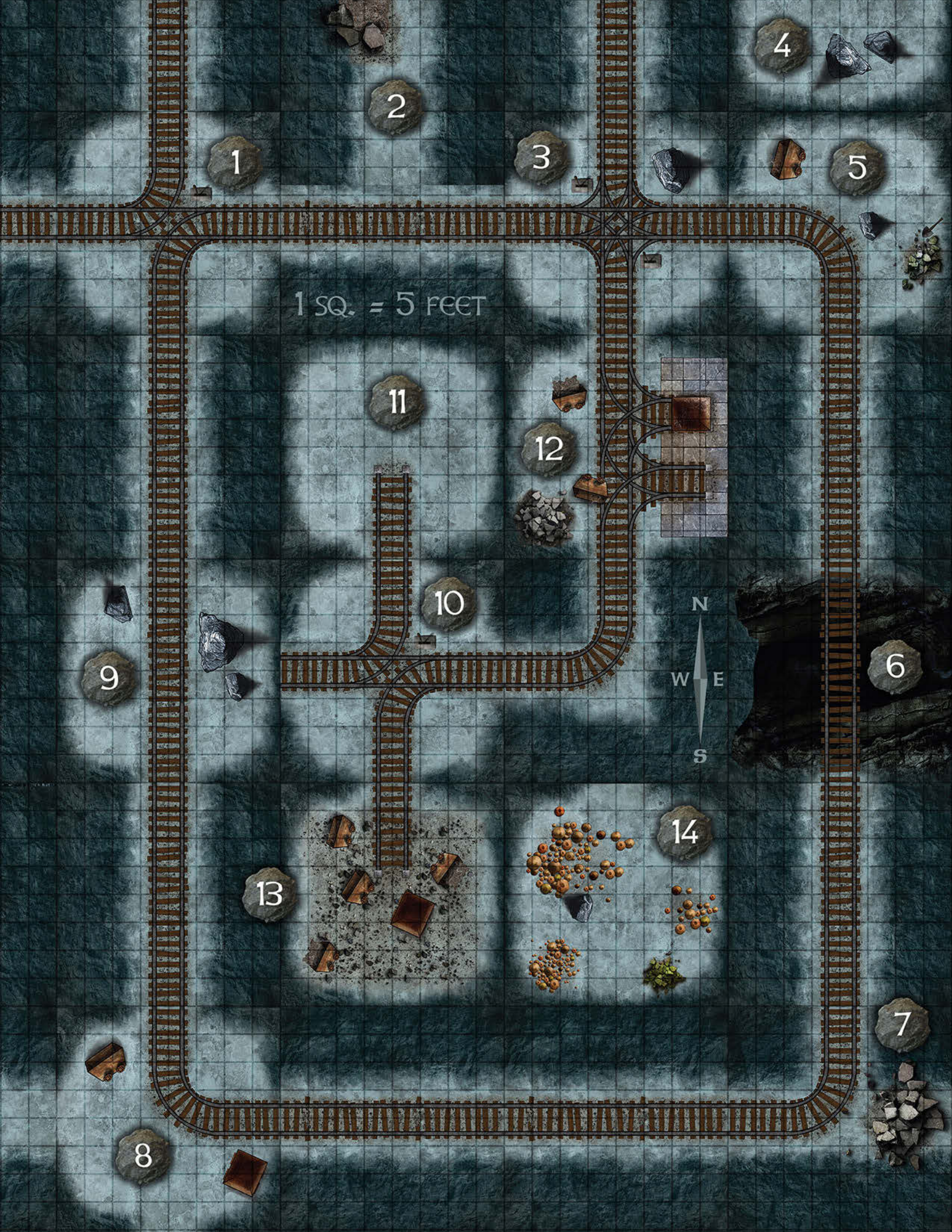
My dwarven friend is named Samgar. Time is of the essence, however, so there is no need for any additional preambles from him. I've informed Samgar that the appropriate party will be sent immediately. You are my first choice. If you agree to this mission, send a message back to me immediately. The map sketch I've provided should be easy enough for you to follow.

M.

NOTES - Melagourne The Reaver is the sole survivor of both missing dwarven parties. He has managed to keep hidden in the mine for quite some time, but he is running out of time, as well as places to hide. If the party discovers the source of the evils that have taken place in the mine, and rescue Melagourne, Samgar will allow the PCs to keep 50% of all treasures found within the Kragor Mines.

The majority of the Kragor Mines are pitch black, allowing for the various "dark dwellers" to have an advantage over the PCs due to their ability to see in total darkness. It is automatically assumed that the PCs will use sufficient lighting throughout this entire adventure. The DM/GM may choose to add a penalty to all PCs five feet tall or above that use chopping or slashing weapons that require extra vertical space. The ceilings in the Kragor Mines are only eight feet in height. A barbarian wielding a greataxe may inadvertently strike the mine's ceiling, partially disrupting his or her chopping attack.
If the party undertakes this rescue mission, please read the following.

You've followed Matigan Brennan's map, and you arrive at the mouth of the Kragor Mines in the late evening. Despite a nearly full moon, the area around the mine is unnaturally darker than what is normal. The wind picks up from nowhere and sends a howling groan deep into the mine's wide-open mouth. A disturbing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silence and stillness lasts a few seconds, then the same howling sound regurgitates back from the cavern depths, amplified manifold. As this unsettling howl returns back to you, the sound raises the hairs on the back of your neck.

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1. MINE ENTRANCE -
You venture into the Kragor Mines and you enter into a circular chamber 40 feet in diameter. The distance between the floor and ceiling is very low, at around eight feet in height. Cart tracks extend in the north, east, and south directions and an iron lever has been placed into the ground of the mine to switch the paths to where incoming and outgoing carts go. The tracks heading north lead to a dead end, but the tracks extending east and south continue into the darkness.

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2. NORTH PASSAGE -
A cavern branches off to the north and a very large pile of rubble is stacked five feet high and about 10 feet wide.

NOTES - A successful DC Perception check of 15 will enlighten the party to the presence of blood spatter around this rock pile. Three dwarves were slain here and can be found hidden behind the rock pile. If the PCs investigate the pile of rocks, read the following to the players.

You walk up to the large pile of rocks and debris and notice blood spatter sprayed upon the cavern floor. You peer behind the pile and see three slain dwarves with multiple puncture marks in their chainmail armor. No weapons or treasure of any kind can be seen and all three dwarves have also had their throats slit viciously. These dwarves appear to have been dead for a few days or so, and the corpses are starting to smell.

3 - DARK SENTRIES -
A large, round chamber opens before you. The prominent features of this cave are two cart track switches and an enormous, triangular boulder jutting from the cavern floor. Passages extend north, northeast, east, and south.

NOTES - This is a "dark dweller" sentry chamber. The stat blocks provided show the type of dark creature that the DM/GM may choose based on the experience level of the PCs. The stats on the left (and in red) are for 5e campaigns, and the stats on the right (in blue) are for Pathfinder campaigns.

There is a great chance that the dark sentries posted here have already noticed the party entering the mine. The best tactic for the sentries posted here would be a surprise attack made by these dark dwellers using their poisoned daggers. These dwellers carry no treasure but are anxious to slay more intruders so they can gain further favor with their dark lord and masters. A surprise attack from behind the large boulder could be described by the DM/GM thusly.

You make your way past the chamber, and out of the corner of your eye, you make out creatures dressed in black robes and wielding ornate daggers. The rancid odor of sweat and spoiled food invades your nostrils. The cloaked creatures attack with a preternatural silence paired with deceptive speed and agility.

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4. LURKER'S LAIR -
This 40-foot by 25-foot room has a pair of irregular boulders taking up most of the center of this chamber. The ceiling is taller here than in other areas you've encountered, and the stalactites hanging from the roof seem to be larger than normal.

Dark Ones & Cave Dwellers

DARK DANCERS	AC 15 ~ HP 9 ~ Spd 30
STR 11, DEX 19, CON 14, INT 8, WIS, 10, CHA 13 Senses None Perc 11, Challenge 1 (200 XP) ACTIONS Claws +6 to hit (2d8 + 4) slashing damage. Dancing Lights, Minor Illusion, Vicious Mockery.	

DARK CREEPERS	AC 16 ~ HP 13 ~ Spd 30
STR 8, DEX 18, CON 12, INT 8, WIS, 12, CHA 8 Senses See in dark, Perc 14, Challenge 1 (200 XP) ACTIONS Dagger +6 to hit (1d4 + 4) piercing damage. Sneak attack. See in total darkness.	

DARK SLAYERS	AC 15 ~ HP 22 ~ Spd 30
STR 9, DEX 18, CON 12, INT 10, WIS, 11, CHA 15 Senses See in dark, Perc 14, Challenge 3 (700 XP) ACTIONS Kukri +8 to hit (1d6 + 4) piercing damage. Poison. Sneak attack. See in total darkness.	

DARK STALKERS	AC 18 ~ HP 39 ~ Spd 30
STR 14, DEX 18, CON 14, INT 9, WIS, 11, CHA 13 Senses See in dark, Perc 15, Challenge 4 (1,100 XP) ACTIONS 2 short swords +6 to hit (1d6 + 4) piercing. Poison. Sneak attack. See in total darkness.	

DARK DANCERS	CR 1 ~ AC 15 ~ HP 13
STR 11, DEX 19, CON 14, INT 8, WIS, 10, CHA 13 Init +4, Senses See in darkness Perception +4, XP 400 Speed 30, Base Atk +1, CMB +0, CMD 14 Melee dagger +6 (1d3/19-20 plus poison) Dark Curse	

DARK CREEPERS	CR 2 ~ AC 16 ~ HP 19
STR 11, DEX 17, CON 14, INT 9, WIS, 10, CHA 8 Init +3, Senses See in darkness Perception +4, XP 600 Speed 30, Base Atk +2, CMB +1, CMD 14 Melee dagger +6 (1d3/19-20 plus poison) Sneak Attack	

DARK SLAYERS	CR 3 ~ AC 15 ~ HP 22
STR 9, DEX 18, CON 12, INT 10, WIS, 11, CHA 15 Init +4, Senses See in darkness Perception +4, XP 800 Speed 30, Base Atk +1, CMB +0, CMD 14 Melee kukri +8 (1d3-1/18-20 + black smear poison)	

DARK STALKERS	CR 4 ~ AC 18 ~ HP 39
STR 14, DEX 18, CON 14, INT 9, WIS, 11, CHA 13 Init +4, Senses See in dark Perception +8, XP 1,200 Speed 30, Base Atk +4, CMB +6, CMD 20 Melee 2 short swords +6 (1d6+2/19-20 + poison)	

DARKMANTLES	AC 11 ~ HP 22 ~ Spd 10
STR 16, DEX 12, CON 13, INT 2, WIS, 10, CHA 5 Senses BS 60 feet, Perc 10, Challenge 1/2 (100 XP) ACTIONS Crush +5 to hit (1d6 + 3) bludgeon damage. Darkness Aura 1x per day.	

ROPER	AC 20 ~ HP 93 ~ Spd 10
STR 18, DEX 8, CON 17, INT 7, WIS, 16, CHA 6 Senses DV 60 ft, Perc 16, Challenge 5 (1,800 XP) ACTIONS Bite +7 to hit (4d8 + 4) piercing damage. TendrilS (6) +7 reach 50 feet (escape DC 15)	

CLOAKER(S)	AC 14 ~ HP 78 ~ Spd 40
STR 17, DEX 15, CON 12, INT 13, WIS, 12, CHA 14 Senses DV 60 ft, Perc 11, Challenge 8 (3,900 XP) ACTIONS Bite +6 to hit (2d6 + 3) piercing damage. Tail +6 to hit (1d8 + 3) slash damage. Moan.	

ROPERS	AC 20 ~ HP 93 ~ Spd 10
STR 18, DEX 8, CON 17, INT 7, WIS, 16, CHA 6 Senses DV 60 ft, Perc 16, Challenge 5 (1,800 XP) ACTIONS Bite +7 to hit (4d8 + 4) piercing damage. TendrilS (6) +7 reach 50 feet (escape DC 15)	

DARKMANTLES	CR 1 ~ AC 15 ~ HP 15
STR 11, DEX 15, CON 14, INT 2, WIS, 11, CHA 10 Init +6, Senses DV 60 Perception +4, XP 400 Speed 20, Base Atk +2, CMB +1, CMD 13 Melee slam +3 (1d4 plus grab)	

CLOAKER(S)	CR 5 ~ AC 19 ~ HP 51
STR 21, DEX 16, CON 19, INT 14, WIS, 15, CHA 14 Init +7, Senses DV 60, Perception +14, XP 1,600 Speed 40, Base Atk +4, CMB +10, CMD 23 Melee bite +8 (1d6+5) tail slap +3 (1d8+2)	

LURKER(S) ABOVE	CR 7 ~ AC 19 ~ HP 85
STR 30, DEX 12, CON 19, INT 2, WIS, 15, CHA 9 Init +5, Senses DV 60, Perception +5, XP 3,200 Speed 40, Base Atk +7, CMB +19, CMD 30 Melee slam +15 (3d6+15 plus grab)	

ROPER(S)	CR 12 ~ AC 27 ~ HP 162
STR 34, DEX 13, CON 29, INT 13, WIS, 16, CHA 12 Init +5, Senses DV 60, Perception +24, XP 19,200 Speed 10, Base Atk +9, CMB +22, CMD 33 Melee bite +20 (4d8+18/19-20) 6 rope-like strands.	

Duergar Post

NOTES - This chamber has recently been excavated by the dark ones that have taken over this mine. The creature(s) that lurk here have become the dark ones' ally in disposing of certain enemies. Some of the captured dwarves were brought here to be "fed upon" by the monster(s) that the DM/GM chooses to dwell here. If the party does not leave within the next five seconds, the monster(s) that dwell here will attack. The monster types have been suggested on the previous page.

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5. DUERGAR POST -

You enter into a 40-foot square room with a group of rough-looking, dark-grey dwarves sifting through a pile of rock that has been hacked away from the east wall. Each of these dark creatures wields either a shovel or a pick-axe and has a crossbow strapped to their backs.

NOTES - There is a very good chance that the Duergar stationed here would hear any combat occurring in areas 3 and/or 4. If that is the case, the Duergar here will be ready and waiting with their crossbows at the ready. Each of the Duergar here has a leg quiver of 12 bolts. The number and the type of Duergar located here are determined by the experience level of the PCs and the DM/GM's discretion. These duergar have indeed found some treasure that they have recently separated from the chunks of rock hacked out from the cave wall. The raw treasures are as follows.

PC LEVELS 1-5 - 6 gold nuggets, 30-120 gp/ea.

PC LEVELS 6-10 - 8 gold nuggets, 40-160 gp/ea.

PC LEVELS 11-15 - 10 gold nuggets, 50-200 gp each. 6 pyrope garnets worth 60 gp each.

PC LEVELS 16-20 - 15 gold nuggets, 70-280 gp each. 8 pyrope garnets worth 100 gp each.

Upon slaying these duergar, the PCs will notice that there is an empty mining cart turned on its side and mining cart tracks are leading south into the darkness. This cavern passage slopes downward at a slight angle. A gaping chasm over 40 feet wide can be seen 50 feet ahead of you.

The DM/GM may choose to use duergar and/or duergar tyrants for this encounter.

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6. THE CHASM -

A gaping chasm is directly ahead of you and it seems that the only way to cross this gorge is to either walk upon the iron rails and wooden boards or to ride across the pit within the mining cart you found in the last chamber you were in.

NOTES - Some creatures dwell within and/or around the area of this gaping chasm. The DM/GM could use the stats suggested from area 4 or add their own monsters. This encounter area is designed to be an intense battle for survival, as no matter which method the PCs decide upon to bypass this mammoth hole, there is a great opportunity for high drama and tension.

The monster(s) chosen (it can be a combination of creatures) for this encounter will invariably try to get the PCs to fall off the rails (or be ripped out from the mine cart) to plunge into the chasm. The DM/GM should determine the depth of the pit based on the experience level of the PCs.

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7. MELAGOURNE THE REAVER -

In the southeast corner of the mine, you see a large pile of rocks standing five feet in height and nearly 20 feet across at its widest point. The tracks continue in the west direction and there is a slight slope that would allow further travel if a mining cart is used.

Melagourne The Reaver



NOTES - The dwarven hero **MELAGOURNE THE REAVER** is hiding behind this large rock pile. He has just slain two duergar on patrol and has tossed the carcasses of two more into the crevasse at area 6. It is only a matter of time before the dark powers that be realizes that five of their party have gone missing. Melagourne is unlikely to attack the PCs as he is a highly-trained and skilled soldier and warrior. Unless the entire party is composed of drow and duergar, read the following to the players.

As you approach the mass of rocks cut out from the wall, a heavily-muscled dwarf steps out from behind the pile. He is shirtless, completely covered in ash and sweat, and he wields a pair of beautifully-crafted handaxes. The dwarf says,

"Oi, you lot don't look like you'd be pairin' up with filthy duergar or drow. I'm guessin' you've been sent by Samgar to fetch us, then. Well, I've got a bit of bad news for you mateys. They're all ***** dead. Every last one of them. I'm the only one left, but I'm not ******* leaving here until I kill every single one of those black-hearted bastards. Are you with me?"**

NOTES - The DM/GM may consider Melagourne to be of comparable strength to the PCs, or even a few levels stronger. He is a local legend, and he will not die easily. Melagourne will fight to the death, and he may even throw himself recklessly into the fray at any (or all) of the remaining encounters that the PCs face for the rest of this adventure.

Melagourne is very much to the point and says precisely what he thinks. He is extraordinarily confident, but not cocky, braggadocios or suicidal. He is, however, a true warrior, and he will gladly offer his life and well-being to save those that have come to rescue him, and to take as many of the dark ones that slew his mates as possible. Melagourne will take point, as he would have it no other way.

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8. SOUTHWEST CHAMBER -
This 40-foot in diameter chamber appears to be empty, save for a pair of mine carts that have been tipped over.

NOTES - This is one of the areas that Melagourne has attacked. He has dragged both duergar bodies (at the same time) to area 7 to hide them from wandering sentries. There are no longer any life forms to be found here.

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9. TOMMYKNOCKERS -
You continue onward through the mine and come to an open chamber with three large boulders. Passages extend north, south, and to the east. A faint taapping, as if by something metal striking the cave wall, can be heard coming from the west side of the chamber. The tapping can be heard again, more distinct this time and louder. Then from the west wall, a low moaning can be heard, which gets louder and louder. Materializing from solid rock,

An Angry Spirit



a ghostly figure takes shape before you. The figure resembles an elderly dwarf with long, wispy, white hair and beard and wielding an axe. The apparition speaks in a rasping and deeply anguished voice.

"Were you the ones that sent us to this godsforsaken hell hole? You sent us straight into the realms of the duergar and dark ones. You've sent us here to our deaths!"

The spectre rapidly raises its ghostly weapon high above his head. The phantom roars an ancient dwarven warcry as the apparition floats toward you to attack.

NOTES - This is the now evil spirit of Jurvis Marlon. Jurvis was a member of the first mining party that came before the latest dwarven miners. Jurvis was indeed slain by a dark stalker and Jurvis has since gone mad with rage as he believes that this mine held a treasure suitable enough for him to live out his remaining few years in peace and comfort. The DM/GM may choose to use any of the ghostly spirit monsters for 5e or Pathfinder. Some suggestions are poltergeists, ghosts, specters, revenants, etc.

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10. DARK GUARDIANS -
This chamber branches off further in all four cardinal directions. Unfinished cart tracks merge in the center of the chamber.

NOTES - This is another guard chamber with dark guardians. See stats and tactics used for area 3.

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11. THE BODY FARM -
The chamber you've peered into reeks of death. Dozens of dwarf corpses have been gathered into a huge mass of decaying flesh on the west side of the room. Directly across from you, and emerging from the pitch darkness several gigantic spiders seem to come from out of the walls and ceiling, eager to feed. The corpses begin to stir as well. The once strong and able bodies of dwarven miners now shuffle toward you moaning as they draw near.

NOTES - This is where the dark ones have been storing the dwarves that have died at the hands of the dark ones. One of the plans of the dark ones is to use these ZOMBIES to act as guards and as undead watchdogs for the dark ones that have taken over here.

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12. THE DARK MASTERS -
This chamber is filled with mining carts, piles of rubble, and a variety of dark creatures. A tall and impressive-looking female dark elf sees you and raises a gnarled black whip above her head before she issues forth her deadly command.

Stats For Zombies & Spiders

ZOMBIES	AC 8 - HP 22 - Spd 20
STR 13, DEX 6, CON 16, INT 3, WIS, 6, CHA 5 Senses DV 60 Perc 8, Challenge 1/4 (50 XP) ACTIONS Slam +3 to hit (1d6 + 1) bludgeon damage.	

BLOOD ZOMBIES	AC 10 - HP 51 - Spd 20
STR 16, DEX 6, CON 18, INT 3, WIS, 6, CHA 5 Senses DV 60 Perc 8, Challenge 2 (450 XP) ACTIONS Slam +5 to hit (1d10 + 2) bludgeon damage. + Blood Drain (1d8) necrotic damage.	

ZOMBIE LORDS	AC 15 - HP 82 - Spd 30
STR 16, DEX 14, CON 16, INT 10, WIS, 13, CHA 15 Senses DV 60 ft, Perc 14, Challenge 5 (1,800 XP) ACTIONS Slam +6 to hit (1d8 + 3) bludgeon damage. Stench DC 16 Constitution save or poisoned.	

MORE ZOMBIE LORDS	AC 15 - HP 82 - Spd 30
STR 16, DEX 14, CON 16, INT 10, WIS, 13, CHA 15 Senses DV 60 ft, Perc 14, Challenge 5 (1,800 XP) ACTIONS Slam +6 to hit (1d8 + 3) bludgeon damage. Stench DC 16 Constitution save or poisoned.	

ZOMBIES	CR 1/2 - AC 12 - HP 12
STR 17, DEX 10, CON —, INT —, WIS, 10, CHA 10 Init +0, Senses DV 60, Perception +0, XP 200 Speed 30, Base Atk +1, CMB +4, CMD 14 Melee slam +4 (1d6+4)	

ZOMBIE LORDS	CR 3 - AC 18 - HP 30
STR 17, DEX 16, CON —, INT 12, WIS, 15, CHA 10 Init +3, Senses DV 60, Perception +10, XP 800 Speed 40, Base Atk +3, CMB +7, CMD 22 Melee unarmed strike +6 (1d6+3) flurry +5 (1d6+3)	

ZUVEMBIES	CR 4 - AC 15 - HP 37
STR 13, DEX 14, CON —, INT 11, WIS, 14, CHA 15 Init +2, Senses DV 60, Perception +10, XP 1,200 Speed 30, Base Atk +3, CMB +4, CMD 17 Melee 2 claws +4 (1d4+1) Ghoul Touch 3x per day.	

BODAKS	CR 8 - AC 21 - HP 85
STR 13, DEX 15, CON —, INT 6, WIS, 13, CHA 16 Init +6, Senses DV 60, Perception +14, XP 4,800 Speed 20, Base Atk +7, CMB +8, CMD 21 Melee 2 slams +9 (1d8+1) Death Gaze 1d4 neg. levels.	

GIANT SPIDER	AC 14 - HP 26 - Spd 30
STR 14, DEX 16, CON 12, INT 2, WIS, 11, CHA 4 Senses DV 60 feet, Perc 10, Challenge 1 (200 XP) ACTIONS Bite +5 to hit (1d8 + 3) piercing damage. DC 11 Constitution save made or be poisoned (2d8)	

PHASE SPIDER	AC 13 - HP 32 - Spd 30
STR 15, DEX 15, CON 12, INT 6, WIS, 10, CHA 6 Senses DV 60 ft, Perc 10, Challenge 3 (700 XP) ACTIONS Bite +4 to hit (1d10 + 2) piercing damage. DC 11 Constitution save made or be poisoned (4d8)	

HUGE SPIDER	AC 15 - HP 64 - Spd 40
STR 17, DEX 18, CON 13, INT 3, WIS, 10, CHA 3 Senses DV 60 ft, Perc 11, Challenge 4 (1,100 XP) ACTIONS Bite +8 to hit (2d8 + 4) piercing damage. DC 12 Constitution save made or be poisoned (3d8)	

HUGE SPIDERS	AC 15 - HP 64 - Spd 40
STR 17, DEX 18, CON 13, INT 3, WIS, 10, CHA 3 Senses DV 60 ft, Perc 11, Challenge 4 (1,100 XP) ACTIONS Bite +8 to hit (2d8 + 4) piercing damage. DC 12 Constitution save made or be poisoned (3d8)	

GIANT SPIDER	CR 1 - AC 14 - HP 16
STR 11, DEX 17, CON 12, INT —, WIS, 10, CHA 2 Init +3, Senses DV 60 Perception +4, XP 400 Speed 30, Base Atk +2, CMB +2, CMD 15 (27 vs. trip) Melee bite +2 (1d6 plus poison)	

GIANT BLACK WIDOW	CR 3 - AC 15 - HP 37
STR 19, DEX 15, CON 16, INT —, WIS, 10, CHA 2 Init +2, Senses DV 60, Perception +4, XP 800 Speed 30, Base Atk +3, CMB +8, CMD 20 (32 vs. trip) Melee bite +6 (1d8+6 plus poison)	

OGRE SPIDER	CR 5 - AC 18 - HP 52
STR 21, DEX 15, CON 16, INT —, WIS, 12, CHA 2 Init +2, Senses DV 60, TS 60. Perception +5, XP 1,600 Speed 40, climb 40, Base Atk +5, CMB +12, CMD 24 Melee bite +8 (2d8+7 plus poison)	

GIANT TARANTULA	CR 8 - AC 21 - HP 115
STR 35, DEX 13, CON 24, INT —, WIS, 10, CHA 2 Init +1, Senses DV 60, TS 60, Perception +4, XP 4,800 Speed 30, Base Atk +7, CMB +23, CMD 34 (46 trip) Melee bite +15 (3d6+18 plus poison)	

A Deadly Drow



"Dark ones, sieze the intruders! I want them alive so they can watch me take off the heads of their friends one by one!"

NOTES - This is the climax of this short adventure. The DM/GM should consider the experience level of the PCs, and create a widely-varied mix of dark enemies. These dark ones could include any number of dark creepers, dark slayers, dark stalkers, dark slashers, duergar, drider(s), an ettercap, and their dark elf lord named **DREB D'NERRO.**

If Melagourne survives the Kragor Mines, the surviving PCs will be granted two additional boons. The first one is for the PCs to collect a bounty on Dreb D'Nerro's head. Melagourne will chop off this dark elf's head, spit in her face and inform the party that they will be duly rewarded.

Dreb D'Nerro's stats should be treated as an Eldritch Knight of a similar level to the PCs. Dreb wields a **SCIMITAR +2 and a Drow SNAKE WHIP** of the DM/GM's choice. Dreb carries the following treasures. 15 pp, 20 gp, 3 emeralds worth 80 gp each.

13. NO STONE UNTURNED -
You enter into this square-shaped chamber and see five empty mine carts. Rubble and debris litter every square foot of this room. Several shovels, axes, picks, and other mining tools are strewn about as well. A short passage opens up to another large room to the east.

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14 - TREASURE HOARD -
This room has two neat stacks of rock filled with traces of gold ore laced throughout. Another stack of rocks is nearby showing traces of brightly-gleaming red striations. Clacking and snapping noises emit from the dark corners of the room. The sounds stop and a few seconds pass. In the next instant, the sounds come again and several giant spiders emerge from the dark corners of this chamber, their mandibles clattering as they come.

NOTES - The number and type of giant spiders are to be determined by the DM/GM. The types of spiders can be combined as well. This room serves as the acting treasure chamber for the dark ones. The gold and garnets have not been separated from the rock properly yet, and this trove will need to be carried back to the town of Andurin for the PCs to reap the 50% cut of the treasure found here. The treasures are as follows.

PC LEVELS 1-5 - 15 gold nuggets worth 30-120 gp each. 5 pyrope garnets worth 30 gp each.

PC LEVELS 6-10 - 20 gold nuggets worth 40-160 gp each. 10 pyrope garnets worth 50 gp each.

PC LEVELS 11-15 - 25 gold nuggets worth 50-200 gp each. 15 pyrope garnets worth 60 gp each.

PC LEVELS 16-20 - 30 gold nuggets worth 70-280 gp each. 20 pyrope garnets worth 100 gp each.


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Conclusion & Parting Gifts

ADVENTURE CONCLUSION

The DM/GM may choose to allow for some cavernous creature(s) emerge from the walls or ground of this mine, barring an easy escape. This creature could be an ankheg, tunnel brute, or even a purple worm to be used for extremely powerful PCs.

After returning to Andurin and meeting with Lord Samgar, the dwarven elder holds to his word. Exactly 50% of the total treasures found in the Kragor Mines. Samgar thanks you heartily, and Melagourne does as well. The dwarven legend says,

"My friends, I thank you for helping me destroy the filth that has slain my mates. I will forego any share of the bounty for bringing the head of this scum for Lord Samgar to gloat over. This vermin has been slaying my kind for more years than I care to admit. She will take no more heads from my people.

And there's one more thing. If you are ever traveling through these lands and need help, you call me, and I will be there. I promise."

Melagourne then hands the leader of your party a large, polished minotaur horn. Melagourne smiles and clamps an iron grip on your shoulder. He shakes you roughly and says,

"Just give it your best shot, my friend! I'll be able to hear that horn you hold from miles away, *and I will find you.* Despite the horrors we have had to endure, it fills me with great hope that warriors such as you have graced me with your courage and skill. I will never forget this. Till we meet again."

Melagourne then turns and walks wearily out of Samgar's hall.

NOTES - The bounty/reward placed on Dreb's head is as follows.

PC LEVELS 1-5 - 1,500 gp.
PC LEVELS 6-10 - 3,500 gp.
PC LEVELS 11-15 - 10,000 gp.
PC LEVELS 16-20 - 25,000 gp.

All of these treasures are paid for in fire opal gems for easy carry.

This concludes the adventure **KRAGOR MINES.** DARK BY DEZIGN hopes that you and your players have enjoyed this short adventure. Plenty more of our publications can be found by visiting DTRPG under **DARK BY DEZIGN.**

Remember, never trust a Drow...

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