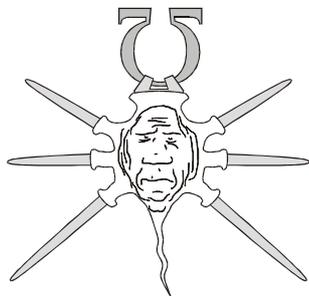


The Depth of Banack Dûm

Introduction

The players hear about the Liber Nexus and about some expedition that left for Banack Dûm about 2 days ago. Of course they want the book and will follow their competitors immediately. This adventure for a group of level 8 is designed to be used with *Necropolis: Banack Dûm*.



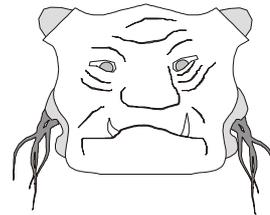
The Servants of Grugan

Grugan the Beholder Mage has heard about the nexus related treasure to be found in Banack Dûm and has sent one of his lieutenants to Necropolis to recover it. Grash is eager to prove his worth to his master and has hired some extra help in the form of the two loveable scoundrels Jean and Jaques. The total force consists of 6 orc slaves plus Grash.

When the PCs arrive, the orcs have set up camp near the entrance of the dwarfhold. Three orcs will guard the tents while the others rest or explore the tunnels. This orc has a horn to signal his allies if attacked. Jean and Jaques are hired to take care of any traps encountered and will spend most of the time in the tunnels.

If the PCs attack and overwhelm the orcs, they will flee, ready to strike

another time when the situation is more in their favour.



NPCs

Orc Slave

Orc Barbarian 4

Hit Dice: (4d12)+8

Hit Points: 37

Initiative: +1

Speed: Walk 30'

AC: 14

Attacks: double attack +8;+4;
single +10

Damage: 1d8+7/1d8+5, 1d8+7

Face/Reach: 5 ft. by 5 ft./5

Special Qualities: Light Sensitivity(Ex),
Rage 2/day, Uncanny
Dodge (Dex bonus to
AC)

Saves: Fortitude: +6, Reflex:
+2, Will: +4

Abilities: Str 20 (+5), Dex 12
(+1), Con 14 (+2), Int 8
(-1), Wis 10 (+0), Cha 8
(-1)

Skills: Climb 5; Intuit Direction
1; Jump 5; Listen 7;
Ride 6;

Feats: Exotic Weapon
Proficiency (Orc Double
Axe), Two-Weapon
Fighting

Challenge Rating:4

Alignment: Neutral Evil

Possessions: Masterwork Hide Armour;
Outfit (Peasant's); Orc Double Axe;
Potion (Prot. from Elements/Fire);
Potion (Prot. from Elements/Cold);
Potion (Cure Light Wounds); Potion

(Cure Moderate Wounds); 5 Thunderstones; 5 Tanglefoot Bags; Sunrod;

The orc slaves are elite barbarians who were captured by a raiding party of Grugan and who are now used for dirty work he does not want to be associated with. Still, he could not resist to alter their leader in magical experiments.

Grash, the Taskmaster

Lesser Beholder-Touched Orc Barbarian 4, Sorcerer 2

Hit Dice: (4d12)+(2d4)+12
Hit Points: 45
Initiative: +1
Speed: Walk 40'
AC: 16 (+3 armour, +1 natural, +2 dex)
Attacks: double +9;+5 or single +11
Damage: 1d8+7/1d8+5, 1d8+7
Face/Reach: 5 ft. by 5 ft./5
Special Qualities: Light Sensitivity(Ex), Rage 2/day, Summon Familiar, Uncanny Dodge (Dex bonus to AC), cannot be flanked, -4 on will saves vs. enchantment
Saves: Fortitude: +6, Reflex: +2, Will: +6
Abilities: Str 20 (+5), Dex 14 (+2), Con 14 (+2), Int 8 (-1), Wis 12 (+1), Cha 12 (+1)
Skills: Climb 7; Intuit Direction 1; Jump 7; Listen 7; Ride 6;
Feats: Exotic Weapon Proficiency (Orc Double Axe), Two-Weapon Fighting
Challenge Rating:6

Alignment: Neutral Evil

Possessions: Outfit (Peasant's); Axe (Orc Double/Masterwork); Potion (Prot.

from Elements/Fire); Potion (Prot. from Elements/Cold); Potion (Cure Light Wounds); Potion (Cure Moderate Wounds); Thunderstone; Tanglefoot Bag; Sunrod; Pearl (Golden); Studded Leather (Masterwork/Medium);

Spells: Sorcerer: (6 /5) 0-Dancing Lights, Daze, Detect Magic, Open/Close, Resistance 1-Expeditious Retreat, Shield
Spell Failure: 15%

Grash is a willing servant of the beholder mage. He is a tall orc with a single eye at the back of his head and another one on the inside of his left hand (usually hidden under a glove). Grash enjoys hurting others, even his allies, and willingly serves his master as long as he sees no opportunity to cross him. Over the time he has learned several spells which he uses in combat to have an edge over his enemies. He usually casts these spells before going into rage.

Jean le Bleu

Game Statistics

Male Dwarf Rogue4

Hit Dice: (4d6)+8
Hit Points: 24
Initiative: +3
Speed: Walk 20'
AC: 17 (+4 armour, +3 dex)
Attacks: Rapier +7; Dart+6;
Damage: 1d6+1 or Dart1d4+1;
Face/Reach: 5 ft. by 5 ft./5
Special Qualities: +1 to hit orcs/goblinoids, +2 on Appraise of stone/metal items, +2 on stone/metal Craft check, +4 dodge vs giants, Evasion, save +2 vs spells, save +2 vs. poison, Sneak Attack +2d6,

Stonecunning,
 Uncanny Dodge (Dex
 bonus to AC)
 Saves: Fortitude: +4, Reflex:
 +10, Will: +3
 Abilities: Str 12 (+1), Dex 16
 (+3), Con 15 (+2), Int
 14 (+2), Wis 8 (-1),
 Cha 8 (-1)
 Skills: Appraise 9; Bluff 6;
 Decipher Script 7;
 Diplomacy 6;
 Disguise 6; Escape
 Artist 8; Forgery 7;
 Hide 10; Pick Pocket
 12; Search 7; Spot 4;
 Feats: Lightning Reflexes,
 Weapon Finesse
 (Rapier)
 Challenge Rating: 4

Alignment: Chaotic Neutral
 Possessions: Outfit (Courtier's); Studded
 Leather +1 (Medium); Rapier
 (Masterwork); Scroll (Spider Climb);
 Scroll (Summon Monster I); Potion
 (Cure Moderate Wounds); Potion (Cure
 Light Wounds); Potion (Hiding); Cloak
 of Resistance +1; 10 Darts

Description

Jean le Blue is a small and obese dwarf
 with chubby red cheeks, a thick
 moustache and a curly mullet. He wears
 a flamboyant *landsknecht* style outfit
 with tight black trousers, a yellow
 leather vest, and a gaudy wide-rimmed
 hat with a purple plume. His manner is
extremely polite, bordering to irony.
 Jean is obsessed with women, wine, and
 food without regard to quality in all
 categories. Jean is a professional
 mercenary. His best friend and partner
 de Flamme constantly gets him into bad
 contracts but so far they have managed
 to get out again.

Combat

In combat Jean will try to fight only one
 enemy and will give up rather than die.
 Also, he is reluctant to kill and will
 gladly accept surrender on the part of his
 opponent.

Jaques de Flamme

Game Statistics

Male Elf Fighter2 Rogue2

Hit Dice: (2d10)+(2d6)
 Hit Points: 22
 Initiative: +8
 Speed: Walk 30'
 AC: 17 (+3 armour, +4
 dex)
 Attacks: *Musket +1+8;
 Damage: *Musket +11d12+1;
 Face/Reach: 5 ft. by 5 ft./5
 Special Qualities: Automatic Search
 check if within 5' of
 secret/concealed door,
 Evasion, Immunity to
 sleep, save +2 vs
 enchantment spells,
 Sneak Attack +1d6
 Saves: Fortitude: +3, Reflex:
 +7, Will: +3
 Abilities: Str 13 (+1), Dex 18
 (+4), Con 11 (+0), Int
 10 (+0), Wis 8 (-1),
 Cha 14 (+2)
 Skills: Balance 6; Climb 8;
 Disable Device 7;
 Jump 3; Open Lock 9;
 Ride 6;
 Feats: Armor Proficiency
 (Heavy), Armor
 Proficiency (Light),
 Armor Proficiency
 (Medium), Dodge,
 Exotic Weapon
 Proficiency, Improved
 Initiative, Martial
 Weapon Proficiency,
 Mobility, Shield
 Proficiency, Simple
 Weapon Proficiency

Challenge Rating: 4

Alignment: True Neutral

Possessions: Musket +1; Studded Leather (Masterwork/Medium); Potion (Endure Elements (Cold)); Potion (Love), Thief's Tools;

Description

Jaques de Flamme is a tall elf with very long and silky green hair and eyes of the same colour. He wears a black leather armour suit with many silver rings and buckles attached to it. His head is covered with a dark grey beret with a white plume.

Jaques **talks little** and is only happy when working with mechanical things such as his gun or locks. His friend Jean constantly teases him but he is not bothered by the opinions of others, being **totally cool**. Still, he is not evil, and while he is a sniper, he will accept surrender.

Combat

In combat Jaques will try to find a position where he has cover and is hard to reach, often in trees. He will retreat if attacked efficiently to find another angle.