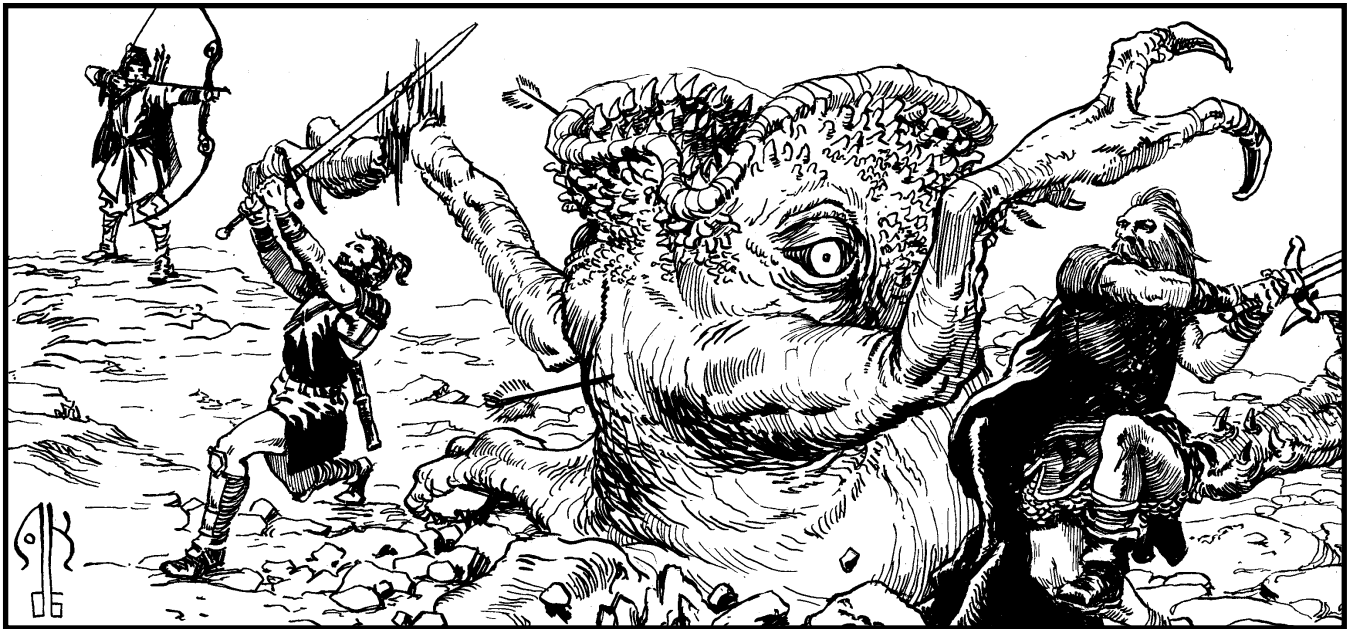


Dungeon Crawl Classics #44 Dreaming Caverns of the Duergar

By Mike Ferguson
AN ADVENTURE FOR CHARACTER LEVELS 1-3



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If you like this adventure, be sure to look for the rest of the Dungeon Crawl Classics series at your local game store.

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Introduction

Remember the good old days, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Those days are back. Dungeon Crawl Classics don't waste your time with long-winded speeches, weird campaign settings, or NPCs who aren't meant to be killed. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you fear, and the secret doors you know are there somewhere.

The Dreaming Caverns of the Duergar is designed for four to six characters of 1st to 3rd level, with a total of 6-12 total character levels between party members. While the PCs can be of any class, at least one fighter character will be essential for good game play, and a ranger or druid would come in handy. It is also recommended that at least one character either be a dwarf or a gnome. See the "Scaling Information" section for ways to tailor this adventure to your group's unique style of play.

Adventure Summary

The adventure begins as the player characters travel to Ul Yazhmotk, a dwarven town in the Ul Dominor Mountains. While making their way down a narrow mountain pass, an avalanche occurs, blocking the road in front of them – as well as the road behind. The avalanche, though, reveals the entrance to a labyrinth of dark and forbidding caverns. With nowhere else to go, the player characters make their way into the unexplored cave, and immediately find themselves battling duergar cultists, who plan to invade Ul Yazhmotk. They also find themselves hunting a half-dragon mercenary, who is searching the caverns for his own nefarious reasons.

Game Master's Section

Encounter Table

To help the GM prepare, we have included a quick reference table showing all encounters at a glance. **Loc** – the location number keyed to the map for the encounter. **Pg** – the module page number that the encounter can be found on. **Type** – this indicates if the encounter is a trap (T), puzzle (P), or combat (C). **Encounter** – the key monsters, traps, or NPCs that can be found in the encounter. Names in italics are classed NPCs. **EL** – the encounter level.



Loc	Pg	Type	Encounter	EL
1-2	7	C	2 duergar sentries	2
1-3	8	C	Duergar sentry	1
1-4	9	C	Spider swarm	1
1-5	9	C	2 Small monstrous scorpions	1
1-7	11	T	Rolling rock trap	1
1-8	11	C	Derro warrior	3
1-9	12	T	Hangman trap	1
2-1	13	C	2 duergar sentries	2
2-2	14	C	<i>Tyvim Sorethin</i> , drow Rog3	4
2-3	15	C	<i>Stiteibo Frakk</i> , minor xorn	3
2-4	16	T	Large net trap	2
2-5	16	C	Executioner's hood	2
2-6	17	C	2 duergar miners	2
2-8	18	C	2 duergar cultists Clr1	4

DCC World

If you are using the world of Áereth from DCC #35: Gazetteer of the Known Realms, the Dreaming Caverns are found south of the dwarven city of Ul Yazhmotk, deep beneath the western slope of the mighty Ul Dominor mountains.

