

**ALL NEW MODULE FOR
ANY FANTASY CAMPAIGN**
3.5 compatible like all DCC modules!



Dungeon Crawl Classics #44

Dreaming Caverns of the Duergar

by Mike Ferguson

AN ADVENTURE FOR CHARACTER LEVELS 1-3



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 adventures 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 remember, and the secret doors you know are there somewhere.

While journeying through the treacherous peaks of the UI Dominor mountains, the heroes are caught in an avalanche! They find the road ahead blocked by rubble – as well as the road behind. But the avalanche opens a cave in the mountainside, leading to a labyrinth of dark, forbidding caverns. With nowhere else to go, the heroes make their way into the unexplored cave, and soon find themselves battling duergar cultists with a sinister agenda...

If you enjoy this adventure, look for the rest of the Dungeon Crawl Classics series!



Appendix 3: Pregenerated Characters

Basic Stats

Character	Ragar	Ozwik	Kavella	Lyrus	Setia	Urkas
Sex	M	M	F	M	F	M
Race	Half-Orc	Dwarf	Gnome	Human	Human	Orc
Class/Level	Fighter 1	Cleric 1	Wizard 1	Rogue 1	Ranger 1	Barbarian
CR	1	1	1	1	1	1
Size	M	M	S	M	M	M
Height	6' 2"	4' 3"	3' 4"	6' 0"	5' 6"	6' 5"
Weight	262 lb.	172 lb.	41 lb.	175 lb.	125 lb.	275 lb.
Alignment	CG	LG	NG	CG	CG	CN
AC	18	18	14	17	16	16
Hit Points	13	11	6	8	10	14
Speed	20 ft.	20 ft.	20 ft.	30 ft.	30 ft.	40 ft.
Initiative	+1	+2	+7	+3	+2	+2
Strength	18	14	6	14	14	20
Dexterity	12	14	16	16	14	14
Constitution	16	16	14	14	14	14
Intelligence	10	10	16	14	12	10
Wisdom	12	15	12	10	12	10
Charisma	6	10	12	10	14	8
Fort Save	+5	+5	+2	+2	+4	+4
Ref Save	+1	+2	+3	+5	+4	+2
Will Save	+1	+4	+3	+0	+1	+0
Armor	Chain mail, heavy steel shield	Scale mail, heavy steel shield	None	Chain shirt	Studded leather, light wooden shield	Chain shirt
Spell Per Day	None	3/2+1	3/2	None	None	None
Melee Bonus	+5	+2	-1	+2	+3	+6
Ranged Bonus	+2	+2	+4	+3	+3	+3
Damage Adj	+4	+2	-2	+2	+2	+5
BAB	+1	+0	+0	+0	+1	+1
Grapple	+5	+2	-6	+2	+3	+6

Domains & Spellbooks

Character	Domains or Spellbook
Ozwik	Law, War
Kavella	0 — <i>arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance</i> ; 1st — <i>color spray, mage armor, magic missile, shield, silent image, sleep</i>

Skills & Feats

Character	Skills	Feats
Ragar	Climb +7, Intimidate +1, Jump +6	Power Attack, Weapon Focus (battleaxe)
Ozwik	Concentration +4, Heal +5, Knowledge (religion) +4	Combat Casting, Weapon Focus (heavy mace)*
Kavella	Concentration +6, Craft (alchemy) +9, Hide +7, Knowledge (arcana) +7, Knowledge (dungeoneering) +7, Listen +3, Spellcraft +7	Improved Initiative, Scribe Scroll*
Lyrus	Climb +6, Disable Device +5, Hide +7, Listen +4, Move Silently +7, Open Lock +7, Search +6, Spot +4, Tumble +7	Two-Weapon Fighting, Weapon Focus (shortsword)
Setia	Climb +6, Handle Animal +4, Hide +6, Jump +6, Knowledge (dungeoneering) +5, Knowledge (nature) +5, Move Silently +6, Survival +8	Track*, Skill Focus (Survival), Weapon Focus (longsword)
Urkas	Climb +9, Intimidate +3, Jump +9, Survival +4	Power Attack

Weapons & Equipment

Character	Weapons	Magic Items	Other Items
Ragar	Battleaxe, 3 throwing axes	None	Backpack with waterskin, two day's trail rations, bedroll, sack, flint and steel, hempen rope (50 ft.), grappling hook, 3 flasks of alchemist's fire
Ozwik	Heavy mace, light crossbow, case with 20 bolts	None	Backpack with waterskin, two day's trail rations, bedroll, sack, flint and steel, 2 vials of antitoxin, , 2 torches, holy symbol of Odin
Kavella	Dagger, light crossbow, case with 20 bolts	None	Backpack with waterskin, two day's trail rations, bedroll, sack, flint and steel, 5 candles, two pages of parchment, ink, inkpen, spell component pouch, spellbook
Lyrus	2 short swords, shortbow, quiver with 20 arrows	None	Backpack with waterskin, two day's trail rations, bedroll, sack, flint and steel, hempen rope (50 ft.), grappling hook, thieves' tools, hooded lantern with 3 pints of oil
Setia	Longsword, dagger, shortbow, quiver with 20 arrows	None	Backpack with waterskin, two day's trail rations, bedroll, sack, flint and steel
Urkas	Greatsword, 3 javelins	None	Backpack with waterskin, two day's trail rations, bedroll, sack, flint and steel