

YEO5-04

Prophecies of Ash

A One-Round D&D® LIVING GREYHAWK™ Yeomanry Regional Adventure

Version 1.2

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Another call for assistance from the Watchers of the Stone brings you back to the peculiar town of Kelzad. They ask that you journey into the Underoerth and retrieve an ancient weapon. Will your deeds bring renewed hope to the Yeomanry or will you lose yourselves in the endless night beneath the surface of Oerth? A Yeomanry regional adventure for PCs of APLs 6-12, and Part Two of the *Return of the Deliverer* series.

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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For questions specific to this document and your region please e-mail your triad point of contact (POC) at beldred@midsouth.rr.com. For LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2006.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on

running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in the *Appendices*.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

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 dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. 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.
3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs 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 can 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 receives only one-half of the experience points and gold for the adventure. 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.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR 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
	7	7	9	10	11

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them, and fight for them.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure, set in the Yeomanry. Characters native to the Yeomanry 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. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the LIVING GREYHAWK Campaign Sourcebook.

ADVENTURE BACKGROUND

ABOUT THE YEOMANRY

The Yeomanry is situated in a valley between the Jotens and the Tors in the southwest corner of the Sheldomar Valley. The moderately sized realm is nearly surrounded by the Crystalists and its spurs, though its eastern border with Keoland is generally regarded as the eastern bank of the Javan across from the county of Cryllor. Its border continues south to where the great river enters the Hool Marshes and the lands of the Sea Princes. The climate is hot nearly year-round in the central valley, though the temperature moderates as one approaches the foothills, particularly in late fall and winter. The Yeomanry is a land populated primarily by freemen farmers, who are mostly a Suel-Flan mix.

The Yeomanry is one of the few representative democracies in the Flanaess. Any citizen of majority, who has carried the spear for the nation, either now or in the past, is eligible to elect a spokesman on his behalf from his community who serves in the Council of Common Grosspokesmen in Loftwick.

The people of the Yeomanry are rural, cloistered folk with little exposure to either foreigners or magic. They are religious and superstitious, yet reservedly friendly to travelers. Many Yeomen have served in the Militia and are stout defenders of their homes.

You can learn more about the Yeomanry at its official website: <http://yeomanry.living-greyhawk.com>.

LOFTWICK

The capital of the Yeomanry League, Loftwick stands high above the Yeoman Valley, at the southernmost end of the High Crag, a spur of the Jotens. Surrounded by high walls, and by higher peaks, Loftwick is a commanding presence in the western dales of the Yeoman valley. Loftwick serves as a trading center for the western League, and extensive dockworks line the edge of the Wick River, some few miles south of the city.

Loftwick is divided into numerous wards and neighborhoods, including the Leatherworks, Goldsmiths, and Masons wards, identified by the manor guild in the ward, and other residential neighborhoods including the High Cross and Low Cross, Five Points, and Death's Privy. Among Loftwick's well-known landmarks are the Gnome Clockworks, Blacksun Tower, the High Church of Heironeous, and the Fellcrack.

KELZAD (POP 900)

Meaning “Stone” in the original Suel dialect, Kelzad is a very old settlement in the far northwest. Lore claims that Kelzad was one of the first settlements founded by the Suel when they came through the mountains from the west. Reclusive and isolationist to the extreme, the citizens of Kelzad do not welcome outsiders, and the town as such is very different from anything else in the Yeomanry. The town is home to only a few large, extended families, ruled by the Watchers of the Stone—a group of blind albinos who are rarely seen. The people of Kelzad speak a long-forgotten Suel dialect and dress eerily alike in flowing black-and-blue robes. They rarely participate in Yeoman politics and do not have a Grosspokesman, although the town's size would warrant one.

Despite its eccentricity, Kelzad is a wealthy town, thanks to the gems, silver, and platinum that is mined in the nearby hills and mountains. In fact, their mines produce such pure strains of ore that outsiders have claimed that witchcraft and sorcery must be at work. Despite the town's isolationism, its citizens do realize that their wealth can garner them some influence. As such, a considerable percentage of the coinage minted in the Yeomanry originates in Kelzad, and the city as such is well defended from raiders. The Yeoman government recognizes the tremendous resource that Kelzad is, and tries its best to capitulate to the town in order to access its wealth.

Interestingly, the people of Kelzad financially support the Dustdigger College in Loftwick in its effort to rediscover Suel artifacts, and the Watchers of the Stone openly support this. In fact, one of the more renowned Dustdiggers, Olan Demeter hails from Kelzad and has the Watchers' blessing to adventure. He resides in Newick currently, however.

BACKGROUND

The history of the region which would become The Yeomanry begins with the destruction of the Suel Imperium in the Rain of Colorless Fire in CY -421. After the Suel migrated into the Sheldomar Valley, many of their number chose a more peaceful existence, eschewing the retreating Noble Houses and their ambitions to the north and east. Instead these peoples, primarily lowborn peasantry from the Old Imperium, did not venture far from where they emerged into the Flanaess. They settled the high valleys between the Jotens and the Tors and mixed with the local Flannae. These new lands, stretching all the way out to the Javan River, had been well explored by the Suel Imperium prior to the Twin Cataclysms. The explorers had established mining enclaves and listening outposts decades before the onset of the war, some of which produced notable settlements such as Melkot in the Tors and Alran on the Jeklean Coast. Certainly, dissident individuals had been escaping Imperial influence to the shores of Jeklea Bay over the

dormant Hellfurnaces for centuries, but these lands were not of great importance until the destruction of the empire.

In the century following the migrations, the humble folk who settled these lands were conquered and subjugated by a powerful Suel mage who mercilessly swept through their realm from the east. Lord Asberdies, as the tyrannical wizard was known, had emerged from the Dreadwood after the terrible destruction of his noble house, the infamous Malhel, some years earlier. Asberdies ruled the land and its people with cold-blooded ruthlessness in a vain attempt to resurrect a vestige of the glory of the Old Imperium. The tyrant was eventually cast down after years of dominion, during which his outrages ultimately grew unbearable. The Yeoman farmers banded together into small cadres of around a dozen fighters to overcome the forces of the mage in piecemeal fashion through relentless guerrilla strikes upon his forces. Legend speaks of their leader, an Oeridian warrior renowned for wielding a magic sword of tremendous power, known to history as The Deliverer. The Deliverer was assisted by two fellow heroes, known to history as The Voice and The Guardian. The Voice wielded a magic spear of great power, while The Guardian carried a wondrous magic shield. With their leadership, Asberdies was soon harried from his throne by the insurgents, who were eventually able to besiege his stronghold and force him from the land entirely in CY -258. In the aftermath of securing their independence, these citizen-warriors realized that they had essentially formed the framework of a government. They elected their own spokesmen, who in turn chose leaders to direct the affairs of the realm. The Grosspokesmen, as these leaders would come to be called, established the officer of Freeholder, who was essentially an administrator elected to run the government, military, and conduct foreign policy.

Within the last two years, Asberdies has secretly returned. He seeks to again dominate The Yeomanry and is responsible for many of the misfortunes which have befallen this land. In response, the powers of Good have taken steps to cause *Ghostrender*, the magic sword of The Deliverer, *Twin Dooms*, the magic spear of The Voice, and The Guardian's shield, *Fury*, to be returned to the world of men.

ADVENTURE SUMMARY

Kelzad is a very unusual Yeoman town on the western edge of the Yeomanry. The PCs have been sent there by Yeoman authorities in response to a request by the local ruling council, the Watchers of the Stone, or possibly contacted directly if they have played YEO4-03 *Dust to Dust*. The PCs have all reached The Hearth Inn, which is the only place outsiders are allowed to stay in Kelzad. PCs may make Gather Information checks, while waiting to be summoned by The Watchers.

Introduction:

PCs begin at this inn, when The Watchers send a messenger to summon the PCs to a conference. The messenger guides the PCs through the eerie streets of Kelzad to the council chamber.

Encounter 1:

Upon their arrival, the PCs are questioned by The Watchers, and then informed about the dream regarding the Spear, Twin Dooms. The Watchers are very strange, refusing to give their names and finishing each other's statements. The blind albinos also give every impression of being able to see the PCs somehow. The Watchers tell the PCs that one of them is a seer, who has had a prophetic dream, which they recount. PCs can make skill checks and/or Bardic Knowledge checks to identify the historical figures mentioned in the dream. The Watchers direct the PCs to seek out Auldon Denwith in Loftwick, who will give them more information that they need. Their escort takes them back to the inn for the night.

Encounter 2:

Encounter 2 takes place in the capital of the Yeomanry, Loftwick. At *The Gentleman's Ease*, a tavern in that city, the PCs talk with the owner, Auldon Denwith. He gives them useful information regarding accessing the Underoerth from the pit at the epicenter of The Landstraad. He also gives them some ideas about what to expect below, specifically the jermlaine and yrthak (albino wyvern at APL 6). Using the information Auldon gives them, the PCs can travel to the pit at the epicenter, near where the town of Hardwick once stood.

Encounter 3:

Encounter 3 takes place as the PCs descend into the pit and enter the Underoerth. PCs must somehow reach the entrance, 40 ft. down inside a pit filled with noxious vapors. PCs that fall into the pit are trapped in the Underoerth and done with this adventure. After reaching the entrance, the PCs begin their search for the Cavern of the Jermlaine.

Encounter 4:

After several days of searching fruitlessly, the PCs encounter Twillo, a svirfneblin. He asks them their business in the Underoerth and offers to aid them. Depending on how well he reacts to the PCs, he will give them varying degrees of information about the dangers they face. Regardless of his reaction, he will point them in the correct direction for the next encounter and the Cavern of the Jermlaine.

Encounter 5:

Encounter 5 takes place in the Cave of the Trolls, which blocks the route the PCs must take to get to the Cavern of the Jermlaine. After defeating the trolls, the PCs can proceed to Encounter 6.

Encounter 6:

Encounter 6 takes place in the Cavern of the Jermlaine. PCs may either negotiate with the jermlaine or attack. If the PCs convince the jermlaine to let them kill the yrthak (albino wyvern at APL 6), the jermlaine will continue their chant to keep the monster asleep until the PCs attack. If the PCs do not negotiate or fail, the jermlaine will awaken the monster and flee.

Encounter 7:

The PCs must defeat the monster and take *Twin Dooms* from its hoard.

Encounter 8:

The PCs must make their way back through the Underoerth to the Pit. Also, if the PCs have angered the jermlaine, the tiny creatures will harass them all the way back to the surface.

Conclusion:

The PCs return to Kelzad, where the party reports their success or failure to the Watchers and learn more about the threat facing the Yeomanry.

PREPARATION FOR PLAY

Is This a Military Adventure?

As Yeoman officials consider the events of this adventure important to the defense of the Yeomanry, members of any branch of the Yeoman military may count the TUs spent on this adventure toward any annual TU commitment required by their enlistment.

Is This a Dustdigger Adventure?

As this adventure does significantly involve archaeological matters, students in the Academy of Lore may count this adventure toward any TUs they must spend per year in study. See individual certificates for more details.

Is this a Promotion Worthy Adventure?

Heroic deeds in the name of the Yeoman military are possible in this adventure, and as such, the possibility for promotion exists. In order for a PC to be considered for promotion at the end of this adventure, the PC must do the following:

1. The DM and all Yeomanry military PCs present at the table must **unanimously** agree that the PC has performed an action and behaved in a manner that would make them a good leader of men in their unit. There must be at least two other military PCs playing the adventure besides the PC up for advancement. Only one PC can be nominated for advancement per adventure.

2. The player so nominated must then gather the names and email addresses of all Yeomanry military players and the DM at the table.
3. The player must then submit a small summary of what happened in the adventure and why he or she should be considered for promotion. Emailing this information to yeomanry-triad@yahoo.com.
4. The Triad will then discuss your promotion and determine whether promotion is granted. You will be notified via email, and a promotion certificate will be sent to you via snail mail.

In order to be considered for promotion, the Yeomanry military character must have spent a minimum of one year of real time at the rank below that being applied for. So in order to be considered for Sergeant, the player must have spent one full year as a Yeoman, and one full year below that as an unranked soldier.

Why Kelzad?

Before beginning play, determine why each of the PCs finds themselves in Kelzad at the start of the adventure. If any of the PCs have played YEO4-03 *Dust to Dust* or YEO4-07 *The Heart of Betrayal*, read them the following:

One night as you sleep, you have a strange dream. You see yourself standing again before the Watchers of the Stone, the mysterious blind albinos you met in the town of Kelzad some months ago. One of them calls you by name and speaks to you:

"You have helped us in the past. The ancient evil continues to stir. More must be done so that it may be defeated and The Yeomanry preserved. Come to us again at Kelzad, so we may tell you what you must do."

Suddenly, you snap awake. You are convinced this was no ordinary dream. You have been summoned by the Watchers...

If some of the PCs have not played YEO4-03 or YEO4-07 but are Yeomen, ascertain if any of them are members of the Academy of Lore and/or the Yeomanry military (Militia or Army). If a PC falls into either of these categories, read them the following:

You have received instructions from the Academy of Lore and Yeomanry officials in Loftwick to journey to The Hearth Inn in the town of Kelzad. The Watchers of the Stone, the rulers of Kelzad, have requested assistance from the Dustdiggers. The Academy and the Yeomanry government have directed you to provide any and all help that the Watchers may require. All Militia personnel are activated for the duration of this expedition.

If any PCs are non-Yeoman or are not members of either organization, read them the following:

You have been recruited by a representative of the Yeomanry government while visiting the city of Loftwick. You have agreed to travel to the town of Kelzad to assist the rulers of the town, the Watchers of the Stone. The Yeoman government has guaranteed each of you a minimum of 100 gp in return for your efforts on its behalf. You have been instructed to render any and all help that the Watchers may require. You are to meet them and any other members of your party at The Hearth Inn in Kelzad.

Once the PCs understand their instructions, proceed to the Introduction.

INTRODUCTION

Note: If all of the PCs have played YEO4-03 *Dust to Dust* and are therefore familiar with Kelzad and the Watchers of the Stone, you may abbreviate much of the Introduction.

You have followed the instructions you were given and have reached The Hearth Inn just outside the strange town of Kelzad. You have heard travelers' tales about this place--the people of Kelzad are said to be very isolationist and intolerant of strangers. The Hearth Inn is located well outside of Kelzad, at the junction of the main road south from Farvale and the east road to Loftwick. Kelzad itself is surrounded by walls which are patrolled night and day by a detachment of the Yeoman Army. However, even these guards are not permitted to reside inside the town, or even enter it except on guard duty. You saw that their barracks was located adjacent to the Inn. You and your companions have gotten to know each other well during the journey of 50 miles from Loftwick.

Your group seems to be the only travelers at the inn this evening, though several of the off-duty soldiers seem to be drinking in the inn's common room.

Allow some time for players to roleplay their introductions, order food and drinks, and Gather Information from the off-duty soldiers (if they so choose). You can use this as an opportunity to relate any of the information given in the Adventure Background regarding Kelzad. Have the PCs make Gather Information checks, but the DC is only 5, as all this information is common knowledge. Here are some suggested rumors/facts to be gleaned from the soldiers:

- *"This place gives me the creeps! These townsfolk are strange. They all look alike, they all dress alike, and they all talk alike. Not to mention they don't talk Common, but some weird Suel dialect. They ain't right!"*
- *"I can't wait for my transfer to come through. Give me the Army of Freedom any day over this*

boring guard duty. I hear they whupped the Giants good in a big battle last fall, near some place called Pregmere. Spring campaign should be starting soon; I don't want to miss it! What are we protecting this place from, anyway? I know they mint most of the coins for the Yeomanry here, but I'd rather be killing giants than walking sentry day in and day out."

- *"We're here 'cause the Council of Grosspokesmen wants to keep the Watchers of the Stone happy! Guess they've got a lot of political pull, or something. I saw one of them once; made me nervous. He was blind albino, but he didn't act like he was blind. It was almost like he could see without eyes..."*

Once the players seem (un)comfortable with continuing, proceed with the following:

As you finish your meal, a strange figure enters the common room. The soldiers talking around you fall suddenly silent as a man dressed in a flowing blue and black robe walks toward your table. On a chain around his neck is what looks to be a holy symbol, a sun and crescent moon, surrounded by a ring of stars. His cloak is pinned with a broach bearing the symbol of The Yeomanry. He is obviously a pure Suel, with pale blond hair, blue eyes, and milky white skin. He addresses you in heavily accented Common.

"You are the ones sent from Loftwick, yes? You are called by The Watchers of the Stone. I am Demopolis, humble servant of Lendor. I will guide you to them. Please follow."

He begins to move toward the door.

If the PCs do not immediately follow, Demopolis will wait for them. He will not volunteer any other information. If pressed, he will repeat that the characters are summoned by The Watchers and that they should follow him.

Demopolis' cloak is pinned with a broach which at first glance appears to be the symbol of the Yeomanry. However, a closer look (DC 15 Spot check) reveals that the central spear to have been replaced with a longsword. PCs that have played YEO4-03 *Dust to Dust* will recognize the symbol from The Deliverer's Tomb.

As you follow your guide, he leads you toward the walled town of Kelzad, across the Farvale Road, about two hundred yards from the inn. Two Yeoman soldiers guard the gates, but they do not attempt to bar your way. One of them shakes his head as you pass through the gates into Kelzad proper.

Within the town, the eeriness continues to grow. There are few people on the streets, but those you see are dressed identically to your guide in long flowing robes of blue and black. They also bear a

strong resemblance to him, as everyone you see is obviously a pure blooded Suel. People seem to be making a effort to avoid coming too close to your party and no one speaks, though a couple of passersby do nod to your guide. The silence of the town seems very ominous.

Eventually, your guide brings you to a two-story building at the center of town. Opening the door, he brings you inside, and then leads you through a hallway to the door of a large chamber. Opening the door, he bows you inside, and then closes it behind you. You find yourselves in what appear to be a council chamber. On a raised dais in front of you there is a large table with five people sitting on the other side of it. These must be The Watchers of the Stone.

Proceed to Encounter 1.

ENCOUNTER 1: THE BLIND LEADING THE BLIND?

Note: In this encounter the characters interact with the Watchers of the Stone, the blind, albino rulers of Kelzad. Take every opportunity to play the Watchers as spooky mystics, who somehow know everything that's worth knowing about the characters. They have gleaned this information from the reports of their agents in Loftwick and a *clairaudience* cast on The Hearth Inn's common room. To enhance the spookiness, have whichever Watcher doing the talking shift at random intervals, each time without missing a beat in the conversation. By the time you have finished the audience; your goal should be to have the players totally creeped out!

Once again, if all the PCs have already played YEO4-03 *Dust to Dust*, they will already be well-acquainted with the Watchers.

As you stand before the Watchers of the Stone, you can see that they are indeed blind. No one could possibly see with the milky-white eyes that each of them displays. There appear to be three men and two women on the Council, though it is hard to be sure, as they are all dressed exactly alike in the ubiquitous blue and black robes. Indeed, they bear so much resemblance to each other that you could easily believe that they are all closely related. One of the probable males begins to speak; his Common is unaccented and very unemotional:

"We are The Watchers of the Stone. Welcome to Kelzad, <Insert the titles/ranks/names of all PCs here>. We are grateful that you have chosen to ..."

One of the female Watchers begins to speak, seemingly taking up exactly where the first speaker stopped: "... Heed our request for aid. Recently, one of us experienced what we believe was a prophetic dream. Much of it does not concern you. However, that one saw a vision of a deep pit in the earth and

heard a voice speaking in an ancient tongue. The voice ..."

Another of the male watchers begins to speak:

"... said:

*The siblings of blight league to herald the
homecoming of the lost,*

*While the rats of the earth call forth
discordant lances,*

*One true lion must rend the ghosts and
shoulder the spear,*

Lest the land be disunited,

The path that was started must be followed,

*In soundless darkness must harmonious
light prevail,*

*And Twin Dooms come again to the world
of men.*

We are..."

The second female takes up the dissertation:

*"... convinced that there is something which
must be found. We have performed divinations.
They point to a pit in the earth, at the center of The
Landstraad. They also reveal the name of one who
can tell you something of what lies within it. Seek
out Auldon Denwith in Loftwick. He has been
where you must go.*

You must..."

The final Watcher begins to speak:

*"... go down into the earth and find the Twin
Dooms the prophesy spoke of and return it to the
world of men. Brave the dangers below and find that
which must be found.*

*Succeed in this task and you will find us very
grateful. Fail, and we believe all the Yeomanry will
suffer. You may go." With those words, you hear the
doors open behind you.*

The Watchers have said all they are going to say. The characters may try to demand more information or bargain about their rewards, but The Watchers will ignore them completely. Demopolis is standing outside the door, with a scroll case (containing *Player Handout #1*) in his hand. He gives the case to the first PC to leave the room and says: ***"You will please follow me."*** He then leads the PCs back to the inn, and refuses to say anything other than to repeat his request that they follow him.

Hopefully, the PCs will not be so foolish as to threaten The Watchers physically. The Watchers will ignore verbal insults/threats. If any of the PCs attempt to go up on the dais or attack the Watchers, read the following:

Suddenly there is a bright flash of light. You all find yourself standing in the road outside The Hearth Inn.

The PC that was acting most aggressively toward the Watchers finds his or her most valuable magic item is missing. It has been replaced by the scroll case containing *Player Handout #1*. Without an escort, the guards will prevent any re-entry into Kelzad proper.

Following their audience with the Watchers, the PCs will probably want to try to make heads or tails out of what they have just been told, particularly the message from the dream. PCs can attempt to make a Bardic Knowledge and/or Knowledge (history) check to gain the information below. Generally, a higher DC includes all the information listed at the lower DC.

Note: If one of the PCs carries the intelligent sword *Ghostrender*, from YEO4-03 *Dust To Dust* or the intelligent shield *Fury* from YEO5-03 *Shield of Fury*, *Shield of Faith*, the sword or shield supplies all the information below plus all the information about *Twin Dooms* listed in the *Treasure Summary*.

- **DC 10:** *Twin Dooms* was the name of a magic spear. It figures prominently in tales from several centuries ago. The tales date from the time of the overthrow of Asberdies, an evil tyrant and wizard, which lead to the founding of The Yeomanry.
- **DC 15:** In the legends, *Twin Dooms* was wielded by a hero called The Voice of Freedom, a companion to The Deliverer. The Deliverer was an Oeridian who came south from what is now Sterich. The stories do not tell his real name nor anything at all about his origin or that of his companions. All this happened about 850 years ago, around CY -260.
- **DC 20:** In the stories, when The Voice used *Twin Dooms*, "he fought with the might of two warriors". There was a third hero, known as The Guardian of Freedom, who carried an enchanted shield. All three heroes disappear from legend with Asberdies' defeat. Some say they lie sleeping, with their mighty weapons close at hand, and that they will return in the Yeomanry's hour of greatest need.

If the PCs wish to purchase any standard supplies, they are available at the inn. The PCs will no doubt want to rest, and then head out in the morning. Proceed to Encounter 2.

ENCOUNTER 2: THE GENTLEMAN'S EASE

The next morning, the PCs head out to Loftwick, in search of Auldon Denwith. Loftwick is 2 days travel mounted or 3 days travel afoot to the east from Kelzad. The road the PCs take is well-traveled and well-patrolled. Read them the following:

Your two <or three> day journey to Loftwick is uneventful. The roads leading to the capital of the Yeomanry are well-maintained and well-patrolled by the local militia. Other than the occasional passing merchant and fellow-traveler, you encounter no one. Upon arriving in Loftwick, you begin your search for Auldon Denwith.

The PCs should make Gather Information checks to locate and learn something about Auldon Denwith. As usual, the higher DC includes all information available at lower DCs:

- **DC 5:** Auldon Denwith owns The Gentleman's Ease, a tavern located in the NW part of the city.
- **DC 10:** Auldon Denwith used to be a farmer near Hardwick, but, like so many others, his farm was destroyed in The Landstraad.
- **DC 15:** During The Landstraad, something happened to Auldon and his family; they fell into a pit or something. They were presumed dead, but then some adventurers rescued them.
- **DC 20:** The two of the adventurers who rescued them were engaged to Auldon's twin girls. They married them in a double ceremony right here in Loftwick after the rescue.
- **DC 25:** Auldon's son-in-laws are named Orin the Elder and Reswald. They married his daughters Ilythia and Kelthia, respectively. He also has two sons, Brennon and Danon.
- **DC 30:** Reswald and Kelthia have left The Yeomanry and moved to Geoff; I heard the Grand Duke up there made him a noble or something. Orin the Elder and Ilythia live on farmland that Orin bought in a land lottery upon gaining his citizenship. He still adventures and is often away from home.

Note: If the PCs try to seek out Orin, they will find he is currently away. His wife Ilythia, several months pregnant, can supply the same information as Auldon below.

The PCs will likely go to The Gentleman's Ease to find Auldon. When they do, read the following:

You find The Gentleman's Ease with little trouble. From the outside, it seems a fine establishment in a respectable neighborhood. Walking through the main door, you find yourselves in a well-appointed common room. A cheery fire blazes on the hearth, and a row of small casks lined up behind the bar promises a fine selection of ales.

At this time of day, the tavern is deserted, save for an old man drowsing by the fire, with half a mug of ale and a pipe sitting on a small table next to him. Behind the bar is a large man, polishing some

glasses with a small rag. He looks up as you enter, and smiles at you all.

"Welcome to The Gentleman's Ease, gentlefolk! You have the look of people who have traveled far. What may I get for you?"

This is indeed Auldon Denwith. He is 6 ft. 4 in., 220 lbs., with brown hair and gray eyes. He has the build and complexion of someone who has spent much time working hard in the outdoors. Also of note are his left hand and forearm. While they appear to be fully functional, they are both horribly scarred, as if they were once very badly burned.

Auldon should be played as a friendly and open individual. He is happy to talk to the PCs about most anything. When they initially ask about The Landstraad, he will be reluctant to relive those unpleasant events. He still misses his farm and doesn't like to dwell on what was lost. Still, if the PCs emphasize that it is important, he will tell them everything he can remember. Paraphrase the information below to answer specific questions, or just read it to reflect Auldon telling his story.

"What happened to me during The Landstraad? Well, that's a tale and a half, my friends. Better have a drink and make yourselves comfortable..."

"I used to have a farm, just north of Hardwick. It was a beautiful place; been in the family for seven generations. Wonderful soil, you could grow just about anything! One year I made a crop so big..." Auldon stops and smiles sadly for a moment then continues.

"Anyway, I had a farm. When The Landstraad hit, we were smack dab in the center of it, near as I can tell. The ground underneath my farmhouse opened up and swallowed us down. I was working at my forge at the time; that's how this happened." He holds up his scarred hand.

"Don't know how far we would have fallen, if the house hadn't sort of lodged on a ledge 30 or 40 feet down. I and the rest of my family were trapped in the wreckage and I passed out."

"I'm not sure when I came to. It must have been hours later. I was tied up and being dragged along a rough stone floor in total darkness. I had no idea what was happening. Before long I passed out again."

"Later, I learned from my other family members that while we were trapped in the wreckage, some creatures came out of an opening in the side of the pit and took us. My oldest boy, Brennon, killed one of them with a wood axe he had, but that didn't stop them. We later learned they were little vermin called jermlaine – filthy, disgusting creatures."

"Anyway, they dragged us a long way through many a passage underground. Eventually, we came

to their home, a huge cavern where they had a sort of village. I couldn't see it at the time, but later I did. It was a bunch of small huts and such around a huge pillar or stalagmite in the center. At the top of the pillar as a huge bowl or basket looking thing, made from wattle and daub."

"They hauled us up onto a ledge that went around the pillar, 10' or so below the bowl. They tied us there and left us. Meanwhile, there was a big group of them, marching around the pillar and chanting in a very rhythmic way. I was still unconscious for all this, of course."

"I came to some time later, when someone was shaking me. I couldn't tell who it was then, but they claimed to be an invisible halfling wizard friend of one of my daughters' fiancées. It seems my future son-in-laws had come looking for us. They had followed the drag marks of our trail through the passages and were going to try a rescue!"

"Two halfling wizards, Welby Dardragon and Mysta Gonagin, had made themselves invisible and flown up to free us. The four others -- Reswald, Orin, Theopolis, and Maynard Gonagin -- waited at the entrance to the chamber to cover our escape. Once we were freed, one of the wizards -- Welby, I think -- planned to create the illusion of two walls of fire, forming a protected path for us through the jermlaine from the base of the pillar to the exit. It was a good plan. Too bad it didn't work!"

Auldon takes another drink and continues. "When we had been freed, Welby cast his spell. The jermlaine fled, just as we expected. We thought we were home free. But then, the creature that was sleeping in the bowl above us awoke! It seems the jermlaines' chanting helped to keep it asleep, but now it was awake and hungry."

"It was a huge flying reptile of some sort. It had no eyes and a single horn protruding from its head (remove this sentence if the creature is the wyvern at APL 6). Afterwards, some 'Diggers said it might be an albino wyvern or something called a yrthak, though no one had every heard of one living below ground. It liked to swoop down and try to grasp its prey, then lift them high into the air and drop them to their deaths. It was a horrid creature. Whatever it was, it attacked, but our rescuers managed to keep it occupied until we all could get down and escape."

"We guessed afterwards that the jermlaine planned to sacrifice us to it. The creature seemed too big to leave the cavern, so I suppose it fed on the jermlaine, unless they kept it satiated with sacrifices. It's certain their chanting helped keep it asleep."

"However, thanks to my son-in-laws, Reswald and Orin, we escaped that fate. We spent the better

part of two days getting back out of those horrible dark passages, but we all lived to tell about it."

Auldon can easily give the PCs the exact location of his former farm. As far as where to go once they are underground, he hasn't the foggiest idea. Even on the way out, they were in total darkness for much of the time, as their rescuers were using darkvision and leading them out. To the best of his recollection, it took something like one or two days to get out, with his rescuers following chalk marks they had made on the way in. The rescuers were only able to find them in the first place because they were following a fresh trail of where they had been dragged by the jermlaine.

Now that they have a better idea of what they are facing, the PCs may want to outfit themselves with the proper supplies for an extended expedition into the Underoerth. When they are ready, it is a day and a half journey on foot to the pit at the epicenter of The Landstraad.

Proceed to Encounter 3.

ENCOUNTER 3: DESCENT INTO THE DEPTHS OF OERTH

Following Auldon's directions, the PCs have no difficulty locating the pit which marks the former location of his farmhouse. The PCs must somehow negotiate the dangerous pit to reach the entrance to the Underoerth some 40 ft. below. See DM Aid: Pit at the Epicenter of the Landstraad.

Following the directions given you by Auldon Denwith, you eventually make your way to the base of that part of The Escarpment thrown up by The Landstraad. As you near the spot he directed you to, you begin to notice a foul smell, something like sulfur and rotten eggs. Reaching the former location of Auldon's farmhouse, you find a 30 foot wide pit in the earth, just at the base of the new cliff face.

Since Auldon's rescue, gases and vapor rising from deep underground have filled the pit. The gases slowly dissipate in the surrounding air. They effectively put the entire pit under a permanent *stinking cloud* spell. Standing on the surface, the vapors are dissipated enough that the effect is only unpleasant, but anyone going into the pit must make a Fort save (DC = 10 + APL) every round. Failure means the PC will be nauseated for the entire time within the pit and for 1d4+1 rounds after leaving it. Nauseated PCs can only take a single move action each turn and cannot attack or cast spells. The vapors also obscure all vision beyond 5 ft., including darkvision.

The entrance to the Underoerth is approximately 40 ft. below the lip of the pit. Even if the pit was not filled with the *stinking cloud*, the entrance would not be visible from the lip, due to line-of-sight limitations. If the PCs do manage to somehow temporarily clear the vapors from

the pit (for example, by summoning an air elemental or the use of other magics), they can see a small ledge about 30 ft. below the lip. That ledge is 10 ft. above and on the opposite side of the pit from the entrance to the Underoerth.

The PCs will either have to climb down the side of the pit or use some form of magical transportation to get to the entrance.

When the PCs examine the pit, read the following:

The sides of the pit are composed of hard packed earth made slippery and crumbling by whatever foul gases leak upwards. Climbing looks to be difficult, as the surface will be steep, uneven, and could well shift or even break away under a climber's weight.

The pit is a steep, uneven, shifting surface. Climbing distance is 40 ft., assuming the PCs head straight down to the opening. PCs climb at one quarter their normal speed. Climb check DCs are as follows:

- No rope: DC 25
- Unknotted rope: DC 20
- Knotted rope: DC 10
- Holding on to rope at top of pit: DC 5

Note: Nauseated PCs cannot Take 10 on their Climb checks.

If a PC fails a Climb check by 4 or less, they make no progress, and if they fail by 5 or more, that PC falls. A falling PC may make a Climb check (DC = climb DC above + 20) to catch themselves before falling to the depths of the pit. The falling PC may make one further Climb check (DC 30) as they pass the tunnel to the Underoerth to try to stop their fall by grabbing the ledge there.

PCs below the falling PC may also try to catch the PC as they pass by; doing so requires a successful melee touch attack against the falling PC (though they may voluntarily forego any Dex bonus to AC, if desired). If the PC hits, they must make an immediate Climb check (DC = climb DC above + 10). Success indicates the PC catches the falling comrade, but his or her weight, including equipment, cannot exceed their heavy load limit or they automatically fail. If the PC fails their Climb check by 4 or less, they don't stop the fall, but keep their grip. A failure by 5 or more means the PC fails to stop the fall and begins falling themselves as well.

PCs, who fail their Climb check by 5 or more and are roped to other PCs, do not fall immediately. Instead, the next PC above them in the rope line (the PC who would have to hold their weight to prevent them from falling) must make a Climb check (DC = climb DC above + 10) to hold on and not be pulled themselves off the wall and into the pit by the sudden weight of the falling PC.

Success indicates the PC holds onto the wall and the rope keeps the other PC from falling, assuming the other PC's weight, including equipment, does not exceed the PC's heavy load limit; otherwise, they automatically fail. If the PC fails the Climb check, the PC fails to stop the fall and begins falling themselves as well.

If the PCs were clever enough to secure themselves to ropes and then tie their ropes off at the top of the pit to something secure (DC 10 Survival check to identify or prepare this), then it becomes impossible for anyone to fall into the pit.

PCs who fall 60 feet down the pit reach a point where the pit ends and a large cavern begins. They may no longer grab the sides of the pit and they continue to fall deep down into the Oerth. They are lost to the Underoerth unless they have magical means (or the other PCs do) to bring them back to the party. PCs lost to the Underoerth receive the **Lost in the Underoerth** effect on the AR and are out of play for the rest of the adventure.

If the PCs fly or levitate (or use similar means) to descent the pit, there is a natural updraft from the pit, which reduces the speed of downward flying or floating by one-half. Otherwise, there is nothing in the pit (besides the *stinking cloud* effect) to prevent reaching the opening by such means.

Once all the PCs have reached the opening to the Underoerth, read the following.

Still retching miserably, you stumble down the 5 ft. wide passage, more a seam or crack in the earth than anything else. After a few feet, a natural downward curve in the passage seems to block most of the noxious fumes. As the heaving of your stomachs finally begins to subside, you find yourselves standing in the claustrophobic blackness of the Underoerth. Now the real danger begins!

Once the PCs have recovered from their climb, proceed to Encounter 4.

ENCOUNTER 4: WHICH WAY DO WE GO?

The PCs are now beginning their explorations in the Underoerth. Unfortunately, they really have no idea which way to go! The Underoerth is a maze of passages and tunnels, some natural, some artificial, some a bit of both. Its layout is constantly being changed, as old passages collapse while others are created.

As the PCs enter this chaotic environment, they need to consider:

- What light sources, if any, are they using? Light is very rare in the Underoerth and the denizens are quite sensitive to it. No party using a light source will be able to surprise anything in the Underoerth,

as the source will be noticeable for at least twice the range that it illuminates. However, unless the entire party has darkvision, a light source may be mandatory for some PCs.

- What is their marching order, in 5 ft. and 10 ft. wide passages? Most of the tunnels the PCs will pass through are only 5 ft. wide, but some are larger.
- Will they use scouts? If the PCs intend to send a scout(s) out in front, they need to specify how far in front and how they will communicate with the main party.

Once these basic questions have been answered, read the following:

Your preparations made and your tactics agreed upon, you move down the passage. The passage you are in continues for quite some distance, at least a mile, though it is hard to judge time and distance in the endless darkness. You also feel you are moving steadily downward.

Note: Any dwarf in the party will be able to tell that the party is now approximately 1,500 ft. below the surface.

You come to a place where the passage you are in forks, one branch right, one branch left.

The PCs will undoubtedly make a big deal out of which branch to choose, and may try asking for hints. In reality, it makes no difference which way they go, as there are many possible paths across the complex maze of tunnels between them and their objective. However, without guidance, there is an almost zero chance of them getting to the Cavern of the Jermlaine. Remember, Auldon's rescuers were only able to find him and his family by following fresh tracks.

If the PCs ask questions about the fork (which way looks more traveled, which way heads down, are there any tracks, etc.), feel free to make up answers as you choose. When they finally pick one, read the following:

Having made your choice, you proceed. After several more hours walking, your passage opens into a small cavern, perhaps 30' across. Three passages exit from it, each heading in a different direction. Amongst the rough stone floor, there appear to be some scattered bones and broken weapons.

Assuming the PCs search the chamber, they will find the scattered skeletons of about ten humanoids. A DC 10 Heal check will reveal they have been dead perhaps 3 months and that scavengers have cracked open all bones for their marrow. A DC 20 Heal check will identify the dead as 6 derro and 4 elves. Some of the broken weapons are made of a strange dark metal; PCs who have encountered the drow will recognize it as the metal the drow frequently use.

Note: Any dwarf in the party will be able to tell that the party is now approximately 2,500 ft. below the surface.

Once again, the PCs will be confronted with a choice of passages and will probably ask for information. Elaborate as you wish, for example, telling them that the derro came from one passage, the drow from another, etc. Once again, what the PCs decides does not matter.

Once the party has chosen, read the following:

You head down the passage you have chosen, deeper into the maze. Eventually, your fatigue tells you the day is spent. You find a small cave off the passage you are in and make camp. Setting your watches, you sleep, unsure if your cycle of rest still matches the setting and rising of the sun in the world of light far above you heads.

Once the PCs head out again, have the PC with the most ranks in Survival make a DC 15 check for the PCs not to become lost. Other PCs with ranks in Survival may assist this check. If the PCs mentioned (without prompting) that they were using chalk to mark their way, give them a +2 circumstance bonus.

If the PC fails the check, read the following:

You're not sure how it happened. Maybe it's because all these damned passages look alike. Maybe it's because something came behind you and removed your landmarks. However it happened, you're no longer sure which way is out. You're lost in the Underoerth!

If the PC succeeds, read the following:

You head out again into the twisting, turning passages of the Underoerth. Several times in the course of the day, you are forced to choose which way to take. In each case you use your best judgment, trying to select the way that you think makes the most sense, but at the end of what you think must be a day's walking, you have no idea if you are any closer to your goal, the Cavern of the Jermlaine. Once again, you manage to find a small, defensible cave to rest in.

Once the PCs head out again, if they are not yet lost, have the PC with the most ranks in Survival make a DC 15 check again. If the PC fails, read the text above about being lost.

Once the PCs become lost or after they have spent two nights in the Underoerth without becoming lost, read the following:

You are at your wits end. You have no idea which way you should be heading. You are standing in a small cavern, again confronted by two passages to choose from, when a gravelly, disembodied voice speaks from the left-hand passage ...

The voice initially speaks in Gnome; if no one understands, it shifts to a thick, broken Common.

"Looks like you topsiders are lost. Need some help?"

Turning towards the source of the sound, you see a short, grey-skinned bulbous-nosed, figure draped in leathers colored to match and blend into the surrounding cave walls. Hesitantly, he exits the shadows, eying the group suspiciously before speaking again.

"I am Twillo. What do you seek here?"

Twillo is the leader of a svirfneblin scouting party from one of their communities in the Underoerth. Twillo and his patrol picked up the party's traces and he used his shadow jump ability to get in front of them. He wants to know why a party of surface dwellers is wandering around, potentially stirring up trouble for him and his people.

♣ **Twillo:** Male Svirfneblin Rog7/ShadowDancer6; AL N.

If any of the PCs have played YEO3-02 *In Darkness, Despair*, they will have met Twillo and he will remember them. If any PCs have played that adventure, determine if they earned the **Enmity** or **Affinity of the Svirfneblin**. If some PCs have **Enmity** while others have **Affinity**, assume the effects cancel out.

Assuming the PCs are honest with Twillo and ask for his help in getting to the Cavern of the Jermlaine, have the PC doing the talking make a Diplomacy check. How they manage to shift Twillo's attitude will determine exactly what he says. If none of the PCs have **Affinity** or **Enmity with the Svirfneblin** (or if there are some PCs with **Affinity** and others with **Enmity**), his initial attitude is Indifferent. If PCs have only **Enmity** amongst them, than his initial attitude is Unfriendly. If the PCs have only **Affinity** amongst them, then his initial attitude is Friendly. Identify the PC who will be speaking with Twillo and making the Diplomacy check; if they are a Gnome, they gain a +5 circumstance bonus. If they are not a gnome, but they speak to Twillo in Gnome, they gain a +2 circumstance bonus instead. Other PCs may attempt to assist, but only if they speak the language the primary PC is using. Consult the sidebar on page 72 of the *Player's Handbook* for the results of the Diplomacy check:

Hostile

"Cavern of the Jermlaine, huh?" Twillo says with a sneer. "Take this passage, take a right at the first fork, a left at the second, go straight at the three-way and you'll be there. Have fun." He steps into the shadows and disappears.

Unfriendly

"Cavern of the Jermlaine, huh?" Twillo says with a sneer. "Take this passage, take a right at the first fork, a left at the second, go straight at the three-way and you'll be there. 'Course you'll get to have fun in the Cave of the Trolls, first." He steps into the shadows and disappears.

Indifferent

"Cavern of the Jermlaine? Yes, I can direct you there. Take this passage; take a right at the first fork, a left at the second, go straight at the three-way and you'll be there. 'Course before you get to the cave with the three-way, you'll go through the Cave of the Trolls. Better be on your toes. Maybe I'll see you around." He steps into the shadows and disappears.

Friendly

"Cavern of the Jermlaine? Yes, I can direct you there. Take this passage; take a right at the first fork, a left at the second, go straight at the three-way and you'll be there. 'Course before you get to the cave with the three-way, you'll go through the Cave of the Trolls. "

Twillo adds the following, depending upon APL:

APLs 6 or 10: *"There's a cave troll dwelling in that cave. You'll have to get past it to make it to the Cavern of the Jermlaine. I'll keep an eye out for you and try to guide you back to the surface, if you survive. Good luck." He steps into the shadows and disappears.*

APLs 8 or 12: *"There are two cave trolls dwelling in that cave, a mated pair. You'll have to get past them to make it to the Cavern of the Jermlaine. I'll keep an eye out for you and try to guide you back to the surface, if you survive. Good luck." He steps into the shadows and disappears.*

Helpful

"Cavern of the Jermlaine? Sure, I can direct you there. Take this passage; take a right at the first fork, a left at the second, go straight at the three-way and you'll be there. But beware, before you get to the cave with the three-way, you'll go through the Cave of the Trolls."

Twillo adds the following, depending upon APL:

APLs 6 or 10: *"There's a cave troll dwelling in that cave. You'll have to get past it to make it to the Cavern of the Jermlaine. I'll keep an eye out for you and try to guide you back to the surface, if you survive. Good luck. Do you topsiders know about cave trolls? Got any other questions for me?"*

APLs 8 or 12: *"There are two cave trolls dwelling in that cave, a mated pair. You'll have to get past them to make it to the Cavern of the Jermlaine. I'll*

keep an eye out for you and try to guide you back to the surface, if you survive. Good luck. Do you topsiders know about cave trolls? Got any other questions for me?"

With a Helpful attitude, Twillo will answer any questions the PCs have about cave trolls or the size and shape of the Cave of Trolls (give PCs a sketch of DM Aid: Cave of the Trolls, just don't indicate the trolls' starting locations). If questioned about the Cavern of the Jermlaine, Twillo is a bit vaguer, but he can describe it generally, confirm the presence of the flying lizard monster, and describe the Jermlaine in general.

If the party is lost and asks for the way out, he can give them the correct general direction. He plans to meet them later to help guide them out.

When the party runs out of questions for Twillo, read the following:

He answers any questions he can, then steps into the shadows and disappears.

ENCOUNTER 5: CAVE OF THE TROLLS

Having received some sort of guidance from Twillo, the PCs should now proceed to follow the directions he has given. Unless Twillo's attitude toward them was Hostile, he has given them at least some amount of warning that they will first pass through the Cave of the Trolls before reaching their ultimate destination, the Cavern of the Jermlaine.

Read the following, modifying it as required based on how much information Twillo gave the PCs and whether or not they are using any light sources:

Since you appear to have little other choice, you take Twillo at his word and follow his directions. You take the passage he indicated, take a right at the first fork, a left at the second. You find yourself in a tunnel wider than usual, averaging 10 to 15 feet across. It stretches ahead to the limit of your vision.

Note: 150 feet down this wider tunnel is the Cave of the Trolls, as shown on DM Aid: Cave of the Trolls. The troll (or trolls at APL 8 and 12) who lairs here is a fierce predator of the Underoerth. The PCs must somehow get by the troll(s) to reach the Cavern of the Jermlaine beyond. Stealth will avail the party little, as the trolls' Scent ability makes it impossible for anyone to pass through the cave or come within 30' of them without alerting them. PCs using a light source will give themselves away if the light source is brought within three times its illumination radius of the cave's entrance.

APL 6 (EL 8)

👉 **Cave Troll:** hp 108; see Appendix 1.

APL 8 (EL 10)

👉 **Cave Trolls (2):** hp 108 each; see Appendix 1.

APL 10 (EL 12)

👉 **Cave Troll, Advanced:** hp 300; see Appendix 1.

APL 12 (EL 14)

👉 **Cave Trolls, Advanced (2):** hp 300 each; see Appendix 1.

Tactics: The cave trolls will make full use of their pounce and rake abilities, as well as their dazing Blow/rend combination. Note that the size of the cave in such that it is covered almost in its entirety by the trolls' Scent ability.

Treasure: The treasure of the trolls consists of the belongings of one of their victims, an elven adventuring party. It is scattered around the cave, mixed in with their offal and dung. PCs must succeed at a Search check (DC 26) in order to find the items amongst all the trash on the cave floor.

APL 6: M: boots of elvenkind (208 gp), cloak of elvenkind (208 gp), quiver of Ehlonna (150 gp).

APL 8: M: boots of elvenkind (208 gp), cloak of elvenkind (208 gp), quiver of Ehlonna (150 gp), light swordbow (554 gp)*, swordbow (558 gp)*, great swordbow (596 gp)*. *Races of the Wild.

APL 10: M: boots of elvenkind (208 gp), cloak of elvenkind (208 gp), quiver of Ehlonna (150 gp), light swordbow (554 gp)*, swordbow (558 gp)*, great swordbow (596 gp)*, belt of hidden pouches (417 gp)*, survival pouch (417 gp)*, boots of striding and springing (459 gp). *Races of the Wild.

APL 12: M: boots of elvenkind (208 gp), cloak of elvenkind (208 gp), quiver of Ehlonna (150 gp), light swordbow (554 gp)*, swordbow (558 gp)*, great swordbow (596 gp)*, belt of hidden pouches (417 gp)*, survival pouch (417 gp)*, boots of striding and springing (459 gp), periapt of wound closure (1,250 gp), goggles of night (1,000 gp), ring of spell storing, minor (1,500 gp). *Races of the Wild.

If the PCs have taken heavy damage from the trolls, they may wish to rest and heal before tackling the Cavern of the Jermlaine. The Cave of the Trolls is a good place for this, as the ferocious trolls have cleared out any other creatures in the immediate area, and it will take a while for the other denizens of the Underoerth to realize they are dead.

Once the PCs have finished their business in the Cave of the Trolls, proceed to Encounter 6.

ENCOUNTER 6: CAVERN OF THE JERMLAINE

Assuming the PCs follow Twillo's instructions, when they leave the Cave of the Trolls, they will travel another 150 ft down another passage roughly 10 feet wide, which then opens into a cave about 30 feet in diameter. Three tunnels exit from this cave, two 10 foot wide passages on either side, and a 5 foot wide one in the middle. Following their instructions, the PCs should take the narrow center tunnel. This tunnel is 200 feet long and leads to the Cavern of the Jermlaine. See *DM Aid: Cavern of the Jermlaine*.

There is a jermlaine watch post about half way down the tunnel. They are not particularly alert, but as soon as they detect the PCs, they will flee to the main cavern to alert the rest of the jermlaine. Any light source that enters the tunnels will automatically be detected and alert the jermlaine sentries. If the pit trap is triggered, the jermlaine sentries will also be alerted automatically.

Otherwise, have the jermlaine make Spot and Listen checks (Spot +8, Listen +8) opposed by the Hide and Move Silently checks of any PCs who enter the tunnel. Do not forget to apply a +1 circumstance bonus to the Move Silently checks for the PCs for every 10 feet of distance separating the jermlaine from the PCs. The jermlaine themselves are hiding and remain motionless until they detect the PCs (Hide +14, Move Silently +6). As soon as they detect the PCs, they abandon any attempt to hide and run (160 feet per round) toward the cavern, which is about 80 feet away.

🔮 **Jermlaines** (4): hp 2 each; see *Appendix 1*.

The trap covers a 10 foot section of the passage beginning 90 feet from the three-way cave. The jermlaine watch post is 20 feet past the far end of the trap.

APL 6 (EL 4)

🔮 **Wide Mouthed Spiked Pit Trap**: CR 4; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spike per target for 1d4+2 plus disease each); Disease (filth fever, Fort DC 12, incubation 1d3 days, damage 1d3 Str and 1d3 Con); Search DC 18; Disable Device DC 24.

APL 8 (EL 6)

🔮 **Wide Mouthed Spiked Pit Trap**: CR 6; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spike per target for 1d4+2 plus disease each); Disease (filth fever, Fort DC 12, incubation 1d3 days, damage 1d3

Str and 1d3 Con); Search DC 26; Disable Device DC 25.

APL 10 (EL 8)

🔮 **Wide Mouthed Spiked Pit Trap**: CR 8; mechanical; location trigger; manual reset; DC 25 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +15 melee, 1d4 spike per target for 1d4+2 plus disease each); Disease (filth fever, Fort DC 12, incubation 1d3 days, damage 1d3 Str and 1d3 Con); Search DC 27; Disable Device DC 25.

APL 12 (EL 10)

🔮 **Wide Mouthed Spiked Pit Trap**: CR 10; mechanical; location trigger; manual reset; DC 25 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +15 melee, 1d4 spike per target for 1d4+2 plus disease each); Disease (filth fever, Fort DC 12, incubation 1d3 days, damage 1d3 Str and 1d3 Con); Search DC 30; Disable Device DC 30.

Note: At all APLs, jermlaine have coated the pit spikes with dung and other nasty substances. For each wound received from a spike, the PC must make a DC 12 Fort save or contract filth fever (see *Dungeon Master's Guide*, page 292). If a PC becomes infected, symptoms will likely manifest during Encounter 8. PCs who have not been cured of the disease by the end of the adventure receive the **Filth Fever** effect on the AR.

You emerge from the small passage into what your ears tell you must be a huge underground cavern. Some light is provided by luminous fungi growing on the cavern walls. After the total darkness of the last few days, even this wan light seems bright to your eyes. The cavern appears to be roughly oblong, stretching perhaps 200' directly away from you and perhaps 100' wide. The arched ceiling is perhaps 150' above your heads at its highest point. You can also see that, some 80' away from you, a huge stalagmite, perhaps 25' in diameter, rises some 40' in the air. Atop the stalagmite is a huge bowl or basket, apparently made of wattle and daub. There also appears to be a ledge around the top of the stalagmite, some 8' or so below the bottom of the bowl.

Around the base of the pillar, you see perhaps four score of the tiny creatures known as jermlaine. Their high-pitched voices squeak and chitter together in some sort of rhythmic chant. The chant is very monotonous, almost hypnotic in its regularity.

Closer to you, scattered across the floor of the cavern is what is obviously a village or camp for at least several hundred jermlaine. You see small huts,

pens for rats, even tiny fields of fungus which is apparently being cultivated for food.

If the party has alerted the jermlaine, read the following:

Standing between you and the village are perhaps 100 jermlaine and hundreds of rats. Each of the jermlaine is holding a miniscule weapon. It looks as though the inhabitants of this tiny metropolis stand ready to defend it from you!

If the PCs managed to overcome the jermlaine watch post without giving them a chance to raise the alarm, then when they are detected or make their presence known, read the following:

High pitched squeaks of alarm announce your presence within the cavern. Perhaps 100 jermlaine and hundreds of rats stream out of the huts and pens and take up positions facing you. Each of the jermlaine is holding a miniscule weapon. It looks as though the inhabitants of this tiny metropolis stand ready to defend it from you!

The PCs now have the option to negotiate with or attack the jermlaine. If they choose to attack immediately, go to If Negotiations Fail below.

❖ **Jermlaines (100):** hp 2 each; see Appendix 1.

❖ **Rat Swarm (1):** hp 24 each; see *Monster Manual*, page 239.

NEGOTIATING WITH THE JERMLAINE

The jermlaine are nasty, treacherous little vermin, but they have a big problem: a certain lizard who eats them whenever they don't find sacrifices for it. They would be willing to allow the PCs to kill the creature to get rid of it. However, they also think that the creature has substantial treasure in its bowl and they want that too! If the PCs insist, the leader will grudgingly agree to let the PCs take *Twin Dooms*, and only *Twin Dooms*, from the lizard's treasure trove. If the PCs insist on a greater share, the leader will threaten them with *"very unpleasant journey back to the surface, if you make it at all."* If at any time the PCs seriously threaten the jermlaine or take any hostile action toward them, go immediately to If Negotiations Fail below.

One of the tiny creatures steps to the front of the pack confronting you. Its high-pitched voice is difficult to understand as it yells at you in broken Common: "You go away! You go away! This our cavern! No big ones here! Go away or we wake mighty lizard! It kill you then we make feast on bodies!"

The leader is actually quite afraid of the party and is making a Bluff to hide his fear. A successful Sense Motive check (10 + APL) reveals that he is actually very afraid but trying to hide it.

Assuming the PCs mention that they have come to kill the flying lizard, read the following:

The jermlaine leader seems surprised at your words and looks carefully at you all. You get the impression that he is sizing up your chances of success against the "mighty lizard." Then he speaks: "You want kill lizard? Jermlaine say good. But you no take lizard's bed! Lizard's bed belong to jermlaine! You kill lizard, leave bed, we help! You kill lizard take bed, you steal from us. Then we no help. We make big ones sorry they steal from jermlaine!"

If the PCs insist that they must have *Twin Dooms* and say that is the only reason they have come to fight the flying lizard, the leader will grudgingly agree:

"OK, OK. Big ones may take spear, if it is there. Spear too big for jermlaine, anyway. But big ones take nothing else! Rest all belong to jermlaine. Big ones agree?"

If the PCs strike a deal with them, the jermlaine will assist by maintaining their chanting until such time as the PCs are ready to attack the creature. Note, the chanting has no magical power, it is just rhythmic and soothing and helps keep the creature asleep. If the PCs make any very loud noises or attempt to actually climb up the outside of the creature's nesting bowl or land in it, the creature will awaken immediately. Otherwise, when the PCs indicate they are ready, the jermlaine will stop chanting and scurry for cover. The creature will awaken 1 round later. When the fight with the creature begins, go to Encounter 7.

IF NEGOTIATIONS FAIL

If the PCs attack the jermlaine without negotiating, or seriously threaten or take any hostile action towards them during the negotiation, read the following:

Their high-pitched voices squeaking in fear, the jermlaine scatter like the rats they so much resemble! The cavern floor seems to be covered with jermlaine running in all different directions as they dive into cracks and hidey holes. Even those marching and chanting around the base of the pillar scurry for shelter. As the noise of their chanting subsides, you hear another noise from high above you. Something is stirring within the huge bowl!

The PCs have earned the jermlaines' hatred and will have more trouble in Encounter 8 later. Proceed to Encounter 7.

ENCOUNTER 7: DEATH ON WINGS

This encounter covers the PCs combat with the flying monster living in the bowl atop the stalagmite.

Depending on how successful the PCs are in enlisting the help of the jermlaine, the encounter can begin in one of several ways.

IF THE JERMLAINE ARE HELPING

The PCs can make all the preparations they wish. The creature will not awaken until either the PCs attack it, the jermlaine have stopped chanting for one round, or if PC touches its nest-bowl, either on the inside or outside. High level PCs who have the jermlaines' assistance and a good tactical plan will likely find this an easy fight.

IF THE JERMLAINE ARE NOT HELPING

As soon as one round has passed since the jermlaine stop chanting or if it is attacked, the creature will awaken and take flight in search of prey.

Note: The area of the cavern floor occupied by the jermlaine village (indicated by the box on DM *Aid: Cavern of the Jermlaine*), counts as difficult terrain for movement. Small-sized PCs in the area also gain the benefit of cover.

APL 6 (EL 8)

🐉 **Albino Wyvern, Advanced:** hp 115; see Appendix 1.

Tactics: The albino wyvern will attack aggressively as soon as it awakens. It will attempt to use flyby attacks with its talons, until it hits a PC and successfully uses its Improved Grab ability to establish a hold. Then it will attempt to sting the PC with its poisoned tail. Once it has succeeded in stinging a PC, it will release the PC and attempt to repeat the process on another PC. If it falls below 25% hit points (28 hp or less), it will become enraged and change tactics. It will land next to the PC causing it the most damage and attempt to full attack him or her. The wyvern will fight until slain.

APL 8 (EL 10)

🐉 **Yrthak, Advanced:** hp 147; see Appendix 1.

Tactics: The yrthak will prefer to attack from the air. On its first round, it will launch itself into flight and fire its sonic lance. It will target the lance on what it perceives as the greatest threat, which will be an attacker who can also fly, or the PC which has done it the greatest amount of harm so far. On its second round, it will make a flyby attack and attempt to snatch a small PC. If its snatch attempt fails, on the third round it will fire its sonic lance, either at a PC or to cause an explosion, if several PCs are close together. If the snatch attempt succeeds, on the third round it will fling the PC aside and move to position itself for another strafing run. On subsequent rounds it will continue to alternate flyby melee attacks (snatch attempts on small PCs) with firing its sonic lance until it or the PCs are destroyed.

APL 10 (EL 12)

🐉 **Yrthak, Advanced:** hp 216; see Appendix 1.

Tactics: The gargantuan yrthak will prefer to attack from the air. On its first round, it will launch itself into flight and fire its sonic lance. It will target the lance on what it perceives as the greatest threat, which will be an attacker who can also fly, or the PC which has done it the greatest amount of harm so far. On its second round, it will make a flyby attack and attempt to snatch a medium or smaller PC. If its snatch attempt fails, on the third round it will fire its sonic lance, either at a PC or to cause an explosion, if several PCs are close together. If the snatch attempt succeeds, it will fling the PC aside and move to position itself, using its wingover feat as needed. Next, it will hover 15 ft. over the PCs on the ground, giving itself concealment from buffeting debris (see the Hover feat in the *Monster Manual*, page 304), and use its reach to attack the PCs below it with alternating melee and sonic lance/explosion attacks. If it hits a medium-sized or smaller PC, it will attempt to snatch them and do automatic bite or claw damage on subsequent rounds. It will continue to alternate melee/snatch attempts with firing its sonic lance until it or the PCs are destroyed.

APL 12 (EL 14)

🐉 **Yrthak, Advanced:** hp 288; see Appendix 1.

Tactics: The gargantuan yrthak will prefer to attack from the air. On its first round, it will launch itself into flight and fire its sonic lance. It will target the lance on what it perceives as the greatest threat, which will be an attacker who can also fly, or the PC which has done it the greatest amount of harm so far. On its second round, it will make a flyby attack and attempt to snatch a medium or smaller PC. If its snatch attempt fails, on the third round it will fire its sonic lance, either at a PC or to cause an explosion, if several PCs are close together. If the snatch attempt succeeds, it will fling the PC aside and move to position itself, using its wingover feat as needed. Next, it will hover 15 ft. over the PCs on the ground, giving itself concealment from buffeting debris (see the Hover feat in the *Monster Manual*, page 304), and use its reach to attack the PCs below it with alternating melee and sonic lance/explosion attacks. If it hits a medium-sized or smaller PC, it will attempt to snatch them and do automatic bite or claw damage on subsequent rounds. It will continue to alternate melee/snatch attempts with firing its sonic lance until it or the PCs are destroyed.

Treasure: The treasure of the flying lizard is located inside its nest bowl. There are a large number of coins (of various denominations) mixed amongst the debris in the bottom of its nest as well as many bones, pieces of broken armor, rotting cloth, etc. Amongst the debris is the longspear, *Twin Dooms*, the weapon the PCs are seeking (see the Treasure Summary). Read the following:

The inside of the creature's nest bowl is partially filled with trash and the bones of its many victims.

Apparently the creature had a fondness for shiny objects, a fondness the jermlaine have tried to satisfy with gifts of gems and coins. It's hard to accurately estimate the value of what you see before you, mixed as it is with so much debris, but it is certainly worth thousands, if not tens of thousands! Most importantly, toward the back of the pile, you see what appears to be the butt of a longspear sticking out.

If Ghostrender is present read the following:

Ghostrender speaks, "Ah, there you are, my old comrade in arms! Welcome back to the fight, Twin Dooms. Once again we must to war against our old foe, Asberdies. One of you must take up the spear. We must be used together, as we were in ages past!"

Note: Twin Dooms is a unique weapon and only one PC will be given access to it. Twin Dooms chooses a PC to bear it according to the following list in descending order of preference:

1. Paladin of Heironeous
2. Paladin of another deity
3. Cleric of Heironeous
4. Fighter/Ranger who worships Heironeous
5. Good aligned Fighter/Ranger
6. Good aligned cleric
7. Highest level Good-aligned PC present
8. Neutral PC with the highest BAB

If there is more than one PC in the same category, the spear will choose the PC with the highest BAB. If the PCs are still tied, the spear will choose the one with the highest Charisma score.

Note: Many of the jermlaine are watching the PCs actions from numerous vantage points, including from cracks high in the cavern walls (which gives them a view down into the nest bowl). If the PCs have agreed to take nothing but the spear but let their greed get the better of them, the jermlaine will know it and be angered. If the PCs do not honor their agreement with the jermlaine, they will have trouble in Encounter 8.

APL 6: C: 500 gp, M: Twin Dooms (525 gp).

APL 8: C: 1,000 gp, M: Twin Dooms (525 gp).

APL 10: C: 2,000 gp, M: Twin Dooms (525 gp).

APL 12: C: 5,000 gp, M: Twin Dooms (525 gp).

As the PCs prepare to leave the Cavern of the Jermlaine, Twillo will appear, stepping from the shadows. He addresses the PCs:

"Nicely done. Maybe without that big lizard to feed, the jermlaine won't be so anxious to grab sacrifices. That's good news for all of us that live

around here. Plus you got rid of those cave trolls for us. Guess it's lucky you topsiders came by. You'll be wanting to get back upstairs now, I'd expect."

Twillo will give the party directions to follow over the next two days to help them find their way back to the pit they entered from. The PCs have also earned the **Favor of Twillo**. If any of them have **Enmity with the Svirfneblin**, it and this favor are both voided.

If the PCs have angered the jermlaine, Twillo will add the following:

"By the way, I'd be real careful on my way back topside. Them little rats ain't much in a stand up fight, but they set a mean trap. They're probably pretty mad with you topsiders and they don't go in much for 'forgive and forget'."

Once the PCs have finished here, proceed to Encounter 8.

ENCOUNTER 8: SHOW ME THE WAY HOME

The PCs now face the problem of making their way out of the Underoerth. If any of the PCs have contracted filth fever from the pit spikes, they may begin to suffer symptoms in this encounter. Once the PCs reach the pit, if there is still time remaining in your game and you want to challenge the PCs some more, use the rules in Encounter 3 to make climbing out of the pit as tough as climbing in was.

If they have not angered the jermlaine and did not get lost on the way in, they face a fairly simple task. They must make two Survival checks (DC 15) to follow Twillo's directions and retrace their steps without becoming lost. If the PCs succeed, they manage to return to the pit entrance to the Underoerth in about a day and a half. If they fail a check, they become lost on the way out and wander for five days; this costs them one additional TU before they finally find the pit and escape.

If they have not angered the jermlaine but did get lost on the way in, the PCs must make three Survival checks (DC 15) to follow Twillo's directions and find their way out. If they fail a check, they become lost on the way out and wander for five days; this costs them one additional TU before they finally find the pit and escape.

If the PCs have angered the jermlaine, the tiny creatures will pursue and harass the PCs for as long as they remain in the Underoerth. If the PCs make the required number of Survival checks (as above, depending on whether they got lost or not coming in), they suffer only one jermlaine ambush. If they become lost and must wander for an additional TU, they suffer a second ambush, for a total of two.

AMBUSH 1: FALLING WALL TRAP

Note: If the PCs get lost and have angered the jermlaine, they will suffer Ambush 2, outlined below, **FIRST**. This ambush is suffered either after that or as the only ambush, when the PCs do not become lost.

Since the jermlaine know the Underoerth so well, they have no problem racing ahead of the PCs via tiny passages and arranging a trap in a location the PCs must pass through. They prepare a portion of the tunnel wall to collapse upon the PCs as they move past.

APL 6 (CR 5)

↗ **Falling Wall Trap:** CR 4; mechanical; proximity trigger; no reset; multiple targets (all targets in each of two adjacent 5-ft. squares); Atk +18 melee (6d6, stone blocks); Search DC 19; Disable Device DC 21.

APL 8 (CR 7)

↗ **Falling Wall Trap:** CR 4; mechanical; proximity trigger; no reset; multiple targets (all targets in each of two adjacent 5-ft. squares); Atk +20 melee (8d6, stone blocks); Search DC 21; Disable Device DC 23.

APL 10 (CR 9)

↗ **Falling Wall Trap:** CR 4; mechanical; proximity trigger; no reset; multiple targets (all targets in each of two adjacent 5-ft. squares); Atk +22 melee (10d6, stone blocks); Search DC 23; Disable Device DC 25.

APL 12 (CR 11)

↗ **Falling Wall Trap:** CR 4; mechanical; proximity trigger; no reset; multiple targets (all targets in each of two adjacent 5-ft. squares); Atk +24 melee (12d6, stone blocks); Search DC 25; Disable Device DC 27.

Note: Assume the PCs encounter the trap on the next day after they leave the Cavern of the Jermlaine, perhaps three hours prior to reaching the pit and leaving the Underoerth. If the PCs are using scouts, it should be the scouts who trip the trap, obviously.

AMBUSH 2: SNEAK THIEVES

If the PCs become lost on their way out, the jermlaine will have more time to torment them. Prior to the PCs reaching the trap described in Ambush 1 above, the jermlaine will attempt to sneak into the PCs' camp and steal from them while they are sleeping.

Note: If the PCs are using the spell *rope trick* or some other means of resting which prevents the jermlaine from stealing from them, use Ambush 1 in its place.

The jermlaine will observe the PC's camp from hiding and wait until the PCs have been resting for about six hours. Then three jermlaine will attempt to sneak (Hide +14, Move Silently +6) into camp and steal from the sleeping PCs. Do not forget to apply distance and

other circumstance modifiers to the Spot and Listen checks of any PCs on watch.

If they succeed in sneaking into camp undetected, each will steal a small but valuable item from the sleeping PCs, such as a potion, ring, or gem. They will then try to sneak back out with their plunder. If detected on the way in, they will run away. If detected on the way out, the jermlaine must get 60 feet from the camp to reach a Tiny-sized tunnel (1 foot diameter) and escape with their plunder.

CONCLUSION

Assuming the PCs retrieve the spear and return to Kelzad to report this, the Watchers of the Stone are pleased with their success in restoring *Twin Dooms* to the world; award the PCs **Favor of the Watchers** effect on the AR.

If the PC that *Twin Dooms* has chosen cannot currently afford to purchase the weapon, he or she may temporarily surrender the weapon to the Academy of Lore "for study and safe-keeping." That PC can then purchase *Twin Dooms* following any future Yeomanry regional adventure.

Once the PCs are done with the Watchers, proceed to Gift of the Gnomes below.

GIFT OF THE GNOMES

At the conclusion of the adventure, after the characters have rested up and spent a night or two in a warm bed, each PC is visited individually by a gnome hailing from the Yatil Mountains. The gnome knows the identity of the character, and the read-aloud text below can be paraphrased to include that information. Read the following to the players:

Your last adventure complete, you spend a few days resting and relaxing, enjoying what comforts civilization offers. One day, as you are out walking about, a well-worn gnome traveler dressed in an earthen robe with stitchings of gold waves you down. As he approaches, his face beams with the delight of your attention.

"Good adventurer, I thank you for a moment of your precious time. Allow me to introduce myself. My name is Clegin, Master Illusionist of Gnome Vale. The Laird Gwaylar, our headman, has sent me to search for worthies that may be willing to aid our cause. Having heard of your recent exploits, I must say, I am quite impressed by your actions. You must be one of the stalwarts spoke of in the foretellings of our Chief Cleric. Thus, I have this gift for you, if you will accept it."

Clegin pulls a polished gemstone from one of his robe pockets. The gem has a symbol of arcane power etched in its face. "Please, take this. It is now but an interesting bauble, but I have the power to

enchant it into something that would be of greater use than exchange for mere coin. When the time is right, you might find yourself on the path to my home, and then, as is foretold, you will aid my people who have been beset upon by evils thought vanquished. If you are successful in your task to be, I shall reward you by awakening the arcane power within the gem I offer. I and my people thank you for all you've done, and all you've yet to accomplish."

If the character accepts the gemstone:

Clegin hands you the gemstone. The same smile plays upon his face as when he first greeted you. "I have others to seek out. Soon, our paths shall cross again, brave one." He turns from you, and walks down the street, disappearing in the crowd.

If the character does not accept the gemstone:

A look of confusion furrows Clegin's brow. "I am certain you are the one spoken of, yet you do not accept my gift? Are you sure you would not reconsider?"

Give the player another chance to think it over. If they accept, read the acceptance text above. If they continue to decline, read the following:

Clegin resigns himself to a slow smile. "Gift or no, our paths shall meet again. I am certain that something can be arranged at a later time. I must leave now; I have others to seek out. Good day to you, brave one." He turns from you, and walks down the street, disappearing in the crowd.

Characters can make a DC 20 Knowledge (geography) skill check to know that Gnome Vale is a very isolated community of gnomes located deep within the Yatil Mountains.

Clegin has more errands to run, and can't sit and chat any longer with the character. If pressed for more information, he simply says that all will be revealed in due time.

If a character accepts the gift, they receive the **Gnome Vale Gemstone** listed on the AR. If they refuse, cross this item off the AR. Its purpose will become known at a later time.

If a character already has a gemstone, they may receive a second (or third) gemstone if it is of a different color than the ones already possessed by the character. A character may not possess more than one of the same color gemstone.

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 3

Traverse the pit

APL 6: 120 xp.
APL 8: 120 xp.
APL 10: 120 xp.
APL 12: 120 xp.

Encounter 5

Defeat the trolls

APL 6: 240 xp.
APL 8: 300 xp.
APL 10: 360 xp.
APL 12: 420 xp.

Encounter 6

Survive or disarm the pit trap

APL 6: 120 xp.
APL 8: 180 xp.
APL 10: 240 xp.
APL 12: 300 xp.

Encounter 7

Defeat the wyvern/yrthak

APL 6: 240 xp.
APL 8: 300 xp.
APL 10: 360 xp.
APL 12: 420 xp.

Story Award

Recover Twin Dooms

APL 6: 90 xp.
APL 8: 120 xp.
APL 10: 150 xp.
APL 12: 180 xp.

Discretionary Roleplaying Award

APL 6: 90 xp.
APL 8: 105 xp.
APL 10: 120 xp.
APL 12: 135 xp.

Total possible experience

APL 6: 900 xp.
APL 8: 1,125 xp.
APL 10: 1,350 xp.
APL 12: 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 adventure, 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.

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

Encounter 5:

APL 6: M: boots of elvenkind (208 gp), cloak of elvenkind (208 gp), quiver of Ehlonna (150 gp).

APL 8: M: boots of elvenkind (208 gp), cloak of elvenkind (208 gp), quiver of Ehlonna (150 gp), light swordbow (554 gp)*, swordbow (558 gp)*, great swordbow (596 gp)*. *Races of the Wild.

APL 10: M: boots of elvenkind (208 gp), cloak of elvenkind (208 gp), quiver of Ehlonna (150 gp), light swordbow (554 gp)*, swordbow (558 gp)*, great swordbow (596 gp)*, belt of hidden pouches (417 gp)*, survival pouch (417 gp)*, boots of striding and springing (459 gp). *Races of the Wild.

APL 12: M: boots of elvenkind (208 gp), cloak of elvenkind (208 gp), quiver of Ehlonna (150 gp), light swordbow (554 gp)*, swordbow (558 gp)*, great swordbow (596 gp)*, belt of hidden pouches (417 gp)*, survival pouch (417 gp)*, boots of striding and springing (459 gp), periapt of wound closure (1,250 gp), goggles of night (1,000 gp), ring of spell storing, minor (1,500 gp). *Races of the Wild.

Encounter 7:

APL 6: C: 500 gp, M: Twin Dooms (525 gp).

APL 8: C: 1,000 gp, M: Twin Dooms (525 gp).

APL 10: C: 2,000 gp, M: Twin Dooms (525 gp).

APL 12: C: 5,000 gp, M: Twin Dooms (525 gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 6: L: 0 gp, C: 500 gp, M: 1,091 gp – Total: 1,591 gp (900 gp).

APL 8: L: 0 gp, C: 1,000 gp, M: 2,799 gp – Total: 3,799 gp (1,300 gp).

APL 10: L: 0 gp, C: 2,000 gp, M: 4,092 gp – Total: 6,092 gp (2,300 gp).

APL 12: L: 0 gp, C: 5,000 gp, M: 7,842 gp – Total: 12,842 gp (3,300 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

➤ **Lost in the Underoerth:** You have become lost in the deep Underoerth. You must spend 4 additional TUs finding you way back to the surface of Oerth. You do not need to pay upkeep costs for these TUs. You receive no xp or gp from this adventure from the point at which you disappeared on. However, your time in the Underoerth is not totally wasted. Your experience grants you the following benefits: a +2 competence bonus on Knowledge (dungeoneering) and Survival checks when dealing with the Underoerth, and you now meet the great trial special requirement for the Dungeon Delver prestige class.

➤ **Filth Fever:** You have become infected with filth fever (Dungeon Master’s Guide, page 292). As of the end of this adventure, you have completed the incubation period and will suffer damage (1d3 Dex, 1d3 Con) each day you fail a DC 12 Fort save to fight off the infection.

Two consecutive days of successful saves kills the infection. Otherwise, this PC needs a *remove disease* spell, or similar effect, to cure his condition.

☛ **Favor of the Watchers of the Stone:** For efforts on their behalf, this PC has earned a favor with the Watchers of the Stone. This favor may be redeemed to gain access (Frequency: Adventure) to purchase one of the following weapon special ability upgrades (circle one chosen): *brilliant energy*, *disruption*, *ghost touch*, *holy*. If this PC is not a resident of the Yeomanry, redeeming this favor costs 1 additional TU. Mark this favor as USED when it is redeemed.

☛ **Favor of Twillo of the Svirfneblin:** By eliminating several monsters of the Underoerth that posed a threat to his people, this PC has earned a favor with Twillo of the Svirfneblin. Twillo is not in a position to help the PCs at this moment, but he will remember their actions. This favor may be of use at a future time.

🔮 **Gnome Vale Blue Gemstone:** A gnome calling himself Clegin presented you with a well-cut, human's palm-sized gemstone colored blue. Upon the face is etched a symbol of arcane magic signifying the school of illusion; there is also a lingering aura of this magic upon the gemstone. If sold, it will fetch 50 gold pieces. You do not have to pay for this item. You may only possess one Gnome Vale blue gemstone.

🔮 **Twin Dooms:** Twin Dooms is an intelligent (see the *Dungeon Master's Guide*) +1 adamantite longspear. Twin Dooms is Neutral Good, with Int 10, Wis 12, and Cha 12. It can only communicate with its owner empathically. Twin Dooms has 30 ft. vision and hearing. It starts with an initial Ego of 3 and initial cost of 6,305 gp. Twin Dooms bonds with one and only one Good-aligned PC; so long as that person is alive, it will not willingly let anyone else wield it, initiating an ego conflict with any who try. Twin Dooms' primary motivation is to fight and defeat the evil wizard Asberdies and any of his minions.

This PC must pay the longspear's initial cost of 6,305 gp to complete the bonding process and wield the spear. If this PC had insufficient funds to do so, he must temporarily surrender the shield to the Academy of Lore "for study and safe-keeping." The character can then "purchase" Twin Dooms following any future Yeomanry regional or Sheldomar Valley metaregional adventure.

This spear can not be upgraded normally. However, at the end of any Yeomanry adventure in which the PC and the spear have not had a personality conflict, the PC may purchase any of the following "upgrades" to the spear (cost to further "bind" the shield to the user):

- Twin Dooms can use *spiritual weapon* on an enemy 3/day at CL 3rd (cost: 6,500 gp, +1 Ego). Twin Dooms directs its *spiritual weapon* (a longspear, of course) as a free action and will move it, whenever possible, to provide its wielder and the *spiritual weapon* a flanking bonus against the opponent (a special ability of Twin

Dooms' *spiritual weapon* that only works in conjunction with attacks by its wielder). Twin Dooms can only have one *spiritual weapon* in effect at a given time.

- Twin Dooms' enhancement bonus increases to +2 (cost: 6,000 gp, +1 Ego).
- Twin Dooms gains the *bane* (*constructs*) weapon special ability (cost: 10,000 gp, +1 Ego, must purchase enhancement bonus increase first).
- Twin Dooms gains the *magebane* (*Complete Arcane*) weapon special ability (cost: 14,000 gp, +1 Ego, must purchase enhancement bonus increase and *bane* ability first).

At no time may two PCs at the same table both wield Twin Dooms in the same adventure. If both PCs own this spear, the DM must determine randomly which PC has the actual spear for the adventure and which one has an equivalent non-intelligent spear for the adventure.

Twin Dooms accompanies this PC for as long as it serves its mission against Asberdies. At some future time (as specifically noted in a Yeomanry adventure), the spear may choose to leave this PC to continue its mission with another individual.

Item Access

APL 6:

- Boots of Elvenkind (*Adventure*; *Dungeon Master's Guide*)
- Cloak of Elvenkind (*Adventure*; *Dungeon Master's Guide*)
- Quiver of Ehlonna (*Adventure*; *Dungeon Master's Guide*)
- Twin Dooms (*Regional and Metaregional*; See Above; Limit One)

APL 8 (all of APL 6 plus the following):

- Swordbow (*Adventure*; *Races of the Wild*)
- Swordbow, Great (*Adventure*; *Races of the Wild*)
- Swordbow, Light (*Adventure*; *Races of the Wild*)

APL 10 (all of APLs 6, 8 plus the following):

- Belt of Hidden Pouches (*Adventure*; *Races of the Wild*)
- Boots of Striding and Springing (*Adventure*; *Dungeon Master's Guide*)
- Survival Pouch (*Adventure*; *Races of the Wild*)

APL 12 (all of APLs 6, 8, 10 plus the following):

- Goggles of Night (*Adventure*; *Dungeon Master's Guide*)

- *Periapt of Wound Closure* (Adventure; *Dungeon Master's Guide*)
- *Ring of Spell Storing, Minor* (Adventure; *Dungeon Master's Guide*)

APPENDIX 1 – NPCS

ENCOUNTER 5

APLs 6 and 8

Cave Troll: CR 8; Large Giant; HD 9d8+72; hp 108; Init +1; Spd 40 ft.; AC 21, touch 10, flat-footed 20 (-1 size, +1 Dex, +11 natural); BA/Grp +6/+19; Atk +11 melee (2d6+12, claw)^{PA}; Full Atk +11 melee (2d6+12, 2 claws)^{PA} and +6 melee (1d8+7, bite)^{PA}; Space/Reach 10 ft./10 ft.; SA dazing blow, improved grab, pounce, rake, rend 4d6+13; SQ darkvision 90 ft., fast healing 8, low-light vision, scent; AL CE; SV Fort +14, Ref +4, Will +6; Str 29, Dex 13, Con 27, Int 3, Wis 13, Cha 6. *Monster Manual* III, page 177.

^{PA}Includes adjustments for Power Attack feat (-3 to attack, +3 to damage).

Skills and Feats: Jump +16, Listen +6, Spot +6, Survival +4 (+8 tracking by scent); Alertness, Iron Will, Power Attack, Track.

Skills: Cave trolls gain a +4 racial bonus on Survival checks when tracking by scent.

Dazing Blow (Ex): The force of both of a cave troll's claws hitting can be overwhelming. If a cave troll hits with both claw attacks, the opponent must make a DC 22 Fort save or be dazed for 1 round. The save DC is Con-based.

Improved Grab (Ex): To use this ability, a cave troll must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

Pounce (Ex): If a cave troll charges a foe, it can make a full attack, including two rakes.

Rake (Ex): Attack bonus +11, damage 2d6+7. A cave troll that gets a hold can make two rake attacks with its hind legs, including adjustment for Power Attack feat.

Rend (Ex): If a cave troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 4d6+13 points of damage.

Languages: Giant (rudimentary).

Description: This hulking creature is about one and a half times as tall as a human. Its legs end in clawed, three-toed feet, and its massive forearms end in wide, powerful hands with scythe-like claws. Its hide is rubbery-looking, and its writhing hair is thick and ropy. Cave trolls are brutal, instinctive hunters. They charge into melee combat, using their pounce and rend abilities on the nearest target.

APLs 10 and 12

Cave Troll, Advanced: CR 12; Huge Giant; HD 21d8+231; hp 300; Init +1; Spd 40 ft.; AC 23, touch 9, flat-footed 22 (-2 size, +1 Dex, +14 natural); BA/Grp +15/+37; Atk +25 melee (3d6+17, claw)^{PA}; Full Atk +25 melee (3d6+17, 2 claws)^{PA} and +23 melee (2d6+10, bite)^{PA};

Space/Reach 15 ft./15 ft.; SA dazing blow, improved grab, pounce, rake, rend 6d6+21; SQ darkvision 90 ft., fast healing 8, low-light vision, scent; AL CE; SV Fort +23, Ref +8, Will +10; Str 38, Dex 12, Con 32, Int 3, Wis 13, Cha 6. *Monster Manual* III, page 177.

^{PA}Includes adjustments for Power Attack feat (-3 to attack, +3 to damage).

Skills and Feats: Jump +24, Listen +9, Spot +9, Survival +7 (+11 tracking by scent); Alertness, Improved Bull Rush, Iron Will, Multiattack, Power Attack, Track, Weapon Focus (claw, bite).

Skills: Cave trolls gain a +4 racial bonus on Survival checks when tracking by scent.

Dazing Blow (Ex): The force of both of a cave troll's claws hitting can be overwhelming. If a cave troll hits with both claw attacks, the opponent must make a DC 31 Fort save or be dazed for 1 round. The save DC is Con-based.

Improved Grab (Ex): To use this ability, a cave troll must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

Pounce (Ex): If a cave troll charges a foe, it can make a full attack, including two rakes.

Rake (Ex): Attack bonus +25^{PA}, damage 3d6+10^{PA}. A cave troll that gets a hold can make two rake attacks with its hind legs.

Rend (Ex): If a cave troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 6d6+21 points of damage.

Languages: Giant (rudimentary).

Description: This hulking creature is about one and a half times as tall as a human. Its legs end in clawed, three-toed feet, and its massive forearms end in wide, powerful hands with scythe-like claws. Its hide is rubbery-looking, and its writhing hair is thick and ropy. Cave trolls are brutal, instinctive hunters. They charge into melee combat, using their pounce and rend abilities on the nearest target.

ENCOUNTER 6

All APLs

Jermaine: CR 1/2; Tiny Fey; HD 1/2d6-1; hp 2; Init +3; Spd 40 ft.; AC 15, touch 15, flat-footed 12 (+2 size, +3 Dex); BA/Grp +0/-12; Atk/Full Atk +5 ranged (1d3-4, diminutive dart) or -2 melee (1d3-4/x3, tiny shortspear); Space/Reach 2 1/2 ft./0 ft.; SA -; SQ low-light vision, *speak with rats*, wild empathy; AL NE; SV Fort -1, Ref +5, Will +5; Str 3, Dex 17, Con 8, Int 8, Wis 16, Cha 5. *Monster Manual* II, page 131.

Skills and Feats: Craft (trapmaking) +2, Hide +14, Listen +8, Move Silently +6, Spot +8; Alertness.

Speak with Rats (Sp): At will, a jermlaine can produce an effect like that of a *Speak with Animals* spell (CL 3rd), except that it enables communication only with rats and dire rats.

Wild Empathy (Ex): This power works exactly like the druid's wild empathy class feature.

Languages: Common.

Description: Jermlaines, sometimes called jinxkin or banemidges, are tiny humanoid-shaped beings with foul dispositions and evil designs. A jermlaine appears to be a shaggy humanoid about 1 foot tall. Its eyes are tiny and beady, and its hair is sparse and filthy. It either dresses in dirty rags and scraps of hide or simply goes naked. Its skin is baggy, wrinkled, and always crusted with filth.

ENCOUNTER 7

APL 6

Albino Wyvern, Advanced: CR 8; Huge Dragon; HD 9d12+45; hp 115; Init +0; Spd 20 ft., fly 60 ft. (poor); AC 19, touch 8, flat-footed 19 (-2 size, +11 natural); BA/Grp +9/+25; Atk +15 melee (1d8+8 plus poison, sting) or +15 melee (3d6+8, talon) or +15 melee (3d8+8, bite); Full Atk +15 melee (1d8+8 plus poison, sting) and +13 melee (3d6+8, 2 talons) and +13 melee (3d8+8, bite) and +13 melee (2d6+4, 2 wings); Space/Reach 15 ft./10 ft.; SA poison, improved grab; SQ darkvision 60 ft., immunity to sleep and paralysis effects, low-light vision, scent; AL N; SV Fort +11, Ref +6, Will +7; Str 27, Dex 10, Con 20, Int 6, Wis 12, Cha 9.

Skills and Feats: Hide +4, Listen +15, Move Silently +12, Spot +18; Ability Focus (poison), Alertness, Flyby Attack, Multiattack^B, Power Attack.

Skills: A wyvern has a +3 racial bonus on Spot checks.

Improved Grab (Ex): To use this ability, a wyvern must hit with its talons. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check; it establishes a hold and stings.

Poison (Ex): Injury, Fort DC 21, 2d6 Con/2d6 Con. Save DC is Con-based.

Languages: Draconic.

Description: This wyvern is albino.

APL 8

Yrthak, Advanced: CR 10; Huge Magical Beast; HD 15d10+45; hp 147; Init +6; Spd 20 ft., fly 60 ft. (average); AC 18, touch 10, flat-footed 16 (-2 size, +2 Dex, +8 natural); BA/Grp +15/+28; Atk +18 melee (2d8+5, bite) or +15 ranged touch (6d6 sonic, sonic lance); Full Atk +18 melee (2d8+5, bite) and +16 melee (1d6+2, 2 claws) or +15 ranged touch (6d6 sonic, sonic lance); Space/Reach 15 ft./10 ft.; SA sonic lance, explosion; SQ blindsight 120 ft., immunities, vulnerability to sonic; AL N; SV Fort +12, Ref +11, Will +6; Str 20, Dex 14, Con 17, Int 7, Wis 13, Cha 11.

Skills and Feats: Listen +13, Move Silently +12; Endurance, Flyby Attack, Improved Initiative, Multiattack, Snatch, Wingover.

Skills: Yrthaks have a +4 racial bonus on Listen checks.

Sonic Lance (Su): Once every 2 rounds, a yrthak can focus sonic energy in a ray up to 60 feet long. This is a ranged touch attack that deals 6d6 points of damage to a single target.

Explosion (Su): A yrthak can fire its sonic lance at the ground, a large rock, a stone wall, or the like to create an explosion of shattered stone. This attack deals 2d6 points of piercing damage to all within 10 feet of the effect's center. This counts as a use of the sonic lance attack and thus is usable only once every 2 rounds, and never on the round following a sonic lance attack.

Blindsight (Ex): A yrthak can ascertain all foes within 120 feet. Beyond that range, it is considered blinded. Yrthaks are invulnerable to gaze attacks, visual effects of spells such as illusions, and other attack forms that rely on sight. A yrthak whose sense of hearing is impaired is effectively blinded, treating all targets as having total concealment.

Immunities: Yrthaks are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Languages: None.

Description: This creature resembles an eyeless, yellow-green flying reptile with fleshy wings, a long tail, and a large fin on its back. It has a single hornlike protrusion on its crocodilian head. A yrthak is blind. It senses sound and movement by means of a special organ on its long tongue.

APL 10

Yrthak, Advanced: CR 12; Gargantuan Magical Beast; HD 18d10+108; hp 216; Init +6; Spd 20 ft., fly 60 ft. (average); AC 20, touch 8, flat-footed 18 (-4 size, +2 Dex, +12 natural); BA/Grp +18/+39; Atk +23 melee (3d8+9, bite) or +16 ranged touch (6d6 sonic, sonic lance); Full Atk +23 melee (3d8+9, bite) and +21 melee (1d8+4, 2 claws) or +16 ranged touch (6d6 sonic, sonic lance); Space/Reach 20 ft./15 ft.; SA sonic lance, explosion; SQ blindsight 120 ft., immunities, vulnerability to sonic; AL N; SV Fort +17, Ref +13, Will +7; Str 28, Dex 14, Con 22, Int 7, Wis 13, Cha 11.

Skills and Feats: Listen +14, Move Silently +14; Endurance, Flyby Attack, Hover, Improved Initiative, Multiattack, Snatch, Wingover.

Skills: Yrthaks have a +4 racial bonus on Listen checks.

Sonic Lance (Su): Once every 2 rounds, a yrthak can focus sonic energy in a ray up to 60 feet long. This is a ranged touch attack that deals 6d6 points of damage to a single target.

Explosion (Su): A yrthak can fire its sonic lance at the ground, a large rock, a stone wall, or the like to create an explosion of shattered stone. This attack deals 2d6 points of piercing damage to all within 10 feet of the

effect's center. This counts as a use of the sonic lance attack and thus is usable only once every 2 rounds, and never on the round following a sonic lance attack.

Blindsight (Ex): A yrthak can ascertain all foes within 120 feet. Beyond that range, it is considered blinded. Yrthaks are invulnerable to gaze attacks, visual effects of spells such as illusions, and other attack forms that rely on sight. A yrthak whose sense of hearing is impaired is effectively blinded, treating all targets as having total concealment.

Immunities: Yrthaks are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Languages: None.

Description: This creature resembles an eyeless, yellow-green flying reptile with fleshy wings, a long tail, and a large fin on its back. It has a single hornlike protrusion on its crocodilian head. A yrthak is blind. It senses sound and movement by means of a special organ on its long tongue.

APL 12

Yrthak, Advanced: CR 14; Gargantuan Magical Beast; HD 24d10+144; hp 288; Init +6; Spd 20 ft., fly 60 ft. (average); AC 20, touch 8, flat-footed 18 (-4 size, +2 Dex, +12 natural); BA/Grp +24/+45; Atk +29 melee (3d8+9, bite) or +22 ranged touch (6d6 sonic, sonic lance); Full Atk +29 melee (3d8+9, bite) and +27 melee (1d8+4, 2 claws) or +22 ranged touch (6d6 sonic, sonic lance); Space/Reach 20 ft./15 ft.; SA sonic lance, explosion; SQ blindsight 120 ft., immunities, vulnerability to sonic; AL N; SV Fort +20, Ref +16, Will +12; Str 28, Dex 14, Con 22, Int 8, Wis 14, Cha 11.

Skills and Feats: Listen +18, Move Silently +17; Endurance, Flyby Attack, Hover, Improved Initiative, Iron Will, Multiattack, Power Attack, Snatch, Wingover.

Skills: Yrthaks have a +4 racial bonus on Listen checks.

Sonic Lance (Su): Once every 2 rounds, a yrthak can focus sonic energy in a ray up to 60 feet long. This is a ranged touch attack that deals 6d6 points of damage to a single target.

Explosion (Su): A yrthak can fire its sonic lance at the ground, a large rock, a stone wall, or the like to create an explosion of shattered stone. This attack deals 2d6 points of piercing damage to all within 10 feet of the effect's center. This counts as a use of the sonic lance attack and thus is usable only once every 2 rounds, and never on the round following a sonic lance attack.

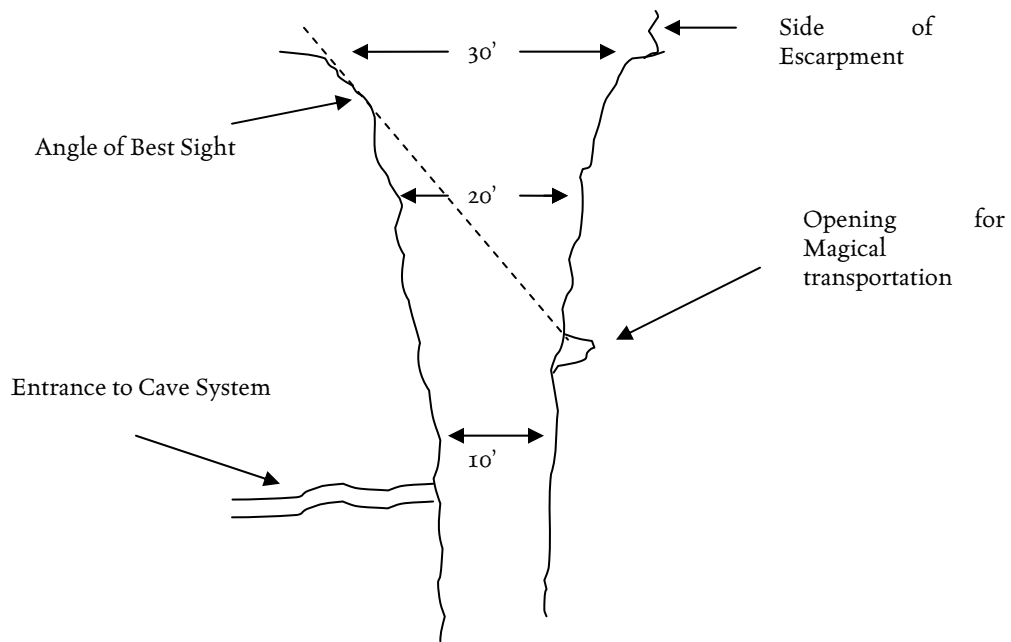
Blindsight (Ex): A yrthak can ascertain all foes within 120 feet. Beyond that range, it is considered blinded. Yrthaks are invulnerable to gaze attacks, visual effects of spells such as illusions, and other attack forms that rely on sight. A yrthak whose sense of hearing is impaired is effectively blinded, treating all targets as having total concealment.

Immunities: Yrthaks are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

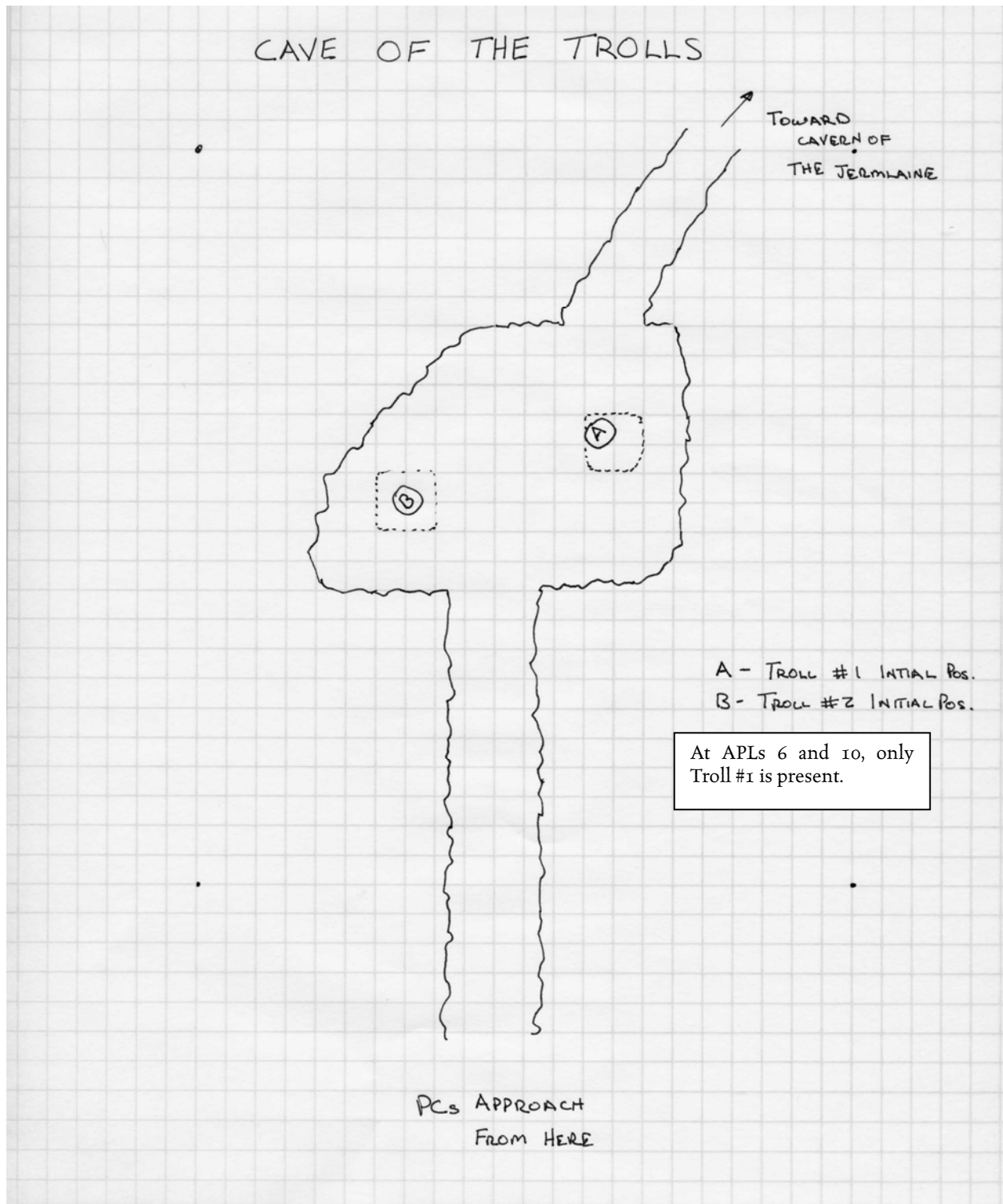
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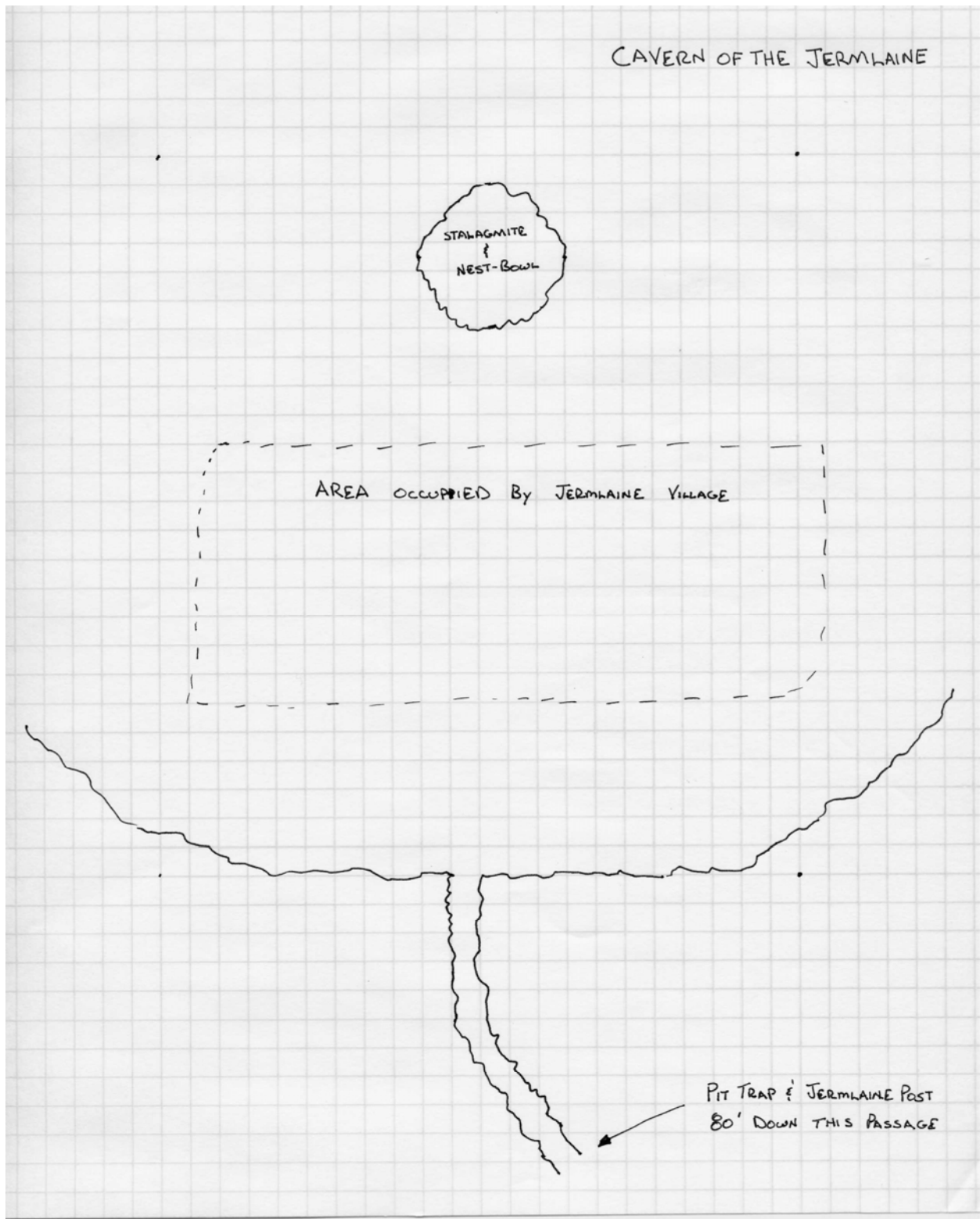
DM AID: PIT AT THE EPICENTER OF THE LANDSTRAAD



DM AID: CAVE OF THE TROLLS



DM AID: CAVERN OF THE JERMLAINE



***The siblings of blight league to herald the
homecoming of the lost,***

***While the rats of the earth call forth discordant
lances,***

***One true lion must rend the ghosts and shoulder
the spear,***

Lest the land be disunited,

The path that was started must be followed,

***In soundless darkness must harmonious light
prevail,***

***And Twin Dooms come again to the world of
men.***

***Seek out Auldon Denwith in Loftwick. Ask him
about The Landstraad. Find Twin Dooms and
bring it back.***