

URD3-01

Stone Heart

A One-Round D&D LIVING GREYHAWK®
Duchy of Urnst Regional Adventure
Version 1.0

by James Zwiers

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Few know the true story of what happened in the early days of Fireseek, CY592. Those who do, still have nightmares when they think of what may have happened to those who were left behind. However, many have put that behind them as the Dwarves of Dumadan are at long last beginning the attempt to retake their ancestral home. And you have been invited to join them in showing their unwelcome guests the door. An Adventure for Characters Levels 1-12. Part 3 of the Deep Affairs Saga. This is a Ducal Guard module for all Marches.

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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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the Player's Handbook, the Dungeon Master's Guide, and the Monster Manual. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of

even core rulebooks during certain times of play. For example, the players are not free to consult the Dungeon Master's Guide when confronted with a trap or hazard, or the Monster Manual when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

- 1 No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
- 2 Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
- 3 Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK Gazetteer.

Living Greyhawk Levels of Play

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

- 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 being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. 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 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
- 4 If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will 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 you may gain at the end of the adventure. If your character is

three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the face that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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	

Note: LIVING

GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard 1-round Regional adventure, set in the Duchy of Urnst. Characters native to the Duchy of Urnst 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.

Adventure Summary and Background

Since before the founding of Dumadan, the Derro and the Dwarves there have had a long-standing rivalry. In the early months of CY 592, the Derro amassed an army of several thousand warriors, savants, and twisted creatures so vile that few care to remember them. They did so for two reasons. First, they were fleeing the Orcs who had ended their long war with the Koa-Toa and were now seeking revenge on the Derro for past actions. Second, the Derro had a new ally who had agreed to help them take Dumadan.

The adventure starts with the characters arriving at Dumadan answering the call to arms that the Ankrif-Loem, which roughly translates as the Clan Council, put forth across the Duchy and beyond into the realms of Oerth. The characters will be asked to close the far gates of the city.

They must first enter the area of the city that is Derro occupied. The gate in the Hall of the Ancients is the only viable entrance. Once they have passed, the gate will close behind them. Ancient magical defenses, which were enabled when the dwarves left, guard the gate and work to prevent passage to those both inside and out. After finding a way through the protected areas, the characters must wend their way through the destroyed and desecrated districts of the city. There are many obvious signs of Derro occupation, such as holy symbols of Diirinka, the Derro deity, murdered corpses, corrupted creatures, denizens of the deep, and even further vile atrocities.

Once inside the city proper, the group has many choices as to where to go. Certain portions of the city are unreachable due to the destruction of the Derro, however, that still leaves a very large area that can be searched and explored, albeit at the risk of being discovered and captured.

The mines, Mor Felk, are now host to another invasion, this one of Ether beasts. Neither the Derro nor the Dumadan Dwarves are yet aware of this. If the characters go into the mines they will see evidence of the activities of these beasts and will possibly fight some.

The core areas of the city are fully occupied by the Derro and it is expected that the party will encounter a Derro patrol in either Dumadan or Duma-Loem. Dumadan is the home of the Shrine of Angthrak.

Angthrak was a great hero to the Dwarven people and the party will have the opportunity to acquire his weapon, although any further violation of his tomb will result in either a magical curse or magical imprisonment.

The Derro are also building a temple to further twist Dumadan to their own needs. It is a large iron temple dedicated to their malevolent patron. It lies in the center of the fortress, where large numbers of the Derro gather to complete construction.

The further stretches of the city are mostly empty, although there are patrols and Derro who live there. At the gate, there is a large holding force of creatures to protect against orc invasion from the orc horde that chased them here. In order to close the gate, the party will have to fight this holding force. The holding force will not parley, as they have been told to destroy any who do not wear the symbol of their Patron.

The return to the surface is included as an optional encounter, which only needs to be run if there is time.

Dumadan as it was before the invasion is being detailed in a forthcoming Living Greyhawk Journal article, refer to that article if it is available.

Special Information

This module is a Ducal Guard and a Ducal Diplomatic Corps module. The Duke has assigned both groups to aid in the struggle, in accordance with the Treaty signed by Justinian. As such this module costs no Time Units for those groups, if they still have banked Time Units.

Deep Affairs Parts 1 & 2 were both run in the first half of 2002. Part 1, Horrors of the Deep, was the interactive at Rustycon 2002, and part 2, Festival of the Roses, CY 592, was the interactive at Cloud City 2002. If anyone at the table has not played either part 1, 2 or both then they should receive a copy of Player's Handout #1 – What Has Gone Into the Deeps Before.

Other Information

The safe rest locations are identified in the Encounters; other locations have a listed chance of encountering a patrol. The chance is per 4-hour period. There is a cumulative 2% chance of encountering a patrol while marching between districts if they stop in the tunnels. If they don't stop then there is no chance of encountering them. The tunnels are not safe rest areas. The patrol statistics are listed in the patrol sidebars. For each location, roll the listed percentage chance of encountering a patrol, if the party will encounter one then use the normal methods for determining the starting distance.

Regardless of how many patrols they encounter, they will only receive treasure and experience for one. For limited time games or tournament rounds being run at a convention, the party should only encounter the patrol while in the fortress of Dumadan (Encounter Three) and should not encounter any other patrols.

The maps included herein are meant to be representations and are not to scale.

Introduction

For Ducal Guard members:

A new set of orders arrived for you about one week ago. You had been assigned to the new Dumadan Unit to assist in the Liberation of Dumadan.

For Diplomatic Corps members:

Consul Kaern Grek personally assigned you to the Dumadan Unit to assist in scouting and diplomatic operations in the fight to free the city.

Basic Derro Patrol

APL 2 (EL 3)

Gnolls (3): hp 14, 11, 10; See Monster Manual.

APL 4 (EL 5)

Gnoll Cleric: hp 25; See Appendix II

Gnoll Rangers (2): hp 31, 29; See Appendix II.

APL 6 (EL 7)

Gnoll Cleric: hp 39; See Appendix II.

Gnoll Rangers (2): hp 49, 47; See Appendix II.

APL 8 (EL 10)

Derro Savant: hp 20; See Appendix II.

Derro Adepts (2): hp 26, 25; See Appendix II.

Derro Berserker: hp 45; See Appendix II.

Derro Cleric: hp 32; See Appendix II.

APL 10 (EL 12)

Derro Savant: hp 26; See Appendix II.

Derro Adepts (2): hp 40, 38; See Appendix II.

Derro Berserker: hp 65; See Appendix II.

Derro Cleric: hp 46; See Appendix II.

APL 12 (EL 14)

Derro Savant: hp 32; See Appendix II.

Derro Adepts (2): hp 51, 50; See Appendix II.

Derro Berserker: hp 89; See Appendix II.

Derro Cleric: hp 60; See Appendix II.

Tactics: At APL 2, 4 and 6 the Gnolls all enter melee combat as soon as possible. At higher APL's the Berserker will enter melee while the Savant and Adepts use their spells. The cleric devotes time to healing and combat. The adepts will always take the hits, if possible, before the Savant.

Note: Poisoned weapons cannot be sold for money. Also, if the Characters use them before the end of the adventure there is a 5% chance each time that they poison themselves. A roll of a 1 on such a weapon results in automatic poisoning.

For non-Ducal Guard or Diplomatic Corps members:

You were walking through Leukish about a week ago when you saw a sign recruiting those interested in helping the Dumadan dwarves retake their ancestral home to please proceed with all haste to the city. "Big Rewards!" and "High Excitement!" were among the catch phrases that caught your eye and persuaded you to come.

For all Players:

You have finally arrived at Dumadan. People of all kinds are about, some for revenge, others to right a wrong, and still others because their superiors ordered them here. You have arrived and stumbled upon a riotous camp, almost as bad as a Rhennee barge, but not quite. In the distance, perhaps a mile away, you can make out the sheer cliffs of the “Molod-Khevak”, as the dwarves call it. Or in common it is the Anvil of the Stars. Between you and the cliffs is a large camp. There are tents of every color, many with sigils or crests upon them. It seems that every noble house has come to attend the freeing of the city. Along one side you can see a set of dull gray and brown tents bearing the markings of the Duke, on the other side are a set of maroon tents with no symbols on them. Everywhere you look, there are dwarves and humans mingling. Many of the dwarves are wearing black clothes or have black armbands. As you approach the encampment, a small contingent of dwarves, dressed in robes, approaches you. One calls out as they approach: “Greetings, I am Hiolur Khulaban. Welcome to the camp at Dumadan. Might I inquire if are you here to fight for the honor of the dwarves?”

Assuming they give a reasonable answer he will respond as below.

“Excellent, on behalf of the entire community I thank you for your time and effort. Please, follow me. The commanders will want to speak with you. Of course, if you wish to refresh yourselves first, you may.”

If they want to ‘refresh’ themselves they are led to a temporary bathhouse, before being led to the commanders.

Your guide, the ever-polite Hiolur, leads you towards the cliff face. As he does, he points out various families of dwarves, the varied Suel Houses and a small contingent of Gnomes. Eventually you reach a fortified wall that was hidden by the riot of tents and people in the camp. Once inside the walls, which even now are patrolled, everything seems quieter and calmer. Hiolur leads you to a large structure that is carved into the side of the cliff. Inside, you see a group of six dwarves and a single Suel man who are poring over some charts.

Hiolur introduces them as:

- Consul Kaern Grek (Suel)
- Ankrif Hrelf Banildun
- Ankrif Thorag Gundabil
- Ankrif Hurm Tarumad
- Ankrif Thren Haorgast
- Ankrif Offla Izurim
- Ankrif Pholan Khuzladar

The family leaders are detailed in Appendix I. Most of these continue their map reading during the introductions (especially Kaern Grek), while others nod politely to the party at their cue. When the dwarves are finished being introduced Consul Grek takes off his gloves and immediately begins with the following:

Kaern Grek will speak first:

“Good. You’re here at last. It does me good to see so many hearty volunteers come to serve the Duke and the Synod. We are now on the brink of a great, great victory, a victory that you are now most assuredly a part of. Your loyalty will be rewarded with honor. Now listen very closely to what these honorable dwarves have to say. “

Upon finishing, Grek immediately exits the room followed by two retainers.

Ankrif Haorgast, the eldest of those present and a very serious dwarf, steps forward. He refers to a map on the table when necessary.

“Welcome to Dumadan, I thank you for your time. The council, in consultation with Consul Grek, has decided to make an attempt to seal the city against reinforcements before attempting a strike to retake it. Now judging from what we’ve been told about you, we have come up with a mission appropriate to those of your training and experience. I would like to ask, with my fellow’s permissions (the others all nod), that you undertake the mission to close to the far gates. Will you do so?”

Assuming they answer in the affirmative, if they don’t then the adventure is over for them.

“Most Excellent. I am sure you will succeed. Now if you’ll excuse me, I have further preparations to make. Until then I bid you fair health of body and mind.”

He bows low before the group and slowly exits as Ankrif Banildun step forward and speaks, gesturing broadly as he does so:

“Thank you for accepting the mission. We feel that you are the most qualified group to undertake this special mission for us. We need you to go through the city and close the far gates. To help you in this we will have a second group launch a diversionary attack about a day after you enter the city. Hopefully that will draw most of their attention towards us and away from you.

Ankrif Izurim takes over:

“The Ankrif-Loem has decided that sending you wholly unprepared into the depths would reflect badly on us and the entire people of Dumadan. Thus we would like to give you each a package full of ample supplies for your mission that will hopefully be of use. If you ...”

Ankrif Khuzladar haughtily interrupts:

“Offla, if I may? Thank you. I would like to give you this map of Dumadan, it is a little old and likely the Derro have changed things, but it may be of use. Know that your actions will be remembered forever in the history of Dumadan.”

Ankrif Izurim resumes:

“As I was going to say, if you have any further questions, please ask them.”

What the Ankrif know (which dwarf knows the information is indicated in parentheses) and what they have to give to the characters to help them:

- Once closed, the far gates will remain so until we gather there to command them open again. (Izurim)
- The estimated strength of the Derro forces is over 3000, of which more than half are magic users. (Gundabil)
- It is guessed that the Derro have collapsed certain areas of the city. (Tarumad)
- It is hoped that the people who were trapped in the city by the Derro have survived and can be rescued, but your main goal is to take the gate. (Banildun)
- You will have to find a way to open the front gates; we know that they were built a very long time ago,

and that the opening key is something to do with the founding of the city. (Khuzladar)

The Characters will each be given a package as detailed below:

Package: (Each)

5 days of rations, 50ft. of silk rope, 10 pitons and a rock hammer.

Give them Player Handout #2 – Map of Dumadan, Pre-Invasion (CY 587).

As you being to set out into the city you see a large group of Dwarves. An elderly dwarven woman steps forward. Tearfully she says, “Please, if you see any of our folk, help them. Please... my son ...” as she breaks down. Several younger women step forward and take her back with them. The Ankrif-Loem in its entirety has gathered to see you off. As you all turn to enter the city you hear the beginnings of a song being sung, the words echo off the strong cavern walls.

Encounter One – The Hall of the Ancients

At last you are leaving Mor Belfik and the last echoes of the song behind you. You’ve been marching for about an hour now. You can see ahead a pale blue gleam. Rounding a corner you can see ahead a large chamber, bathed in a pale blue light.

Approaching, you find yourself standing before a great hall. The ceiling, far above you, recedes in the distance into darkness and the far end is barely visible. Lining both sides are massive statues. Each depicts a dwarf; some male, some female, but all are dressed in the raiment of war.

As you enter, the light brightens and you can now see the entire room. Twelve white glowing bars block the exit at the far end, behind which is a wall of shimmering black and purple stone.

In the middle of the room stands a pedestal with what looks like an axe resting on it. In front of each of the statues is another pedestal. The latter pedestals have nothing on them.

Marching Time from Mor Belfik – 1 hour.

Marching Time to Mor Trok – 1 hour.

Map – #1 Hall of the Ancients

Derro Patrol – 0% chance

Each statue represents one of the family leaders at the time of the founding of the city. Since then, three of the families have merged with other families.

Each statue has an engraving on its base. The engravings are written in both Dwarven and Draconic. Give them Player Handout #3 – Writings in the Halls of the Ancients. The axe blade is also engraved; its text is also presented on the handout.

Glowing Bars: Wall of force, caster level 15, separation less than 1 foot.

Blocking Stone: Magically treated Adamantine laced granite: SR 30, Hardness 50, DR 15/+5, hp 9000. The stone is 12 ft. wide, 15ft. high and 25 ft. long.

Placing the axe on the pedestal in front of the sixth statue and speaking something like “Derro” opens the gates. Placing it on any other pedestal does nothing. If someone tries to leave the room while carrying the axe then the axe is automatically returned to the center pedestal. This effect only applies to the person carrying the axe. Releasing the axe anywhere but on a pedestal results in it returning to the center pedestal.

If the Characters wish to return and ask about the gates then Ankrif Haorgast will return with them, and show them how to open the gates, looking extremely disappointed in the characters as he does so.

Read the following when the gates open:

As you place the axe onto the pedestal in front of the sixth statue, the entire room begins to reverberate. With a grinding sound the blocking stone begins to slide upwards as the bars flare to a blinding white and disappear.

Fortitude save (DC 15) is required to avoid going blind for 1d10 minutes.

Once the gate is open they may proceed.

Encounter Two – Mor Trok

Once your vision has returned, you set off again down through the tunnels. After what you think is an hour you reach a cavern. This cavern is also lit with a pale blue glow. Spread loosely around the

cavern are groups of structures, vaguely similar to merchant house holdings sometimes seen in Upper Seltaren. However, there are areas of the city that have been razed. And directly in front of you is an area where the floor has collapsed into a sink, it seems to go down about 70 ft. down. You can make out what might be the remains of bodies at the bottom. You may be able to make it past the sink around the outside, or you can climb down it and then back up the other side.

In the distance you can see a large fountain at the intersection of two paths, the one you have been traveling on and one that approaches from the right.

Marching Time from the Hall of the Ancients – 1 hour.

Marching Time to Mor Felk – 2 hours.

Marching Time to Dumadan – 2 hours.

Map – #2 Mor Trok

Map – #3 Mor Trok Collapse

Derro Patrol – 15% chance

The collapse area extends 80 ft. down. The Characters have several options of how to get across this collapse; spells like levitate or fly will work. Climbing down and then back up (a difficult task, which is described below) is possible. Going around the edge is also possible; this is described below.

Climbing Down

Climbing down requires at least 80 ft. of rope. Climbing the walls without ropes is difficult and requires a climb check (DC 15 + APL) due to the trickles of water and bits of moss growing on them.

Searching the Lower Levels

Each level, other than the top, takes 30 minutes to search. The following details what is found with differing DC's. It is the same across each level.

- | | |
|----|--|
| 15 | Strange black powder along the edges of the collapse area. |
| 20 | A holy symbol of Moradin, desecrated and blackened. |
| 25 | A holy symbol of Diirinka, attached by a leather cord. |

A Knowledge (Nature) (DC 20) or Heal (DC 15) (or the Nature Sense of a Druid) will reveal the Leather strap to be a tanned piece of Human flesh.

Going Around

Going around the collapse is possible, but not safe. The area is damp and slippery and angled slightly downward. It requires a balance check of DC 25. A successful check lets the character move at half speed along the surface for 1 round as a move-equivalent action. A failure means that he can't move for one round. A failure by 5 means that he falls. If a check fails then that character has three chances to save himself (or herself) by grabbing onto a protruding piece of a lower floor. Each attempt is a Reflex save (DC 15 + APL). Failure results in 8d6 damage.

If the Characters have somehow secured themselves then use checks as appropriate to deal with a falling person (i.e. Strength checks for the remaining characters).

The Crossroads

There is, at the center, a large fountain. The centerpiece of the fountain was likely at one time a statue of Muamman Duathal, the Dwarven god of Expatriates, Urban Dwarves, Travelers and Exiles (a Knowledge (Religion) check DC 20 will reveal that information to Characters). However, even though the statue has been defaced, the signposts are still intact, however, they are written solely in Dwarven.

The center path (coming from Mor Belfik) leads, eventually, to Dumadan (Encounter Three). The right fork leads to Mor Felk and the mines (Optional Encounter One). The left fork leads to a dead end inside the city.

Searching the Buildings

Warning: The following text is relatively vile and gruesome. Be sure to gauge whether it is appropriate to read it to your current audience.

You spend some time looking in the ruined and treacherous buildings. Thankfully, none of you are injured in the process. However, you find gruesome sights. There are bodies torn to pieces, people hung by their feet and then flayed. There is even one building that has a wall now apparently decorated with flesh. Flesh from a skinless corpse that still lies in the center of the room.

Optional Encounter One – Mor Felk – The Mines

The walk to Mor Felk seems to drag on. That is, until you begin to notice odd gouges in the walls. They seem to be at irregular distances, and appear anywhere from the ground to the ceiling. They are about 2 feet across and 1 foot deep. When you reach the cavern you can also see buildings that are missing portions. There are many corpses scattered about, most seem to be Derro. You also hear a pervasive clicking sound. In the distance, amongst the ruined houses you can see a group of many-legged beetle-shaped creatures scurrying away, dragging corpses behind them.

Marching Time to Mor Trok – 2 hours.

Map – #4 Mor Felk

Derro Patrol – 0% chance

Safe Rest Area – See Text

Patrolling this area is a large group of Ether Beasts. It is possible that the characters may encounter them as they search around. Opposed Spot, Hide, Move Silently and Listen checks should be used to determine the encounter location and distance. Vary the text above as appropriate.

This is a safe rest area once the ether beasts are defeated.

Looting the dead Derro will turn up nothing of use.

APL 2 (EL 4)

Etherspitter (2): hp 13, 12; See Appendix IV.

APL 4 (EL 4)

Etherspitter (2): hp 13, 12; See Appendix IV.

APL 6 (EL 6)

Etherscout: hp 22; See Appendix IV.

Etherspitter (3): hp 15, 13, 12; See Appendix IV.

APL 8 (EL 10)

Etherspitter (4): hp 15, 13, 12, 11; See Appendix IV.

Etherscout, advanced 8 HD: hp 56; See Appendix IV.

Etherhulk, advanced 18 HD (2): hp 153, 150; See Appendix IV.

APL 10 (EL 12)

Etherhulk, advanced 18 HD (3): hp 192, 191, 188; See Appendix IV.

Etherscout, advanced 8 HD (5): hp 56, 54, 53, 50; See Appendix IV.

APL 12 (EL 14)

Etherhulk Overlord (2): hp 273, 269; See Appendix IV.

Searching the Buildings

Warning: The following text is relatively vile and gruesome. Be sure to gauge whether it is appropriate to read it to your current audience.

The characters are free to explore this area (following the rule above about the combat).

Things that all parties should find (Search DC):

- Red badge with a black tower on it. (DC 25) A Knowledge (Nobility and Royalty) check (DC 18) will, at this time, reveal this to be the crest of the Shield Lands.
- Lumps of iron ore. (DC 15)
- Broken Weapons and dead dwarves (DC 10)

Things that some parties may find, if appropriate for age (Search or Spot DC):

- Dwarven soldiers that have been tortured (Heal DC 15) and then nailed to the walls with Dwarven spikes and what look like fangs and sharp claws. (DC 13)
- A dead, elderly dwarven female. Heal check (DC 15) reveals that she was tortured to death. (DC 15)
- Mutilated corpses of male dwarves. (DC 20)

There is nothing here of value. Taking 20 on the Search check will take 12 hours to search the entire district. Each check will take 20 minutes and cover a 50 ft. by 50 ft. area.

Encounter Three – Dumadan

You have at last come to the center of the Dwarven realm, the fortress of Dumadan itself. This chamber is immense. In the center there rises a great fortress of black stone. You can see figures patrolling the walls. Something seems out of place with the fortress, but it is hard to say what. Spaced around the keep are what appear to have once been twelve great pillars. However, five of the pillars are lying in broken heaps on the ground, six others are badly cracked and fractured and the one remaining

pillar is fractured as well, but not as badly. Between you and the keep stands a building, likely about 60 feet tall. It seems to be made of the same black stone, except there is no evidence of anyone near it. A dim white-blue light, emanating from somewhere above, lights the entire chamber.

Marching Time from Mor Trok – 2 hours.

Marching Time to Urk Buk – 2 hours.

Marching Time to Dumaloem – 2 hours.

Map – #5 Dumadan

Map – #6 Shrine of Angthrak

Derro Patrol – 60% chance

Safe Rest Area – Shrine of Angthrak (see below for special notes).

In time-limited games, such as tournaments, a patrol should always be encountered here, and not in any other areas.

The fortress of Dumadan is lit by a series of crystals that refract and enhance the daylight or starlight. The Derro have found the controls for the crystals (located inside the fortress) and have used them such that the lighting doesn't hurt them. Thus they are free to roam the city without fear of injury. The tall black structure is the Shrine of Angthrak. The Derro are upset because one of their leaders managed to enter the shrine, even though they cannot. Unfortunately, once inside, she was able to open the coffin and attempted to loot the body, where she became imprisoned as one of the statues. The Derro attempted to remove the statue, but have failed to breach the forbiddance zone. The fortress is currently closed and patrolled by the equivalent of 12 Patrols and 25 trolls. The walls of the fortress are 60 ft. tall and the central tower is currently 115 ft. tall and 300 ft. square.

The Shrine of Angthrak

Present the following if the characters decide to investigate the solitary building.

The Tower in the Fortress

The tower that is being built in the fortress is protected by the following detection spells (cast at 12th level), each spell is refreshed every 12 hours and the area of effect for each spell is centered on the tower:

Alarm

Greater Glyph of Warding

Guards and Wards

Mordenkainen's Faithful Hound

Prying Eyes (14 eyes)

The tower is magically protected at this time from all harm.

Finally, you have reached the tall black building that you saw earlier. Now that you are closer you can make it out. It seems to be over 60 ft. tall and is octagonal. Each wall is pierced by a single window, from which a pale red hue emanates from within. The south face has a large door instead of a window. The doorway has three rows of four pillars in it. Below the windows on the seven other faces are niches. One niche has a life-sized statue of a female dwarf wearing full plate.

The entire structure and the surrounding 20 feet are guarded by a forbiddance spell, as described below.

Forbiddance: As the forbiddance spell cast at 18th level by a Lawful Good cleric. Will save DC is (17 + APL). Natives to Dumadan know the password and can travel through unaffected. It is an ancient Dwarven word not known to any save those who live in Dumadan. See the Forbiddance spell in the PHB.

The interior of the structure is lit by a pale red glow that emanates from somewhere above. It lights the tapestries that hang in the corners. The tapestries, even though dust covered, seem to depict a battle; you can just make out a figure in chain mail wielding a dwarven waraxe with a blue blade. Four massive pillars support the roof far above, each fully 5 ft. in diameter. In the center of the room there is a raised dais upon which there rests a sarcophagus. The sarcophagus is 4ft. wide and tall and 6 ft. long and made of the same black stone as the structure. The surface of the sarcophagus is inscribed with runes and scripted writings. At the far end of the sarcophagus is a metal capped wooden bar, about three feet long. There seems to be a small book under the bar in a recessed pocket in the stone of the sarcophagus.

If any of the players can read either Dwarven or Ancient Suel then give them Player Handout #4 – Writings in the Tomb.

The metal-capped wooden bar is the handle of Angthrak's Doom. Under the weapon's haft is the journal. Give them Player Handout #5 – Journal of Angthrak.

The following trap occurs if anyone attempts to open or deface the coffin. Note: these are untiered on purpose.

Heightened Bestow Curse Trap: All people who are opening the coffin, automatic reset; -4 holy penalty to

all ability scores; Will save resists (DC 25); Search (30); Disable Device (DC 35); Can only be removed by remove curse, limited wish, wish or miracle cast by an 18th level or higher caster. A greater dispel magic cast by a 12th level or higher caster will suppress the effect for 1d4+1 rounds.

If anyone touches or disturbs the corpse inside the coffin then the following trap targets them.

Fury Trap: Subject, and all possessions, becomes a statue in one of the niches on the exterior of the structure. This effect lasts one year (actual and in game time). Fort save (DC 30) to resist. If the save is successful the subject takes 8d6 damage and is ejected from the Forbiddance zone.

If anyone becomes affected by the statue effect please email the Duchy of Urnst Triad with the character's name, race, home region and any other pertinent information. The triad can be contacted at the following email address (doutriad@yahoogroups.com).

NOTE: Inside the building is a safe resting area; however, due to the Forbiddance zone the entire party may not be able to enter.

The Fortress

Taking a moment to observe, it comes to you what is so odd. The central keep, you were told, was only 20 feet above the outer walls, not twice their height which you see now. Looking more carefully you can see that the central keep is not made of the same material as the walls and may still be under construction.

If the party decides that they want to get a closer look then allow them to take their own precautions. However, the Fortress and Iron Tower inside it are warded as described in the sidebar.

The Pillar

The intact pillar didn't seem that far to begin with, but as it grew in your vision you came to realize the cyclopean scale of the dwarven construction. Standing at its foot you can barely make out the top, which must be at least 800 ft. above you. The pillar is likely, at your best guess, 300 ft. in diameter. At the base it is square, although it rapidly smoothes into a cylinder. Each face at the bottom has a set of large 25 ft. tall doors in it leading onto a landing. The center of the landing area is solid rock and so the landing forms a large

ring. This ring leads both upwards and downwards and is roughly 50 ft. across. A flood of rubble and debris blocks the path upward as it does the path downwards. The road to Urk Buk is still open. The road to Gren Dunn seems to be flooded.

The road up to Dumakroen is inaccessible. The Road down is also blocked; apparently the pillar is just as unusable as the others. The road forward to Gren Dunn is flooded, however, the road to Urk Buk (Encounter Four) is still passable. There is also the road back to Mor Trok (Encounter Two).

A listen check (DC 15) lets the party hear the following:

You hear a dull throbbing sound that seems to be coming from the center of the pillar. Moving closer you can make out the sound to be that of rushing water, and you can only wonder at the volume of water required to make such a sound through rock.

Searching the Buildings

Warning: The following text is relatively vile and gruesome, be careful to gauge whether it is appropriate to read it to your current audience.

As you walk through the ruined and flooded district, unsightly things catch your eye: a floating corpse, staring blindly at the dark-shrouded roof, a pack of rats feeding on the shredded body of something, and a shrine to Moradin, defaced and desecrated. The signs of occupation are rampant here. Temples are burned, even those made of stone. There are houses that have been pulled down on top of their occupants, whose pitiful remains are visible amongst the tumbled down stones.

Encounter Four – Urk Buk

The walk is pleasant, or as pleasant as it can be under the circumstances. As you round a corner you can see what looks like reflected firelight ahead. Looking around the far corner carefully you see a large pillar of fire burning in the center of Urk Buk. You can see a shape moving around in the dancing light. It doesn't seem to have noticed you yet, or has it? It seems to be moving your way.

Marching Time to Urk Loem – 1 hour.

Marching Time to Dumadan – 2 hours.

Marching Time to Urk Felk – 2 hours.

Map – #7 Urk Buk

Derro Patrol – 20% chance

Safe Rest Area – See text.

The creature is an enslaved, demented Underdark creature, which became so by entering the pools of Dispater. It went mad during the process and was left here, where it has been destroying buildings and other structures. It is covered with a filthy black muck.

Once the creature is destroyed the heroes can explore the room. They will find the Pools of Dispater here, as well as ruined buildings and a desecrated altar at the crossing. The party can use the buildings as a safe rest area once the creature has been destroyed, although the pools and altar area are not.

APL 2 (EL 2)

Azer: hp 11; See Monster Manual.

APL 4 (EL 4)

Carrion Crawler: hp 19; See Monster Manual.

APL 6 (EL 6)

Digester: hp 68; See Monster Manual.

APL 8 (EL 8)

Destrachan: hp 60; See Monster Manual.

APL 10 (EL 10)

Roper: hp 85; See Monster Manual.

APL 12 (EL 12)

11-headed Pyrohydra: hp 115; See Monster Manual.

Pools of Dispater

You have discovered, set into the floor in a corner of the chamber, a series of large pools of some unrecognizable fluid. They seem to bubble a little, and give off a very noxious smell.

This liquid is black and murky and will detect as evil with a strong aura. Nothing can harm the liquid, and if taken more than 500 ft. from the Pools it changes into unholy water. Anyone who touches the liquid in the pools must make a Fortitude save (DC 15+APL) for each round that they are in contact. It takes 1d3 rounds to scrape off the goo. If they fail then their character becomes corrupted (see the Curse of Dispater entry on the Adventure Record).

Searching the Buildings

Warning: The following text is relatively vile and gruesome. Be sure to gauge whether it is appropriate to read it to your current audience.

Every building you examine has bodies inside, strewn about. The bodies are mutilated and bloated at times. Some bodies are grotesquely twisted; similar to the creature you just fended off, covered in the same black muck. Most are derro, but some are foul beasts of the deep, others are the skeletal remains of natives to Dumadan.

Desecrated Altar

In the center of town is a small shrine. It is hard to make out what deity as it seems like all references to a deity were carved or smashed off the walls. In their place is a crest of a great black tower.

Using Craft (Stone working) or Profession (Stonemason) (DC 10 + APL) the heroes can determine that the deity was Diirinka. If they make the DC by 5 or more then they can learn that underneath that, there was a carving of Vergadain (Dwarven god of Wealth).

Also at the shrine is a crossroads. When coming from Dumadan the left road leads to Urk Loem, and straight leads to Urk Felk. The right road leads to the Pools of Dispater

Encounter Five – Urk Loem

The walk to Urk Loem wasn't long. Turning the final corner it is obvious that something very strange happened here. Instead of the soft pale blue glow that you've seen everywhere else, there is a single beam of light; you might almost say sunlight. It beams straight down from the roof. In the light it throws, you can see that the whole chamber has been flattened. The only sign of life here is your own breath.

Marching Time to Urk Buk – 1 hour.

Marching Time to Dumaloem – 1 hour.

Map – #8 Urk Loem

Derro Patrol – 0% chance

Safe Rest Area – Yes

This chamber is devoid of life. However, the heroes can discover clues to who the Black Tower symbol is. In addition, walking on the crushed buildings may result in someone falling into a pit “trap”.

To recognize the fact that this destruction was caused from a single point source will require a Wisdom check. However, there are some things that can be done to improve this:

- If the heroes explore and find the few buildings near the outside that have bits of wall remaining, they can determine that the explosion was sphere shaped. (+2 bonus to the Wisdom check).
- Making a Track check (DC 20) to recognize footprints of a Huge-sized being, lined with a reddish-brown substance. (+1 bonus to the Wisdom check).
- Looking at the ceiling, a Spot check (DC 20) will allow the heroes to notice that the ceiling has been carved out in the sphere shape as well. (+2 bonus to the Wisdom check).

The Wisdom check to recognize that one being caused the destruction has a Difficulty Class of 20.

The shaft of light is harmless to the touch. There was once a Crystal of Ulem on the ceiling, which channeled the light making it brighter here, but it has since been destroyed. Bits of it might be found among the debris.

Walking off the marked path may result in someone falling in a pit “trap”. The number and size of the pit “trap” is listed below. The exit to Dumaloem is obvious on the other side of the chamber.

The Trap

APL 2 (EL ½)

Pit: 10 feet deep (1d6 falling damage); Reflex save avoids (DC 14). Search DC 12, NO disarm.

APL 4 (EL 2)

2 Pits: 20 feet deep (2d6 falling damage); Reflex save avoids (DC 16). Search DC 14, NO disarm.

APL 6 (EL 5)

3 Pits: 20 feet deep, shards of rock at the bottom (2d6 falling damage, 1d6 piercing damage); Reflex save avoids (DC 18). Search DC 16, NO disarm.

APL 8 (EL 8)

4 Pits: 20 feet deep, large shards of rock at the bottom (2d6 falling damage, 2d6 piercing damage); Reflex save avoids (DC 20). Search DC 18, NO disarm.

APL 10 (EL 10)

5 Pits: 20 feet deep, large shards of rock and boulders at the bottom (2d6 falling damage, 3d6 other damage); Reflex save avoids (DC 22). Search DC 20, NO disarm.

APL 12: (EL 12)

6 Pits: 60 feet deep, large shards of rock and boulders at the bottom (2d6 falling damage, 4d6 other damage); Reflex save avoids (DC 24). Search DC 22, NO disarm.

Encounter Six – Dumaloem

As you near Dumaloem you suddenly see a burst of light ahead, followed by screams. Looking carefully around the bend you see a 30-foot tall Iron golem. It seems to be fighting a group of Derro. As you watch, the golem swings its fists and tosses two heavily armored Derro across the chamber, where they crumple to the ground unmoving. Suddenly, behind the golem, a portal appears. It shows a black chamber with a man seated on a throne. The man is maybe seven feet tall, dressed in black, and has red eyes. He yells something in an unrecognizable language and before your eyes. The remaining Derro collapse where the stood. The golem slowly turns toward the man and then slowly trudges through the portal. As it closes, the seated figure glances at you and catches your eye. He begins to smile as the last light of the portal fades away.

Marching Time to Urk Loem – 1 hour.

Map – #9 Dumaloem

Derro Patrol – 0% chance

Safe Rest Area – Yes

The heroes have just witnessed the departure of the being that caused the damage in the other room. Nothing the Derro had is salvageable; it has been destroyed completely. Searching the buildings will not reveal anything else. The building that housed the Ankrif-Loem is destroyed.

Encounter Seven – Urk Felk

The road to Urk Felk slopes downwards, becoming stairs at times. Eventually it levels out and you turn a corner into the district. The signs of occupation are strong here. There are buildings that seem to have Derro living in them as well. Otherwise the town seems virtually unharmed. Oddly though, there are no patrols on the streets. On the far side

of town you can see the single exit from this cavern.

Marching Time to the Far Gates – ¼ hour.

Marching Time to Urk Buk – 2 hours.

Map – #10 Urk Felk

Derro Patrol – 0% chance

Safe Rest Area – No.

The party can sneak through the city, which is dimly lit. Use opposed checks. The Derro are considered to have a modifier to Spot and Listen equal to the APL/2. If the party is seen then have an alarm go up. If found the party should fight a standard patrol as listed on page 4: Derro Patrol, however, give them a reasonable chance to disappear in the alleyways or into the far tunnel.

Development: If the characters get spotted here and get involved in combat, then give the gate guards in Encounter Eight time to cast any needed power-up spells. Power-up spells for Encounter Eight are indicated in the stat blocks as the underlined spells. Use the tactics presented below for suggested use of the spells.

Encounter Eight – Assault on the Gate

It is only a short run to the gates from Urk Felk. As you get near you see what looks like firelight ahead.

Allow the characters the chance to use Hide and Move Silently to scout some.

Looking into the chamber you see a group of creatures. They seem to be attentive and are standing guard in front of another tunnel exit. Four large intricately carved pillars support the chamber that is probably 60 ft. long. The ceiling is about 30 feet above you.

Marching Time to Urk Felk – ¼ hour.

Map – #11 Far Gates

Derro Patrol – 0% chance

Safe Rest Area – See text.

The carvings on the pillars are detailed in Encounter Nine.

This area is a safe rest area once the defenders are defeated. The process for closing the gates is described

in Encounter Nine. The numbers on the map indicate the starting positions for the defenders. Numbers 4 & 5 should be used for the Assassin and Savant at APL's 8 through 12.

APL 2 (EL 5)

Gnoll Captain: hp 49; See Appendix III.
Gnoll (3): hp 13, 11, 9; See Monster Manual.

APL 4 (EL 7)

Gnoll Captain: hp 79; See Appendix III.
Gnoll Ranger (2): hp 29, 28; See Appendix III.

APL 6 (EL 9)

Gnoll Captain: hp 99; See Appendix III.
Gnoll Ranger (2): hp 47,46; See Appendix III.

APL 8 (EL 12)

Derro Savant: hp 29; See Appendix III.
Derro Assassin: hp 46; See Appendix III.
Derro Monk: hp 52; See Appendix III.
Derro Druid: hp 53; See Appendix III.
Dire Lion: hp 60; See Appendix III.

APL 10 (EL 14)

Derro Savant: hp 47; See Appendix III.
Derro Assassin: hp 62; See Appendix III.
Derro Monk: hp 66; See Appendix III.
Derro Druid: hp 67; See Appendix III.
Dire Lion: hp 60; See Appendix III.

APL 12 (EL 16)

Derro Savant: hp 57; See Appendix III.
Derro Assassin: hp 74; See Appendix III.
Derro Monk: hp 80; See Appendix III.
Derro Druid: hp 81; See Appendix III.
Awakened Dire Lion Berserker: hp 85; See Appendix III.

Tactics

APL's 2, 4 & 6: The Gnolls or Gnoll rangers will charge into battle as quickly as possible, concentrating on obvious spell casters before worrying about other fighters. The Gnoll will drink his potion of bull's strength and endurance (if he has them) before entering combat. If reduced to half hit points or lower by a single opponent they will then concentrate on that person.

APL 8: The savant will begin by using haste on himself, followed immediately by shield. The following rounds

he will use web and fireball in that order to burn his foes to death. The assassin will begin combat hidden behind a pillar, he will observe for 3 rounds until he can make a death strike (with his short sword) against the most powerful (i.e. damaging) spell caster. He will then proceed to attempt a flanking maneuver on the most powerful opponents. The monk will enter melee, trying to protect the savant. He will use his stunning attack to try and disable opponents. The druid will begin by casting barkskin and magic fang on the dire lion. This will be followed by summon spells and area attack spells. The dire lion will enter melee along side the Monk.

APL 10: The savant will begin by using haste on himself, followed immediately by shield. The next round he will use wrack to disable an opposing spell caster for the assassin before drinking his potion of fly. The following rounds he will use web and fire orb in that order to burn his foes to death. The assassin will begin combat hidden behind a pillar, he will observe for 3 rounds until he can make a death strike (with his sword) against the most powerful (i.e. damaging) spell caster. He will then proceed to attempt a flanking maneuver on the most powerful opponents. The monk will enter melee after drinking his potion of flaming fists, trying to protect the savant. He will use his stunning attack to try and disable opponents. The druid will begin by casting barkskin and magic fang on the dire lion. This will be followed by summon spells and area attack spells. The dire lion will enter melee along side the monk.

APL 12: The savant will begin by using haste on himself, followed immediately by shield. The next round he will use improved invisibility on the assassin. The following rounds he will use fire spells to burn his foes to death. The assassin will begin by targeting spell casters, hitting them with poisoned crossbow bolts while hidden. He will then proceed to attempt a flanking maneuver on the most powerful opponents. If he can't hit someone after 2 attempts he will break off and use his wand. The monk will enter melee, trying to protect the savant. He will use his stunning attack to try and disable opponents. The druid will begin by casting barkskin and magic fang on the dire lion. This will be followed by summon spells and area attack spells. The dire lion will Rage and enter melee, always attempting to gain flank on an opponent.

Encounter Nine – Closing the Gate

As the last of the defenders fall, you look about you. The room is floored in marble, and the walls seem to be made of obsidian. The four pillars are each carved to depict a battle. On each you see a single dwarf who is holding an axe whose blade is made of inset Lapis Lazuli. The depiction of the dwarf is on the side of the pillars that face the nearest corner of the room. There is a small vertical hole in the floor in the center of the room. Each pillar has four round slots that run through it at about chest height on a dwarf.

Placing the haft of Angthrak's Doom in the depression will trigger the effect described below. Alternately, the heroes can use any kind of staff to rotate the four pillars such that each figure faces the center (Strength check (DC 10 + APL) for each pillar).

If they rotated the pillars by hand read this:

As the last pillar grinds into place, a sparkling gold light appears in the center of the room. When it dissipates, you see the haft on an axe in the center depression in the floor.

Read the following to everyone:

The axe sinks into the depression, sliding below the stone. As it does so you can see the gates begin to close. On the far side you can just make out, rounding the bend ahead, a troop of Derro. They see the gate closing and rush the gate. One dives to try to make it through, but is crushed by the full force of the powerful stone gate. As the blocking stone settles into place a set of glowing bars materializes. You can make out the screams of agony from the other side as they flare to life on both sides of the block, blinding you again. When your vision returns you see the haft suspended in the center of the chamber.

Optional Encounter Two – Getting Out

The heroes have successfully closed the gate and now want to leave. Use the above encounters for descriptions, except that there are no Derro located in any areas other than Dumadan. They have detected the forthcoming attack and have fled to the fortress for safety.

Conclusion

As you walk through the final gate and out into the sunlight you see the entire Ankrif-Loem waiting for you. Ankrif Haorgast seeing you, orders the attack to commence as the Ankrif gather their forces and lead the attack into the city. Dwarves and dozens of other people race into the city. As Haorgast leads you away, the dust is still rising from the movement of so many.

Each person will receive the Favor of the Ankrif-Loem.

Each person will also receive access to create Angthrak's Doom, or purchase a duplicate.

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 role-playing) to each character.

Challenge-based Experience

Encounter Three

Defeat the Patrol	
APL 2	90 xp
APL 4	150 xp
APL 6	210 xp
APL 8	300 xp
APL 10	360 xp
APL 12	420 xp

Encounter Four

Defeat the Denizens of the Deep.	
APL 2	60 xp
APL 4	120 xp
APL 6	180 xp
APL 8	240 xp
APL 10	300 xp
APL 12	360 xp

Encounter Eight

Defeat the Gate Guards.	
APL 2	150 xp
APL 4	210 xp
APL 6	270 xp
APL 8	360 xp
APL 10	420 xp
APL 12	480 xp

Optional Encounter One

Defeat the ether beasts.

APL 2	120 xp
APL 4	120 xp
APL 6	180 xp
APL 8	300 xp
APL 10	360 xp
APL 12	420 xp

Challenge-based Experience Maximums

If the challenge-based experience award exceeds the AR maximum, award the AR maximum instead.

APL 2	420 xp (AR maximum 360 xp)
APL 4	600 xp (AR maximum 540 xp)
APL 6	840 xp (AR maximum 720 xp)
APL 8	1200 xp (AR maximum 900 xp)
APL 10	1440 xp (AR maximum 1080 xp)
APL 12	1680 xp (AR maximum 1260 xp)

Roleplaying/Objective Experience

Encounter Nine

Close the gate.

APL 2	30 xp
APL 4	60 xp
APL 6	90 xp
APL 8	120 xp
APL 10	150 xp
APL 12	180 xp

Discretionary role-playing award

Award each player no more than this amount. You may award different amounts to different players.

APL 2	60 xp
APL 4	75 xp
APL 6	90 xp
APL 8	105 xp
APL 10	120 xp
APL 12	135 xp

Roleplaying Experience Maximums

APL 2	90 xp
APL 4	135 xp
APL 6	180 xp
APL 8	225 xp
APL 10	270 xp
APL 12	315 xp

Total possible experience:

APL 2	450 xp
APL 4	675 xp
APL 6	900 xp

APL 8	1125 xp
APL 10	1350 xp
APL 12	1575 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 scenario, 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.

Encounter Three

Defeat Patrol

APL 2: L: 22 gp; C: 0 gp; M: 0 gp.

APL 4: L: 309 gp; C: 0 gp; M: 3 scrolls of cure light wounds (2 gp each per scroll).

APL 6: L: 282 gp; C: 0 gp; M: 3 divine scrolls of cure light wounds (2 gp each per scroll); divine scroll of cure moderate wounds (12 gp each).

APL 8: L: 210 gp; C: 0 gp; M: bracers of armor +1 (83 gp each); 4 potions of cure light wounds (4 gp each per potion); potion of endurance (25 gp each); potion of cure moderate wounds (25 gp each); 2 divine scrolls of cure moderate wounds (12 gp each per scroll).

APL 10: L: 54 gp; C: 0 gp; M: 3 potions of cure light wounds (4 gp each per potion); 2 potions of cure moderate wounds (25 gp each per person); 3 bracers of armor +1 (83 gp each per set); +1 breastplate (112 gp each); potion of bull's strength (25 gp each); +1 full plate (220 gp each); 2 divine scrolls of cure moderate wounds (12 gp each per scroll).

APL 12: L: 7 gp; C: 0 gp; M: 3 bracers of armor +1 (83 gp each per set); ring of protection +1 (166 gp each); 3 potions of cure moderate wounds (25 gp each per potion); 2 screaming bolts (21 gp each per bolt); +1 heavy pick (192 gp each); +1 breastplate (112 gp each); potion of bull's strength (25 gp each); +1 heavy mace (192 gp each); 2 divine scrolls of cure moderate wounds (12 gp each per scroll); +1 full plate (220 gp each).

Encounter Eight

Defeat the Gate Guards

APL 2: L: 54 gp; C: 0 gp; M: 0 gp.

APL 4: L: 149 gp; C: 0 gp; M: cloak of resistance +1 (83 gp); potion of bull's strength (4 gp); potion of endurance (4 gp); potion of cure moderate wounds (4 gp).

APL 6: L: 225 gp; C: 0 gp; M: cloak of resistance +1 (83 gp); +1 breastplate (112 gp); potion of bull's strength (4 gp each); potion of endurance (4 gp each); potion of cure moderate wounds (4 gp each).

APL 8: L: 30 gp; C: 0 gp; 2 bracers of armor +1 (83 gp each per set); 4 potions of cure light wounds (4 gp each per potion); 3 potions of cure moderate wounds (25 gp each per potion); +1 studded leather of shadow (347 gp each); potion of hiding (12 gp each); pearl of power, 1st level (83 gp each); collar of resistance +1 (40 gp each); potion of spider climb (4 gp each).

APL 10: L: 85 gp; C: 0 gp; M: cloak of charisma +2 (333 gp each); potion of fly (62 gp each); 3 potions of cure moderate wounds (25 gp each per potion); +1 studded leather of shadow (347 gp each); pearl of power, 1st level (83 gp each); sandals of the tiger's leap (291 gp each); potion of flaming fists (25 gp each); collar of resistance +1 (40 gp each); divine scroll of cure light wounds (2 gp each).

APL 12: L: 83 gp; C: 0 gp; M: cloak of charisma +2 (333 gp each); potion of fly (62 gp each); 3 potions of cure moderate wounds (25 gp each per potion); +1 studded leather of shadow (347 gp each); wand of magic missiles, 3rd level, 5 charges (15 gp each or 3 gp each per charge remaining); pearl of power, 1st level (83 gp each); sandals of the tiger's leap (291 gp each); cloak of resistance +1 (83 gp each); periapt of wisdom +2 (333 gp each); potion of flaming fists (25 gp each); +1 hide (97 gp each); collar of resistance +1 (40 gp each); +1 breastplate, sized for a large animal (162 gp each).

Adventure Maximums

If the total value of treasure received exceeds the AR maximum, award the AR maximum instead.

APL 2: 76 gp; AR maximum 400 gp.

APL 4: 559 gp; AR maximum 600 gp.

APL 6: 732 gp; AR maximum 800 gp.

APL 8: 1156 gp; AR maximum 1250 gp.

APL 10: 2089 gp; AR maximum 2100 gp.

APL 12: 3000 gp; AR maximum 3000 gp.

Special

Molten Rock (Fire)

Conjuration

Level: Drd3, Sor/Wizz

Component: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One blob

Duration: 1 round + 1 round / 3 caster levels

Saving Throw: None

Spell Resistance: Yes

You create in your hands a blob of liquid rock. You must succeed at a ranged attack roll to hit when throwing the blob. The blob deals 2d6 bludgeoning damage upon contact and 1d6 fire damage on each subsequent round unless extinguished.

Material Component: A small piece of stone and a small flame.

Angthrak's Doom

This +1 dwarven waraxe has no blade that can be seen. Instead, upon command it will form a blade out of water that also disperses upon command. The blade deals 1d10 bludgeoning damage to all creatures without the Fire subtype. Creatures of the Fire subtype take 1d10 bludgeoning damage and 1d6 cold damage.

Caster Level: 10th; Requirements: Craft Magic Arms and Armor, Create Water, chill metal or ice storm; Market Price: 8,310 gp; Cost to Create: 4,310 gp + 320 XP.

Curse of Angthrak

You have a -4 penalty to all Ability scores. This can only be removed by Remove Curse, Limited Wish, Wish or Miracle cast by an 18th level or higher caster.

This curse should appear on all ARs.

Corruption of Dispater

You have touched the waters of the Pools of Dispater. You have a Spell Resistance of 18 against any spell that channels positive energy (this includes any healing spell). There is no known way to remove this, and you cannot voluntarily drop this resistance. A method for removing this curse may become available in the future.

This curse should appear on all ARs.

Favor of the Ankrif-Loem

You have earned the gratitude of the Ankrif-Loem of Dumadan. One year from the date you received this it may be redeemed for a 25% discount on a single non-magical item, of any weight, made of mithral. This also gives you access to purchase any single item made of mithral.

Adventure Record Access

APL 2

Angthrak's Doom (Adventure; see above).
Access to learn the molten rock spell (Regional; see above)

APL 4

As for APL 2 plus
Upgrade existing +1 armor to +2 (Regional; cost varies; DMG)
Upgrade existing +1 weapon to +2 (Regional; cost varies; DMG)

APL 6

As for APLs 2-4 plus
Upgrade existing +2 armor to +3 (Regional; cost varies; DMG)
Upgrade existing +2 weapon to +3 (Regional; cost varies; DMG)

APL 8

As for APLs 2-6 plus
Cloak of charisma +2 (Adventure; 4000 gp; DMG)
+1 studded leather of shadow (Adventure; 4175 gp; DMG)
Pearl of power, 1st level (Adventure; 1000 gp; DMG)
Periapt of wisdom +2 (Adventure; 4000 gp; DMG)
Collar of resistance +1 (Adventure; 490 gp; Masters of the Wild)

APL 10

As for APLs 2-8 plus
Bracers of armor +2 (Adventure; 4000 gp; DMG)
Gloves of dexterity +2 (Adventure; 4000 gp; DMG)
Sandals of the tiger's leap (Regional; 3500 gp; Sword and Fist)
Potion of flaming fists (Regional; 300 gp; Sword and Fist)

APL 12

As for APLs 2-10 plus
Scroll of phantasmal killer (Adventure; 7th level caster; 700 gp; DMG)
+1 full plate of light fortification (Adventure; 5650 gp; DMG)
Wand of magic missiles – 50 charges (Adventure; 3rd level caster; 2250 gp; DMG)
+1 hide armor of light fortification (Adventure; 4165 gp; DMG)
Cloak of resistance +2 (Adventure; 4000 gp; DMG)

Appendix I – Important NPCs

Consul Kaern Grek: Male doppelganger Rog6/Spymaster 5; CR 14; Medium-size shapechanger; HD 4d8+6d6+5d8+45; hp 127; Init +11; Spd 60 ft; AC 26 (touch 22, flat-footed 26); Atk +13/+8 melee (1d6+3/15-20, +2 keen exhausting mithral short sword of chaos, all damage is subdual, +2d6 damage against law, 1 negative level to lawful bearers) or +11 melee 1d6+1, 2 slams) or +13/+8 melee (1d4+3/19-20, +2 returning mithral dagger of distance) or +19/+14 ranged (1d4+1/19-20, range 20 ft., +2 returning mithral dagger of distance) or +18/+13 ranged (1d6+2/x3, range 140 ft., +1 darkwood mighty [+1] composite shortbow of distance wounding); SA Detect thoughts (DC 15), sneak attack +5d6; SQ Alter self, evasion, cover identity (2), undetectable alignment, quick change, slippery mind, spot scrying, uncanny dodge (Dex bonus to AC, can't be flanked), darkvision 60 ft.; AL CG; SV Fort +12, Ref +22, Will +14; Str 12, Dex 24, Con 16, Int 20, Wis 14, Cha 16.

Skills and Feats: Appraise +15, Balance +17, Bluff +31, Diplomacy +29, Disguise +29, Forgery +10, Gather Information +13, Hide +17, Innuendo +12, Jump +11, Listen +13, Read Lips +18, Sense Motive +18, Spot +6; Combat Reflexes, Improved Critical (short sword), Improved Initiative, Leadership, Skill Focus (Bluff).

Languages: Ancient Baklunish, Ancient Suloise, Common, Dwarven, Elven.

Possessions: Amulet of proof against detection and location, boots of striding and springing, bracelet of friends, cloak of resistance +2, +2 returning mithral dagger of distance, gloves of dexterity +2, headband of intellect +2, +2 glamered leather of charming, ring of feather falling, ring of protection +2, +1 darkwood mighty [+1] composite shortbow of distance and wounding, +2 keen exhausting mithral short sword of chaos.

Physical Description:

Cover Identity One: Consul Kaern Grek

Consul Kaern Grek is a tall thin man seeming to be in his early thirties. Unlike most of his brethren in the Grek family he doesn't seem to enjoy using weapons and is rarely seen with more than a simple short sword. The Duke appointed him as the director of the Ducal Diplomatic Corps for political reasons. Since then no one has seen him, other than at a few politically sensitive events, such as the Festival of Roses in Seltaren in CY592.

Cover Identity Two: Lady Oethrui Oiluke

Lady Oethrui Oiluke is a tall slender Elven lady reportedly from the Celadon Woods. She normally is seen wandering the land, hunting something, although no one has discovered what to date. She can usually be seen carrying her short bow. She has not been seen in recent years, except near the Celadon.

Ankrif Hrelf Banildun: Female dwarf Pal8 of Berronar Truesilver; CR 8; Medium-size humanoid; HD 8d8+16; hp 61; Init +4; Spd 15 ft.; AC 20 (touch 10, flat-footed 20); Atk +12/+7 melee (1d8+3/x3, +1 heavy mace of throwing and returning) or +10/+5 ranged (1d8+3/x3, range 10 ft., +1 heavy mace or throwing and returning); SA Turn undead 5/day, smite evil; SQ Dwarven traits, detect evil, divine grace, lay on hands 16hp/day, divine health, aura of courage, remove disease 2/week, special mount; AL LG; SV Fort +10, Ref +4, Will +5; Str 14, Dex 10, Con 14, Int 12, Wis 12, Cha 14.

Skills and Feats: Appraise +3, Concentration +13, Diplomacy +13, Heal +7, Knowledge (religion) +6; Improved Initiative, Leadership, Weapon Focus (heavy mace).

Languages: Common, Dwarven, Ancient Suel, Ancient Baklunish

Possessions: +1 heavy mace of throwing and returning, +1 full plate of light fortification, ring of protection +1, potion of cure serious wounds, 5 scrolls of cure light wounds.

Physical Description: Ankrif Benildun is an aged dwarf who stands approximately 4'6" tall. He is always seen accompanied by his friend Grenf, a dire wolverine. Benildun is one of the three spiritual leaders of Dumadan, and although he not a powerful cleric by himself he is still highly respected. He has several treasures that have been in the Benildun family for many generations.

Paladin Spells Prepared (2; base DC = 17 + spell level): 1—cure light wounds (2).

Grenf: Dire wolverine (paladin's mount); Large magical beast; HD 9d8+36; hp 42; Init +3; Spd 30 ft., climb 10 ft.; AC 22 (touch 12, flat-footed 19); Atk +13 melee (1d6+7, 2 claws), +8 melee (1d8+3, bite); SA Rage; SQ Scent, improved evasion, share spells, empathic link, share saving throws; AL LG; SV Fort +10, Ref +7, Will +5; Str 24, Dex 17, Con 19, Int 7, Wis 12, Cha 10.

Skills: Climb +14, Listen +9, Spot +8.

Ankrif Thorag Gundabil: Male dwarf Evo13; CR 13; Medium-size humanoid; HD 13d4+65; hp 80; Init +8; Spd 40 ft.; AC 23 (touch 14, flat-footed 19); Atk +5/+0 melee (1d3-1 subdual, unarmed strike) or +10/+5 ranged touch

(spells); SQ Dwarven traits, summon familiar; AL LN; SV Fort +13, Ref +12, Will +13; Str 8, Dex 18, Con 20, Int 22, Wis 12, Cha 6.

Skills and Feats: Appraise +8, Concentration +21, Jump +9, Knowledge (Arcana) +22, Knowledge (Geography) +16, Knowledge (History) +16, Scry +12, Spellcraft +22; Combat Casting, Dodge, Empower Spell, Enlarge Spell, Extend Spell, Improved Initiative, Maximize Spell, Scribe Scroll.

Languages: Common, Dwarven, Elven, Flan, Halfling.

Possessions: Amulet of natural armor +3, boots of springing and striding, bracers of armor +6, cloak of resistance +4, gloves of dexterity +4, headband of intellect +4, necklace of fireballs (Type IV), scroll of burning hands (5th level), scroll of expeditious retreat, scroll of color spray, scroll of shield.

Physical Description: Ankrif Gundabil, unlike other dwarves, is thin and short. He tends to stay in the shadows, but is known to be a decent mage. It is he who first found the secret exits from Dumadan, and it is also he who sealed them, with the aid of a band of brave adventurers. Little of his personality is known. One thing is certain however; he is in full support of the researches of his mages and engineers.

Spells Prepared (5/7/7/6/6/5/4/2; base DC = 16 + spell level): 0—daze (2), flare (2), mage hand; 1st—burning hands, expeditious retreat, feather fall, magic missile (2), shield, sleep; 2nd—bull's strength, flaming sphere (2), invisibility (2), shatter (2); 3rd—displacement, fireball (3), fly, haste; 4th—enervation (2), fire shield, ice storm, shout (2); 5th—Bigby's interposing hand, stone shape (2), wall of force (2); 6th—chain lightning, contingency, greater dispelling, true seeing; 7th—forcecage, Mordenkainen's sword.

Spellbook: 0—arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, read magic, resistance; 1st—burning hands, expeditious retreat, feather fall, jump, magic missile, magic weapon, protection from evil, shield, shocking grasp, sleep, spider climb; 2nd—bull's strength, flaming sphere, invisibility, shatter; 3rd—displacement, fireball, fly, haste; 4th—enervation, fire shield, ice storm, shout; 5th—Bigby's interposing hand, permanency, stone shape, wall of force; 6th—chain lightning, contingency, greater dispelling, true seeing; 7th—forcecage, Mordenkainen's sword.

Oarg: Familiar (toad); Diminutive magical beast; HD 13; hp 40; Init +1; Spd 5; AC 22 (touch 15, flat-footed 21); Atk +5 melee (no damage, touch); SQ Improved evasion, speak with master, speak with

amphibians; AL N; SR 18; SV Fort +13, Ref +12, Will +13; Str 1, Dex 12, Con 11, Int 12, Wis 14, Cha 4.

Skills: Hide +20, Listen +5, Spot +5.

Ankrif Hurm Tarumad: Male dwarf Clr12 of Vergadain; CR 12; Medium-size humanoid; HD 12d8+12; hp 69; Init +4; Spd 15 ft.; AC 20 (touch 10, flat-footed 20); Atk +11/+6 melee (1d8+1, 19-20, +1 chaotic dwarven urgrosh); SQ Dwarven traits, channel positive energy, turn undead 4/day, Spells; AL N; SV Fort +10, Ref +9, Will +14; Str 10, Dex 18, Con 12, Int 12, Wis 20, Cha 12.

Skills and Feats: Appraise +3, Concentration +16, Hide +23, Jump +24, Move Silently +8, Spellcraft +16; Combat Reflexes, Combat Casting, Exotic Weapon Proficiency (dwarven urgrosh), Improved Critical (dwarven urgrosh), Weapon Focus (dwarven urgrosh).

Languages: Common, Dwarven, Celestial.

Possessions: +1 chaotic dwarven urgrosh, +1 glamered half-plate of shadow and silent moves, ring of protection +2, ring of jumping, gloves of dexterity +4, periapt of wisdom +2, necklace of prayer beads (karma), vibrant purple ioun stone (holds plane shift and bless), cloak of resistance +1, dust of disappearance, dust of illusion, dust of tracelessness (2 pinches), 5 scrolls of cure light wounds.

Physical Description: Ankrif Tarumad is a short dwarf, standing at 4'1". He usually has a distracted look and when he does look at someone they usually feel as if he is looking through them. He has been known to spend weeks on end in the holy caves of Vergadain without food or drink. He is vocal about prosecuting thieves, especially if they stole any valuable goods. Shortly before the invasion he had been trying to get the gates closed to control access to the city, and since he has been proclaiming that none of this would have happened if they had only paid attention to him.

Spells Prepared (6/8/6/6/5/5/3; base DC = 15 + spell level): 0—create water (2), guidance (2), resistance (2); 1st—bless, change self*, divine favor (2), endure elements, protection from evil, protection from law, shield of faith; 2nd—aid*, bull's strength, hold person, spiritual weapon, undetectable alignment, zone of truth; 3rd—bestow curse, dispel magic, magic circle against evil, magic circle against law, nondetection*, prayer; 4th—air walk, divine power, freedom of movement*, greater magic weapon, spell immunity; 5th—circle of doom, commune, false vision*, flame strike, spell resistance; 6th—blade barrier, mislead*, planar ally.

*Domain spell. Domains: Luck (Re-roll and one roll 1/day); Trickery (Bluff, Disguise and Hide are class skills).

Ankrif Thren Haorgast (as dragon): Male wyrm silver dragon; CR 23; Gargantuan dragon (air); HD 37d12+333; hp 573; Init +4; Spd 40 ft., fly 200 ft. (clumsy); AC 42 (touch 6, flat-footed 42); Atk +47 melee (4d6+14, bite) or +42 melee (2d8+7, 2 claws) or +42 melee (2d6+7, 2 wings) or +42 melee (2d8+21, tail slap); Face/Reach 20 ft. by 40 ft./15 ft.; SA Breath weapon, fear (DC 37); SQ Cold/acid/sleep/paralysis immunity, cloudwalking, polymorph self 3/day, feather fall 2/day, fog cloud 3/day, control winds 3/day, control weather 1/day, DR 20/+3, blindsight 330 ft., low-light vision, darkvision 1100 ft.; SR 30; AL LG; SV Fort +29, Ref +20, Will +29; Str 39, Dex 10, Con 29, Int 28, Wis 29, Cha 28.

Skills and Feats: Concentration +46, Diplomacy +46, Knowledge (Arcana, History, Geography, Suel, Dumadan, Nature, Nobility & Royalty) +46, Intuit Direction +46, Jump +51, Listen +46, Scry +46, Search +46, Spellcraft +46, Spot +46, Tumble +37; Cleave, Combat Casting, Extra Slot, Extra Spell, Hover, Improved Initiative, Leadership, Power Attack, Snatch, Wingover.

Languages: Common, Draconic, Ancient Suel, Ancient Baklunish, Flan, Rhopan, Elven, Gnomish, Halfling.

Breath Weapon (Su): A silver dragon has two types of breath weapon, a 60 ft. cone of cold or a 60 ft. cone of paralyzing gas. Creatures within the latter must make a Fortitude save (DC 36) or be paralyzed for 1d6+37 rounds. The former deals 22d8 with a Reflex save (DC 36) for half.

Cloudwalking (Su): The dragon can tread on clouds or fog as though on solid ground. The ability functions continuously but can be negated or resumed at will.

Crush: 4d6+21 damage, Reflex save to avoid being pinned (DC 34). Damage is repeated each round that the character(s) are trapped under the dragon.

Tail Sweep: 2d6+21, tail sweep affects half circle 30 ft. radius, Reflex save (DC 34) for half damage.

Physical Description: The Ankrif in his natural form is an ancient silver dragon. There are few people other than those in his clan who have ever seen him in his natural form. One of those was a young Suel lady, whom he had an affair with. The other is Ankrif Offla Izurim who discovered his secret while she was studying dragons in her youth. He has been the ruler of his clan since it was formed 700 years before when Dumadan was first founded.

Cleric Spells Prepared (6/9/8/8/8/7/6/5/4/3; base DC = 19 + spell level): 0—cure minor wounds (6); 1st—obscuring mist*, command (4), cure light wounds (4); 2nd—heat metal*, darkness (2), lesser restoration, shatter (4); 3rd—gaseous form*, sword stream (7); 4th—fire shield*, cure critical wounds (7); 5th—dispel evil*, raise dead (6); 6th—chain lightning*, heal (4), heroes feast;

7th—holy word*, resurrection (4); 8th—holy aura*, discern location (2), mass heal; 9th—summon monster IX*, miracle, true resurrection.

*Domain spell. Domains: Air (Turn Earth creatures 12 times/day); Good (Cast Good Spells at +1 caster level); Law (Cast Law spells at +1 caster level); Sun (Greater turning against undead 1/day).

Sorcerer Spells Known (6/9/8/8/8/8/7/7/6; base DC = 19 + spell level): 0—resistance, ray of frost, daze, prestidigitation, arcane mark, mending, light, mage hand, dancing lights; 1st—lesser cold orb, shield, true strike, jump, expeditious retreat; 2nd—protection from arrows, Melf's acid arrow, daylight, flaming sphere, invisibility; 3rd—arcane sight, flame arrow, lightning bolt, haste; 4th—sonic orb, ice storm, wall of ice, dimension door; 5th—energy buffer, cloudkill, permanency, major creation; 6th—repulsion, legend lore, contingency; 7th—energy immunity, prismatic spray, statue; 8th—great shout, trap the soul.

Ankrif Thren Haorgast (as dwarf): Male wyrm silver dragon; CR 23; Gargantuan dragon (air); HD 37d12+37; hp 301; Init +7; Spd 40 ft.; AC 58 (touch 14, flat-footed 55); Atk +40/+35/+30/+25/+20/+40 melee (1d8+1d6+8 subdual, +5 merciful heavy mace of speed); Face/Reach 5 ft. by 5 ft./5 ft.; SA Fear (DC 37); SQ Cold/acid/sleep/paralysis immunity, polymorph self 3/day, feather fall 2/day, fog cloud 3/day, control winds 3/day, control weather 1/day, DR 20/+3, blindsight 330 ft., low-light vision, darkvision 1100 ft.; SR 30; AL LG; SV Fort +21, Ref +23, Will +29; Str 17, Dex 16, Con 13, Int 28, Wis 29, Cha 28.

Skills and Feats: Concentration +38, Diplomacy +46, Knowledge (Arcana, History, Geography, Suel, Dumadan, Nature, Nobility & Royalty) +46, Intuit Direction +46, Jump +41, Listen +46, Scry +46, Search +46, Spellcraft +46, Spot +46, Tumble +37; Cleave, Combat Casting, Extra Slot, Extra Spell, Hover, Improved Initiative, Leadership, Power Attack, Snatch, Wingover.

Languages: Common, Draconic, Ancient Suel, Ancient Baklunish, Flan, Rhopan, Elven, Gnomish, Halfling.

Possessions: Belt of giant's strength +6, bracer's of armor +8, gloves of dexterity +6, +5 merciful heavy mace of speed, ring of protection +5.

Physical Description: The Ankrif in Dwarven form appears to be a middle-aged dwarf of moderate stature. Those outside the clan he leads rarely see him, and it is rumored that he is a consummate mage. He is also known for his fighting prowess and the inability of spell casters to affect him with spells.

Ankrif Offla Izurim: Female Dwarf Wiz7/Lore6; CR 13; Medium-size humanoid; HD 13d4+52; hp 55; Init +8; Spd 20 ft.; AC 21 (touch 17, flat-footed 17); Atk +5/+0 melee or +10/+5 ranged; SQ Dwarven traits, summon familiar, secret (3), lore +13, greater lore, bonus language; AL LN; SV Fort +10, Ref +10, Will +13; Str 8, Dex 18, Con 18, Int 24, Wis 12, Cha 7.

Skills and Feats: Appraise +13, Concentration +20, Knowledge (Arcana) +25, Knowledge (Dragons) +23, Knowledge (Dumadan Law) +23, Knowledge (Nobility & Royalty) +15, Spellcraft +23; Combat Casting, Empower Spell, Forge Ring, Heighten Spell, Improved Initiative, Point Blank Shot, Scribe Scroll, Skill Focus (Knowledge (Arcana)).

Secret: Secrets chosen (all effects already applied): Applicable Knowledge, Instant Mastery (Appraise), Newfound Arcana (bonus 1st level spell).

Languages: Common, Dwarven, Elven, Ancient Suel, Terran, Celestial, Gnomish, Flan.

Possessions: Ring of wizardry I, ring of protection +3, amulet of health +4, bracers of armor +4, cloak of resistance +2, gloves of dexterity +4, headband of intellect +4, pearl of power (2nd).

Physical Description: Ankrif Izurim is the eldest member of the council at the age of 437 years. She has served on the council for the past 132 years and remains adamant that forethought and planning is the only solution to any problem. She is known to have had a library of over 10 000 books in her home in Dumadan, what has become of those books now is unknown. She is also known to have at one time studied dragons. She spent many years traveling and adventuring while in pursuit of the rare creatures. She is the only person outside of Clan Haorgast who knows that Thren Haorgast is actually a Silver dragon.

Spells Prepared (4/11/6/6/5/4/3/2; base DC = 17 + spell level): 0—detect magic, ray of frost (3); 1st—enlarge, expeditious retreat (2), grease, identify, magic missile (4), shield (2); 2nd—cat's grace (2), detect thoughts, scare, see invisibility (2); 3rd—clairaudience/clairvoyance, dispel magic (3), gaseous form (2); 4th—detect scrying, dimensional anchor (2), lesser geas, remove curse; 5th—contact other plane, prying eyes, Rary's telepathic bond (2); 6th—geas/quest, legend lore, true seeing; 7th—greater scrying, vision.

Spellbook: 0—arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance; 1st—alarm, animate rope, comprehend languages, enlarge, expeditious retreat, feather fall, grease, identify, magic missile, magic weapon, protection from evil, shield; 2nd—cat's grace, detect thoughts, locate object, scare, see invisibility; 3rd—clairaudience/clairvoyance, dispel magic, gaseous form,

tongues; 4th—detect scrying, dimensional anchor, lesser geas, remove curse; 5th—contact other plane, fabricate, prying eyes, Rary's telepathic bond; 6th—analyze dweomer, geas/quest, legend lore, true seeing; 7th—greater scrying, vision.

Whisper: Familiar (owl); Tiny magical beast; HD 13; hp 27; Init +3; Spd 20; AC 24 (touch 15, flat-footed 21); Atk +11 melee (1d2-2, claws); SQ Improved evasion, speak with master, speak with birds; AL LN; SV Fort +10, Ref +10, Will +13; Str 6, Dex 17, Con 10, Int 12, Wis 14, Cha 4.

Skills and Feats: Hide +11, Listen +14, Move Silently +20, Spot +6; Weapon Finesse (claws).

Ankrif Koargan Kibared: Male Dwarf Exp15; CR 7; Medium-size humanoid; HD 15d6+30; hp 78; Init +2; Spd 20 ft.; AC 17 (touch 17, flat-footed 15); Atk +12/+7 melee (1d3+1 subdual, unarmed strike); SQ Dwarven traits; AL LN; SV Fort +7, Ref +7, Will +10; Str 12, Dex 14, Con 14, Int 14, Wis 13, Cha 12.

Skills and Feats: Appraise +4, Concentration +20, Craft (Sculpting) +20, Craft (Stonecarving) +22, Diplomacy +21, Forgery +22, Innuendo +19, Perform +19, Sense Motive +21, Spot +6; Simple Weapon Proficiency, Skill Focus: Craft (Sculpting), Craft (Stonecarving), Diplomacy, Forgery, Sense Motive.

Languages: Common, Dwarven, Gnome, Undercommon.

Possessions: Gems and artwork worth 61,000 gp, ring of protection +5, masterwork carvers tools, ring of x-ray vision, rod of metal and mineral detection, 7 immovable rods, eyes of the eagle.

Physical Description: Ankrif Kibared is the most recent addition to the council. He became a member only 6 months before the invasion. He took the Clan Khaledur seat upon the death of his great-uncle Igroat Kibared. He had to resign his post as ambassador to the Principality of Ulek to accept the post, there has not been a replacement ambassador selected yet. He is well known by all in the city, and well liked. It is known that he has a penchant for playing darts and gambling, but so far nothing serious has come of that attraction.

Ankrif Pholan Khuzladar: Female Dwarf Brd10; CR 10; Medium-size humanoid; HD 10d6+20; hp 47; Init +6; Spd 20 ft.; AC 17 (touch 13, flat-footed 15); Atk +11 ranged (1d2 subdual + 1d6 cold, range 15 ft., +1 frost whip); SA Bardic music (10/day); SQ Dwarven traits, bardic lore +12; AL N; SV Fort +5, Ref +9, Will +8; Str 8, Dex 14, Con 14, Int 14, Wis 12, Cha 20.

Skills and Feats: Appraise +4, Balance +12, Concentration +12, Diplomacy +18, Hide +25, Move Silently +35, Sense Motive +14, Spot +6, Tumble +8;

Combat Reflexes, Improved Initiative, Quick Draw, Weapon Focus (whip).

Languages: Common, Dwarven, Elven, Sylvan.

Possessions: +1 frost whip, +1 studded leather of shadow and silent moves, ring of protection +1, gloves of dexterity +2, cloak of charisma +4, boots of elvenkind, amulet of health +2, eyes of the eagle, hat of disguise, Quaal's feather token (whip).

Physical Description: Ankrif Khuzladar is a beautiful, aged dwarf balladeer. Although recently she has been spearheading the movement to restore Dumadan and end the Derro plague. Her skill with the Tabor and the horn is legendary amongst the dwarves of Dumadan and the surrounding area. She is also known for her ability to negotiate an end to almost any situation, although it has been many years since she was required to attempt such a feat.

Spells Known (3/5/4/3/1; base DC = 15 + spell level): 0—daze, detect magic, flare, ghost sound, mending, read magic; 1st—charm person, grease, sleep, unseen servant; 2nd—bull's strength, cat's grace, hypnotic pattern, sound burst; 3rd—charm monster, emotion, haste, major image; 4th—dismissal, modify memory.

Ankrif Welnet Munandar: Female Dwarf Rog11; CR 11; Medium-size humanoid; HD 11d6+22; hp 58; Init +5; Spd 20 ft.; AC 24 (touch 17, flat-footed 19); Atk +8/+3 melee (1d6+2, 17-20/x2, +1 keen short sword), +8 melee (1d6+1, 17-20/x2, +1 keen short sword); SA Sneak attack +6d6, opportunist; SQ Evasion, uncanny dodge (can't be flanked, Dex bonus to AC, +1 vs. traps); AL CN; SV Fort +5, Ref +12, Will +4; Str 12, Dex 20, Con 14, Int 14, Wis 12, Cha 6.

Skills and Feats: Appraise +4, Balance +19, Disable Device +14, Escape Artist +25, Hide +29, Jump +45, Listen +15, Move Silently +29, Open Lock +21, Sense Motive +15, Tumble +19; Ambidexterity, Combat Reflexes, Improved Critical (short sword), Two-Weapon Fighting.

Possessions: 2 +1 keen short swords, +2 studded leather armor, cloak of elvenkind, gloves of dexterity +4, boots of elvenkind, amulet of natural armor +2, ring of jumping, ring of protection +2, vest of escape, hat of disguise, potion of cure serious wounds, 3 potions of vision.

Physical Description: It is believed by the other Ankrif that Ankrif Munandar has no interest in the politics because as far as they know she has never attended a meeting. Little did they know that she has watched from the shadows. She rarely takes any action that will place him in a place to be observed, and only a few select people outside her clan have ever seen her. Those who try to find her against her will are often found naked, or worse if they press the matter.

Ankrif Qodlot Khulaban: Male Dwarf Mnk14; CR 14; Medium-size humanoid; HD 14d8+28; hp 80; Init +11; Spd 45 ft.; AC 31 (touch 25, flat-footed 31); Atk +13/+10/+7/+4 melee (1d12+2/19-20, unarmed strike); SA Flurry of blows, stunning attack (15/day, DC 22), ki strike (+2); SQ: improved evasion, still mind, purity of body, wholeness of body, leap of the clouds, diamond body, abundant step, diamond soul (SR 24), slow fall (50 ft.); AL LN; SV Fort +15, Ref +20, Will +18; Str 14, Dex 24, Con 14, Int 12, Wis 20, Cha 6.

Skills and Feats: Appraise +3, Balance +11, Escape Artist +18, Hide +39, Jump +37, Listen +15, Move Silently +24, Open Lock +9, Spot +10, Tumble +24, Use Rope +12; Blind-Fight, Combat Reflexes, Deflect Arrows, Improved Critical (Unarmed Strike), Improved Initiative, Improved Trip, Weapon Focus (Unarmed Strike).

Possessions: Periapt of wisdom +4, monk's belt, bracers of armor +6, cloak of resistance +4, gloves of dexterity +6, robe of blending, slippers of spider climbing, vest of escape, pink rhomboid ioun stone, pale blue rhomboid ioun stone, dusty rose prism ioun stone, ring of jumping, eyes of the eagle.

Physical Description: Ankrif Khulaban, although not the most recent addition to the council, is perhaps the most widely appreciated at this time. He stayed behind during the invasion to help people escape, and only barely made it out with his life. He has spent the last year recovering from his wounds, and the horrors that he saw on the way. However, his brave actions have garnered him the love of all the people of Dumadan, regardless of clan.

Appendix II – Patrol Statistics

APL 4

Gnoll rangers (2): Male gnoll Rgr1; CR 2; Medium-size humanoid; HD 2d8+1d10+6; hp 31, 29; Init +1; Spd 30 ft.; AC 17 (touch 11, flat-footed 16); Atk +4 melee (1d8+4/x3, masterwork battleaxe) and +3 melee (1d8+2/x3, battleaxe offhand) or +6 melee (1d6+4, armor spikes) or +6 melee (1d4+4/19-20, dagger) or +3 ranged (1d4+4/19-20, range 10ft., thrown dagger) or +3 ranged (1d8+1/x3, range 110 ft., mighty [+1] composite longbow); SA: Favored enemy (human +1); SQ Darkvision 60 ft.; AL LE; SV Fort +6, Ref +1, Will +0; Str 18, Dex 12, Con 14, Int 10, Wis 10, Cha 8.

Skills and Feats: Listen +7, Spot +5; Ambidexterity, Power Attack, Track, Two-Weapon Fighting, Weapon Focus (Battleaxe).

Possessions: Spiked masterwork breastplate, 11 masterwork arrows, 10 arrows, masterwork battleaxe, battleaxe, dagger, mighty [+1] composite longbow.

Gnoll cleric of Dispater: Male gnoll Clr1; CR 2; Medium-size humanoid; HD 2d8+1d8+3; hp 25; Init +1; Spd 30 ft.; AC 20 (touch 11, flat-footed 19); Atk +5 melee (1d8+2/x3, masterwork heavy mace) or +2 ranged (1d8/19-20, range 80 ft., light crossbow); SQ Darkvision 60 ft.; AL LE; SV Fort +3, Ref +1, Will +5; Str 14, Dex 12, Con 12, Int 10, Wis 16, Cha 8.

Skills and Feats: Concentration +3, Listen +6, Spot +8; Combat Casting, Power Attack, Weapon Focus (heavy mace).

Possessions: Masterwork heavy mace, 10 masterwork crossbow bolts, 20 crossbow bolts, full plate armor, light crossbow, 3 scrolls of cure light wounds, gray clerical robes, iron mask.

Spells Prepared (3/3; base DC = 13 + spell level): 0—cure minor wounds, inflict minor wounds (2); 1st—divine favor, magic weapon*, protection from good.

*Domain spell. Domains: Evil (You cast evil spells at +1 caster level.); War (Free Martial Weapon Proficiency (if needed) and Weapon Focus with the deity's favored weapon.).

APL 6

Gnoll rangers (2): Male gnoll Rgr1/Ftr2; CR 4; Medium-size humanoid; HD 2d8+3d10+10; hp 49, 47; Init +5; Spd 30 ft.; AC 17 (touch 11, flat-footed 16); Atk +8 melee (1d8+4/x3, masterwork battleaxe) and +8 melee (1d8+2/x3, battleaxe offhand) or +8 melee (1d6+4, armor spikes) or +8 melee (1d4+4/19-20, dagger) or +5 ranged (1d4+4/19-20, range 10ft., thrown dagger) or +5 ranged (1d8+1/x3, range 110 ft., mighty [+1] composite longbow); SA Favored enemy (human +1); SQ Darkvision 60 ft.; AL LE; SV Fort +7, Ref +1, Will +0; Str 19, Dex 12, Con 14, Int 10, Wis 10, Cha 8.

Skills and Feats: Listen +8, Spot +8; Ambidexterity, Cleave, Improved Initiative, Power Attack, Track, Two-Weapon Fighting, Weapon Focus (Battleaxe).

Possessions: breastplate with armor spikes, 11 masterwork arrows, 10 arrows, 2 masterwork battleaxes, dagger, mighty [+1] composite longbow.

Gnoll cleric of Dispat: Male gnoll Clr3; CR 4; Medium-size humanoid; HD 2d8+3d8+6; hp 39; Init +5; Spd 30 ft.; AC 20 (touch 11, flat-footed 19); Atk +7 melee (1d8+2, x3, masterwork heavy mace) or +4 ranged (1d8, 19-20, range 80 ft., light crossbow); SQ Darkvision 60 ft.; AL LE; SV Fort +7, Ref +2, Will +6; Str 14, Dex 12, Con 12, Int 11, Wis 16, Cha 8.

Skills and Feats: Concentration +5, Listen +6, Spellcraft +2, Spot +8; Combat Casting, Improved Initiative, Power Attack, Weapon Focus (heavy mace).

Possessions: Masterwork heavy mace, 10 masterwork crossbow bolts, 20 crossbow bolts, full plate, light crossbow, 3 scrolls of cure light wounds, scroll of cure moderate wounds, gray clerical robes, iron mask.

Spells Prepared (4/4/3; base DC = 13 + spell level):
0—cure minor wounds, inflict minor wounds (2);
1st—cause fear, divine favor, magic weapon*, protection from good; 2nd—bull's strength, death knell, spiritual weapon*.

*Domain spell. Domains: Evil (You cast evil spells at +1 caster level.); War (Free Martial Weapon Proficiency (if needed) and Weapon Focus with the deity's favored weapon.).

APL 8

Derro savant: Male derro Sor6; CR 6; Medium-size humanoid; HD 6d4; hp 20; Init +2; Spd 20 ft.; AC 13 (touch 12, flat-footed 11); Atk +5 ranged touch (spells); SQ Dwarven blood, Sunlight vulnerability, summon familiar, darkvision 30 ft.; SR 18; AL LE; SV Fort +2, Ref +4, Will +5; Str 6, Dex 14, Con 10, Int 10, Wis 10, Cha 15.

Skills and Feats: Concentration +9, Spellcraft +9; Blind-Fight, Spell Focus (Illusion, Evocation, Conjuraton).

Sunlight Vulnerability (Ex): Derro take 1 point of Constitution damage for every hour they are exposed to sunlight, dying when their Constitution reaches 0. Lost Constitution points are recovered at the rate of 1 per day out of the sun.

Possessions: +1 bracers of armor, 2 potions of cure light wounds, potion of endurance.

Spells Known (6/7/6/3; base DC = 12 + spell level): 0—dancing lights', daze, flare', ghost sound', mage hand, ray of frost', resistance; 1st—color spray', magic missile', shield, summon monster I'; 2nd—hypnotic pattern', Melf's acid arrow'; 3rd—fireball'.

Spell Focus, base DC = 14 + spell level.

Derro adepts (2): Male derro Sor4; CR 4; Medium-size humanoid; HD 4d4+12; hp 26, 25; Init +7; Spd 20 ft.; AC 13 (touch 13, flat-footed 10); Atk +5 ranged touch (spells); SQ Dwarven blood, sunlight vulnerability, summon familiar, darkvision 30 ft.; SR 18; AL LE; SV Fort +4, Ref +4, Will +3; Str 6, Dex 16, Con 16, Int 10, Wis 8, Cha 13.

Skills and Feats: Concentration +10, Spellcraft +7; Blind-Fight, Combat Casting, Improved Initiative.

Sunlight Vulnerability (Ex): Derro take 1 point of Constitution damage for every hour they are exposed to sunlight, dying when their Constitution reaches 0. Lost Constitution points are recovered at the rate of 1 per day out of the sun.

Possessions: Potion of cure light wounds.

Spells Known (6/7/3; base DC = 11 + spell level): 0—daze, flare, ghost sound, prestidigitation, ray of frost, resistance; 1st—charm person, shield, sleep; 2nd—web.

Derro berserker: Male derro Bar2/Ftr2; CR 4; Medium-size humanoid; HD 2d12+2d10+12; hp 45; Init +7; Spd 30 ft.; AC 17 (touch 13, flat-footed 17); Atk +6 melee (1d6+2/x4, masterwork heavy pick); SA Rage 1/day; SQ Dwarven blood, sunlight vulnerability, uncanny dodge (Dex bonus to AC), darkvision 30 ft.; SR 18; AL NE; SV Fort +9, Ref +3, Will +0; Str 14, Dex 16, Con 16, Int 12, Wis 10, Cha 4.

Skills and Feats: Climb +8, Jump +8, Listen +7, Spot +2, Tumble +7; Blind-Fight, Cleave, Great Cleave, Improved Initiative, Power Attack.

Sunlight Vulnerability (Ex): Derro take 1 point of Constitution damage for every hour they are exposed to sunlight, dying when their Constitution reaches 0. Lost Constitution points are recovered at the rate of 1 per day out of the sun.

Rage (Ex): Rage 1/day for 8 rounds; hp 53; AC 15 (touch 11, flat-footed 15); Atk +8 melee (1d6+4/x4, masterwork heavy pick); SV Fort +11, Will +2; Str 18, Con 20.

Possessions: Masterwork chain shirt, potion of cure moderate wounds, masterwork heavy pick, potion of bull's strength.

Derro cleric of Dispat: Female derro Clr4; CR 4; Medium-size humanoid; HD 4d8+4; hp 32; Init +2; Spd 20 ft.; AC 19 (touch 11, flat-footed 18); Atk +5 melee (1d8, masterwork heavy mace) or +5 ranged (1d10 + poison/19-20/, range 120 ft., heavy crossbow); SA Poisoned bolts, rebuke undead; SQ Dwarven blood, sunlight vulnerability, negative energy channeling, darkvision 30 ft.; SR 18; AL LE; SV Fort +5, Ref +3, Will +7; Str 10, Dex 14, Con 12, Int 12, Wis 16, Cha 5.

Skills and Feats: Concentration +8, Heal +10, Spellcraft +8; Blind-Fight, Combat Casting, Dodge, Weapon Focus (Heavy Mace).

Sunlight Vulnerability (Ex): Derro take 1 point of Constitution damage for every hour they are exposed to sunlight, dying when their Constitution reaches 0. Lost Constitution points are recovered at the rate of 1 per day out of the sun.

Poisoned Bolts: Derro Poison: initial damage 2d6 Strength, secondary damage 2d6 Strength; Fortitude save to resist (DC 14).

Possessions: full plate, masterwork heavy mace, 2 scrolls of cure moderate wounds.

Spells Prepared (5/5/4; base DC = 13 + spell level): 0—guidance (3), virtue (2); 1st—bane, deathwatch, doom, magic weapon*, shield of faith; 2nd—death knell (2), spiritual weapon*, summon monster II.

*Domain spell. Domains: Evil (You cast evil spells at +1 caster level.); War (Free Martial Weapon Proficiency (if needed) and Weapon Focus with the deity's favored weapon.).

APL 10

Derro savant: Male derro Sor8; CR 8; Medium-size humanoid; HD 8d4; hp 26; Init +2; Spd 20 ft.; AC 13 (touch 12, flat-footed 11); Atk +6 ranged touch (spells); SQ Dwarven blood, sunlight vulnerability, summon familiar, darkvision 30 ft.; SR 18; AL LE; SV Fort +2, Ref +4, Will +6; Str 6, Dex 14, Con 10, Int 10, Wis 10, Cha 16.

Skills and Feats: Concentration +11, Spellcraft +11; Blind-Fight, Spell Focus (Illusion, Evocation, Conjunction).

Sunlight Vulnerability (Ex): Derro take 1 point of Constitution damage for every hour they are exposed to sunlight, dying when their Constitution reaches 0. Lost Constitution points are recovered at the rate of 1 per day out of the sun.

Possessions: +1 bracers of armor, potion of cure light wounds, potion of cure moderate wounds.

Spells Known (6/7/7/6/3; base DC = 13 + spell level): 0—arcane mark, dancing lights, daze, flare, ghost sound, mage hand, ray of frost, resistance; 1st—color spray, magic missile, negative energy ray, shield, summon monster I; 2nd—hypnotic pattern, Melf's acid arrow; 3rd—fireball, haste; 4th—Evard's black tentacles.

Spell Focus, base DC = 15 + spell level.

Derro adepts (2): Male derro Sor6; CR 6; Medium-size humanoid; HD 6d4+18; hp 40, 38; Init +7; Spd 20 ft.; AC 14 (touch 13, flat-footed 11); Atk +7 ranged touch (spells); SQ Dwarven blood, sunlight vulnerability, summon familiar, darkvision 30 ft.; SR 18; AL LE; SV Fort +5, Ref +5, Will +4; Str 6, Dex 16, Con 16, Int 10, Wis 8, Cha 13.

Skills and Feats: Concentration +12, Spellcraft +9; Blind-Fight, Combat Casting, Improved Initiative, Weapon Focus (Ray).

Sunlight Vulnerability (Ex): Derro take 1 point of Constitution damage for every hour they are exposed to sunlight, dying when their Constitution reaches 0. Lost Constitution points are recovered at the rate of 1 per day out of the sun.

Possessions: +1 bracers of armor, 2 potions of cure light wounds.

Spells Known (6/7/5/3; base DC = 11 + spell level): 0—daze, flare, ghost sound, mage hand, prestidigitation, ray of frost, resistance; 1st—charm person, negative energy ray, shield, sleep; 2nd—Tasha's hideous laughter, web; 3rd—hold person.

Derro Berserker: Male derro Bar2/Ftr4; CR 6; Medium-size humanoid; HD 2d12+4d10+18; hp 65; Init +7; Spd 30 ft.; AC 19 (touch 13, flat-footed 19); Atk +10/+5 melee (1d6+2/x4, heavy pick); SA Rage 1/day; SQ Dwarven blood, sunlight vulnerability, uncanny

dodge (Dex bonus to AC), darkvision 30 ft.; SR 18; AL NE; SV Fort +10, Ref +4, Will +1; Str 14, Dex 16, Con 16, Int 12, Wis 10, Cha 4.

Skills and Feats: Climb +6, Jump +6, Listen +7, Spot +4, Tumble +8; Blind-Fight, Cleave, Great Cleave, Power Attack, Remain Conscious, Weapon Focus (heavy pick), Weapon Specialization (heavy pick).

Sunlight Vulnerability (Ex): Derro take 1 point of Constitution damage for every hour they are exposed to sunlight, dying when their Constitution reaches 0. Lost Constitution points are recovered at the rate of 1 per day out of the sun.

Rage (Ex): Rage 1/day for 8 rounds; hp 77; AC 17 (touch 11, flat-footed 17); Atk +12/+7 melee (1d6+5/x4, +1 heavy pick); SV Fort +12, Will +3; Str 18, Con 20.

Possessions: masterwork heavy pick, +1 breastplate, potion of bull's strength, potion of cure moderate wounds.

Derro cleric of Dispat: Female derro Clr6; CR 6; Medium-size humanoid; HD 6d8+6; hp 46; Init +2; Spd 20 ft.; AC 20 (touch 11, flat-footed 19); Atk +6 melee (1d8, heavy mace) or +6 ranged (1d10 + poison/19-20, range 120 ft., heavy crossbow); SA Poisoned bolts, rebuke undead; SQ Dwarven blood, sunlight vulnerability, negative energy channeling, darkvision 30 ft.; SR 18; AL LE; SV Fort +6, Ref +4, Will +8; Str 10, Dex 14, Con 12, Int 12, Wis 16, Cha 5.

Skills and Feats: Concentration +10, Heal +12, Spellcraft +10; Blind-Fight, Combat Casting, Dodge, Mobility, Weapon Focus (heavy mace).

Sunlight Vulnerability (Ex): Derro take 1 point of Constitution damage for every hour they are exposed to sunlight, dying when their Constitution reaches 0. Lost Constitution points are recovered at the rate of 1 per day out of the sun.

Poisoned Bolts: Derro Poison: initial damage 2d6 Strength, secondary damage 2d6 Strength; Fortitude save to resist (DC 14).

Possessions: +1 full plate, masterwork heavy mace, 2 scrolls of cure moderate wounds.

Spells Prepared (5/5/5/4; base DC = 13 + spell level): 0—guidance (3), virtue (2); 1st—bane, deathwatch, doom, magic weapon*, shield of faith; 2nd—bull's strength, death knell (2), spiritual weapon*, summon monster II; 3rd—animate dead (2), dispel magic, magic circle against good*.

*Domain spell. Domains: Evil (You cast evil spells at +1 caster level.); War (Free Martial Weapon Proficiency (if needed) and Weapon Focus with the deity's favored weapon.).

AL 12

Derro savant: Male derro Sor10; CR 10; Medium-size humanoid; HD 10d4; hp 32; Init +6; Spd 20 ft. second; AC 14 (touch 13, flat-footed 12); Atk +7 ranged touch (spells); SQ Dwarven blood, sunlight vulnerability, summon familiar, darkvision 30 ft.; SR 18; AL LE; SV Fort +3, Ref +5, Will +7; Str 6, Dex 14, Con 10, Int 10, Wis 10, Cha 16.

Skills and Feats: Concentration +13, Spellcraft +13; Blind-Fight, Improved Initiative, Spell Focus (Illusion, Evocation, Conjuration).

Sunlight Vulnerability (Ex): Derro take 1 point of Constitution damage for every hour they are exposed to sunlight, dying when their Constitution reaches 0. Lost Constitution points are recovered at the rate of 1 per day out of the sun.

Possessions: +1 bracers of armor, +1 ring of protection, 2 potions of cure moderate wounds.

Spells Known (6/7/7/7/5/3; base DC = 13 + spell level): 0—arcane mark, dancing lights, daze, detect magic, flare, ghost sound, mage hand, ray of frost, resistance; 1st—color spray, magic missile, negative energy ray, shield, summon monster I; 2nd—blindness/deafness, hypnotic pattern, Melf's acid arrow; 3rd—fireball, haste, invisibility sphere; 4th—Evard's black tentacles, solid fog; 5th—dominate person.

Spell Focus, base DC = 15 + spell level.

Derro adepts (2): Male derro Sor8; CR 8; Medium-size humanoid; HD 8d4+24; hp 51, 50; Init +7; Spd 20 ft.; AC 15 (touch 14, flat-footed 12); Atk +7 ranged (1d8/19-20, range 80 ft., light crossbow w/ normal bolts, see equipment for other bolts available) or +8 ranged touch (rays) or +7 ranged touch (other ranged spells); SA Poisoned bolts; SQ Dwarven blood, sunlight vulnerability, summon familiar, darkvision 30 ft.; SR 18; AL LE; SV Fort +5, Ref +5, Will +5; Str 6, Dex 16, Con 16, Int 10, Wis 8, Cha 14.

Skills and Feats: Concentration +14, Spellcraft +11; Blind-Fight, Combat Casting, Improved Initiative, Weapon Focus (Ray).

Sunlight Vulnerability (Ex): Derro take 1 point of Constitution damage for every hour they are exposed to sunlight, dying when their Constitution reaches 0. Lost Constitution points are recovered at the rate of 1 per day out of the sun.

Poisoned Bolts: Shadow Essence Poison: initial damage 1 Strength (permanent), secondary damage 2d6 Strength; Fortitude save to resist (DC 17).

Possessions: +1 bracers of armor, light crossbow, 5 poisoned +1 crossbow bolts, 10 crossbow bolts, +2 screaming bolt.

Spells Known (6/7/7/5/3; base DC = 12 + spell level): 0—dancing lights, daze, flare, ghost sound,

mage hand, prestidigitation, ray of frost, resistance; 1st—charm person, negative energy ray, ray of enfeeblement, shield, sleep; 2nd—blur, Tasha's hideous laughter, web; 3rd—flame arrow, hold person; 4th—phantasmal killer.

Derro Berserker: Male derro Bar4/Ftr4; CR 8; Medium-size humanoid; HD 4d12+4d10+24; hp 89; Init +3; Spd 25 ft.; AC 19 (touch 13, flat-footed 19); Atk +13/+8 melee (1d6+6/x4, +1 heavy pick); SA Rage 2/day; SQ Dwarven blood, sunlight vulnerability, uncanny dodge (Dex bonus to AC), darkvision 30 ft.; SR 18; AL NE; SV Fort +11, Ref +5, Will +2; Str 16, Dex 16, Con 16, Int 12, Wis 10, Cha 6.

Skills and Feats: Climb +11, Intimidate +9, Jump +11, Listen +2, Spot +2, Tumble +6; Blind-Fight, Cleave, Great Cleave, Power Attack, Remain Conscious, Weapon Focus (heavy pick), Weapon Specialization (heavy pick).

Sunlight Vulnerability (Ex): Derro take 1 point of Constitution damage for every hour they are exposed to sunlight, dying when their Constitution reaches 0. Lost Constitution points are recovered at the rate of 1 per day out of the sun.

Rage (Ex): Rage 2/day for 8 rounds; hp 105; AC 17 (touch 11, flat-footed 17); Atk +15/+10 melee (1d6+8/x4, +1 heavy pick); SV Fort +13, Will +4; Str 20; Con 20.

Possessions: +1 heavy pick, +1 breastplate, potion of bull's strength, potion of cure moderate wounds.

Derro Cleric of Dispater: Female derro Clr8; CR 8; Medium-size humanoid; HD 8d8+8; hp 60; Init +2; Spd 20 ft.; AC 20 (touch 11, flat-footed 19); Atk +8/3 melee (1d8+1, +1 heavy mace) or +8/3 ranged (1d10 + poison/19-20, range 120 ft., heavy crossbow); SA Poisoned Bolts, rebuke undead; SQ Dwarven blood, sunlight vulnerability, negative energy channeling, darkvision 30 ft.; SR 18; AL LE; SV Fort +7, Ref +4, Will +9; Str 10, Dex 14, Con 12, Int 12, Wis 16, Cha 6.

Skills and Feats: Concentration +12, Heal +14, Spellcraft +12; Blind-Fight, Combat Casting, Dodge, Mobility, Weapon Focus (heavy mace).

Sunlight Vulnerability (Ex): Derro take 1 point of Constitution damage for every hour they are exposed to sunlight, dying when their Constitution reaches 0. Lost Constitution points are recovered at the rate of 1 per day out of the sun.

Poisoned Bolts: Derro Poison: initial damage 2d6 Strength, secondary damage 2d6 Strength; Fortitude save to resist (DC 14).

Possessions: +1 heavy mace, 2 scrolls of cure moderate wounds, heavy crossbow, 10 bolts, +1 full plate.

Spells Prepared (6/6/5/5/3; base DC = 13 + spell level): 0—guidance (3), virtue (3); 1st—bane, cause fear, deathwatch, doom, magic weapon*, shield of faith; 2nd—bull's strength, death knell (2), spiritual weapon*, summon monster II; 3rd—animate dead (2), bestow curse, dispel magic, magic circle against good*; 4th—air walk, divine power, unholy blight*.

*Domain spell. Domains: Evil (You cast evil spells at +1 caster level.); War (Free Martial Weapon Proficiency (if needed) and Weapon Focus with the deity's favored weapon.).

Appendix III – Gate Statistics

APL 2

Gnoll Captain: Male gnoll Bbn3; CR 3; Medium-size humanoid; HD 2d8+3d12+15; hp 49; Init +6; Spd 30 ft.; AC 19 (touch 12, flat-footed 19); Atk +9 melee (1d8+4/x3, masterwork battleaxe); SA: Rage 1/day; SQ Darkvision 60 ft., fast movement, uncanny dodge (Dex to AC); AL NE; SV Fort +9, Ref +3, Will +2; Str 18, Dex 14, Con 16, Int 12, Wis 12, Cha 6.

Skills and Feats: Climb +6, Intuit Direction +6, Jump +6, Listen +8, Spot +5, Wilderness Lore +7; Cleave, Improved Initiative, Power Attack, Weapon Focus (Battleaxe)

Rage (Ex): 1/day for 8 rounds; hp 59; AC 17 (touch 10, flat-footed 17); Atk +11 melee (1d8+6/x3, masterwork battleaxe); SV Fort +11, Will +4; Str 22, Con 20.

Possessions: Masterwork battleaxe, scale mail, large steel shield.

APL 4

Gnoll Ranger: Male gnoll Rgr1; CR 2; Medium-size humanoid; HD 2d8+1d10+6; hp 29; Init +1; Spd 30 ft.; AC 17 (touch 11, flat-footed 16); Atk +4 melee (1d8+4/x3, masterwork battleaxe) and +3 melee (1d8+2/x3, battleaxe offhand) or +6 melee (1d6+4, armor spikes) or +6 melee (1d4+4/19-20, dagger) or +4 ranged (1d4+4/19-20, range 10ft., thrown dagger) or +4 ranged (1d8+1/x3, range 110 ft., mighty [+1] composite longbow); SA: Favored enemy (humans +1); SQ Darkvision 60 ft.; AL LE; SV Fort +7, Ref +1, Will +0; Str 18, Dex 12, Con 14, Int 10, Wis 10, Cha 8.

Skills and Feats: Listen +7, Spot +5; Ambidexterity, Dirty Fighting, Track, Two-Weapon Fighting, Weapon Focus (Battleaxe).

Possessions: Spiked masterwork breastplate, 11 masterwork arrows, 10 arrows, masterwork battleaxe, battleaxe, dagger, mighty [+1] composite longbow, +1 cloak of resistance (only one of the two has this, all saves are lower by 1 on the other).

Gnoll Captain: Male gnoll Bbn6; CR 6; Medium-size humanoid; HD 2d8+6d12+24; hp 79; Init +6; Spd 30 ft.; AC 20 (touch 12, flat-footed 20); Atk +11/6 melee (1d8+4/x3, masterwork battleaxe); SA: Rage 2/day; SQ Darkvision 60 ft., fast movement, uncanny dodge (Dex to AC, can't be flanked); AL NE; SV Fort +11, Ref +4, Will +3; Str 19, Dex 14, Con 16, Int 12, Wis 12, Cha 6.

Skills and Feats: Climb +9, Intuit Direction +9, Jump +6, Listen +12, Spot +9, Wilderness Lore +7; Cleave, Great Cleave, Improved Initiative, Power Attack.

Rage (Ex): 1/day for 8 rounds; hp 95; AC 18 (touch 10, flat-footed 18); Atk +14/9 melee (1d8+6/x3, masterwork battleaxe); SV Fort +13, Will +5; Str 23, Con 20.

Possessions: Masterwork battleaxe, breastplate, large steel shield, potion of bull's strength, potion of endurance, potion of cure moderate wounds.

APL 6

Gnoll Ranger: Male gnoll Rgr1/Ftr2; CR 4; Medium-size humanoid; HD 2d8+3d10+10; hp 47; Init +5; Spd 30 ft.; AC 17 (touch 12, flat-footed 16); Atk +8 melee (1d8+4/x3, masterwork battleaxe) and +8 melee (1d8+2/x3, battleaxe offhand) or +8 melee (1d6+4/, armor spikes) or +8 melee (1d4+4/19-20, dagger) or +5 ranged (1d4+4/19-20, range 10ft., thrown dagger) or +5 ranged (1d8+1/x3, range 110 ft., mighty [+1] composite longbow); SA Favored enemy (humans +1); SQ Darkvision 60 ft.; AL LE; SV Fort +8, Ref +2, Will +1; Str 19, Dex 12, Con 14, Int 10, Wis 10, Cha 8.

Skills and Feats: Listen +8, Spot +8; Ambidexterity, Dirty Fighting, Improved Initiative, Power Attack, Track, Two-Weapon Fighting, Weapon Focus (Battleaxe).

Possessions: Spiked masterwork breastplate, 11 masterwork arrows, 10 arrows, 2 masterwork battleaxe, dagger, mighty [+1] composite longbow, +1 cloak of resistance (only one of the two has this, all saves are lower by 1 on the other).

Gnoll Captain: Male gnoll Bbn8; CR 8; Medium-size humanoid; HD 2d8+8d12+30; hp 99; Init +6; Spd 30 ft.; AC 21 (touch 12, flat-footed 21); Atk +14/9 melee (1d8+5/x3, masterwork battleaxe); SA: Rage 3/day; SQ Darkvision 60 ft., fast movement, uncanny dodge (Dex to AC, can't be flanked); AL NE; SV Fort +12, Ref +4, Will +3; Str 20, Dex 14, Con 16, Int 12, Wis 12, Cha 6.

Skills and Feats: Climb +12, Intuit Direction +6, Jump +9, Listen +14, Spot +11, Wilderness Lore +7; Cleave, Great Cleave, Improved Initiative, Power Attack.

Rage (Ex): 1/day for 8 rounds; hp 119; AC 18 (touch 10, flat-footed 18); Atk +17/12 melee (1d8+7/x3, masterwork battleaxe); SV Fort +14, Will +5; Str 24, Con 20.

Possessions: Masterwork battleaxe, +1 breastplate, large steel shield, potion of bull's strength, potion of endurance, potion of cure moderate wounds.

APL 8

Derro Savant: Male derro Sor7; CR 8; Medium-size humanoid; HD 7d4+7; hp 29; Init +5; Spd 20 ft.; AC 12 (touch 11, flat-footed 12); Atk +4 ranged touch (spells); SQ Dwarven blood, sunlight vulnerability, summon familiar, darkvision 30 ft.; SR 18; AL LE; SV Fort +3, Ref +3, Will +5; Str 6, Dex 13, Con 13, Int 10, Wis 10, Cha 17.

Skills and Feats: Concentration +11, Knowledge (Arcana) +10, Spellcraft +10; Blind-Fight, Combat Casting, Dodge, Improved Initiative.

Sunlight Vulnerability (Ex): Derro take 1 point of Constitution damage for every hour they are exposed to sunlight, dying when their Constitution reaches 0. Lost Constitution points are recovered at the rate of 1 per day out of the sun.

Possessions: Bracers of armor +1, 2 potions of cure light wounds, potion of cure moderate wounds.

Spells Known (6/7/7/5; base DC = 13 + spell level): 0—dancing lights, daze, flare, mage hand, prestidigitation, ray of frost, resistance; 1st—burning hands, chill touch, color spray, magic missile, shield; 2nd—molten rock*, web; 3rd—fireball, haste.

* New spell, see Appendix V.

Derro Assassin: Male derro Rog5/Asn2; CR 8; Medium-size humanoid; HD 5d6+2d6+14; hp 46; Init +4; Spd 20 ft.; AC 18 (touch 14, flat-footed 18); Atk +4 melee (1d6/19-20, short sword) or +8 ranged (1d4/19-20, hand crossbow); SA Sneak attack +4d6, death attack; SQ Dwarven blood, sunlight vulnerability, uncanny dodge (Dex to AC, can't be flanked), poison use, +1 saves vs. poison, evasion, darkvision 30 ft.; SR 18; AL CE; SV Fort +3, Ref +11, Will +2; Str 10, Dex 19, Con 14, Int 12, Wis 12, Cha 4.

Skills and Feats: Balance +6, Disguise +2, Escape Artist +9, Hide +24, Jump +7, Listen +11, Move Silently +14, Perform +2, Pick Pocket +6, Spot +10, Tumble +16, Use Magic Device +5, Use Rope +9; Blind-Fight, Combat Reflexes, Dodge, Mobility.

Sunlight Vulnerability (Ex): Derro take 1 point of Constitution damage for every hour they are exposed to sunlight, dying when their Constitution reaches 0. Lost Constitution points are recovered at the rate of 1 per day out of the sun.

Death Attack: If the assassin studies his target for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of paralyzing or killing the victim (assassin's choice). While studying the victim, the assassin can undertake other actions so long as his attention stays focused on the target and the target does not detect the assassin or recognize the

assassin as an enemy. If the victim of such an attack fails her Fortitude saving throw (DC 13) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim's mind and body become enervated, rendering her completely helpless and unable to act for 1d6+2 rounds. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the assassin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds. If a death attack is attempted and fails (the victim makes her save) or if the assassin does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

Poisoned Bolts: Giant Wasp Poison: initial damage 1d6 Dexterity, secondary damage 1d6 Dexterity; Fortitude save to resist (DC 18).

Possessions: hand crossbow, 10 poisoned crossbow bolts, +1 studded leather of shadow, potion of hiding, potion of cure moderate wounds, short sword, pearl of power (1st level).

Spells Prepared (2; base DC = 11 + spell level): 1st—obscuring mist, spider climb.

Spellbook: 1st—obscuring mist, spider climb.

Derro Monk: Male derro Mnk7; CR 8; Medium-size humanoid; HD 7d8+14; hp 52; Init +7; Spd 35 ft.; AC 17 (touch 15, flat-footed 17); Atk +8/+5 melee (1d8+2, unarmed strike); SA Stunning attack (7/day, DC 15); SQ Dwarven blood, sunlight vulnerability, evasion, still mind, slow fall (30 ft.), purity of body, wholeness of body, leap of the clouds, darkvision 60 ft.; SR 18; AL CE; SV Fort +7, Ref +8, Will +7; Str 14, Dex 17, Con 14, Int 12, Wis 14, Cha 4.

Skills and Feats: Escape Artist +13, Hide +13, Jump +12, Move Silently +13, Tumble +13; Blind-Fight, Deflect Arrows, Improved Initiative, Improved Trip, Improved Unarmed Strike, Power Attack, Stunning Fist, Weapon Focus (unarmed).

Sunlight Vulnerability (Ex): Derro take 1 point of Constitution damage for every hour they are exposed to sunlight, dying when their Constitution reaches 0. Lost Constitution points are recovered at the rate of 1 per day out of the sun.

Still Mind: +2 bonus to saving throws against spells and effects from the Enchantment school.

Wholeness of Body: can heal up to 14 hit points each day as a supernatural ability.

Possessions: Bracers of armor +1, potion of cure moderate wounds.

Derro Druid: Female Derro Drd8; CR 9; Medium-size humanoid; HD 7d8+7; hp 53; Init +6; Spd 20 ft.; AC 15 (touch 12, flat-footed 13); Atk +6 melee (1d6-1/18-20,

masterwork scimitar) or +7 ranged (1d4-1 + poison, range 20 ft., poisoned darts); SA Poisoned darts; SQ Dwarven blood, sunlight vulnerability, nature sense, animal companion, woodland stride, trackless step, resist nature's lure, wildshape 3/day, darkvision 30 ft.; SR 18; AL NE; SV Fort +6, Ref +4, Will +8; Str 8, Dex 14, Con 12, Int 10, Wis 17, Cha 8.

Skills and Feats: Animal Empathy +9, Concentration +11, Handle Animal +9, Ride +4, Spellcraft +10; Blind-Fight, Combat Casting, Improved Initiative, Weapon Focus (scimitar).

Sunlight Vulnerability (Ex): Derro take 1 point of Constitution damage for every hour they are exposed to sunlight, dying when their Constitution reaches 0. Lost Constitution points are recovered at the rate of 1 per day out of the sun.

Wildshape (Sp): Able to polymorph self into a Small or Medium-size animal (but not a dire animal) and back three times per day. Unlike the standard use of the spell, however, the druid may adopt only one form. As stated in the spell description, the druid regains hit points as if he or she has rested for a day. The druid does not risk the standard penalty for being disoriented while in the wild shape.

Poisoned Darts: Derro Poison: initial damage 2d6 Strength, secondary damage 2d6 Strength; Fortitude save to resist (DC 14).

Possessions: hide armor, collar of resistance +1 (on dire lion), 10 poisoned darts, masterwork scimitar, potion of spider climb, 2 potions of cure light wounds.

Spells Prepared (6/5/4/3/2; base DC = 13 + spell level): 0—cure minor wounds (3), flare (3); 1st—cure light wounds, magic fang, obscuring mist, summon nature's ally I (2); 2nd—barkskin, produce flame, summon nature's ally II (2); 3rd—molten rock**, regenerate ring*, summon nature's ally III; 4th—spike stones, summon nature's ally IV.

* See Appendix V.

** New spell, see Appendix V.

Dire Lion: CR –; Large animal; HD 8d8+24; hp 60; Init +2; Spd 40 ft.; AC 15 (touch 11, flat-footed 13); Atk +12 melee (1d6+7, 2 claws), +7 melee (1d8+3, bite); SA pounce, improved grab, rake 1d6+3; SQ Scent; Face/Reach: 5 ft. by 10 ft./5 ft.; AL NE; SV Fort +10, Ref +9, Will +8; Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +5*, Jump +10, Listen +4, Move Silently +9, Spot +4.

Pounce (Ex): If a dire lion leaps upon a foe during the first round of combat, it can make a full attack action even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the dire lion must hit with its bite attack. If it gets a hold, it can rake. (grapple bonus +16).

Rake (Ex): A dire lion can make two rake attacks (+12 melee) against a held creature with its hind legs for 1d6+3 damage each. If the dire lion pounces on an opponent, it can also rake.

Skills: Dire lions receive a +4 racial bonus to Hide and Move Silently. *In areas of tall grass or heavy undergrowth, the Hide bonus increases to +8.

Possessions: collar of resistance +1.

APL 10

Derro Savant: Male derro Sor9; CR 10; Medium-size humanoid; HD 9d4+18; hp 47; Init +7; Spd 20 ft.; AC 12 (touch 12, flat-footed 10); Atk +8 ranged touch (spells); SQ Dwarven blood, sunlight vulnerability, summon familiar, darkvision 30 ft.; SR 18; AL LE; SV Fort +5, Ref +5, Will +6; Str 6, Dex 14, Con 14, Int 10, Wis 10, Cha 20.

Skills and Feats: Concentration +14, Knowledge (Arcana) +12, Spellcraft +12; Blind-Fight, Combat Casting, Dodge, Improved Initiative, Mobility.

Sunlight Vulnerability (Ex): Derro take 1 point of Constitution damage for every hour they are exposed to sunlight, dying when their Constitution reaches 0. Lost Constitution points are recovered at the rate of 1 per day out of the sun.

Possessions: cloak of charisma +2, potion of fly, potion of cure moderate wounds.

Spells Known (6/7/7/5/4; base DC = 15 + spell level): 0—arcane mark, dancing lights, daze, flare, mage hand, prestidigitation, ray of frost, resistance; 1st—burning hands, chill touch, color spray, magic missile, shield; 2nd—blur, molten rock**, shatter, web; 3rd—fireball, haste, protection from elements; 4th—acid orb*, ice storm*.

* See Appendix V.

** New spell, see Appendix V.

Derro Assassin: Male derro Rog5/Ass2/Shd2; CR 10; Medium-size humanoid; HD 5d6+2d6+2d8+18; hp 62; Init +5; Spd 20 ft.; AC 19 (touch 14, flat-footed 18); Atk +6 melee (1d6/ 19-20, masterwork short sword) or +10 ranged (1d4/19-20, hand crossbow); SA Sneak attack +4d6, death attack; SQ Dwarven blood, sunlight vulnerability, uncanny dodge (Dex to AC, can't be flanked), poison use, +1 saves vs. poison, evasion, hide in plain sight, darkvision 60 ft.; SR 18; AL CE; SV Fort +3, Ref +15, Will +2; Str 10, Dex 20, Con 14, Int 12, Wis 12, Cha 4.

Skills and Feats: Balance +12, Disguise +2, Escape Artist +10, Hide +27, Jump +7, Listen +13, Move Silently +17, Perform +2, Spot +13, Tumble +17, Use Magic Device +5, Use Rope +10; Blind-Fight, Combat Reflexes, Dodge, Mobility, Spring Attack.

Sunlight Vulnerability (Ex): Derro take 1 point of Constitution damage for every hour they are exposed to sunlight, dying when their Constitution reaches 0. Lost Constitution points are recovered at the rate of 1 per day out of the sun.

Death Attack: If the assassin studies his target for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of paralyzing or killing

the victim (assassin's choice). While studying the victim, the assassin can undertake other actions so long as his attention stays focused on the target and the target does not detect the assassin or recognize the assassin as an enemy. If the victim of such an attack fails her Fortitude saving throw (DC 13) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim's mind and body become enervated, rendering her completely helpless and unable to act for 1d6+2 rounds. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the assassin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds. If a death attack is attempted and fails (the victim makes her save) or if the assassin does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

Hide in Plain Sight (Su): Shadowdancers can use the Hide skill even while being observed. As long as they are within 10 feet of some sort of shadow, shadowdancers can hide themselves from view in the open without having anything to actually hide behind. They cannot, however, hide in their own shadows.

Poisoned Bolts: Deathblade: initial damage 1d6 Constitution, secondary damage 2d6 Constitution; Fortitude save to resist (DC 20).

Possessions: masterwork hand crossbow, 10 poisoned +1 crossbow bolts, +1 studded leather of shadow, potion of cure moderate wounds, masterwork short sword, pearl of power (1st level).

Spells Prepared (2; base DC = 11 + spell level): 1st—obscuring mist, spider climb.

Spellbook: 1st—obscuring mist, spider climb.

Derro Monk: Male derro Mnk9; CR 10; Medium-size humanoid; HD 9d8+18; hp 66; Init +8; Spd 40 ft.; AC 17 (touch 17, flat-footed 17); Atk +9/+6 melee (1d10+2, unarmed strike); SA Stunning attack (9/day, DC 16); SQ Dwarven blood, sunlight vulnerability, evasion, still mind, slow fall (50 ft.), purity of body, wholeness of body, leap of the clouds, improved evasion, darkvision 60 ft.; SR 18; AL CE; SV Fort +8, Ref +10, Will +8; Str 14, Dex 18, Con 14, Int 12, Wis 14, Cha 4.

Skills and Feats: Escape Artist+14, Hide+14, Jump+12, Move Silently+14, Tumble+14; Blind-Fight, Cleave, Deflect Arrows, Improved Initiative, Improved Trip, Power Attack, Weapon Focus (unarmed).

Sunlight Vulnerability (Ex): Derro take 1 point of Constitution damage for every hour they are exposed to sunlight, dying when their Constitution reaches 0. Lost Constitution points are recovered at the rate of 1 per day out of the sun.

Still Mind: +2 bonus to saving throws against spells and effects from the Enchantment school.

Wholeness of Body: can heal up to 18 hit points each day as a supernatural ability.

Possessions: Sandals of the tiger's leap*, potion of cure moderate wounds, potion of flaming fists*.

* See Appendix VII.

Derro Druid of Dispat: Female Derro Drd9; CR 10; Medium-size humanoid; HD 9d8+9; hp 67; Init +6; Spd 20 ft.; AC 15 (touch 12, flat-footed 13); Atk +7/+2 melee (1d6-1/18-20, scimitar) or +8/+3 ranged (1d4-1 + poison, range 20 ft., poisoned darts); SA Poisoned darts; SQ Dwarven blood, sunlight vulnerability, nature sense, animal companion, woodland stride, trackless step, resist nature's lure, wildshape 3/day, wildshape large, venom immunity, darkvision 30 ft.; SR 18; AL NE; SV Fort +7, Ref +5, Will +10; Str 8, Dex 14, Con 12, Int 10, Wis 18, Cha 8.

Skills and Feats: Animal Empathy +11, Concentration +13, Handle Animal +11, Ride +4, Spellcraft +12; Blind-Fight, Combat Casting, Dodge, Improved Initiative, Weapon Focus (scimitar).

Sunlight Vulnerability (Ex): Derro take 1 point of Constitution damage for every hour they are exposed to sunlight, dying when their Constitution reaches 0. Lost Constitution points are recovered at the rate of 1 per day out of the sun.

Wildshape (Sp): Able to polymorph self into a Small, Medium-size or Large animal (but not a dire animal) and back three times per day. Unlike the standard use of the spell, however, the druid may adopt only one form. As stated in the spell description, the druid regains hit points as if he or she has rested for a day. The druid does not risk the standard penalty for being disoriented while in the wild shape.

Venom Immunity: Immune to all organic poisons, including monster poisons but not mineral poisons or poison gas.

Poisoned Darts: Derro Poison: initial damage 2d6 Strength, secondary damage 2d6 Strength; Fortitude save to resist (DC 14).

Possessions: hide armor, collar of resistance +1 (on dire lion), 10 poisoned darts, masterwork scimitar, scroll of cure light wounds.

Spells Prepared (6/6/5/4/3/2; base DC = 14 + spell level): 0—cure minor wounds (3), flare (3); 1st—cure light wounds, magic fang, obscuring mist (2), summon nature's ally I (2); 2nd—barkskin, creeping cold* (2), summon nature's ally II (2); 3rd—molten rock**, regenerate ring*, summon nature's ally III (2); 4th—flame strike, spike stones, summon nature's ally IV; 5th—ice storm, summon nature's ally V.

* See Appendix V.

** New spell, see Appendix V.

Dire Lion: CR —; Large animal; HD 8d8+24; hp 60; Init +2; Spd 40 ft.; AC 15 (touch 11, flat-footed 13); Atk +12 melee (1d6+7, 2 claws), +7 melee (1d8+3, bite); SA pounce, improved grab, rake 1d6+3; SQ Scent; Face/Reach: 5 ft. by 10 ft./5 ft.; AL NE; SV Fort +10, Ref +9, Will +8; Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +5*, Jump +10, Listen +4, Move Silently +9, Spot +4.

Pounce (Ex): If a dire lion leaps upon a foe during the first round of combat, it can make a full attack action even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the dire lion must hit with its bite attack. If it gets a hold, it can rake. (grapple bonus +16).

Rake (Ex): A dire lion can make two rake attacks (+12 melee) against a held creature with its hind legs for 1d6+3 damage each. If the dire lion pounces on an opponent, it can also rake.

Skills: Dire lions receive a +4 racial bonus to Hide and Move Silently. *In areas of tall grass or heavy undergrowth, the Hide bonus increases to +8.

Possessions: collar of resistance +1.

APL 12

Derro Savant: Male derro Sor11; CR 12; Medium-size humanoid; HD 11d4+22; hp 57; Init +6; Spd 20 ft.; AC 12 (touch 12, flat-footed 10); Atk +8 ranged touch (spells); SQ Dwarven blood, sunlight vulnerability, summon familiar, darkvision 30 ft.; SR 18; AL LE; SV Fort +5, Ref +5, Will +7; Str 6, Dex 14, Con 14, Int 10, Wis 10, Cha 18.

Skills and Feats: Concentration +16, Knowledge (Arcana) +14, Spellcraft +14; Blind-Fight, Combat Casting, Dodge, Improved Initiative, Mobility.

Sunlight Vulnerability (Ex): Derro take 1 point of Constitution damage for every hour they are exposed to sunlight, dying when their Constitution reaches 0. Lost Constitution points are recovered at the rate of 1 per day out of the sun.

Possessions: cloak of charisma +2, potion of fly, potion of cure moderate wounds.

Spells Known (6/7/7/7/6/4; base DC = 14 + spell level): 0—arcane mark, dancing lights, daze, detect magic, flare, mage hand, prestidigitation, ray of frost, resistance; 1st—burning hands, chill touch, color spray, magic missile, shield; 2nd—blur, endurance, molten rock**, shatter, web; 3rd—fireball, flame arrow, haste, protection from elements; 4th—acid orb*, ice storm, improved invisibility; 5th—cone of cold, summon monster V.

* See Appendix V.

** New spell, see Appendix V.

Derro Assassin: Male derro Rog5/Ass4/Shd2; CR 12; Medium-size humanoid; HD 5d6+4d6+2d8+22; hp 74; Init +5; Spd 20 ft.; AC 19 (touch 16, flat-footed 17); Atk +8/+3 melee (1d6/19-20, short sword) or +13/+8 ranged (1d4/19-20, hand crossbow); SA Sneak attack +5d6, death attack; SQ Dwarven blood, sunlight vulnerability, uncanny dodge (Dex to AC, can't be flanked, +1 against traps), poison use, +1 saves vs. poison, evasion, hide in plain sight, darkvision 60 ft.; SR 18; AL CE; SV Fort +4, Ref +16, Will +3; Str 10, Dex 20, Con 14, Int 12, Wis 12, Cha 4.

Skills and Feats: Balance +12, Disguise +2, Escape Artist +10, Hide +29, Jump +7, Listen +11, Move Silently +19, Perform +2, Spot +15, Tumble +19, Use Magic Device +9, Use Rope +10; Blind-Fight, Combat Reflexes, Dodge, Mobility, Spring Attack.

Sunlight Vulnerability (Ex): Derro take 1 point of Constitution damage for every hour they are exposed to sunlight, dying when their Constitution reaches 0. Lost Constitution points are recovered at the rate of 1 per day out of the sun.

Death Attack: If the assassin studies his target for 3 rounds and then makes a sneak attack with a melee

weapon that successfully deals damage, the sneak attack has the additional effect of paralyzing or killing the victim (assassin's choice). While studying the victim, the assassin can undertake other actions so long as his attention stays focused on the target and the target does not detect the assassin or recognize the assassin as an enemy. If the victim of such an attack fails her Fortitude saving throw (DC 15) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim's mind and body become enervated, rendering her completely helpless and unable to act for 1d6+2 rounds. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the assassin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds. If a death attack is attempted and fails (the victim makes her save) or if the assassin does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

Hide in Plain Sight (Su): Shadowdancers can use the Hide skill even while being observed. As long as they are within 10 feet of some sort of shadow, shadowdancers can hide themselves from view in the open without having anything to actually hide behind. They cannot, however, hide in their own shadows.

Poisoned Bolts: Deathblade: initial damage 1d6 Constitution, secondary damage 2d6 Constitution; Fortitude save to resist (DC 20).

Possessions: masterwork hand crossbow, 2 poisoned +2 crossbow bolts, 6 poisoned +1 crossbow bolts, +1 studded leather of shadow, potion of cure moderate wounds, masterwork short sword, wand of magic missiles (3rd level caster, 5 charges), pearl of power (1st level).

Spells Prepared (2/1; base DC = 11 + spell level): 1st—obscuring mist, spider climb; 2nd—darkness.

Spellbook: 1st—obscuring mist, spider climb; 2nd—darkness.

Derro Monk: Male derro Mnk11; CR 12; Medium-size humanoid; HD 11d8+22; hp 80; Init +8; Spd 40 ft.; AC 19 (touch 19, flat-footed 19); Atk +11/+8/+5 melee (1d10+2, unarmed strike); SA Stunning attack (9/day, DC 16); SQ Dwarven blood, sunlight vulnerability, evasion, still mind, slow fall (50 ft.), purity of body, wholeness of body, leap of the clouds, improved evasion, ki strike +1, diamond body, darkvision 60 ft.; SR 18; AL CE; SV Fort +10, Ref +12, Will +11; Str 14, Dex 18, Con 14, Int 12, Wis 16, Cha 4.

Skills and Feats: Escape Artist+18, Hide+18, Jump+16, Move Silently+18, Tumble+18; Blind-Fight, Cleave, Deflect Arrows, Improved Initiative, Improved Trip, Power Attack, Weapon Focus (unarmed).

Sunlight Vulnerability (Ex): Derro take 1 point of Constitution damage for every hour they are exposed to sunlight, dying when their Constitution reaches 0. Lost Constitution points are recovered at the rate of 1 per day out of the sun.

Still Mind: +2 bonus to saving throws against spells and effects from the Enchantment school.

Wholeness of Body: can heal up to 22 hit points each day as a supernatural ability.

Possessions: Sandals of the tiger's leap*, cloak of resistance +1, periapt of wisdom +2, potion of cure moderate wounds, potion of flaming fists*.

* See Appendix VII.

Derro Druid of Dispat: Female Derro Drd11; CR 12; Medium-size humanoid; HD 11d8+11; hp 81; Init +6; Spd 20 ft.; AC 16 (touch 12, flat-footed 14); Atk +9/+4 melee (1d6-1/18-20, scimitar) or +10/+5 ranged (1d4-1 + poison, range 20 ft., poisoned darts); SA Poisoned darts; SQ Dwarven blood, sunlight vulnerability, nature sense, animal companion, woodland stride, trackless step, resist nature's lure, wildshape 4/day, wildshape large, venom immunity, wildshape tiny, darkvision 30 ft.; SR 18; AL NE; SV Fort +9, Ref +6, Will +12; Str 8, Dex 14, Con 12, Int 10, Wis 18, Cha 8.

Skills and Feats: Animal Empathy +11, Concentration +13, Handle Animal +11, Heal +10, Ride +4, Spellcraft +14; Blind-Fight, Combat Casting, Dodge, Improved Initiative, Weapon Focus (scimitar).

Sunlight Vulnerability (Ex): Derro take 1 point of Constitution damage for every hour they are exposed to sunlight, dying when their Constitution reaches 0. Lost Constitution points are recovered at the rate of 1 per day out of the sun.

Wildshape (Sp): Able to polymorph self into a Tiny, Small, Medium-size or Large animal (but not a dire animal) and back four times per day. Unlike the standard use of the spell, however, the druid may adopt only one form. As stated in the spell description, the druid regains hit points as if he or she has rested for a day. The druid does not risk the standard penalty for being disoriented while in the wild shape.

Venom Immunity: Immune to all organic poisons, including monster poisons but not mineral poisons or poison gas.

Poisoned Darts: Derro Poison: initial damage 2d6 Strength, secondary damage 2d6 Strength; Fortitude save to resist (DC 14).

Possessions: +1 hide armor, collar of resistance +1 (on dire lion), 10 poisoned darts, masterwork scimitar.

Spells Prepared (6/7/5/5/4/3/1; base DC = 14 + spell level): 0—cure minor wounds (3), flare (3); 1st—cure light wounds (2), magic fang, obscuring mist (2), summon nature's ally I (2); 2nd—barkskin, creeping

cold (2), summon nature's ally II (2); 3rd—molten rock* (2), regenerate ring*, summon nature's ally III (2); 4th—flame strike, spike stones, summon nature's ally IV (2); 5th—ice storm (2), summon nature's ally V; 6th—summon nature's ally VI.

* see Appendix V.

** New spell see Appendix V.

Awakened Dire Lion Berserker: CR —; Large animal; HD 10d8+1d12+33; hp 85; Init +2; Spd 50 ft.; AC 22 (touch 11, flat-footed 20); Atk +14 melee (1d6+7, 2 claws), +9 melee (1d8+3, bite); SA pounce, improved grab, rake 1d6+3, rage 1/day; SQ Scent; Face/Reach: 5 ft. by 10 ft./5 ft.; AL NE; SV Fort +13, Ref +10, Will +8; Str 25, Dex 15, Con 17, Int 14, Wis 12, Cha 11.

Skills and Feats: Climb +11, Hide +7*, Jump +14, Listen +8, Move Silently +11, Spot +6.

Pounce (Ex): If a dire lion leaps upon a foe during the first round of combat, it can make a full attack action even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the dire lion must hit with its bite attack. If it gets a hold, it can rake. (grapple bonus +16).

Rake (Ex): A dire lion can make two rake attacks (+14 melee) against a held creature with its hind legs for 1d6+3 damage each. If the dire lion pounces on an opponent, it can also rake.

Skills: Dire lions receive a +4 racial bonus to Hide and Move Silently. *In areas of tall grass or heavy undergrowth, the Hide bonus increases to +8.

Rage: 1/day for 8 rounds; hp 107; AC 20 (touch 9, flat-footed 18); Atk +16 melee (1d6+9, 2 claws), +11 melee (1d8+4, bite); SV Fort +15, Will +10; Str 29, Con 21.

Possessions: +1 breastplate (barding), collar of resistance.

Appendix IV – Optional Encounter Statistics

Etherspitter: CR 2; Small aberration; HD 3d8; hp 13 (ave); Init +8; Spd 40 ft.; AC 19 (touch 15, flat-footed 15); Atk +5 melee (1d6+3, bite); SA Ethereal spit, steal dead; SQ Stick, minor fading, fast healing 1, Chitter; AL N; SV Fort +1, Ref +5, Will +3; Str 14, Dex 18, Con 11, Int 1, Wis 10, Cha 10.

Skills and Feats: Listen +3, Spot +3; Improved Initiative.

Ethereal Spit (Su): Opposed to a bite attack, the etherspitter can issue forth a gob of highly magical spit. Treat this attack as a +7 ranged touch attack with a range of 10 feet. Anything hit by this spit receives 1d8 points of damage as a portion of the target is forcefully shifted to the Ethereal plane. This spit can be used on objects as well as living beings and ignores any hardness the object might possess. This spit causes has no effect within the area of a dimensional anchor spell or similar effect that prevents planar travel. This ability can be used every round.

Steal Dead (Su): As a full round action, the etherspitter can shift the entire body of a dead creature to the Ethereal plane. This ability may only be used on dead creatures of size large or smaller. If damaged during this action, the shift is disrupted. This ability may only be used if three or more etherspitters participate in the action. This ability cannot be used with the area of a dimensional anchor spell or other similar effect that prevents planar travel.

Stick (Ex): The many legs of an etherspitter allow it to move at full speed along any surface. This effect is similar to that of spider climb but without the speed restriction.

Minor Fading (Su): With this ability, the etherspitter can shift between the Ethereal and Material plane. This feat takes 1d6 rounds to complete during which time, the etherspitter is considered incorporeal to creatures on both planes in that it requires +1 weapons to hit, and has a 50% chance to ignore the damage from any corporeal source. The etherspitter can take only move actions during this period. Activating this ability is a move equivalent action. The use of this ability is not possible with the area of a dimensional anchor or other magics that prevent planar travel.

Fast Healing 1 (Ex): With this ability the etherspitter recovers 1 hit point per round spent on the ethereal plane. An etherspitter reduced to -10 hit points still dies however. This ability has no effect on the material plane.

Chitter (Ex): The etherspitter emits a constant clicking noise. This noise ruins any attempt at surprise that the creature might attempt to gain and results in a -8 circumstance penalty to any Move Silently skill check.

Etherscout: CR 3; Medium-size aberration; HD 4d8+4; hp 22 (ave); Init +5; Spd 30 ft., fly 60 ft. (good); AC 17 (touch 15, flat-footed 12); Atk +4 melee (1d8+1, bite), +2 melee (1d6, 2 claws); SA Breath weapon; SQ Darkvision 60 ft., ethereal jaunt, fast healing 1; AL N; SV Fort +2, Ref +6, Will +4; Str 12, Dex 20, Con 13, Int 7, Wis 11, Cha 10.

Skills and Feats: Move Silently +12, Listen +6, Spot +11*; Flyby Attack, Multiattack.

Breath Weapon (Su): Paralysis (1d4 hours), cone, 30 feet, every 2d4 rounds (but no more than four times per day); Fortitude save (DC 13).

Ethereal Jaunt (Su): An etherscout can shift from the Ethereal to the Material Plane as a free action, and can shift back again as a move-equivalent action (or as part of a move-equivalent action). This ability is otherwise identical with ethereal jaunt cast by a 15th-level sorcerer.

Fast Healing 1 (Ex): An etherscout recovers 1 hit point per round spent on the Ethereal Plane. If reduced to -10 hit points or lower, the etherscout still dies. This ability has no effect on the Material Plane.

Skills: *Etherscouts receive a +4 racial bonus to Spot checks, due to their numerous eyes.

Etherscout, Advanced 8 HD: CR 5; Large aberration; HD 8d8+24; hp 56 (ave); Init +8; Spd 30 ft., fly 60 ft. (good); AC 17 (touch 13, flat-footed 13); Atk +10 melee (2d6+5, bite), +8 melee (1d8+2, 2 claws); SA Breath weapon; SQ Darkvision 60 ft., ethereal jaunt, fast healing 1; Face/Reach 5 ft. by 5 ft. / 10 ft.; AL N; SV Fort +5, Ref +6, Will +8; Str 20, Dex 18, Con 17, Int 7, Wis 11, Cha 10.

Skills and Feats: Move Silently +14, Listen +10, Spot +13*; Flyby Attack, Improved Initiative, Multiattack.

Breath Weapon (Su): Paralysis (1d4 hours), cone, 30 feet, every 2d4 rounds (but no more than four times per day); Fortitude save (DC 17).

Ethereal Jaunt (Su): An etherscout can shift from the Ethereal to the Material Plane as a free action, and can shift back again as a move-equivalent action (or as part of a move-equivalent action). This ability is otherwise identical with ethereal jaunt cast by a 15th-level sorcerer.

Fast Healing 1 (Ex): An etherscout recovers 1 hit point per round spent on the Ethereal Plane. If reduced to -10 hit points or lower, the etherscout still dies. This ability has no effect on the Material Plane.

Skills: *Etherscouts receive a +4 racial bonus to Spot checks, due to their numerous eyes.

Etherhulk, Advanced 18 HD: CR 7; Huge Aberration; HD 18d8+108; hp 189 (ave); Init +0; Spd 30 ft.; AC 20 (touch 8, flat-footed 20); Atk +22 melee (1d8+10, 2 claws); SA Rend 2d8+15, Dazing gaze; SQ Minor Fading, Fast

Healing 1; Face/Reach 10 ft. by 10 ft. / 15 ft.; AL N; SV Fort +12, Ref +6, Will +11; Str 31, Dex 11, Con 23, Int 6, Wis 11, Cha 10.

Skills and Feats: Climb +8, Jump +9, Listen +22, Spot +19; Cleave, Great Cleave, Multiattack, Power Attack, Weapon Focus (claw).

Rend (Ex): If an etherhulk hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d8+15 points of damage.

Minor Fading (Su): With this ability, the etherhulk can shift between the Ethereal and Material plane. This feat takes 1d6 rounds to complete during which time, the etherhulk is considered incorporeal to creatures on both planes in that it requires +1 weapons to hit, and has a 50% chance to ignore the damage from any corporeal source. The etherhulk can take only move actions during this period. Activating this ability is a move equivalent action. The use of this ability is not possible with the area of a dimensional anchor or other magics that prevent planar travel.

Fast Healing 1 (Ex): With this ability the etherhulk recovers 1 hit point per round spent on the Ethereal plane. An etherhulk reduced to -10 hit points still dies however. This ability has no effect on the material plane.

Dazing Gaze (Su) – As the daze spell, 1 round effect with no HD restrictions, 30 ft. range, Will save (DC 19).

Etherhulk Overlord: Etherhulk, advanced 18 HD Ftr5; CR 12; Huge aberration; HD 18d8+5d10+161; hp 269 (ave); Init +0; Spd 30 ft.; AC 20 (touch 8, flat-footed 20); Atk +27 melee (1d8+12/19-20, 2 claws); SA Rend 2d8+15, Dazing gaze; SQ Minor Fading, Fast Healing 1; Face/Reach 10 ft. by 10 ft. / 15 ft.; AL N; SV Fort +17, Ref +11, Will +19; Str 31, Dex 11, Con 24, Int 6, Wis 11, Cha 10.

Skills and Feats: Climb +13, Jump +9, Listen +22, Spot +19; Cleave, Dodge, Great Cleave, Improved Critical (claw), Mobility, Multiattack, Power Attack, Spring Attack, Weapon Focus (claw), Weapon Specialization (claw).

Rend (Ex): If an etherhulk hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d8+15 points of damage.

Minor Fading (Su): With this ability, the etherhulk can shift between the Ethereal and Material plane. This feat takes 1d6 rounds to complete during which time, the etherhulk is considered incorporeal to creatures on both planes in that it requires +1 weapons to hit, and has a 50% chance to ignore the damage from any corporeal source. The etherhulk can take only move actions during this period. Activating this ability is a move equivalent action. The use of this ability is not possible with the area of a

dimensional anchor or other magics that prevent planar travel.

Fast Healing 1 (Ex): With this ability the etherhulk recovers 1 hit point per round spent on the Ethereal plane. An etherhulk reduced to -10 hit points still dies however. This ability has no effect on the material plane.

Dazing Gaze (Su) – As the daze spell, 1 round effect with no HD restrictions, 30 ft. range, Will save (DC 19).

Appendix V – Spell List

Acid Orb (from Tome and Blood)

Evocation (Acid)

Level: Sor/Wiz 4

Components: V,S

Casting Time: 1 action

Range: Close (25 ft. + 5ft./2 levels)

Targets: One or more creatures or objects, no two of which can be more than 30 ft. apart

Duration: Instantaneous

Saving Throw: Fortitude half (see text)

Spell Resistance: Yes

One or more orbs of acid about 3 inches across shoot from your palm at their targets. You must succeed at a ranged touch attack to hit your target. The orbs deal a total of 1d6 points of acid damage per caster level (maximum 15d6), divided any way you see fit, but a single orb must deal at least 1d6 points of damage. You declare the damage division before making your attack rolls.

A creature struck directly takes the orbs damage and becomes nauseated from the acid's noxious fumes for 1 round. A successful Fortitude save reduces the damage by half and negates the nausea.

If you miss, acid splashes in a 10-foot burst, dealing 2 points of per die of damage dealt by that orb. A successful Reflex reduces splash damage by half.

Molten Rock (new spell)

Conjuration (Fire)

Level: Drd 3, Sor/Wiz 2

Component: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One

Duration: 1 round + 1 round/3 caster levels

Saving Throw: None

Spell Resistance: Yes

You create in your hands a blob of liquid rock. You must succeed at a ranged attack roll to hit when throwing the blob. The blob deals 2d6 bludgeoning damage upon contact and 1d6 fire damage on each subsequent round unless extinguished.

Material Component: A small piece of stone and a small flame.

Appendix VI – Feats

Remain Conscious [General] (from Masters of the Wild)

You have a tenacity of will that supports you even when things look bleak.

Prerequisite: Base attack bonus +2, Endurance, Iron Will, Toughness.

Benefit: After your hit points are reduced to 0 or below, you may take one partial action on your turn every round until you reach –10 hit points.

Appendix VII – Items

Collar of Resistance (from Masters of the Wild)

This animal collar expands to fit its wearer. While wearing this item, an animal gains a +1 to +5 resistance bonus on all saving throws (Fortitude, Reflex and Will). An animal can wear only one collar at a time.

Caster Level: 5th; Prerequisites: Craft Wondrous Item, resistance; Market Price: 490 gp (+1), 1,960 gp (+2), 4,410 gp (+3), 7,840 gp (+4), or 12,250 gp (+5); Weight: 1 lb.

Potion of Flaming Fists (from Sword and Fist)

The drinker's hands burst into flame, adding +1d6 points of bonus fire damage to her unarmed attacks. The flames do not hurt her. The effect lasts 3 minutes.

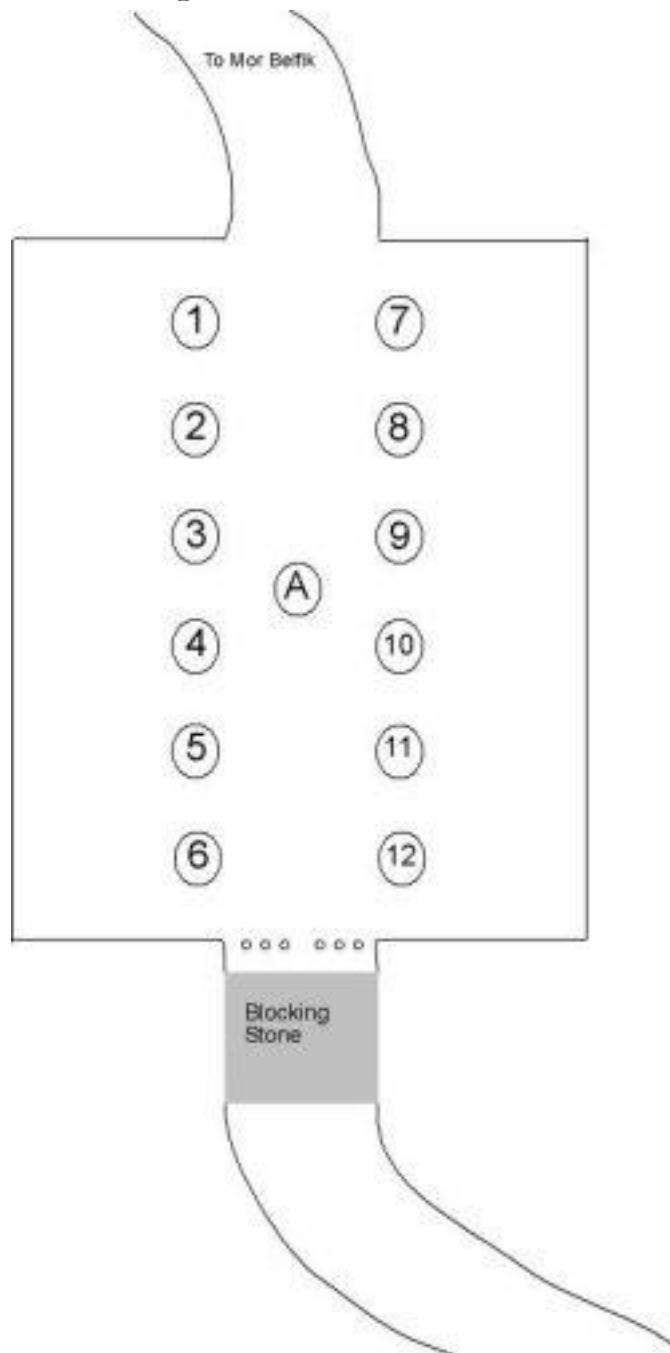
Caster Level: 3rd; Prerequisites: Brew Potion, burning hands; Market Price: 300 gp.

Sandals of the Tiger's Leap (from Sword and Fist)

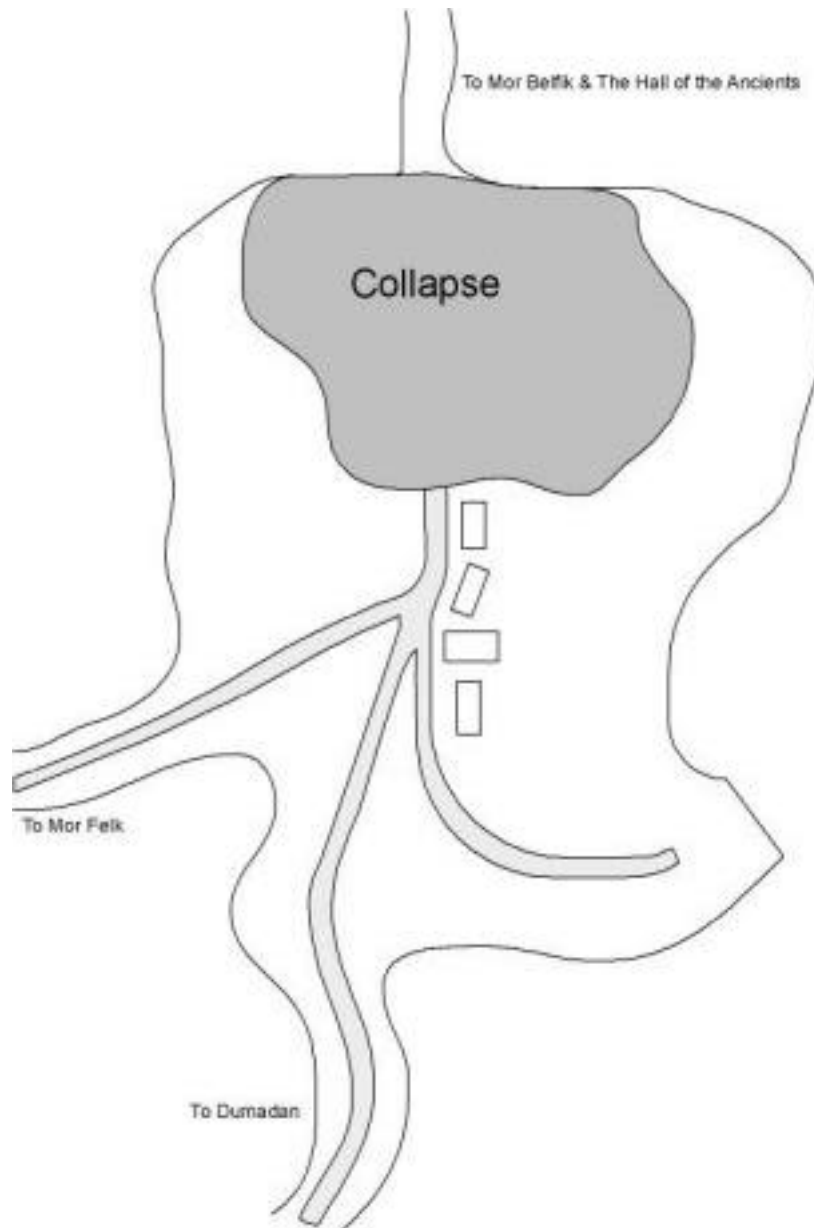
These sandals allow the wearer to make devastating flying kicks. The wearer must have 5 ranks of Jump or Tumble to use them. On a charge, she can perform a flying kick. Treat this as an unarmed attack that does double normal damage.

Caster Level: 9th; Prerequisites: Craft Wondrous Item, jump; Market Price: 3,500 gp.

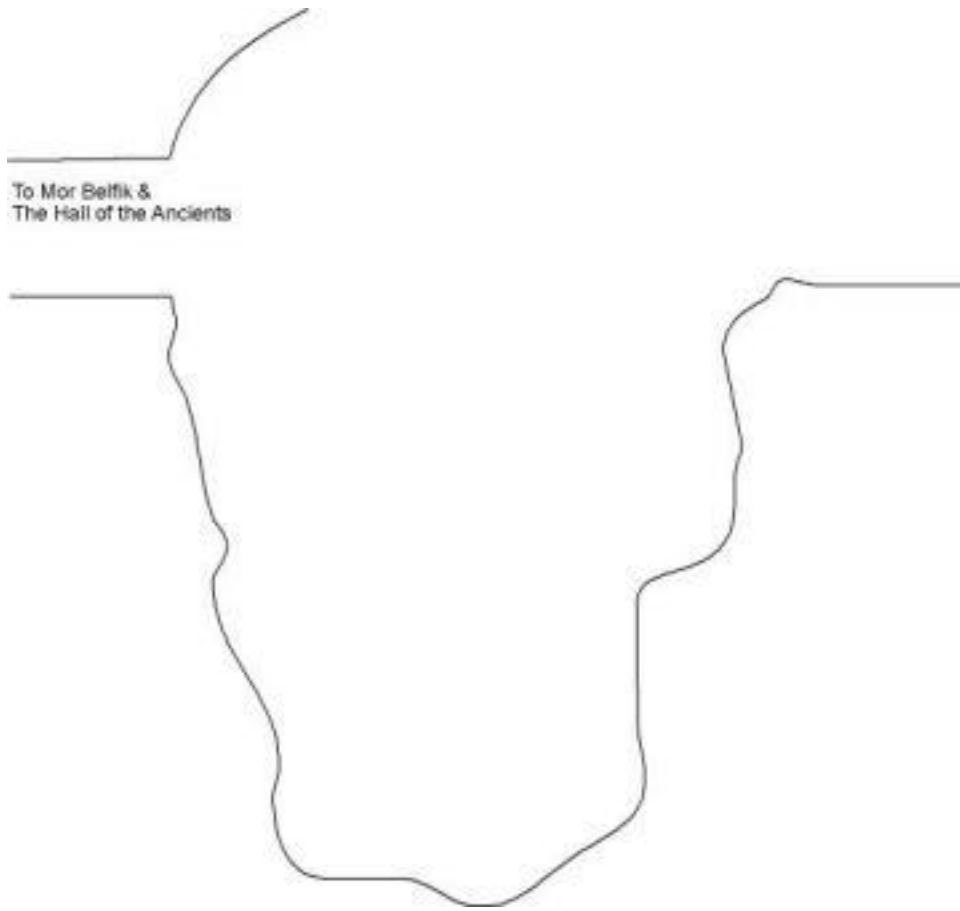
DM's Map #1 – Halls of the Ancients



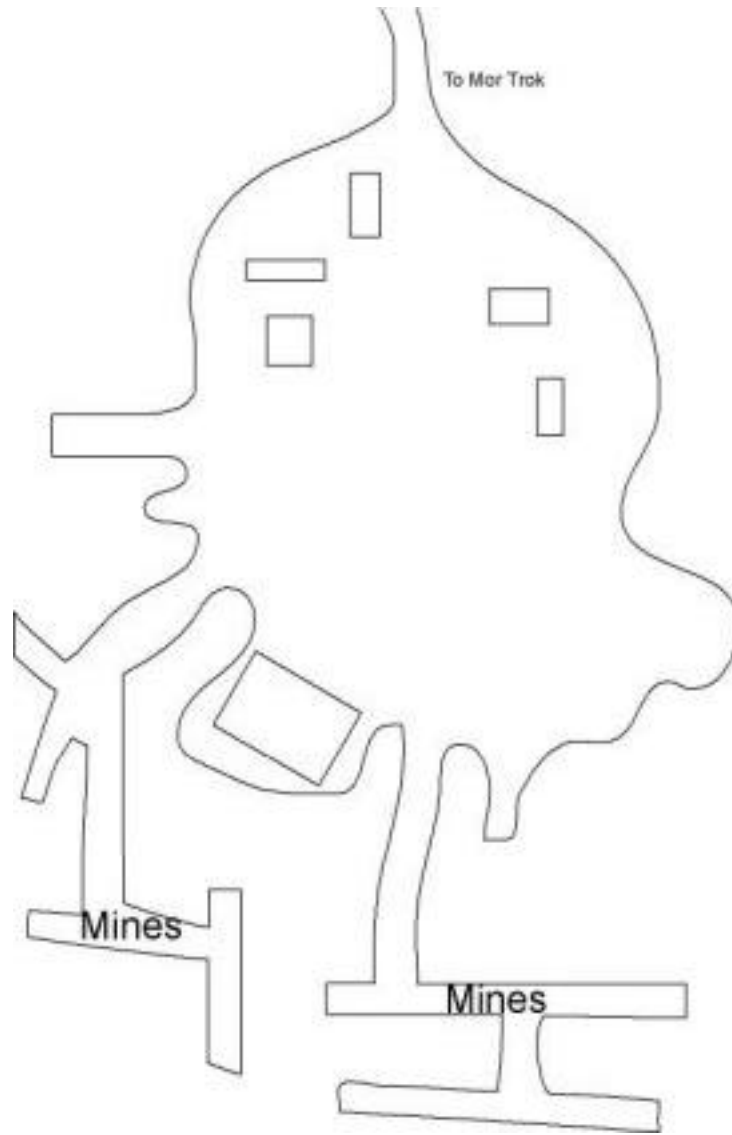
DM's Map #2 – Mor Trok



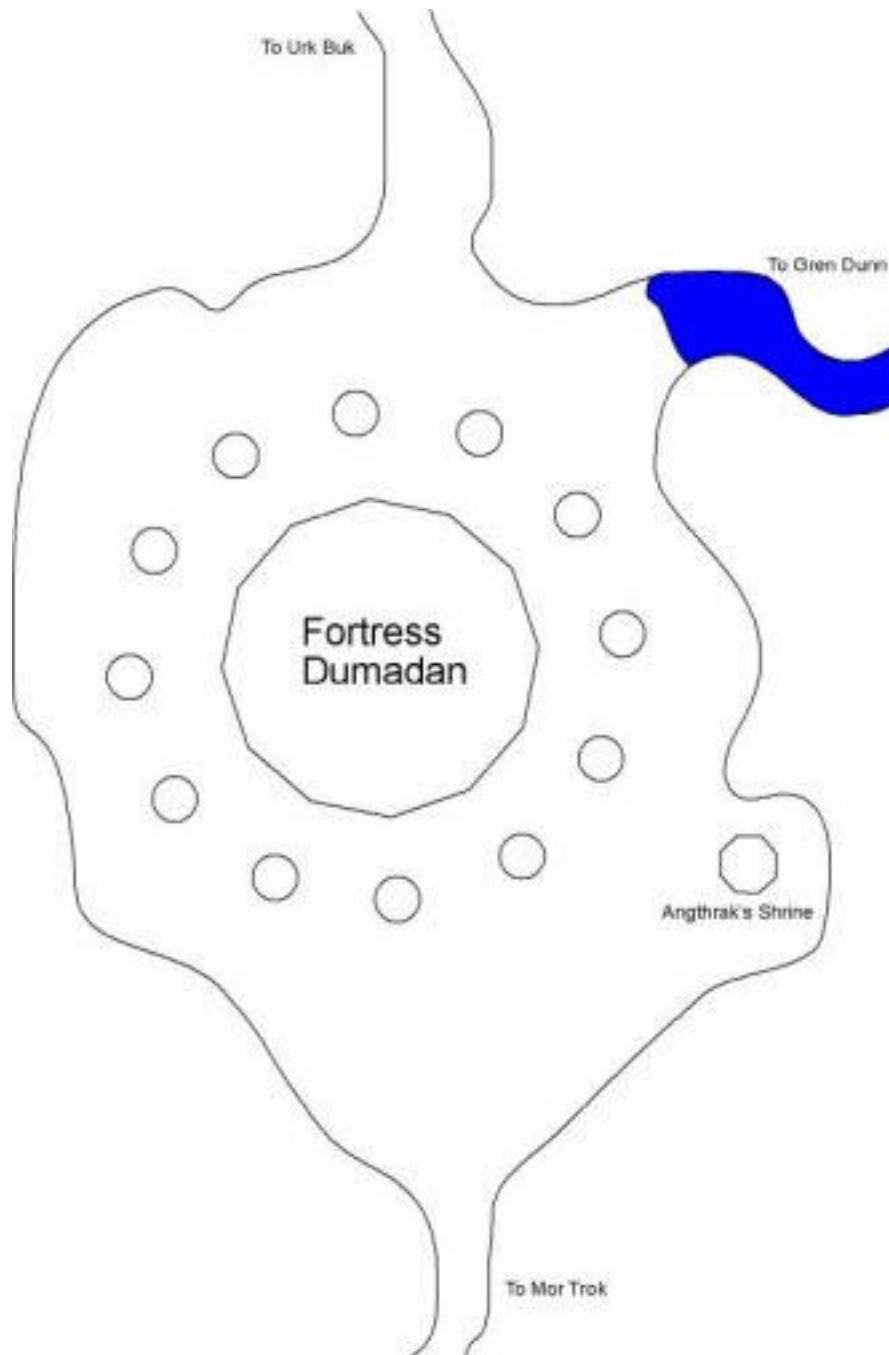
DM's Map #3 – Mor Trok Collapse



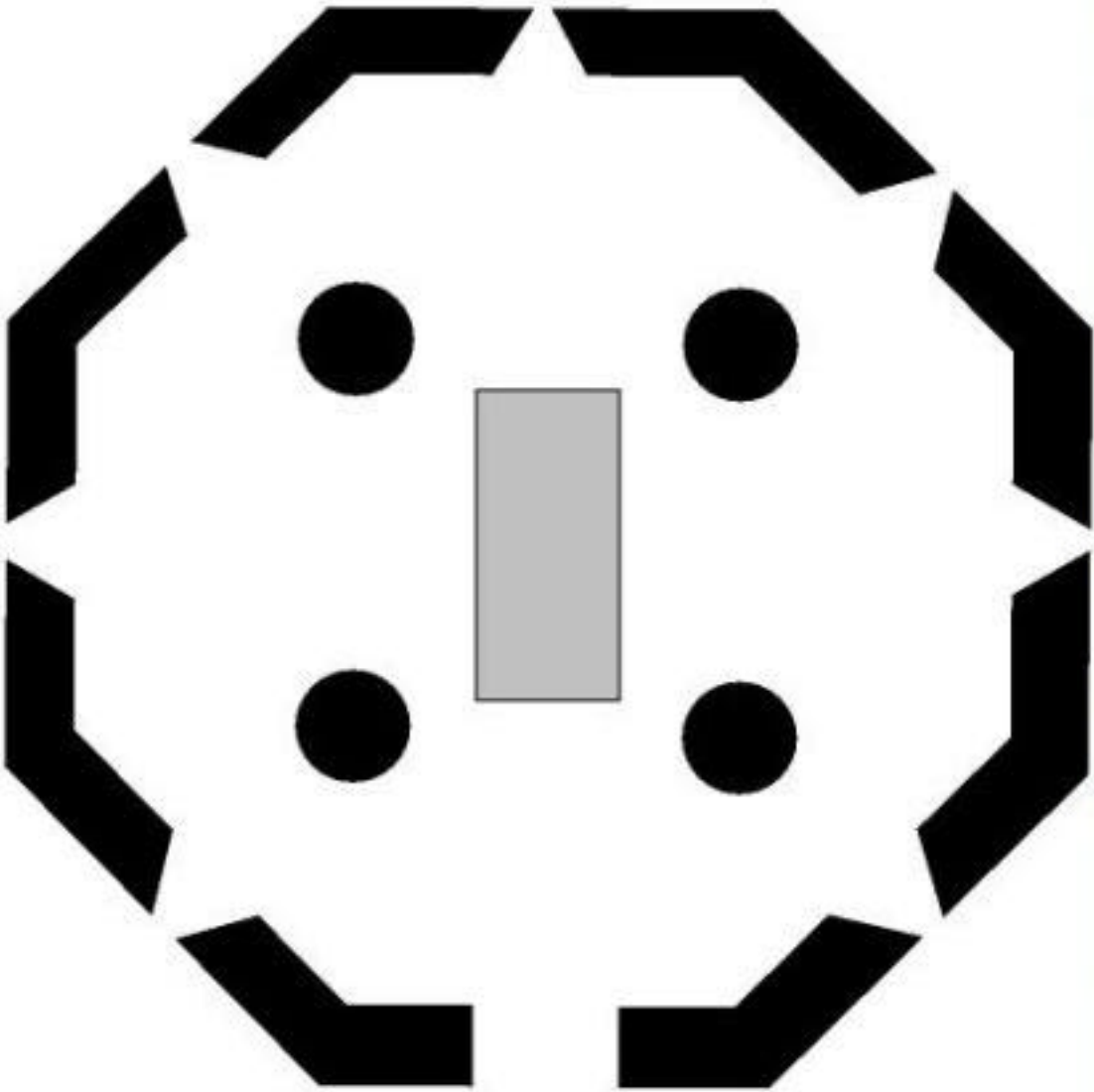
DM's Map #4 – Mor Felk



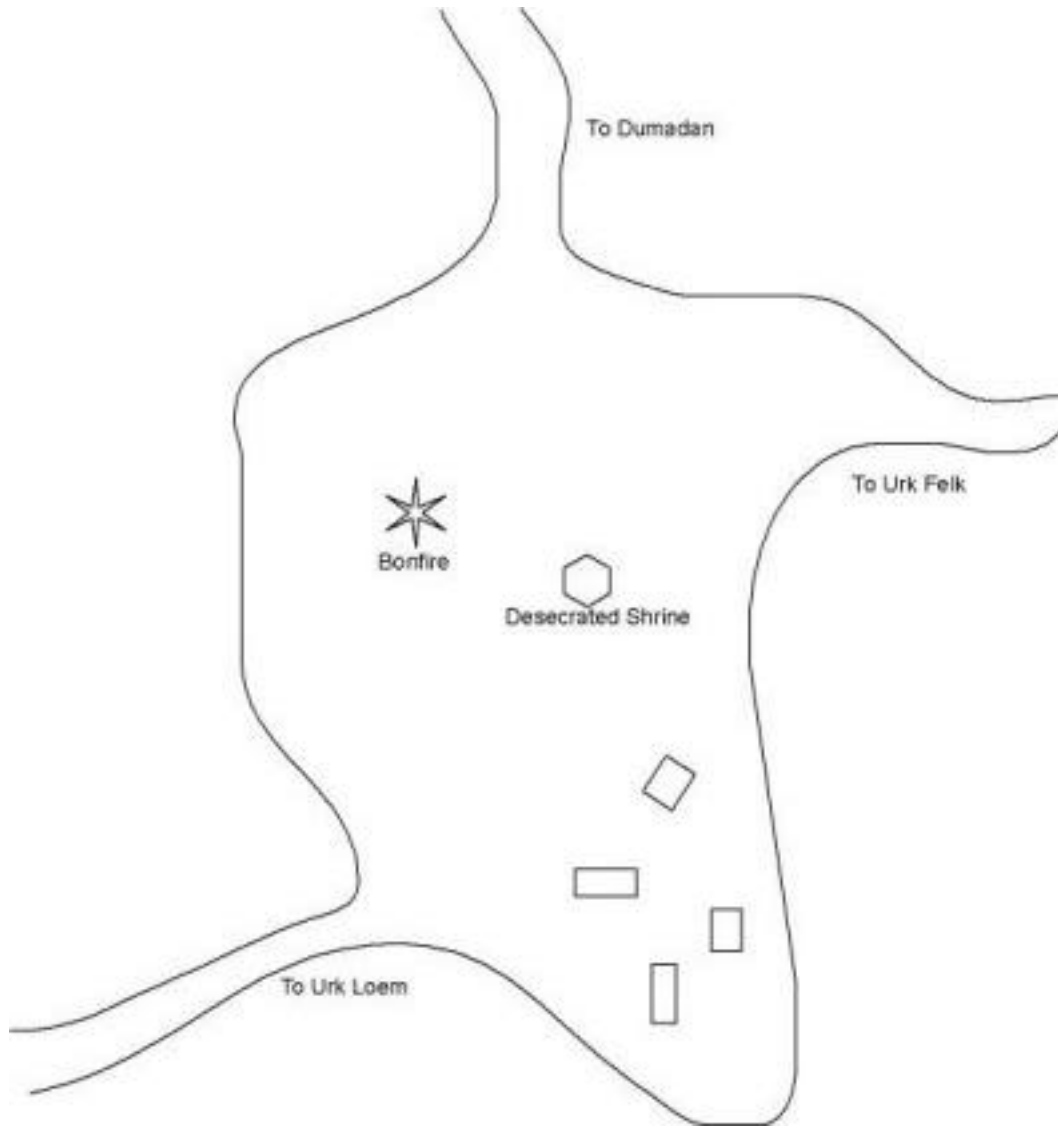
DM's Map #5 – Dumadan



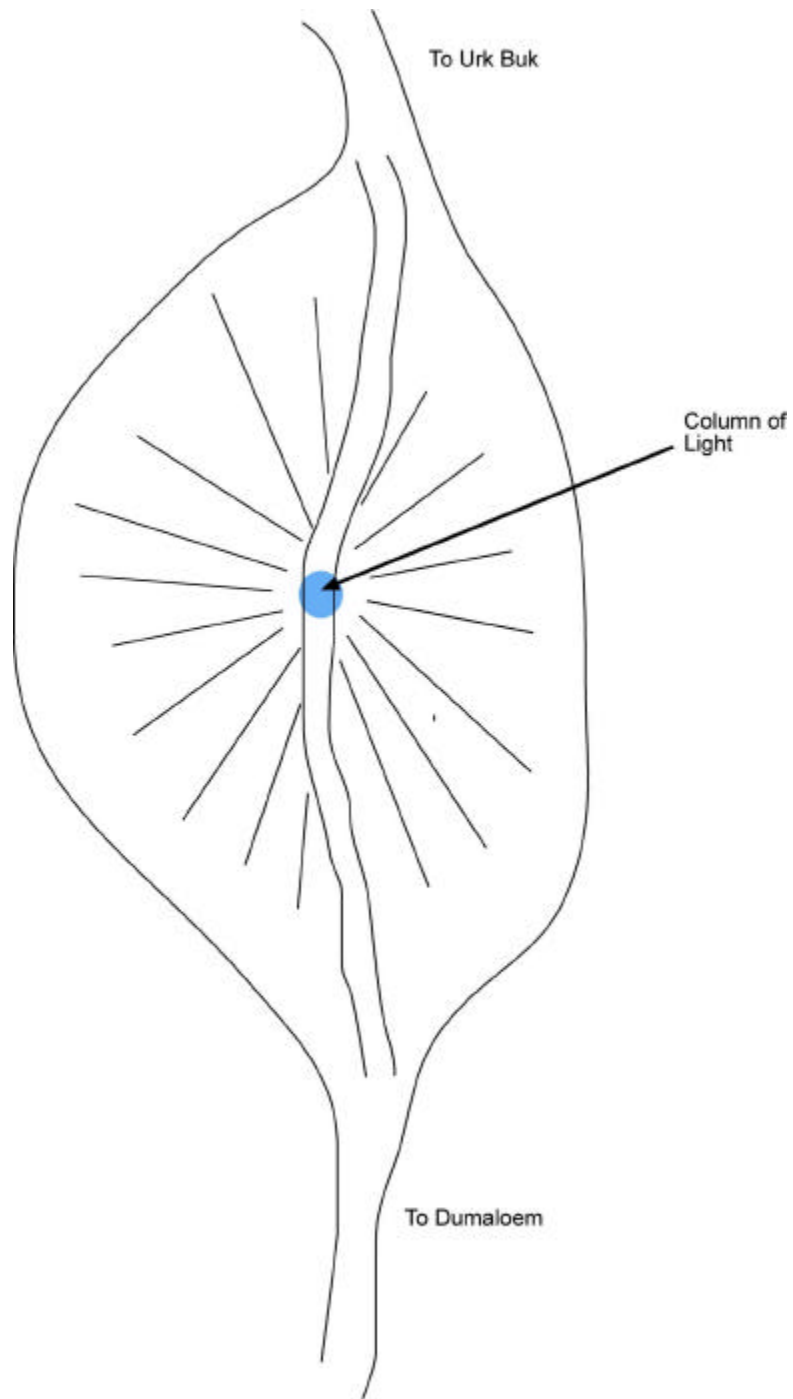
DM's Map #6 – Angthrak's Shrine



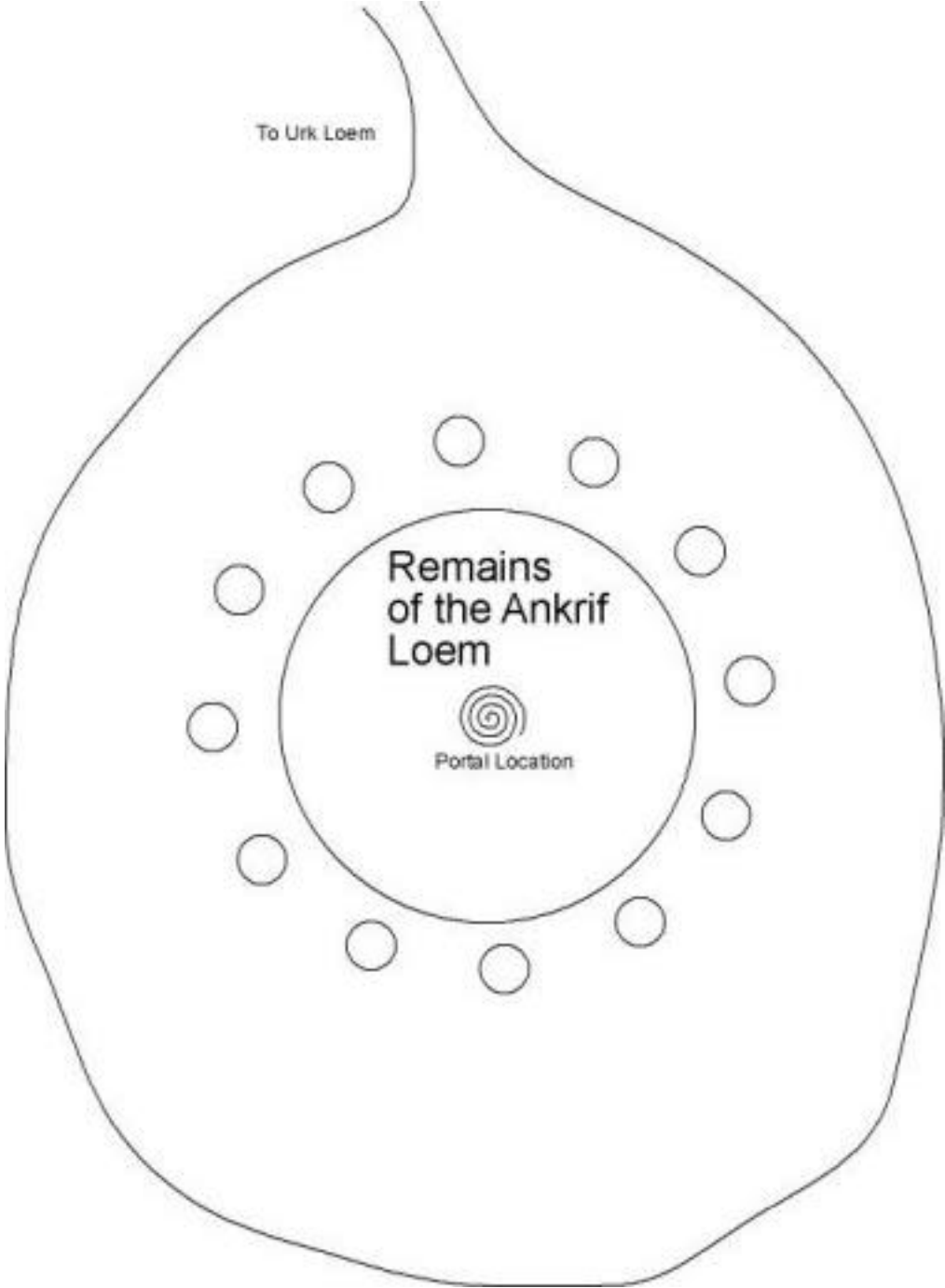
DM's Map #7 – Urk Buk



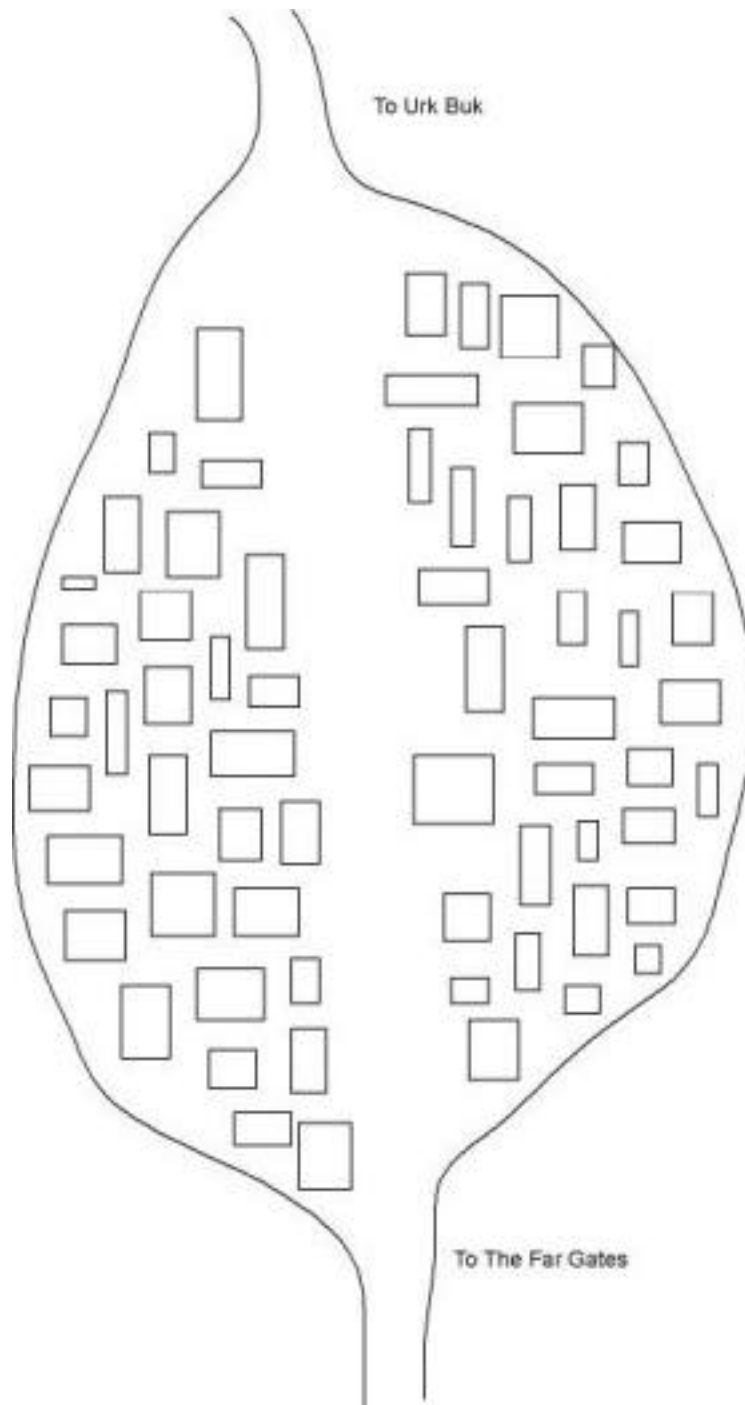
DM's Map #8 – Urk Loem



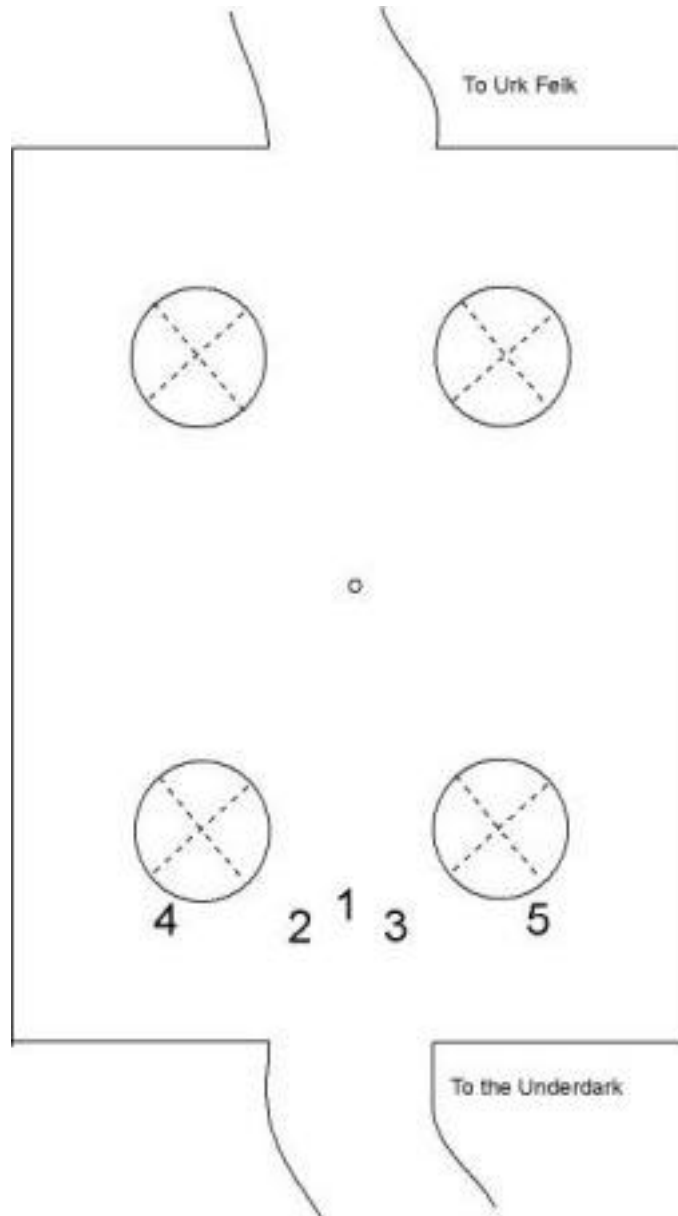
DM's Map #9 – Dumaloem



DM's Map #10 – Urk Felk



DM's Map #11 – Far Gates



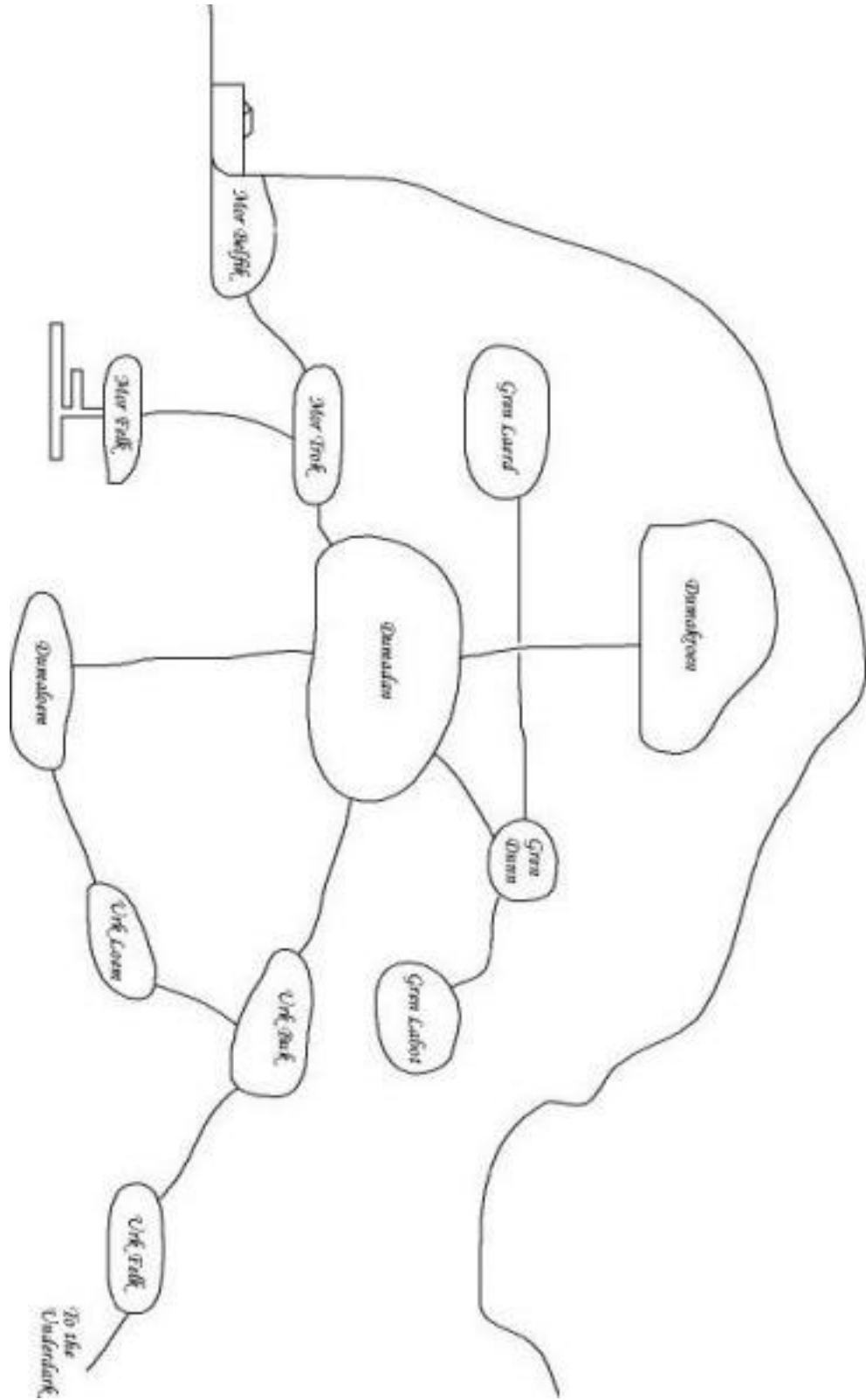
Player Handout #1 – What Has Gone Into the Deeps Before

In the early days of Fireseek CY592 a great Doom descended on the Dwarves of Dumadan.

In their folly and arrogance the Dwarves had grown lax and their gates, which before had been guarded with vigilance, now remained open and unwatched. Unfortunately others had taken note of this lack of attention and began to make plans. At last, with alliances made and broken, the Derro of the Cairn Hills marched on Dumadan. In the early hours of the 15th of Fireseek, a day that shall forever be burned into the minds of the Dumadan Dwarves, the Derro forces invaded. They took even the Seer of Dumadan by surprise due to powerful masking magics.

At first the Dwarves were able to defend some of their great citadel, however, as time went by they began to lose ground. Until a year later, in Fireseek of CY 593, they had lost all but the trade gates to the city. This steady loss, noticed early in CY 592, prompted the Dwarves to send an embassy to Seltaren, what they believed to still be the Capital of the Duchy of Urnst, to ask for military support from Duke Karll and the Synod, rather than the City of Greyhawk.

Player Handout #2 – Map of Dumadan, Pre-Invasion (CY 587)



Player Handout #3 – Writings in the Halls of the Ancients

The writing on the axe:

“I am the unused blade of Haorgast. Choose he to whom I belong, speak the name of the cursed ones and the gates of Dumadan shall open.”

Statue 1:

“There is one among us who is not one of us.”

Statue 2:

“The outsider is of the eldest.”

Statue 3:

“He killed without the axe.”

Statue 4:

“I wielded the axe.”

Statue 5:

“His eyes burned with love and hatred.”

Statue 6:

“I live to serve those around me.”

Statue 7:

“His fury was unbounded.”

Statue 8:

“They tried to expose him, but only we knew and believed.”

Statue 9:

“He saved us and gave us his lair to live in.”

Statue 10:

“We passed on, but he remained ever young.”

Statue 11:

“The flames of fury abated, but still they smolder in him.”

Statue 12:

“I died beneath his wings as he fought to save me from the cursed ones.”

Player Handout #4 – Writings in the Tomb

The writings are in Dwarven and Ancient Suel:

“Here lie the mortal remains of Angthrak Dumadan. He who founded the city died to protect it from the cursed ones. The ancient and the gods guard him. May he rest in peace, even if they return, and may his weapon strike them down in the hands of another.”

Player Handout #5 – Angthrak’s Journal

The writings are in Dwarven; the first page has the word “Doom” written in the margin:

15th of Diamondice, 4201 OC – Today I managed to finally convince the council that we need a stronghold. We have decided to found a great city in which to defend ourselves from the cursed ones.

21st of Diamondice, 4211 OC – Raiding parties of cursed ones have attacked us today, several people were injured but thankfully no one was lost.

9th of Yellowwillow, 4211 OC – I investigated the raiding parties and discovered a massed army of cursed ones approaching. The day I have dreaded has arrived; soon I must bear the weapon that was made for me and accept its curse.

11th of Yellowwillow, 4211 OC – I’ve decided to make my stand today. I will hold them off and let the others get behind the prepared defenses. Alas, I fear that I shall not live past today; if I do then the gods will have surely smiled upon me.

12th of Yellowwillow, 4211 OC – I, Thren Haorgast, have decided to write the final passages in this journal. Angthrak Dumadan died yesterday. He stood off the army of the cursed ones as he calls them; the cursed ones are the ones created by the vile magics of the invaders. In his honor we have erected a tomb of stone for him. I owe my life, and that of my children and all the people of our city to him, and I will stand guardian over his tomb until the end of time.

1st of Diamondice, 4212 OC – Today the council met to decide on a name for the city. By unanimous vote they have named it after Angthrak. Forever will he be immortalized and remembered. The city is finally officially founded. I’m glad that Angthrak’s death didn’t tear his dream to shreds.

1st of Diamondice, 4213 OC – It has been a long year. I have been busy building the defenses for the city. The gates, made of magic and impassible by the cursed ones, are finally complete. I only pray that they will never be needed again.

1st of Diamondice, 4214 OC – This shall be my last entry. I grow weary and have recently felt an urge to see the sun again and soar as I did in my youth. The people of the city, or rather as I should call it Dumadan, are established and should fare well on their own. Perhaps one day I shall return. Until then I only hope that the wards hold true and no harm befalls them.