

ULP6-06

Mind Your Elders

A One-Round D&D® LIVING GREYHAWK™

Principality of Ulek Regional Adventure

Version 1.5

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"Speak up, boy, I can't hear ya! Ye say ya want to know about them Cultists, eh, why there's nobody roun' here who knows more than me, nossir. I've probably fergotten more'n what most know. What is it ya wa... er... wassat ye're hidin' behind yer back?" A Principality of Ulek regional adventure for APLs 6-12.

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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For questions specific to this document and your region please e-mail your triad point of contact (POC) at scon40@aol.com. For LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA® SANCTIONED PLAY

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

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

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

This adventure retires from RPGA-sanctioned play on December 31, 2008.

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

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

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

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

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

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

TIME UNITS AND UPKEEP

This is a standard one-round Metaregional adventure, set in the Sheldomar Valley. Characters native to the Sheldomar Valley pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

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

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

ADVENTURE SUMMARY

The PCs start the adventure relaxing in the early morning in Gryrax. A pair of Adamantine Guard retrieves them from wherever they are and take them to Pengellen's tower where a distraught Jimbly sits nursing a bad concussion. The assassins weren't paid for Jimbly, so did not kill him. Luckily, he was able to catch a glimpse of one of their swords and has been doing research since it had such an odd device stamped on the hilt. He surmises who they are and had sent to the Castle for help. Prince Corond sends a blanket writ advising the PCs to move fast and putting all of his resources into the PCs hands. At this point, Spyder will also arrive and offer to teleport the PCs to the closest entrance to the UnderOerth and some other helpful items (such as darkvision goggles) for their use as well as a map to where their usual "dealing place" is.

The Assassins have moved very fast, contacting an illithid named Umbrage via a scroll of *sending* they have met him at a "neutral ground" and have already passed Pengellen over to him. They can either be negotiated with into not attacking, or provoked. They consider this a neutral area, and will not immediately attack. Business is business, after all.

Meanwhile, an illithid rival of Umbrage, Malevolence, has been listening in on the encounter and at the end of the battle, or as the negotiations wind down, will make himself known. He has spies in Umbrage's encampment and believes that Umbrage will be leaving shortly and offers to teleport the PCs close by. He informs the group that "Most likely, Umbrage is using an illithid *mind sieve* to capture as much information as possible before turning Pengellen over." This is pure conjecture on Malevolence's part; he just wants to get to Pengellen while Umbrage and the PCs are tied up with each other. It will be important for the DM to count the number of rounds the battle takes, as that will determine the details of the next encounter.

Meanwhile... as the PCs and Umbrage attack each other, Malevolence goes and kidnaps Pengellen. Malevolence, being something of an outcast in illithid society for his wizardly abilities, has a different idea of what should be done with Pengellen and his knowledge: rather than feeding the Elder Brain, he seeks to devour the information for himself.

Malevolence will be tying Pengellen up and beginning the preparations to devour his brain. He will have summoned an ally to keep the PCs busy while he feeds. This will take him a number of rounds once combat starts.

It will take Malevolence a total of ten rounds to ferret out and eat the delicious bits of Pengellen's knowledge that he craves. The summoned ally is ordered to guard, and will try to block the PCs. If interrupted during that time

(directly attacked, etc.) Malevolence will curse at the PCs and teleport out, leaving the job unfinished. Spyder and/or Magnus (Talons) will arrive shortly thereafter and whisk the party to safety (if needed).

It is possible that higher level parties will attempt to force Malevolence to fight. If so, he will warn them that he is not to be trifled with and if they somehow stop him from leaving (dimensional anchor, etc.) then he will be forced to kill them. An additional encounter with a very mad Malevolence at this point would occur. Malevolence will target PCs with Enmity of Malevolence first and attempt to slay them outright, offering PCs without his enmity to retreat should their members fall.

If more than 5 rounds pass, Pengellen's knowledge will be so depleted that he will voluntarily retire, allowing young Jimmbly to take on the mantle of Sage of Gryrax (with Pengellen helping, of course). If all 10 rounds passed, Pengellen will be forever removed as an NPC with nobody to replace him, as Jimmbly is simply too young and inexperienced (and a bit cowardly). If less than 5 rounds passed, Pengellen is angry and perhaps a bit wool-headed, but Jimmbly will be there to help him.

PREPARATION FOR PLAY

Before beginning play, it would be helpful to learn the following about each PC at the table: name, race, class, level and any Principality of Ulek regional metaorganization memberships: specifically, The Web and any of the Principality of Ulek armed services (Army, Navy, Mine Rangers). Also, ask if anyone is an Aspirant Knight or a member of the Liegemen of the Prince.

INTRODUCTION

Five days and nights of revelry have passed after the official Naming Day of Crown Prince Saroenn Corond. The port city of Gryrax, capital of the Principality of Ulek, has been thronged with well-wishers for the young Prince and the royal family. The final grand presentation was last night and the ale flowed nearly as long as the great Jewel River to the west.

PC Aspirant Knight, Liegeman or member of the Royal Army of at least Corporal Rank or higher, will have been given a place of honor at the Royal Dinner. If no PC qualifies, modify the following as appropriate.

Seated together at the formal dinner last night, you and your companions were toasted as friends and loyal vassals of His Royal Majesty and his young grandson. While your table was not the closest to the front, it was nevertheless an honor to be included in the celebration.

If any PC is an Aspirant Knight or member of the Liegemen of the Prince, read the following as well.

In fact, <PC's Name> at one point the Prince himself came down in-between courses and thanked you for

your support and hard work in protecting the Principality.

ENCOUNTER ONE: A KNOCK AT THE DOOR

After the party was finished, your group returned to the suites set aside at The Boarhound, a very fine establishment located in the Noble quarter. The night passed uneventfully until the very early dawn, when a persistent knock at your door and a command to "Open in the name of the Prince!" roused you from a dreamless sleep.

Outside, a fresh-faced dwarven boy wearing a surcoat emblazoned with the Prince's heraldry stood with an Adamantine Guardsman nearby. He quickly handed you a piece of paper and asked that you follow him immediately.

Pass Player Handout One and allow the players time to react, cast spells, and so forth. The boy will say only that he was instructed to hurry and ask that you follow him and the guardsman to Pengellen's tower immediately.

Following the page and his escort, your group is taken to a tall, slightly run-down tower over six stories tall. Two additional Adamantine Guard wait outside and open the door as you approach.

Inside, a young gnome sits upon a pile of cushions, a number of scrolls and books around him opened to seemingly random pages. The room is in complete disarray, with broken tables, scorched walls, and a heavy acrid smell in the air.

Two Adamantine Guard and three dwarven clerics of Moradin are helping the gnome lad to search through the tomes piled high around him. He seems to be muttering under his breath and is startled as you enter and approach.

"Oh hello! From the Prince? So good of you to come, I'm..." he snuffles and looks around "I'm certainly not Pengellen!" he wails and begins to sob.

One of the clerics rolls his eyes and moves to speak with you.

"Greetings, I am Guardian Gulland Anvilbright. I'm afraid young Jimmbly is... rather upset, but I can fill you in."

"Approximately an hour ago, a messenger from the palace arrived here at the tower with a summons for Pengellen to appear. Apparently, there's some commotion at the castle, and his expertise was needed. Whether or not the situation here is a coincidence, we've been unable to determine, but it's not believed to be. Some time last night, a group of four individuals presented themselves here with questions for the Sage. When our young friend here answered the door, they struck and a small pitched battle occurred."

At this point, the gnome wails "I let them in! Let them right in! I really AM a 'dirt-grubbing stones-for-brains not fit to scare varmints out of the garden!" I don't even know what a varmint is!" he

cries.

Gulland coughs and continues. "Yes, well... in any case, the unknown persons subdued Jimmbly, and were able to capture Pengellen and carry him off to parts unknown. The messenger immediately alerted the City Watch who informed the Adamantine Guard. His Royal Highness' own Steward came down and the messengers raced back with orders to find suitable help. This is where you come in. Now... before I go any further, I have to be sure you are who you say you are and all that..."

At this point, he will cast detect magic, detect evil and, perhaps surprisingly, discern shapechanger. If asked, he explains that he besides being a priest; he is also a wizard and hopes to one day study the deeper mysteries of Moradin.

After Gulland casts his spells, he nods and asks you to follow him to Pengellen's room. Along the way, he pats Jimmbly on the shoulder. Wiping his nose on his sleeve, Jimmbly stands and follows along behind you as you go higher into the tower. The signs of battle are even more evident here.

"He... he... tried to force them out, but they... they... started casting... and then the big one, he knocked me on the head and that's the last I remember. I didn't really see them. It seems as if the whole house was suddenly filled with shadows. The only thing I remember seeing clearly was one of them, I think he was half-human... er... half-elven... I think he had some kind of holy symbol. It was... a purple mushroom of some kind..."

A Knowledge: Religion check DC 40 or Bardic Knowledge DC 55 would give the name of a very rarely mentioned Drow Elf demigod Keptolo. Keptolo is the drow god of male elegance and debauchery.

Jimmbly cannot remember much more, except that the "creature" that hit him was muscular and had gray skin and was using a spiked chain. If prodded, he believes they spoke a few words of undercommon amongst themselves and one even complained about the smell of pumpkins in the room.

As you discuss the attack with Jimmbly, a hooded figure steps out of the shadows. Gulland frowns, but nods and closes the door behind him as he leaves.

"The symbol was of Keptolo, young one."

The man stepping out has a stylized spider tattoo covering the left side of his face. His long black cloak has a silver filigree of a web along the hems. He holds his hands up in a non-threatening manner and smiles.

"We have a short time, friends, so please... no questions right now. The important thing is to find Pengellen. The group you are looking for call themselves "Her'tan d'lil Isto Velven" or The Night's Blades. They are a group of UnderOerth spies and mercenaries. They are not important, but whoever hired them is. I can get you close to where I think they will be... if they have Pengellen... well... do what you will. If they do not, find out where he is. He

reaches into the folds of his cloak and pulls out six pair of goggles.

"These will allow you to see in the dark. Time is of the essence. Prepare yourselves." He turns to the gnome sitting miserably on a chair nearby. "Jimmbly, I'll return in a moment to take you to His Highness. Please bring Pengellen's copy of "Dannilgris' Theories on the Gems of Ulaa" and any notes on the creation of the Axe of Corond that you may have come across."

*Jimmbly nods and stands. "Please... save him if you *sniff* can. He's a grumpy old dwarf... but... well... he's *sniff* not that bad." Breaking down once again he shuffles off downstairs once more.*

The goggles he hands out are goggles of nightvision which grant darkvision out to 60'. When everyone is ready, Spyder will teleport to the UnderOerth. If questioned about the happenings at the castle, he will impatiently explain that something has happened with the Axe of Corond, but that nobody was hurt. He doesn't know anymore, but in the absence of Pengellen, the Prince will have to rely on Jimmbly's notes and whatever information he (Spyder) can gather.

ENCOUNTER TWO: THE NIGHT'S BLADES

As the momentary dizziness from teleporting fades, you find yourselves in the middle of a small underground cavern. Spyder walks over to a small door with an arachnoid figure painted upon it in glowing purple inks.

"This door opens onto one of the great UnderOerth tunnels. Turn left and travel for about three minutes. You will find that your quarry will be entering a crossroads ahead. Now... 'how does he know this?' you may think..." he grins. "I was able to scry upon them and saw them heading this way. They did not have Pengellen with them and the Sage was hidden from me. You must hurry. When you found Pengellen, return to this room. I will place a spell here which will alert me. Someone will come immediately to bring you back to Gryrax. Farewell."

Spyder teleports out after the door closes. Assuming the PCs follow Spyder's directions, they will encounter The Night's Blades ahead.

It is possible to diplomatically convince The Night's Blades into telling who their employer was. They will start at an initial attitude of Hostile, and it will take the appropriate DC with the additional element of flattery for Carrukt, to get them to indifferent. They aren't fools, and will not trust the PCs. They will expect to be paid, and either 5,000gp or 5,000gp worth of items will sway Carrukt into turning over the map to Umbrage's lair nearby.

When the PCs set out, continue with the following:

Moving down the corridor, it's not long until you see a group of four individuals in the tunnels ahead. Two drow, a half-elf with dark skin and pale hair,

and a gray-skinned muscular humanoid with a blank space where his eyes would be watch you cautiously as you move forward. Both drow carry rapiers, and one has a small crossbow in his hand. The half-elf is dressed in velvet and satin robes and carries a rapier as well. Around his neck is a stylized purple mushroom holy symbol. The gray-skinned humanoid sniffs the air around him and idly switches his spiked chain from one hand to another. Stepping forward, the half-elf bows. "Vendui, surfacers... what brings dos to lil caverns?" He smiles and watches you carefully.

If any of the PCs are dwarves wearing the colors of the Principality, there will be no chance for discussion, as they will attack immediately.

Looking closely at you, the half-drow scowls, and his fingers flash rapidly. The others in his party pull their weapons and move to attack.

If the PCs decide to speak, he will demand tribute for his information before sharing that they are too late, their employer has already taken delivery of the package.

Carrukt will explain that they were hired by an illithid named Umbrage to recover Pengellen alive and unharmed. Umbrage hopes to win favor with the Elder Brain by presenting Pengellen so that his knowledge can be consumed and make the Brain more powerful. He will slyly point out that he also told of this deal to another illithid, this one an outcast called Malevolence, and that he believes the two will battle over the 'tasty morsel' that is the Sage of Gryrax.

If The Night's Blades are defeated, the PCs can find a map to Umbrage's lair on a piece of parchment in Carrukt's belt. They've just returned and Carrukt sketched a quick note about how to find it in case he ever needs to again.

This information will be in **Player Handout 2: Carrukt's Journal**.

APL 6 (EL 8)

☛ **An'jaluk:** Male elf (drow) Warlock 2; hp 17; see Appendix Two

☛ **Bar'jalil:** Male elf (drow) Rogue 2; hp 17; see Appendix Two

☛ **Carrukt:** Male half-elf (drow) Cleric 4; hp 31; see Appendix Two

☛ **Drogocht:** Male grimlock Fighter 2; hp 33; see Appendix Two

APL 8 (EL 9)

☛ **An'jaluk:** Male elf (drow) Warlock3/Mar1; hp 29; see Appendix Three

☛ **Bar'jalil:** Male elf (drow) Rogue 3; hp 22; see Appendix Three

☛ **Carrukt:** Male half-elf (drow) Cleric 5; hp 38; see Appendix Three

☛ **Drogocht:** Male grimlock Fighter 3; hp 42; see Appendix Three

APL 10 (EL 12)

☛ **An'jaluk:** Male elf (drow) Warlock5/Marshall1; hp 39; see Appendix Four

☛ **Bar'jalil:** Male elf (drow) Rogue 6; hp 37; see Appendix Four

☛ **Carrukt:** Male half-elf (drow) Cleric 7; hp 52; see Appendix Four

☛ **Drogocht:** Male grimlock Fighter 6; hp 63; see Appendix Four

APL 12 (EL 13)

☛ **An'jaluk:** Male elf (drow) Warlock7/Marshall1; hp 49; see Appendix Five

☛ **Bar'jalil:** Male elf (drow) Rogue 7; hp 42; see Appendix Five

☛ **Carrukt:** Male half-elf (drow) Cleric 9; hp 64; see Appendix Five

☛ **Drogocht:** Male grimlock Fighter 7; hp 96; see Appendix Five

Tactics: An'jaluk attempts to hit as many PCs as possible with his frightful blast in order to soften them up for Carrukt's spells (starting with fighter-types, since they have low Will saves), then uses his wand of grease to help Be'jalil get sneak attacks or readies to interrupt casters (a character is denied their Dex bonus to AC while balancing unless they have 5 ranks of Balance). At APL 8+, An'jaluk uses his baleful utterance against holy symbols and mundane items like belt buckles, hoping to daze and deafen enemy spellcasters.

If Be'jalil is having trouble with a character that has already been hit by a frightful blast, he may use the "demoralize foe" application of Intimidate to force them to flee (a shaken creature that becomes shaken is frightened instead); otherwise, he puts a poisoned bolt into wizards and rogues, then goes after victims of An'jaluk's grease or Carrukt's spells.

Carrukt targets fighter-types with his enchantment spells (preferably those An'jaluk has already hit with a frightful blast) and readies to counter enemy casters once one or more warriors are helpless or have fled. At higher levels, he uses Divine Metamagic to heighten his first spell to as high a DC as possible. At APL 12, Carrukt removes the covering from his shield (a move action), triggering the symbol of sleep inscribed upon the face; he and his allies are immune to the effect.

Drogocht will move in and target foes who have not fallen ill or been effected by his allies' spells, taking care to target divine casters first, or fighter-types if pressed.

ENCOUNTER THREE: ANGRY PURPLE DUDE

When the PCs move on, read or paraphrase the following:

Following the notes found in the half-elf's journal, you found yourself in front of a rusted iron door. Instead of being locked, it stood slightly ajar.

A DC 30 Track check will show a number of tracks, the most recent being a single individual medium humanoid. *Continuing on cautiously, you clearly hear the sound ahead of stone rubbing against stone, almost as if a large stone door is opening.*

In truth, Malevolence is just ahead, having already cast greater invisibility. Umbrage and his cronies have left their lair and come out to investigate the noise and when the party moves in, hopefully both sides will think the other the reason. Malevolence will move into the room with Pengellen. Close the door and cast *arcane lock* before summoning his diabolical ally to delay the PCs.

A gaunt purple-skinned humanoid and two or three dwarves stand ahead. Behind them a door swings closed and for a moment you think you see a dwarven male lying on an altar in the middle of a large room.

A voice in your heads screeches in anger. "Who dares interrupt Umbrage! The dwarf is mine! Mine to give to the Elder!"

The two dwarves draw wicked-looking picks and move to attack!

APL 6 (EL 9)

✚ **Umbrage:** Male Illithid; hp 44, See Monster Manual, Page 187

✚ **Elgoin:** Male dwarf Fighter 2; hp 19; see Appendix Two

✚ **Farzheen:** Male dwarf Fighter 2; hp 19; see Appendix Two

APL 8 (EL 11)

✚ **Umbrage:** Male Illithid; hp 44, See Monster Manual, Page 187

✚ **Elgoin:** Male dwarf Fighter 3; hp 29; see Appendix Three

✚ **Farzheen:** Male dwarf Fighter 3; hp 29; see Appendix Three

✚ **Gandorrin:** Male dwarf Fighter 3; hp 29; see Appendix Three

APL 10 (EL 13)

✚ **Umbrage:** Male Illithid; hp 44, See Monster Manual, Page 187

✚ **Elgoin:** Male dwarf Fighter 5; hp 48; see Appendix Four

✚ **Farzheen:** Male dwarf Fighter 5; hp 48; see Appendix Four

✚ **Gandorrin:** Male dwarf Fighter 5; hp 48; see Appendix Four

APL 12 (EL 15)

✚ **Umbrage:** Male Illithid; hp 44, See Monster Manual, Page 187

✚ **Elgoin:** Male dwarf Fighter 7; hp 59; see Appendix Five

✚ **Farzheen:** Male dwarf Fighter 7; hp 59; see Appendix Five

✚ **Gandorrin:** Male dwarf Fighter 7; hp 59; see Appendix Five

Tactics: Umbrage is furious and has detected Malevolence's presence, but not exact location. He believes the PCs are with Malevolence and will continue to keen in the PCs heads "Show yourself, coward!" not realizing Malevolence has snuck around and already entered the room. During this fight, Malevolence will have attached an *illithid brain sieve* to Pengellen and is standing by ready to absorb his knowledge.

If the Party is defeated, the PCs will awaken several months later in a mass grave outside Greutam and receive the "Illithid Experimentation" AR effect and lose 12 additional TUs.

ENCOUNTER FOUR: WHAT'S HE DOING HERE?

Keep very close tabs on how many rounds pass in this fight and how long it takes for the PCs to open the door. The door is a *strong wooden door* and has Hardness 5 and 20 hit points. The *arcane lock* adds 10 to the break DC, so the total DC to break down the door is DC 35. A simple *knock* spell will open the door, otherwise the PCs will have to break or smash through. The hinges are located on the opposite side of the door.

A 40' wide 'tunnel' is 60' long, it opens up into a larger room 90' by 90' with two iron doors at the far end.

Making your way through the door, you see another Illithid approximately 90 feet away down a wide natural tunnel. This one is taller and more menacing than the last. Before him, Pengellen lies insensate on a stone table in a large room on the far end. Attached to his head is a strange device composed of many tubes and glass spheres. Pale amber lights float overhead illuminating the entire area.

A voice once more speaks directly into your heads.

"Ah... how unfortunate. I had hoped to make my presence here a secret, but no matter. You have rid me of an enemy, and for that I am grateful. However, the secrets inside the Sage's mind are far too delectable to go to the Elder Brain. I must have them for myself!"

As you get ready to act, a diabolical figure appears at the entrance to the room.

Describe the appropriate devil to the players, based on APL.

"I am also not without friends and influence... as you can see. Leave me be, and I freely let you return to the surface. Interrupt me, and die."

Malevolence leans forward, his tentacles entering the tubes and latching onto key spots on Pengellen's head. The device glows a sickly green as the devil moves forward, hissing.

DEVELOPMENT: Malevolence has cast a wall of force

10' in front of the table. When the devil falls, or when the wall is breached, he will detach himself immediately from Pengellen and scowl. Go to **Encounter Five**.

APL 6 (EL 7)

☛ **Vezzhhuuk:** Bearded Devil Fighter 2; hp 63; see Appendix Two

APL 8 (EL 10)

☛ **Sverrrrssl:** Chain Devil Fighter 2; hp 64; see Appendix Three

APL 10 (EL 11)

☛ **Maurganthes:** Barbed Devil; hp 126; see Appendix Four

APL 12 (EL 14)

☛ **Siimmurd:** Barbed Devil Fighter 1; hp 138; see Appendix Five

☛ **Desvrisht:** Barbed Devil Fighter 1; hp 138; see Appendix Five

Tactics: See individual entries for tactics. Also see Appendix Six for some general notes on devils and their abilities. The devils were instructed by Malevolence to delay the PCs and not necessarily to kill them... but... if the opportunity to "delay" a PC by killing him or her presents itself, the devils are smart enough (and bloodthirsty enough) to take it.

ENCOUNTER FIVE: MIND OF YOUR ELDERS

The moment the wall of force is breached or the devil has fallen, read or paraphrase the following (dependent upon how many rounds):

1 – 5 Rounds:

"Bah!" The voice in your head is filled with disgust. "You have proven very worth adversaries! A few moments more and all the knowledge of the Principality would have been mine! I've only learned a few things... especially interesting things about the one you call Spyder... things his "family" will no doubt be VERY interested in hearing. I will not forget your interference." His laughter fades as he quickly casts a spell and disappears into the shadows.

6 – 10 Rounds:

"Almost!" The voice in your head is filled with despair. "A few moments more and ALL of the knowledge of the Principality would have been mine! Of course, not all is lost. I've learned a few things... especially interesting things about the one

you call Spyder... things his "family" will no doubt be VERY interested in hearing. I will not forget your interference." His laughter fades as he quickly casts a spell and disappears into the shadows.

More than 10 Rounds:

"Too late!" The voice in your head is filled with triumph. "You are too late and all the secrets of your precious Principality are now mine. Especially interesting are the things about the one you call Spyder... things his "family" will no doubt be VERY interested in hearing. No matter, I will still not forget your interference." His laughter fades as he quickly casts a spell and disappears into the shadows.

If the PCs are of high enough level that they can inhibit Malevolence from leaving easily, he will quickly try to counteract whatever magics hold him to the area and leave. His goal is to NOT get into a pitched battle at this time. If there is no way for Malevolence to leave... he will go all out to kill the party, especially those who have earned his ire from the "Downward" series. After the first PC death, he will speak to the PCs and will allow them to retreat, taking their companion with them.

If they chose to stay and the Party is defeated, the PCs will awaken several months later in a mass grave outside Greutam and receive the "Illithid Experimentation" AR effect and lose 12 additional TUs.

ALL APLs (EL 22)

☛ **Malevolence:** Male Illithid Monk2/Wizard 12; hp 155; see Appendix One

ENCOUNTER SIX: EVAC

Hurrying back to Spyder's safehouse with the semi-conscious form of Pengellen, a male human in the colors of the Talons of Retribution teleports into the room. Nodding as he listens to your tale, he quickly reads through a scroll and you find yourself in the halls of the Soul Forge, the temple to Moradin in Gryrax.

Groaning in pain, the Sage looks around. "Smells like bloody incense in here... Fool of a gnome..." he says, scowling, before passing into unconsciousness once more.

A number of clerics will attend the Sage and usher the PCs out, promising to give an update on Pengellen's situation.

CONCLUSION A: SUCCESS!

Several days pass before you are summoned once again to Pengellen's tower. A cheerful Jimmbly answers the door at your knock and winces as a boot comes flying from behind to smack him in the head. "FOOL OF A GNOME! BLINDLY OPENIN' THE

DOOR IS WHAT GOT ME GONE IN THE FIRST PLACE!" a voice roars from behind.

Rubbing the back of his head and smiling, Jimmbly seems strangely content as he welcomes you in.

"Oh thank you so much for retrieving the Old Sage!" he smiles. "As you can see, he's up and back to his old self. Please, have a seat." He gestures and you can see Pengellen on the far side of the table, one foot bare and the other shod in a boot very similar to the one that hit Jimmbly.

"Don't just stand there ya louts. Yer lettin' all that blasted city-air inside!"

Around the room you can see boxes of books piled on furniture off to the side.

"Now I've got ter move up to the castle! Ahhhhhh!" He cries out as Jimmbly returns and splashes hot tea on the dwarf's bare foot.

"BUMBLING FOOL OF A GNOME!"

The End

CONCLUSION B: RECOVERED

Several days pass before you are summoned once again to Pengellen's tower. A worried-looking Jimmbly peeks from the window before he answers the door at your knock and winces as a boot comes flying from behind to smack him in the head.

"BANANA CAKE! MELTING MONKEY SHIP-SHAPE!" a voice roars from behind.

Rubbing the back of his head and sniffing, Jimmbly seems strangely worried as he welcomes you in.

"Oh, my friends," he sniffs, "Thank you so much for retrieving the Old Sage! As you can see, he's not quite back to his old self. Please, have a seat." He gestures and you can see Pengellen on the far side of the table, one foot bare and the other shod in a boot very similar to the one that hit Jimmbly.

"Clockwork elephants? Double-brown gadfly in a xorn's arm?" The sage's eyes wander around the room.

Around the room you can see boxes of books piled on furniture off to the side.

"We're going to have to move up to the castle, I'm afraid. All this knowledge..." he sighs. "I won't be as helpful as Pengellen, I'm sure. But I will definitely try. I'm just such a fool of a gnome!"

The End

CONCLUSION C: FAILURE

Several days pass before you are summoned once again to Pengellen's tower. A dejected Jimmbly timidly peers out of the spy-hole in the door before he answers your knock.

"Oh dear..." he sniffles. "Please, please come in..."

Pengellen lies on a bed in the middle of his living room. All around you can see boxes of books piled on furniture off to the side.

"I'm packing the last of his things to go to the Royal Library. Myself, I think I'll go visit my mother and father... I'm such a foolish little gnome." He sobs, and buries his face in his hands, weeping quietly.

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter Two

Negotiate with or Defeat the Nigh's Blades

APL 6: 240 xp.

APL 8: 270 xp.

APL 10: 360 xp.

APL 12: 390 xp

Encounter Three

Defeat Umbrage and his minions.

APL 6: 270 xp.

APL 8: 330 xp.

APL 10: 330 xp.

APL 12: 450 xp

Encounter Five

Defeat Malevolence's diabolical ally.

APL 6: 210 xp.

APL 8: 125 xp.

APL 10: 330 xp.

APL 12: 420 xp

Story Award

Recover Pengellen BEFORE he loses the majority of his knowledge.

APL 6: 180 xp.

APL 8: 270 xp.

APL 10: 230 xp.

APL 12: 215 xp

Discretionary roleplaying award

APL 6: 100 xp.

APL 8: 100 xp.

APL 10: 100 xp.

APL 12: 100 xp

Total possible experience

APL 6: 900 xp.

APL 8: 1,125 xp.

APL 10: 1,350 xp.

APL 12: 1,575 xp.

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a “treasure” section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter’s treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional adventure, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Encounter 2:

APL 6: L: 155 gp, C: 0 gp, M: 2 +1 chain shirt (208 gp), potion of cure light wounds (4 gp), wand of grease (62 gp),

scroll of web (12 gp), scroll of blur (12 gp), +1 heavy steel shield (97 gp), wand of cure light wounds (62 gp), potion of barkskin (25 gp), potion of cure moderate wounds (25 gp), dust of tracelessness (21 gp)

APL 8: L: 120 gp, C: 0 gp, M: 4 +1 chain shirt (416 gp), 2 potion of cure light wounds (8 gp), wand of grease (62 gp), scroll of web (12 gp), scroll of blur (12 gp), wand of greater invisibility (5 charges) (175 gp), +1 buckler (97 gp), potion of invisibility (25 gp), +1 heavy steel shield (97 gp), wand of cure light wounds (62 gp) potion of barkskin (25 gp), potion of cure moderate wounds (25 gp), dust of tracelessness (21 gp)

APL 10: L: 93 gp, C: 0 gp, M: 4 +1 chain shirt (416 gp), cloak of charisma +2 (333 gp), 2 potion of cure light wounds (8 gp), wand of grease (62 gp), scroll of web (12 gp), scroll of blur (12 gp), wand of greater invisibility (5 charges) (175 gp), 5 +1 bane (aberration) poisoned bolt (66 gp), 5 +1 bane (dwarf) poisoned bolt (66 gp), 5 +1 bane (elf) poisoned bolt (66 gp), 5 +1 base (human) poisoned bolt (66 gp), +1 buckler (97 gp), potion of cat's grace (25 gp), potion of invisibility (25 gp), potion of fly (62 gp), +1 heavy steel shield (97 gp), wand of cure light wounds (62 gp), periapt of wisdom +2 (333 gp), potion of enlarge person (21 gp), potion of cure moderate wounds (25 gp), dust of tracelessness (21 gp), potion of barkskin +3 (50 gp), +1 spiked chain (194 gp)

APL 12: L: 93 gp, C: 0 gp, M: 4 +1 chain shirt (416 gp), circlet of persuasion (375 gp), cloak of charisma +2 (333 gp), 2 potion of cure light wounds (8 gp), wand of grease (62 gp), scroll of web (12 gp), scroll of blur (12 gp), scroll of see invisibility (12 gp), scroll of fly (31 gp), wand of greater invisibility (5 charges) (175 gp), 5 +1 anarchic poisoned bolt (66 gp), 5 +1 bane (aberration) poisoned bolt (66 gp), 5 +1 bane (dwarf) poisoned bolt (66 gp), 5 +1 bane (elf) poisoned bolt (66 gp), 5 +1 base (human) poisoned bolt (66 gp), +1 buckler (97 gp), potion of cat's grace (25 gp), potion of invisibility (25 gp), potion of fly (62 gp), +1 heavy steel shield (97 gp), wand of cure light wounds (62 gp), periapt of wisdom +2 (333 gp), potion of enlarge person (21 gp), potion of cure moderate wounds (25 gp), dust of tracelessness (21 gp), potion of barkskin +4 (75 gp), +1 spiked chain (194 gp), amulet of health +2 (333 gp), cloak of resistance +1 (83 gp), javelin of lightning (125 gp)

Encounter 3:

APL 6: L: 143 gp, C: 0 gp, M: 2 potion of cure light wounds (8 gp).

APL 8: L: 200 gp, C: 0 gp, M: 3 potion of cure light wounds (13 gp), 3 +1 light steel shield (290 gp).

APL 10: L: 118 gp, C: 0 gp, M: 3 +1 dire pick (583 gp), 3 +1 light steel shield (290 gp), 3 potion of cure light wounds (13 gp), 3 potion of shield of faith +2 (13 gp), 3 potion of bull's strength (75 gp).

APL 12: L: 30 gp, C: 0 gp, M: 3 +1 *dire pick* (583 gp), 3 +1 *breastplate* (338 gp), 3 +1 *light steel shield* (290 gp), 3 *potion of cure light wounds* (13 gp), 3 *potion of shield of faith* +2 (13 gp), 3 *potion of bull's strength* (75 gp).

Encounter 4:

APL 6: L: 0 gp, C: 0 gp

APL 8: L: 0 gp, C: 0 gp

APL 10: L: 0 gp, C: 0 gp

APL 12: L: 0 gp, C: 0 gp

Total Possible Treasure (Maximum Reward Allowed)

APL 6: L: 298 gp, C: 0 gp, M: 536 gp – Total: 834 gp (900 gp)

APL 8: L: 320 gp, C: 0 gp, M: 1340 gp – Total: 1,660 gp (1,300 gp)

APL 10: L: 211 gp, C: 0 gp, M: 3,268 gp – Total: 3,479 gp (2,300 gp)

APL 12: L: 123 gp, C: 0 gp, M: 4,240 gp – Total: 4,363 gp (3,300 gp)

ITEMS FOR THE ADVENTURE RECORD

Special

☛ **Gratitude of Pengellen:** For rescuing Pengellen, he offers to share his unique collection of esoteric arcana with you. You may either gain access to two of the following spells from the *Spell Compendium* or one of the following feats from *Complete Arcane* (circle the one(s) selected):

Feats: Sudden Widen, Sudden Extend.

Spells: *appraising touch*, *marked object*, *analyze portal*, *assay spell resistance*, *know vulnerabilities*, *treasure scent*, *interplanar telepathic bond*, *zone of revelation*, *make manifest*.

☛ **Gratitude of Jimbly:** You've rescued Jimbly's friend and mentor, Pengellen. Jimbly has quite a few contacts with the enchanters and tailors of the Principality. You may spend this favor for access (Frequency: Adventure) to purchase one of the following magical articles of clothing: *slippers of spider climbing*, *boots of speed*, *robe of useful items*, *boots of striding and springing*, *riding boots* (*Dungeon Master's Guide II*), *vest of legends* (*Dungeon Master's Guide II*).

☛ **Foes Below:** The Her'tan d'lil Isto Velven (also called The Night's Blades) have fallen at your hands. Unfortunately, there are quite a few more of these outcast drow males and their allies about.

☛ **Illithid Experimentation:** You may have wished you actually died, but instead you have been left to live in a horrendous state. You woke up several months after your capture (costs an additional 12 TUs) in a shack on

the outskirts of Greutam with no recollection of how you arrived there or what happened to you while you were gone. This has the following effects which can only be removed by a *wish* or *miracle* spell (removing one effect removes all of them):

- You have access to Badge of Bondage feat (*Dragon #315*).
- You've permanently lost 2 points of Charisma due to some serious scars and disfigurement on your body.
- You suffer a -4 penalty on Will saves against mind-affecting spells and effects.
- The illithid rune for "thrall" is seared into your forehead. An illithid in range of its telepathy can detect the presence of that run even if it is physically or magically hidden.
- You are immune to the mind blast of mind flayers, but you automatically fail the save against any other spell or effect a mind flayer uses on you.

Item Access

APL 6 (all of the following):

- *Dust of Tracelessness* (Adventure; *Dungeon Master's Guide*)
- *Masterwork Dire Pick* (Adventure; *Complete Warrior*)
- *Wand of Cure Light Wounds* (CL 1st; Adventure; DMG)
- *Wand of Grease* (CL 1st; Adventure; *Dungeon Master's Guide*)

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

- *Pearl of Power*, 1st Level Spell (Adventure; *Dungeon Master's Guide*)
- *Wand of Greater Invisibility* (CL 7th; Adventure; DMG)

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

- +1 Bane (Aberration) Bolts (Adventure; DMG; Limit 5)
- +1 Bane (Dwarf) Bolts (Adventure; *Dungeon Master's Guide*; Limit 5)
- +1 Bane (Elf) Bolts (Adventure; *Dungeon Master's Guide*; Limit 5)
- +1 Bane (Human) Bolts (Adventure; *Dungeon Master's Guide*; Limit 5)
- +1 Dire Pick (Adventure; *Complete Warrior*)

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

- +1 Anarchic Bolts (Adventure; Dungeon Master's Guide; Limit 5)
- Circlet of Persuasion (Adventure; Dungeon Master's Guide)
- Javelin of Lightning (Adventure; Dungeon Master's Guide)

APPENDIX 1 – MALEVOLENCE

Malevelonce: Male Mind Flayer Mnk2/Wiz12; Medium-size Aberration; HD 8d8+2d8+12d4+66; hp 155; Init +8 (Dex, Improved Initiative); Spd 30 ft.; AC 21 (touch 18, flat-footed 17); Atks +17/+12 melee (1d4, 4 tentacles); SA Mind blast (DC 18), psionics, improved grab, extract, flurry of blows, unarmed strike; SQ telepathy 100 ft., evasion; SR 39; AL LE; SV Fort +12, Ref +13, Will +22; Str 10, Dex 18, Con 16, Int 24, Wis 20, Cha 18.

Skills and Feats: Balance +6, Bluff +9, Concentration +32, Decipher Script +19, Diplomacy +7, Hide +12, Jump +2, Intimidate +23, Knowledge (Arcana) +30, Knowledge (Dungeoneering) +20, Knowledge (Nature) +19, Listen +17, Move Silently +12, Sleight of Hands +6, Spellcraft +21, Spot +17, Tumble +17; Brew Potion^B, Combat Casting, Combat Reflex^B, Dodge, Greater Spell Focus (Enchantment), Improved Initiative, Mobility, Scribe Scroll^B, Silent Spell^B, Spell Focus (Enchantment), Stunning Fist^B, Weapon Finesse (tentacles).

Spells Known (4/6/6/6/4/4/3; base DC = 17 (enchantment 19) + spell level): 0 – daze, detect magic, detect poison, read magic; 1st – charm person, charm person, color spray, hypnotism, mage armor (pre-cast), shield; 2nd – blindness/deafness, daze monster, detect thoughts, fox's cunning, glitterdust, touch of idiocy; 3rd – arcane sight (pre-cast: 11 minutes left), clairaudience/clairvoyance (used), deep slumber, dispel magic, nondetection (pre-cast: 11 hours left), suggestion; 4th – charm monster, crushing despair, greater invisibility (pre-cast: 11 rounds left), stonewall (pre-cast: 110 minutes left); 5th – dominate person, feeblemind, hold monster, teleport; 6th – mass suggestion, shadow walk, true seeing (pre-cast: 11 minutes left).

Possessions: robe, bone dagger, ring of counterspell (dimensional anchor), rod of meta-magic (silence).

Note: Also has contingency (dimension door) precast. The trigger is if he is grappled.

APPENDIX 2 – APL 6

ENCOUNTER 2

An'jaluk, Male Drow Warlock3: Medium humanoid (elf); CR 4; HD 3d6+3; hp 17; Init +6; Spd 30 ft., climb 20 ft.; AC 17, touch 12, flat-footed 15 (+2 Dex, +5 armor); Base Atk/Grp: +2/+1; Atk +1 melee (1d6-1/18-20, rapier) or +4 ranged touch (2d6/x2 plus frightful blast, eldritch blast); Full Atk +1 melee (1d6-1/18-20, rapier) or +4 ranged touch (2d6/x2 plus frightful blast, eldritch blast); SA eldritch blast, frightful blast; SQ detect magic, DR 1/cold iron, elf traits, light blindness, spell-like abilities, spiderwalk, SR 14; AL CE; SV Fort +2, Ref +3, Will +4 (+6 versus spells and spell-like abilities); Str 8, Dex 15, Con 12, Int 12, Wis 12, Cha 17. Complete Arcane, page 5.

Skills & Feats: Concentration +7, Intimidate +9, Use Magic Device +9; Ability Focus (eldritch blast), Improved Initiative.

Detect Magic (Sp): A 2nd level warlock can detect magic at will, as the spell, with a caster level equal to his warlock level.

Eldritch Blast (Sp): An eldritch blast is a ray with a range of 60 feet. It is a ranged touch attack that affects a single target, allowing no saving throw. An eldritch blast is the equivalent of a spell whose level is equal to one-half the warlock's class level (round down). An eldritch blast is subject to spell resistance, and deals half damage to objects.

Frightful Blast (Sp): A creature struck by An'jaluk's eldritch blast must make a Will save (DC 17) or become shaken for 1 minute. Shaken creatures struck by a frightful blast are not affected by the shaken aspect of the blast but take damage normally. This is a mind-affecting fear effect.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Spell-like Abilities (Sp): 1/day: dancing lights, darkness, faerie fire. Caster level 3rd.

Spiderwalk (Sp): For 24 hours, the warlock may spider climb at will, as the spell. He is also unaffected by magical and mundane webs.

Languages: Common, Drow Sign Language, Elven, Undercommon.

Possessions: rapier, +1 chain shirt, potion of cure light wounds, wand of grease, scroll of web, scroll of blur.

Description: Description.

Be'jalil, Male Drow Rog3: Medium Humanoid (elf); CR 4; HD 3d6+3; hp 17; Init +7; Spd 30 ft.; AC 19, touch 13, flat-footed 16 (+3 Dex, +5 armor, +1 shield); Base Atk/Grp: +2/+2; Atk +3 melee (1d6/18-20, MW rapier) or +6 ranged (1d4/19-20 plus poison, MW hand crossbow); Full Atk +3 melee (1d6/18-20, MW rapier) or +6 ranged (1d4/19-20 plus poison, MW hand crossbow); SA poison, sneak attack +2d6; SQ elf traits, evasion, light blindness,

spell-like abilities, SR 14, trapfinding, trap sense +1; AL CE; SV Fort +2, Ref +6, Will +2 (+4 versus spells and spell-like abilities); Str 10, Dex 17, Con 12, Int 14, Wis 13, Cha 10.

Skills & Feats: Bluff +6, Climb +6, Disable Device +10, Escape Artist +8, Hide +5, Intimidate +8, Jump +7, Listen +8, Move Silently +5, Search +8, Tumble +10; Point Blank Shot, Rapid Reload. CW

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds a drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Poison (Ex): Injury; Fort DC 13, unconscious 1 minute/unconscious 2d4 hours.

Spell-like Abilities (Sp): 1/day: dancing lights, darkness, faerie fire. Caster level 3rd.

Languages: Common, Drow Sign Language, Elven, Kuo-toan, Undercommon.

Possessions: MW hand crossbow, 4 poisoned bolts, 20 bolts, MW rapier, dagger, sap, +1 chain shirt, MW buckler, potion of cure light wounds, potion of invisibility.

Description: Description.

Carrukt, Male Half-elf (drow) Clr4 (Keptolo): Medium humanoid (elf); CR 4; HD 4d8+8; hp 31; Init +0; Spd 40 ft.; AC 18, touch 10, flat-footed 18 (+5 armor, +3 shield); Base Atk/Grp: +3/+4; Atk +5 melee (1d4+1/x2, MW spiked gauntlet) or +0 melee (1d6+1/18-20, rapier), or +3 ranged (1d8/19-20, light crossbow); Full Atk +5 melee (1d4+1/x2, MW spiked gauntlet) or +0 melee (1d6+1/18-20, rapier) or +3 ranged (1d8/19-20, light crossbow); SA rebuke undead 4/day, spells; SQ half-elf traits; SV Fort +6, Ref +1, Will +7; Str 12, Dex 10, Con 14, Int 8, Wis 16, Cha 13.

Skills & Feats: Concentration +9; Divine Metamagic (Heighten Spell) CD, Heighten Spell, Spell Focus (Enchantment).

Languages: Common, Elven, Undercommon.

Spells Prepared (5/4+1/3+1, save DC = 13 + spell level; enchantments 14+spell level): 0 – create water, cure minor wounds x3, guidance; 1st – command x2, doom, longstrider (already cast), shield of faith; 2nd – calm emotions, enthrall*, hold person x2.

*Domain spell. Domains: Domination, Travel (act as if under freedom of movement 4 rounds/day).

Possessions: rapier, MW spiked gauntlet, light crossbow, 10 bolts, 2 holy symbols, spell component pouch, +1 chain shirt, +1 heavy steel shield, wand of cure light wounds.

Description: Description.

Drogocht, Male Grimlock Ftr lvl 2: Medium Humanoid; CR 3; HD 2d8+4+2d10+4; hp 33; Init +2 (Dex); Spd 30 ft.; AC 20, touch 12, flat-footed 18 (+2 Dex,

+4 natural, +4 MW chain shirt); Base Atk/Grp: +4/+8; Atk +10 melee (2d4+6, x2, MW spiked chain) or +8 melee/+6 ranged (1d6+4, x2, throwing axe) or +8 ranged (1d6+4, x2, javelin) or +8 melee (1d3+4, x2, locked gauntlet); Full Atk +10 melee (2d4+6, x2, MW spiked chain) or +8 melee/+6 ranged (1d6+4, x2, throwing axe) or +8 ranged (1d6+4, x2, javelin) or +8 melee (1d3+4, x2, locked gauntlet); SA n/a; SQ Blindsight 40 ft, immunities, scent; AL N/E; SV Fort +5, Ref +5, Will +3; Str 19, Dex 14, Con 14, Int 13, Wis 10, Cha 6

Skills & Feats: Climb +9, Hide +16, Listen +7, Spot +3; Exotic Weapon Prof.- spiked chain, w.f.- spiked chain, combat expertise

Blindsight (Ex): Drogocht can sense all foes within 40 ft. as a sighted creature would. Beyond that range, all creatures are treated as having total concealment to him.

Drogocht is susceptible to sound and scent-based attacks, however, and is affected normally by loud noises and sonic spells (such as ghost sound or silence or incense-heavy air). Negating Drogocht's sense of smell or hearing reduces this ability to normal Blindfight (as the feat). If both senses are negated, Drogocht is effectively blinded.

Immunities: Drogocht is immune to gaze attacks, visual effects, illusions, and other forms of attack that rely on sight.

Languages: Common, Undercommon

Possessions: "Thrasher"- MW spiked chain, MW chain shirt, throwing ax, javelins (x2), spiked gauntlet (confers a +10 bonus to resist disarm attempts with his spiked chain), potion of barkskin, potion of cure moderate wounds, dust of tracelessness.

Description: Drogocht is a muscular humanoid about as tall as a human. He has thick, gray scaly skin and blank, eyeless eye sockets. His body is riddled with scars and emblazoned on his battered, blood-stained armor is a picture of a swollen purple mushroom. He wields a nasty barbed chain connected to his spiked gauntlet.

ENCOUNTER 3

Umbrage: Male Illithid (Mind Flayer); hp 44, See *Monster Manual*, Page 187

Elgoth, Male Dwarven Ftr 2: Medium humanoid; CR 2; HD 2d10+6; hp 19; Init +1 (Dex); Spd 20 ft.; AC 17, touch 11, flat-footed 16 (+1 Dex, +5 MW breastplate, +1 light shield); Base Atk/Grp: +2/+5; Atk +7 melee (1d8+3, x4, MW dire pick) or +3 ranged (1d8, 19-20 x2, light crossbow) or +5 melee (1d4+3, x2, spiked gauntlet); Full Atk +7 melee (1d8+3, x4, MW dire pick) or +3 ranged (1d8, 19-20 x2, light crossbow) or +5 melee (1d4+3, x2, spiked gauntlet); SA n/a; SQ Darkvision 60 ft., dwarven traits; AL N; SV Fort +6 (+8 vs. magic, +10 vs. magic & poison attack), Ref +1 (+3 vs. magic), Will +1 (+3 vs. magic); Str 16, Dex 12, Con 16, Int 10, Wis 12, Cha 8

Skills & Feats: Climb +0, Ride +5, Intimidate +1, Craft: Weaponsmithing +3 (+5 if stone or metal); Exotic

Weapon Prof.- dire pick, w.f.- dire pick, power attack

Languages: Common, dwarven

Possessions: MW dire pick, MW breastplate, light steel shield, light crossbow, 10 bolts, spiked gauntlet, tanglefoot bag, thunderstone, potion of cure light wounds

Description: See Below.

Farzheen, Male Dwarven Ftr 2: Medium humanoid; CR 2; HD 2d10+6; hp 19; Init +1 (Dex); Spd 20 ft.; AC 17, touch 11, flat-footed 16 (+1 Dex, +5 MW breastplate, +1 light shield); Base Atk/Grp: +2/+5; Atk +7 melee (1d8+3, x4, MW dire pick) or +3 ranged (1d8, 19-20 x2, light crossbow) or +5 melee (1d4+3, x2, spiked gauntlet); Full Atk +7 melee (1d8+3, x4, MW dire pick) or +3 ranged (1d8, 19-20 x2, light crossbow) or +5 melee (1d4+3, x2, spiked gauntlet); SA n/a; SQ Darkvision 60 ft., dwarven traits; AL N; SV Fort +6 (+8 vs. magic, +10 vs. magic & poison attack), Ref +1 (+3 vs. magic), Will +1 (+3 vs. magic); Str 16, Dex 12, Con 16, Int 10, Wis 12, Cha 8

Skills & Feats: Climb +0, Ride +5, Intimidate +1, Craft: Weaponsmithing +3 (+5 if stone or metal); Exotic Weapon Prof.- dire pick, w.f.- dire pick, power attack

Languages: Common, dwarven

Possessions: MW dire pick, MW breastplate, light steel shield, light crossbow, 10 bolts, spiked gauntlet, tanglefoot bag, thunderstone, potion of cure light wounds

Description: Physically, these dwarves look typical for their kind but the look in their eyes is one of immovable serenity and disassociation from reality around them. With a telepathic command from Umbrage however, their eyes suddenly gleam with the silent rage and evil of their master.

ENCOUNTER 4

Vezzh, Male Bearded Devil Fighter 2: Medium Outsider (Evil, Extraplanar, Lawful); CR 7; HD 6d8+2d10+26 (63 hp); Init +6; Spd 40 ft.; AC 19 (+2 Dex, +7 natural), touch 12, flat-footed 17; Base Atk/Grp: +8/+10; Atk Glaive +11 melee (1d10+3 plus infernal wound) or claw +10 melee (1d6+2); Full Atk Glaive +11/+6 melee (1d10+3 plus infernal wound) or 2 claws +10 melee (1d6+2); Space/Reach: 5 ft./5 ft. (10 ft. with glaive); SA Infernal wound, beard, battle frenzy; SQ Damage reduction 5/silver or good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, spell resistance 17, telepathy 100 ft.; AL LE; SV Fort +8, Ref +7, Will +7; Str 15, Dex 15, Con 17, Int 6, Wis 10, Cha 10

Skills & Feats: Climb +11, Diplomacy +2, Hide +11, Listen +9, Move Silently +9, Sense Motive +9, Spot +9; Improved Initiative, Power Attack, Weapon Focus (glaive), Cleave, Improved Critical (glaive), Iron Will

Vezzh stands 6 feet tall and weighs about 225 pounds.

Vezzh's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Spell-Like Abilities: At will - greater teleport (self plus 50 pounds of objects only). Caster level 12th.

Infernal Wound (Su): The damage Vezzh deals with its glaive causes a persistent wound. An injured creature loses 2 additional hit points each round. The wound does not heal naturally and resists healing spells. The continuing hit point loss can be stopped by a DC 16 Heal check, a cure spell, or a heal spell. However, a character attempting to cast a cure spell or a heal spell on a creature damaged by Vezzh's glaive must succeed on a DC 16 caster level check, or the spell has no effect on the injured character. A successful Heal check automatically stops the continuing hit point loss as well as restoring hit points. The infernal wound is a supernatural ability of the bearded devil, not of the weapon. The check DC is Constitution-based.

Beard (Ex): If Vezzh hits a single opponent with both claw attacks, it automatically hits with its beard. The affected creature takes 1d8+2 points of damage and must succeed on a DC 16 Fortitude save or be infected with a vile disease known as devil chills (incubation period 1d4 days, damage 1d4 Str). Damage is dealt each day until the afflicted creature succeeds on three consecutive Fortitude saves, the disease is cured magically, or the creature dies. The save DC is Constitution-based.

Battle Frenzy (Ex): Twice per day, Vezzh can work himself into a battle frenzy similar to the barbarian's rage (+4 Strength, +4 Constitution, +2 morale bonus on Will saves, -2 AC penalty). The frenzy lasts for 6 rounds, and the bearded devil suffers no ill effects afterward.

APPENDIX 3 – APL 8

ENCOUNTER 2

An'jaluk, Male Drow Warlock4/Marshal1: Medium humanoid (elf); CR 6; HD 4d6+1d8+5; hp 29; Init +6 (+10); Spd 30 ft., climb 20 ft.; AC 17, touch 12, flat-footed 15 (+2 Dex, +5 armor); Base Atk/Grp: +3/+2; Atk +2 melee (1d6+1/18-20, rapier) or +5 ranged touch (2d6/x2 plus frightful blast, eldritch blast); Full Atk +2 melee (1d6+1/18-20, rapier) or +5 ranged touch (2d6/x2 plus frightful blast, eldritch blast); SA baleful utterance, eldritch blast, frightful blast; SQ deceive item, detect magic, DR 1/cold iron, elf traits, light blindness, motivate Dexterity, spell-like abilities, spiderwalk, SR 16; AL CE; SV Fort +4, Ref +3, Will +7 (+9 versus spells and spell-like abilities); Str 8, Dex 15, Con 12, Int 12, Wis 12, Cha 18. Complete Arcane, page 5.

Skills & Feats: Bluff +9, Concentration +8, Diplomacy +13, Intimidate +12, Listen +7, Sense Motive +5, Spot +7, Use Magic Device +11; Ability Focus (eldritch blast), Improved Initiative, Skill Focus (Diplomacy).

Baleful Utterance (Sp): By uttering a word of the Dark Speech, a warlock can affect an area or object with a shatter spell. If the object is held or worn by a creature, that creature must make a DC 16 Fortitude save or be dazed for 1 round and deafened for 1 minute.

Deceive Item (Ex): When making a Use Magic Device check, a 4th level warlock can take 10, even if distracted or threatened.

Detect Magic (Sp): A 2nd level warlock can detect magic at will, as the spell, with a caster level equal to his warlock level.

Eldritch Blast (Sp): An eldritch blast is a ray with a range of 60 feet. It is a ranged touch attack that affects a single target, allowing no saving throw. An eldritch blast is the equivalent of a spell whose level is equal to one-half the warlock's class level (round down). An eldritch blast is subject to spell resistance, and deals half damage to objects.

Frightful Blast (Sp): A creature struck by An'jaluk's eldritch blast must make a Will save (DC 18) or become shaken for 1 minute. Shaken creatures struck by a frightful blast are not affected by the shaken aspect of the blast but take damage normally. This is a mind-affecting fear effect.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Motivate Dexterity (Ex): As a swift action, An'jaluk grants all allies within 60 feet (including himself) who can hear and understand him a +4 circumstance bonus to Dexterity checks, Dexterity-based skill checks, and Initiative checks. This bonus is lost if he is dazed, unconscious, stunned, paralyzed, or otherwise unable to make himself heard or understood by his allies.

Spell-like Abilities (Sp): 1/day: dancing lights,

darkness, faerie fire. Caster level 3rd.

Spiderwalk (Sp): For 24 hours, the warlock may spider climb at will, as the spell. He is also unaffected by magical and mundane webs.

Languages: Common, Drow Sign Language, Elven, Undercommon.

Possessions: rapier, +1 chain shirt, potion of cure light wounds, wand of grease, scroll of web, scroll of blur, wand of greater invisibility (5 charges).

Description: Description.

Be'jalil, Male Drow Rog4: Medium Humanoid (elf); CR 5; HD 4d6+4; hp 22; Init +4 (+8); Spd 30 ft.; AC 21, touch 14, flat-footed 17 (+4 Dex, +5 armor, +2 shield); Base Atk/Grp: +3/+3; Atk +4 melee (1d6/18-20, MW rapier) or +8 ranged (1d4/19-20 plus poison, MW hand crossbow); Full Atk +4 melee (1d6/18-20, MW rapier) or +8 ranged (1d4/19-20 plus poison, MW hand crossbow); SA poison, sneak attack +2d6; SQ elf traits, evasion, light blindness, spell-like abilities, SR 15, trapfinding, trap sense +1, uncanny dodge; AL CE; SV Fort +2, Ref +8, Will +2 (+4 versus spells and spell-like abilities); Str 10, Dex 18, Con 12, Int 14, Wis 13, Cha 10.

Skills & Feats: Bluff +7, Climb +7, Disable Device +11, Escape Artist +10 (+14), Hide +7 (+11), Intimidate +9, Jump +8, Listen +9, Move Silently +6 (+10), Search +9, Tumble +12 (+16); Point Blank Shot, Rapid Reload. CW

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Poison (Ex): Injury; Fort DC 13, unconscious 1 minute/unconscious 2d4 hours.

Spell-like Abilities (Sp): 1/day: dancing lights, darkness, faerie fire. Caster level 4th.

Languages: Common, Drow Sign Language, Elven, Kuo-toan, Undercommon.

Possessions: MW hand crossbow, 6 poisoned bolts, 20 bolts, MW rapier, dagger, sap, +1 chain shirt, +1 buckler, potion of cure light wounds, potion of invisibility.

Description: Description.

Carrukt, Male Half-elf (drow) Clr5 (Keptolo): Medium humanoid (elf); CR 5; HD 5d8+10; hp 38; Init +0 (+4); Spd 40 ft.; AC 18, touch 10, flat-footed 18 (+5 armor, +3 shield); Base Atk/Grp: +3/+4; Atk +5 melee (1d4+1/x2, MW spiked gauntlet) or +0 melee (1d6+1/18-20, rapier), or +3 ranged (1d8/19-20, light crossbow); Full Atk +5 melee (1d4+1/x2, MW spiked gauntlet) or +0 melee (1d6+1/18-20, rapier) or +3 ranged (1d8/19-20, light crossbow); SA rebuke undead 4/day, spells; SQ half-elf traits; SV Fort +6, Ref +1, Will +7; Str 12, Dex 10, Con 14, Int 8, Wis 16, Cha 13.

Skills & Feats: Concentration +10; Divine

Metamagic (Heighten Spell) CD, Heighten Spell, Spell Focus (Enchantment).

Languages: Common, Elven, Undercommon.

Spells Prepared (5/4+1/3+1/2+1, save DC = 13 + spell level; enchantments 14+spell level): 0 – create water, cure minor wounds x3, guidance; 1st – command x2, doom, longstrider (already cast), shield of faith; 2nd – calm emotions, enthrall*, hold person x2; 3rd – dispel magic, fly*, prayer

*Domain spell. Domains: Domination, Travel (act as if under freedom of movement 5 rounds/day).

Possessions: rapier, MW spiked gauntlet, light crossbow, 10 bolts, 2 holy symbols, spell component pouch, +1 chain shirt, +1 heavy steel shield, wand of cure light wounds, pearl of power I.

Description: Description.

Drogocht, Male Grimlock Ftr lvl 3: Medium Humanoid; CR 4; HD 2d8+4+3d10+6; hp 42; Init +2 (Dex); Spd 30 ft.; AC 21, touch 12, flat-footed 19 (+2 Dex, +4 natural, +5 chain shirt); Base Atk/Grp: +5/+9; Atk +11 melee (2d4+6, x2, MW spiked chain) or +9 melee/+7 ranged (1d6+4, x2, throwing axe) or +9 ranged (1d6+4, x2, javelin) or +9 melee (1d3+4, x2, locked gauntlet); Full Atk +11 melee (2d4+6, x2, MW spiked chain) or +9 melee/+7 ranged (1d6+4, x2, throwing axe) or +9 ranged (1d6+4, x2, javelin) or +9 melee (1d3+4, x2, locked gauntlet); SA n/a; SQ Blindsight 40 ft, immunities, scent; AL N/E; SV Fort +5, Ref +6, Will +4; Str 19, Dex 14, Con 14, Int 13, Wis 10, Cha 6

Skills & Feats: Climb +9, Hide +17, Listen +8, Spot +4; Exotic Weapon Prof.- spiked chain, w.f.- spiked chain, combat expertise

Blindsight (Ex): Drogocht can sense all foes within 40 ft. as a sighted creature would. Beyond that range, all creatures are treated as having total concealment to him.

Drogocht is susceptible to sound and scent-based attacks, however, and is affected normally by loud noises and sonic spells (such as ghost sound or silence or incense-heavy air). Negating Solongarn's sense of smell or hearing reduces this ability to normal Blindfight (as the feat). If both senses are negated, Solongarn is effectively blinded.

Immunities: Drogocht is immune to gaze attacks, visual effects, illusions, and other forms of attack that rely on sight.

Languages: Common, Undercommon

Possessions: "Thrasher"- MW spiked chain, throwing ax, javelins (x2), spiked gauntlet (confers a +10 bonus to resist disarm attempts with his spiked chain), chain shirt +1, potion of barkskin, potion of cure moderate wounds, dust of tracelessness.

Description: Drogocht is a muscular humanoid about as tall as a human. He has thick, gray scaly skin and blank, eyeless eye sockets. His body is riddled with scars and emblazoned on his battered, blood-stained armor is a picture of a swollen purple mushroom. He wields a nasty barbed chain connected to his spiked gauntlet.

ENCOUNTER 3

Umbrage: Male Illithid (Mind Flayer); hp 44, See *Monster Manual*, Page 187

Elgoi, Male Dwarven Ftr 3: Medium humanoid; CR 3; HD 3d10+9; hp 29; Init +1 (Dex); Spd 20 ft.; AC 18, touch 11, flat-footed 17 (+1 Dex, +5 MW breastplate, +2 light steel shield); Base Atk/Grp: +3/+6; Atk +8 melee (1d8+3, x4, MW dire pick) or +4 ranged (1d8, 19-20 x2, light crossbow) or +6 melee (1d4+3, x2, spiked gauntlet); Full Atk +8 melee (1d8+3, x4, MW dire pick) or +4 ranged (1d8, 19-20 x2, light crossbow) or +6 melee (1d4+3, x2, spiked gauntlet); SA n/a; SQ Darkvision 60 ft., dwarven traits; AL N; SV Fort +7 (+9 vs. magic, +11 vs. magic & poison attack), Ref +2 (+4 vs. magic), Will +2 (+4 vs. magic); Str 16, Dex 12, Con 16, Int 10, Wis 12, Cha 8

Skills & Feats: Climb +1, Ride +5, Intimidate +2, Craft: Weaponsmithing +3 (+5 if stone or metal); Exotic Weapon Prof.- dire pick, w.f.- dire pick, power attack, cleave

Languages: Common, dwarven

Possessions: MW dire pick, MW breastplate, light crossbow, 10 bolts, spiked gauntlet, tanglefoot bag, thunderstone, light steel shield +1, potion of cure light wounds

Description: See below.

Farzheen: Male Dwarven Ftr 3: Medium humanoid; CR 3; HD 3d10+9; hp 29; Init +1 (Dex); Spd 20 ft.; AC 18, touch 11, flat-footed 17 (+1 Dex, +5 MW breastplate, +2 light steel shield); Base Atk/Grp: +3/+6; Atk +8 melee (1d8+3, x4, MW dire pick) or +4 ranged (1d8, 19-20 x2, light crossbow) or +6 melee (1d4+3, x2, spiked gauntlet); Full Atk +8 melee (1d8+3, x4, MW dire pick) or +4 ranged (1d8, 19-20 x2, light crossbow) or +6 melee (1d4+3, x2, spiked gauntlet); SA n/a; SQ Darkvision 60 ft., dwarven traits; AL N; SV Fort +7 (+9 vs. magic, +11 vs. magic & poison attack), Ref +2 (+4 vs. magic), Will +2 (+4 vs. magic); Str 16, Dex 12, Con 16, Int 10, Wis 12, Cha 8

Skills & Feats: Climb +1, Ride +5, Intimidate +2, Craft: Weaponsmithing +3 (+5 if stone or metal); Exotic Weapon Prof.- dire pick, w.f.- dire pick, power attack, cleave

Languages: Common, dwarven

Possessions: MW dire pick, MW breastplate, light crossbow, 10 bolts, spiked gauntlet, tanglefoot bag, thunderstone, light steel shield +1, potion of cure light wounds

Description: See below.

Gandorrin, Male Dwarven Ftr 3: Medium humanoid;

CR 3; HD 3d10+9; hp 29; Init +1 (Dex); Spd 20 ft.; AC 18, touch 11, flat-footed 17 (+1 Dex, +5 MW breastplate, +2 light steel shield); Base Atk/Grp: +3/+6; Atk +8 melee (1d8+3, x4, MW dire pick) or +4 ranged (1d8, 19-20 x2, light crossbow) or +6 melee (1d4+3, x2, spiked gauntlet); Full Atk +8 melee (1d8+3, x4, MW dire pick) or +4 ranged (1d8, 19-20 x2, light crossbow) or +6 melee (1d4+3, x2, spiked gauntlet); SA n/a; SQ Darkvision 60 ft., dwarven traits; AL ?; SV Fort +7 (+9 vs. magic, +11 vs. magic & poison attack), Ref +2 (+4 vs. magic), Will +2 (+4 vs. magic); Str 16, Dex 12, Con 16, Int 10, Wis 12, Cha 8

Skills & Feats: Climb +1, Ride +5, Intimidate +2, Craft: Weaponsmithing +3 (+5 if stone or metal); Exotic Weapon Prof.- dire pick, w.f.- dire pick, power attack, cleave

Languages: Common, dwarven

Possessions: MW dire pick, MW breastplate, light crossbow, 10 bolts, spiked gauntlet, tanglefoot bag, thunderstone, light steel shield +1, potion of cure light wounds

Description: Physically, these dwarves look typical for their kind but the look in their eyes is one of immovable serenity and disassociation from reality around them. With a telepathic command from Umbrage however, their eyes suddenly gleam with the silent rage and evil of their master.

ENCOUNTER 4

Sverrrsslll, Male Chain Devil Fighter 2; Medium Outsider (Evil, Extraplanar, Lawful); HD 8d8+2d10+18 (64 hp); Init +6 (Dex); Spd 30 ft.; AC 25 (+2 Dex, +8 natural, +5 armor), touch 12, flat-footed 23; Base Atk/Grp: +10/+12; Atk: Chain +12 melee (2d4+2/19-20); Full Atk 2 chains +12 melee (2d4+2/19-20); Space/Reach: 5 ft./5 ft. (10 ft. with chains); SA Dancing chains, unnerving gaze; SQ: Damage reduction 5/silver or good, darkvision 60 ft., immunity to cold, regeneration 2, spell resistance 18; SV: Fort +8, Ref +8, Will +8; Str 15, Dex 15, Con 15, Int 6, Wis 10, Cha 12

Skills and Feats: Climb +13, Craft (blacksmithing) +17, Escape Artist +13, Intimidate +12, Listen +13, Spot +13, Use Rope +2 (+4 with bindings); Alertness, Improved Critical (chain), Improved Initiative, Iron Will, Power Attack, Cleave

Description: Sverrrsslll is a medium humanoid wrapped in chains instead of clothing. He is 6 feet tall and weighs about 300 pounds, chains included. Unlike most kytons, Sverrrsslll's chains are rusted and crumbling, nevertheless, he fights with uncommon glee at the promise of a fresh kill.

Possessions: +1 chain shirt, *potion of haste*.

Languages: Infernal and Common.

A chain devil's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Dancing Chains (Su): A chain devil's most awesome attack is its ability to control up to four chains within 20 feet as a standard action, making the chains dance or move as it wishes. In addition, a chain devil can increase these chains length by up to 15 feet and cause them to sprout razor-edged barbs. These chains attack as effectively as the devil itself. If a chain is in another creature's possession, the creature can attempt a DC 15 Will save to break the chain devil's power over that chain. If the save is successful, the kyton cannot attempt to control that particular chain again for 24 hours or until the chain leaves the creature's possession. The save DC is Charisma-based.

Unnerving Gaze (Su): Range 30 ft., Will DC 15 negates. A chain devil can make its face resemble one of an opponent's departed loved ones or bitter enemies. Those who fail their saves take a -2 penalty on attack rolls for 1d3 rounds. The save DC is Charisma-based.

Regeneration (Ex): Chain devils take normal damage from silvered weapons, good-aligned weapons, and spells or effects with the good descriptor. A chain devil that loses a piece of its body regrows it in 2d6x10 minutes. Holding the severed member against the stump enables it to reattach instantly.

Skills: Chain devils have a +8 racial bonus on Craft checks involving metalwork.

APPENDIX 4 – APL 10

ENCOUNTER 2

An'jaluk, Male Drow Warlock6/Marshal1: Medium humanoid (elf); CR 9; HD 6d6+1d8+7; hp 39; Init +6 (+11); Spd 30 ft., climb 20 ft.; AC 17, touch 12, flat-footed 15 (+2 Dex, +5 armor); Base Atk/Grp: +4/+3; Atk +3 melee (1d6-1/18-20, rapier) or +6 ranged touch (3d6/x2 plus frightful blast, eldritch blast); Full Atk +3 melee (1d6-1/18-20, rapier) or +6 ranged touch (3d6/x2 plus frightful blast, eldritch blast); SA baleful utterance, eldritch blast, eldritch chain, frightful blast; SQ deceive item, detect magic, DR 1/cold iron, elf traits, light blindness, motivate Dexterity, spell-like abilities, spiderwalk, SR 18; AL CE; SV Fort +5, Ref +4, Will +8 (+9 versus spells and spell-like abilities); Str 8, Dex 15, Con 12, Int 12, Wis 12, Cha 20. Complete Arcane, page 5.

Skills & Feats: Bluff +10, Concentration +9, Diplomacy +14, Intimidate +14, Listen +7, Sense Motive +5, Spot +7, Use Magic Device +13; Ability Focus (eldritch blast), Improved Initiative, Point Blank Shot, Skill Focus (Diplomacy).

Baleful Utterance (Sp): By uttering a word of the Dark Speech, a warlock can affect an area or object with a shatter spell. If the object is held or worn by a creature, that creature must make a DC 17 Fortitude save or be dazed for 1 round and deafened for 1 minute.

Deceive Item (Ex): When making a Use Magic Device check, a 4th level warlock can take 10, even if distracted or threatened.

Detect Magic (Sp): A 2nd level warlock can detect magic at will, as the spell, with a caster level equal to his warlock level.

Eldritch Blast (Sp): An eldritch blast is a ray with a range of 60 feet. It is a ranged touch attack that affects a single target, allowing no saving throw. An eldritch blast is the equivalent of a spell whose level is equal to one-half the warlock's class level (round down). An eldritch blast is subject to spell resistance, and deals half damage to objects.

Eldritch Chain (Sp): An'jaluk's eldritch blast may jump to a second target within 30 feet of the initial target; he must make a second ranged touch attack to hit the additional target. The second target takes damage as suffers the effect of his frightful blast as normal.

Frightful Blast (Sp): A creature struck by An'jaluk's eldritch blast must make a Will save (DC 19) or become shaken for 1 minute. Shaken creatures struck by a frightful blast are not affected by the shaken aspect of the blast but take damage normally. This is a mind-affecting fear effect.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Motivate Dexterity (Ex): As a swift action, An'jaluk grants all allies within 60 feet (including

himself) who can hear and understand him a +4 circumstance bonus to Dexterity checks, Dexterity-based skill checks, and Initiative checks. This bonus is lost if he is dazed, unconscious, stunned, paralyzed, or otherwise unable to make himself heard or understood by his allies.

Spell-like Abilities (Sp): 1/day: dancing lights, darkness, faerie fire. Caster level 3rd.

Spiderwalk (Sp): For 24 hours, the warlock may spider climb at will, as the spell. He is also unaffected by magical and mundane webs.

Languages: Common, Drow Sign Language, Elven, Undercommon.

Possessions: rapier, +1 chain shirt, cloak of charisma +2, potion of cure light wounds, wand of grease, scroll of web, scroll of blur, wand of greater invisibility (5 charges).

Description: Description.

Be'jalil, Male Drow Rog7: Medium Humanoid (elf); CR 8; HD 7d6+7; hp 37; Init +4 (+9); Spd 30 ft.; AC 21, touch 14, flat-footed 17 (+4 Dex, +5 armor, +2 shield); Base Atk/Grp: +5/+5; Atk +6 melee (1d6/18-20, MW rapier) or +10 ranged (1d4/19-20 plus poison, MW hand crossbow); Full Atk +6 melee (1d6/18-20, MW rapier) or +8/+8 ranged (1d4/19-20 plus poison, MW hand crossbow); SA poison, sneak attack +4d6; SQ elf traits, evasion, light blindness, spell-like abilities, SR 18, trapfinding, trap sense +2, uncanny dodge; AL CE; SV Fort +3, Ref +9, Will +3 (+5 versus spells and spell-like abilities); Str 10, Dex 18, Con 12, Int 14, Wis 13, Cha 10.

Skills & Feats: Bluff +9, Climb +9, Disable Device +13, Escape Artist +12 (+17), Hide +8 (+13), Intimidate +11, Jump +10, Listen +11, Move Silently +7 (+12), Search +11, Tumble +14 (+19); Point Blank Shot, Rapid ReloadCW, Rapid Shot.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Poison (Ex): Injury; Fort DC 13, unconscious 1 minute/unconscious 2d4 hours.

Spell-like Abilities (Sp): 1/day: dancing lights, darkness, faerie fire. Caster level 7th.

Languages: Common, Drow Sign Language, Elven, Kuo-toan, Undercommon.

Possessions: MW hand crossbow, 20 bolts, 5 poisoned bolts, 5 poisoned +1 bane (aberration) bolts, 5 poisoned +1 bane (dwarf) bolts, 5 poisoned +1 bane (elf) bolts, 5 poisoned +1 bane (human) bolts, MW rapier, dagger, sap, +1 chain shirt, +1 buckler, potion of cure light wounds, potion of cat's grace, potion of invisibility, potion of fly.

Description: Description.

Carrukt, Male Half-elf (drow) Clr7 (Keptolo):

Medium humanoid (elf); CR 7; HD 7d8+14; hp 52; Init +0 (+5); Spd 40 ft.; AC 18, touch 10, flat-footed 18 (+5 armor, +3 shield); Base Atk/Grp: +5/+6; Atk +7 melee (1d4+1/x2, MW spiked gauntlet) or +2 melee (1d6+1/18-20, rapier), or +5 ranged (1d8/19-20, light crossbow); Full Atk +7 melee (1d4+1/x2, MW spiked gauntlet) or +2 melee (1d6+1/18-20, rapier) or +5 ranged (1d8/19-20, light crossbow); SA rebuke undead 8/day, spells; SQ half-elf traits; SV Fort +7, Ref +2, Will +9; Str 12, Dex 10, Con 14, Int 8, Wis 18, Cha 13.

Skills & Feats: Concentration +12; Divine Metamagic (Heighten Spell) CD, Extra Turning, Heighten Spell, Spell Focus (Enchantment).

Languages: Common, Elven, Undercommon.

Spells Prepared (5/5+1/4+1/3+1/2+1, save DC = 14 + spell level; enchantments 15+spell level): 0 – create water, cure minor wounds x3, guidance; 1st – command x2, doom x2, longstrider (already cast), shield of faith; 2nd – calm emotions, enthrall*, hold person x3; 3rd – bestow curse, dispel magic, fly*, prayer; 4th – cure critical wounds, dominate person*, hold person (Heightened)

*Domain spell. **Domains:** Domination, Travel (act as if under freedom of movement 7 rounds/day).

Possessions: rapier, MW spiked gauntlet, light crossbow, 10 bolts, 2 holy symbols, spell component pouch, +1 chain shirt, +1 heavy steel shield, wand of cure light wounds, periapt of wisdom +2.

Description: Description.

Drogocht, Male Grimlock Ftr lvl 4/ Exotic Weaponmaster 1: Medium Humanoid; CR 6; HD 2d8+4+4d10+8+1d10+2; hp 63; Init +2 (Dex); Spd 30 ft.; AC 21, touch 12, flat-footed 19 (+2 Dex, +4 natural, +5 chain shirt); Base Atk/Grp: +7/+11; Atk +13 melee (2d4+7, x2, +1 spiked chain) or +11 melee or +9 ranged (1d6+4, x2, throwing axe) or +9 ranged (1d6+4, x2, javelin) or +11 melee (1d3+4, x2, locked gauntlet); Full Atk +13/+8 melee (2d4+7, x2, +1 spiked chain) or +11/+6 melee or +9/+4 ranged (1d6+4, x2, throwing axe) or +11/+6 ranged (1d6+4, x2, javelin) or +11/+6 melee (1d3+4, x2, locked gauntlet) or +11/+11/+6 melee (2d4+7, x2, +1 spiked chain) or +9/+9/+4 melee or +9/+4 ranged (1d6+4, x2, throwing axe) or +9/+4 ranged (1d6+4, x2, javelin) or +7/+7/+2 melee (1d3+4, x2, locked gauntlet); SA exotic weapon stunt- flurry of blows; SQ Blindsight 40 ft, immunities, scent; AL N/E; SV Fort +8, Ref +6, Will +4; Str 19, Dex 14, Con 14, Int 13, Wis 10, Cha 6

Skills & Feats: Climb +9, Hide +17, Listen +8, Spot +4, Craft: Weaponsmithing +3, Intimidate +3; Exotic Weapon Prof.- spiked chain, w.f.- spiked chain, combat expertise, improved disarm, power attack

Blindsight (Ex): Drogocht can sense all foes within 40 ft. as a sighted creature would. Beyond that range, all creatures are treated as having total concealment to him.

Drogocht is susceptible to sound and scent-based attacks, however, and is affected normally by loud noises and sonic spells (such as ghost sound or silence or incense-heavy air). Negating Drogocht's sense of smell or hearing reduces this ability to normal Blindsight (as

the feat). If both senses are negated, Solongarn is effectively blinded.

Immunities: Drogocht is immune to gaze attacks, visual effects, illusions, and other forms of attack that rely on sight.

Exotic Weapon Stunt: Flurry of blows (Ex): When wielding a one-handed or two-handed weapon or a spiked chain, Drogocht can elect to use a full round action to make a flurry of strikes. When doing so, he may make one extra attack at his full base attack bonus, but this attack takes a -2 penalty, as does each other attack made that round and until his next turn. The extra attack can be with either end of the double weapon.

Languages: Common, Undercommon

Possessions: Throwing ax, javelins (x2), spiked gauntlet (confers a +10 bonus to resist disarm attempts with his spiked chain), chain shirt +1, potion of enlarge person, potion of cure moderate wounds, dust of tracelessness, potion of barkskin +3, "Thrasher"- +1 spiked chain.

Description: Drogocht is a muscular humanoid about as tall as a human. He has thick, gray scaly skin and blank, eyeless eye sockets. His body is riddled with scars and emblazoned on his battered, blood-stained armor is a picture of a swollen purple mushroom. He wields a nasty barbed chain connected to his spiked gauntlet.

ENCOUNTER 3

Umbrage: Male Illithid (Mind Flayer); hp 44, See *Monster Manual*, Page 187

Elgoi, Male Dwarven Ftr 5: Medium humanoid; CR 5; HD 5d10+15; hp 48; Init +1 (Dex); Spd 20 ft.; AC 18, touch 11, flat-footed 17 (+1 Dex, +5 MW breastplate, +2 light steel shield); Base Atk/Grp: +5/+8; Atk +10 melee (1d8+4, x4, MW dire pick) or +6 ranged (1d8, 19-20 x2, light crossbow) or +8 melee (1d4+3, x2, spiked gauntlet) or +8 melee (1d3+3, x2, light shield); Full Atk +10 melee (1d8+4, x4, MW dire pick) or +6 ranged (1d8, 19-20 x2, light crossbow) or +8 melee (1d4+3, x2, spiked gauntlet) or +8 melee (1d3+3, x2, light shield); SA n/a; SQ Darkvision 60 ft., dwarven traits; AL ?; SV Fort +7 (+9 vs. magic, +11 vs. magic & poison attack), Ref +1 (+3 vs. magic), Will +1 (+3 vs. magic); Str 17, Dex 12, Con 16, Int 10, Wis 12, Cha 8

Skills & Feats: Climb +3, Ride +5, Intimidate +4, Craft: Weaponsmithing +3 (+5 if stone or metal); Exotic Weapon Prof.- dire pick, w.f.- dire pick, power attack, cleave, power critical: dire pick, improved shield bash

Languages: Common, dwarven

Possessions: MW breastplate, light crossbow, 10 bolts, spiked gauntlet, tanglefoot bag, thunderstone, light steel shield +1, dire pick +1, potion of cure light wounds, potion of bulls strength, potion of shield of faith +2

Description: See below.

ENCOUNTER 4

Maurganthes: Barbed Devil; hp 126, See *Monster Manual*.

Farzheen, Male Dwarven Ftr 5: Medium humanoid; CR 5; HD 5d10+15; hp 48; Init +1 (Dex); Spd 20 ft.; AC 18, touch 11, flat-footed 17 (+1 Dex, +5 MW breastplate, +2 light steel shield); Base Atk/Grp: +5/+8; Atk +10 melee (1d8+4, x4, MW dire pick) or +6 ranged (1d8, 19-20 x2, light crossbow) or +8 melee (1d4+3, x2, spiked gauntlet) or +8 melee (1d3+3, x2, light shield); Full Atk +10 melee (1d8+4, x4, MW dire pick) or +6 ranged (1d8, 19-20 x2, light crossbow) or +8 melee (1d4+3, x2, spiked gauntlet) or +8 melee (1d3+3, x2, light shield); SA n/a; SQ Darkvision 60 ft., dwarven traits; AL ?; SV Fort +7 (+9 vs. magic, +11 vs. magic & poison attack), Ref +1 (+3 vs. magic), Will +1 (+3 vs. magic); Str 17, Dex 12, Con 16, Int 10, Wis 12, Cha 8

Skills & Feats: Climb +3, Ride +5, Intimidate +4, Craft: Weaponsmithing +3 (+5 if stone or metal); Exotic Weapon Prof.- dire pick, w.f.- dire pick, power attack, cleave, power critical: dire pick, improved shield bash

Languages: Common, dwarven

Possessions: MW breastplate, light crossbow, 10 bolts, spiked gauntlet, tanglefoot bag, thunderstone, light steel shield +1, dire pick +1, potion of cure light wounds, potion of bulls strength, potion of shield of faith +2

Description: See below.

Gandorrin, Male Dwarven Ftr 5: Medium humanoid; CR 5; HD 5d10+15; hp 48; Init +1 (Dex); Spd 20 ft.; AC 18, touch 11, flat-footed 17 (+1 Dex, +5 MW breastplate, +2 light steel shield); Base Atk/Grp: +5/+8; Atk +10 melee (1d8+4, x4, MW dire pick) or +6 ranged (1d8, 19-20 x2, light crossbow) or +8 melee (1d4+3, x2, spiked gauntlet) or +8 melee (1d3+3, x2, light shield); Full Atk +10 melee (1d8+4, x4, MW dire pick) or +6 ranged (1d8, 19-20 x2, light crossbow) or +8 melee (1d4+3, x2, spiked gauntlet) or +8 melee (1d3+3, x2, light shield); SA n/a; SQ Darkvision 60 ft., dwarven traits; AL ?; SV Fort +7 (+9 vs. magic, +11 vs. magic & poison attack), Ref +1 (+3 vs. magic), Will +1 (+3 vs. magic); Str 17, Dex 12, Con 16, Int 10, Wis 12, Cha 8

Skills & Feats: Climb +3, Ride +5, Intimidate +4, Craft: Weaponsmithing +3 (+5 if stone or metal); Exotic Weapon Prof.- dire pick, w.f.- dire pick, power attack, cleave, power critical: dire pick, improved shield bash

Languages: Common, dwarven

Possessions: MW breastplate, light crossbow, 10 bolts, spiked gauntlet, tanglefoot bag, thunderstone, light steel shield +1, dire pick +1, potion of cure light wounds, potion of bulls strength, potion of shield of faith +2

Description: Physically, these dwarves look typical for their kind but the look in their eyes is one of immovable serenity and disassociation from reality around them. With a telepathic command from Umbrage however, their eyes suddenly gleam with the silent rage and evil of their master.

APPENDIX 5 – APL 12

ENCOUNTER 2

An'jaluk, Male Drow Warlock8/Marshal1: Medium humanoid (elf); CR 10; HD 8d6+1d8+9; hp 49; Init +7 (+12); Spd 30 ft., climb 20 ft.; AC 18, touch 13, flat-footed 15 (+3 Dex, +5 armor); Base Atk/Grp: +6/+5; Atk +5 melee (1d6-1/18-20, rapier) or +9 ranged touch (4d6/x2 plus frightful blast or beshadowed blast, eldritch blast); Full Atk +5/+0 melee (1d6-1/18-20, rapier) or +9 ranged touch (4d6/x2 plus frightful blast or beshadowed blast, eldritch blast); SA baleful utterance, eldritch blast, eldritch chain, frightful blast; SQ deceive item, detect magic, DR 2/cold iron, elf traits, fiendish resilience I, light blindness, motivate Dexterity, spell-like abilities, spiderwalk, SR 20; AL CE; SV Fort +5, Ref +5, Will +9 (+10 versus spells and spell-like abilities); Str 8, Dex 16, Con 12, Int 12, Wis 12, Cha 20. Complete Arcane, page 5.

Skills & Feats: Bluff +13, Concentration +10, Diplomacy +17, Intimidate +18, Listen +7, Sense Motive +5, Spot +7, Use Magic Device +17; Ability Focus (eldritch blast), Improved Initiative, Point Blank Shot, Skill Focus (Diplomacy).

Baleful Utterance (Sp): By uttering a word of the Dark Speech, a warlock can affect an area or object with a shatter spell. If the object is held or worn by a creature, that creature must make a DC 17 Fortitude save or be dazed for 1 round and deafened for 1 minute.

Beshadowed Blast (Sp): A creature struck by An'jaluk's eldritch blast must make a Fortitude save (DC 21) or be blinded for 1 round.

Deceive Item (Ex): When making a Use Magic Device check, a 4th level warlock can take 10, even if distracted or threatened.

Detect Magic (Sp): A 2nd level warlock can detect magic at will, as the spell, with a caster level equal to his warlock level.

Eldritch Blast (Sp): An eldritch blast is a ray with a range of 60 feet. It is a ranged touch attack that affects a single target, allowing no saving throw. An eldritch blast is the equivalent of a spell whose level is equal to one-half the warlock's class level (round down). An eldritch blast is subject to spell resistance, and deals half damage to objects. An'jaluk may make his eldritch blast a frightful blast or a beshadowed blast, but not both at once.

Eldritch Chain (Sp): An'jaluk's eldritch blast may jump to a second target within 30 feet of the initial target; he must make a second ranged touch attack to hit the additional target. The second target takes damage as suffers the effect of his frightful blast as normal.

Fiendish Resilience I (Su): Once per day as a free action, An'jaluk can gain fast healing 1 for 2 minutes.

Frightful Blast (Sp): A creature struck by An'jaluk's eldritch blast must make a Will save (DC 19) or become shaken for 1 minute. Shaken creatures struck by a frightful blast are not affected by the shaken aspect of the blast but take damage normally. This is a mind-

affecting fear effect.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Motivate Dexterity (Ex): As a swift action, An'jaluk grants all allies within 60 feet (including himself) who can hear and understand him a +4 circumstance bonus to Dexterity checks, Dexterity-based skill checks, and Initiative checks. This bonus is lost if he is dazed, unconscious, stunned, paralyzed, or otherwise unable to make himself heard or understood by his allies.

Spell-like Abilities (Sp): 1/day: dancing lights, darkness, faerie fire. Caster level 3rd.

Spiderwalk (Sp): For 24 hours, the warlock may spider climb at will, as the spell. He is also unaffected by magical and mundane webs.

Languages: Common, Drow Sign Language, Elven, Undercommon.

Possessions: rapier, +1 chain shirt, circlet of persuasion, cloak of charisma +2, potion of cure light wounds, wand of grease, scroll of web, scroll of blur, scroll of see invisibility, scroll of fly, wand of greater invisibility (5 charges).

Description: Description.

Be'jalil, Male Drow Rog8: Medium Humanoid (elf); CR 9; HD 8d6+8; hp 42; Init +4(+9); Spd 30 ft.; AC 21, touch 14, flat-footed 17 (+4 Dex, +5 armor, +2 shield); Base Atk/Grp: +6/+6; Atk +7 melee (1d6/18-20, MW rapier) or +11 ranged (1d4/19-20 plus poison, MW hand crossbow); Full Atk +7/+2 melee (1d6/18-20, MW rapier) or +9/+9/+4 ranged (1d4/19-20 plus poison, MW hand crossbow); SA poison, sneak attack +4d6; SQ elf traits, evasion, improved uncanny dodge, light blindness, spell-like abilities, SR 19, trapfinding, trap sense +2; AL CE; SV Fort +3, Ref +10, Will +4 (+6 versus spells and spell-like abilities); Str 10, Dex 18, Con 12, Int 14, Wis 14, Cha 10.

Skills & Feats: Bluff +10, Climb +10, Disable Device +14, Escape Artist +13(+18), Hide +8 (+13), Intimidate +12, Jump +11, Listen +13, Move Silently +8 (+13), Search +12, Tumble +15 (+20); Point Blank Shot, Rapid ReloadCW, Rapid Shot.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Poison (Ex): Injury; Fort DC 13, unconscious 1 minute/unconscious 2d4 hours.

Spell-like Abilities (Sp): 1/day: dancing lights, darkness, faerie fire. Caster level 8th.

Languages: Common, Drow Sign Language, Elven, Kuo-toan, Undercommon.

Possessions: MW hand crossbow, 20 bolts, 5 poisoned bolts, 5 poisoned +1 anarchic bolts, 5 poisoned +1 bane

(aberration) bolts, 5 poisoned +1 bane (dwarf) bolts, 5 poisoned +1 bane (elf) bolts, 5 poisoned +1 bane (human) bolts, MW rapier, dagger, sap, +1 chain shirt, +1 buckler, potion of cure light wounds, potion of cat's grace, potion of invisibility, potion of fly.

Description: Description.

Carrukt, Male Half-elf Clr9 (Keptolo): Medium humanoid (elf); CR 9; HD 9d8+18; hp 64; Init +0 (+5); Spd 40 ft.; AC 18, touch 10, flat-footed 18 (+5 armor, +3 shield); Base Atk/Grp: +6/+7; Atk +8 melee (1d4+1/x2, MW spiked gauntlet) or +3 melee (1d6+1/18-20, rapier), or +6 ranged (1d8/19-20, light crossbow); Full Atk +8/+3 melee (1d4+1/x2, MW spiked gauntlet) or +3/-2 melee (1d6+1/18-20, rapier) or +6 ranged (1d8/19-20, light crossbow); SA rebuke undead 9/day, spells; SQ half-elf traits; SV Fort +8, Ref +3, Will +10; Str 12, Dex 10, Con 14, Int 8, Wis 18, Cha 14.

Skills & Feats: Concentration +12; Divine Metamagic (Heighten Spell) CD, Extra Turning, Greater Spell Focus (Enchantment), Heighten Spell, Spell Focus (Enchantment).

Languages: Common, Elven, Undercommon.

Spells Prepared (5/5+1/5+1/4+1/3+1/1+1, save DC = 14 + spell level; enchantments 16+spell level): 0 – create water, cure minor wounds x3, guidance; 1st – command x2, doom x2, longstrider (already cast), shield of faith; 2nd – calm emotions, enthrall*, hold person x4; 3rd – bestow curse, dispel magic x2, fly*, prayer; 4th – cure critical wounds, dominate person*, hold person (Heightened) x2; 5th – greater command*, greater command.

*Domain spell. Domains: Domination, Travel (act as if under freedom of movement 9 rounds/day).

Possessions: rapier, MW spiked gauntlet, light crossbow, 10 bolts, 2 holy symbols, spell component pouch, +1 chain shirt, covered +1 heavy steel shield with shield of sleep inscribed upon face, wand of cure light wounds, periapt of wisdom +2

Description: Description.

Drogocht, Male Grimlock Ftr lvl 4/ Brb 1/Exotic Weaponmaster 2: Medium Humanoid; CR 8; HD 2d8+5+4d10+9+2d10+5+1d12+3; hp 96; Init +2 (Dex); Spd 40 ft.; AC 21, touch 12, flat-footed 19 (+2 Dex, +4 natural, +5 chain shirt); Base Atk/Grp: +9/+14; Atk +16 melee (2d4+8, x2, +1 spiked chain) or +14 melee or +11 ranged (1d6+5, x2, throwing axe) or +11 ranged (1d6+5, x2, javelin) or +11 melee (1d3+4, x2, locked gauntlet); Full Atk +16/+11 melee (2d4+8, x2, +1 spiked chain) or +14/+9 melee or +11/+6 ranged (1d6+5, x2, throwing axe) or +11/+6 ranged (1d6+4, x2, javelin) or +14/+9 melee (1d3+4, x2, locked gauntlet) or +12/+12/+7 melee or +11/+6 ranged (1d6+5, x2, throwing axe) or +11/+6 ranged (1d6+4, x2, javelin) or +12/+12/+7 melee (1d3+4, x2, locked gauntlet); SA exotic weapon stunt- flurry of blows, exotic weapon stunt- trip attack; SQ Blindsight 40 ft, immunities, scent, rage 1/day, fast movement; AL N/E;

SV Fort +12, Ref +6, Will +4; Str 20, Dex 14, Con 16, Int 13, Wis 10, Cha 6

Skills & Feats: Climb +11, Hide +17, Listen +10, Spot +4, Craft: Weaponsmithing +3, Intimidate +7; Exotic Weapon Prof.- spiked chain, w.f.- spiked chain, combat expertise, improved disarm, power attack, cleave

Blindsight (Ex): Drogocht can sense all foes within 40 ft. as a sighted creature would. Beyond that range, all creatures are treated as having total concealment to him.

Drogocht is susceptible to sound and scent-based attacks, however, and is affected normally by loud noises and sonic spells (such as *ghost sound* or *silence* or incense-heavy air). Negating Drogocht's sense of smell or hearing reduces this ability to normal Blindsight (as the feat). If both senses are negated, Drogocht is effectively blinded.

Immunities: Drogocht is immune to gaze attacks, visual effects, illusions, and other forms of attack that rely on sight.

Exotic Weapon Stunt: Flurry of blows (Ex): When wielding a one-handed or two-handed weapon or a spiked chain, Drogocht can elect to use a full round action to make a flurry of strikes. When doing so, he may make one extra attack at his full base attack bonus, but this attack takes a -2 penalty, as does each other attack made that round and until his next turn. The extra attack can be with either end of the double weapon.

Exotic Weapon Stunt: Trip Attack (Ex): Drogocht can use a one-handed or two-handed exotic weapon to make a trip attack. If he is tripped during his own trip attempt, he can NORMALLY drop the weapon to avoid being tripped. If the exotic weapon already allows Drogocht to make trip attacks, he gets to add a +2 bonus on any trip attempt. **Note:** The locked gauntlet avoids him dropping his weapon if he is tripped.

Languages: Common, Undercommon

Possessions: Throwing ax, javelins (x2), spiked gauntlet (confers a +10 bonus to resist disarm attempts with his spiked chain), chain shirt +1, potion of bull's strength, potion of cure moderate wounds, dust of tracelessness, potion of barkskin +4, "Thrasher"- +1 spiked chain, amulet of health, cloak of resistance +1, javelin of lightning

Description: Drogocht is a muscular humanoid about as tall as a human. He has thick, gray scaly skin and blank, eyeless eye sockets. His body is riddled with scars and emblazoned on his battered, blood-stained armor is a picture of a swollen purple mushroom. He wields a nasty barbed chain connected to his spiked gauntlet.

ENCOUNTER 3

Umbrage: Male Illithid (Mind Flayer); hp 44, See *Monster Manual*, Page 187

Elgoth, Male Dwarven Ftr 7: Medium humanoid; CR 7; HD 7d10+21; hp 59; Init +5 (Dex, Imp. Init.); Spd 20 ft;

AC 19, touch 12, flat-footed 18 (+1 Dex, +6 *breastplate* +1, +2 light steel shield); Base Atk/Grp: +5/+8; Atk +12 melee (1d8+4, x4, MW dire pick) or +8 ranged (1d8, 19-20 x2, light crossbow) or +12 melee (1d4+3, x2, spiked gauntlet) or +10 melee (1d3+3, x2, light shield); Full Atk +12 melee (1d8+4, x4, MW dire pick) or +8 ranged (1d8, 19-20 x2, light crossbow) or +10 melee (1d4+3, x2, spiked gauntlet) or +10 melee (1d3+3, x2, light shield); SA n/a; SQ Darkvision 60 ft., dwarven traits; AL N; SV Fort +9 (+11 vs. magic, +13 vs. magic & poison attack), Ref +2 (+4 vs. magic), Will +2 (+4 vs. magic); Str 17, Dex 12, Con 16, Int 10, Wis 12, Cha 8

Skills & Feats: Climb +5, Ride +5, Intimidate +6, Craft: Weaponsmithing +3 (+5 if stone or metal); Exotic Weapon Prof.- dire pick, w.f.- dire pick, power attack, cleave, power critical: dire pick, improved shield bash, improved initiative

Languages: Common, dwarven

Possessions: breastplate +1, light crossbow, 10 bolts, spiked gauntlet, tanglefoot bag, thunderstone, light steel shield +1, dire pick +1, potion of cure light wounds, potion of bulls strength, potion of shield of faith +2

Description: See below.

Farzheen, Male Dwarven Ftr 7: Medium humanoid; CR 7; HD 7d10+21; hp 59; Init +5 (Dex, Imp. Init.); Spd 20 ft.; AC 19, touch 12, flat-footed 18 (+1 Dex, +6 *breastplate* +1, +2 light steel shield); Base Atk/Grp: +5/+8; Atk +12 melee (1d8+4, x4, MW dire pick) or +8 ranged (1d8, 19-20 x2, light crossbow) or +12 melee (1d4+3, x2, spiked gauntlet) or +10 melee (1d3+3, x2, light shield); Full Atk +12 melee (1d8+4, x4, MW dire pick) or +8 ranged (1d8, 19-20 x2, light crossbow) or +10 melee (1d4+3, x2, spiked gauntlet) or +10 melee (1d3+3, x2, light shield); SA n/a; SQ Darkvision 60 ft., dwarven traits; AL N; SV Fort +9 (+11 vs. magic, +13 vs. magic & poison attack), Ref +2 (+4 vs. magic), Will +2 (+4 vs. magic); Str 17, Dex 12, Con 16, Int 10, Wis 12, Cha 8

Skills & Feats: Climb +5, Ride +5, Intimidate +6, Craft: Weaponsmithing +3 (+5 if stone or metal); Exotic Weapon Prof.- dire pick, w.f.- dire pick, power attack, cleave, power critical: dire pick, improved shield bash, improved initiative

Languages: Common, dwarven

Possessions: breastplate +1, light crossbow, 10 bolts, spiked gauntlet, tanglefoot bag, thunderstone, light steel shield +1, dire pick +1, potion of cure light wounds, potion of bulls strength, potion of shield of faith +2

Description: See below.

Gandorrin, Male Dwarven Ftr 7: Medium humanoid; CR 7; HD 7d10+21; hp 59; Init +5 (Dex, Imp. Init.); Spd 20 ft.; AC 19, touch 12, flat-footed 18 (+1 Dex, +6 *breastplate* +1, +2 light steel shield); Base Atk/Grp: +5/+8; Atk +12 melee (1d8+4, x4, MW dire pick) or +8 ranged (1d8, 19-20 x2, light crossbow) or +12 melee (1d4+3, x2, spiked gauntlet) or +10 melee (1d3+3, x2, light shield);

Full Atk +12 melee (1d8+4, x4, MW dire pick) or +8 ranged (1d8, 19-20 x2, light crossbow) or +10 melee (1d4+3, x2, spiked gauntlet) or +10 melee (1d3+3, x2, light shield); SA n/a; SQ Darkvision 60 ft., dwarven traits; AL N; SV Fort +9 (+11 vs. magic, +13 vs. magic & poison attack), Ref +2 (+4 vs. magic), Will +2 (+4 vs. magic); Str 17, Dex 12, Con 16, Int 10, Wis 12, Cha 8

Skills & Feats: Climb +5, Ride +5, Intimidate +6, Craft: Weaponsmithing +3 (+5 if stone or metal); Exotic Weapon Prof.- dire pick, w.f.- dire pick, power attack, cleave, power critical: dire pick, improved shield bash, improved initiative

Languages: Common, dwarven

Possessions: breastplate +1, light crossbow, 10 bolts, spiked gauntlet, tanglefoot bag, thunderstone, light steel shield +1, dire pick +1, potion of cure light wounds, potion of bulls strength, potion of shield of faith +2

Description: Physically, these dwarves look typical for their kind but the look in their eyes is one of immovable serenity and disassociation from reality around them. With a telepathic command from Umbrage however, their eyes suddenly gleam with the silent rage and evil of their master.

ENCOUNTER 4

Siimurd: Barbed Devil Ftr 1, Medium Outsider (Evil, Extraplanar, Lawful); CR 12; HD: 12d8+1d10+78 (138 hp); Init +10 (Dex); Spd 30 ft.; AC 30 (+6 Dex, +13 natural, +1 armor), touch 16, flat-footed 24; Base Atk/Grp: +13/+23; Atk: +19 melee (2d8+6 plus fear, claw); Full Atk +19/+19 melee (2d8+6 plus fear, claws); SA fear, improved grab, impale 3d8+9; SQ Barbed defense, damage reduction 10/good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, spell resistance 23, spell-like abilities, telepathy 100 ft.; AL LE; SV Fort +14, Ref +14, Will +12; Str 23, Dex 23, Con 23, Int 12, Wis 14, Cha 18

Skills & Feats: Concentration +21, Diplomacy +6, Hide +21, Intimidate +21, Knowledge (any one) +16, Listen +19, Move Silently +21, Search +16, Sense Motive +17, Spot +19, Survival +2 (+4 following tracks); Alertness, Cleave, Dodge, Improved Grapple, Improved Initiative, Iron Will, Power Attack

Languages: Infernal, Celestial, and Draconic

Possessions: bracers of armor +1.

Description: Siimurd is about 7 feet tall and weighs about 300 pounds.

Fear (Su): A creature hit by Siimurd must succeed on a DC 20 Will save or be affected as though by fear (caster level 9th). Whether or not the save is successful, that creature cannot be affected by Siimurd's fear ability for 24 hours. The save DC is Charisma-based.

Improved Grab (Ex): To use this ability, Siimurd must hit with a claw attack. He can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can impale the opponent on its barbed body.

Impale (Ex): Siimurd deals 3d8+9 points of piercing damage to a grabbed opponent with a successful grapple check.

Barbed Defense (Su): Any creature striking Siimurd with handheld weapons or natural weapons takes 1d8+6 points of piercing and slashing damage from the devil's barbs. Note that weapons with exceptional reach, such as longswords, do not endanger their users in this way.

Spell-Like Abilities: At will - greater teleport (self plus 50 pounds of objects only), hold person (DC 16), major image (DC 17), scorching ray (2 rays only). 1/day - order's wrath (DC 18), unholy blight (DC 18). Caster level 12th. The save DCs are Charisma-based.

Tactics:

Siimurd eagerly fights with his claws, trying to impale his opponents. He uses hold person to immobilize those who avoid their hug attacks. His natural weapons, as well as any weapons he wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Desvrisht: Barbed Devil Ftr 1, Medium Outsider (Evil, Extraplanar, Lawful); CR 12; HD: 12d8+1d10+78 (138 hp); Init +10 (Dex); Spd 30 ft.; AC 30 (+6 Dex, +13 natural, +1 armor), touch 16, flat-footed 24; Base Atk/Grp: +13/+23; Atk: +19 melee (2d8+6 plus fear, claw); Full Atk +19/+19 melee (2d8+6 plus fear, claws); SA fear, improved grab, impale 3d8+9; SQ Barbed defense, damage reduction 10/good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, spell resistance 23, spell-like abilities, telepathy 100 ft.; AL LE; SV Fort +14, Ref +14, Will +12; Str 23, Dex 23, Con 23, Int 12, Wis 14, Cha 18

Skills & Feats: Concentration +21, Diplomacy +6, Hide +21, Intimidate +21, Knowledge (any one) +16, Listen +19, Move Silently +21, Search +16, Sense Motive +17, Spot +19, Survival +2 (+4 following tracks); Alertness, Cleave, Dodge, Improved Grapple, Improved Initiative, Iron Will, Power Attack

Languages: Infernal, Celestial, and Draconic

Possessions: bracers of armor +1.

Description: Desvrisht is about 7 feet tall and weighs about 300 pounds.

Fear (Su): A creature hit by Desvrisht must succeed on a DC 20 Will save or be affected as though by fear (caster level 9th). Whether or not the save is successful, that creature cannot be affected by Desvrisht's fear ability for 24 hours. The save DC is Charisma-based.

Improved Grab (Ex): To use this ability, Desvrisht must hit with a claw attack. He can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can impale the opponent on its barbed body.

Impale (Ex): Desvrisht deals 3d8+9 points of piercing damage to a grabbed opponent with a successful grapple check.

Barbed Defense (Su): Any creature striking Desvrisht with handheld weapons or natural weapons takes 1d8+6 points of piercing and slashing damage from the devil's barbs. Note that weapons with exceptional reach, such as longswords, do not endanger their users in this way.

Spell-Like Abilities: At will - greater teleport (self plus 50 pounds of objects only), hold person (DC 16), major image (DC 17), scorching ray (2 rays only). 1/day - order's wrath (DC 18), unholy blight (DC 18). Caster level 12th. The save DCs are Charisma-based.

Tactics: Desvrisht eagerly fights with his claws, trying to impale his opponents. He uses hold person to immobilize those who avoid his hug attacks. His natural weapons, as well as any weapons he wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

DM AID: NEW RULES

NEW ITEMS

Dire Pick (Complete Warrior)

A dire pick resembles a heavy pick, but with longer shaft and a more massive head. A dire pick is too large to use in one hand without special training (the appropriate Exotic Weapon Proficiency feat). A character can use the dire pick two-handed as a martial weapon.

PLAYER HANDOUT #1 – SUMMONS

You are summoned immediately before His Royal Highness, Lord of the Peaks of Haven, Warden...

(it seems as if the ink was spilled at this point)

Come to Pengellen's Tower. NOW.

~ Prince Olinstaad Corond

PLAYER HANDOUT #2 – JOURNAL NOTE

A quick note at the end of a journal... written in Undercommon.

M~ contacted.

U~ paid for the dwarf, including bonus. His lair is very close to the Crossroads, about ten minutes south at a normal walk there is a large rust-covered door with svirfneblin runes for danger. Through that door (it is probably locked) and down the third left hand tunnels, there's a skeleton of a darkmantle trapped inside the wall. Past that there is a hidden door, I am sure.