

ULP7-08

Downward: Rock Bottom

A One-Round D&D[®] LIVING GREYHAWK[™]

Principality of Ulek Regional Adventure

Version 0.9.4

by Christopher Reed

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The Derro have plagued Urgo's Mine and the surrounding areas in the Lortmil Hills for years. Now it's time to put an end to the threat for good. A Principality of Ulek regional adventure for APLs 4-12, and Part 5 and the finale of the *Downward* series.

Note: This adventure will be of particular interest to Mine Rangers and longtime PCs of the Principality of Ulek.

Resources: *Magic Item Compendium* [Andy Collins, Eytan Bernstein, Frank Brunner, Owen K.C. Stephends, John Snead], *Monster Manual II* [Ed Bonny, Jeff Grubb, Rich Redman, Skip Williams, Steve Winter], *Spell Compendium* [Matthew Sernett, Jeff Grubb, Mike McArtor].

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 rpqahq@wizards.com.

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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.

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

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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 regional adventure, set in the Principality of Ulek. 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 BACKGROUND

The presence of the Derro has plagued the Lortmil Hill portions of the Principality of Ulek for nearly eight years. In *ULP1-04 Downward*, several adventurers learned about the presence of a group of Derro of unknown size in a place called Urgo's Mine. Several of the Derro's slaves (three dwarfs and one gnome) were freed. The gnome, Dimble "Cloak" Beren, is a member of the Mine Rangers, a special organization that serves in the protection and investigation of mines within the Principality of Ulek. In *ULP2-02 Further Downward*, Dimble requested a group of heroes to gather some rare moss used in making a Derro poison antidote, gather as much information as possible about the tunnels below and attempt to save any slaves they encounter. Unfortunately, the latter did not occur. In *ULP3-03 Even Further Downward*, Dimble once again asked several heroes to gather some moss used in making a Derro poison antidote and attempt to save any slaves they encountered. Unfortunately, the moss had been destroyed by the Derro but the PCs were able to free a number of slaves (including a

few adventurers), being held by the Derro but only with the help of and debt to Melavelonce, a mindflayer (illithid). Finally, in *ULP4-01 Even Further Downward Still*, with Derro poison antidote supplies running low, Dimble gathered together a group of heroes to search a new set of underground tunnels that were discovered in the previous underground expedition for a different supply. The heroes encountered several underground denizens including Melavelonce. Melavelonce informed the adventurers about a myconid colony that existed nearby who would be able to aid the PCs with gathering some of the moss they sought. The reason for this fact is that they are under the "protection" of Melavelonce himself. With the mindflayer's assistance and yet another owed debt, the adventurers were successful in their mission.

However, despite their disappearance over the last few years and all the hard work of the adventurers and Mine Rangers, the Derro resumed their journeys to the surface. Their ultimate goal is not only to enslave all those on the surface world but also to find a way to permanently block out the sun's golden rays. Their surface excursions within the Lortmil Hills have grown to the point that the Mine Rangers have decided that dramatic action is required and soon. With the Royal Army pushing further and further eastward with their successes in the Disputed Territory, the Mine Rangers do not wish to see the reappearance of the Derro in the Lortmil Hills cause the Royal Army to split their attention.

Thus, several underground scouting missions have been conducted but with a high cost. Several of the most experienced and highly trained Mine Rangers have died trying to find a weakness to the Derro city that could be exploited. Fortunately for the good citizens of the Principality of Ulek, one has been found.

A large tunnel runs deep underneath the Derro's underground city. It does not run directly into the city, thus the Derro are completely unaware of its existence. It can be reached from the Derro city by following numerous tunnels that could take many hours to traverse. This large tunnel was only found when the Mine Rangers started to dig deeper in several other nearby existing mines.

The Mine Rangers have a simple goal to destroying the Derro city; collapse the tunnel that resides deep beneath the city thus causing the city to crumple due to the lack of ground support. In doing so, they are avoiding a possible war with the

Derro. But they are accepting the fact that any individuals who are currently enslaved by the Derro will be lost forever. None-the-less, the Mine Ranger's planned mission has been brought before the heads of the Royal Army and even Prince Olinstaad himself . . . and approved.

ADVENTURE SUMMARY

Mine Ranger PCs begin the adventure on a late afternoon having been summoned for duty to the conurbation of Havenhill. Non-Mine Ranger PCs begin the adventure inside the likely familiar Stuck Pig for a hearty dinner within the same city.

Mine Ranger PCs are informed of their mission by Dimble "Cloak" Beren, a member of the Mine Rangers. While, the non-Mine Ranger PCs are sought by Dimble "Cloak" Beren to round out the group of adventurers/heroes who will attempt to destroy the Derro city by collapsing the tunnel underneath it.

Both Mine Ranger and non-Mine Ranger PCs are brought together and given more details about their mission (collapse the tunnel that resides deep beneath the Derro city thus causing it to crumple due to the lack of ground support). The PCs desired location entrance to the tunnels below is also provided, as is the important fact that when the alchemical substances are used to collapse the tunnel, the PCs should quickly trek to the surface avoiding any rests or stops along the way.

After a night of rest, the PCs spend the entire next day in training, learning about how to use the various alchemical substances that will aid in the collapse of the tunnel. After a busy day, they are allowed to rest for the evening, before setting out on the mission early the next morning.

The following morning, the PCs are given the necessary supplies (various alchemical substances) before setting off on their mission to the cave entrance and then into the tunnels below.

Once having left the city of Havenhill, the PCs trek for two days before they finally arrive, without complications, at the cave entrance Dimble "Clock" Beren advised them about near nightfall. Currently guarding the area is a small squad of Royal Army and Mine Ranger personal.

Entering the cave and following the map provided to them, the PCs traverse the underground tunnels heading past countless side passages.

PCs that decide to go off course and search any of these side passages, risk a chance of needlessly encountering some of the subterranean life that resides.

On their first day of underground travel, the PCs encounter nothing of interest (unless they get sidetracked in the previous encounter). As they are about to continue onward after resting for the night, a voice from an unseen source fills their head. For those who met the mindflayer (illithid) Melavelonce in *ULP3-03 Even Further Downward*, *ULP4-01 Even Further Downward Still*, *ULP5-03 Mind Games* and/or *ULP6-06 Mind Your Elders* this voice is familiar. Melavelonce knows that there has been recent and increasing Derro activity on the surface and the PC's presence is likely due to this fact. He asks the PCs their reason for delving into these parts of the underground tunnels. If the PCs inform Melavelonce of their mission, he is quite interested especially since the destruction of the Derro city will aid his own race too.

Unlike the previous two encounters with Melavelonce, he has nothing to offer the PCs as far as aid. But realizing that they may very well not be returning to this underground world for quite some time, he decides to collect a debt from each PC who possesses one (*Debt to Melavelonce*). He gives each PC who owes him a favor a ring and asks them to wear it during their current mission. The ring is magical but also cursed. If worn for one full day, the curse takes effect.

This is intended to be a role-playing encounter, even for those PCs with the *Enmity of Melavelonce*. Melavelonce has no intention of causing harm to the PCs but is guarded by his two grimlock companions. The PCs could opt to foolishly attack the mind flayer and his grimlock guards but this only leads to a difficult combat that will have permanent negative implications.

Having met, once again, with Melavelonce, the PCs begin their trek on the second day with the first couple of hours in peace. However, after these first couple of hours pass, the PCs encounter a group of grells that viciously attack the PCs.

Having dealt with the grells, and continuing onward through the underground tunnels for another four hours, the PCs encounter a group of hook horrors. The hook horrors ferociously attack the PCs, hoping to make them their next meal.

After having dealt with the hook horrors, the PCs traverse the subterranean tunnel for two more hours before reaching the location where the alchemical substances should be placed to collapse the tunnel, which is estimated to lead to the destruction of the Derro city above.

The PCs have the option of resting before collapsing the tunnel. While this might be nerve wracking and seemingly dangerous, if the PCs decide to do so, they are able to rest without interruption.

Setting up the alchemical substances in the tunnel takes one hour. Once the alchemical substances start to collapse the tunnels, the PCs must quickly leave the area ensuring to keep on the move for the next eight hours.

After a period of time, determined by the party's overall speed, they encounter several Derro in the tunnels who managed to escape the collapsing Derro city.

While making way to exit the tunnels, the PCs encounter, if any one of them has the *Enmity of Melavelonce*, a lone grimlock, who has a message for them from Melavelonce, who is pleased with the PCs success, but does not wish his world to be influenced by them further.

With the tunnel have been collapsed and the Derro city destroyed, the PCs can now continue their trek to the surface without incident.

Successful groups are rewarded by the Mine Rangers with (re)commendations plus appropriate item access.

PREPARATION FOR PLAY

Check with each player to see if their PC is/has:

- A member of the Mine Rangers meta-gaming organization.
- Played any of the following scenarios (*ULP1-04 Downward*, *ULP2-02 Further Downward*, *ULP3-03 Even Further Downward*, *ULP4-01 Even Further Downward Still*, *ULP5-03 Mind Games* and/or *ULP6-06 Mind Your Elders*).
- A *Debt to Melavelonce*.
- An *Enmity of Melavelonce*.

INTRODUCTION

Give Mine Ranger PCs Player Handout #1, while informing non-Mine Ranger PCs that they are

currently feasting upon a hearty meal in the last afternoon in the Stuck Pig within the city of Havenhill.

ENCOUNTER 1: DIMBLE

Read the following to non-Mine Ranger PCs:

You find yourself feasting upon a late afternoon meal in the perhaps familiar Stuck Pig, which is located in the city of Havenhill. As usual, the meal is hearty and quite filling. The establishment is quite packed and the air is filled with the sounds of an abundant amount of tales, stories and rumors.

As you continue to eat, you cannot help but overhear three dwarves who are seated at your table talk about the possibility of mercenary work clearing out any humanoid stranglers in the Disputed Territory.

Allow the PCs to role-play for a short period of time, but avoid giving character descriptions at this point in time unless there are no Mine Rangers within the party.

The three dwarves at the table with the PCs are Lark, Stimm and Bolner. They are all stonemasons who help build various buildings and walls as needed throughout the city of Havenhill. They hope the rumors of building a massive wall at the eastern edge of the Disputed Territory is true as it will not only be well paying job, but also give the Principality of Ulek some extra protection from the Pomarj.

The Stuck Pig is run by Rugdenner and his wife. Rugdenner is a dwarf who served many years in the military before his graying beard and again knees finally caught up to him. He is still able to run the tavern, barking at the serving wenches and cooks to keep them moving at all times.

Elves in the party find that they are generally ignored by other patrons and treated with no disrespect from any of the serving staff but neither are they treated kindly. Half-orcs are looked upon with caution and given cool looks but nothing ever comes of it; this includes a general lack of verbal comments.

While here, the PCs might overhear a few rumors. Have them make a Gather Information or, but not both, Listen check (DC 5) to learn of some gossip. For every two over the DC, allow them an extra roll on the following chart (re-roll any duplicates):

1. The dreams, or rather nightmares that Emerald Silverbeard experiences each night are filled with doppelgangers.
2. It is believed that a doppelganger replaced Oldid Silverbeard and attended a secret meeting with numerous other nations somewhere in the County of Ulek.
3. Spyder seeks a rare item that others, especially some dark skinned elves, are trying to locate.
4. "Grudge" Pickaxe nearly killed an elf last week due to his hatred of their "kind."
5. Bray Burrowfoot and Lurich Longlegs have been awarded the highest medals of honor by the Royal Army.
6. Yeogh, a half-orc, still seeks his fortune . . . a treasure map, despite the deaths of his cousins Skarrta and Burthra.
7. Commander Stockbelly, who has run Fort Stonewall, is believed to be considering retirement from the Royal Army in the coming months.
8. While one vault of Rudd Rockcutter was discovered four years ago, it is believed that several other vaults may be hidden somewhere in the Lortmil Hills.
9. The descendants of Hance Hearthstone are seeking his holy symbol of Vergadain, as they have learned that some adventures might have discovered it.
10. A local gnome named Yitter believes that his friend Ebernie Bloomgem and Ebernie's grandfather Locc Bloomgem have been located and killed by the Earth Dragon Cult.
11. Bagama the barbarian still fights the evil that lives within the Suss Forest.
12. Tassloft and Bundis of Brenfluss have sent work to the Royal Army in Havenhill that no orcs or goblinoids have been seen for nearly a year now.
13. The bodies of Grigloe, Trebetus, Rosetill, Pinter and Igga, all followers of Ehlonna, have been discovered in near the town of Rittersmarche.
14. Baren Gorunn is being considered by the Royal Army for promotion.

15. Trudge Bricken, Gorlus Oxem and Ulfwar Stoneforge still continue to loyally serve the Principality of Ulek Royal Army.
16. The aging dwarven sage Pengellen is considering moving back to the village of Veithem due to it being freed by the Royal Army.
17. Solwer Cooperkey is being heavily guarded in his home village of Sagamore Hills.
18. Did you hear that there is a flying canine named Vulfarara Volphbite in the Royal Army?
19. A strange creature from deep below Oerth with a face of an octopus seeks to eat the brains of key people, like the prince and Pengellen.
20. Dawana has recently gotten married.

Once some minor role-play plus the discovery of some rumors has been had, continue with the following:

As you start to take the last bite of your meal, a gnome wearing the livery of the Mine Rangers enters the establishment. He quickly surveys the room, before heading in your direction.

The gnome is none other then Dimble "Cloak" Beren of the Mine Rangers. Once again, he is seeking heroes who can aid the Principality of Ulek.

He asks the PCs if any of them are interested in assisting not only the Mine Rangers but also the entire Principality of Ulek in an extremely important mission. He will not go into further detail or answer any questions at this time, save that they will be rewarded for their efforts. He informs interested PCs that they should follow him back to the Mine Rangers officers here in the city of Havenhill.

Read the following to Mine Ranger PCs:

You have been requested to report for duty at the Mine Ranger's office in the city of Havenhill, where you currently await your orders.

You have been informed that Dimble "Cloak" Beren is gather others for their upcoming mission and will meet with you shortly.

At this point, all the PCs are brought together at the Mine Ranger's office in the city of Havenhill by Dimble "Cloak" Beren. Before explaining the details of the mission they are about to undertake, they are asked to introduce themselves, if they have not already done so. Also, allow character descriptions at this time.

Once introductions have been completed, continue with the following:

Having completed introductions and whatnot, Dimble asks you to make yourself comfortable. This seems like a difficult task as the small room you have been placed within only has enough room for all of you to squeeze into and sit down upon a hard wooden chair.

After a moment's pause, Dimble begins to speak again, "As some of you might know, the presence of the Derro in the Lortmil Hills has waxed and waned. During the periods of time when the presence was high, a group of adventurers was sent to temporarily deal with the Derro. However, with all of Ulek's resources needed to deal with the Pomarjian threat once and for all, the Derro threat might be dealt with swiftly and with comprehensive results. To reach this result, this group has been assembled to destroy the underground Derro city by collapsing a tunnel underneath it.

"Despite the previous work of heroes and adventurers, like yourself, the Derro have continued to journey to the surface. These surface excursions have grown to the point that it has been decided by the Mine Rangers that a major offensive action of some type is necessary.

"Recent underground expeditions have revealed a large tunnel runs deep underneath the Derro's underground city. Fortunately, it does not run directly into the city, thus the Derro are completely unaware of its existence.

"The goal of this mission is simple . . . collapse the tunnel that resides deep beneath the city thus causing the Derro city to crumple downward due to the lack of ground support. Then race back to the surface avoiding any long rests or stops along the way.

"Before you set out to undertake this mission, you will be trained in the use of the alchemical substance that will aid in collapsing the tunnel and given the desired cave entrance for you to traverse.

“Do you have any questions?”

At this point in time, the PCs might have questions. Several questions and answers have been provided below. If the PCs ask a question that is not listed use the adventure background to assist with developing a good answer.

Q: What creatures can we expect to face during our mission?

A: ***“Any underground denizens including Derro.”***

Q: Why don't you have members of the Mine Rangers handle such an important mission?

A: ***“Unfortunately, our resources are quite thin and outside assistance is needed.”***

Q: How do the alchemical substances work?

A: ***“You will learn all of that in your training.”***

Q: Do the Derro still have any slaves?

A: ***“Unfortunately, yes.”***

Q: If we destroy the Derro city, won't the slaves being held there die too?

A: ***“Unfortunately, yes but leaders of the Mine Rangers, Royal Army and even Prince Olinstaad Corond himself have reviewed and approved this mission.”***

Q: What is the payment for this mission?

A: ***“You will earn the favor of the Mine Rangers.”***

Q: Will you supply us with any supplies for this mission?

A: ***“Well, besides the alchemical substances you need to complete the mission, you'll each be given a vial of antitoxin, one smokestick, three sunrods and two tindertwigs.”***

Once the PCs are done asking questions, continue with the next encounter.

ENCOUNTER 2: TRAINING

Having met with Dimble “Cloak” Beren and learned of your upcoming mission, you are given a place to rest for the night before you are to spend the following day in training.

You rest without incident within the barracks of the Mine Rangers office in the city of Havenhill.

In the morning, you are awake and asked to quickly ready yourself so your training can begin.

Once ready, you are led into a classroom where an aging gnome stands awaiting your arrival. The small, wrinkled gnome eyes you like a piece of machinery before introducing himself as Gordy “Gadget” Gonderman. He then asks you to sit upon one of the two wooden benches so your training can begin.

At this point, Gordy spends the rest of the day teaching the PCs how to use the various alchemical substances to successfully and safely collapse the tunnel.

Have the PCs make a variety of skill checks, to represent attempted lab work, including:

- Knowledge (nature) – To understand how each of the alchemical substances are created.
- Concentration – To avoid distractions while working with alchemical substances.
- Craft (alchemy) – Handling alchemical substances.
- Spot – To notice the effects of the alchemical substances.
- Listen – To hear the effects of the alchemical substances.

The results of these checks do not matter, save for role-play matters. If a PC does exceptionally well Gordy praises them, but if a PC does poorly, he stresses they must try harder.

If asked about how the alchemical substance is created, Gordy notes that this is a military secret that cannot be released at this point in time.

If asked about why the alchemical substance isn't used in the fight against the Pomarj, Gordy states that only a small amount of the alchemical substance exists and it has been determined that it's use is best suited for this mission.

After five or ten minutes, continue with the next encounter.

ENCOUNTER 3: MOVE OUT

You have had an excruciatingly long day learning all about how to use the alchemical substances to ensure success in your mission. Hours have been spent concentrating on, watching, and listening to

Gordy's direction as your skills in using the alchemical substances increase.

But a fine dinner now rests before you, and you have been informed that you have the remainder of the day off to rest before you depart early tomorrow morning to complete your mission.

After a bit of after dinner relaxation, you head to bed early. Your sleep is peaceful, before you are awoken at the crack of dawn. You quickly ready yourself to travel to the cave entrance that Dimble "Cloak" Beren informed you about.

The PCs are given the supplies that Dimble might have mentioned in Encounter One along with the necessary alchemical substances that are needed to collapse the desired tunnel. They are also supplied with a map of the tunnels they should take to arrive at the desired denotation spot.

Allow the PCs to make any preparations they feel are necessary before leaving the city of Havenhill including purchasing any standard items from the *Player's Handbook*. Once the PCs depart the city of Havenhill, continue with the following:

Departing the city of Havenhill, you make your way to the cave entrance that Dimble "Cloak" Beren advised you about.

Your trek takes two full days before you near the cave entrance near nightfall. As you get nearer, you see that the area is currently being guarded by a small squad of Royal Army and Mine Ranger personal.

The small squad is led by Sergeant Gorlus Oxem of the Royal Army. He recommends that the PCs rest for the evening before entering the cave and the tunnels in the morning when they are fresh and lively. He also states that those under his command will handle watch during the night.

The PCs might have some questions for Sergeant Gorlus Oxem. Several questions and answers have been provided below. If the PCs ask a question that is not listed use the adventure background to assist with developing a good answer.

Q: Have you seen any Derro?

A: **"Not a one, but if and when we do, we'll give them a good thumping."**

Q: Has anything entered or left the cave recently?

A: **"Not a thing."**

Q: What creatures can we expect to face down there?

A: **"Well, we haven't gone into the tunnels, as we were informed our mission was to stand guard over the entrance until your mission has been completed, but perhaps you'll face oozes or the like."**

Q: Can you accompany us into the tunnels?

A: **"Unfortunately, my orders are to stand guard here. So while I would love to assist you, I cannot."**

Q: Can you provide us with any aid?

A: **"You have already been given all the aid that can be given to you."**

Q: Couldn't we just teleport to the location, set off the explosion and then teleport back here?

A: **"Magical travel, such as teleport or dimension door, don't seem to work to well down there except over very short distances."**

The earth and stone in the tunnels contains deposits of lead that blocks magical travel, such as *teleport* and *dimension door*, over any distance over two hundred feet horizontally and/or fifty feet vertically.

When the PCs are done asking questions, continue with the following encounter.

ENCOUNTER 4: HEADING DOWNWARD

Having rested for the evening just outside the cave entrance leading to the tunnels you are to traverse to get to the location underneath the Derro city, you awake feeling fairly well rested.

Before entering the cave, Gorlus Oxem provides the PCs with a map of the caves, the exact route they are to take and the location they are to collapse.

When they start their journey, continue with the following:

Entering the cave, you start your underground journey. As you proceed downward, the dampness of the tunnels causes a slight amount of moisture to cling upon your face, causing you to wipe it away from time to time. You also notice a number of side passages that seem quite inviting.

The PCs should stay on the path suggested to them. If the invitation of side passages grows to great for them and they start to investigate, they risk a chance of needlessly encountering some of the subterranean life that resides here. If any PC should travel down any of the side passages for more than thirty minutes, they are attacked by one or more (number based on APL) umber hulks.

Conditions: No light, twenty foot wide and high tunnel.

Creatures: These hulking, powerfully built creatures look something like a cross between a great ape and a beetle. The low, rounded head is dominated by a massive pair of mandibles and rows of triangular teeth. It has two big compound eyes like a beetle's, with two smaller eyes like an ape's in between. Armor plates cover virtually all of its chitinous body, whose scattered feelers resemble sparse hair.

APL 4 (EL 7)

Umbur Hulk (1): hp 74; see *Monster Manual*, pages 248-249.

APL 6 (EL 9)

Umbur Hulk (2): hp 74 each; see *Monster Manual*, pages 248-249.

APL 8 (EL 11)

Umbur Hulk (4): hp 74 each; see *Monster Manual*, pages 248-249.

APL 10 (EL 13)

Umbur Hulk (8): hp 74 each; see *Monster Manual*, pages 248-249.

APL 12 (EL 15)

Umbur Hulk (6): hp 74 each; see *Monster Manual*, pages 248-249.

Truly Horrid Umbur Hulk (1): hp 270 each; see *Monster Manual*, pages 248-249.

Tactics: The umber hulks charge into combat focusing on the nearest PC until they have been ripped to shreds. Due to being overly hungry, they fight to the death.

If (or when) the PCs decide to continue on the suggested path, continue with the next encounter.

ENCOUNTER 5: A FAMILIAR VOICE

Continuing further downward, you quickly discover several small side caverns which contain nothing of interest. Pressing on, you travel for what seems like days until you start to grow so tired that the need for rest and sleep is unbearable. You quickly find a suitable side passage and rest for the evening.

The night is luckily uneventful. As you finish your morning meal and make final preparations to continue onward, a strange (but perhaps familiar) voice fills your head, "Greetings surface dwellers. What brings you to these parts of the underworld?"

NOTE: This is intended to be a role-play encounter, even for those PCs with the *Enmity of Melavelonce*. If attacked, he escapes without harming the PCs.

The voice comes from Melavelonce, a mind flayer (illithid) who dwells in a nearby underground area. He is currently invisible, due to the use of a dose of *dust of disappearance* spell, to avoid a potential conflict with the PCs who may have already encountered a hostile mind flayer (illithid) in the past. He does not show himself unless the PCs owe him a favor (debt). Otherwise, he simply keeps invisible.

Melavelonce is dreadfully mysterious but non-confrontational. The continued Derro presence is troubling to him and his society. He knows that there has been recent and increasing Derro activity on the surface and the PCs' presence is likely due to the fact. He is quite interested in knowing why the PCs are traversing these tunnels at this point in time. If the PCs inform Melavelonce of their mission, he is quite interested especially since the destruction of Derro city will aid his own race/society too.

PCs might have met Melavelonce in a previous scenario (*ULP1-04 Downward*, *ULP2-02 Further Downward*, *ULP3-03 Even Further Downward*, *ULP4-01 Even Further Downward Still*, *ULP5-03 Mind Games* and/or *ULP6-06 Mind Your Elders*). At this point in time, he does not have anything to offer the PCs, but realizing that they may very well not be returning to this underground world for quite some time, he decides to collect a debt from each PC who possesses one (*Debt to Melavelonce*). He gives each PC who owes him a favor a ring and asks

them to wear it during their current mission. Those PCs who agree gain the *Ring of Melavelonce*. Those PCs who initially refuse are reminded of the aid he previously gave to them. If they still refuse, they effectively gain *Enmity of Melavelonce*.

If the PCs attack Melavelonce he escapes through the use of various means (*teleport, dimension door*, flying away, etc.), as appropriate.

Once Melavelonce and the PCs have concluded their discussion, continue with the next encounter.

ENCOUNTER 6: GRELLS

Having spoken (once again) with a most interesting potential ally or possible enemy, you continue even further downward. The rest of the day is spent moving further along the tunnel, deeper into the Oerth below.

For those of you who are walking, each step seems like a countless, never-ending action as you proceed deeper into the darkness below.

Even the sleep from a night of rest does not aid you much to improving the weariness of tracking so far.

After a couple of hours after your evening rest, the twenty-foot wide and high tunnel opens up into a somewhat oval underground area with the greatest width being approximately one hundred feet and the greatest length being about sixty feet. A number of stalactites and stalagmites of varying size dot the room.

Conditions: No light, overwhelming stench of four smelling refuse, twenty-five foot high ceiling, room littered with stalactites and stalagmites (providing cover for the hiding grells).

Creatures: A grell is an aberration that resembles a giant, floating brain with tentacles.

APL 4 (EL 5)

Grell (2): hp 38 each; see *Appendix One*.

APL 6 (EL 7)

Grell (4): hp 38 each; see *Appendix Two*.

APL 8 (EL 9)

Advanced Grell (3): hp 117 each; see *Appendix Three*.

APL 10 (EL 11)

Advanced Grell (6): hp 117 each; see *Appendix Four*.

APL 12 (EL 13)

Advanced Grell (8): hp 135 each; see *Appendix Five*.

Tactics: Hiding above the entranceway and behind the larger stalactites and stalagmites are a number of grells. They attempt to wait in ambush for potential prey and when a suitable target passes, the grell tries to paralyze it with its tentacles. They attack the PCs until killed. If all the PCs are driven off and/or killed, they consume any left behind.

Treasure: This area is not the lair of the grells, but a successful search (DC 15) of the area nets the PCs a *crystal of adamant weaponry* (least – APL 4 & 6; lesser – APL 8 & 10; greater APL 12).

APL 4: L: 0 gp, C: 0 gp, M: *least crystal of adamant weaponry* (25 gp).

APL 6: L: 0 gp, C: 0 gp, M: *least crystal of adamant weaponry* (25 gp).

APL 8: L: 0 gp, C: 0 gp, M: *lesser crystal of adamant weaponry* (117 gp).

APL 10: L: 0 gp, C: 0 gp, M: *lesser crystal of adamant weaponry* (117 gp).

APL 12: L: 0 gp, C: 0 gp, M: *greater crystal of adamant weaponry* (283 gp).

When the PCs bypass or defeat the grells and press onward, continue with the next encounter.

ENCOUNTER 7: HORROS WITH HOOKS

While you have not seen the sun for well over a day now, it feels to about midday as you proceed even further downward still to your destination . . . rock bottom.

You travel deeper down the subterranean twenty-foot wide tunnel for four hours, when the tunnel opens in a somewhat circular room with a diameter of about fifty-five feet with a number of large alcoves.

Conditions: No light, overwhelming stench of decomposing flesh, twenty-foot high ceiling.

Creatures: A large-sized hook horror stands about 9 feet tall and weighs approximately 400 pounds. It has long, powerfully built arms and legs that end in wickedly curved hooks. Its head resembles a vulture's, with a monstrous beak and its torso is shaped like a beetle's body and covered with a rough, stonelike exoskeleton, studded with sharp, bony protuberances.

APL 4 (EL 6)

Hook Horror (1): hp 75; see *Appendix One*.

APL 6 (EL 8)

Hook Horror (2): hp 75 each; see *Appendix Two*.

APL 8 (EL 10)

Hook Horror (4): hp 75 each; see *Appendix Three*.

APL 10 (EL 12)

Advanced Hook Horror (3): hp 162 each; see *Appendix Four*.

APL 12 (EL 14)

Advanced Hook Horror (3): hp 234 each; see *Appendix Five*.

Tactics: The hook horrors hide in the alcoves, of which there are four, until they can attempt to attack any passerby from surprise.

Treasure: This area is not the lair of the grells, but a successful search (DC 15) of the area nets the PCs six *stench stones* and (DC 20) one *pearl of brain lock*.

APL 4-12: L: 0 gp, C: 0 gp, M: 6 *stench stone* (25 gp each); *pearl of brain lock* (75 gp).

When the PCs bypass or defeat the hook horrors and press onward, continue with the next encounter.

ENCOUNTER 8: DESTRUCTION AT ROCK BOTTOM

Having dealt with your second group of underground opponents, you press further onward for another two hours before reaching your destination . . . rock bottom. It has been a long exhausted trip and while you cannot see the open night sky, the tiredness in your body tells you that it must be nighttime.

The PCs have reached the location where the alchemical substances should be placed to collapse the tunnel, which is estimated to lead to the destruction of the Derro city directly above.

The PCs have the option of resting before collapsing the tunnel. While this might be nerve wracking and seemingly dangerous, especially since they are merely in a two-foot wide and high tunnel not an open area, if the PCs decide to do so, they are able to rest without incident.

Setting up the alchemical substance in the tunnel takes a minimum of one hour. To reach this goal, have each PC in the party make the following skill checks (and PCs cannot take 10 or 20 on these rolls):

- Knowledge: Nature (DC 10)
- Concentration (DC 10)
- Craft: Alchemy (DC 15)
- Spot (DC 15)
- Listen (DC 15)

If one PC from the party is successful on the skill check, the entire party passes that check. However, if none of the PCs are successful on a particular skill check, they must all retry with an additional 15 minutes added to the time to setup the alchemical substances in the tunnel. Also, if applicable, for the first four failures, scare the players rolling some dice, as if for a potential wandering monster encounter. After the fifth failure, if time allows, there is a 20% chance that a number of hungry umber hulks enter the area and combat the PCs. Please see Encounter Four for details on the umber hulks. The percent chance increases by 20% for every failure after the fourth, so after the ninth failure, the random umber hulk combat is automatic.

Once the alchemical substances are setup, the PCs have ten minutes to leave the immediate area or be trapped within thousands of pounds of earth and stone.

Remember, the earth and stone in the tunnels contains deposits of lead that blocks magical travel, such as *teleport* and *dimension door*, over any distance over two hundred feet horizontally and/or fifty feet vertically. But the PCs can use other forms of magic to aid them in quickly escaping the tunnels.

When the PCs leave the area, continue with the next encounter.

ENCOUNTER 9: THE RACE BACK

Having setup the alchemical substances to collapse the tunnel that lies deep beneath the Derro city, you quickly start to race back down the tunnel you took to get to this location. After about ten minutes, you hear a loud rumbling from behind you that flows towards you until it is underneath your feet. As it does so, the ground violently shakes beneath you.

Have each PC make a Balance check (DC 10+APL) to avoid being thrown to the ground. Those PCs who fail this skill check take 2d6 points of non-lethal damage; while those that fail this check by more than five take 4d6 points of non-lethal damage.

After a minute, the rumbling and shaking of the ground cease. Continue with the following:

Stabilizing yourself on hard ground beneath you, you continue to quickly race back to the surface down the twenty-foot wide tunnel.

After a period of time, depending on the movement rate of the party, the PCs encounter a group of Derro. (However, if they delay by more than two hours, provided time allows, a group of hungry umber hulks, see Encounter Four, move into their area and attack seeking to devour the tiny morals, known as the PCs.) Check the chart below to determine the time until the PCs meet up with the Derro.

Movement Rate of PCs	Total Time
15 feet	6 hours
20 feet	4.5 hours
30 feet	3 hours
40 feet	2.25 hours
60 feet	1.5 hours

The Derro come from a side passage sixty feet ahead of the PCs.

Conditions: Dim light (30 feet illumination) from glowing moss, twenty-foot wide and high tunnel, fifteen-foot wide and high side-tunnel.

Creatures: Derro are small, stocky dwarflike creatures with pale blue-white skin and bulbous white eyes that have no irises or pupils. Their hair

is coarse and white with a long mustache that droops past their chin.

If any of the Derro are captured, they only madly state that the PCs are intruders and must be enslaved for their own good.

APL 4 (EL 7)

Derro (3): hp 18 each; see *Monster Manual*; page 49.

Naviz: Male derro Sor1; hp 27; see *Appendix One*.

APL 6 (EL 9)

Derro (3): hp 18 each; see *Monster Manual*; page 49.

Naviz: Male derro Sor5; hp 45; see *Appendix Two*.

APL 8 (EL 11)

Derro (6): hp 18 each; see *Monster Manual*; page 49.

Naviz: Male derro Sor7; hp 54; see *Appendix Three*.

APL 10 (EL 13)

Derro Rogue (3): Male derro Rog6; hp 52 each; see *Appendix Four*.

Naviz: Male derro Sor7; hp 54; see *Appendix Four*.

APL 12 (EL 15)

Derro Rogue (6): Male derro Rog6; hp 52 each; see *Appendix Five*.

Naviz: Male derro Sor9; hp 63; see *Appendix Five*.

Tactics: The Derro fight to the death while attempting to capture the PCs during their skirmish, but do not hesitate to kill anyone if such a result means their continued survival.

APL 4: The standard Derro fire poisoned crossbow bolts with their masterwork repeating light crossbow at the least armored PCs and attempt to blow any PC from getting to Naviz. Meanwhile Naviz starts off by casting/using the following spells/spell-like abilities in this order: *sleep* (centered on fighters), *slow* (from wand on fighters), then *sound burst* (on wizards/sorcerers).

APL 6: The standard Derro fire poisoned crossbow bolts with their masterwork repeating light crossbow at the least armored PCs and attempt to blow any PC from getting to Naviz.

Meanwhile Naviz starts off by casting/using the following spells/spell-like abilities in this order: *ray of enfeeblement* (on fighter), *slow* (from wand on fighters), then *Tasha's hideous laughter* (on fighter).

APL 8: The standard Derro fire poisoned crossbow bolts with their masterwork repeating light crossbow at the least armored PCs and attempt to blow any PC from getting to Naviz. Meanwhile Naviz starts off by casting/using the following spells/spell-like abilities in this order: *ray of deep slumber* (centered on fighters), *slow* (from wand on fighters), then *suggestion* (on fighter).

APL 10: The Derro rogues fire poisoned crossbow bolts with their masterwork repeating light crossbow at the least armored PCs and attempt to blow any PC from getting to Naviz. Meanwhile Naviz starts off by casting/using the following spells/spell-like abilities in this order: *ray of deep slumber* (centered on fighters), *slow* (from wand on fighters), then *suggestion* (on fighter).

APL 12: The Derro rogues fire poisoned crossbow bolts with their masterwork repeating light crossbow at the least armored PCs and attempt to blow any PC from getting to Naviz. Meanwhile Naviz starts off by casting/using the following spells/spell-like abilities in this order: *ray of confusion* (on fighter), *slow* (from wand on fighters), then *crushing despair* (on fighter).

APL 4: L: 82 gp, C: 0 gp, M: *scroll of snake's swiftness* (13 gp), *wand of slow* (938 gp).

APL 4: L: 82 gp, C: 0 gp, M: *ring of protection* +1 (167 gp), *scroll of mass snake's swiftness* (31 gp), *wand of slow* (938 gp).

APL 8: L: 158 gp, C: 0 gp, M: *cloak of charisma* +2 (333 gp), *ring of protection* +1 (167 gp), *scroll of distract* (2 gp), *scroll of mass snake's swiftness* (31 gp), *wand of slow* (938 gp).

APL 10: L: 307 gp, C: 0 gp, M: *cloak of charisma* +4 (1333 gp), *ring of protection* +1 (167 gp), *scroll of distract* (2 gp), *scroll of mass snake's swiftness* (31 gp), *scroll of viscid glob* (94 gp), *wand of slow* (938 gp).

APL 12: L: 608 gp, C: 0 gp, M: *cloak of charisma* +6 (3000 gp), *ring of protection* +1 (167 gp), *scroll of distract* (2 gp), *scroll of entropy* (138 gp), *scroll of mass snake's swiftness* (31 gp), *scroll of viscid glob* (94 gp), *wand of slow* (938 gp).

ENCOUNTER 10: ENMITY

This encounter only occurs if the PCs were successful in setting off the explosion, thus destroying the Derro city, and one of the PCs has the *Enmity of Melavelonce* from ULP3-03 *Even Further Downward*, ULP4-01 *Even Further Downward Still* or Encounter Five of this scenario.

As the PCs are returning to the surface, those with the *Enmity of Melavelonce* are approached by a lone grimlock, who hands them a sheet of parchment. (Please provide the players with Player's Handout #2.) If attacked, he does not defend himself but does attempt to flee. If followed, he immediately stops and waits for the PCs to proceed onward to the surface. If questioned, he merely points at the note.

CONCLUSION

Read the appropriate conclusion.

CONCLUSION: SUCCESS

With the tunnel having been successfully collapsed and the Derro city likely destroyed, you continue your trek to the surface without incident.

Upon reaching the surface, you are greeted by not only Gorlus Oxem but Dimble "Cloak" Beren. The latter pulls you into a tent on the edge of the Royal Army and Mine Ranger camp.

He informs you that initial reports indicate that the Derro city has been completely destroyed and while a few survivors might have escaped, the Derro threat has been greatly lessened due to your efforts.

You are thanked and informed that you have been rewarded by the Mine Rangers with a thanks and/or commendation as appropriate.

Non-Mine Ranger PCs gain the *Thanks of the Mine Rangers*, while Mine Ranger PCs gain the both the *Thanks* and *Commendation of the Mine Rangers*.

CONCLUSION: FAILURE

While you tried in unrest, your efforts did not lead to success. How this will effect the war efforts with the Pomarj and the Principality of Ulek as a whole, time can only tell.

EPILOGUE

“Grimstone, we cannot allow the surface dwellers to continue explorations in our world. While their assistance has been helpful in the past, they must be eliminated or they might interfere with my master plan.” The voice seems to be talking to himself, rather than directed at his companion.

CAMPAIGN CONSEQUENCES

Please ensure to complete the Critical Event Summary appendix and return it to the Principality of Ulek Triad.

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 Six

Defeat Grells

- APL 4: 150 xp.
- APL 6: 210 xp.
- APL 8: 270 xp.
- APL 10: 330 xp.
- APL 12: 390 xp.

Encounter Seven

Defeat Hook Horrors

- APL 4: 180 xp.
- APL 6: 240 xp.
- APL 8: 300 xp.
- APL 10: 360 xp.
- APL 12: 420 xp.

Encounter Nine

Defeat Derro

- APL 4: 210 xp.
- APL 6: 270 xp.

APL 8: 330 xp.

APL 10: 390 xp.

APL 12: 450 xp.

Story Award

Successfully set off explosion

- APL 4: 105 xp.
- APL 6: 150 xp.
- APL 8: 195 xp.
- APL 10: 240 xp.
- APL 12: 285 xp.

Discretionary roleplaying award

- APL 4: 30 xp.
- APL 6: 30 xp.
- APL 8: 30 xp.
- APL 10: 30 xp.
- APL 12: 30 xp.

Total possible experience

- APL 4: 675 xp.
- APL 6: 900 xp.
- APL 8: 1125 xp.
- APL 10: 1350 xp.
- APL 12: 1575 xp.

TREASURE SUMMARY

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

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional 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 Three:

APL 4: L: 39 gp, C: 0 gp, M: 0 gp.

APL 6: L: 39 gp, C: 0 gp, M: 0 gp.

APL 8: L: 39 gp, C: 0 gp, M: 0 gp.

APL 10: L: 39 gp, C: 0 gp, M: 0 gp.

APL 12: L: 39 gp, C: 0 gp, M: 0 gp.

Encounter 6:

APL 4: L: 0 gp, C: 0 gp, M: *least crystal of adamant weaponry* (25 gp).

APL 6: L: 0 gp, C: 0 gp, M: *least crystal of adamant weaponry* (25 gp).

APL 8: L: 0 gp, C: 0 gp, M: *lesser crystal of adamant weaponry* (117 gp).

APL 10: L: 0 gp, C: 0 gp, M: *lesser crystal of adamant weaponry* (117 gp).

APL 12: L: 0 gp, C: 0 gp, M: *greater crystal of adamant weaponry* (283 gp).

Encounter 7:

APL 4-12: L: 0 gp, C: 0 gp, M: 6 *stench stone* (25 gp each); *pearl of brain lock* (75 gp).

Encounter 9:

APL 4: L: 82 gp, C: 0 gp, M: *scroll of snake's swiftness* (13 gp), *wand of slow* (938 gp).

APL 4: L: 82 gp, C: 0 gp, M: *ring of protection +1* (167 gp), *scroll of mass snake's swiftness* (31 gp), *wand of slow* (938 gp).

APL 8: L: 158 gp, C: 0 gp, M: *cloak of charisma +2* (333 gp), *ring of protection +1* (167 gp), *scroll of distract* (2 gp), *scroll of mass snake's swiftness* (31 gp), *wand of slow* (938 gp).

APL 10: L: 307 gp, C: 0 gp, M: *cloak of charisma +4* (1333 gp), *ring of protection +1* (167 gp), *scroll of distract* (2 gp), *scroll of mass snake's swiftness* (31 gp), *scroll of viscid glob* (94 gp), *wand of slow* (938 gp).

APL 12: L: 608 gp, C: 0 gp, M: *cloak of charisma +6* (3000 gp), *ring of protection +1* (167 gp), *scroll of distract* (2 gp), *scroll of entropy* (138 gp), *scroll of mass snake's swiftness* (31 gp), *scroll of viscid glob* (94 gp), *wand of slow* (938 gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 4: L: 121 gp, C: 0 gp, M: 1201 gp – Total: 1322 gp (650 gp).

APL 6: L: 121 gp, C: 0 gp, M: 1386 gp – Total: 1507 gp (900 gp).

APL 8: L: 197 gp, C: 0 gp, M: 1813 gp – Total: 2010 gp (1,300 gp).

APL 10: L: 346 gp, C: 0 gp, M: 2907 gp – Total: 3253 gp (2,300 gp).

APL 12: L: 647 gp, C: 0 gp, M: 4878 gp – Total: 5525 gp (3,300 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

Thanks of the Mine Rangers: You have assisted in destroying an underground city of evil Derro. To thank the PC for their help, the Mine Rangers give the PC access (Frequency: Regional) to purchase one of each of the following armor upgrades from MIC: crystals (least, lesser) – *adamant armor*,

stamina; special abilities (standard, improved, greater) – *balance*, *stamina*. Mark each upgrade as USED when it has been purchased.

Commendation of the Mine Rangers: You, a member of the Mine Rangers, have assisted in destroying an underground city of evil Derro. To thank this PC for their help, the Mine Rangers gives the PC access (Frequency: Regional) to purchase one of each of the following magic items from MIC: *amulet of toxin delay*, *goggles of night* (DMG), *goggles of the ebon hunter*, *rock boots*, *rope of stone*, *vanguard treads*. Mark each item as USED when it has been purchased.

Diary of Phistercrodheer: The pages of this diary are of the highest quality. The leather cover is a dark brown. Written with the utmost care are the life experiences of Phistercrodheer for the last eight years. There are a plethora of fascinating stories and events detailed within in the dairy, included witnessing the death of Volimar Corond and seeing the twin grandsons of Prince Olinstaad Corond, Saroenn and Kroclobam. The tone of the entries change about two years ago. The last entry within the diary notes that Phistercrodheer was readying himself for a long journey home after wandering aimless about after his travels to the northlands.

Market Price: 70 gp; *Weight:* 2 lbs.

Ring of Melavelonce: This magical ring has been given to you by the mindflayer (illithid) Melavelonce as part of your payment back to him from previous debts. It functions as a *ring of protection* +2, but cannot be removed in anyway. It radiates of faint abjuration and divination. Who knows what power this ring might give to Melavelonce over you?

Faint Abjuration & Divination; CL 16th; *Prerequisites:* can't be crafted; *Market Price:* can't be sold or bought; *Weight:* 0 lbs.

Item Access

APL 4:

- *Arcane/Divine Scroll of Snake's Swifttness* (CL 3rd; Adventure; Spell Compendium)
- *Crystal of Adamant Weaponry, Least* (Adventure; Magic Item Compendium)
- *Diary of Phistercrodheer* (Adventure; See above)
- *Pearl of Brain Lock* (Adventure; Magic Item Compendium; Limit 3)

- *Stench Stone* (Adventure; Magic Item Compendium; Limit 3)
- *Wand of Slow* (CL 5th, Adventure; Dungeon Master Guide)

APL 6:

- *Arcane/Divine Scroll of Mass Snake's Swifttness* (CL 5th; Adventure; Spell Compendium)

APL 8:

- *Arcane Scroll of Distract* (CL 1st; Adventure; Spell Compendium)
- *Lesser crystal of adamant weaponry* (Adventure; MIC)

APL 10:

- *Arcane Scroll of Viscid Glob* (CL 9th; Adventure; Spell Compendium)

APL 12:

- *Arcane Scroll of Ray of Entropy* (CL 11th; Adventure; Spell Compendium)
- *Crystal of Adamant Weaponry, Greater* (Adventure; Magic Item Compendium; Limit 1)

APPENDIX 1 – APL 4

ENCOUNTER 6

GRELL *

CR 3

* Monster Manual II / 121-122

NE Medium aberration

Init +2; **Senses** blindsight 60 ft.; Listen +4, Spot +4

Languages None

AC 16, touch 12, flat-footed 14

(+2 Dex, +4 natural)

hp 38 (5d8+10 HD)

Immune electricity, paralysis

Fort +3, **Ref** +3, **Will** +4

Speed base movement 5 ft., fly 30 ft. (perfect);

Melee 10 tentacles +4 (1d4+1 plus paralyzation) and bite –1 (2d4)

Space 5 ft.; **Reach** 5 ft. (10 ft. with tentacles)

Base Atk +3; **Grp** +20

Atk Options Flyby Attack, improved grab, paralysis, tentacles

Abilities Str 12, Dex 14, Con 14, Int 10, Wis 11, Cha 9

SQ blindsight 60 ft., flight, immunities

Feats Flyby Attack, Stealthy

Skills Hide +10, Listen +4, Move Silently +10, Spot +4,

Flight (Ex) A grell continuously produces an effect like that of the *fly* spell, which it can use to move at a speed of 30 feet (perfect maneuverability). It also grants the grell a permanent *feather fall* effect with personal range.

Improved Grab (Ex) If a grell hits an opponent that is at least one size category smaller than itself with a tentacle attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it has the option to conduct the grapple normally, or simply use a single tentacle to hold the opponent (-20 penalty on grapple check, but the grell is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals tentacle damage.

Paralysis (Ex) Any creature hit by a grell's tentacle must make a Fortitude save (DC 14) or be paralyzed for 4 rounds.

Tentacles An opponent can attack a grell's tentacles as if they were weapons--see Sunder, in Chapter 8 of the *PHB*. A grell's tentacles have 10 hit points each. If a grell is currently grappling a target with that tentacle, it usually uses another limb to make its attack of opportunity against the sunder attempt. Severing a grell's tentacles deals damage to the creature equal to half the limb's hit points. A grell regrows severed limbs in one day.

Skills A grell gains a +2 racial bonus on Hide and Move Silently checks.

ENCOUNTER 7

HOOK HORROR *

CR 6

* Monster Manual II / 126-127

N Large aberration

Init +3; **Senses** Listen +8, Spot +1

Languages Undercommon

AC 22, touch 12, flat-footed 19

(-1 size, +3 Dex, +10 natural)

hp 75 (10d8+20 HD)

Fort +5, **Ref** +6, **Will** +8

Speed base movement 20 ft., climb 20 ft.;

Melee 2 claws +13 (1d6+7) and bite +8 (2d6+3)

Space 10 ft.; **Reach** 10 ft.

Base Atk +7; **Grp** +18

Atk Options Improved grab, power sunder, rending bite

Abilities Str 24, Dex 17, Con 14, Int 7, Wis 12, Cha 9

SQ blindsense 60 ft., light vulnerability

Feats Cleave, Improved Trip, Power Attack, Skill Focus (Listen).

Skills Climb +16, Hide +11, Jump +11, Listen +8

Improved Grab (Ex) If a hook horror hits an opponent that is at least one size category smaller than itself with both claw attacks, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it automatically hits with its rending bite attack on the same round. (This replaces its normal bite attack for that round.) There after, the hook horror has the option to conduct the grapple normally, or simply use its claws to hold the opponent (-20 penalty on grapple check but the hook horror is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals damage for both claw attacks and a rending bit.

Light Sensitivity (Ex) Exposure to bright light (such as sunlight or a *daylight* spell) imposes a -2 penalty on a hook horror's attack rolls.

Power Sunder (Ex) A hook horror attempting to strike a foe's weapon or shield does not incur an attack of opportunity. On a successful power sunder attack, a hook horror deals double damage.

Rending Bite (Ex) A hook horror can automatically bit a grabbed foe for 3d6+10 points of damage.

Skills A hook horror receives a +8 racial bonus on Hide checks when in subterranean areas.

ENCOUNTER 9

NAVIZ

CR 4

Male Derro sorcerer 1

CE Small monstrous humanoid

Init +6; **Senses** Listen +1, Spot -3

Languages Undercommon

AC 19, touch 13, flat-footed 17

(+1 size, +2 Dex, +4 armor, +2 natural)
hp 27 (3d8+1d4+8 HD)
SR 15
Fort +3, **Ref** +5, **Will** +11
Weakness vulnerability to sunlight

Speed base movement 20 ft.
Melee dagger +3 (1d3 plus poison/19-20)
Ranged dagger +5 (1d3 plus poison/19-20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +3; **Grp** -1
Atk Options poison-use, spell-like abilities, sneak attack +1d6
Combat Gear *wand of slow* (DC 14), *scroll of snake's swiftness*
Sorcerer Spells Known (CL 1st):
 1st (5/day)—*mage armor* ‡, *sleep* (DC 17)
 0 (5/day)—*daze* (DC 16), *detect magic*, *detect poison*, *flare* (DC 16)
 ‡ Already cast
Spell-Like Abilities (CL 4th):
 At Will—*darkness*, *ghost sound*
 1/day—*daze* (DC 16), *sound burst* (DC 18)

Abilities Str 10, Dex 14, Con 14, Int 10, Wis 4, Cha 22
SQ madness, spell resistance 15, vulnerability to sunlight
Feats Blind-Fight, Improved Initiative
Skills Bluff +8, Concentration +4, Hide +12, Listen +1, Move Silently +10, Spot -3
Possessions combat gear plus 2 daggers, diary of Phistercrodheer, spell component pouch

Madness (Ex) Derro use their Charisma modifier on Will saves instead of their Wisdom modifier, and have immunity to *confusion* and *insanity* effects. A derro cannot be restored to sanity by any means short of a *miracle* or *wish* spell.
Poison Use (Ex) Applied to their crossbow bolts is Medium monstrous spider venom (DC 14 Fortitude save resists, 1d4 Str/1d4 Str).
Sneak Attack (Ex) Any time a derro's opponent is denied his Dexterity bonus to AC, or if a derro flanks his opponent, he deals an extra 1d6 points of damage. This ability is just like the rogue's sneak attack and subject to the same limitations.
Vulnerability to Sunlight (Ex) A derro takes 1 point of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per every 24-hour period spent underground or otherwise sheltered from the sun.
Skills Derro have a +4 racial bonus on Hide and Move Silently checks.

APPENDIX 2 – APL 6

ENCOUNTER 6

GRELL *

CR 3

* Monster Manual II / 121-122

NE Medium aberration

Init +2; **Senses** blindsight 60 ft.; Listen +4, Spot +4

Languages None

AC 16, touch 12, flat-footed 14

(+2 Dex, +4 natural)

hp 38 (5d8+10 HD)

Immune electricity, paralysis

Fort +3, **Ref** +3, **Will** +4

Speed base movement 5 ft., fly 30 ft. (perfect);

Melee 10 tentacles +4 (1d4+1 plus paralyzation) and bite –1 (2d4)

Space 5 ft.; **Reach** 5 ft. (10 ft. with tentacles)

Base Atk +3; **Grp** +20

Atk Options Flyby Attack, improved grab, paralysis, tentacles

Abilities Str 12, Dex 14, Con 14, Int 10, Wis 11, Cha 9

SQ blindsight 60 ft., flight, immunities

Feats Flyby Attack, Stealthy

Skills Hide +10, Listen +4, Move Silently +10, Spot +4,

Flight (Ex) A grell continuously produces an effect like that of the *fly* spell, which it can use to move at a speed of 30 feet (perfect maneuverability). It also grants the grell a permanent *feather fall* effect with personal range.

Improved Grab (Ex) If a grell hits an opponent that is at least one size category smaller than itself with a tentacle attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it has the option to conduct the grapple normally, or simply use a single tentacle to hold the opponent (-20 penalty on grapple check, but the grell is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals tentacle damage.

Paralysis (Ex) Any creature hit by a grell's tentacle must make a Fortitude save (DC 14) or be paralyzed for 4 rounds.

Tentacles An opponent can attack a grell's tentacles as if they were weapons--see Sunder, in Chapter 8 of the *PHB*. A grell's tentacles have 10 hit points each. If a grell is currently grappling a target with that tentacle, it usually uses another limb to make its attack of opportunity against the sunder attempt. Severing a grell's tentacles deals damage to the creature equal to half the limb's hit points. A grell regrows severed limbs in one day.

Skills A grell gains a +2 racial bonus on Hide and Move Silently checks.

ENCOUNTER 7

HOOK HORROR *

CR 6

* Monster Manual II / 126-127

N Large aberration

Init +3; **Senses** Listen +8, Spot +1

Languages Undercommon

AC 22, touch 12, flat-footed 19

(-1 size, +3 Dex, +10 natural)

hp 75 (10d8+20 HD)

Fort +5, **Ref** +6, **Will** +8

Speed base movement 20 ft., climb 20 ft.;

Melee 2 claws +13 (1d6+7) and bite +8 (2d6+3)

Space 10 ft.; **Reach** 10 ft.

Base Atk +7; **Grp** +18

Atk Options Improved grab, power sunder, rending bite

Abilities Str 24, Dex 17, Con 14, Int 7, Wis 12, Cha 9

SQ blindsense 60 ft., light vulnerability

Feats Cleave, Improved Trip, Power Attack, Skill Focus (Listen).

Skills Climb +16, Hide +11, Jump +11, Listen +8

Improved Grab (Ex) If a hook horror hits an opponent that is at least one size category smaller than itself with both claw attacks, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it automatically hits with its rending bite attack on the same round. (This replaces its normal bite attack for that round.) There after, the hook horror has the option to conduct the grapple normally, or simply use its claws to hold the opponent (-20 penalty on grapple check but the hook horror is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals damage for both claw attacks and a rending bit.

Light Sensitivity (Ex) Exposure to bright light (such as sunlight or a *daylight* spell) imposes a -2 penalty on a hook horror's attack rolls.

Power Sunder (Ex) A hook horror attempting to strike a foe's weapon or shield does not incur an attack of opportunity. On a successful power sunder attack, a hook horror deals double damage.

Rending Bite (Ex) A hook horror can automatically bit a grabbed foe for 3d6+10 points of damage.

Skills A hook horror receives a +8 racial bonus on Hide checks when in subterranean areas.

ENCOUNTER 9

NAVIZ

CR 8

Male Derro sorcerer 5

CE Small monstrous humanoid

Init +6; **Senses** Listen +1, Spot -3

Languages Undercommon

AC 20, touch 14, flat-footed 18

(+1 size, +2 Dex, +4 armor, +1 deflection, +2 natural)
hp 45(3d8+5d4+16 HD)
SR 15
Fort +4, **Ref** +6, **Will** +12
Weakness vulnerability to sunlight

Speed base movement 20 ft.
Melee dagger +5 (1d3 plus poison/19-20)
Ranged dagger +7 (1d3 plus poison/19-20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +5; **Grp** +1
Atk Options poison-use, spell-like abilities, sneak attack +1d6
Combat Gear *wand of slow* (DC 14), *scroll of mass snake's swiftness*
Sorcerer Spells Known (CL 5th):
 2nd (6/day)—*daze monster* (DC 19), *Tasha's hideous laughter* (DC 19)
 1st (8/day)—*mage armor* ‡, *sleep* (DC 18), *ray of clumsiness*, *ray of enfeeblement*
 0 (6/day)—*arcane mark*, *daze* (DC 17), *detect magic*, *detect poison*, *flare* (DC 16), *read magic*
 ‡ Already cast
Spell-Like Abilities (CL 8th):
 At Will—*darkness*, *ghost sound*
 1/day—*daze* (DC 16), *sound burst* (DC 18)

Abilities Str 10, Dex 14, Con 14, Int 10, Wis 4, Cha 23
SQ madness, spell resistance 15, vulnerability to sunlight
Feats Blind-Fight, Improved Initiative, Spell Focus (enchantment)
Skills Bluff +10, Concentration +10, Hide +12, Listen +1, Move Silently +10, Spot -3
Possessions combat gear plus *ring of protection* +1, 2 daggers, diary of Phistercrodeheer, spell component pouch

Madness (Ex) Derro use their Charisma modifier on Will saves instead of their Wisdom modifier, and have immunity to *confusion* and *insanity* effects. A derro cannot be restored to sanity by any means short of a *miracle* or *wish* spell.
Poison Use (Ex) Applied to their crossbow bolts is Medium monstrous spider venom (DC 14 Fortitude save resists, 1d4 Str/1d4 Str).
Sneak Attack (Ex) Any time a derro's opponent is denied his Dexterity bonus to AC, or if a derro flanks his opponent, he deals an extra 1d6 points of damage. This ability is just like the rogue's sneak attack and subject to the same limitations.
Vulnerability to Sunlight (Ex) A derro takes 1 point of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per every 24-hour period spent underground or otherwise sheltered from the sun.
Skills Derro have a +4 racial bonus on Hid and Move Silently checks.

APPENDIX 3 – APL 8

ENCOUNTER 6

ADVANCED GRELL*

CR 6

* Monster Manual II / 121-122

NE Large aberration

Init +1; **Senses** blindsight 60 ft.; Listen +4, Spot +4

Languages None

AC 16, touch 10, flat-footed 15

(-1 size, +1 Dex, +6 natural)

hp 117 (13d8+52 HD)

Immune electricity, paralysis

Fort +8, **Ref** +5, **Will** +8

Speed base movement 5 ft., fly 30 ft. (perfect);

Melee 10 tentacles +14 (1d8+5 plus paralyzation) and bite +8 (2d6+2)

Space 10 ft.; **Reach** 10 ft. (15 ft. with tentacles)

Base Atk +9; **Grp** +30

Atk Options Flyby Attack, improved grab, paralysis, tentacles

Abilities Str 20, Dex 12, Con 18, Int 10, Wis 11, Cha 9

SQ blindsight 60 ft., flight, immunities

Feats Ability Focus (paralysis), Flyby Attack, Improved Natural Attack (tentacle), Stealthy, Weapon Focus (tentacle)

Skills Hide +13, Listen +4, Move Silently +17, Spot +4,

Flight (Ex) A grell continuously produces an effect like that of the *fly* spell, which it can use to move at a speed of 30 feet (perfect maneuverability). It also grants the grell a permanent *feather fall* effect with personal range.

Improved Grab (Ex) If a grell hits an opponent that is at least one size category smaller than itself with a tentacle attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it has the option to conduct the grapple normally, or simply use a single tentacle to hold the opponent (-20 penalty on grapple check, but the grell is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals tentacle damage.

Paralysis (Ex) Any creature hit by a grell's tentacle must make a Fortitude save (DC 22) or be paralyzed for 4 rounds.

Tentacles An opponent can attack a grell's tentacles as if they were weapons--see Sunder, in Chapter 8 of the *PHB*. A grell's tentacles have 10 hit points each. If a grell is currently grappling a target with that tentacle, it usually uses another limb to make its attack of opportunity against the sunder attempt. Severing a grell's tentacles deals damage to the creature equal to half the limb's hit points. A grell regrows severed limbs in one day.

Skills A grell gains a +2 racial bonus on Hide and Move Silently checks.

ENCOUNTER 7

HOOK HORROR *

CR 6

* Monster Manual II / 126-127

N Large aberration

Init +3; **Senses** Listen +8, Spot +1

Languages Undercommon

AC 22, touch 12, flat-footed 19

(-1 size, +3 Dex, +10 natural)

hp 75 (10d8+20 HD)

Fort +5, **Ref** +6, **Will** +8

Speed base movement 20 ft., climb 20 ft.;

Melee 2 claws +13 (1d6+7) and bite +8 (2d6+3)

Space 10 ft.; **Reach** 10 ft.

Base Atk +7; **Grp** +18

Atk Options Improved grab, power sunder, rending bite

Abilities Str 24, Dex 17, Con 14, Int 7, Wis 12, Cha 9

SQ blindsense 60 ft., light vulnerability

Feats Cleave, Improved Trip, Power Attack, Skill Focus (Listen).

Skills Climb +16, Hide +11, Jump +11, Listen +8

Improved Grab (Ex) If a hook horror hits an opponent that is at least one size category smaller than itself with both claw attacks, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it automatically hits with its rending bite attack on the same round. (This replaces its normal bite attack for that round.) There after, the hook horror has the option to conduct the grapple normally, or simply use its claws to hold the opponent (-20 penalty on grapple check but the hook horror is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals damage for both claw attacks and a rending bit.

Light Sensitivity (Ex) Exposure to bright light (such as sunlight or a *daylight* spell) imposes a -2 penalty on a hook horror's attack rolls.

Power Sunder (Ex) A hook horror attempting to strike a foe's weapon or shield does not incur an attack of opportunity. On a successful power sunder attack, a hook horror deals double damage.

Rending Bite (Ex) A hook horror can automatically bit a grabbed foe for 3d6+10 points of damage.

Skills A hook horror receives a +8 racial bonus on Hide checks when in subterranean areas.

ENCOUNTER 9

NAVIZ

CR 10

Male Derro sorcerer 7

CE Small monstrous humanoid

Init +6; **Senses** Listen +1, Spot -3

Languages Undercommon

AC 20, touch 14, flat-footed 18

(+1 size, +2 Dex, +4 armor, +1 deflection, +2 natural)
hp 54(3d8+7d4+20 HD)
SR 15
Fort +5, **Ref** +7, **Will** +14
Weakness vulnerability to sunlight

Speed base movement 20 ft.
Melee dagger +6/+1 (1d3 plus poison/19-20)
Ranged dagger +8/+3 (1d3 plus poison/19-20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +6; **Grp** +2
Atk Options poison-use, spell-like abilities, sneak attack +1d6
Combat Gear *wand of slow* (DC 14), *scroll of mass snake's swiftness*, *scroll of viscid glob* (DC 17)
Sorcerer Spells Known (CL 7th):
3rd (5/day)—*deep slumber* (DC 22), *suggestion* (DC 22)
2nd (8/day)—*daze monster* (DC 21), *Tasha's hideous laughter* (DC 21), *touch of idiocy*
1st (8/day)—*charm person* (DC 20), *mage armor* ‡, *sleep* (DC 20), *ray of clumsiness*, *ray of enfeeblement*
0 (6/day)—*arcane mark*, *daze* (DC 19), *detect magic*, *detect poison*, *flare* (DC 17), *mage hand*, *read magic*
‡ Already cast
Spell-Like Abilities (CL 10th):
At Will—*darkness*, *ghost sound*
1/day—*daze* (DC 17), *sound burst* (DC 19)

Abilities Str 10, Dex 14, Con 14, Int 10, Wis 4, Cha 25
SQ madness, spell resistance 15, vulnerability to sunlight
Feats Blind-Fight, Greater Spell Focus (enchantment), Improved Initiative, Spell Focus (enchantment)
Skills Bluff +12, Concentration +12, Hide +12, Listen +1, Move Silently +10, Spot -3
Possessions combat gear plus *cloak of charisma* +2, *ring of protection* +1, 2 daggers, diary of Phistercrodheer, spell component pouch

Madness (Ex) Derro use their Charisma modifier on Will saves instead of their Wisdom modifier, and have immunity to *confusion* and *insanity* effects. A derro cannot be restored to sanity by any means short of a *miracle* or *wish* spell.
Poison Use (Ex) Applied to their crossbow bolts is Medium monstrous spider venom (DC 14 Fortitude save resists, 1d4 Str/1d4 Str).
Sneak Attack (Ex) Any time a derro's opponent is denied his Dexterity bonus to AC, or if a derro flanks his opponent, he deals an extra 1d6 points of damage. This ability is just like the rogue's sneak attack and subject to the same limitations.
Vulnerability to Sunlight (Ex) A derro takes 1 point of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per every 24-hour period spent underground or otherwise sheltered from the sun.
Skills Derro have a +4 racial bonus on Hide and Move Silently checks.

APPENDIX 4 – APL 10

ENCOUNTER 6

ADVANCED GRELL*

CR 6

* Monster Manual II / 121-122

NE Large aberration

Init +1; **Senses** blindsight 60 ft.; Listen +4, Spot +4

Languages None

AC 16, touch 10, flat-footed 15

(-1 size, +1 Dex, +6 natural)

hp 117 (13d8+52 HD)

Immune electricity, paralysis

Fort +8, **Ref** +5, **Will** +8

Speed base movement 5 ft., fly 30 ft. (perfect);

Melee 10 tentacles +14 (1d8+5 plus paralyzation) and bite +8 (2d6+2)

Space 10 ft.; **Reach** 10 ft. (15 ft. with tentacles)

Base Atk +9; **Grp** +30

Atk Options Flyby Attack, improved grab, paralysis, tentacles

Abilities Str 20, Dex 12, Con 18, Int 10, Wis 11, Cha 9

SQ blindsight 60 ft., flight, immunities

Feats Ability Focus (paralysis), Flyby Attack, Improved Natural Attack (tentacle), Stealthy, Weapon Focus (tentacle)

Skills Hide +13, Listen +4, Move Silently +17, Spot +4,

Flight (Ex) A grell continuously produces an effect like that of the *fly* spell, which it can use to move at a speed of 30 feet (perfect maneuverability). It also grants the grell a permanent *feather fall* effect with personal range.

Improved Grab (Ex) If a grell hits an opponent that is at least one size category smaller than itself with a tentacle attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it has the option to conduct the grapple normally, or simply use a single tentacle to hold the opponent (-20 penalty on grapple check, but the grell is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals tentacle damage.

Paralysis (Ex) Any creature hit by a grell's tentacle must make a Fortitude save (DC 22) or be paralyzed for 4 rounds.

Tentacles An opponent can attack a grell's tentacles as if they were weapons--see Sunder, in Chapter 8 of the *PHB*. A grell's tentacles have 10 hit points each. If a grell is currently grappling a target with that tentacle, it usually uses another limb to make its attack of opportunity against the sunder attempt. Severing a grell's tentacles deals damage to the creature equal to half the limb's hit points. A grell regrows severed limbs in one day.

Skills A grell gains a +2 racial bonus on Hide and Move Silently checks.

ENCOUNTER 7

ADVANCED HOOK HORROR *

CR 9

* Monster Manual II / 126-127

N Huge aberration

Init +2; **Senses** Listen +8, Spot +1

Languages Undercommon

AC 23, touch 10, flat-footed 21

(-2 size, +2 Dex, +13 natural)

hp 162 (18d8+72 HD)

Fort +10, **Ref** +8, **Will** +12

Speed base movement 20 ft., climb 20 ft.;

Melee 2 claws +22 (1d8+11/19-20) and bite +17 (3d6+5)

Space 15 ft.; **Reach** 15 ft.

Base Atk +13; **Grp** +32

Atk Options Improved grab, power sunder, rending bite

Abilities Str 32, Dex 15, Con 18, Int 7, Wis 12, Cha 9

SQ blindsense 60 ft., light vulnerability

Feats Blind-Fight, Cleave, Combat Reflexes, Improved Critical (claw), Improved Trip, Power Attack, Skill Focus (Listen).

Skills Climb +24, Hide +7, Jump +19, Listen +8

Improved Grab (Ex) If a hook horror hits an opponent that is at least one size category smaller than itself with both claw attacks, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it automatically hits with its rending bite attack on the same round. (This replaces its normal bite attack for that round.) There after, the hook horror has the option to conduct the grapple normally, or simply use its claws to hold the opponent (-20 penalty on grapple check but the hook horror is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals damage for both claw attacks and a rending bit.

Light Sensitivity (Ex) Exposure to bright light (such as sunlight or a *daylight* spell) imposes a -2 penalty on a hook horror's attack rolls.

Power Sunder (Ex) A hook horror attempting to strike a foe's weapon or shield does not incur an attack of opportunity. On a successful power sunder attack, a hook horror deals double damage.

Rending Bite (Ex) A hook horror can automatically bite a grabbed foe for 4d6+16 points of damage.

Skills A hook horror receives a +8 racial bonus on Hide checks when in subterranean areas.

ENCOUNTER 9

NAVIZ

CR 10

Male Derro sorcerer 7

CE Small monstrous humanoid

Init +6; **Senses** Listen +1, Spot -3

Languages Undercommon

AC 20, touch 14, flat-footed 18

(+1 size, +2 Dex, +4 armor, +1 deflection, +2 natural)

hp 54 (3d8+7d4+20 HD)

SR 15

Fort +5, **Ref** +7, **Will** +15

Weakness vulnerability to sunlight

Speed base movement 20 ft.

Melee dagger +6/+1 (1d3 plus poison/19-20)

Ranged dagger +8/+3 (1d3 plus poison/19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +2

Atk Options poison-use, spell-like abilities, sneak attack +1d6

Combat Gear *wand of slow* (DC 14), *scroll of distract* (DC 11), *scroll of mass snake's swiftness*, *scroll of viscid glob* (DC 17)

Sorcerer Spells Known (CL 7th):

3rd (5/day)—*deep slumber* (DC 23), *suggestion* (DC 23)

2nd (8/day)—*daze monster* (DC 22), *Tasha's hideous laughter* (DC 22), *touch of idiocy*

1st (8/day)—*charm person* (DC 21), *mage armor* ‡, *sleep* (DC 21), *ray of clumsiness*, *ray of enfeeblement*

0 (6/day)—*arcane mark*, *daze* (DC 20), *detect magic*, *detect poison*, *flare* (DC 18), *mage hand*, *read magic*

‡ Already cast

Spell-Like Abilities (CL 10th):

At Will—*darkness*, *ghost sound*

1/day—*daze* (DC 18), *sound burst* (DC 20)

Abilities Str 10, Dex 14, Con 14, Int 10, Wis 4, Cha 27

SQ madness, spell resistance 15, vulnerability to sunlight

Feats Blind-Fight, Greater Spell Focus (enchantment), Improved Initiative, Spell Focus (enchantment)

Skills Bluff +12, Concentration +12, Hide +12, Listen +1, Move Silently +10, Spot -3

Possessions combat gear plus *cloak of charisma* +4, *ring of protection* +1, 2 daggers, diary of Phistercrodheer, spell component pouch

Madness (Ex) Derro use their Charisma modifier on Will saves instead of their Wisdom modifier, and have immunity to *confusion* and *insanity* effects. A derro cannot be restored to sanity by any means short of a *miracle* or *wish* spell.

Poison Use (Ex) Applied to their crossbow bolts is Medium monstrous spider venom (DC 14 Fortitude save resists, 1d4 Str/1d4 Str).

Sneak Attack (Ex) Any time a derro's opponent is denied his Dexterity bonus to AC, or if a derro flanks his opponent, he deals an extra 1d6 points of damage. This ability is just like the rogue's sneak attack and subject to the same limitations.

Vulnerability to Sunlight (Ex) A derro takes 1 point of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per every 24-hour period spent underground or otherwise sheltered from the sun.

Skills Derro have a +4 racial bonus on Hide and Move Silently checks.

DERRO ROGUE**CR 9**

Male Derro rogue 6

CE Small monstrous humanoid

Init +8; **Senses** Listen +7, Spot +3

Languages Undercommon

AC 20, touch 14, flat-footed 17

(+1 size, +3 Dex, +3 armor, +1 shield, +2 natural)

hp 52 (3d8+6d6+9 HD)

SR 15

Fort +4, **Ref** +12, **Will** +8

Weakness vulnerability to sunlight

Speed 20 ft. in studded leather armor (4 squares), base movement 20 ft.

Melee short sword +8/+3 (1d4 plus poison/19-20)

Ranged +12/+7 repeating light crossbow +12 (1d6 plus poison/19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +7; **Grp** +3

Atk Options poison-use, spell-like abilities, sneak attack +4d6

Spell-Like Abilities (CL 9th):

At Will—*darkness*, *ghost sound*

1/day—*daze* (DC 13), *sound burst* (DC 15)

Abilities Str 11, Dex 18, Con 13, Int 10, Wis 5, Cha 16

SQ evasion, madness, spell resistance 15, trapfinding, trap sense +2, uncanny dodge, vulnerability to sunlight

Feats Blind-Fight, Improved Initiative, Precise Shot, Point Blank Shot

Skills Bluff +11, Hide +20, Listen +7, Move Silently +18, Spot +3, Tumble +10, Use Magic Device +9, Use Rope +10,

Possessions combat gear plus masterwork studded leather armor, masterwork buckler shield, masterwork short sword, masterwork repeating light crossbow, 20 bolts, 8 doses of greenblood oil

Madness (Ex) Derro use their Charisma modifier on Will saves instead of their Wisdom modifier, and have immunity to *confusion* and *insanity* effects. A derro cannot be restored to sanity by any means short of a *miracle* or *wish* spell.

Poison Use (Ex) Applied to their crossbow bolts is Medium monstrous spider venom (DC 14 Fortitude save resists, 1d4 Str/1d4 Str).

Sneak Attack (Ex) Any time a derro's opponent is denied his Dexterity bonus to AC, or if a derro flanks his opponent, he deals an extra 1d6 points of damage. This ability is just like the rogue's sneak attack and subject to the same limitations.

Vulnerability to Sunlight (Ex) A derro takes 1 point of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per every 24-hour period spent underground or otherwise sheltered from the sun.

Skills Derro have a +4 racial bonus on Hide and Move Silently checks.

APPENDIX 5 – APL 12

ENCOUNTER 6

ADVANCED GRELL*

CR 7

* Monster Manual II / 121-122

NE Large aberration

Init +5; **Senses** blindsight 60 ft.; Listen +4, Spot +4

Languages None

AC 16, touch 10, flat-footed 15

(-1 size, +1 Dex, +6 natural)

hp 135 (15d8+60 HD)

Immune electricity, paralysis

Fort +9, **Ref** +6, **Will** +9

Speed base movement 5 ft., fly 30 ft. (perfect);

Melee 10 tentacles +16 (1d8+5 plus paralyzation) and bite +10 (2d6+2)

Space 10 ft.; **Reach** 10 ft. (15 ft. with tentacles)

Base Atk +11; **Grp** +32

Atk Options Flyby Attack, improved grab, paralysis, tentacles

Abilities Str 20, Dex 12, Con 18, Int 10, Wis 11, Cha 9

SQ blindsight 60 ft., flight, immunities

Feats Ability Focus (paralysis), Flyby Attack, Improved Initiative, Improved Natural Attack (tentacle), Stealthy, Weapon Focus (tentacle)

Skills Hide +15, Listen +4, Move Silently +19, Spot +4,

Flight (Ex) A grell continuously produces an effect like that of the *fly* spell, which it can use to move at a speed of 30 feet (perfect maneuverability). It also grants the grell a permanent *feather fall* effect with personal range.

Improved Grab (Ex) If a grell hits an opponent that is at least one size category smaller than itself with a tentacle attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it has the option to conduct the grapple normally, or simply use a single tentacle to hold the opponent (-20 penalty on grapple check, but the grell is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals tentacle damage.

Paralysis (Ex) Any creature hit by a grell's tentacle must make a Fortitude save (DC 22) or be paralyzed for 4 rounds.

Tentacles An opponent can attack a grell's tentacles as if they were weapons--see Sunder, in Chapter 8 of the *PHB*. A grell's tentacles have 10 hit points each. If a grell is currently grappling a target with that tentacle, it usually uses another limb to make its attack of opportunity against the sunder attempt. Severing a grell's tentacles deals damage to the creature equal to half the limb's hit points. A grell regrows severed limbs in one day.

Skills A grell gains a +2 racial bonus on Hide and Move Silently checks.

ENCOUNTER 7

ADVANCED HOOK HORROR *

CR 11

* Monster Manual II / 126-127

N Huge aberration

Init +6; **Senses** Listen +8, Spot +1

Languages Undercommon

AC 23, touch 10, flat-footed 21

(-2 size, +2 Dex, +13 natural)

hp 234(26d8+104 HD)

Fort +12, **Ref** +10, **Will** +16

Speed base movement 20 ft., climb 20 ft.;

Melee 2 claws +29 (1d8+11/19-20) and bite +23 (3d6+5)

Space 15 ft.; **Reach** 15 ft.

Base Atk +19; **Grp** +38

Atk Options Improved grab, power sunder, rending bite

Abilities Str 32, Dex 15, Con 18, Int 7, Wis 12, Cha 9

SQ blindsense 60 ft., light vulnerability

Feats Blind-Fight, Cleave, Combat Reflexes, Improved Critical (claw), Improved Trip, Power Attack, Skill Focus (Listen).

Skills Climb +18, Hide +7, Jump +23, Listen +8

Improved Grab (Ex) If a hook horror hits an opponent that is at least one size category smaller than itself with both claw attacks, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it automatically hits with its rending bite attack on the same round. (This replaces its normal bite attack for that round.) There after, the hook horror has the option to conduct the grapple normally, or simply use its claws to hold the opponent (-20 penalty on grapple check but the hook horror is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals damage for both claw attacks and a rending bit.

Light Sensitivity (Ex) Exposure to bright light (such as sunlight or a *daylight* spell) imposes a -2 penalty on a hook horror's attack rolls.

Power Sunder (Ex) A hook horror attempting to strike a foe's weapon or shield does not incur an attack of opportunity. On a successful power sunder attack, a hook horror deals double damage.

Rending Bite (Ex) A hook horror can automatically bite a grabbed foe for 4d6+16 points of damage.

Skills A hook horror receives a +8 racial bonus on Hide checks when in subterranean areas.

ENCOUNTER 9

NAVIZ

CR 12

Male Derro sorcerer 9

CE Small monstrous humanoid

Init +6; **Senses** Listen +1, Spot -3

Languages Undercommon

AC 20, touch 14, flat-footed 18

(+1 size, +2 Dex, +4 armor, +1 deflection, +2 natural)

hp 63 (3d8+9d4+24 HD)

SR 15

Fort +6, **Ref** +8, **Will** +18

Weakness vulnerability to sunlight

Speed base movement 20 ft.

Melee dagger +7/+2 (1d3 plus poison/19-20)

Ranged dagger +9/+4 (1d3 plus poison/19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +7; **Grp** +3

Atk Options poison-use, spell-like abilities, sneak attack +1d6

Combat Gear *wand of slow* (DC 14), *scroll of distract* (DC 11), *scroll of ray of entropy*, *scroll of mass snake's swiftness*, *scroll of viscid glob* (DC 17)

Sorcerer Spells Known (CL 9th):

3rd (5/day)—*deep slumber* (DC 25), *suggestion* (DC 25)

2nd (8/day)—*daze monster* (DC 24), *Tasha's hideous laughter* (DC 24), *touch of idiocy*

1st (8/day)—*charm person* (DC 23), *mage armor* ‡, *sleep* (DC 23), *ray of clumsiness*, *ray of enfeeblement*

0 (6/day)—*arcane mark*, *daze* (DC 22), *detect magic*, *detect poison*, *flare* (DC 20), *mage hand*, *read magic*

‡ Already cast

Spell-Like Abilities (CL 12th):

At Will—*darkness*, *ghost sound*

1/day—*daze* (DC 20), *sound burst* (DC 22)

Abilities Str 10, Dex 14, Con 14, Int 10, Wis 4, Cha 30

SQ madness, spell resistance 15, vulnerability to sunlight

Feats Blind-Fight, Greater Spell Focus (enchantment), Improved Initiative, Spell Focus (enchantment)

Skills Bluff +18, Concentration +18, Hide +12, Listen +1, Move Silently +10, Spot -3

Possessions combat gear plus 2 daggers, *cloak of charisma* +6, *ring of protection* +1, diary of Phistercrodheer, spell component pouch

Madness (Ex) Derro use their Charisma modifier on Will saves instead of their Wisdom modifier, and have immunity to *confusion* and *insanity* effects. A derro cannot be restored to sanity by any means short of a *miracle* or *wish* spell.

Poison Use (Ex) Applied to their crossbow bolts is Medium monstrous spider venom (DC 14 Fortitude save resists, 1d4 Str/1d4 Str).

Sneak Attack (Ex) Any time a derro's opponent is denied his Dexterity bonus to AC, or if a derro flanks his opponent, he deals an extra 1d6 points of damage. This ability is just like the rogue's sneak attack and subject to the same limitations.

Vulnerability to Sunlight (Ex) A derro takes 1 point of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per every 24-hour period spent underground or otherwise sheltered from the sun.

Skills Derro have a +4 racial bonus on Hid and Move Silently checks.

DERRO ROGUE

CR 9

Male Derro rogue 6

CE Small monstrous humanoid

Init +8; **Senses** Listen +7, Spot +3

Languages Undercommon

AC 20, touch 14, flat-footed 17

(+1 size, +3 Dex, +3 armor, +1 shield, +2 natural)

hp 52 (3d8+6d6+9 HD)

SR 15

Fort +4, **Ref** +12, **Will** +8

Weakness vulnerability to sunlight

Speed 20 ft. in studded leather armor (4 squares), base movement 20 ft.

Melee short sword +8/+3 (1d4 plus poison/19-20)

Ranged +12/+7 repeating light crossbow +12 (1d6 plus poison/19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +7; **Grp** +3

Atk Options poison-use, spell-like abilities, sneak attack +4d6

Spell-Like Abilities (CL 9th):

At Will—*darkness*, *ghost sound*

1/day—*daze* (DC 13), *sound burst* (DC 15)

Abilities Str 11, Dex 18, Con 13, Int 10, Wis 5, Cha 16

SQ evasion, madness, spell resistance 15, trapfinding, trap sense +2, uncanny dodge, vulnerability to sunlight

Feats Blind-Fight, Improved Initiative, Precise Shot, Point Blank Shot

Skills Bluff +11, Hide +20, Listen +7, Move Silently +18, Spot +3, Tumble +10, Use Magic Device +9, Use Rope +10,

Possessions combat gear plus masterwork studded leather armor, masterwork buckler shield, masterwork short sword, masterwork repeating light crossbow, 20 bolts, 8 doses of greenblood oil

Madness (Ex) Derro use their Charisma modifier on Will saves instead of their Wisdom modifier, and have immunity to *confusion* and *insanity* effects. A derro cannot be restored to sanity by any means short of a *miracle* or *wish* spell.

Poison Use (Ex) Applied to their crossbow bolts is Medium monstrous spider venom (DC 14 Fortitude save resists, 1d4 Str/1d4 Str).

Sneak Attack (Ex) Any time a derro's opponent is denied his Dexterity bonus to AC, or if a derro flanks his opponent, he deals an extra 1d6 points of damage. This ability is just like the rogue's sneak attack and subject to the same limitations.

Vulnerability to Sunlight (Ex) A derro takes 1 point of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per every 24-hour period spent underground or otherwise sheltered from the sun.

Skills Derro have a +4 racial bonus on Hid and Move Silently checks.

DM AID: NEW RULES

NEW ITEMS

Crystal of Adamant Weaponry (Magic Item Compendium)

This crystal improves the hardness of a weapon by 2 (least), 5 (lesser), or 10 (greater).

Moderate transmutation; CL 9th; Craft Magic Arms and Armor, *diamondsteel* (SC 64); Price 300 gp (least), 1,400 gp (lesser), 3,400 gp (greater); Weight —.

Pearl of Brain Lock (Magic Item Compendium)

You can hurl a *pearl of brain lock* as a ranged touch attack with a range increment of 10 feet. If the target fails a DC 13 Will saving throw, the pearl seems to impact and then enter the flesh of the creature dazing it for 3 rounds. This is a mind-affecting ability.

A flying creature affected by a *pearl of brain lock* is allowed to descend to the nearest safe, level area rather than be dazed, while a swimmer incapable of breathing water is allowed to head directly for the surface. In either case, the creature is dazed for the remaining duration once it has reached safety.

Once activated, a pearl is expended and cannot be used again.

Faint enchantment; CL 3rd; Craft Wondrous Item, *daze monster* or *brain lock* (EPH 81); Price 900 gp; Weight —.

Stench Stone (Magic Item Compendium)

A *stench stone* nauseates its target and sickens those nearby. The stone must be thrown (range increment 10 feet) or hurled from a sling (using that weapon's normal range increment) as a ranged attack. If the stone strikes its target, it deals no damage but bursts into a cloud of noxious vapor. If a *stench stone* misses its target, it is consumed without effect.

Any living creature struck by a *stench stone* becomes nauseated for 1 round (Fort DC 13 negates). Regardless of the success or failure of the save, the target exudes a stench for 3 rounds that causes all creatures within 10 feet of it to be sickened for the remaining duration of the stench (Fort DC 13 negates).

Creatures immune to poison are unaffected by stench stones; any effect that neutralizes or delays poison also protects against the effect.

Once activated, this item is expended and cannot be used again.

Faint necromancy; CL 3rd; Craft Wondrous Item, *ghoul touch*; Price 300 gp; Weight —.

NEW SPELLS

Distract (Spell Compendium)

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 1, Sor/Wiz 1

Components: S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature/level, no two of which are more than 30 ft. apart

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell arouses a zest and appreciation for life in the targets. The targets are distracted as they study the shapes of the clouds, the texture of tree bark, the patterns carved into a stone wall, the temperature and scent of a breeze—anything and everything gets their attention, if just for a moment.

The targets of this spell must succeed on a Will save or lose themselves to the urge to experience nearly everything. Failure indicates the creatures take a –4 penalty on all Concentration, Listen, Search, and Spot checks, and can take only a single standard or move action each round, but not both. Creatures with more than 6 HD are unaffected.

Ray of Clumsiness (Spell Compendium)

Transmutation

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

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

Effect: Ray

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes

A crackling ray leaps from your outstretched hand. The green ray seems almost sluggish in reaching its target, though it takes only an eyeblink to do so.

You must succeed on a ranged touch attack with the ray to strike a target. The energy of the ray stiffens the subject's muscles and joints, making it more difficult for the subject to move. The subject takes a penalty to Dexterity equal to 1d6+1 per two caster levels (maximum penalty 1d6+5, minimum Dexterity 1).

Ray of Entropy (Spell Compendium)

Necromancy

Level: Sor/Wiz 6

Components: V, S

Casting Time: 1 standard action

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

Effect: Ray

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes

You release a crackling black ray. The smell of decay fills the air.

When you cast this spell, you unleash a ray of negative energy that consumes the life energy of the subject. You must succeed on a ranged touch attack with the ray to strike a target. If your attack is successful against a living creature, the ray makes the subject weaker, slower, and less healthy. The subject takes a –4 penalty to Strength, Constitution, and Dexterity for the duration of the spell.

Snake's Swiftess (Spell Compendium)

Transmutation

Level: Drd 1, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 standard action

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

Target: One allied creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You toss the scales into the air, and they vanish in a sparkling mist as you indicate your target. Without hesitating, that creature draws and fires an arrow into the fray.

The subject can immediately make one melee or ranged attack. Taking this action doesn't affect the subject's normal place in the initiative order. This is a single attack and follows the standard rules for attacking.

This spell does not allow the subject to make more than one additional attack in a round. If the subject has already made an additional attack, due to a prior casting of the spell, from the *haste* spell, or from any other source, the spell fails.

Arcane Material Component: A few scales from a snake.

Snake's Swiftess, Mass (Spell Compendium)

Transmutation

Level: Drd 2, Sor/Wiz 3

Range: Medium (100 ft. + 10 ft./level)

Target: Allied creatures in a 20-ft.-radius burst

You hold the snake scales high overhead and they evaporate in a flash of light. That radiance carries to every ally in your command – and as one, they unleash a volley of attacks.

This spell functions like *snake's swiftness*, except that it affects multiple allies out to medium range.

Viscid Glob (Spell Compendium)

Conjuration

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 hour/level

Saving Throw: Reflexes negates

Spell Resistance: Yes

You speak the words of this spell and toss the small ball of silk in the air. It turns into a 5-foot-wide glob of dripping, green-gray goo, and the sticky mass rockets towards your target.

When you attack with a *viscid glob*, you make a ranged touch attack against the target. If you miss, the glob might strike a nearby square of creature (see Missing with a Thrown Weapon, *PH* 158). Once you have established the direction of the miss, roll 1d4 to determine the number of squares away from the target square that the glob lands.

A Medium or smaller creature struck by the glob must make a successful Reflex save or be instantly struck in place. A stuck creature can speak but is otherwise limited to purely mental actions (such as casting spells with no somatic or material components) and attempts to free itself by means of a Strength check or Escape Artist check (against a DC equal to this spell's DC) made as a full-round action. A Large or larger creature stuck in the goo can't move from the spot where it is glued, but it can otherwise act normally.

The glob dissipates when the spell duration expires. Until then, it remains sticky, and any creature touching it (for example, a creature attempting to pull out an ally) must make a successful Reflex save or become stuck itself. A creature stuck by such secondary contact is not trapped as thoroughly as a creature targeted by the glob, however, so the DC of the Strength check or Escape Artist check required to get free is reduced by 5.

Material Component: A tiny ball of spider silk.

PLAYER HANDOUT #1 – MINE RANGER INTRO NOTE

Dear Fellow Mine Ranger:

Your presence is needed for a most urgent mission for the good of the entire Principality of Ulek. You should report for duty at the Mine Ranger's officers in the city of Havenhill. There you will speak with Dimble "Cloak" Beren who will supply you with the details of this important mission.

May Ulaa bless you,

Your commanding officer

PLAYER HANDOUT #2 – NOTE FROM MELAVELONCE

Dear Surface Dweller:

While your assistance in ridding the immediate threat of the Derro by destroying their city will prove useful, your continued meddling in the affairs of UnderOerth have proven tiresome especially since you have proven less helpful then others I have dealt with from your world.

Returning to these parts could prove troublesome or even deadly for not only yourself but also your country as a whole. Consider your allies and future choices wisely, or else you might end up like a squashed little bug against the hard cold floor leaving your loved one to be the widow.

Melavelonce

CRITICAL EVENT SUMMARY: ULP7-07 DOWNWARD: ROCK BOTTOM

For use only at Weekend in the Principality of Ulek #7 and Florida Fall Fantasy.

1. Were the PCs successful in the mission to collapse the Derro city? Yes No

2. What was the PCs' reaction towards Melavelonce?

3. Did any PC gain the *ring of Melavelonce*? Yes No
If so, list whom here: