

BDK5I-02

CLOSURE

A One-Round D&D[®] LIVING GREYHAWK[™] Bandit Kingdoms Regional Interactive

Version 1

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"Who would believe a weapon could force people to attack the person who held it and why would such an abomination ever be forged? The storyteller lost all credibility when he swore that those who fell while wielding it vanished in a flash of white light. But somewhere deep his tale stirred a memory..." A Bandit Kingdoms regional adventure for APLs 2-16, and Part 5 of the Bender Series.

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

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Adventure Background

This interactive builds upon the events started in BDK1-09: The Bender & BDK2-03: Body and Soul.

THE SINS OF THE FATHER

In the year CY382 Borl, the Priest of the Church of Kurell in Rookroost, informed his congregation that he had met a Dwarven priestess, Durana, who had stolen his heart and in three weeks they were to marry.

With great remorse he confessed it had been wrong to devote their lives to the worship of Kurell.

Durana had shown him that such petty emotions as Jealousy and Revenge were beneath them and he asked the congregation's forgiveness. He then began to preach to his congregation tales of Durana's god (Abbathor) and the riches they would acquire in his worship.

At the end of the sermon Borl explained that services were hereby suspended until after the wedding. With the promise of salvation for those that followed him, Borl announced that when the church reopened it would be rededicated to the worship of Abbathor, the Great Master of Greed!

Then, as now, Kurell's followers in Rookroost were a minority. But as a growing city in a land ruled by bandits it was an important foothold towards increasing his influence within the realm. Kurell's outrage at being tossed aside by a love-struck priest was great, but his hands were tied by the pact of Non-Interference between the gods.

A solution came to him, born on the tear-laden prayers of a member of the very congregation that was about to forsake him. It seemed a young woman, Lorelei, held her own romantic aspirations towards the priest. Her prayers carried within them an ember of jealousy a feeling he knew quite well. A feeling that he could flame into a passion, creating a vessel through which he could exact his vengeance.

Under Kurell's influence, Lorelei's evenings were spent lost in romantic dreams of the priest. But with the coming of day her dreams collapsed as she watched Borl and his betrothed make arrangements for their wedding. Feelings of inadequacy and rejection soon grew within her. It was only a matter of time before her attention focused on the source of her anguish, Durana. What had started as love had been transformed first into jealousy and finally to anger.

The night before the wedding was to occur Kurell provided Lorelei with a different dream. This one featured a magical shortsword, his chosen weapon. She was to find this weapon and present it to Borl at the wedding. By presenting this gift to the priest he would see the error of his ways, reject his Dwarven bride, and marry her instead.

Lorelei awoke in tears. She had found the solution to her troubles at last but knew it was an impossible dream. There was no way she could find such a sword in time for the wedding. Lost in depression, she wandered to the local tavern, determined to drown her sorrows.

Hours later, a traveler asked if he could join her at the bar. His name was Lago and he was a worshipper of Keoghtom (Hero-God of secret pursuits and extraplanar exploration). Attempting to impress the grieving woman, Lago explained how he had recently returned from the plane of Limbo where he had saved a strange looking fellow who was being attacked by a group of Slaadi. As a reward he had received a sword; a sign of gratitude for his good deed. Even through her blurred vision Lorelei could recognize the weapon he held before her as the one from her dreams! As if by chance, all she had dreamt of was finally within her grasp.

A strange coincidence indeed... For unbeknownst to either of them, the stranger Lago had 'saved' was Vathero, a Githzerai acting in the service of Kurell. Since activities occurring in Limbo are conveniently outside the scope of the agreement of Non-Interference, and the sword was provided as a fair and equitable payment for services rendered (the attack had been real, albeit carefully arranged), there was little the other gods could do to complain. Mix in a few well placed 'suggestions' and you end up with Lago and Lorelei meeting in a tavern mere minutes before the wedding. Kurell's plan for revenge was coming together beautifully.

Meanwhile, back in the bar, Lago was stricken by Lorelei's sad tale. As a follower of Keoghtom he recognized that she was on a secret pursuit of her own. Clearly it was his god's will that she have the sword so he presented it to her on the condition that he be allowed to accompany her to the wedding to see her quest through to the end.

The time for the wedding had finally arrived and Borl, Durana, and their combined congregation of humans and dwarves were all in attendance. Rushing to the church, Lorelei arrived mere

moments before the ceremony was set to begin and hurriedly presented Borl with her gift.

As a former priest of Kurell, he immediately recognized the weapon as a symbol of his previous life. In devotion to Durana he had sworn to put his past behind him. Joining his betrothed before the congregation, he announced they would destroy the weapon as part of the wedding ceremony. It would be a symbol of his conversion to their new faith and proof that not even Kurell could stand in the way of the congregation's salvation.

Lorelei was devastated. She hadn't intended to convert to the Dwarven god and things certainly weren't turning out as she her dream had foretold. As she stood there dazed and utterly helpless, Kurell's plan for revenge began to unfold.

Drawing everyone together to witness the sword's destruction Borl slowly drew the weapon from its sheath, revealing the length of its blade and unknowingly activating the curse that it secretly held.

The weapon was a wondrous sight. Vathero had forged it in the depths of Limbo, a blend of rare metals uniquely combined with the malleable essences found there. It was forged not by fire but through the strength of will of its creator and infused with the emotion that drove him to do so, Jealousy.

Although never the greatest of smiths, Vathero had reached the pinnacle of his life's work. He had discovered a way to ensure that all who beheld the sword would be driven by a compulsion to take it for their own, even killing to possess it. Thus had been forged the Shortsword of Kurell.

All present were immediately subjected to the power of the sword. Each saw the weapon as a glorious object that only they were worthy to possess. The compulsion might have been fought off, but for worshippers of Abbathor there was no hope. And it was under this compulsion that the congregation descended upon the priest in a frenzy of greed. In moments he was dead.

But as the killing blow fell a dazzling white light filled the room. Instead of slumping to the ground the body of the priest simply vanished, leaving only the sword behind. Of course many were eager to claim the prize before another should grab it and the sword soon had a new wielder. Again the sword called out to them, and he too followed the priest to the same ghastly fate. By the time Durana managed to regain control of her

followers the cycle had repeated itself many times over and half of the congregation had simply vanished.

Durana was furious! She accused Lorelei of being a traitor to the church, of conspiring to gain control of the congregation for herself. Distraught by the loss of Borl and so many of her friends, Lorelei fell to her knees and begged forgiveness for what she had done. Lago, desperate to save their lives, claimed their innocence. He told a tale of how he had received the sword days before from a stranger in a distant land. Surely the stranger was the one responsible for this. Lago would offer to transport them all to the place he had last seen the man if they would only spare their lives.

Desiring vengeance they accepted his offer and, with Lorelei held captive under Durana's bejeweled dagger, Lago began the preparations to transport the congregation to Limbo.

Stepping through the gate, Lago found himself in the darkened cavern where he had left the stranger days earlier. Fearing what might happen should they be unable to find the stranger, Lago waited on the other side for the last of the congregation to pass through the gate. Then, seizing his chance, he grabbed Lorelei and jumped back through the gate. This ended the spell and sealed the gate forever; leaving the congregation to whatever fate beheld them.

Scary tales were told for years of the empty church, prepared for a wedding, and the missing congregation. The church of Kurell in Rookroost lay dormant for many years before being reclaimed by an errant priest. But no one ever discovered what truly happened to Borl, Durana, and their followers.

As for Lago, he and Lorelei left Rookroost that day, vowing never to return. Traveling south they came to a small town named Zelosus and decided to make it their home. Together they had several children and grandchildren. Lago gave up extra-planar travel, devoting his life instead to the study of teleportation, preparing an extensive journal on the subject. Lorelei, seeing the folly in the path Borl had promised them, chose to rededicate herself to the worship of Kurell, even creating a secret shrine to him in the cave she discovered under their home.

And so the story should have ended, but it was not to be...

THE TEMPTATION OF THE SON

Fifty years later, in the year CY432, Lago's grandchild Cadar discovered his Grandfather's tome on the study of teleportation. A scholar by trade he had dedicated his life to the study of superstitions and the ritualistic rites of the ancients. With Lago's tome he was able to significantly advance his studies. Eventually he developed a ritual that would enable him to summon outsiders to do his bidding. However, to do so would require the sacrifice of someone dear to him and that was a price he was not willing to pay. Fearing others might misuse his research; he stopped all work on the subject, hid his notes in the back of his Grandfather's text, and sealed it away in the abandoned shrine created by his grandmother, Lorelei.

Years passed...

A FAMILY DIVIDED

As children, the twin's Khane and Khan used to sneak away to play on the subterranean lake hidden under their home. One day they discovered an abandoned shrine hidden away in one of its tributaries. Khane spent many days wondering as to its purpose and studying the religious books he found hidden there.

In time, Khane's power in the Divine magics grew and he entered the priesthood on his 15th birthday.

His parents had died earlier that spring, attacked by bandits on the road to Rookroost. Khane had been powerless to stop their attacks and vowed to never be in such a position again. He believed that the study of divine magics would provide him with an understanding of the workings of the gods, and some ability to control his destiny.

Khane returned often to the home of his youth and spent many hours studying in the forgotten shrine.

But of all the books located there the one that intrigued him the most was the Book of Gating. It was different than the rest. It described methods of transportation and although many of its teachings were of an arcane nature and thus outside of his field of study, one was different. Located in the back of the book, it was obviously penned in a different hand than the rest of the text.

The ritual it described could be used to summon outsiders to do your bidding, but would require the sacrifice of a loved one to complete. His brother, Khan, was the only one he cared for, but he was a man possessed, desperate to unlock the secrets of the tome no matter the price.

In the year CY583 the forces of luz that had invaded the Combination of Free Lords were approaching Zelosus. Khane had been preparing the ritual site for some time but was going to need to hurry if he was to complete it before the invading forces reached him.

As he finished his preparations he sent word for his brother to join him to see the secret he had discovered in the temple. Unfortunately in his haste he made mistakes in the preparations. Through trickery he was able to subdue and then sacrifice his brother, successfully summoning the outsider and binding it to his service. However, the mistakes he made enabled the creature to retain free will over how it was to interpret Khane's commands. When he demanded a sword worthy of a servant of Kurell the Slaad provided him one, by stealing it from the descendants of those Lago had abandoned in Limbo decades before.

His prize in hand, Khane quickly fled the village. The Slaad, his task complete, attempted to return through the gate only to discover the free will afforded to him wasn't the only side effect the errors in the ritual had caused. It seemed that until the sword was returned he was bound to the gate, trapped in the abandoned temple beneath Zelosus. With each passing day the power of the gate grew, and through it the taint that the sword carried spread to infect Oerth as well.

THE BENDER

In the year CY591 Khane returned to Zelosus with the intention of returning the sword to the Slaad and demanding a replacement that was not cursed! However he was discovered by a party of adventurers prior to completing his mission. In the conflict that ensued Khane was slain, his body vanishing in the same manner as the earlier wielders of the sword. The sword was claimed as a prize by the adventurers who, recognizing it as a cursed object, promptly sold it at their earliest opportunity. (For more information refer to BDK1-09: The Bender)

BODY AND SOUL

In the year CY592 a party of adventurers traveled to the town of Zelosus to find it under the effects of a curse. In their wanderings they discovered the remains of the Shortsword of Kurell, which had been acquired and destroyed by the local magistrate in a futile attempt to end the curse. Beneath the town they discovered the portal that was the source of the curse and the Slaad that was bound to it. The party returned the remnants of the sword to the Slaad, hoping that by doing so

they could enable him to return and thereby seal the rift. When this did not work the Slaad flew into a murderous rage forcing the adventurers to defend themselves from his wrath. Surprisingly, with the death of the Slaad the rift significantly reduced in size, however it did not go away. Careful study of the notes found in the shrine revealed what would be required to close the gate:

- The Shortsword of Kurell
- The Book of Gating
- A completed staff of three parts
- A token of a magical creature, given freely

The race was on to find the components before the power of the rift returned. (For more information refer to BDK2-03: Body & Soul)

THE PRESENT

Two years have passed since the portal was discovered under Zelosus. In that time the rift has increased in size and is once again making its presence known.

The town itself has been abandoned, declared off limits by the forces of luz after two priests went mad and slaughtered most of its inhabitants. A new road is now firmly established, bypassing the village, and those who live in the area refuse to approach, believing it to be haunted.

The rift is a gateway to the plane of Limbo. As the rift grows in size its reach has expanded. However the death of the Slaad and destruction of the sword to which it was tied has changed its effects. Originally it afflicted those living within the town with feelings of jealousy. Now the rift is destroying the structure of everything around it. The power of the rift, combined with the natural erosion of the subterranean lake, has undermined the town to the point of collapse.

Adventure Summary

INTRODUCTION

The adventure begins with the heroes passing near the town of Zelosus as the village collapses into the underground lake.

Encounter One: ZELOSUS

Investigating the town of Zelosus the party discovers a shrine hidden underneath. There they find a magical Rift that is the source of the collapse.

Encounter Two: COLD STORAGE

Stepping through the rift they find themselves in a dark cave that is extremely cold. Interred here are a number of dead bodies (predominately human, some Dwarven), each marked with deadly wounds but perfectly preserved. A middle-aged Dwarven male in winter clothes prays over a Dwarven corpse (his father).

Encounter Three: WELCOME TO LIMBO

Leaving the frozen cave the party has their first experience with the uncontrolled environment of limbo. The outside is a strange conglomeration of environments, seemingly thrown together at random. They can make out three additional earthen domes and a massive spire in the distance.

Encounter Four: MEET THE FAMILY

The party will enter one of the other three caves or investigate the spire.

Cave Two: This cave has a number of the descendants of the congregation attempting to recreate the Shortsword of Kurell in an attempt to learn its secrets.

Cave Three: This cave is the bunkhouse for the congregation. Several descendants of the congregation and one of the original survivors are usually found sleeping here

Cave Four: This cave serves as the temple to the worship of Abbathor. The priestess who took over when Durrana passed 50 years ago is here, along with several descendants of the congregation.

The Spire: The spire is a 20x20 sheer cliff face of rock shooting 100' in the air. At the top of the spire is the anvil originally used to create the sword. The anvil is guarded.

Encounter Five: THE TRUE NATIVES

Leaving whichever cave they entered second they encounter a native that has entered the area which must eventually be defeated.

Encounter Six: PICK YOUR POISON

Eventually they will decide upon a solution to their problem.

Option One: Killing off the surviving members of the original congregation will end the curse, enabling the gate to close.

Option Two: Repairing the sword (or possessing the original, undamaged sword) and returning it to the blacksmiths will allow the characters to close the gate.

Option Three: The petitioner spirit of Vathero knows the true history. In exchange for helping free him to go to his final reward he will reveal the secret (that the congregation must revert to the worship of Kurell to end the curse, allowing them to return through the gate).

Option Four: By gathering the available evidence the party can piece together hints of what happened and perhaps come up with their own way to appease Kurell's anger.

Option Five: Stabilizing the gate. Those who have gathered all four items called for in Body & Soul may stabilize the gate, allowing the congregation to leave without an issue.

Option Six: Leaving. Eventually another group will come by and solve the problem.

Conclusion

The characters will either be successful in closing the rift, will fail to do so, or will be lost in Limbo.

Preparation for Play

This interactive will use a combination of Master Maze and printed tiles similar to those used in D&D Minis. Master Maze will be used to create four roughly 20x20 caves with no exits. The tiles will be used to create the random terrain that surrounds the caves once the characters discover the exit to the first cave.

Once the players are ready to begin ask if any of the characters have participated in The Bender or Body & Soul. These characters will have access to additional information at various places in the interactive as noted in the text.

You should also determine if the characters have all of the items required to close the Gate as documented in Section 6E: Option 5. The characters with the two staff sections will be drawn to the spire as noted in the event text.

You will also need to make a list of the knowledge skills for each of the characters along with their associated modifier. By gathering this list yourself from their character sheets you can use this opportunity to secretly note their Wisdom modifier since this will be required later.

Introduction

It is a beautiful spring morning and the cool breeze carries with it the promise of a wonderful day. Touched by the wanderlust that afflicts many this time of year you gathered your belongings and decided to head out across the land in search of adventure. You have had many traveling companions over the course of the past several days, but the group you are with at the moment shows the most promise. Woe be to any patrol that decides to cross your path this day.

At this point the players find themselves on the road together, having an opportunity to do character introductions.

As you approach a bend in the road a thunderous crash and the snap of bursting timbers brings you to attention. A cloud of dust rises over a low hill in the distance. Looking forward you spot an abandoned path that continues onward past the bend in the road and toward the disturbance. A warning is posted marking the lands beyond as off-limits by order of the forces of luz. The source of the destruction lies beyond this sign.

When the party is ready to investigate the disturbance, proceed to Encounter 1.

Encounter One: Zelosus

The path, apparently a road in days past, is overgrown with brambles to the point of being nearly impassible. After several hundred feet of fighting through the undergrowth you crest a small rise, beyond which lay an abandoned town.

It is obvious at once that no one lives there. The buildings lie in ruin, their remains scattered as if by a tornado. Any structure left standing has since fallen, crushed by the weight of past winter snows.

The worst of the devastation is concentrated at the town's center. The buildings there have apparently just been swallowed whole, having fallen into a tremendous pit nearly two hundred feet across and sixty feet deep. Debris continues to tumble down as the land resettles itself. Your eyes are drawn to a

strange and eerie glow that emanates from a small fissure deep in the belly of the pit.

Before them lies all that remains of Zelosus, a rural farming community two days south of Rookroost.

Knowledge Architecture/Engineering (DC 10) to determine that tools were used to destroy the buildings.

Knowledge Nature (DC10) to know that sink holes, while uncommon, are not unheard of in this area.

Knowledge Local luz Border States (DC 15), **Knowledge Geography** (DC 20), or having played The Bender or Body & Soul identifies the town as Zelosus.

Knowledge Local luz Border States (DC 20) or **Bardic Knowledge** (DC 10) reveals tales that attribute the reason for the town being deserted to the localized outbreak of a deadly disease.

Knowledge Local luz Border States (DC 25), **Bardic Knowledge** (DC 15), or having played Body & Soul reveals the above to be a lie planted by the forces of luz. Those who make the roll know the truth revealed below:

Two years ago a pair of priests of luz ordered the locals to search the town for an ancient shrine they believed to be hidden there. Any who resisted were slain, their reanimated corpses used to continue the search. The systematic destruction of the town is the result of that search.

As trade caravans passed through the town they too were enlisted in the search, eventually disrupting trade to Rookroost. Unwilling to put up with the delusions of two wayward priests, the leaders of Rookroost had them taken into custody.

The locals who survived the nightmare eventually fled. Fearing that whatever had affected the priests might spread, the town was eventually declared off limits to all.

Unbeknownst to all but a few, the town had been built on top of a subterranean lake. The waters of the lake eroded the foundation of the village over time until it finally collapsed upon itself this past winter. The hidden shrine the priests had been searching for is located off that lake, its entrance now exposed to the world.

Nothing of interest or value remains in the town. The sinkhole is fairly stable. Assuming reasonable precautions are taken, the party will not have any trouble getting to the bottom.

When they are ready to investigate the fissure:

Reaching the bottom of the sinkhole, you note that water is bubbling up from the ground. A tunnel, approximately five feet in width, snakes away to the west.

Assuming the party investigates:

The underground pathway twists and turns for some distance. The ceiling gets quite low in places and the going is difficult. Before long the ceiling rises to six feet and you see a light emanating from around the next bend in the tunnel.

Rounding the corner the tunnel floor slopes upward into a cavern. The cavern is lit by a dull flickering glow that causes the walls of the room to appear to writhe and tremble.

In the center of the cavern is a rough stone altar. A symbol of a hand grasping a broken coin is carved into it. Upon the altar lies the broken body of a human male, a knife lodged into his belly and his face contorted in pain. The form appears to fade in and out of reality in rhythm with the light.

The glow itself emanates from a rip in the very air above the altar. It moves with a hypnotic rhythm that lacks any discernable pattern. Half seen images fill the rift.

At the base of the altar lie the emaciated remains of a red skinned humanoid creature with a leathery hide.

The cavern here is roughly 40'x40'. The walls are uneven creating a number of small alcoves in which creatures could hide.

The rift emanates chaos in a 30' radius sphere. Everything in the area is decaying at an expedited rate. The stone here, including that of the altar, is fragile enough that the slightest touch causes it to crumble and the party leaves footsteps that are clearly visible in the rock.

An effect similar to the spell Unhallow fills the cavern, with the following changes:

- 1) The area is under a Magic Circle Against Law
- 2) There is no impact on Turning and
- 3) the effect tied to the spell grants all chaotic creatures/players the benefit of a Tongues spell. Creatures/players get a plus two to their AC and Saves against lawful creatures/players while in this cave.

Upon the altar lies the form of a man in his early 20s. A knife is lodged in his belly. The knife and body are both insubstantial, caught between the planes, and cannot be affected until the rift is closed.

Those who have played The Bender will recognize the form with a **Spot Check** DC 15 to be that of Khane, a man who mysteriously vanished in a flash of light after they killed him in that module.

Those who played Body & Soul will remember the body from before, recognize the remains as those of the creature that guarded the rift, and realize the rift is significantly larger than before.

Knowledge Religion (DC 15) will recognize the symbol as that of Kurell, the lesser god of Jealousy, Revenge, and Theft.

Knowledge The Planes (DC 17) will recognize the creature as a red Slaad, native to the plane of Limbo.

Heal (DC 15) will reveal the creature died from multiple slashing wounds over a year ago.

Spellcraft (DC 23), **Knowledge Arcana** (DC 15) or **Knowledge The Planes** (DC 10) identifies the rift as a gateway unlike any they have heard of before.

There is nothing else of interest here.

Eventually the party will have to step through the portal to continue, when that occurs proceed to Encounter 2. As each member steps through, they vanish. PCs on either side can not see each other through the portal. Movement back through the portal is possible, individuals can pass through as many times as they desire.

Encounter Two: COLD STORAGE

Stepping through the rift you are relieved to be standing on solid ground. Although the other side of the rift was illuminated with its ghostly light, this side is shrouded in darkness. The floor is slick and the room smells faintly of decay. A deep and bitter cold has taken a hold of this area, you realize that if you don't get warm soon you will likely freeze.

For those with Darkvision or a light source:

You have arrived in a natural cavern. Hanging from hooks in the ceiling are the stripped

carcasses of numerous animals, frozen solid. Interred in alcoves built into the walls are a number of humanoid bodies; predominately human, the rest Dwarven.

A middle-aged Dwarven male in a thick coat of hides is huddled near one wall of corpses, a faint murmuring coming from his lips. His outstretched hand grasps a necklace of coins he wears around his neck.

The characters are now in Limbo so special rules that will apply while they are here.

Chaos Aligned: Limbo imposes a -2 circumstance penalty on all Intelligence, Wisdom, and Charisma-based checks by anyone not Chaotic.

Wild Magic: Spells and spell like abilities used in Limbo have a chance to go awry. The spellcaster must make a level check (1d20 + caster level) against a DC 15 + spell level. Failures roll for Wild Magic effect (Judge Aid One).

Resting in Limbo: If the party spends the night in limbo to rest or relearn spells they risk losing possessions to Limbo's chaos. Each character must make a single **Wisdom Check** (DC 16). Those failing this check will awaken to discover one non-magical item (excluding their primary weapon, clothing, armor, and spellbooks) has vanished during the night.

Controlling Limbo: In addition to having the opportunity to learn this from the dwarf Darkmantle, once they realize where they are a **Knowledge The Planes** (DC15) will let them know that the characters can control their immediate environment through force of will. A **Wisdom check** (DC16) can be made once per round as a free action to control the area around the character. Those who fail twice in a row get a +6 on subsequent checks. Nothing that requires skill can be created. Living matter cannot be affected in any way. Anything created in limbo in this way turns to dust upon leaving Limbo.

Area of control, with a successful roll, is based on character's wisdom score:

8-11	5' (square character occupies)
12-15	10'
16-19	15'
20-23	20', with the very center stabilized

The items above will apply so long as they are in Limbo. The following items apply to this cave only.

The Cold: Those remaining unprotected in this cave for more than an hour are at risk of the cold. Each character must make a Fortitude save DC 15 (+1 / previous check) each hour they are in this room or take 1d6 non-lethal damage.

The Ice: The floor and walls are covered in ice. Characters walking on ice must spend 2 squares of movement to enter a square covered by ice. DC for Balance and Tumble checks increase by +5.

The Bodies: There are 23 bodies. Each is marked with a number of wounds, many deadly, but is otherwise perfectly preserved. The bodies are all dressed in finery as if they were ready for a party. **Knowledge Local** luz Border States (DC 15) reveals that the clothes are of an older design, at least two hundred years old. One of the bodies is different than the others though. It is dressed in the clothes of a modern adventurer and looks like the insubstantial form at the base of the rift under Zelosus. However a **Search** (DC20) will reveal minor differences between the two revealing that they are twins rather than the same individual. Any attempts to Raise / Resurrect / Reincarnate any of these individuals will fail, as will efforts to communicate such as Speak with the Dead. The souls of these victims are currently being held within the sword and are bound by it. Also, only the bodies of those who died while wielding the Shortsword are interred here.

The Rift: From this side the rift is a veil of darkness that soaks up the light. The characters may pass through the rift freely (returning to the cave under Zelosus). However none of the people they encounter here may pass through the rift (yet). Should they attempt to do so they remain in the cave and the Rift destabilizes for a day, not allowing anyone to pass through it.

Exits: There are no exits from this room. Eventually (one would hope) the party will search for a secret door. The act of searching will cause the character to subconsciously reshape the environment to meet their needs, creating a secret door. Do not inform the character what is happening, simply have them roll 1d20 and ask to see their character sheet if you did not note their Wisdom modifier earlier. A **Wisdom** check (DC 16) is sufficient to create the secret door they are looking for, granting entrance to Encounter 3. PCs are able to search as long as it takes. An

adventurer who fails twice in a row will get a +6 on subsequent checks.

The Dwarf: Horlok Darkmantle is one of the two surviving members of the original congregation. He was a child at the time but after seeing his father's corpse vanish he went through the gate with the others to find those responsible. He is older now and is a hunter for the clan, always returning with more food than the clan could possibly need. Consumed with the death of his father he spends hours on end praying over his father's corpse.

Those who speak Dwarven will recognize these words as a funeral prayer nearly at its end. In addition, **Knowledge Religion** (DC 15) identifies the prayers to be directed toward Abbathor, God of Greed.

During his prayers he grasps a necklace made up of the various coins he had received from his father. The coins are from Rookroost. They are very old, the newest being minted in the year CY382.

He intends to pray for another 3 minutes and ignores the party and minor attempts to interrupt him. It is possible to look at the coins without disturbing him but attempting to take them, casting a spell upon him, or otherwise forcibly disturbing him forces him to take action.

Once provoked he attacks without mercy, anger and madness apparent in his eyes.

Assuming the party does not interrupt Darkmantle for 3 minutes (using the time to search or whatever), proceed to the following text:

With slow deliberation, the fur-clad dwarf stands, coming out of his trance. His eyes turn to you, widening with surprise. "Eh? What is this? Looks like we've got live ones. Well, that's a first. Well don't just stand there gawking, explain yourselves!"

Darkmantle will patiently wait for the party to explain why there are there. He has no tolerance for any explanation or action that appears to disrespect those interred here, and will fly into a murderous frenzy if that occurs. If the explanation and associated actions are anything else he will be happy to answer their questions.

For the following topics, he will remain silent or provide a nebulous response. **Under no circumstances** will he knowingly reveal:

- The name or anything associated with the god Kurell. If anyone mentions Kurell, Darkmantle will accuse them of being a spy of He Who Shall Not Be Named and warn them with: **"Say not that name again if you wish to live, fool!"** If they persist he will fly into a murderous rage, intent on killing that PC.
- What happened in the church? (Including why the well-dressed people are dead.)
- What happened to the congregation? (I.e.: Are there others like you? Etc)

He will not volunteer information but will provide answers if questioned on the following:

Who are you?: **I am Horlok Darkmantle, a renowned hunter for my people. Soon to be the last of those of us who crossed over.** (If asked, he hunts the strange creatures that haunt this land, and those who ask too many questions.)

Why are you here?: **To watch over my people, I will speak no more on this issue.** (He will not discuss any details as to the nature or membership of his clan.)

Why are you praying/For whom?: **My dealings with those who are interred here are between me and the dead, unless you wish to join them?**

The bodies: **Anyone who dies wielding the accursed sword appears here. I have taken it upon myself to watch over them in their final resting place.**

The sword: **It is an abomination that should never have existed; I will speak no more of this matter.**

The dead slaad on the other side of the gate: **That creature stole the sword from our clan several years ago, and has not returned. Other, more powerful creatures similar to the red one passed through here last year. I hid from them, but overheard them speak of dealings with a Priest of the Old One named Baron Ulek.** (Note that he will not know who this "Old One" is and does not recognize the name "luz".)

The Gate: **Our clan did not arrive in these lands through this passage. I know not of where it leads, but it appeared on the day that the Red One stole the sword. We have tried to pass through it in pursuit of this thief, but to no avail.**

An exit from this room: **This is a strange land, where ideas become reality if your will is strong. Those who can control their thoughts find they can control their world as well. Search with certainty that you will find an exit, and it will be so.**

The coins: **These coins are a keepsake to remind me of our past, a link between this land and the one of my youth.**

The spire: **A powerful wizard lives there. On some nights high pitched screams can be heard from the top. Once I saw the image of what appeared to be a stalking panther reflected in its ebony surface, but no cat could be found. We do not approach it.**

Why is one of the bodies different: **He arrived here only a few years ago. We have placed him with the others.**

After the party has asked their questions, Darkmantle will turn his back to the group and resume his prayers. He will not "show" the party how to make a secret door; the PCs should be able to proceed on their own.

APL 2 (EL 2)

Horlok Darkmantle: Male Dwarf Bbn 2; hp 20; see *Appendix 1*.

APL 4 (EL 5)

Horlok Darkmantle: Male Dwarf Bbn 5; hp 50; see *Appendix 2*.

APL 6 (EL 7)

Horlok Darkmantle: Male Dwarf Bbn 7; hp 70; see *Appendix 3*.

APL 8 (EL 9)

Horlok Darkmantle: Male Dwarf Bbn 9; hp 90; see *Appendix 4*.

APL 10 (EL 11)

Horlok Darkmantle: Male Dwarf Bbn 11; hp 110; see *Appendix 5*.

APL 12 (EL 13)

Horlok Darkmantle: Male Dwarf Bbn 13; hp 130; see *Appendix 6*.

APL 14 (EL 15)

Horlok Darkmantle: Male Dwarf Bbn 15; hp 150; see *Appendix 7*.

APL 16 (EL 17)

Horlok Darkmantle: Male Dwarf Bbn 17; hp 170; see *Appendix 8*.

Encounter Three: WELCOME TO LIMBO

Once the party has opened the 'secret door' out of Encounter 2 you will need to prepare the world of Limbo. To do this, take the stack of map sections, shuffle them with the players watching, and lay them out at random in the space between the three caves. (Do not place a rainstorm right outside the door). Once that is complete, continue with the following...

Beyond the secret door lies an amazing sight. The land outside is a strange conglomeration of environments, seemingly thrown together at random. Blazing deserts, snow swept fields, muddy plains, torrential rainstorms, and stinking bogs are all within scant feet of each other. Across the way you see three domes of earth similar to the one you just left as well as a towering stone spire between them. You certainly aren't in the Bandit Kingdoms any more.

The deserts are extremely hot. Characters must make Fortitude saves (DC15 +1/previous check) every 10 minutes or take 1d4 non-lethal damage. Characters wearing heavy clothing or armor of any sort take a -4 penalty.

The shallow bogs are difficult terrain as the thick mud pulls at the PC's boots and hampers movement (Double movement costs, **Tumble** DCs +2). Any character moving through the Bog must make a **Balance** DC5 each round to avoid falling into the water, exposing them to the **Shakes** (Fort DC13, 1 day incubation, 1d8 Dex).

The muddy plains actually contain a large pit of quicksand extending from edge to edge. Those approaching within 5' get a **Survival** check (DC8) to recognize the threat unless they are running or charging. Anyone entering the quicksand must **Swim** (DC10) each round to avoid going under the surface. Anyone running or charging when they enter is carried forward 1d2 X 5 feet. **Swim** (DC15) will allow a character to move 5'. Failing any Swim check by 5 or more will cause the character to sink below the surface. Swimming to the surface requires **Swim** (DC 15 + 1 / round below surface). A person on solid ground reaching with a staff, etc. requires Strength

(DC15) by the person reaching and Strength (DC10) by the person in the quicksand to move them 5 feet, failure requires Swim (DC15) to remain above the surface.

The snow swept fields are very cold. Characters must make Fortitude saves (DC 15 +1/previous check) every 10 minutes or take 1d6 non-lethal damage. Characters in winter gear check once per hour instead.

The rainstorms are highly acidic. Characters passing through the acidic rainstorms will take 1d6 points of damage per round of exposure. (Do not place a rainstorm right outside the door).

Development: Once the last of the party leaves the cave, the secret door behind them fades away. To open the door on this (or any) cave requires a DC16 Wisdom check as a standard action to locate and open a 'secret' door.

Once the characters arrive at one of the other caves or the spire, continue to Encounter 4.

Encounter Four:

MEET THE FAMILY

What happens next depends upon where the characters go. There are three more caves and the spire to visit, each with its own area below. As they are looking out from the first cave the left-most is Cave 2, the middle is Cave 3, the right-most is Cave 4. Whichever choice they make, **remember to move to Encounter Five** once they have finished visiting the first of these locations.

None of the caves have doors. Where the party intends to enter is up to them. A standard Wisdom check (DC16) is required to 'create' a door.

Search (DC5) will notice a large number of humanoid tracks coming to and from the mound. Individuals with the **Track** feat making **Survival** (DC10) will notice the tracks have vanished at various points (due to the nature of the chaotic environment) but mostly travel between the earthen mounds, vanishing into the sides.

The Inhabitants of the Three Caves

Once they had killed the man responsible for the death of their families the congregation was divided about what to do. Some elected to head off in search of a way home while the rest remained at the caves they found here. Those that left never returned. The few who remained at the caves discovered they were safe from the

chaotic terrain around them so long as they stayed inside these caves. As a sign of their commitment to each other and the worship of Abbathor, many members of the congregation took Dwarven wives or husbands. The stats for Derro are being used to emulate this effect. Centuries of inbreeding have led to their troubling appearance.

Subjective gravity: A **Wisdom** check (DC 16) can be made as a free action once per round to establish an individual's direction of gravity. Once their subjective gravity is changed, new rolls are only required to change it again. Anyone failing twice gets a +6 circumstance bonus on subsequent checks. Unattended items, thrown items, etc. all maintain the direction of gravity of the person who carried it. Allow the PC to know the result of their check before continuing their movement. (i.e.: Do not make them fly off into the air)

Encounter Four A:

CAVE 2: THE SMITHY

As you approach this earthen dome, you note no signs of an obvious entrance.

PCs need to roll a Wisdom check (DC16) to "create" a secret door, either by searching for one, or through intentional manipulation of the environment.

Opening the door an overpowering stench of smoke and sweat assaults your senses. The room beyond is lit by the fires of three forges. The tinny sounds of hammering metal on metal fill the air.

Inside the room a half dozen dwarves work diligently at their forges. They work in pairs, one stoking the fires while the other shapes the red glowing metal in leather gloved hands.

The light filtering in from the open doorway draws their attention to your presence. Almost as one they turn to face you. It is then that you realize something is very different. The dwarves working here are shorter than normal, with less variation among individuals than one would normally expect. Their hair is very sparse for dwarves, almost scraggly in some instances. Some of these individuals look at you with vacant expressions; others have a maniacal glint to their eyes. The closest one flashes a scraggy toothed grin and rubs his

chin with a six-fingered hand, saying "Eh, brotha Marka, looks like we got company."

When the congregation arrived they discovered the missing bodies of their loved ones in the cave across the way, but Durana's attempts to raise them from the dead were unsuccessful. They have spent the last 200 years studying the sword hoping to find a way to return their ancestors to life. Then, ten years ago, the sword was stolen from them by one of the Slaads that occasionally hunt in the area (who gave it to Khane). They have been working from memory ever since.

The three males (Dord, Marka, and Obarg) and three females (Bala, Elana, and Folo) working here are attempting to recreate the Shortsword of Kurell in order to learn its secrets. They are attempting to recreate the alloy of the sword using the Pandemonic Silver and Thinaun that was stored in the smithy they discovered here. They are suffering from severe dementia. All that matters to them is that they recover the spirits of their ancestors, toiling for centuries in the hopes of doing so.

They have not seen strangers in decades. They are trying to figure out how the sword teleports the bodies of the fallen to the caves and what it does to their spirits. At this point all they have been able to determine is the following, which they will share if specifically asked:

- Who are you?: ***I am Dord, great-grandson of Boren Stonehinge and Alisa Baker. This is Marka and Obarg. Our wives here are Bala, Elana, and Folo. We are the descendants of The True Believers.***
- Who are the True Believers?: ***Those who are interred in the Final Resting Place. Priestess Zatra could tell you more.***
- Why are you here?: ***We believe that this research will allow us to recover the spirits of our ancestors. We have spent the last two centuries trying to unlock its secrets.***
- Where is the sword / Red skinned Slaad?: ***That usurper stole it from us, he did! Stole the sword of our ancestors and escaped by means of the portal, through which we cannot follow.***
- The sword was crafted by Vathero, who now takes the form of a spirit and haunts them in their efforts.
- The sword was made from an alloy of two strange metals found in this land. They have been unable to recreate the process of joining these metals. **Profession Miner (DC 15)** to

identify the metals as Pandemonic Silver and Thinaun.

- The weapon was named after He Who Shall Not Be Named. If asked who this is, they refuse to say. No Knowledge skill will help clarify to whom they might be referring, as this is the clan's own nickname for the god Kurell.
- The sword is activated when it is held unsheathed.
- The curse makes all that see the sword desire to possess it, instructing them to slay the wielder.
- The bodies of those who fell while wielding the sword vanished in a blinding white light. The bodies were later found in the ice cave and all attempts to raise them have been unsuccessful. Their spirits have not responded to any attempts at communication.
- The spire: ***One of the True Believers lives there, the wizard Zerg Derdle. He is a hermit who has not been seen for nearly a century. They say he lives alone but on dark nights you can hear the screams of a woman coming from the top. Horlok saw the ghost of a cat in its surface once so none of us will approach it.***
- For any other questions, the descendants suggest that the party seek out the Priestess Zatra, who resides in the temple.

They will ask for any suggestions the party might have. If anyone speaks as if they have a skill the clan can use they will insist that person remain here to work with them, threatening them if necessary. The character will have plenty of opportunity to get away so don't force the issue. This is not intended to be a combat encounter, but may turn into one:

ALL APLs (EL 8)

Derro (6): hp 16 each; see *Monster Manual* page 49.

Development: After the PC's finish discussing with the living Derro, proceed with Vathero:

Without warning the fire of the forge in the rear flares up suddenly. Stepping from the flames is a creature made of fire itself. "Problem too hard for your feeble minds? Had to bring in help I see. Life is wasted on the living! Two centuries and you still can't discover my little secret. You are nowhere near as talented as I. For I was, correction am, the greatest blacksmith to ever take up the hammer!"

When Vathero died he was judged by his god and found wanting. A side effect of placing a portion of

his spirit into the sword has enabled him to retain his personality after his death, unlike other petitioners. Now he spends the centuries taunting the descendants, having never forgiven their ancestors for killing him. He has no remorse for creating the sword, seeing it instead as the pinnacle of his life's work.

Vathero doesn't threaten the party in any way. In fact he can do nothing except defend himself and reforms in 1d3 hours if destroyed. The descendants have learned to ignore him, although occasionally one gets upset enough to go through the effort of killing him, if for only a few hours peace.

Vathero alternates between belittling the descendants and building up his own reputation as a great blacksmith. This can be used against him. If the party agrees that Vathero was a great blacksmith, acts as if they are sincerely interested in his work, and generally play to his ego he will tell them a secret:

Vathero takes you aside so as to not be overheard by the others. "I know a secret. The sword was my greatest work and you seem to be one who could truly appreciate the beauty of it all. Share this with you, I will, but first you must do me a favor. I am stuck here, cursed to spend my days with these despicable creatures. Bring two of my earlier works to Anh, a fellow blacksmith who lives nearby. If you can convince him that I am the greatest blacksmith in these lands then I will be free of this curse. Only then will I share with you the secret. We shall laugh together at the folly of these creatures... but only once the job is done."

To free his spirit will require the party to convince the most skilled blacksmith in the land to recognize that Vathero was the better blacksmith. Since Vathero is effectively immortal, no degree of intimidation will convince him to share his secret.

Refer to **Encounter Six C** for more information regarding this solution to concluding this adventure.

ALL APLs (EL 1)

Vathero: Githzerai petitioner; hp 9; see *Appendix 1*.

NOTE: If this is the first of the three caves explored, proceed to Encounter Five when the characters are finished here. The party can return to the other caves after that Encounter.

Encounter Four B:

CAVE 3: THE BUNKHOUSE

As you approach this earthen dome, you note no signs of an obvious entrance.

PCs need to roll a **Wisdom** check (DC16) to “create” a secret door, either by searching for one, or through intentional manipulation of the environment.

The cave beyond the opening is cloaked in shadow, faintly illuminated by shafts of light that filter in from behind your group. Three sets of bunkbeds line the walls to either side of you. A small stone trunk sits at the foot of each set. The soft sound of snoring draws your attention to three sleeping forms that lie upon the beds.

This cave is the bunkhouse for the congregation. There are six double bunks (12 beds total). Two Descendants (Nagor and Garlon) and an elderly Dwarf (Berringer) are currently sleeping here. Because they are sleeping, any **Listen** rolls they make to hear the party move about the room are at a -10.

Each bunk has a trunk at the foot of it. Since unattended items have a habit of vanishing, the trunks are empty with two exceptions. The trunk at the foot of one of the unoccupied beds holds a faded parchment, an ancient wedding invitation (Player’s Handout #1). Another has a Y-shaped piece of metal approximately 6 inches in length (A Planar Tuning Fork tuned to the cave with the corpses). The trunks do not have a lock.

Stone trunk: 1 in. thick; hardness 8; hp 15; AC 5; Break DC 23.

If they examine the sleeping forms:

One of the sleeping forms is an elderly dwarf who is clearly approaching the end of his days. The other two are shorter than your average dwarf but are young and strongly built. Although the eldest has a full head of hair these younger two are shaved bald. Even with these differences it is clear these three are somehow related.

If the occupants awaken they will demand to know why the party is in the room. If the PCs awake a Descendant first, they will immediately shout out for their father, awakening him in turn.

“Eh? What’s that racket?” says the elderly Dwarf as he struggles to raise his head. “Son, is that you?”

PCs have an opportunity to respond.

“Why have you come to our home?” questions the feeble old Dwarf. “What purpose could you have in these strange lands?” With that his two burly sons look at you, questioningly.

Anyone caught searching one of the trunks will certainly have some explaining to do. They aren’t looking to start a fight so they will accept almost any explanation. Threatening them will provoke them to attack. If attacked they will defend themselves.

The Dwarf is one of only two survivors of the original congregation. He is over 400 years old and is nearing the end of his days. He is confined to his bed and unable to defend himself.

The two Descendants are his boys. They are hunters for the clan and will defend their father with their lives.

Once they are comfortable with the characters explanations they will speak with them about themselves.

Berringer is the only person here who knows the truth about the wedding, how they got here and why they came. He has suspected for some time that everything that has happened to them is some kind of divine retribution by the human’s god. But he lost his first wife in the tragedy that day and harbors great hatred towards Kurell. He guards his secrets closely though and will not reveal them unless convinced doing so be in his sons’ best interests. (i.e.: To break the curse and set the Descendents free.) In general this can only occur once the characters have spoken with the NPCs in the other areas.

If the party is able to convince Berringer, he will tell them the tale of the church:

“I was a young adult at the time. The First Priestesses of our clan became smitten with a human priest, and they made a plan to marry. Our priestess told us that the human had renounced his faith to follow our Dwarven god, Abbathor. Both congregations were to gather for the wedding at the Priest’s temple to Kurell in Rookroost, at which time all of the humans would be converted and joined to our faith. During the ceremony, one of the followers of the human priest presented him with a short sword, a symbol of their old god.

As a demonstration of his devotion to this new path, he announced his intention to destroy the sword, thereby severing all ties with their old god. But a terrible thing happened when the Priest drew the short sword from its scabbard. Chaos descended upon us in the form of an uncontrollable urge to slay the wielder, as he must not be worthy to possess such a fine instrument. My vision narrowed to a single point, slaying the wielder of the sword was all that I cared for.

Apparently all members in attendance were affected the same way. With murderous intent, we fell upon one another, in a vicious brawl to gain the weapon of the god. The priest fell quickly, but one after another picked up the accursed weapon, each time renewing the compulsion to destroy the wielder. Finally the weapon fell with a clatter to the flagstones and before anyone could reach it, our Priestess Durana was able to restore calm and the madness passed once no one wielded the blade.

Looking up from my frenzy, I realized that the last one slain was my wife, my beautiful wife, whose corpse had disappeared like the others who had fallen while wielding the sword.

With anger and despair, our Priestess held a dagger to the woman who had brought the sword to her beloved and demanded to know what had happened to our people. At this point a stranger stepped forward and explained that he had received it from the wicked creature that lives in the Smithy of this land.

The stranger transported us here so that we might exact our revenge upon the blacksmith but then fled with his witch back through the portal before we could stop him, abandoning us to our fate. We were able to slay the creature but we are not rid of his foul taint.

We did our best to make a home here. I took a human wife like the others. The congregations intermingled, eventually becoming one. But the painful loss of my first wife and the life stolen from us remains a bitter wound that may never heal.

Berringer knows the tale of the wizard on the spire as well. Zerg Derdle was one of the dwarves from the congregation. He refused to take a wife, choosing instead to spend his days alone atop the spire. Then, one night about a century ago, he

was spotted dragging the unconscious body of a beast up the side of the spire. When Priestess Durana learned that he had brought a living creature into the camp she demanded he come down and explain himself. He refused so she banished him to the top of the spire. He has not been seen since and none have dared climb it to see what became of him.

(This is not intended to be a combat encounter, but if it becomes one)

APL 2 (EL 5)

Berringer Lodestone: Male Dwarf Warrior 1; hp 6; see *Monster Manual* page 91.

Nagor Lodestone: Male Derro; hp 16; see *Appendix 1*.

Garlon Lodestone: Male Derro; hp 16; see *Appendix 1*.

APL 4 (EL 6)

Berringer Lodestone: Male Dwarf Warrior 1; hp 6; see *Monster Manual* page 91.

Nagor Lodestone: Male Derro Rog 1; hp 31; see *Appendix 2*.

Garlon Lodestone: Male Derro Rog 1; hp 31; see *Appendix 2*.

APL 6 (EL 8)

Berringer Lodestone: Male Dwarf Warrior 1; hp 6; see *Monster Manual* page 91.

Nagor Lodestone: Male Derro Rog 2, Ftr 1; hp 47; see *Appendix 3*.

Garlon Lodestone: Male Derro Rog 2, Ftr 1; hp 47; see *Appendix 3*.

APL 8 (EL 10)

Berringer Lodestone: Male Dwarf Warrior 1; hp 6; see *Monster Manual* page 91.

Nagor Lodestone: Male Derro Rog 3, Ftr 2; hp 63; see *Appendix 4*.

Garlon Lodestone: Male Derro Rog 3, Ftr 2; hp 63; see *Appendix 4*.

APL 10 (EL 12)

Berringer Lodestone: Male Dwarf Warrior 1; hp 6; see *Monster Manual* page 91.

Nagor Lodestone: Male Derro Rog 3, Ftr 4; hp 81; see *Appendix 5*.

Garlon Lodestone: Male Derro Rog 3, Ftr 4; hp 81; see *Appendix 5*.

APL 12 (EL 14)

Berringer Lodestone: Male Dwarf Warrior 1; hp 6; see *Monster Manual* page 91.

Nagor Lodestone: Male Derro Rog 5, Ftr 4; hp 95; see *Appendix 6*.

Garlon Lodestone: Male Derro Rog 5, Ftr 4; hp 95; see *Appendix 6*.

APL 14 (EL 16)

Berringer Lodestone: Male Dwarf Warrior 1; hp 6; see *Monster Manual* page 91.

Nagor Lodestone: Male Derro Rog 5, Ftr 6; hp 113; see *Appendix 7*.

Garlon Lodestone: Male Derro Rog 5, Ftr 6; hp 113; see *Appendix 7*.

APL 16 (EL 18)

Berringer Lodestone: Male Dwarf Warrior 1; hp 6; see *Monster Manual* page 91.

Nagor Lodestone: Male Derro Rog 7, Ftr 6; hp 127; see *Appendix 8*.

Garlon Lodestone: Male Derro Rog 7, Ftr 6; hp 127; see *Appendix 8*.

NOTE: If this is the first of the three caves explored, proceed to Encounter Five when the characters are finished here. The party can return to the other caves after that Encounter.

Encounter Four C:

CAVE 4: THE TEMPLE

As you approach this earthen dome, you note no signs of an obvious entrance.

PCs need to roll a **Wisdom** check (DC16) to “create” a secret door, either by searching for one, or through intentional manipulation of the environment.

Laid out before you is a Dwarven paradise. The centerpiece of the room is a massive stone altar embellished in gold and mithral and encrusted with rare gemstones. Alcoves in the wall behind the altar are filled with a collection of Human and Dwarven skulls.

The other walls are adorned in elaborate stonework, massive casks line one wall, and piles of golden coins are scattered about the floor. Succulent meats cook slowly over an open fire in the corner.

The dwarves here are shorter than normal, with a familial resemblance. Their hair is very sparse, growing in fitful patches in most places. A few look at you with dreamy expressions, others have a maniacal glint to their eyes. Each is engrossed in their own personal heaven.

A male is gorging himself on meats hot from the stove. Another is running his hands through the piles of coins. A third male and two females are passed out near the casks. A third female lies in a tub filled with coins. Noticing your entrance she turns to you and says “I see we have guests, you bring tribute to the great god Abbathor, Yes?”

The male Descendants are Yarik, Olaren, and Pantago. The females are Fadao, Orani, and Zatra.

The top of the altar is inscribed with a bejeweled dagger, the symbol of Abbathor. A **Knowledge Religion** (DC 15) (DC 10 if the character is Dwarven), will identify the god. He is the Dwarven god of Greed.

The skulls are of various ages, some dating back 200 years. The oldest ones are at the center and are pure humans and dwarves. As the PCs move towards the edges closer inspection reveals these newer skulls appear to be a blend of the two ancestries.

The casks are filled with Dwarven Ale of a very high quality.

All of the riches here are false, fabrications of the minds of the faithful of Abbathor made possible by the nature of Limbo. The Descendants who stay in the temple are consumed with greed. Their lives are spent in a world of excess, reveling in the fortunes created by their fevered imaginations.

But deep down they know that nothing they possess is real. Most of the items the original congregation brought with them faded away as possessions in Limbo are apt to do if not actively attended.

Development: In an attempt to increase the size of their horde the priestess Zatra (a priestess in title only) will ask the party to donate to the temple in exchange for hearing the Holy Scripture of The

First Day. A minimum donation of (5 * APL) will suffice for her to share this information. Olaren, the one with the piles of coins, will also attempt to buy whatever the party is willing to part with, offering two to three times its actual value. But the coins and gems he pays with, although real enough here in Limbo, will turn to dust upon returning to the real world.

The Holy Scripture of The First Day:

And so the Holy Mother gathered the true believers unto her and together they did cause the deceiver to open the portal to the land of the ancients. There they found those who had passed before, and drawing upon THEIR strength did she challenge he who had forged it, and so did strike him low.

She will now offer to answer questions about the reading.

The Holy Mother: Durana, the First Priestess of the congregation. She led them to these holy lands and the treasures contained therein. She set them on their most holy quest.

The Most Holy Quest: The unlocking of the sword and the secret to returning life to the ancients.

The True Believers: The humans and Dwarves who were the first followers of Abbathor. Those who saw the wisdom of mixing the races in order to shape this world in his image.

The Deceiver: Lago, the stranger who brought them to this land and left them here. But Durana fooled him for this is the promised land of Abbathor.

Those Who Passed Before: The ancestors.

Who had forged it: Vathero, the tall human with yellow eyes they found here. It was he who forged the sword. (**Knowledge: The Planes** (DC 11) to recognize the description as a Githzerai)

The sword: The sword of he who shall not be named.

The spire: A hermit lives there, banished to the spire by the Holy Mother a century ago.

This is not intended to be a combat encounter but stats are provided in case it turns into one. Pantago, Fadao, and Orani are currently in a drunken stupor (use stats for Yarik if they manage to wake up):

ALL APLS (EL 6)

Yarik Gemgetter: Male Derro; hp 16; see *Monster Manual* page 91.

Olaren Gemgetter: Male Derro; hp 16; see *Monster Manual* page 91.

Zatra Gemgetter: Female Derro; hp 16; see *Monster Manual* page 91.

NOTE: If this is the first of the three caves explored, proceed to **Encounter Five** when the characters are finished here. The party can return to the other caves after that Encounter.

Encounter Four D:

THE SPIRE

Between the earthen domes is a massive spire of polished black stone. Fully twenty by twenty feet at its base it rises straight up one hundred feet into the air.

The walls of the spire are extremely smooth and vertical. It cannot be climbed without the use of magic unless the individual is aware of Limbo's subjective gravity (**Knowledge:** The Planes DC 15). If the party has encountered the creature in **Encounter Five**, the characters can make an **Intelligence** check (DC 15) to determine that gravity here is subjective.

Subjective gravity: A **Wisdom** check (DC 16) can be made as a free action once per round to establish an individual's direction of gravity. Once their subjective gravity is changed, new rolls are only required to change it again. Anyone failing twice gets a +6 circumstance bonus on subsequent checks. Unattended items, thrown items, etc. all maintain the direction of gravity of the person who carried it. Allow the PC to know the result of their check before continuing their movement. (i.e.: Do not make them fall off the edge of the spire.)

Once they have reached the top of the spire:

The top of the spire is a twenty by twenty platform with a black stone anvil at its center. The desiccated remains of a dwarf lie propped against it. Spreading out like the petals of a flower above the anvil's surface are each of the four elements: Air, Earth, Fire, and Water. Each tear-shaped petal is the size of your fist with their points converging at the surface of

the center of the anvil. The elements boil as if trying to escape the magic that holds them in place yet retain their overall shape. No hammer marks mar the anvil's ebony surface. The sides of the anvil are embossed with the symbol of a hand grasping a broken coin.

The anvil is the one that was used to create the Shortsword of Kurell. The surface of the anvil features a stabilized convergence of the four basic elements (Fire, Water, Earth, Air) that make up Limbo. The remains are those of the wizard Zerg Derdle who died here almost a century ago.

The sword can be repaired by placing its remains (from Body & Soul) on the anvil and making a Wisdom Check (DC 16). In this way, the petals of the rose come together. Repairing the sword from its remains does not return its powers, however it does make it possible to revive the bodies in the Cold Storage cave. Refer to **Encounter Six C** for more information on using the sword in this manner.

Knowledge Religion (DC 15) will recognize the symbol as that of Kurell, the lesser god of Jealousy, Revenge, and Theft.

The top of the spire is also home to the experiments of the mad wizard, Zerg Derdle. Here animals were infused with the powers of the Elements in an effort to harness the energies he discovered here. For decades he conducted terrible experiments on animals he found in the area, morphing them into elementals that were bound to the power of the spire.

His research was conducted in secret since experimenting on live creatures within the camp could be seen as a threat to the congregation's safety. Each night Zerg would sneak away to hunt for food and animals on which he could experiment. Eventually they caught him returning from the hunt and banished him to the top of the spire. He lived there for another 5 years before finally succumbing to old age.

Time has claimed all of his creations except one, which watches over its master's remains. A cat-shaped creature seemingly created from the ebony rock of the spire rises to attack any who approach within 10' of its master's remains.

APL 2 (EL 3)

Element Panther: Panther (leopard) element creature; hp 19; see *Appendix 1*.

APL 4 (EL 5)

Element Displacer Beast: Displacer Beast element creature; hp 45; see *Appendix 2*.

APL 6 (EL 6)

Element Displacer Beast: Displacer Beast element creature; hp 67; see *Appendix 3*.

APL 8 (EL 8)

Element Displacer Beast: Displacer Beast element creature; hp 114; see *Appendix 4*.

APL 10 (EL 10)

Element Displacer Beast: Displacer Beast element creature; hp 171; see *Appendix 5*.

APL 12 (EL 12)

Element Dire Tiger: Dire Tiger element creature; hp 165; see *Appendix 6*.

APL 14 (EL 14)

Element Dire Tiger: Dire Tiger element creature; hp 238; see *Appendix 7*.

APL 16 (EL 16)

Element Dire Tiger: Dire Tiger element creature; hp 357; see *Appendix 8*.

Tactics: The creature will use tremorsense to know the location of the characters as they climb the spire. It will use its earth glide ability to travel freely within the spire and can hide within should the party take to the air and attack it from range. When it attacks it will come out of the spire but if it is obvious the characters are not being challenged retreat half way into the spire, using the surface to provide cover. It will not pursue if the characters flee.

Development: An Elder Earth Elemental discovered these creatures years ago but found it was powerless to restore the balance due to the magical powers of the spire in which they reside.

At the conclusion of combat, the Elder meets the party at the base of the spire.

As you reach the base of the spire the ground before you begins to rise, taking the form of a humanoid creature. Its movements are slow, but deliberate, as those of one who has known centuries of hardship. With a voice so low that the ground itself ripples with each word, the creature begins to speak.

"The black rock holds great power. It was placed there long ago. A sealed place we

cannot enter. Here fire, water, air, and earth are brought together to do its master's will. One of your little ones found the spire and used its power to bind many of our kind to the creatures of this land. You have slain the last of these beasts. The spire remains but those corrupted by the wizard have been freed and for this we are grateful."

With this the creature moves its massive hand towards you.

The creature will not answer any questions. Any player that lets the elemental touch their forehead finds they have been granted the Favor of the Elementals. Using this favor will provide them access to the Prestige Class Elemental Savant (C.A.) and Bonded Summoner (M.H.). Once it has done this (to those who are willing) it fades back into the earth.

NOTE: Exploring the spire does not trigger Encounter 5. If the party explores the Spire first they will have to also visit one of the three caves before the "True Natives" make themselves known.

Encounter Five: THE TRUE NATIVES

Returning to the chaotic terrain outside the caves you see an amazing sight, a strange looking creature(s) walking down the wall of the spire as if on a midday stroll. Unfortunately it appears that it has noticed you and is preparing to attack.

Note: Encounter Five will only occur ONCE.

APL 2 (EL 4)

Anarchic Panther (2): Anarchic Leopard; hp 19; see *Appendix 1*.

APL 4 (EL 7)

Red Slaad: hp 52; see *Monster Manual* page 228.

APL 6 (EL 9)

Blue Slaad: Blue Slaad Bbn 1; hp 87; see *Appendix 3*.

APL 8 (EL 11)

Blue Slaad: Blue Slaad Bbn 1, Drd 2; hp 106; see *Appendix 4*.

APL 10 (EL 13)

Blue Slaad: Blue Slaad Bbn 2, Drd 3; hp 127; see *Appendix 5*.

APL 12 (EL 15)

Blue Slaad: Blue Slaad Bbn 4, Drd 3; hp 150; see *Appendix 6*.

APL 14 (EL 17)

Blue Slaad: Blue Slaad Bbn 4, Drd 5; hp 186; see *Appendix 7*.

APL 16 (EL 19)

Blue Slaad: Blue Slaad Bbn 6, Drd 5; hp 211; see *Appendix 8*.

For the APLs where the characters are facing a Slaad the creature will attempt to summon a basic Slaad of its type (not advanced) if it is obvious after the first round of combat that it is underpowered for the characters.

The creature can control its immediate environment (i.e. 5' space he is in) and will not be affected by the environment. This effect will be visible to the PCs. It is as if the ground solidifies under his feet and the air calms around him.

However, the creature is subject to the **Wild Magic** rules should it cast spells or use any spell-like abilities.

In a pouch on the slaad the characters will find a letter (Player's Handout #2) which describes why the creature has come to the Spire. At APL2 they discover the corpse of the slaad (with the letter) along with that of another anarchic panther behind the spire. It was attacked a few minutes before the party emerged from the caves.

Defeating the creature they are free to visit another location in Encounter Four. Otherwise, if they are ready to solve the problems facing them move to **Encounter Six**.

Encounter Six:

PICK YOUR POISON

Eventually the party will decide upon a solution to their problem.

Encounter Six A:

OPTION 1: EVERYBODY DIES

One way to end the curse and enable the gate to close is to kill off the surviving members of the original congregation. The darkest of the options, this solution requires slaying the two Dwarves, Horlok Darkmantle in Encounter 3 and Berringer Lodestone in Encounter 4b (not the Descendants) in the colony.

The moment that both dwarves (Horlok Darkmantle in Cold Storage and Berringer Lodestone in The Bunkhouse) are dead, the caves immediately vanish and the gate visibly stabilizes.

However, the gate begins to fade and will vanish in 10 rounds. The characters notice this with a **Spot** (DC 5) in the second round. Note this goes into effect IMMEDIATELY when the second dwarf dies, even if it occurs early in the event or in the middle of combat. Any party members who do not get out are considered LOST (reference Conclusion). The Descendants CAN also leave during this period and will attempt to do so.

Encounter Six B:

OPTION 2: REPAIR SWORD

Those who played Body and Soul and encountered the Slaad should be reminded the creature wanted the sword returned.

Repairing the sword (or presenting the original, undamaged sword) and returning it to the Descendants in the Smithy will allow the characters to close the gate. However, this will not free the congregation, leaving them stranded again unless other spells are used to transport them home. The only place to successfully repair the sword is atop the spire.

Encounter Six C:

OPTION 3: ASSIST VATHERO

The petitioner spirit of Vathero knows the true history. In exchange for helping him go to his final resting place he will reveal one possible solution.

To free his spirit will require the party to convince the most skilled blacksmith in the land to recognize that Vathero was the better smithy. The adventurers will likely assume it is one of the Descendants but Vathero will explain it is actually a native that hunts in the area.

If they agree to help him, Vathero will reveal the secret place where he has stored two daggers he created years ago. One is made of Pandemonic Silver; the other is made of Thinaun. They are to show these to the rival smith as a demonstration of Vathero's skill. He will provide directions to the hunting ground (30 minutes walk) and await their return.

Assuming they agree:

Vathero's directions are relatively easy to follow, which is surprising given the ever-changing landscape. During your journey you see many strange creatures including a red toad-like creature similar to the remains you found in the cave under the village. But luck is with you and you soon find the valley described by Vathero.

Entering the valley you are greeted by the sounds of steady hammering. Following these you are able to quickly locate the blacksmith at work at his forge. But the individual you find is not what you might have expected. For the blacksmith you have been sent to meet is another of those red, toad-like, creatures you spotted earlier. Sensing your presence it stops its work and looks up at you.

"What can I do for you?" asks the creature.

The blacksmith's name is Anh and although he appears to be a Slaad he is actually a Neraphim and a good one at that. Once the characters have explained their situation he will offer to agree that Vathero was a more skilled blacksmith, but asks for one of the weapons in exchange for doing so.

Which weapon the characters surrender is up to them but once they have made their decision he asks if they would be willing to give him the other weapon as well in exchange for a favor to be repaid later. Those who agree to hand over both weapons are granted the Favor of Anh.

Once the party has convinced Anh to grant Vathero's request they may return to the caves without incident. Vathero can sense if they were successful for he will already feel his soul being drawn to his god for judgment.

Assuming they were successful, Vathero will inform the characters what they must do to end the curse: that they must get the congregation to request forgiveness and revert to Kurell. He will also tell them how to repair the sword and use it to return the bodies to life. He then fades away into nothingness.

The sword can be repaired by placing the pieces on the anvil atop the spire and simply imagining that it has been reforged. The sword can then be used to return the bodies to life by stabbing each person through the heart with the newly repaired sword. Vathero will explain this to the characters if they promise not to tell anyone (he isn't quite all there). If anyone has the original sword (from The Bender) they can use it to revive the bodies in the same fashion, but doing so drains the magic from the sword.

Many of the Descendants are eager to leave and return to the ways of their ancestors. As such, converting a majority of the clan will be a trivial task. The rest will ask to remain behind to bask in the pleasures their god has provided.

Once they have converted to Kurell the party can return through the portal, which closes when the last of the party and those members of the congregation that converted have passed through.

All APLs (EL 3)

Neraphim: Ftr 3; hp 21; see *Appendix 1*.

Encounter Six D:

OPTION 4: PRAISE KURELL

By gathering the available evidence they can piece together hints of what happened and perhaps discover one solution (appeasing Kurell) on their own. Vathero's solution of having the congregation revert to Kurell is one way of appeasing the old god, but the PCs may devise another method of quelling his anger. This is a judgment call and up to the discretion of the DM. Such appeasements might include:

- The majority of the congregation to ask forgiveness and revert back to the worship of Kurell, and the destruction of the altar of Abbathor;
- a sacrifice of valuables of the PC's "real" possessions in his name equal to 100*APL; or
- a solemn (and enforceable) vow to construct a temple of Kurell once returned to the material

plane. The construction of this will require 4 TUs (but no gold) from at least one party member.

Note: Many of the Descendants are eager to leave and return to the ways of their ancestors. As such, converting a majority of the clan will be a trivial effort. The rest will ask to remain behind to bask in the pleasures their god has provided.

Appeasing Kurell will provide a PC divine caster the opportunity to permanently convert to Kurell as well. Due to the nature of this change Kurell will happily accept you so the casting of atonement is not required. This will also meet the requirements for the Contemplative (Kurell) Prestige Class.

Encounter Six E:

OPTION 5: THE GATE

Those who played Body & Soul and retrieved the notes (noted on the AR) should be reminded of the requirements for closing the gate.

Stabilizing the gate will allow the party and the surviving members of the congregation to leave. Doing so requires the following items:

- The Shortsword of Kurell (broken or complete)
- The Book of Gating (Up Close and Personal)
- The two pieces of the staff started in Up Close & Personal (BDK 1-10)
- A token of a magic creature, given freely

If the party has all of these items the person with the first part of the staff will feel a tug towards the spire. Holding the two pieces near the spire will reveal a reflection that appears to be the third piece. Touching the two portions to the spire will draw the third piece out, enabling them to complete the ritual.

Once they have the items listed above they can perform the ritual to stabilize the rift. This will enable the characters as well as the descendants to return to Zelosus. The rift will close in one hour (the characters will know this from reading the ritual).

It is extremely unlikely this solution will come about as few groups will have all of the required items. Those groups successfully completing the ritual gain access to the completed staff.

Encounter Six F:

OPTION 6: LEAVING

The party can always give up and leave. Eventually another group will come by and solve the problem. Needless to say this solution doesn't garner the heroes any additional experience or reward.

Conclusion

Conclusion: Success

As the last of your party passes through the gate it closes behind you. With a gasp the human male lying on the altar returns to life, although with the dagger sticking in his chest it is doubtful he will survive long.

Give the characters an opportunity to react. Khan is about to die. Removing the knife or healing him will keep him alive. Give each character one round to act. Assuming Khan lives continue, otherwise jump to "Here Endeth the Lesson" (below).

The man looks about in shock before letting out a sigh of relief, happy to be alive. "I am Khan" he explains "a tailor from Stoink... and I thank you for saving me. My brother Khane and I grew up in the house built above the well you used to enter here. (he doesn't know the town is gone) He asked me to join him here to see a secret he had discovered in our grandmother's temple. But when I got here he tried to kill me. Luckily you came along. He must have ran off..."

Then, suddenly looking surprised, he exclaims "Drat! We must get out of here. Surely the forces of the old one will be here soon. They are moving across these lands so quickly I doubt anyone can stop them. We must flee to the safety of Stoink, perhaps there we will be safe."

For Khan the year is still 583 and the Combination of Free Lords hasn't been completely overrun yet.

Play this up a bit as the characters try to explain to him how much time has passed. Eventually he will come to grips with what has happened and he will leave the cavern. When he sees what has happened to the town he breaks down and cries fearing all he ever had is lost. Eventually he returns to Stoink where he finds his children (now

grown) have continued to run his shop. Eventually he gets word to the PCs and sends them a reward for freeing him.

If Khan's brother, Khane, was brought back to life by the party he refuses to speak with him but does not desire revenge.

If the Derro are with the party they look about in amazement. Much has changed in the past 200 years and they have a lot to discover. They decide to try to build a home within the remains of Zelosus, for now.

"Here Endeth the Lesson":

Congratulations, you have successfully returned the Bandit Kingdoms to normal, or as close to it as these lands ever get.

About you lay the spoils of war: ruined towns, stolen pasts, and fractured futures. The town of Zelosus is destroyed, the tailor Khan has lost the past twenty years, and the descendants of the congregation are without direction. These are the rewards the desire for revenge brings. Two hundred years ago Kurell became angry a single congregation had forsaken him. His actions then have lead to the destruction of this town and the death of countless innocents.

In the world of Oerth gods should not meddle with the affairs of mortals, and with good reason. As you have discovered today the implications of even the simplest action can have unforeseen reactions, and the reach of a god is often beyond the extent of even their unlimited vision. But Gods are slow to learn and quick to anger and when the anger of a god has been raised the way they extract their pound of flesh is not always as direct as one might expect. Perhaps therein lies a valuable lesson as well.

Conclusion: Failure

About you lay the ruins of Zelosus. The town is destroyed and the damage caused by the rift continues unabated. It is only a matter of time before its power spreads to affect the lands around it or worse it is detected by the forces of Evil that rule these lands. Perhaps another group of heroes will come across it first and find a way to close the rift....perhaps.

Conclusion: Lost

The doorway home is closed and you have been left behind. Perhaps you can make a home here amongst these god-forsaken people. Cursed to spend your final days lost in a drunken stupor in the temple of their uncaring god...

Luckily it is not to be. After several weeks one of the red-skinned creatures that hunt in the surrounding fields spots you one morning and motions for your attention. After convincing you through its actions that it means you no harm it opens a box and extracts a sheaf of scrolls from within. Searching through them it finds one it likes and begins reading from the scroll. The magic complete a portal opens before you and the creature motions for you to step through.

Stepping through the portal you find yourself in the charred remains of building in the Yeoman City of Longspear. Why the creature chose to help you, and how it got a scroll that brought you here is a mystery, but at least you are home.

Characters that were lost must spend 8 TUs awaiting rescue from Limbo. Characters who can escape on their own are not charged this penalty.

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. Many of the combats are optional; experience should only be awarded for combats that are actually fought to conclusion.

Encounter Two

Defeating Horlok Darkmantle in combat

APL 2: 60 xp.

APL 4: 150 xp.

APL 6: 210 xp.

APL 8: 270 xp.

APL 10: 330 xp.

APL 12: 390 xp.

APL 14: 450 xp.

APL 16: 510 xp.

Encounter Four A

Defeating Descendents in Smithy in combat

APL 2: 240 xp.

APL 4: 240 xp.

APL 6: 240 xp.

APL 8: 240 xp.

APL 10: 240 xp.

APL 12: 240 xp.

APL 14: 240 xp.

APL 16: 240 xp.

Encounter Four B

Defeating Descendents in Bunkhouse in combat

APL 2: 150 xp.

APL 4: 180 xp.

APL 6: 240 xp.

APL 8: 300 xp.

APL 10: 360 xp.

APL 12: 420 xp.

APL 14: 480 xp.

APL 16: 540 xp.

Encounter Four C

Defeating Descendents in Temple in combat

APL 2: 180 xp.

APL 4: 180 xp.

APL 6: 180 xp.

APL 8: 180 xp.

APL 10: 180 xp.

APL 12: 180 xp.

APL 14: 180 xp.

APL 16: 180 xp.

Encounter Four D

Defeating creature atop the spire

APL 2: 90 xp.

APL 4: 150 xp.

APL 6: 180 xp.

APL 8: 240 xp.

APL 10: 300 xp.

APL 12: 360 xp.

APL 14: 420 xp.

APL 16: 480 xp.

Encounter Five

Defeating native creature

APL 2: 120 xp.

APL 4: 210 xp.

APL 6: 270 xp.

APL 8: 330 xp.

APL 10: 390 xp.

APL 12: 450 xp.

APL 14: 510 xp.

APL 16: 570 xp.

Story Award

Completing any of the options One through Five

APL 2: 30 xp.

APL 4: 45 xp.

APL 6: 60 xp.

APL 8: 75 xp.

APL 10: 90 xp.

APL 12: 105 xp.

APL 14: 120 xp.

APL 16: 135xp.

Discretionary roleplaying award

APL 2: 30 xp.

APL 4: 45 xp.

APL 6: 60 xp.

APL 8: 75 xp.

APL 10: 90 xp.

APL 12: 105 xp.

APL 14: 120 xp.

APL 16: 135xp.

Total possible experience

APL 2: 225 xp.

APL 4: 337 xp.

APL 6: 450 xp.

APL 8: 562 xp.

APL 10: 675 xp.

APL 12: 787 xp.

APL 14: 900 xp.

APL 16: 1012 xp.

Treasure Summary

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

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

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

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

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

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

Encounter Two:

APL 2: L: 77 gp, C: 11 gp, M: Vest of Resistance +1 (83 gp).

APL 4: L: 49 gp, C: 61 gp, M: +1 Hide (97 gp), +1 Heavy Steel Shield (97 gp), Vest of Resistance +1 (83 gp).

APL 6: L: 22 gp, C: 245 gp, M: +1 Dwarven Waraxe (194 gp), +1 Hide (97 gp), +1 Heavy Steel Shield (97 gp), Vest of Resistance +1 (83 gp).

APL 8: L: 22 gp, C: 11 gp, M: +1 Dwarven Waraxe (194 gp), +2 Hide (347 gp), +1 Heavy Steel Shield (97 gp), Vest of Resistance +2 (333 gp).

APL 10: L: 22 gp, C: 11 gp, M: +1 Dwarven Waraxe (194 gp), +2 Hide (347 gp), +1 Heavy Steel Shield (97 gp), Vest of Resistance +3 (750 gp), Gauntlets of Ogre Power (333 gp).

APL 12: L: 22 gp, C: 178 gp, M: +1 Dwarven Waraxe (194 gp), Rhino Hide (430 gp), +1 Heavy Steel Shield (97 gp), Vest of

Resistance +3 (750 gp), Belt of Giant Strength (1333 gp).

APL 14: L: 22 gp, C: 178 gp, M: +1 Dwarven Waraxe (194 gp), Rhino Hide (430 gp), +1 Heavy Steel Shield (97 gp), Vest of Resistance +4 (1333 gp), Belt of Giant Strength (1333 gp), Amulet of Natural Armor +3 (1500 gp).

APL 16: L: 22 gp, C: 178 gp, M: +1 Dwarven Waraxe (694 gp), Rhino Hide (430 gp), +1 Heavy Steel Shield (97 gp), Vest of Resistance +4 (1333 gp), Belt of Giant Strength +6 (3,000 gp), Amulet of Natural Armor +4 (2,666 gp).

Encounter Four B:

APL 2: L: 36 gp, C: 0 gp, M: None.

APL 4: L: 134 gp, C: 144 gp, M: +1 Leather Armor (96 gp), Amulet of Natural Armor +1 (166 gp), Vest of Resistance +1 (83 gp), +1 Leather Armor (96 gp), Amulet of Natural Armor +1 (166 gp), Vest of Resistance +1 (83 gp).

APL 6: L: 134 gp, C: 78 gp, M: +1 Leather Armor (96 gp), Amulet of Natural Armor +1 (166 gp), Vest of Resistance +1 (83 gp), Gloves of Dexterity +2 (333 gp), +1 Leather Armor (96 gp), Amulet of Natural Armor +1 (166 gp), Vest of Resistance +1 (83 gp), Gloves of Dexterity +2 (333 gp).

APL 8: L: 134 gp, C: 278 gp, M: +2 Leather Armor (346 gp), Amulet of Natural Armor +1 (166 gp), Vest of Resistance +2 (333 gp), Gloves of Dexterity +2 (333 gp), +2 Leather Armor (346 gp), Amulet of Natural Armor +1 (166 gp), Vest of Resistance +2 (333 gp), Gloves of Dexterity +2 (333 gp).

APL 10: L: 32 gp, C: 944 gp, M: +1 Dagger (191 gp), +1 Dagger (191 gp), +2 Leather Armor (346 gp), Amulet of Natural Armor +1 (166 gp), Vest of Resistance +3 (750 gp), Gloves of Dexterity +2 (333 gp), +1 Dagger (191 gp), +1 Dagger (191 gp), +2 Leather Armor (346 gp), Amulet of Natural Armor +1 (166 gp), Vest of Resistance +3 (750 gp), Gloves of Dexterity +2 (333 gp).

APL 12: L: 32 gp, C: 280 gp, M: +1 Dagger (191 gp), +1 Dagger (191 gp), +2 Padded Armor (346 gp), Amulet of Natural Armor +1 (166 gp), Vest of Resistance +3 (750 gp), Gloves of Dexterity +4 (1,333 gp), Ring of Protection +2 (666 gp), +1 Dagger (191 gp),

+1 *Dagger* (191 gp), +2 *Padded Armor* (346 gp), *Amulet of Natural Armor* +1 (166 gp), *Vest of Resistance* +3 (750 gp), *Gloves of Dexterity* +4 (1,333 gp), *Ring of Protection* +2 (666 gp).

APL 14: L: 32 gp, C: 3,280 gp, M: +1 *Dagger* (191 gp), +1 *Dagger* (191 gp), +2 *Padded Armor* (346 gp), *Amulet of Natural Armor* +3 (1,500 gp), *Vest of Resistance* +4 (1,333 gp), *Gloves of Dexterity* +4 (1,333 gp), *Ring of Protection* +2 (666 gp), +1 *Dagger* (191 gp), +1 *Dagger* (191 gp), +2 *Padded Armor* (346 gp), *Amulet of Natural Armor* +1 (166 gp), *Vest of Resistance* +3 (750 gp), *Gloves of Dexterity* +4 (1,000 gp), *Ring of Protection* +2 (666 gp).

APL 16: L: 32 gp, C: 3,280 gp, M: +1 *Dagger Human Bane* (691 gp), +1 *Dagger Human Bane* (691 gp), +2 *Padded Armor* (346 gp), *Amulet of Natural Armor* +4 (2,666 gp), *Vest of Resistance* +4 (1,333 gp), *Gloves of Dexterity* +6 (3,000 gp), *Ring of Protection* +2 (666 gp), +1 *Dagger Human Bane* (691 gp), +1 *Dagger Human Bane* (691 gp), +2 *Padded Armor* (346 gp), *Amulet of Natural Armor* +4 (2,666 gp), *Vest of Resistance* +4 (1,333 gp), *Gloves of Dexterity* +6 (3,000 gp), *Ring of Protection* +2 (666 gp).

Encounter Five:

APL 2: L: 0 gp, C: 00 gp, M: *None*.

APL 4: L: 0 gp, C: 00 gp, M: *None*.

APL 6: L: 0 gp, C: 0 gp, M: +1 *Hide* (98 gp), *Vest of Resistance* +1 (83 gp), *Ring of Protection* +1 (166 gp).

APL 8: L: 0 gp, C: 0 gp, M: +2 *Hide* (348 gp), *Vest of Resistance* +2 (333 gp), *Ring of Protection* +1 (166 gp).

APL 10: L: 0 gp, C: 0 gp, M: +2 *Hide* (348 gp), *Vest of Resistance* +3 (750 gp), *Ring of Protection* +1 (166 gp), *Periapt of Wisdom* +2 (333 gp).

APL 12: L: 0 gp, C: 0 gp, M: +2 *Hide* (348 gp), *Vest of Resistance* +3 (750 gp), *Ring of Protection* +1 (166 gp), *Periapt of Wisdom* +2 (333 gp).

APL 14: L: 0 gp, C: 0 gp, M: +2 *Hide* (348 gp), *Vest of Resistance* +3 (750 gp), *Ring of Protection* +1 (166 gp), *Periapt of Wisdom* +2 (333 gp).

APL 16: L: 0 gp, C: 0 gp, M: +2 *Hide* (348 gp), *Vest of Resistance* +3 (750 gp), *Ring of Protection* +1 (166 gp), *Periapt of Wisdom* +2 (333 gp).

Encounter Six C:

ALL APLs: L: 0 gp, C: 0 gp, M: *Thinaun Dagger* (858 gp), *Pandemonic Silver Dagger* (775).

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 83 gp, C: 77 gp, M: 1746 gp – Total: 1906 gp (200 gp).

APL 4: L: 183 gp, C: 0 gp, M: 2600 gp – Total: 2783 gp (300 gp).

APL 6: L: 156 gp, C: 0 gp, M: 3807 gp – Total: 3963 gp (400 gp).

APL 8: L: 156 gp, C: 0 gp, M: 5807 gp – Total: 5963 gp (625 gp).

APL 10: L: 54 gp, C: 0 gp, M: 8521 gp – Total: 8575 gp (1050 gp).

APL 12: L: 54 gp, C: 0 gp, M: 13320 gp – Total: 13374 gp (1500 gp).

APL 14: L: 54 gp, C: 0 gp, M: 19237 gp – Total: 19291 gp (3000 gp).

APL 16: L: 54 gp, C: 0 gp, M: 30236 gp – Total: 30280 gp (4500 gp).

Items for the Adventure Record

Special

Favor of the Elementals: An Elder Elemental has offered to teach you the ways of the elementals. This provides access to both the Bonded Summoner (M.H.) and Elemental Savant (C.A.) prestige classes.

Blessed of Kurell: You have chosen to convert to the worship of Kurell. As a reward for freeing his followers you are accepted without the usual Atonement requirement. This provides access to the Contemplative of Kurell (C.D.) prestige class.

Favor of Khan: You have earned the gratitude of Khan of Stoink. When the PC exercises this favor, Khan will arrange for the character to be able to purchase a Possum Pouch (C.V.). This favor counts only as adventure access and the PC must

pay market value for the item. The favor can only be used once before being expended.

Favor of Anh: In exchange for turning over both weapons you have earned the gratitude of Anh. The purpose of this favor will become known in a future event.

Completed Staff: You have found all three pieces of the broken staff and have joined them together. The purpose of this item will become known in a future event.

Item Access (calculate any non-DMG things)

APL 2 - 6:

- Planar Tuning Fork: Limbo (Adventure; 50gp)
- Thinaun Dagger, Masterwork (Adventure, C.W.).
- Pandemonic Silver Dagger, Masterwork (Adventure, C.W.).
- *Vest of Resistance +1* (Adventure, C.A.).

APL 8: (all of APL 2 plus the following):

- +2 *Hide Armor* (Adventure, DMG).
- +2 *Leather Armor* (Adventure, DMG).
- *Vest of Resistance +2* (Adventure, C.A.).

APL 10: (all of APLs 2, 8 plus the following):

- *Vest of Resistance +3* (Adventure, C.A.)

APL 12: (all of APLs 2, 8, 10 plus the following):

- *Rhino Hide Armor* (Adventure, DMG)
- +2 *Padded Armor* (Adventure, DMG)
- *Belt of Giant Strength +4* (Adventure, DMG)
- *Gloves of Dexterity +4* (Adventure, DMG)
- *Ring of Protection +2* (Adventure, DMG)

APL 14: (all of APLs 2, 8, 10, 12 plus the following):

- *Vest of Resistance +4* (Adventure, C.A.)
- *Amulet of Natural Armor +3* (Adventure, DMG).

APL 16: (all of APLs 2, 8, 10, 12, 14 plus the following):

- +1 *Dagger Human Bane* (Adventure, DMG)
- *Belt of Giant Strength +6* (Adventure, DMG)

- *Gloves of Dexterity +6* (Adventure, DMG)
- *Amulet of Natural Armor +4* (Adventure, DMG)

Appendix One – APL 2

Encounter Two

Horlok Darkmantle: Male Dwarf Bbn 2; CR 2; Medium Humanoid (Dwarf); HD 2d12+6, hp 20, Init +2, Spd 30 ft.; AC 17, touch 12, flat-footed 17 (+3 Armor, +2 Shield, +2 Dex); BAB/Grp: +2/+3, Atk: +4 melee (1d10+1 /20 x3, Masterwork Dwarven Waraxe); Full Atk +4 melee (1d10+1 /20 x3, Masterwork Dwarven Waraxe); Space/Reach 5 ft./5 ft.; SA None; SQ Rage 1/day, Uncanny Dodge; AL CE; SV Fort +7, Ref +3, Will +2, Str 13, Dex 15, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb -1, Craft (Leatherworking) +7, Listen +6, Profession (Hunter) +3, Survival +6, Track.

Possessions: Dwarven Waraxe, Masterwork; Hide, Masterwork; Shield, heavy steel, Masterwork; Pouch, belt; Cold weather outfit; Leatherworker's tools, Masterwork; Sack; Vest of Resistance +1; Rare coin necklace (200 gp), 70 gp.

Physical Description: A middle-aged Dwarven male in a thick coat of hides is huddled near one wall of corpses, a faint murmuring coming from his lips. His outstretched hand grasps a necklace of coins he wears around his neck.

Encounter Four A

Vathero: Male Githzerai Petitioner; CR 1; Medium Outsider (Chaotic, Neutral); HD 2d8+1, hp 9, Init +5, Spd 30 ft.; AC 15, touch 15, flat-footed 10 (+5 Dex); BAB/Grp: +0/+0, Atk: +0 melee (1d13 /20, Unarmed Strike); Full Atk +0 melee (1d13 /20, Unarmed Strike); Space/Reach 5 ft./5 ft.; SA None; SQ Darkvision (Ex): 60 ft, Spell Resistance (Ex): 5, Mental Immunity, Immunities, Resistances, Planar Commitment; AL CE; SV Fort +4, Ref +8, Will +6, Str 10, Dex 20, Con 13, Int 10, Wis 17, Cha 8.

Skills and Feats: None.

Possessions: None

Physical Description: A creature made of flame. **Mental Immunity (Ex):** Immune to mind-influencing effects.

Immunities (Ex): Immune Fire and Cold

Resistances (Ex): Electricity 20, acid 20

Planar Commitment (Ex): Cannot leave the plane, they are teleported 100 miles in a random direction if an attempt is made to force them to leave.

Encounter Four B

Nagor Lodestone: Male Derro; CR 3; Small Monstrous Humanoid (Derro); HD 3d8+3, hp 16, Init +6, Spd 20 ft.; AC 17, touch 13, flat-footed 15 (+1 Size, +2 Dex, +2 Natural, +2 Armor); BAB/Grp: +3/-1, Atk: +6 melee (1d3 /19-20, Dagger); Full Atk +6 melee (1d3 /19-20, Dagger); Space/Reach 5 ft./5 ft.; SA Poison (Ex), Spell-like Abilities (Sp), SQ Madness (Ex), Sneak Attack +1d6, Spell Resistance (Ex): 15, Vulnerability: Sunlight (Ex); AL CE; SV Fort +4, Ref +3, Will +4, Str 11, Dex 14, Con 13, Int 10, Wis 5, Cha 16.

Skills and Feats: Hide +10, Listen +3, Move Silently +12, Improved Initiative, Weapon Finesse.

Possessions: Dagger, Dagger, Leather Armor, 1 dose greenblood oil, 1 dose Medium monstrous spider venom.

Physical Description: Shorter than your average dwarf he is young and strongly built. He is shaved bald and looks deformed.

Poison Use (Ex): Derro apply greenblood oil or Medium monstrous spider venom (see Poison, page 296 of the Dungeon Master's Guide) to their weapons. Derro are not at risk of poisoning themselves when handling poison.

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.

Spell-Like Abilities (Sp): At will: darkness, ghost sound; 1/day: daze (DC 13), sound burst (DC 15). Caster level 3rd. The save DCs are Charisma-based.

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.

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.

Garlon Lodestone: Male Derro; CR 3; Small Monstrous Humanoid (Derro); HD 3d8+3, hp 16, Init +6, Spd 20 ft.; AC 17, touch 13, flat-footed 15

(+1 Size, +2 Dex, +2 Natural, +2 Armor); BAB/Grp: +3/-1, Atk: +6 melee (1d3 /19-20, Dagger); Full Atk +6 melee (1d3 /19-20, Dagger); Space/Reach 5 ft./5 ft.; SA Poison (Ex), Spell-like Abilities (Sp), SQ Madness (Ex), Sneak Attack +1d6, Spell Resistance (Ex): 15, Vulnerability: Sunlight (Ex); AL CE; SV Fort +4, Ref +3, Will +4, Str 11, Dex 14, Con 13, Int 10, Wis 5, Cha 16.

Skills and Feats: Hide +10, Listen +3, Move Silently +12, Improved Initiative, Weapon Finesse.

Possessions: Dagger, Dagger, Leather Armor, 1 dose greenblood oil, 1 dose Medium monstrous spider venom.

Physical Description: Shorter than your average dwarf he is young and strongly built. He is shaved bald and looks deformed.

Poison Use (Ex): Derro apply greenblood oil or Medium monstrous spider venom (see Poison, page 296 of the Dungeon Master's Guide) to their weapons. Derro are not at risk of poisoning themselves when handling poison.

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.

Spell-Like Abilities (Sp): At will: darkness, ghost sound; 1/day: daze (DC 13), sound burst (DC 15). Caster level 3rd. The save DCs are Charisma-based.

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.

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.

Encounter Four D

Element Panther: Male Element Panther; CR 3; Medium Elemental (Earth); HD 3d8+6, hp 19, Init +3, Spd 40 ft., Climb 20 ft, Burrow 20 ft.; AC 17, touch 13, flat-footed 14 (+3 Dex, +4 Natural); BAB/Grp: +2/+6, Atk: +6 melee (1d6+4, Bite); Full Atk +6/+2 melee (1d6+4, Bite; 1d3+2, 2 Claw); Space/Reach 5 ft./5 ft.; SA Pounce (Ex), Improved Grab (Ex), Rake (Ex), Burrow (Ex), Earth Mastery (Ex); SQ Elemental Traits, Scent (Ex), Low-Light

Vision (Ex), Darkvision (Ex): 60 ft., Tremorsense (Ex): 60 ft.; AL N; SV Fort +5, Ref +6, Will +2, Str 18, Dex 17, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Balance +11, Climb +12, Hide +7, Jump +12, Listen +6, Move Silently +7, Spot +6, Alertness, Weapon Focus: Claw.

Possessions: None

Physical Description: A black panther measuring 4 feet long and 125 pounds.

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

Improved Grab (Ex): To use this ability, the panther must hit with its bite attack. If it gets a hold, it can rake.

Rake (Ex): A panther that gets a hold can make two rake attacks (+6 melee) with its hind legs for 1d3+2 damage each. If the leopard pounces on an opponent, it can also rake.

Earth Mastery (Ex): An earth elemental gains a +1 attack and damage bonus if both it and its foe touch the ground. If an opponent is airborne or waterborne, the elemental suffers a -4 penalty to attack and damage. (These modifiers are not included in the statistics block.)

Burrow (Ex): An element creature can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A move earth spell cast on an area containing a burrowing creature flings the creature back 30 feet, stunning the creature for 1 round unless it succeeds at a Fortitude save.

Encounter Five

Anarchic Panther (2): Male Anarchic Panther; CR 2; Medium Magical Beast; HD 3d8+6, hp 21, Init +4, Spd 40 ft., Climb 20 ft.; AC 15, touch 14, flat-footed 11 (+4 Dex, +1 Natural); BAB/Grp: +2/+5, Atk: +6 melee (1d6+3, Bite); Full Atk +6/+1 melee (1d6+3, Bite; 1d3+1, 2 Claw); Space/Reach 5 ft./5 ft.; SA: Pounce (Ex), Improved Grab (Ex), Rake (Ex), Smite Law (Su); SQ: Scent (Ex), Low-Light Vision (Ex), Darkvision (Ex): 60 ft., Resistance: Cold 5, Acid 5, Electricity 5, Fire 5, Sonic 5, Immunity: Petrification and Polymorph (Ex); AL CN; SV Fort +5, Ref +7, Will +2, Str 16, Dex 19, Con 15, Int 3, Wis 12, Cha 6.

Skills and Feats: Balance +12, Climb +11, Hide +8, Jump +11, Listen +6, Move Silently +8, Spot +6, Alertness, Weapon Finesse.

Possessions: None

Physical Description: A black panther measuring 4 feet long and 125 pounds.

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

Improved Grab (Ex): To use this ability, the panther must hit with its bite attack. If it gets a hold, it can rake.

Rake (Ex): A panther that gets a hold can make two rake attacks (+6 melee) with its hind legs for 1d3+2 damage each. If the leopard pounces on an opponent, it can also rake.

Smite Law (Su): Once per day, an anarchic creature can make a normal attack to deal extra damage equal to its Hit Dice (maximum 20 points) against a lawful opponent.

Encounter Six C

Anh: Male Neraphim Ftr 3; CR 3; Medium Outsider; HD 3d10+3, hp 21, Init +6, Spd 20 ft.; AC 20, touch 12, flat-footed 18 (+2 Dex, +6 Armor, +2 Natural Armor); BAB/Grp: +3/+5, Atk: +7 melee (1d8+3 /19-20 x2, Masterwork Longsword); Full Atk +7 melee (1d8+3 /19-20 x2, Masterwork Longsword); Space/Reach 5 ft./5 ft.; SA Camouflage; SQ Darkvision (EX): 60ft; AL CG; SV Fort +4, Ref +3, Will +1, Str 15, Dex 14, Con 12, Int 13, Wis 10, Cha 8.

Skills and Feats: Craft: Blacksmithing +7, Disguise +1, Jump +13, Search +3, Spot +2, Cleave, Improved Initiative, Power Attack, Weapon Focus: Longsword.

Possessions: Masterwork Longsword, +1 Breastplate.

Physical Description: A red-skinned toad-like humanoid.

Camouflage (Ex): When charging or using thrown weapon can negate targets dex once / enemy / encounter

Appendix Two – APL 4

Encounter Two

Horlok Darkmantle: Male Dwarf Bbn 5; CR 5; Medium Humanoid (Dwarf); HD 5d12+15, hp 50, Init +3, Spd 30 ft.; AC 20, touch 13, flat-footed 20 (+4 Armor, +3 Shield, +3 Dex); BAB/Grp: +5/+6, Atk: +7 melee (1d10+1 /20 x3, Masterwork Dwarven Waraxe); Full Atk +7 melee (1d10+1 /20 x3, Masterwork Dwarven Waraxe); Space/Reach 5 ft./5 ft.; SA None; SQ Rage 2/day, Improved Uncanny Dodge, +2 Saves vs. Poison, +2 Saves vs. Spells and Spell-like Effects, Darkvision (Ex): 60 ft., Stability (Ex); AL CE; SV Fort +8, Ref +5, Will +5, Str 13, Dex 16, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +2, Craft (Leatherworking) +8, Listen +9, Profession (Hunter) +4, Survival +9, Iron Will, Track.

Possessions: Dwarven Waraxe, Masterwork; +1 Hide; +1 Heavy steel shield; Pouch, belt; Cold weather outfit; Leatherworker's tools, Masterwork; Sack; Vest of Resistance +1; Rare coin necklace (200 gp).

Physical Description: A middle-aged Dwarven male in a thick coat of hides is huddled near one wall of corpses, a faint murmuring coming from his lips. His outstretched hand grasps a necklace of coins he wears around his neck.

Encounter Four A

Vathero: Male Githzerai Petitioner; CR 1; Medium Outsider (Chaotic, Neutral); HD 2d8+1, hp 9, Init +5, Spd 30 ft.; AC 15, touch 15, flat-footed 10 (+5 Dex); BAB/Grp: +0/+0, Atk: +0 melee (1d13 /20, Unarmed Strike); Full Atk +0 melee (1d13 /20, Unarmed Strike); Space/Reach 5 ft./5 ft.; SA None; SQ Darkvision (Ex): 60 ft, Spell Resistance (Ex): 5, Mental Immunity, Immunities, Resistances, Planar Commitment; AL CE; SV Fort +4, Ref +8, Will +6, Str 10, Dex 20, Con 13, Int 10, Wis 17, Cha 8.

Skills and Feats: None.

Possessions: None

Physical Description: A creature made of flame. **Mental Immunity (Ex):** Immune to mind-influencing effects.

Immunities (Ex): Immune Fire and Cold

Resistances (Ex): Electricity 20, acid 20

Planar Commitment (Ex): Cannot leave the plane, they are teleported 100 miles in a random direction if an attempt is made to force them to leave.

Encounter Four B

Nagor Lodestone: Male Derro Rog 1; CR 4; Small Monstrous Humanoid (Derro); HD 3d8+9 (Derro) 1d6+3 (Rogue), hp 31, Init +8, Spd 20 ft.; AC 21, touch 15, flat-footed 17 (+1 Size, +4 Dex, +3 Natural, +3 Armor); BAB/Grp: +3/-1, Atk: +9 melee (1d3 /19-20, Masterwork Dagger); Full Atk +7/+7 melee (1d3 /19-20, Masterwork Dagger); 1d3 /19-20, Masterwork Dagger); Space/Reach 5 ft./5 ft.; SA Poison (Ex), Spell-like Abilities (Sp), SQ Madness (Ex), Sneak Attack +2d6, Spell Resistance (Ex): 15, Vulnerability: Sunlight (Ex); AL CE; SV Fort +7, Ref +8, Will +6, Str 10, Dex 19, Con 16, Int 13, Wis 6, Cha 14.

Skills and Feats: Balance +13, Hide +18, Listen +5, Move Silently +15, Profession (Hunter) +5, Sleight off Hand +11, Spot +4, Tumble +11, Improved Initiative, Two-Weapon Fighting, Weapon Finesse.

Possessions: Masterwork Dagger, Masterwork Dagger, +1 Leather Armor, Amulet of Natural Armor +1, Vest of Resistance +1, 1 dose greenblood oil, 1 dose Medium monstrous spider venom.

Physical Description: Shorter than your average dwarf he is young and strongly built. He is shaved bald and looks deformed.

Poison Use (Ex): Derro apply greenblood oil or Medium monstrous spider venom (see Poison, page 296 of the Dungeon Master's Guide) to their weapons. Derro are not at risk of poisoning themselves when handling poison.

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.

Spell-Like Abilities (Sp): At will: darkness, ghost sound; 1/day: daze (DC 12), sound burst (DC 14). Caster level 3rd. The save DCs are Charisma-based.

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.

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.

Garlon Lodestone: Male Derro Rog 1; CR 4; Small Monstrous Humanoid (Derro); HD 3d8+9 (Derro) 1d6+3 (Rogue), hp 31, Init +8, Spd 20 ft.; AC 21, touch 15, flat-footed 17 (+1 Size, +4 Dex, +3 Natural, +3 Armor); BAB/Grp: +3/-1, Atk: +9 melee (1d3 /19-20, Masterwork Dagger); Full Atk +7/+7 melee (1d3 /19-20, Masterwork Dagger); Space/Reach 5 ft./5 ft.; SA Poison (Ex), Spell-like Abilities (Sp), SQ Madness (Ex), Sneak Attack +2d6, Spell Resistance (Ex): 15, Vulnerability: Sunlight (Ex); AL CE; SV Fort +7, Ref +8, Will +6, Str 10, Dex 19, Con 16, Int 13, Wis 6, Cha 14.

Skills and Feats: Balance +13, Hide +18, Listen +5, Move Silently +15, Profession (Hunter) +5, Sleight of Hand +11, Spot +4, Tumble +11, Improved Initiative, Two-Weapon Fighting, Weapon Finesse.

Possessions: Masterwork Dagger, Masterwork Dagger, +1 Leather Armor, Amulet of Natural Armor +1, Vest of Resistance +1, 1 dose greenblood oil, 1 dose Medium monstrous spider venom.

Physical Description: Shorter than your average dwarf he is young and strongly built. He is shaved bald and looks deformed.

Poison Use (Ex): Derro apply greenblood oil or Medium monstrous spider venom (see Poison, page 296 of the *Dungeon Master's Guide*) to their weapons. Derro are not at risk of poisoning themselves when handling poison.

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.

Spell-Like Abilities (Sp): At will: darkness, ghost sound; 1/day: daze (DC 12), sound burst (DC 14). Caster level 3rd. The save DCs are Charisma-based.

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.

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.

Encounter Four D

Element Displacer Beast: Male Element Displacer Beast; CR 5; Large Elemental (Earth); HD 6d8+18, hp 45, Init +1, Spd 40 ft., Burrow 20 ft.; AC 19, touch 10, flat-footed 18 (-1 Size, +1 Dex, +9 Natural); BAB/Grp: +6/+15, Atk: +10 melee (1d6+5, Tentacle); Full Atk +10/+5 melee (1d6+5, 2 Tentacle; 1d8+2, Bite); Space/Reach 10 ft./5 ft. (10 ft w/ Tentacles); SA Burrow (Ex), Earth Mastery (Ex); SQ Displacement (Su), Elemental Traits, Low-Light Vision (Ex), Darkvision (Ex): 60 ft., Resistance: Ranged Attacks (Su): 2, Tremorsense (Ex): 60 ft.; AL N; SV Fort +8, Ref +6, Will +3, Str 20, Dex 13, Con 16, Int 5, Wis 12, Cha 8.

Skills and Feats: Hide +11, Jump +9, Move Silently +8, Combat Reflexes, Improved Natural Armor, Stealthy.

Possessions: None

Physical Description: The elemental displacer beast is a savage and stealthy carnivore that resembles a puma with six legs, glowing green eyes, and two muscular tentacles growing from its shoulders. A displacer beast has luxurious, blue-black fur and a long, feline body and head. It is the size of a Bengal tiger, about 10 feet long and weighing about 500 pounds. The tentacles end in pads equipped with horny ridges.

Displacement (Su): A light-bending glamor continually surrounds a displacer beast, making it difficult to surmise the creature's true location. Any melee or ranged attack directed at it has a 50% miss chance unless the attacker can locate the beast by some means other than sight. A true seeing effect allows the user to see the beast's position, but see invisibility has no effect.

Resistance to Ranged Attacks (Su): A displacer beast gains a +2 resistance bonus to saves against any ranged spell or ranged magical attack that specifically targets it (except for ranged touch attacks).

Earth Mastery (Ex): An earth elemental gains a +1 attack and damage bonus if both it and its foe touch the ground. If an opponent is airborne or waterborne, the elemental suffers a -4 penalty to attack and damage. (These modifiers are not included in the statistics block.)

Burrow (Ex): An element creature can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or

other signs of its presence. A move earth spell cast on an area containing a burrowing creature flings the creature back 30 feet, stunning the creature for 1 round unless it succeeds at a Fortitude save.

Encounter Six C

Anh: Male Neraphim Ftr 3; CR 3; Medium Outsider; HD 3d10+3, hp 21, Init +6, Spd 20 ft.; AC 20, touch 12, flat-footed 18 (+2 Dex, +6 Armor, +2 Natural Armor); BAB/Grp: +3/+5, Atk: +7 melee (1d8+3 /19-20 x2, Masterwork Longsword); Full Atk +7 melee (1d8+3 /19-20 x2, Masterwork Longsword); Space/Reach 5 ft./5 ft.; SA Camouflage; SQ Darkvision (EX): 60ft; AL CG; SV Fort +4, Ref +3, Will +1, Str 15, Dex 14, Con 12, Int 13, Wis 10, Cha 8.

Skills and Feats: Craft: Blacksmithing +7, Disguise +1, Jump +13, Search +3, Spot +2, Cleave, Improved Initiative, Power Attack, Weapon Focus: Longsword.

Possessions: Masterwork Longsword, +1 Breastplate.

Physical Description: A red-skinned toad-like humanoid.

Camouflage (Ex): When charging or using thrown weapon can negate targets dex once / enemy / encounter

Appendix Three – APL 6

Encounter Two

Horlok Darkmantle: Male Dwarf Bbn 7; CR 7; Medium Humanoid (Dwarf); HD 7d12+21, hp 70, Init +7, Spd 30 ft.; AC 20, touch 13, flat-footed 20 (+4 Armor, +3 Shield, +3 Dex); BAB/Grp: +7/+8, Atk: +9 melee (1d10+2 /20 x3, +1 Dwarven Waraxe); Full Atk +9/4 melee (1d10+2 /20 x3, +1 Dwarven Waraxe); Space/Reach 5 ft./5 ft.; SA None; SQ Damage Reduction 1/-, Rage 2/day, Improved Uncanny Dodge, +2 Saves vs. Poison, +2 Saves vs. Spells and Spell-like Effects, Darkvision (Ex): 60 ft., Stability (Ex); AL CE; SV Fort +9, Ref +6, Will +6, Str 13, Dex 16, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +2, Craft (Leatherworking) +11, Listen +9, Profession (Hunter) +6, Survival +10, Improved Initiative, Iron Will, Track.

Possessions: +1 Dwarven Waraxe; +1 Hide; +1 Heavy steel shield; Pouch, belt; Cold weather outfit; Leatherworker's tools, Masterwork; Sack; Vest of Resistance +1; Rare coin necklace (200 gp).

Physical Description: A middle-aged Dwarven male in a thick coat of hides is huddled near one wall of corpses, a faint murmuring coming from his lips. His outstretched hand grasps a necklace of coins he wears around his neck.

Encounter Four A

Vathero: Male Githzerai Petitioner; CR 1; Medium Outsider (Chaotic, Neutral); HD 2d8+1, hp 9, Init +5, Spd 30 ft.; AC 15, touch 15, flat-footed 10 (+5 Dex); BAB/Grp: +0/+0, Atk: +0 melee (1d13 /20, Unarmed Strike); Full Atk +0 melee (1d13 /20, Unarmed Strike); Space/Reach 5 ft./5 ft.; SA None; SQ Darkvision (Ex): 60 ft, Spell Resistance (Ex): 5, Mental Immunity, Immunities, Resistances, Planar Commitment; AL CE; SV Fort +4, Ref +8, Will +6, Str 10, Dex 20, Con 13, Int 10, Wis 17, Cha 8.

Skills and Feats: None.

Possessions: None

Physical Description: A creature made of flame. **Mental Immunity (Ex):** Immune to mind-influencing effects.

Immunities (Ex): Immune Fire and Cold

Resistances (Ex): Electricity 20, acid 20

Planar Commitment (Ex): Cannot leave the plane, they are teleported 100 miles in a random

direction if an attempt is made to force them to leave.

Encounter Four B

Nagor Lodestone: Male Derro Rog 2 Ftr 1; CR 6; Small Monstrous Humanoid (Derro); HD 3d8+9 (Derro) 2d6+6 (Rogue) 1d10+3 (Fighter), hp 47, Init +9, Spd 20 ft.; AC 22, touch 16, flat-footed 17 (+1 Size, +5 Dex, +3 Natural, +3 Armor); BAB/Grp: +5/+1, Atk: +13 melee (1d3 /19-20, Masterwork Dagger); Full Atk +11/+11 melee (1d3 /19-20, Masterwork Dagger; 1d3 /19-20, Masterwork Dagger); Space/Reach 5 ft./5 ft.; SA Poison (Ex), Spell-like Abilities (Sp), SQ Madness (Ex), Sneak Attack +2d6, Spell Resistance (Ex): 15, Vulnerability: Sunlight (Ex); AL CE; SV Fort +9, Ref +10, Will +6, Str 10, Dex 21, Con 16, Int 13, Wis 6, Cha 14.

Skills and Feats: Balance +14, Climb +3, Hide +22, Listen +7, Move Silently +18, Profession (Hunter) +5, Sleight off Hand +14, Spot +4, Tumble +12, Combat Expertise, Improved Initiative, Two-Weapon Fighting, Weapon Finesse, Weapon Focus: Dagger.

Possessions: Masterwork Dagger, Masterwork Dagger, +1 Leather Armor, Amulet of Natural Armor +1, Vest of Resistance +1, Gloves of Dexterity +2, 1 dose greenblood oil, 1 dose Medium monstrous spider venom.

Physical Description: Shorter than your average dwarf he is young and strongly built. He is shaved bald and looks deformed.

Poison Use (Ex): Derro apply greenblood oil or Medium monstrous spider venom (see Poison, page 296 of the Dungeon Master's Guide) to their weapons. Derro are not at risk of poisoning themselves when handling poison.

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.

Spell-Like Abilities (Sp): At will: darkness, ghost sound; 1/day: daze (DC 12), sound burst (DC 14). Caster level 3rd. The save DCs are Charisma-based.

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.

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.

Garlon Lodestone: Male Derro Rog 2 Ftr 1; CR 6; Small Monstrous Humanoid (Derro); HD 3d8+9 (Derro) 2d6+6 (Rogue) 1d10+3 (Fighter), hp 47, Init +9, Spd 20 ft.; AC 22, touch 16, flat-footed 17 (+1 Size, +5 Dex, +3 Natural, +3 Armor); BAB/Grp: +5/+1, Atk: +13 melee (1d3 /19-20, Masterwork Dagger); Full Atk +11/+11 melee (1d3 /19-20, Masterwork Dagger); 1d3 /19-20, Masterwork Dagger); Space/Reach 5 ft./5 ft.; SA Poison (Ex), Spell-like Abilities (Sp), SQ Madness (Ex), Sneak Attack +2d6, Spell Resistance (Ex): 15, Vulnerability: Sunlight (Ex); AL CE; SV Fort +9, Ref +10, Will +6, Str 10, Dex 21, Con 16, Int 13, Wis 6, Cha 14.

Skills and Feats: Balance +14, Climb +3, Hide +22, Listen +7, Move Silently +18, Profession (Hunter) +5, Sleight of Hand +14, Spot +4, Tumble +12, Combat Expertise, Improved Initiative, Two-Weapon Fighting, Weapon Finesse, Weapon Focus: Dagger.

Possessions: Masterwork Dagger, Masterwork Dagger, +1 Leather Armor, Amulet of Natural Armor +1, Vest of Resistance +1, Gloves of Dexterity +2, 1 dose greenblood oil, 1 dose Medium monstrous spider venom.

Physical Description: Shorter than your average dwarf he is young and strongly built. He is shaved bald and looks deformed.

Poison Use (Ex): Derro apply greenblood oil or Medium monstrous spider venom (see Poison, page 296 of the *Dungeon Master's Guide*) to their weapons. Derro are not at risk of poisoning themselves when handling poison.

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.

Spell-Like Abilities (Sp): At will: darkness, ghost sound; 1/day: daze (DC 12), sound burst (DC 14). Caster level 3rd. The save DCs are Charisma-based.

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.

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.

Encounter Four D

Advanced Element Displacer Beast: Male Element Displacer Beast; CR 6; Large Elemental (Earth); HD 9d8+27, hp 67, Init +2, Spd 40 ft., Burrow 20 ft.; AC 20, touch 11, flat-footed 18 (-1 Size, +2 Dex, +9 Natural); BAB/Grp: +9/+18, Atk: +13 melee (1d6+4, Tentacle); Full Atk +13/+9 melee (1d6+4, 2 Tentacle; 1d8+2, Bite); Space/Reach 10 ft./5 ft. (10 ft w/ Tentacles); SA Burrow (Ex), Earth Mastery (Ex); SQ Displacement (Su), Damage Reduction (Su): 5/Magic, Elemental Traits, Low-Light Vision (Ex), Darkvision (Ex): 60 ft., Resistance: Ranged Attacks (Su): 2, Tremorsense (Ex): 60 ft.; AL N; SV Fort +9, Ref +8, Will +4, Str 20, Dex 14, Con 16, Int 5, Wis 12, Cha 8.

Skills and Feats: Hide +14, Jump +9, Move Silently +10, Combat Reflexes, Improved Natural Armor, Stealthy, Weapon Focus: Bite.

Possessions: None

Physical Description: The elemental displacer beast is a savage and stealthy carnivore that resembles a puma with six legs, glowing green eyes, and two muscular tentacles growing from its shoulders. A displacer beast has luxurious, blue-black fur and a long, feline body and head. It is the size of a Bengal tiger, about 10 feet long and weighing about 500 pounds. The tentacles end in pads equipped with horny ridges.

Displacement (Su): A light-bending glamer continually surrounds a displacer beast, making it difficult to surmise the creature's true location. Any melee or ranged attack directed at it has a 50% miss chance unless the attacker can locate the beast by some means other than sight. A true seeing effect allows the user to see the beast's position, but see invisibility has no effect.

Resistance to Ranged Attacks (Su): A displacer beast gains a +2 resistance bonus to saves against any ranged spell or ranged magical attack that specifically targets it (except for ranged touch attacks).

Earth Mastery (Ex): An earth elemental gains a +1 attack and damage bonus if both it and its foe touch the ground. If an opponent is airborne or

waterborne, the elemental suffers a -4 penalty to attack and damage. (These modifiers are not included in the statistics block.)

Burrow (Ex): An element creature can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A move earth spell cast on an area containing a burrowing creature flings the creature back 30 feet, stunning the creature for 1 round unless it succeeds at a Fortitude save.

Encounter Five

Blue Slaad: Male Blue Slaad Bbn 1; CR 9; Large Outsider; HD 8d8+40 1d12+5, hp 87, Init +4, Spd 30 ft.; AC 27, touch 14, flat-footed 23 (-1 Size, +4 Dex, +9 Natural, +4 Armor, +1 Deflect); BAB/Grp: +9/+20, Atk: +15 melee (2d6+7, Claw); Full Atk +15/+13 melee (2d6+7, 4 Claw; 2d8+3 plus Disease, Bite); Space/Reach 10 ft./10 ft.; SA Summon Slaad (Sp), Spell-like Abilities (Sp), Slaad Fever (Su); SQ: Darkvision 60 ft, Fast Healing 5, Immunity to Sonic, Resistance to acid 5, cold 5, electricity 5, and fire 5; AL CN; SV Fort +14, Ref +11, Will +9, Str 24, Dex 18, Con 21, Int 6, Wis 11, Cha 8.

Skills and Feats: Climb +17, Handle Animal +7, Hide +10, Jump +17, Listen +12, Move Silently +8, Spot +12, Dodge, Iron Will, Mobility, Multiattack.

Possessions: +1 Hide, Vest of Resistance +1, Ring of Protection +1.

Physical Description: A hulking blue-skinned humanoid as large as an Ogre. Large claws growing from the backs of its hands extend from under the hide armor it wears.

Spell-Like Abilities: At will: Hold person (DC 12), Passwall, Telekinesis (DC 14); 1/day: Chaos Hammer (DC 13), Caster level 8th.

Slaad Fever (Ex): Supernatural Disease-Bite, Fortitude DC 19, incubation period 1 day, damage 1d3 Dex and 1d3 Cha. The save DC is Constitution based. An afflicted humanoid reduced to Charisma 0 by Slaad Fever immediately transforms into a Red slaad (Green if spellcaster). It retains none of its features, traits memories or abilities.

Summon Slaad (Sp): Once per day a blue slaad can attempt to summon another blue slaad with a 40% chance of success. This ability is the equivalent of a 4th-level spell.

Encounter Six C

Anh: Male Neraphim Ftr 3; CR 3; Medium Outsider; HD 3d10+3, hp 21, Init +6, Spd 20 ft.; AC 20, touch 12, flat-footed 18 (+2 Dex, +6 Armor, +2 Natural Armor); BAB/Grp: +3/+5, Atk: +7 melee (1d8+3 /19-20 x2, Masterwork Longsword); Full Atk +7 melee (1d8+3 /19-20 x2, Masterwork Longsword); Space/Reach 5 ft./5 ft.; SA Camouflage; SQ Darkvision (EX): 60ft; AL CG; SV Fort +4, Ref +3, Will +1, Str 15, Dex 14, Con 12, Int 13, Wis 10, Cha 8.

Skills and Feats: Craft: Blacksmithing +7, Disguise +1, Jump +13, Search +3, Spot +2, Cleave, Improved Initiative, Power Attack, Weapon Focus: Longsword.

Possessions: Masterwork Longsword, +1 Breastplate.

Physical Description: A red-skinned toad-like humanoid.

Camouflage (Ex): When charging or using thrown weapon can negate targets dex once / enemy / encounter

Appendix Four – APL 8

Encounter Two

Horlok Darkmantle: Male Dwarf Bbn 9; CR 9; Medium Humanoid (Dwarf); HD 9d12+27, hp 90, Init +7, Spd 30 ft.; AC 21, touch 13, flat-footed 21 (+5 Armor, +3 Shield, +3 Dex); BAB/Grp: +9/+11, Atk: +12 melee (1d10+3 /20 x3, +1 Dwarven Waraxe); Full Atk +12/7 melee (1d10+3 /20 x3, +1 Dwarven Waraxe); Space/Reach 5 ft./5 ft.; SA None; SQ Damage Reduction 1/-, Rage 3/day, Improved Uncanny Dodge, +2 Saves vs. Poison, +2 Saves vs. Spells and Spell-like Effects, Darkvision (Ex): 60 ft., Stability (Ex); AL CE; SV Fort +11, Ref +8, Will +8, Str 14, Dex 16, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +3, Craft (Leatherworking) +13, Listen +11, Profession (Hunter) +7, Survival +12, Improved Initiative, Iron Will, Power Attack, Track.

Possessions: +1 Dwarven Waraxe; +2 Hide; +1 Heavy steel shield; Pouch, belt; Cold weather outfit; Leatherworker's tools, Masterwork; Sack; Vest of Resistance +2; Rare coin necklace (200 gp).

Physical Description: A middle-aged Dwarven male in a thick coat of hides is huddled near one wall of corpses, a faint murmuring coming from his lips. His outstretched hand grasps a necklace of coins he wears around his neck.

Encounter Four A

Vathero: Male Githzerai Petitioner; CR 1; Medium Outsider (Chaotic, Neutral); HD 2d8+1, hp 9, Init +5, Spd 30 ft.; AC 15, touch 15, flat-footed 10 (+5 Dex); BAB/Grp: +0/+0, Atk: +0 melee (1d13 /20, Unarmed Strike); Full Atk +0 melee (1d13 /20, Unarmed Strike); Space/Reach 5 ft./5 ft.; SA None; SQ Darkvision (Ex): 60 ft, Spell Resistance (Ex): 5, Mental Immunity, Immunities, Resistances, Planar Commitment; AL CE; SV Fort +4, Ref +8, Will +6, Str 10, Dex 20, Con 13, Int 10, Wis 17, Cha 8.

Skills and Feats: None.

Possessions: None

Physical Description: A creature made of flame.

Mental Immunity (Ex): Immune to mind-influencing effects.

Immunities (Ex): Immune Fire and Cold

Resistances (Ex): Electricity 20, acid 20

Planar Commitment (Ex): Cannot leave the plane, they are teleported 100 miles in a random

direction if an attempt is made to force them to leave.

Encounter Four B

Nagor Lodestone: Male Derro Rog 3 Ftr 2; CR 8; Small Monstrous Humanoid (Derro); HD 3d8+9 (Derro) 3d6+9 (Rogue) 2d10+6 (Fighter), hp 63, Init +10, Spd 20 ft.; AC 24, touch 17, flat-footed 18 (+1 Size, +6 Dex, +3 Natural, +4 Armor); BAB/Grp: +7/+3, Atk: +16 melee (1d3 /19-20, Masterwork Dagger); Full Atk +14/9/+14 melee (1d3 /19-20, Masterwork Dagger; 1d3 /19-20, Masterwork Dagger); Space/Reach 5 ft./5 ft.; SA Poison (Ex), Spell-like Abilities (Sp), SQ Evasion, Madness (Ex), Sneak Attack +3d6, Spell Resistance (Ex): 15, Vulnerability: Sunlight (Ex); AL CE; SV Fort +12, Ref +12, Will +8, Str 10, Dex 22, Con 16, Int 13, Wis 6, Cha 14.

Skills and Feats: Balance +15, Climb +6, Hide +23, Listen +7, Move Silently +19, Profession (Hunter) +5, Sleight off Hand +15, Spot +9, Tumble +17, Combat Expertise, Combat Reflexes, Improved Initiative, Two-Weapon Fighting, Weapon Finesse, Weapon Focus: Dagger.

Possessions: Masterwork Dagger, Masterwork Dagger, +2 Leather Armor, Amulet of Natural Armor +1, Vest of Resistance +2, Gloves of Dexterity +2, 1 dose greenblood oil, 1 dose Medium monstrous spider venom.

Physical Description: Shorter than your average dwarf he is young and strongly built. He is shaved bald and looks deformed.

Poison Use (Ex): Derro apply greenblood oil or Medium monstrous spider venom (see Poison, page 296 of the Dungeon Master's Guide) to their weapons. Derro are not at risk of poisoning themselves when handling poison.

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.

Spell-Like Abilities (Sp): At will: darkness, ghost sound; 1/day: daze (DC 12), sound burst (DC 14). Caster level 3rd. The save DCs are Charisma-based.

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.

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.

Garlon Lodestone: Male Derro Rog 3 Ftr 2; CR 8; Small Monstrous Humanoid (Derro); HD 3d8+9 (Derro) 3d6+9 (Rogue) 2d10+6 (Fighter), hp 63, Init +10, Spd 20 ft.; AC 24, touch 17, flat-footed 18 (+1 Size, +6 Dex, +3 Natural, +4 Armor); BAB/Grp: +7/+3, Atk: +16 melee (1d3 /19-20, Masterwork Dagger); Full Atk +14/9/+14 melee (1d3 /19-20, Masterwork Dagger); 1d3 /19-20, Masterwork Dagger); Space/Reach 5 ft./5 ft.; SA Poison (Ex), Spell-like Abilities (Sp), SQ Evasion, Madness (Ex), Sneak Attack +3d6, Spell Resistance (Ex): 15, Vulnerability: Sunlight (Ex); AL CE; SV Fort +12, Ref +12, Will +8, Str 10, Dex 22, Con 16, Int 13, Wis 6, Cha 14.

Skills and Feats: Balance +15, Climb +6, Hide +23, Listen +7, Move Silently +19, Profession (Hunter) +5, Sleight of Hand +15, Spot +9, Tumble +17, Combat Expertise, Combat Reflexes, Improved Initiative, Two-Weapon Fighting, Weapon Finesse, Weapon Focus: Dagger.

Possessions: Masterwork Dagger, Masterwork Dagger, +2 Leather Armor, Amulet of Natural Armor +1, Vest of Resistance +2, Gloves of Dexterity +2, 1 dose greenblood oil, 1 dose Medium monstrous spider venom.

Physical Description: Shorter than your average dwarf he is young and strongly built. He is shaved bald and looks deformed.

Poison Use (Ex): Derro apply greenblood oil or Medium monstrous spider venom (see Poison, page 296 of the *Dungeon Master's Guide*) to their weapons. Derro are not at risk of poisoning themselves when handling poison.

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.

Spell-Like Abilities (Sp): At will: darkness, ghost sound; 1/day: daze (DC 12), sound burst (DC 14). Caster level 3rd. The save DCs are Charisma-based.

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.

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.

Encounter Four D

Advanced Element Displacer Beast: Male Element Displacer Beast; CR 8; Huge Elemental (Earth); HD 12d8+60, hp 114, Init +1, Spd 40 ft., Burrow 20 ft.; AC 21, touch 9, flat-footed 20 (-2 Size, +1 Dex, +12 Natural); BAB/Grp: +12/+29, Atk: +19 melee (1d8+9, Tentacle); Full Atk +19/+15 melee (1d8+9, 2 Tentacle; 2d6+4, Bite); Space/Reach 15 ft./10 ft. (20 ft w/ Tentacles); SA Burrow (Ex), Earth Mastery (Ex); SQ Displacement (Su), Damage Reduction (Su): 10/Magic, Elemental Traits, Low-Light Vision (Ex), Darkvision (Ex): 60 ft., Resistance: Ranged Attacks (Su): 2, Tremorsense (Ex): 60 ft.; AL N; SV Fort +13, Ref +9, Will +6, Str 28, Dex 13, Con 20, Int 5, Wis 12, Cha 8.

Skills and Feats: Hide +11, Jump +13, Move Silently +10, Combat Reflexes, Improved Natural Armor, Iron Will, Stealthy, Weapon Focus: Bite.

Possessions: None

Physical Description: The elemental displacer beast is a savage and stealthy carnivore that resembles a puma with six legs, glowing green eyes, and two muscular tentacles growing from its shoulders. A displacer beast has luxurious, blue-black fur and a long, feline body and head. It is the size of a Bengal tiger, about 10 feet long and weighing about 500 pounds. The tentacles end in pads equipped with horny ridges.

Displacement (Su): A light-bending glamer continually surrounds a displacer beast, making it difficult to surmise the creature's true location. Any melee or ranged attack directed at it has a 50% miss chance unless the attacker can locate the beast by some means other than sight. A true seeing effect allows the user to see the beast's position, but see invisibility has no effect.

Resistance to Ranged Attacks (Su): A displacer beast gains a +2 resistance bonus to saves against any ranged spell or ranged magical attack that specifically targets it (except for ranged touch attacks).

Earth Mastery (Ex): An earth elemental gains a +1 attack and damage bonus if both it and its foe touch the ground. If an opponent is airborne or

waterborne, the elemental suffers a -4 penalty to attack and damage. (These modifiers are not included in the statistics block.)

Burrow (Ex): An element creature can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A move earth spell cast on an area containing a burrowing creature flings the creature back 30 feet, stunning the creature for 1 round unless it succeeds at a Fortitude save.

Encounter Five

Blue Slaad: Male Blue Slaad Bbn 1 Drd 2; CR 11; Large Outsider; HD 8d8+40 1d12+5 (Bbn) 2d8+10 (Drd), hp 106, Init +4, Spd 30 ft.; AC 28, touch 14, flat-footed 24 (-1 Size, +4 Dex, +9 Natural, +5 Armor, +1 Deflect); BAB/Grp: +10/+21, Atk: +16 melee (2d6+7, Claw); Full Atk +16/+14 melee (2d6+7, 4 Claw; 2d8+3 plus Disease, Bite); Space/Reach 10 ft./10 ft.; SA Summon Slaad (Sp), Spell-like Abilities (Sp), Slaad Fever (Su), Rage 1/day; SQ: Darkvision 60 ft, Fast Healing 5, Immunity to Sonic, Resistance to acid 5, cold 5, electricity 5, and fire 5, Woodland Stride; AL CN; SV Fort +18, Ref +12, Will +13, Str 24, Dex 18, Con 21, Int 6, Wis 11, Cha 8.

Skills and Feats: Climb +17, Concentration +9, Handle Animal +7, Hide +10, Jump +17, Listen +12, Move Silently +8, Spot +12, Dodge, Iron Will, Mobility, Multiattack.

Spells Prepared (Drd 4/2): 0 - Detect Magic, Detect Poison, Know Direction x2; 1st - Detect Animals or Plants, Faerie Fire.

Possessions: +2 Hide, Vest of Resistance +2, Ring of Protection +1.

Physical Description: A hulking blue-skinned humanoid as large as an Ogre. Large claws growing from the backs of its hands extend from under the hide armor it wears.

Spell-Like Abilities: At will: Hold person (DC 12), Passwall, Telekinesis (DC 14); 1/day: Chaos Hammer (DC 13), Caster level 8th.

Slaad Fever (Ex): Supernatural Disease-Bite, Fortitude DC 19, incubation period 1 day, damage 1d3 Dex and 1d3 Cha. The save DC is Constitution based. An afflicted humanoid reduced to Charisma 0 by Slaad Fever immediately transforms into a Red slaad (Green if spellcaster). It retains none of its features, traits memories or abilities.

Summon Slaad (Sp): Once per day a blue slaad can attempt to summon another blue slaad

with a 40% chance of success. This ability is the equivalent of a 4th-level spell.

Encounter Six C

Anh: Male Neraphim Ftr 3; CR 3; Medium Outsider; HD 3d10+3, hp 21, Init +6, Spd 20 ft.; AC 20, touch 12, flat-footed 18 (+2 Dex, +6 Armor, +2 Natural Armor); BAB/Grp: +3/+5, Atk: +7 melee (1d8+3 /19-20 x2, Masterwork Longsword); Full Atk +7 melee (1d8+3 /19-20 x2, Masterwork Longsword); Space/Reach 5 ft./5 ft.; SA Camouflage; SQ Darkvision (EX): 60ft; AL CG; SV Fort +4, Ref +3, Will +1, Str 15, Dex 14, Con 12, Int 13, Wis 10, Cha 8.

Skills and Feats: Craft: Blacksmithing +7, Disguise +1, Jump +13, Search +3, Spot +2, Cleave, Improved Initiative, Power Attack, Weapon Focus: Longsword.

Possessions: Masterwork Longsword, +1 Breastplate.

Physical Description: A red-skinned toad-like humanoid.

Camouflage (Ex): When charging or using thrown weapon can negate targets dex once / enemy / encounter

Appendix Five – APL 10

Encounter Two

Horlok Darkmantle: Male Dwarf Bbn 11; CR 11; Medium Humanoid (Dwarf); HD 11d12+33, hp 110, Init +7, Spd 30 ft.; AC 21, touch 13, flat-footed 21 (+5 Armor, +3 Shield, +3 Dex); BAB/Grp: +11/+14, Atk: +15 melee (1d10+4 /20 x3, +1 Dwarven Waraxe); Full Atk +15/10/5 melee (1d10+4 /20 x3, +1 Dwarven Waraxe); Space/Reach 5 ft./5 ft.; SA None; SQ Damage Reduction 2/-, Greater Rage 3/day, Improved Uncanny Dodge, +2 Saves vs. Poison, +2 Saves vs. Spells and Spell-like Effects, Darkvision (Ex): 60 ft., Stability (Ex); AL CE; SV Fort +13, Ref +9, Will +9, Str 16, Dex 16, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +11, Craft (Leatherworking) +13, Listen +14, Profession (Hunter) +7, Survival +13, Improved Initiative, Iron Will, Power Attack, Track.

Possessions: +1 Dwarven Waraxe; +2 Hide; +1 Heavy steel shield; Pouch, belt; Cold weather outfit; Leatherworker's tools, Masterwork; Sack; Vest of Resistance +3; Gauntlets of Ogre Power; Rare coin necklace (200 gp).

Physical Description: A middle-aged Dwarven male in a thick coat of hides is huddled near one wall of corpses, a faint murmuring coming from his lips. His outstretched hand grasps a necklace of coins he wears around his neck.

Encounter Four A

Vathero: Male Githzerai Petitioner; CR 1; Medium Outsider (Chaotic, Neutral); HD 2d8+1, hp 9, Init +5, Spd 30 ft.; AC 15, touch 15, flat-footed 10 (+5 Dex); BAB/Grp: +0/+0, Atk: +0 melee (1d13 /20, Unarmed Strike); Full Atk +0 melee (1d13 /20, Unarmed Strike); Space/Reach 5 ft./5 ft.; SA None; SQ Darkvision (Ex): 60 ft, Spell Resistance (Ex): 5, Mental Immunity, Immunities, Resistances, Planar Commitment; AL CE; SV Fort +4, Ref +8, Will +6, Str 10, Dex 20, Con 13, Int 10, Wis 17, Cha 8.

Skills and Feats: None.

Possessions: None

Physical Description: A creature made of flame. **Mental Immunity (Ex):** Immune to mind-influencing effects.

Immunities (Ex): Immune Fire and Cold

Resistances (Ex): Electricity 20, acid 20

Planar Commitment (Ex): Cannot leave the plane, they are teleported 100 miles in a random

direction if an attempt is made to force them to leave.

Encounter Four B

Nagor Lodestone: Male Derro Rog 3 Ftr 4; CR 10; Small Monstrous Humanoid (Derro); HD 3d8+9 (Derro) 3d6+9 (Rogue) 4d10+12 (Fighter), hp 81, Init +10, Spd 20 ft.; AC 24, touch 17, flat-footed 18 (+1 Size, +6 Dex, +3 Natural, +4 Armor); BAB/Grp: +9/+5, Atk: +18 melee (1d3+3 /19-20, +1 Dagger); Full Atk +16/11/+16 melee (1d3+3 /19-20, +1 Dagger; 1d3+3 /19-20, +1 Dagger); Space/Reach 5 ft./5 ft.; SA Poison (Ex), Spell-like Abilities (Sp), SQ Evasion, Madness (Ex), Sneak Attack +3d6, Spell Resistance (Ex): 15, Vulnerability: Sunlight (Ex); AL CE; SV Fort +14, Ref +14, Will +12, Str 10, Dex 22, Con 16, Int 13, Wis 6, Cha 14.

Skills and Feats: Balance +15, Climb +12, Hide +23, Listen +7, Move Silently +19, Profession (Hunter) +5, Sleight off Hand +15, Spot +9, Tumble +17, Combat Expertise, Combat Reflexes, Improved Initiative, Iron Will, Two-Weapon Fighting, Weapon Finesse, Weapon Focus: Dagger, Weapon Specialization: Dagger.

Possessions: +1 Dagger, +1 Dagger, +2 Leather Armor, Amulet of Natural Armor +1, Vest of Resistance +3, Gloves of Dexterity +2, 1 dose greenblood oil, 1 dose Medium monstrous spider venom.

Physical Description: Shorter than your average dwarf he is young and strongly built. He is shaved bald and looks deformed.

Poison Use (Ex): Derro apply greenblood oil or Medium monstrous spider venom (see Poison, page 296 of the Dungeon Master's Guide) to their weapons. Derro are not at risk of poisoning themselves when handling poison.

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.

Spell-Like Abilities (Sp): At will: darkness, ghost sound; 1/day: daze (DC 12), sound burst (DC 14). Caster level 3rd. The save DCs are Charisma-based.

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.

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.

Garlon Lodestone: Male Derro Rog 3 Ftr 4; CR 10; Small Monstrous Humanoid (Derro); HD 3d8+9 (Derro) 3d6+9 (Rogue) 4d10+12 (Fighter), hp 81, Init +10, Spd 20 ft.; AC 24, touch 17, flat-footed 18 (+1 Size, +6 Dex, +3 Natural, +4 Armor); BAB/Grp: +9/+5, Atk: +18 melee (1d3+3 /19-20, +1 Dagger); Full Atk +16/11/+16 melee (1d3+3 /19-20, +1 Dagger; 1d3+3 /19-20, +1 Dagger); Space/Reach 5 ft./5 ft.; SA Poison (Ex), Spell-like Abilities (Sp), SQ Evasion, Madness (Ex), Sneak Attack +3d6, Spell Resistance (Ex): 15, Vulnerability: Sunlight (Ex); AL CE; SV Fort +14, Ref +14, Will +12, Str 10, Dex 22, Con 16, Int 13, Wis 6, Cha 14.

Skills and Feats: Balance +15, Climb +12, Hide +23, Listen +7, Move Silently +19, Profession (Hunter) +5, Sleight of Hand +15, Spot +9, Tumble +17, Combat Expertise, Combat Reflexes, Improved Initiative, Iron Will, Two-Weapon Fighting, Weapon Finesse, Weapon Focus: Dagger, Weapon Specialization: Dagger.

Possessions: +1 Dagger, +1 Dagger, +2 Leather Armor, Amulet of Natural Armor +1, Vest of Resistance +3, Gloves of Dexterity +2, 1 dose greenblood oil, 1 dose Medium monstrous spider venom.

Physical Description: Shorter than your average dwarf he is young and strongly built. He is shaved bald and looks deformed.

Poison Use (Ex): Derro apply greenblood oil or Medium monstrous spider venom (see Poison, page 296 of the *Dungeon Master's Guide*) to their weapons. Derro are not at risk of poisoning themselves when handling poison.

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.

Spell-Like Abilities (Sp): At will: darkness, ghost sound; 1/day: daze (DC 12), sound burst (DC 14). Caster level 3rd. The save DCs are Charisma-based.

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.

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.

Encounter Four D

Advanced Element Displacer Beast: Male Element Displacer Beast; CR 10; Huge Elemental (Earth); HD 18d8+90, hp 171, Init +2, Spd 40 ft., Burrow 20 ft.; AC 24, touch 10, flat-footed 22 (-2 Size, +2 Dex, +14 Natural); BAB/Grp: +18/+35, Atk: +25 melee (1d8+9, Tentacle); Full Atk +25/+21 melee (1d8+9, 2 Tentacle; 2d6+4, Bite); Space/Reach 15 ft./10 ft. (20 ft w/ Tentacles); SA Burrow (Ex), Earth Mastery (Ex); SQ Displacement (Su), Damage Reduction (Su): 10/Magic, Elemental Traits, Low-Light Vision (Ex), Darkvision (Ex): 60 ft., Resistance: Ranged Attacks (Su): 2, Tremorsense (Ex): 60 ft.; AL N; SV Fort +16, Ref +13, Will +8, Str 28, Dex 14, Con 20, Int 5, Wis 12, Cha 8.

Skills and Feats: Hide +16, Jump +13, Move Silently +13, Combat Reflexes, Improved Natural Armor(x3), Iron Will, Stealthy, Weapon Focus: Bite.

Possessions: None

Physical Description: The elemental displacer beast is a savage and stealthy carnivore that resembles a puma with six legs, glowing green eyes, and two muscular tentacles growing from its shoulders. A displacer beast has luxurious, blue-black fur and a long, feline body and head. It is the size of a Bengal tiger, about 10 feet long and weighing about 500 pounds. The tentacles end in pads equipped with horny ridges.

Displacement (Su): A light-bending glamor continually surrounds a displacer beast, making it difficult to surmise the creature's true location. Any melee or ranged attack directed at it has a 50% miss chance unless the attacker can locate the beast by some means other than sight. A true seeing effect allows the user to see the beast's position, but see invisibility has no effect.

Resistance to Ranged Attacks (Su): A displacer beast gains a +2 resistance bonus to saves against any ranged spell or ranged magical

attack that specifically targets it (except for ranged touch attacks).

Earth Mastery (Ex): An earth elemental gains a +1 attack and damage bonus if both it and its foe touch the ground. If an opponent is airborne or waterborne, the elemental suffers a -4 penalty to attack and damage. (These modifiers are not included in the statistics block.)

Burrow (Ex): An element creature can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A move earth spell cast on an area containing a burrowing creature flings the creature back 30 feet, stunning the creature for 1 round unless it succeeds at a Fortitude save.

Encounter Five

Blue Slaad: Male Blue Slaad Bbn 2 Drd 3; CR 13; Large Outsider; HD 8d8+40 2d12+10 (Bbn) 3d8+15 (Drd), hp 127, Init +4, Spd 30 ft.; AC 28, touch 14, flat-footed 24 (-1 Size, +4 Dex, +9 Natural, +5 Armor, +1 Deflect); BAB/Grp: +12/+23, Atk: +18 melee (2d6+7, Claw); Full Atk +18/+16 melee (2d6+7, 4 Claw; 2d8+3 plus Disease, Bite); Space/Reach 10 ft./10 ft.; SA Summon Slaad (Sp), Spell-like Abilities (Sp), Slaad Fever (Su), Rage 1/day; SQ: Darkvision 60 ft, Fast Healing 5, Immunity to Sonic, Resistance to acid 5, cold 5, electricity 5, and fire 5, Woodland Stride, Trackless Step, Uncanny Dodge; AL CN; SV Fort +20, Ref +14, Will +16, Str 24, Dex 18, Con 21, Int 6, Wis 14, Cha 8.

Skills and Feats: Climb +17, Concentration +12, Handle Animal +8, Hide +10, Jump +17, Listen +12, Move Silently +8, Spot +12, Combat Reflexes, Dodge, Iron Will, Mobility, Multiattack.

Spells Prepared (Drd 4/3/2): 0 - Detect Magic, Detect Poison, Know Direction x2; 1st - Detect Animals or Plants, Faerie Fire, Obscuring Mist; 2nd - Animal Messenger, Barkskin.

Possessions: +2 Hide, Vest of Resistance +3, Ring of Protection +1, Periapt of Wisdom +2.

Physical Description: A hulking blue-skinned humanoid as large as an Ogre. Large claws growing from the backs of its hands extend from under the hide armor it wears.

Spell-Like Abilities: At will: Hold person (DC 12), Passwall, Telekinesis (DC 14); 1/day: Chaos Hammer (DC 13), Caster level 8th.

Slaad Fever (Ex): Supernatural Disease-Bite, Fortitude DC 19, incubation period 1 day, damage 1d3 Dex and 1d3 Cha. The save DC is

Constitution based. An afflicted humanoid reduced to Charisma 0 by Slaad Fever immediately transforms into a Red slaad (Green if spellcaster). It retains none of its features, traits memories or abilities.

Summon Slaad (Sp): Once per day a blue slaad can attempt to summon another blue slaad with a 40% chance of success. This ability is the equivalent of a 4th-level spell.

Encounter Six C

Anh: Male Neraphim Ftr 3; CR 3; Medium Outsider; HD 3d10+3, hp 21, Init +6, Spd 20 ft.; AC 20, touch 12, flat-footed 18 (+2 Dex, +6 Armor, +2 Natural Armor); BAB/Grp: +3/+5, Atk: +7 melee (1d8+3 /19-20 x2, Masterwork Longsword); Full Atk +7 melee (1d8+3 /19-20 x2, Masterwork Longsword); Space/Reach 5 ft./5 ft.; SA Camouflage; SQ Darkvision (EX): 60ft; AL CG; SV Fort +4, Ref +3, Will +1, Str 15, Dex 14, Con 12, Int 13, Wis 10, Cha 8.

Skills and Feats: Craft: Blacksmithing +7, Disguise +1, Jump +13, Search +3, Spot +2, Cleave, Improved Initiative, Power Attack, Weapon Focus: Longsword.

Possessions: Masterwork Longsword, +1 Breastplate.

Physical Description: A red-skinned toad-like humanoid.

Camouflage (Ex): When charging or using thrown weapon can negate targets dex once / enemy / encounter

Appendix Six – APL 12

Encounter Two

Horlok Darkmantle: Male Dwarf Bbn 13; CR 13; Medium Humanoid (Dwarf); HD 13d12+39, hp 130, Init +7, Spd 30 ft.; AC 21, touch 13, flat-footed 21 (+5 Armor, +3 Shield, +3 Dex); BAB/Grp: +13/+17, Atk: +19 melee (1d10+5 /20 x3, +1 Dwarven Waraxe); Full Atk +19/14/9 melee (1d10+5 /20 x3, +1 Dwarven Waraxe); Space/Reach 5 ft./5 ft.; SA Rhino Hide: +2d6 dmg on charge; SQ Damage Reduction 3/-, Greater Rage 4/day, Improved Uncanny Dodge, +2 Saves vs. Poison, +2 Saves vs. Spells and Spell-like Effects, Darkvision (Ex): 60 ft., Stability (Ex); AL CE; SV Fort +14, Ref +10, Will +10, Str 19, Dex 16, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +15, Craft (Leatherworking) +13, Listen +15, Profession (Hunter) +7, Survival +16, Improved Initiative, Iron Will, Power Attack, Track, Weapon Focus: Dwarven Waraxe.

Possessions: +1 Dwarven Waraxe; Rhino Hide; +1 Heavy steel shield; Pouch, belt; Cold weather outfit; Leatherworker's tools, Masterwork; Sack; Vest of Resistance +3; Belt of Giant Strength; Rare coin necklace (200 gp).

Physical Description: A middle-aged Dwarven male in a thick coat of hides is huddled near one wall of corpses, a faint murmuring coming from his lips. His outstretched hand grasps a necklace of coins he wears around his neck.

Encounter Four A

Vathero: Male Githzerai Petitioner; CR 1; Medium Outsider (Chaotic, Neutral); HD 2d8+1, hp 9, Init +5, Spd 30 ft.; AC 15, touch 15, flat-footed 10 (+5 Dex); BAB/Grp: +0/+0, Atk: +0 melee (1d13 /20, Unarmed Strike); Full Atk +0 melee (1d13 /20, Unarmed Strike); Space/Reach 5 ft./5 ft.; SA None; SQ Darkvision (Ex): 60 ft, Spell Resistance (Ex): 5, Mental Immunity, Immunities, Resistances, Planar Commitment; AL CE; SV Fort +4, Ref +8, Will +6, Str 10, Dex 20, Con 13, Int 10, Wis 17, Cha 8.

Skills and Feats: None.

Possessions: None

Physical Description: A creature made of flame. **Mental Immunity (Ex):** Immune to mind-influencing effects.

Immunities (Ex): Immune Fire and Cold

Resistances (Ex): Electricity 20, acid 20

Planar Commitment (Ex): Cannot leave the plane, they are teleported 100 miles in a random direction if an attempt is made to force them to leave.

Encounter Four B

Nagor Lodestone: Male Derro Rog 5 Ftr 4; CR 12; Small Monstrous Humanoid (Derro); HD 3d8+9 (Derro) 5d6+15 (Rogue) 4d10+12 (Fighter), hp 95, Init +11, Spd 20 ft.; AC 26, touch 20, flat-footed 26 (+1 Size, +7 Dex, +3 Natural, +3 Armor, +2 Deflect); BAB/Grp: +10/+6, Atk: +20 melee (1d3+3 /19-20, +1 Dagger); Full Atk +18/13/+18/13 melee (1d3+3 /19-20, +1 Dagger; 1d3+3 /19-20, +1 Dagger); Space/Reach 5 ft./5 ft.; SA Poison (Ex), Spell-like Abilities (Sp), SQ Evasion, Madness (Ex), Sneak Attack +4d6, Spell Resistance (Ex): 15, Uncanny Dodge, Vulnerability: Sunlight (Ex); AL CE; SV Fort +14, Ref +16, Will +12, Str 10, Dex 25, Con 16, Int 13, Wis 6, Cha 14.

Skills and Feats: Balance +16, Climb +12, Hide +30, Listen +7, Move Silently +24, Profession (Hunter) +5, Sleight of Hand +21, Spot +9, Tumble +21, Combat Expertise, Combat Reflexes, Improved Initiative, Improved Two-Weapon Fighting, Iron Will, Two-Weapon Fighting, Weapon Finesse, Weapon Focus: Dagger, Weapon Specialization: Dagger.

Possessions: +1 Dagger, +1 Dagger, +2 Padded Armor, Amulet of Natural Armor +1, Vest of Resistance +3, Gloves of Dexterity +4, Ring of Protection +2, 1 dose greenblood oil, 1 dose Medium monstrous spider venom.

Physical Description: Shorter than your average dwarf he is young and strongly built. He is shaved bald and looks deformed.

Poison Use (Ex): Derro apply greenblood oil or Medium monstrous spider venom (see Poison, page 296 of the Dungeon Master's Guide) to their weapons. Derro are not at risk of poisoning themselves when handling poison.

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.

Spell-Like Abilities (Sp): At will: darkness, ghost sound; 1/day: daze (DC 12), sound burst (DC 14). Caster level 3rd. The save DCs are Charisma-based.

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.

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.

Garlon Lodestone: Male Derro Rog 5 Ftr 4; CR 12; Small Monstrous Humanoid (Derro); HD 3d8+9 (Derro) 5d6+15 (Rogue) 4d10+12 (Fighter), hp 95, Init +11, Spd 20 ft.; AC 26, touch 20, flat-footed 26 (+1 Size, +7 Dex, +3 Natural, +3 Armor, +2 Deflect); BAB/Grp: +10/+6, Atk: +20 melee (1d3+3 /19-20, +1 Dagger); Full Atk +18/13/+18/13 melee (1d3+3 /19-20, +1 Dagger); 1d3+3 /19-20, +1 Dagger); Space/Reach 5 ft./5 ft.; SA Poison (Ex), Spell-like Abilities (Sp), SQ Evasion, Madness (Ex), Sneak Attack +4d6, Spell Resistance (Ex): 15, Uncanny Dodge, Vulnerability: Sunlight (Ex); AL CE; SV Fort +14, Ref +16, Will +12, Str 10, Dex 25, Con 16, Int 13, Wis 6, Cha 14.

Skills and Feats: Balance +16, Climb +12, Hide +30, Listen +7, Move Silently +24, Profession (Hunter) +5, Sleight of Hand +21, Spot +9, Tumble +21, Combat Expertise, Combat Reflexes, Improved Initiative, Improved Two-Weapon Fighting, Iron Will, Two-Weapon Fighting, Weapon Finesse, Weapon Focus: Dagger, Weapon Specialization: Dagger.

Possessions: +1 Dagger, +1 Dagger, +2 Padded Armor, Amulet of Natural Armor +1, Vest of Resistance +3, Gloves of Dexterity +4, Ring of Protection +2, 1 dose greenblood oil, 1 dose Medium monstrous spider venom.

Physical Description: Shorter than your average dwarf he is young and strongly built. He is shaved bald and looks deformed.

Poison Use (Ex): Derro apply greenblood oil or Medium monstrous spider venom (see Poison, page 296 of the Dungeon Master's Guide) to their weapons. Derro are not at risk of poisoning themselves when handling poison.

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.

Spell-Like Abilities (Sp): At will: darkness, ghost sound; 1/day: daze (DC 12), sound burst (DC 14). Caster level 3rd. The save DCs are Charisma-based.

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.

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.

Encounter Four D

Advanced Element Dire Tiger: Male Element Advanced Dire Tiger; CR 12; Large Elemental (Earth); HD 22d8+66, hp 165, Init +3, Spd 40 ft., Burrow 20 ft.; AC 23, touch 12, flat-footed 20 (-1 Size, +3 Dex, +11 Natural); BAB/Grp: +16/28, Atk: +24 melee (2d4+8, 2 Claw); Full Atk +24/+18 melee (2d4+8, 2 Claw; 2d6+4, Bite); Space/Reach 10 ft./5 ft.; SA Improved Grab (Ex), Pounce (Ex), Rake (Ex), Burrow (Ex), Earth Mastery (Ex); SQ Elemental Traits, Scent (Ex), Low-Light Vision (Ex), Damage Reduction (Su): 10/Magic, Darkvision (Ex): 60 ft., Tremorsense (Ex): 60 ft.; AL N; SV Fort +16, Ref +16, Will +14, Str 27, Dex 16, Con 17, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +15, Jump +12, Move Silently +16, Spot +7, Listen +7, Alertness, Improved Natural Armor (x2), Improved Natural Attack: Bite, Improved Natural Attack: Claw, Run, Stealthy, Weapon Focus: Claw.

Possessions: None

Physical Description: A black panther measuring 4 feet long and 125 pounds.

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

Improved Grab (Ex): To use this ability, the panther must hit with its bite attack. If it gets a hold, it can rake.

Rake (Ex): A panther that gets a hold can make two rake attacks (+22 melee) with its hind legs for 2d4+4 damage each. If the leopard pounces on an opponent, it can also rake.

Earth Mastery (Ex): An earth elemental gains a +1 attack and damage bonus if both it and its foe touch the ground. If an opponent is airborne or waterborne, the elemental suffers a -4 penalty to

attack and damage. (These modifiers are not included in the statistics block.)

Burrow (Ex): An element creature can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A move earth spell cast on an area containing a burrowing creature flings the creature back 30 feet, stunning the creature for 1 round unless it succeeds at a Fortitude save.

Encounter Five

Blue Slaad: Male Blue Slaad Bbn 4 Drd 3; CR 15; Large Outsider; HD 8d8+40 4d12+20 (Bbn) 3d8+15 (Drd), hp 150, Init +4, Spd 30 ft.; AC 28, touch 14, flat-footed 24 (-1 Size, +4 Dex, +9 Natural, +5 Armor, +1 Deflect); BAB/Grp: +13/+24, Atk: +19 melee (2d6+7, Claw); Full Atk +19/+17 melee (2d6+7, 4 Claw; 2d8+3 plus Disease, Bite); Space/Reach 10 ft./10 ft.; SA Summon Slaad (Sp), Spell-like Abilities (Sp), Slaad Fever (Su), Rage 2/day; SQ: Darkvision 60 ft, Fast Healing 5, Immunity to Sonic, Resistance to acid 5, cold 5, electricity 5, and fire 5, Woodland Stride, Trackless Step; AL CN; SV Fort +21, Ref +15, Will +17, Str 24, Dex 18, Con 21, Int 6, Wis 14, Cha 8.

Skills and Feats: Climb +17, Concentration +13, Handle Animal +7, Hide +10, Jump +17, Listen +12, Move Silently +8, Spot +12, Survival +5, Combat Reflexes, Dodge, Instantaneous Rage, Iron Will, Mobility, Multiattack.

Spells Prepared (Drd 4/3/2): 0 - Detect Magic, Detect Poison, Know Direction x2; 1st - Detect Animals or Plants, Faerie Fire, Obscuring Mist; 2nd - Animal Messenger, Barkskin.

Possessions: +2 Hide, Vest of Resistance +3, Ring of Protection +1, Periapt of Wisdom +2.

Physical Description: A hulking blue-skinned humanoid as large as an Ogre. Large claws growing from the backs of its hands extend from under the hide armor it wears.

Spell-Like Abilities: At will: Hold person (DC 12), Passwall, Telekinesis (DC 14); 1/day: Chaos Hammer (DC 13), Caster level 8th.

Slaad Fever (Ex): Supernatural Disease-Bite, Fortitude DC 19, incubation period 1 day, damage 1d3 Dex and 1d3 Cha. The save DC is Constitution based. An afflicted humanoid reduced to Charisma 0 by Slaad Fever immediately transforms into a Red slaad (Green if spellcaster). It retains none of its features, traits memories or abilities.

Summon Slaad (Sp): Once per day a blue slaad can attempt to summon another blue slaad with a 40% chance of success. This ability is the equivalent of a 4th-level spell.

Encounter Six C

Anh: Male Neraphim Ftr 3; CR 3; Medium Outsider; HD 3d10+3, hp 21, Init +6, Spd 20 ft.; AC 20, touch 12, flat-footed 18 (+2 Dex, +6 Armor, +2 Natural Armor); BAB/Grp: +3/+5, Atk: +7 melee (1d8+3 /19-20 x2, Masterwork Longsword); Full Atk +7 melee (1d8+3 /19-20 x2, Masterwork Longsword); Space/Reach 5 ft./5 ft.; SA Camouflage; SQ Darkvision (EX): 60ft; AL CG; SV Fort +4, Ref +3, Will +1, Str 15, Dex 14, Con 12, Int 13, Wis 10, Cha 8.

Skills and Feats: Craft: Blacksmithing +7, Disguise +1, Jump +13, Search +3, Spot +2, Cleave, Improved Initiative, Power Attack, Weapon Focus: Longsword.

Possessions: Masterwork Longsword, +1 Breastplate.

Physical Description: A red-skinned toad-like humanoid.

Camouflage (Ex): When charging or using thrown weapon can negate targets dex once / enemy / encounter

Appendix Seven – APL 14

Encounter Two

Horlok Darkmantle: Male Dwarf Bbn 15; CR 15; Medium Humanoid (Dwarf); HD 15d12+45, hp 150, Init +7, Spd 30 ft.; AC 24, touch 13, flat-footed 24 (+5 Armor, +3 Shield, +3 Dex, +3 Nat); BAB/Grp: +15/+19, Atk: +21 melee (1d10+5 /20 x3, +1 Dwarven Waraxe); Full Atk +21/16/11 melee (1d10+5 /20 x3, +1 Dwarven Waraxe); Space/Reach 5 ft./5 ft.; SA Rhino Hide: +2d6 dmg on charge; SQ Damage Reduction 3/-, Greater Rage 4/day, Improved Uncanny Dodge, Indomitable Will (+4 vs. Enchantments), +2 Saves vs. Poison, +2 Saves vs. Spells and Spell-like Effects, Darkvision (Ex): 60 ft., Stability (Ex); AL CE; SV Fort +16, Ref +12, Will +12, Str 19, Dex 16, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +19, Craft (Leatherworking) +13, Listen +17, Profession (Hunter) +7, Survival +18, Improved Initiative, Iron Will, Power Attack, Quick Draw, Track, Weapon Focus: Dwarven Waraxe.

Possessions: +1 Dwarven Waraxe; Rhino Hide; +1 Heavy steel shield; Pouch, belt; Cold weather outfit; Leatherworker's tools, Masterwork; Sack; Vest of Resistance +4; Belt of Giant Strength; Amulet of Natural Armor +3; Rare coin necklace (200 gp).

Physical Description: A middle-aged Dwarven male in a thick coat of hides is huddled near one wall of corpses, a faint murmuring coming from his lips. His outstretched hand grasps a necklace of coins he wears around his neck.

Encounter Four A

Vathero: Male Githzerai Petitioner; CR 1; Medium Outsider (Chaotic, Neutral); HD 2d8+1, hp 9, Init +5, Spd 30 ft.; AC 15, touch 15, flat-footed 10 (+5 Dex); BAB/Grp: +0/+0, Atk: +0 melee (1d13 /20, Unarmed Strike); Full Atk +0 melee (1d13 /20, Unarmed Strike); Space/Reach 5 ft./5 ft.; SA None; SQ Darkvision (Ex): 60 ft, Spell Resistance (Ex): 5, Mental Immunity, Immunities, Resistances, Planar Commitment; AL CE; SV Fort +4, Ref +8, Will +6, Str 10, Dex 20, Con 13, Int 10, Wis 17, Cha 8.

Skills and Feats: None.

Possessions: None

Physical Description: A creature made of flame. **Mental Immunity (Ex):** Immune to mind-influencing effects.

Immunities (Ex): Immune Fire and Cold

Resistances (Ex): Electricity 20, acid 20

Planar Commitment (Ex): Cannot leave the plane, they are teleported 100 miles in a random direction if an attempt is made to force them to leave.

Encounter Four B

Nagor Lodestone: Male Derro Rog 5 Ftr 6; CR 14; Small Monstrous Humanoid (Derro); HD 3d8+9 (Derro) 5d6+15 (Rogue) 6d10+18 (Fighter), hp 113, Init +11, Spd 20 ft.; AC 28, touch 20, flat-footed 28 (+1 Size, +7 Dex, +5 Natural, +3 Armor, +2 Deflect); BAB/Grp: +12/+8, Atk: +22 melee (1d3+3 /19-20, +1 Dagger); Full Atk +20/15/10/+20/15/10 melee (1d3+3 /19-20, +1 Dagger; 1d3+3 /19-20, +1 Dagger); Space/Reach 5 ft./5 ft.; SA Poison (Ex), Spell-like Abilities (Sp), SQ Evasion, Madness (Ex), Sneak Attack +4d6, Spell Resistance (Ex): 15, Uncanny Dodge, Vulnerability: Sunlight (Ex); AL CE; SV Fort +16, Ref +18, Will +14, Str 10, Dex 25, Con 16, Int 13, Wis 6, Cha 14.

Skills and Feats: Balance +16, Climb +17, Hide +30, Intimidate +3, Listen +7, Move Silently +24, Profession (Hunter) +5, Sleight of Hand +21, Spot +9, Tumble +21, Combat Expertise, Combat Reflexes, Greater Two-Weapon Fighting, Improved Initiative, Improved Two-Weapon Fighting, Iron Will, Two-Weapon Fighting, Weapon Finesse, Weapon Focus: Dagger, Weapon Specialization: Dagger.

Possessions: +1 Dagger, +1 Dagger, +2 Padded Armor, Amulet of Natural Armor +3, Vest of Resistance +4, Gloves of Dexterity +4, Ring of Protection +2, 1 dose greenblood oil, 1 dose Medium monstrous spider venom.

Physical Description: Shorter than your average dwarf he is young and strongly built. He is shaved bald and looks deformed.

Poison Use (Ex): Derro apply greenblood oil or Medium monstrous spider venom (see Poison, page 296 of the Dungeon Master's Guide) to their weapons. Derro are not at risk of poisoning themselves when handling poison.

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.

Spell-Like Abilities (Sp): At will: darkness, ghost sound; 1/day: daze (DC 12), sound burst

(DC 14). Caster level 3rd. The save DCs are Charisma-based.

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.

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.

Garlon Lodestone: Male Derro Rog 5 Ftr 6; CR 14; Small Monstrous Humanoid (Derro); HD 3d8+9 (Derro) 5d6+15 (Rogue) 6d10+18 (Fighter), hp 113, Init +11, Spd 20 ft.; AC 28, touch 20, flat-footed 28 (+1 Size, +7 Dex, +5 Natural, +3 Armor, +2 Deflect); BAB/Grp: +12/+8, Atk: +22 melee (1d3+3 /19-20, +1 Dagger); Full Atk +20/15/10/+20/15/10 melee (1d3+3 /19-20, +1 Dagger; 1d3+3 /19-20, +1 Dagger); Space/Reach 5 ft./5 ft.; SA Poison (Ex), Spell-like Abilities (Sp), SQ Evasion, Madness (Ex), Sneak Attack +4d6, Spell Resistance (Ex): 15, Uncanny Dodge, Vulnerability: Sunlight (Ex); AL CE; SV Fort +16, Ref +18, Will +14, Str 10, Dex 25, Con 16, Int 13, Wis 6, Cha 14.

Skills and Feats: Balance +16, Climb +17, Hide +30, Intimidate +3, Listen +7, Move Silently +24, Profession (Hunter) +5, Sleight off Hand +21, Spot +9, Tumble +21, Combat Expertise, Combat Reflexes, Greater Two-Weapon Fighting, Improved Initiative, Improved Two-Weapon Fighting, Iron Will, Two-Weapon Fighting, Weapon Finesse, Weapon Focus: Dagger, Weapon Specialization: Dagger.

Possessions: +1 Dagger, +1 Dagger, +2 Padded Armor, Amulet of Natural Armor +3, Vest of Resistance +4, Gloves of Dexterity +4, Ring of Protection +2, 1 dose greenblood oil, 1 dose Medium monstrous spider venom.

Physical Description: Shorter than your average dwarf he is young and strongly built. He is shaved bald and looks deformed.

Poison Use (Ex): Derro apply greenblood oil or Medium monstrous spider venom (see Poison, page 296 of the Dungeon Master's Guide) to their weapons. Derro are not at risk of poisoning themselves when handling poison.

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.

Spell-Like Abilities (Sp): At will: darkness, ghost sound; 1/day: daze (DC 12), sound burst (DC 14). Caster level 3rd. The save DCs are Charisma-based.

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.

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.

Encounter Four D

Advanced Element Dire Tiger: Male Element Advanced Dire Tiger; CR 14; Large Elemental (Earth); HD 28d8+112, hp 238, Init +3, Spd 40 ft., Burrow 20 ft.; AC 25, touch 12, flat-footed 22 (-1 Size, +3 Dex, +13 Natural); BAB/Grp: +21/34, Atk: +30 melee (2d4+9, 2 Claw); Full Atk +30/+24 melee (2d4+9, 2 Claw; 2d6+4, Bite); Space/Reach 10 ft./5 ft.; SA Improved Grab (Ex), Pounce (Ex), Rake (Ex), Burrow (Ex), Earth Mastery (Ex); SQ Elemental Traits, Scent (Ex), Low-Light Vision (Ex), Damage Reduction (Su): 10/Magic, Darkvision (Ex): 60 ft., Tremorsense (Ex): 60 ft.; AL N; SV Fort +20, Ref +19, Will +17, Str 28, Dex 16, Con 18, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +18, Jump +13, Listen 7, Move Silently +19, Spot +7, Alertness, Improved Natural Armor (x4), Improved Natural Attack: Bite, Improved Natural Attack: Claw, Run, Stealthy, Weapon Focus: Claw.

Possessions: None

Physical Description: A black panther measuring 4 feet long and 125 pounds.

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

Improved Grab (Ex): To use this ability, the panther must hit with its bite attack. If it gets a hold, it can rake.

Rake (Ex): A panther that gets a hold can make two rake attacks (+23 melee) with its hind legs for 2d4+4 damage each. If the leopard pounces on an opponent, it can also rake.

Earth Mastery (Ex): An earth elemental gains a +1 attack and damage bonus if both it and its foe touch the ground. If an opponent is airborne or waterborne, the elemental suffers a -4 penalty to attack and damage. (These modifiers are not included in the statistics block.)

Burrow (Ex): An element creature can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A move earth spell cast on an area containing a burrowing creature flings the creature back 30 feet, stunning the creature for 1 round unless it succeeds at a Fortitude save.

Encounter Five

Blue Slaad: Male Blue Slaad Bbn 4 Drd 5; CR 17; Large Outsider; HD 8d8+48 4d12+24 (Bbn) 5d8+30 (Drd), hp 186, Init +4, Spd 30 ft.; AC 28, touch 14, flat-footed 24 (-1 Size, +4 Dex, +9 Natural, +5 Armor, +1 Deflect); BAB/Grp: +21/+26, Atk: +21 melee (2d6+7, Claw); Full Atk +21/+19 melee (2d6+7, 4 Claw; 2d8+3 plus Disease, Bite); Space/Reach 10 ft./10 ft.; SA Summon Slaad (Sp), Spell-like Abilities (Sp), Slaad Fever (Su), Rage 2/day; SQ: Darkvision 60 ft, Fast Healing 5, Immunity to Sonic, Resistance to acid 5, cold 5, electricity 5, and fire 5, Woodland Stride, Trackless Step, Wild Shape 1/day; AL CN; SV Fort +21, Ref +15, Will +18, Str 24, Dex 18, Con 22, Int 6, Wis 14, Cha 8.

Skills and Feats: Climb +15, Concentration +16, Handle Animal +7, Hide +10, Jump +13, Listen +12, Move Silently +8, Spot +12, Survival +3, Combat Reflexes, Dodge, Instantaneous Rage, Iron Will, Mobility, Multiattack.

Spells Prepared (Drd 5/4/3/1): 0 - Detect Magic, Detect Poison, Know Direction x3; 1st - Detect Animals or Plants, Faerie Fire x2, Obscuring Mist; 2nd - Animal Messenger, Barkskin, Fog Cloud; 3rd - Dominate Animal

Possessions: +2 Hide, Vest of Resistance +3, Ring of Protection +1, Periapt of Wisdom +2.

Physical Description: A hulking blue-skinned humanoid as large as an Ogre. Large claws growing from the backs of its hands extend from under the hide armor it wears.

Spell-Like Abilities: At will: Hold person (DC 12), Passwall, Telekinesis (DC 14); 1/day: Chaos Hammer (DC 13), Caster level 8th.

Slaad Fever (Ex): Supernatural Disease-Bite, Fortitude DC 20, incubation period 1 day, damage 1d3 Dex and 1d3 Cha. The save DC is

Constitution based. An afflicted humanoid reduced to Charisma 0 by Slaad Fever immediately transforms into a Red slaad (Green if spellcaster). It retains none of its features, traits memories or abilities.

Summon Slaad (Sp): Once per day a blue slaad can attempt to summon another blue slaad with a 40% chance of success. This ability is the equivalent of a 4th-level spell.

Encounter Six C

Anh: Male Neraphim Ftr 3; CR 3; Medium Outsider; HD 3d10+3, hp 21, Init +6, Spd 20 ft.; AC 20, touch 12, flat-footed 18 (+2 Dex, +6 Armor, +2 Natural Armor); BAB/Grp: +3/+5, Atk: +7 melee (1d8+3 /19-20 x2, Masterwork Longsword); Full Atk +7 melee (1d8+3 /19-20 x2, Masterwork Longsword); Space/Reach 5 ft./5 ft.; SA Camouflage; SQ Darkvision (EX): 60ft; AL CG; SV Fort +4, Ref +3, Will +1, Str 15, Dex 14, Con 12, Int 13, Wis 10, Cha 8.

Skills and Feats: Craft: Blacksmithing +7, Disguise +1, Jump +13, Search +3, Spot +2, Cleave, Improved Initiative, Power Attack, Weapon Focus: Longsword.

Possessions: Masterwork Longsword, +1 Breastplate.

Physical Description: A red-skinned toad-like humanoid.

Camouflage (Ex): When charging or using thrown weapon can negate targets dex once / enemy / encounter

Appendix Eight – APL 16

Encounter Two

Horlok Darkmantle: Male Dwarf Bbn 17; CR 17; Medium Humanoid (Dwarf); HD 17d12+51, hp 170, Init +7, Spd 30 ft.; AC 25, touch 13, flat-footed 25 (+5 Armor, +3 Shield, +3 Dex, +4 Nat); BAB/Grp: +17/+23, Atk: +25 melee (1d10+7 /20 x3, +1 Dwarven Waraxe Human Bane); Full Atk +25/20/15/10 melee (1d10+5 /20 x3, +1 Dwarven Waraxe Human Bane); Space/Reach 5 ft./5 ft.; SA Rhino Hide: +2d6 dmg on charge; SQ Damage Reduction 4/-, Greater Rage 5/day, Improved Uncanny Dodge, Indomitable Will (+4 vs. Enchantments), Tireless Rage, +2 Saves vs. Poison, +2 Saves vs. Spells and Spell-like Effects, Darkvision (Ex): 60 ft., Stability (Ex); AL CE; SV Fort +17, Ref +12, Will +12, Str 22, Dex 16, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +21, Craft (Leatherworking) +13, Listen +19, Profession (Hunter) +9, Survival +20, Improved Initiative, Iron Will, Power Attack, Quick Draw, Track, Weapon Focus: Dwarven Waraxe.

Possessions: +1 Dwarven Waraxe Human Bane; Rhino Hide; +1 Heavy steel shield; Pouch, belt; Cold weather outfit; Leatherworker's tools, Masterwork; Sack; Vest of Resistance +4; Belt of Giant Strength +6; Amulet of Natural Armor +4; Rare coin necklace (200 gp).

Physical Description: A middle-aged Dwarven male in a thick coat of hides is huddled near one wall of corpses, a faint murmuring coming from his lips. His outstretched hand grasps a necklace of coins he wears around his neck.

Encounter Four A

Vathero: Male Githzerai Petitioner; CR 1; Medium Outsider (Chaotic, Neutral); HD 2d8+1, hp 9, Init +5, Spd 30 ft.; AC 15, touch 15, flat-footed 10 (+5 Dex); BAB/Grp: +0/+0, Atk: +0 melee (1d13 /20, Unarmed Strike); Full Atk +0 melee (1d13 /20, Unarmed Strike); Space/Reach 5 ft./5 ft.; SA None; SQ Darkvision (Ex): 60 ft, Spell Resistance (Ex): 5, Mental Immunity, Immunities, Resistances, Planar Commitment; AL CE; SV Fort +4, Ref +8, Will +6, Str 10, Dex 20, Con 13, Int 10, Wis 17, Cha 8.

Skills and Feats: None.

Possessions: None

Physical Description: A creature made of flame.

Mental Immunity (Ex): Immune to mind-influencing effects.

Immunities (Ex): Immune Fire and Cold

Resistances (Ex): Electricity 20, acid 20

Planar Commitment (Ex): Cannot leave the plane, they are teleported 100 miles in a random direction if an attempt is made to force them to leave.

Encounter Four B

Nagor Lodestone: Male Derro Rog 7 Ftr 6; CR 16; Small Monstrous Humanoid (Derro); HD 3d8+9 (Derro) 7d6+21 (Rogue) 6d10+18 (Fighter), hp 127, Init +13, Spd 20 ft.; AC 30, touch 21, flat-footed 30 (+1 Size, +8 Dex, +6 Natural, +3 Armor, +2 Deflect); BAB/Grp: +14/+10, Atk: +26 melee (1d3+3 /19-20, +1 Dagger Human Bane); Full Atk +24/19/14/+24/19/14 melee (1d3+3 /19-20, +1 Dagger Human Bane; 1d3+3 /19-20, +1 Dagger Human Bane); Space/Reach 5 ft./5 ft.; SA Poison (Ex), Spell-like Abilities (Sp), SQ Evasion, Madness (Ex), Sneak Attack +5d6, Spell Resistance (Ex): 15, Uncanny Dodge, Vulnerability: Sunlight (Ex); AL CE; SV Fort +17, Ref +21, Will +15, Str 10, Dex 28, Con 16, Int 13, Wis 6, Cha 14.

Skills and Feats: Balance +18, Climb +17, Hide +36, Intimidate +3, Listen +7, Move Silently +32, Profession (Hunter) +5, Sleight off Hand +27, Spot +9, Tumble +27, Combat Expertise, Combat Reflexes, Greater Two-Weapon Fighting, Improved Initiative, Improved Two-Weapon Fighting, Iron Will, Quick Draw, Two-Weapon Fighting, Weapon Finesse, Weapon Focus: Dagger, Weapon Specialization: Dagger.

Possessions: +1 Dagger Human Bane, +1 Dagger Human Bane, +2 Padded Armor, Amulet of Natural Armor +4, Vest of Resistance +4, Gloves of Dexterity +6, Ring of Protection +2, 1 dose greenblood oil, 1 dose Medium monstrous spider venom.

Physical Description: Shorter than your average dwarf he is young and strongly built. He is shaved bald and looks deformed.

Poison Use (Ex): Derro apply greenblood oil or Medium monstrous spider venom (see Poison, page 296 of the Dungeon Master's Guide) to their weapons. Derro are not at risk of poisoning themselves when handling poison.

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.

Spell-Like Abilities (Sp): At will: darkness, ghost sound; 1/day: daze (DC 12), sound burst (DC 14). Caster level 3rd. The save DCs are Charisma-based.

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.

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.

Garlon Lodestone: Male Derro Rog 7 Ftr 6; CR 16; Small Monstrous Humanoid (Derro); HD 3d8+9 (Derro) 7d6+21 (Rogue) 6d10+18 (Fighter), hp 127, Init +13, Spd 20 ft.; AC 30, touch 21, flat-footed 30 (+1 Size, +8 Dex, +6 Natural, +3 Armor, +2 Deflect); BAB/Grp: +14/+10, Atk: +26 melee (1d3+3 /19-20, +1 Dagger Human Bane); Full Atk +24/19/14/+24/19/14 melee (1d3+3 /19-20, +1 Dagger Human Bane); 1d3+3 /19-20, +1 Dagger Human Bane); Space/Reach 5 ft./5 ft.; SA Poison (Ex), Spell-like Abilities (Sp), SQ Evasion, Madness (Ex), Sneak Attack +5d6, Spell Resistance (Ex): 15, Uncanny Dodge, Vulnerability: Sunlight (Ex); AL CE; SV Fort +17, Ref +21, Will +15, Str 10, Dex 28, Con 16, Int 13, Wis 6, Cha 14.

Skills and Feats: Balance +18, Climb +17, Hide +36, Intimidate +3, Listen +7, Move Silently +32, Profession (Hunter) +5, Sleight off Hand +27, Spot +9, Tumble +27, Combat Expertise, Combat Reflexes, Greater Two-Weapon Fighting, Improved Initiative, Improved Two-Weapon Fighting, Iron Will, Quick Draw, Two-Weapon Fighting, Weapon Finesse, Weapon Focus: Dagger, Weapon Specialization: Dagger.

Possessions: +1 Dagger Human Bane, +1 Dagger Human Bane, +2 Padded Armor, Amulet of Natural Armor +4, Vest of Resistance +4, Gloves of Dexterity +6, Ring of Protection +2, 1 dose greenblood oil, 1 dose Medium monstrous spider venom.

Physical Description: Shorter than your average dwarf he is young and strongly built. He is shaved bald and looks deformed.

Poison Use (Ex): Derro apply greenblood oil or Medium monstrous spider venom (see Poison, page 296 of the *Dungeon Master's Guide*) to their weapons. Derro are not at risk of poisoning themselves when handling poison.

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.

Spell-Like Abilities (Sp): At will: darkness, ghost sound; 1/day: daze (DC 12), sound burst (DC 14). Caster level 3rd. The save DCs are Charisma-based.

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.

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.

Encounter Four D

Advanced Element Dire Tiger: Male Element Advanced Dire Tiger; CR 16; Huge Elemental (Earth); HD 34d8+204, hp 357, Init +2, Spd 40 ft., Burrow 20 ft.; AC 27, touch 10, flat-footed 25 (-2 Size, +2 Dex, +17 Natural); BAB/Grp: +26/47, Atk: +38 melee (3d4+13, 2 Claw); Full Atk +38/+33 melee (3d4+13, 2 Claw; 3d6+6, Bite); Space/Reach 15 ft./10 ft.; SA Improved Grab (Ex), Pounce (Ex), Rake (Ex), Burrow (Ex), Earth Mastery (Ex); SQ Elemental Traits, Scent (Ex), Low-Light Vision (Ex), Damage Reduction (Su): 10/Magic, Darkvision (Ex): 60 ft., Tremorsense (Ex): 60 ft.; AL N; SV Fort +28, Ref +24, Will +23, Str 36, Dex 14, Con 22, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +20, Jump +15, Listen +7, Move Silently +21, Spot +7, Alertness, Improved Natural Armor (x5), Improved Natural Attack: Bite, Improved Natural Attack: Claw, Run, Stealthy, Weapon Focus: Bite, Weapon Focus: Claw.

Possessions: None

Physical Description: A black panther measuring 4 feet long and 125 pounds.

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

Improved Grab (Ex): To use this ability, the panther must hit with its bite attack. If it gets a hold, it can rake.

Rake (Ex): A panther that gets a hold can make two rake attacks (+6 melee) with its hind legs for 1d3+2 damage each. If the leopard pounces on an opponent, it can also rake.

Earth Mastery (Ex): An earth elemental gains a +1 attack and damage bonus if both it and its foe touch the ground. If an opponent is airborne or waterborne, the elemental suffers a -4 penalty to attack and damage. (These modifiers are not included in the statistics block.)

Burrow (Ex): An element creature can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A move earth spell cast on an area containing a burrowing creature flings the creature back 30 feet, stunning the creature for 1 round unless it succeeds at a Fortitude save.

Encounter Five

Blue Slaad: Male Blue Slaad Bbn 6 Drd 5; CR 19; Large Outsider; HD 8d8+48 6d12+36 (Bbn) 5d8+30 (Drd), hp 211, Init +4, Spd 30 ft.; AC 29, touch 15, flat-footed 29 (-1 Size, +4 Dex, +9 Natural, +5 Armor, +2 Deflect); BAB/Grp: +23/+28, Atk: +23 melee (2d6+7, Claw); Full Atk +23/+21 melee (2d6+7, 4 Claw; 2d8+3 plus Disease, Bite); Space/Reach 10 ft./10 ft.; SA Summon Slaad (Sp), Spell-like Abilities (Sp), Slaad Fever (Su), Rage 2/day; SQ: Darkvision 60 ft, Fast Healing 5, Immunity to Sonic, Resistance to acid 5, cold 5, electricity 5, and fire 5, Woodland Stride, Trackless Step, Wild Shape 1/day, Improved Uncanny Dodge; AL CN; SV Fort +25, Ref +17, Will +20, Str 24, Dex 18, Con 22, Int 6, Wis 14, Cha 8.

Skills and Feats: Climb +17, Concentration +16, Handle Animal +9, Hide +10, Jump +15, Listen +12, Move Silently +8, Spot +12, Survival +5, Combat Reflexes, Dodge, Instantaneous Rage, Iron Will, Mobility, Multiattack.

Spells Prepared (Drd 5/4/3/1): 0 - Detect Magic, Detect Poison, Know Direction x3; 1st - Detect Animals or Plants, Faerie Fire x2,

Obscuring Mist; 2nd - Animal Messenger, Barkskin, Fog Cloud; 3rd - Dominate Animal

Possessions: +2 Hide, Vest of Resistance +4, Ring of Protection +2, Periapt of Wisdom +2.

Physical Description: A hulking blue-skinned humanoid as large as an Ogre. Large claws growing from the backs of its hands extend from under the hide armor it wears.

Spell-Like Abilities: At will: Hold person (DC 12), Passwall, Telekinesis (DC 14); 1/day: Chaos Hammer (DC 13), Caster level 8th.

Slaad Fever (Ex): Supernatural Disease-Bite, Fortitude DC 20, incubation period 1 day, damage 1d3 Dex and 1d3 Cha. The save DC is Constitution based. An afflicted humanoid reduced to Charisma 0 by Slaad Fever immediately transforms into a Red slaad (Green if spellcaster). It retains none of its features, traits memories or abilities.

Summon Slaad (Sp): Once per day a blue slaad can attempt to summon another blue slaad with a 40% chance of success. This ability is the equivalent of a 4th-level spell.

Encounter Six C

Anh: Male Neraphim Ftr 3; CR 3; Medium Outsider; HD 3d10+3, hp 21, Init +6, Spd 20 ft.; AC 20, touch 12, flat-footed 18 (+2 Dex, +6 Armor, +2 Natural Armor); BAB/Grp: +3/+5, Atk: +7 melee (1d8+3 /19-20 x2, Masterwork Longsword); Full Atk +7 melee (1d8+3 /19-20 x2, Masterwork Longsword); Space/Reach 5 ft./5 ft.; SA Camouflage; SQ Darkvision (EX): 60ft; AL CG; SV Fort +4, Ref +3, Will +1, Str 15, Dex 14, Con 12, Int 13, Wis 10, Cha 8.

Skills and Feats: Craft: Blacksmithing +7, Disguise +1, Jump +13, Search +3, Spot +2, Cleave, Improved Initiative, Power Attack, Weapon Focus: Longsword.

Possessions: Masterwork Longsword, +1 Breastplate.

Physical Description: A red-skinned toad-like humanoid.

Camouflage (Ex): When charging or using thrown weapon can negate targets dex once / enemy / encounter

Judge Aid #1

WILD MAGIC TABLE:

Any spell or spell-like abilities function in radically different and sometimes dangerous ways in Limbo. The caster must make a Caster Level check (DC 15 + the level of the spell or effect) for the magic to function normally. For spell-like abilities use the level or HD of the creature employing the ability for the Caster Level check and the level of the spell-like ability to set the DC. Failure means something strange happens:

d%	Effect
0-19	Spell rebounds on caster (or fails if it cannot affect the caster)
20-23	Circular pit 15' wide opens under caster, 10' deep per caster level
24-27	Spell fails, instead target(s) are pelted with a rain of small objects which vanish after impact. For 1 round targets blinded and spellcasting requires concentration checks (DC15 + Spell Level).
28-31	Random target or area. Roll 1d8 for direction and 3d6 (x5 short, x20 medium, x80 long) for range.
32-35	Functions normally but no components used and spell is not considered used
36-39	Spell fails. Everyone (friend and foe) within 30-feet of the caster receives effect of a <i>Heal</i> spell
40-43	Spell fails. <i>Deeper darkness</i> and <i>Silence</i> effect cover a 30' radius around the caster for 2d4 rounds
44-47	Spell fails. A <i>Reverse gravity</i> effect covers a 30' radius around the caster for 1 round.
48-51	Spell functions. Colors swirl around the caster for 1d4 rounds (as Glitterdust: DC 10 + spell cast)
52-59	Spell fails. Material components used and spell is considered cast / effect used
60-71	Spell fails. Material components not used and spell is not considered used
72-98	Spell functions normally.
99-100	Spell functions strongly. Saving throws against spell are at a -2 penalty and has maximized effect.

Thinaun Dagger: Masterwork Dagger (1d4 / 19-20 x2) Cost: 10,302 gp

This dark, glittering steel alloy dagger holds an attraction to souls recently released from their bodies. If the dagger is touching a creature when it dies that creature's soul is sucked into the blade. The soul remains in the blade until the weapon is destroyed or another creature dies while touching it. *Raise dead*, *Resurrection*, and similar spells won't bring back the creature unless the caster has the weapon in their possession. Such spells require half the usual material components to cast if the soul is in the weapon.

Pandemonic Silver Dagger: Masterwork Dagger (1d4-1 /19-20 x2) Cost: 9,302 gp

This silver weapon acts as alchemical silver. In addition, a thin, unearthly scream issues forth whenever the weapon is unsheathed in at least a light breeze. The scream is a sonic, mind-affecting compulsion that is a fear effect. Other than the wielder, those within 30 feet who hear the scream must succeed on a Will save or cower for 1d4 rounds. The DC depends upon the strength of the wind:

Light (0-10 mph): DC10	Moderate (11-20 mph): DC 13	Strong (21-30 mph): DC 16
Severe (31-50 mph): DC 19	Windstorm (51-74 mph): DC 22	Hurricane (75-154 mph): DC 25
Tornado (175-300 mph): DC 28		

Judge Aid #2

NPC Overview

Name	Sex / Race / Location	Role
Horlok Darkmantle	M / Dwarf / Cold Storage Cave	<i>Info on limbo and bodies One of the two dwarves tied to curse</i>
Dord Stonehinge	M / Descendant / Smithy Cave	<i>Dord is the primary speaker</i>
Marka Stonehinge	M / Descendant / Smithy Cave	<i>Explain why they study the sword</i>
Obarg Stonehinge	M / Descendant / Smithy Cave	<i>Interact with Vathero</i>
Bala Stonehinge	F / Descendant / Smithy Cave	<i>Info on what the sword does</i>
Elana Stonehinge	F / Descendant / Smithy Cave	<i>Info on metals they found in smithy</i>
Folo Stonehinge	F / Descendant / Smithy Cave	
Vathero	M / Githzerai Petitioner / Smithy Cave	<i>Created sword, can explain how to repair it Makes deal to explain how to end curse</i>
Berringer Lodestone	M / Dwarf / Bunkhouse Cave	<i>One of the two dwarves tied to the curse Can provide history if persuaded</i>
Nagor Lodestone	M / Descendant / Bunkhouse	<i>Protect Berringer</i>
Garlon Lodestone	M / Descendant / Bunkhouse	<i>Protect Berringer</i>
Yarik	M / Descendant / Temple Cave	<i>Eating meats</i>
Olaren	M / Descendant / Temple Cave	<i>Buys items using Limbo-created coins</i>
Pantago	M / Descendant / Temple Cave	<i>Asleep near casks</i>
Fadao	F / Descendant / Temple Cave	<i>Asleep near casks</i>
Orani	F / Descendant / Temple Cave	<i>Asleep near casks</i>
Priestess Zatra	F / Descendant / Temple Cave	<i>Explains history as taught by the scripture</i>
Anh	M / Neraphim / Limbo Valley	<i>Helps PCs get information from Vathero</i>
Slaad Scout	M / Slaad / True Natives	<i>Speaks Slaadi only, sent to check anvil</i>
“DECEASED” NPCS		
Khan	M / Human / Cold Storage	<i>Killed by PCs during ‘The Bender’</i>
Khane	M / Human / Zelosus Cave	<i>Stuck between planes when gate opened</i>
Zerg Derdle	M / Dwarf / The Spire	<i>Wizard who created the element-creatures</i>
Durana	F / Dwarf / Temple Cave	<i>Original priestess, skull featured in temple</i>
Borl	M / Human / Cold Storage	<i>Original priest, body stored in cave</i>
Lorelai	F / Human / Referenced Only	<i>Gave cursed sword to Borl</i>
Lago	M / Human / Referenced Only	<i>Transported and abandoned them</i>

Judge Aid #3

Solution Guide

Solution	Clues	Where learned
Option 1: <i>Everybody Dies</i>	The two dwarves are different than everyone else	<i>Cold Storage, Bunkhouse</i>
	All of the other dwarves are dead	<i>Cold Storage, Temple</i>
	Results of treating it as a kill-everyone 'Crawl'	<i>Any previous dungeon crawl</i>
Option 2: <i>Repair Sword</i>	The slaad took the sword through the gate	<i>Horlok, Dord</i>
	The slaad was upset the sword was destroyed	<i>Having played Body & Soul</i>
	The slaad wanted to bring it back to free himself	<i>Having played Body & Soul</i>
	They haven't been able to re-create it in the smithy	<i>Dord</i>
	The anvil on the spire has the symbol of Kurell	<i>Box text</i>
	The anvil has no hammer markings on it	<i>Box text</i>
	You can change things through force of Will	<i>Horlok, Encounter with the Slaad</i>
Option 3: <i>Assist Vathero</i>	References to Vathero before he appears	<i>Dord</i>
	Vathero keeps returning (stuck here as well?)	<i>Dord</i>
	Vathero's claim they cannot learn his secrets	<i>Vathero</i>
	Why was Vathero's sword named after Kurell	<i>Vathero, Berringer</i>
	Vathero tell them the secret if they help him	<i>Vathero</i>
Option 4: <i>Praise Kurell</i>	Recurring symbol of Kurell	<i>Altars in Zelosus and on spire</i>
	The fact they no longer worship Kurell	<i>Berringer, Temple to Abathor</i>
	Tenets of Kurell (Jealousy, Theft, REVENGE)	<i>Knowledge Religion</i>
	Effects of sword (Jealousy, traps spirit, steals bodies)	<i>Dord, Berringer</i>
	Anger towards Kurell / reluctance to speak name	<i>Horlok, Berringer, Dord, Zatra</i>
	Wedding invitation reference to changes	<i>Bunkhouse note, Berringer</i>
	Reference to previous usage of this place (anvil)	<i>Slaad note</i>
	Why did they get the sword in the first place	<i>Zatra, Berringer</i>
	Why was the sword named after Kurell	<i>Vathero, Berringer</i>
	What do you do when you make someone mad?	<i>Common Sense</i>
Option 5: <i>The Gate</i>	Having collected all the pieces for the ritual	<i>Having played Body & Soul</i>
Option 6: <i>Leaving</i>	Giving up due to time constraints	<i>Default</i>
Special: <i>Raising the dead</i>	Technique is learned from Vathero	<i>Vathero</i>
Special: <i>Saving Khan</i>	Box text description when the gate closes	<i>Box Text</i>

Player Handout #1

Alisa,

I noticed you were not at services last weekend and wanted to share with you some wonderful news. I don't know if you have heard yet but I am finally getting married!

Her name is Durana and I met her on my recent trip. She is on her way to Rookroost with her clan and the wedding will be held at the church in two weeks. I have cancelled services in the interim so I can finalize arrangements.

I hope to see you there, along with the rest of the congregation. We have big changes in store at the church and we hope you decide to join us.

See you in two weeks!

Borl

Player Handout #2

Commander Perliton,

I am proud to report that my sacred pilgrimage is going well. Unfortunately I have grown slower in my old age and find myself in need of your services. As this matter affects our mutual benefactor you can expect to be rewarded greatly for your efforts.

It seems a shepherdess has been remiss in her duties and members of His flock have again strayed. Should they not return to the fields it may again be necessary to call upon the power of the forge. I need to know if it has survived all these centuries and ask that you send a scout to investigate its status.

Seize your desires!

Linrus the Elder