

URD4-09

Lucky's Bane

A One-Round D&D LIVING GREYHAWK[®] Duchy of Urnst Regional Adventure

Version 1.0

Round One

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The Vale is secure; the threat to Dumadan is over. Or is it? Many Orcs and Derro escaped their defeat in these regions and their lust for revenge and power is not quenched. A temple of Dispaten has been rumored to exist in the Cairn Hills and signs point to his interest in these affairs. Can you find and destroy the temple before the forces regroup? This is a one-round adventure for APLs 6-12 and forms the conclusion to the *Deep Affairs* and *Vale Invasion* plot lines. This is a Ducal Guard module and contains an optional 1 time unit encounter recommended for APLs 10 and 12.

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

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Introduction

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

Preparation

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

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

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

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

Playing the Game

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the judge can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

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

Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and judge fill out the RPGA Tracking Sheet. The judge should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

LIVING GREYHAWK

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

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

LIVING GREYHAWK Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc.) use the sidebar chart to

determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately. Nevertheless, if a character has the Mounted Combat feat, he may bring a single warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

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

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

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If a group is APL 1 there are

three things that the group can do to help even the score.

5. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
6. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a move action (spoken command) that may be attempted each round. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases to 12.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in the Duchy of Urnst. Characters native to the Duchy of Urnst pay one Time Unit per round, all others pay two Time Units per round.

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

scenario.

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

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

Adventure Background

The Vale was attacked by a group of orcs, giants and other beasts. Dumadan has been fighting a pitched

battle with the Derro that has finally been won by the combined forces of the Dwarves and the Duchy. The two events were always thought to be separate, but were they? Several Generals of the orc army along with their shamans escaped the route of the Vale and the Derro General has also escaped death in Dumadan. Now they are allied in their cause. Only the strength of the Duchy adventurers can defeat this menace one final time. Currently the Derro General has holed up in a long forgotten shrine to Moradin that he and his minions have corrupted by turning it into a shrine to Dispater. During the last few decades they have fortified this position with the help of a deranged little gnome named Namfoodle Flintsteen (Fidget to those who knew him well). Fidget was a genius when it came to alchemical and mechanical knowledge. He designed many of the automatons that now guard areas of the temple and most importantly, the key to enter the northern doors. The western area is where his automatons now reside as well as his lost lab and journal. Finding these is critical for the ritual to open the northern doors.

Adventure Summary

The mountain home of Dumadan has been reclaimed. It cost many lives, but the threat has been driven from the dwarves, yet some threat remains. The Derro General, along with the Orc generals and several shamans, has retreated to the temple of Dispater in the Cairn Hills.

The adventurers are heading into the Duchy near the Cairn Hills when they come across a small group of Goblins led by an Orc attacking a small detachment of Ducal Guard, mostly composed of wounded. A battle ensues and after the victory, the party is asked to lead them to the encampment by Dumadan to report. Many of the men set to guard the caravan are now wounded and they must get reinforcements before setting out again. The adventurers find a poorly drawn map written in Orcish and nearly indecipherable.

When they arrive at the camp, Hiolur Khulaban (whom they might recognize from URD3-01 *Stone Heart*) greets them. He asks what has occurred. After hearing of their tales of Orcs and Goblins near the Cairn Hills, he asks them to rest for a while. He goes to the Ankrif-Loem, which roughly translates as the Clan Council, and informs them of the Orcs. The council knows of the map (either by the PCs telling Hiolur, or by a soldier's report) and asks to see it. The PCs are then called before the council. The council is not happy that orcs are now wandering close to the hills and Dumadan. They have studied the map and it may lead to a hidden temple of Dispater. They are concerned that the Orcs may be in league with the Derro General.

The PCs are asked to investigate on behalf of the council. All APLs are told to enter, but not to confront

the Derro General unless they are sure of their abilities, and are told to use caution and wisdom if they decide to confront the Derro General. They are given supplies for cave spelunking and an Amulet of Moradin. They then proceed to the Temple.

On the way there they encounter an Earth Elemental that they may be able to glean information about the temple. It will tell them of the orc forces and the derro's troops. It does not want a confrontation; it just felt the presence of the Amulet. The Earth Elemental has a symbol of Moradin etched into its chest.

Once at the temple they must contend with the orcs, derro and a host of undead and golems that have kept the temple safe throughout the past few centuries. They are confronted by the Iron Gate and a powerful forbiddance spell that has already claimed the lives of several advance scouts.

Once inside the Iron Cross-shaped temple, they have to find the Orc generals and shamans, defeat them and retrieve the amulets from their necks. The final door may only be opened by Disciples of Dispater, or by putting the two halves of the amulet together using a blood ceremony. They confront a group of Derro and orcs that protect the Derro General and the Patriarch of Lies. If they defeat these forces, they may proceed to a lower level where they find a door between this plane and the demi-plane the Derro General calls home. It has an elaborate riddle on it and once the PCs solve the riddle, they may choose to continue on to fight the Derro General or they may choose to take the keys to the puzzle and trap the Derro General. If they continue, they confront the Derro General in the home of Dispater (Optional Encounter).

Once finished, they may return to Dumadan with news of the defeat or whereabouts of the Derro General.

Introduction

You know it's only been days, but it feels like a month or more has passed since you last slept in a down-filled bed. You travel a well-worn path along the Cairn Hills on your way home. The path has seen a lot of travel lately, as the forces of the Duchy have moved through here to reclaim Dumadan, the dwarven citadel. Even now you can see in the distance the encampment of the Ducal Guard near the entrance to Dumadan. You share stories of the Battle of the Iron Citadel in Dumadan.

At this point you can have the players introduce themselves if their characters have not traveled together before.

Encounter One: Hysteria

The sounds of a fight ahead of you brings your gaze away from the Tent City to the west and east to the sight of orcs and goblins fighting with some men protecting other wounded people. They are presumably Ducal Guard by the looks of them.

The creatures listed below represent the portion of the forces that the PCs fight while rescuing the wounded caravan. The other members of the force are presumed to be taken care of by the remaining Ducal Guard.

APL 6 (EL 7)

➤ **Grunk, Orc Captain:** hp 40; see Appendix One, Encounter One.

➤ **Goblin Soldiers (6):** hp 12 each; see Appendix One, Encounter One.

APL 8 (EL 9)

➤ **Grunk, Orc Captain:** hp 63; see Appendix Two, Encounter One.

➤ **Grunk, Orc Sergeant:** hp 50; see Appendix Two, Encounter One.

➤ **Goblin Soldiers (6):** hp 24 each; see Appendix Two, Encounter One.

APL 10 (EL 11)

➤ **Grunk, Orc Captain:** hp 63; see Appendix Three, Encounter One.

➤ **Grunk, Orc Sergeant:** hp 50; see Appendix Three, Encounter One.

➤ **Gnarl and Jarl, Orc Worg Riders (2):** hp 47 each; see Appendix Three, Encounter One.

➤ **Worg, Advanced (2):** hp 74 each; see Appendix Three, Encounter One.

➤ **Goblin Soldiers (6):** hp 31 each; see Appendix Three, Encounter One.

APL 12 (EL 13)

➤ **Grunk, Orc Captain:** hp 79; see Appendix Four, Encounter One.

➤ **Grunk, Orc Sergeant:** hp 73; see Appendix Four, Encounter One.

➤ **Gnarl and Jarl, Orc Worg Riders (2):** hp 47 each; see Appendix Four, Encounter One.

➤ **Worg, Advanced (2):** hp 74 each; see Appendix Four, Encounter One.

➤ **Goblin Soldiers (6):** hp 45 each; see Appendix Four, Encounter One.

Tactics: The Orcs and goblins have been fighting against the vale and Duchy for a while and their tactics are sound. The goblins have “swarm fighting” (See Appendix Two for new feats) and thus form up into small units to threaten as many targets as possible. At the beginning of the fight with the Ducal Guard, the goblins drank potions of Cat's Grace to bump their DEX to 20. Two Kobolds may occupy the same 5 ft square (with their swarmfighting ability). If they threaten the same target they get a morale bonus of +1 per ally that threatens the same target. With Cat's Grace, they can receive a +5 morale bonus to their attacks due to swarmfighting and they have 5 possible attacks of opportunity. The Orc Sergeant and Captain will fight the same opponent and try to do as much damage to a single target as possible. The Worg Rider will use Spirited Charge or Ride-By Attack against those staying in the back or obvious spell casters. If they can all concentrate their attacks per round they will.

Treasure:

APL 6: Loot – 93 gp; Coin – 11 gp; Magic – 2 *potion of cure moderate wounds* (25 gp each).

APL 8: Loot – 406 gp; Coin – 11 gp; Magic – *orc double axe* +1 (388 gp), 2 *potion of cure moderate wounds* (25 gp each), *breastplate* +1 (112.5 gp), *potion of enlarge person* (21 gp).

APL 10: Loot – 146 gp; Coin – 11 gp; Magic – *orc double axe* +1 (388 gp), 2 *potion of cure moderate wounds* (25 gp each), *greataxe* +1 (193 gp), *breastplate* +1 (112.5 gp), *potion of enlarge person* (21 gp).

APL 12: Loot – 137 gp; Coin – 11 gp; Magic – *orc double axe* +1 (388 gp), *chain shirt* +1 (104 gp), 3 *potion of cure serious wounds* (187.5 gp each), *greataxe* +1 (193 gp), *breastplate* +1 (112.5 gp), *potion of enlarge person* (21 gp each).

Development: The remaining soldiers, numbering perhaps 50, have taken care of the forces that did not break off to fight the PCs. The Subaltern in charge of the force, Subaltern Lord Neimar Schrie, thanks the PCs for their help and asks the PCs to escort them back to the Ducal Guard camp at Dumadan. The PCs should also find the map to the Temple of Dispat (Player Handout One) on the body of the Orc Captain. It is written in a little known dialect of Orcish that requires a DC 30 Decipher Script check. Characters who speak Orcish gain a +10 bonus on this check. If they succeed, give them Player Handout Two (the Decoded Map).

Encounter Two: Tales

You march for the next few hours. The remnants of the Ducal Guards move slowly and quietly behind you. You make your way into the camp of the Ducal army. Soldiers and healers from the other areas of the camp rush towards the

wounded men, while you are greeted by a dwarf dressed in luxurious robes. "Welcome weary travelers, I am Hiolur Khulaban. This is the camp at Dumadan. What may I help you with today?"

Hiolur Khulaban may be recognized from URD3-01 Stone Heart. If any PC has played that module or the URD4-02-I Assault on the Iron Citadel of Dumadan, he recognizes them right away. If the PCs tell him of the orc raiding party, his face grows stern and worried. If they tell him of the map they recovered, he asks to see it. He will also ask that they make themselves at home while he speaks to the Ankrif-Loem (which roughly translates as the Clan Council). He will take them to tents in the encampment where they are able to refresh themselves.

The Ducal Guard detachment at Dumadan is the remaining forces after the Assault on the Iron Citadel. They are in the process of hunting down any remaining rogue Derro and doing limited guard duties while the dwarves concentrate on making Dumadan Keep secure. These Ducal Guardsmen will assist the wounded caravan brought back by the PCs. If the PCs do not tell Hiolur of the map, he will come back within 15 minutes and ask them about it. During the debriefing of the soldiers, they spoke of the map that the PCs had found. He will explain that the Ankrif-Loem would like to study it for a brief time, but the PCs will get it back. If they refuse, he "informs" them that the Ankrif-Loem "insists" they hand it over as it may involve a threat to the security of the Duchy and Dumadan. If they still refuse, they are asked to leave and are given the Disfavor of the Ankrif-Loem (on the AR).

Under the assumption that the party has given the map and information to Hiolur, read or paraphrase the following:

About an hour after you parted with the map and sat down for a warm meal, Hiolur makes his way toward you. He snaps to attention before you and speaks "By the request of the Ankrif-Loem you are summoned before them immediately. If you would please follow me, there is no time to waste."

He waits for you to put your food, cards, and anything else away before he sweeps his arm to the right and points to the massive tent standing near the center of the encampment. As you stand he snaps in an about face and makes his way to the large center tent, then holds open the flap so that you may enter.

Once you are inside Hiolur steps in and closes the flap. It takes a moment for your eyes to adjust to the dimness of the tent. Hiolur speaks "My Lords, these are the men (and women) that saved the Ducal Guard and found the map."

Inside, you see a group of six dwarves and a single Suel man who are poring over the map you

retrieved from the orcs and a larger map on the wall that shows the Cairn Hills and Dumadan in greater detail.

Hiolur introduces them as: Consul Kaern Grek (Suel), Ankrif Hrelf Banildun, Ankrif Thorag Gundabil, Ankrif Hurm Tarumad, Ankrif Thren Haorgast, Ankrif Offla Izurim, and Ankrif Pholan Khuzladar

If the PCs have played either URD3-01 Stone Heart or the URD4-02-I Assault on the Iron Citadel of Dumadan, they are recognized by the Ankrif-Loem immediately.

Ankrif Haorgast, the eldest of those present and a very serious dwarf, stands up. He clenches his fist, takes a steadying breath and speaks. "Just when we thought the threat was over, we now find that the events of the Vale and those of our home may not have been as coincidental as was once thought. This map may prove that the Derro and Orcs were directed in the past by an evil hand, that of Dispater. If that fiend is involved, they might try to regroup their forces and assault the city again while we are still weak. We cannot allow that to happen. That is why we must ask you to take on a very dangerous quest for the Duchy and Dumadan. Are you interested?"

Assuming they answer in the affirmative Ankrif Haorgast continues.

"We need you to seek out this Temple of Dispater and see what forces are inside and destroy as many as possible."

If they do not want to continue, award them gp and xp up to this point and the adventure is over.

"We have done some divinations upon the matter and Moradin has spoken.

The mad Disciple awaits you in his fortified temple to the corrupted one.

Forge for him manacles from the strength of the earth.

Beware, for many who enter will fall like sparks from the forge."

"The clerics of Moradin have conferred upon this and believe that it would be dangerous for anyone to confront the Derro General, but that he may be defeated by trapping him somehow. Moradin often speaks of the strength of the earth, which is what he calls the metals we use – adamantine or iron, but the clerics believe that he is not speaking in euphemism this time. Be alert."

For APLs 6 and 8 continue:

“We would advise that you avoid confronting the General at all costs. Nothing but disaster seems to come from our divinations regarding that path and imprisoning him will end his threat without the obvious death to you the portents show.”

For APL 10 continue:

“The General is mighty and strong. Only with your best judgment are you to confront him directly - we caution you to avoid this at all costs. He single handedly destroyed a company of dwarves. He is not to be taken lightly. Know that imprisoning him will end his threat without the loss of life that will certainly come.”

For APL 12 continue:

“The General is mighty and he is certain to have followers, however, the path for you is shadowed with uncertainty, not certain peril. Should you choose to confront the General, use your best judgment and may Moradin’s hammer guard you, for even you are likely to become further victims of his malice.”

Continue:

“Remember that it is perilous to travel under the hills. Many creatures roam the Cairn Hills and the area below. Take this Amulet, it will show that you are friends of the dwarves to those who are friends to us. He hands you an amulet made of adamantite in the form of a hammer. Any questions?”

The characters may glean a bit of information. The council does not have much to offer as they have never been to the temple or known of its whereabouts.

- What does the amulet do? The Amulet of Moradin is made of precious metals in the shape of an anvil and hammer. This amulet will show creatures of earth and other dwarves that you are friends to the dwarves of Dumadan. It also confers the wearer with the ability to speak and understand Terran, language of the earth.
- What gear can you offer? PCs may requisition gear from the dwarves that they are unlikely to have in sufficient quantities. Be reasonable in their requests. No magic items will be available, but mundane equipment such as ropes, pitons, rock hammers, and rations are available. Dwarven PCs or those who make a diplomacy check DC 20 (Members of House Reede gain a +5 circumstance bonus on this check.) are able to request some mundane items from the Arms and Equipment Guide, including Spider Poles, Stonebreaker Acid,

Pulleys, Sparkers and a collapsible Grappling hook. (Members of House Reede gain a +5 circumstance bonus on this check.) These items may not be bought and must be given back to the dwarves after the adventure is over.

- Why don’t you go? “We have a city to rebuild and it is all the more important that these efforts do not halt if our fears prove true.”
- What, or Who is Dispater? “He is a foul creature locked in an iron fortress within an iron city in the festering iron pit of Dis on the second layer of the Nine Hells. He is called Lord of the second: Dispater the Archduke. He rules with an Iron Fist.”

From here the players have the choice of continuing on to the temple or not. If not you may award them Experience and Gold to this point.

If they agree to go give them Player’s Handout 2 “Deciphered Map?” The Ankriif explains that they map is crude and shows an area where there should be no cave or tunnel. The players will have to do some investigating around the area as the Dwarves are sure there is no such entrance.

Encounter Three: Rock of Ages

The trek across the Cairn Hills takes over a day. The evening passed with no interruptions save for the occasional baying of nearby wolves.

During the daylight hours this door is nearly impossible to find. A DC 55 Search check is required to find it during daytime. If the PC makes a DC 15 Stonecunning check, they receive a +5 bonus to their Search check.

If the higher APLs cast *divination*, they get the following answer:

“To find your way, look not at day. For in the night the light is right. May stars and moon guide your way.”

The door may be found easier during the evening. A DC 12 + APL Spot check or a DC 12 + APL Search check will find the door. A DC 15 Stonecunning check allows a +5 bonus to their Spot or Search checks. Read the following:

Searching the area for the supposed entrance to the caverns below has proven more frustrating than you would have thought. The constant rain on the second day has drowned your spirits. It may be fortune smiling upon you though as the rain begins to show a rusted metal color on the hill face that should not be there. A thorough search of the area reveals a doorway etched into the hill, the color of rust. Engraved with many runes that gleam in the rainfall, you realize that you would never have noticed the entrance on a

dry day. With one final breath of the fresh Duchy air, you steel your nerves and pass through the portal into the mountain.

At this point you may have them make a few climb checks (DC 10 unless they use a rope) to spelunk the caves and make their way down. The caverns are crisscrossed and the way is not easy. A PC with the Track feat may make a DC 15 Survival check to find a path from the most recent passing. They may also use Survival (with any bonus they may have for underground conditions) to make their way along. Characters without these skills take twice the amount of time to negotiate through the caverns, so modify the boxed text appropriately

You walk for nearly a day through narrow passages and climb down chasms that would threaten to swallow you whole if not for the skill of your comrades.

When you make it to the bottom you notice the only exit is a passage that could fit two fully laden carts side by side and nearly as tall as a giant. The walls are rough, but not natural by any means.

If the characters have the Amulet of Moradin with them or the party has a dwarf, they will be approached by an elder earth elemental. At this point ask for listen checks. A DC 18 Listen check reveals the following:

From all around you hear the sound of stone grinding on stone. The rumble gets louder and the cavern begins to shake. From beneath you a massive pile of dirt arises from the ground beneath you. An Elemental of Earth, but you have never seen one this big!

Ask for spot checks. A DC 15 Spot check determines that the elemental has the symbol of Moradin engraved on its chest.

🔮 **Elder Earth Elemental:** see Monster Manual. This creature is huge, 15 ft by 15 ft. It is 40 feet tall, weighing 60,000 lbs.

The elemental is not interested in fighting anything other than Orcs and Derro. If anyone has the Amulet it speaks to them pointedly. If not, it will speak to someone who can speak Terran. If no one can communicate with it, it withdraws into the ground, not wanting to waste its time.

It will ask the party why they are there.

If they tell it that they are seeking the temple of Dispater, it will give them the following information:

- The temple is made of rock and iron. It is warded and impenetrable against entry other than by the front gate.

- The Derro led a host of others into the temple no more than a week ago. Orcs followed, but not as many. The Elder is not sure the exact numbers. It attacked several of the smaller groups, but could not penetrate the defenses of the larger groups.
- The temple has been there for more than a millennia. It was a temple to Moradin in centuries past, now it is used by worshippers of a lord of the Nine Hells.
- He has never seen Dispater.
- He wishes them good luck at that and leaves, making no noise at all as he sinks back into the earth. This can be noted on the AR as a peaceful meeting with an elemental.

Now if they are stupid enough to attack, the elemental leaves on its initiative. Reward no XP for this encounter and do not mark the AR with peaceful contact.

Encounter Four: The Wall

Leaving the Elemental behind, you travel for nearly a day. As you reach the exit you see a vast cavern ahead of you. Lit dimly by the small stream of molten lava you can see what must be the temple of Dispater jutting out of the cavern wall. There is a sweeping ramp leading from your vantage point to the cavern below to a crisscrossed field of stalagmites. Beyond, towards the door of the Temple is a line of what appear to be bodies lying on the hard stone floor.

The Temple has been set with a powerful Forbiddance spell. The password on this Forbiddance effect is "The Iron Fist", which players will not know unless they somehow guess it.

The area of the Forbiddance extends 30 feet beyond the outer wall of the temple and there is a line of decomposing creatures at that location in various states of decay. Emphasize this especially to lower level characters and allow appropriate Knowledge and Spellcraft checks in order to figure out the spell effect. At the least, tell them that it looks like an effect that has done a lot of damage is in place.

Forbiddance: Caster Level 18th; Alignment LE; Will save DC 19 (see spell). As a note this does block all planar travel within the temple, including dimension door, teleport, plane shifting, astral travel, ethereal travel, and all summoning spells. *Dispel magic* does not dispel a *forbiddance* effect unless the dispeller's caster level is 18th.

Encounter Five: Into the Darkness

The Temple is a free flowing area for the players. After Room 1-3 the characters are on their own to explore. They cannot enter the Derro's area without first getting the two halves of the key from the Orc Cleric's necks. Then they must figure out the ritual to lock the two keys together.

At any time the players may leave the Temple and come back rested. The EL of each encounter assumes that they are fresh or nearly there. If they decide to hole up inside the temple they are attacked by any remaining creatures in the temple that night (whether clockwork menaces from the West side, Undead from the East or the Derro's forces from the north). If the players have a way to avoid being detected (such as a rod of Security) or take many precautions (such as Stone Shape doors, or Warp Wood etc) that hamper the creatures from entering the room they are in, they may be safe. Use your discretion and award clever players by allowing them to rest.

Below are the room descriptions and what they will encounter in each area.

Some basics of the temple:

Walls: They are illusionary and are meant to look like stone and mortar. A character with stonemasonry who inspects the walls may make a DC 15 stonemasonry check to determine that the walls are off somehow and thus make a DC 16 will save to determine the walls are illusory. Any other character making a DC 10 search check on the walls may make a DC 16 Will save to determine the walls are illusory. The true walls are made of iron at least 6-12 inches thick with a break DC 60, Hardness 10, and HP 180 (per 10 ft x 10 ft section).

▀ **Ceiling:** 15 ft high unless noted otherwise.

▀ **Doors:** Iron. 2-4 in thick. Hardness 10, HP 60, Break DC 28 (Stuck or Locked). Open Locks DC 20+APL.

▀ **Floors:** Sheet Iron.

▀ **Light:** Sconces in most rooms lit with everburning torches.

Auras: Faint Evocation [evil] (desecrate DC 17), Moderate Illusion (the walls and floors DC 16), Moderate Evocation [evil] (Unhallow DC 20), Moderate Divination (the scrying pentagrams), Overwhelming Evil (the entire building is desecrated and unhallowed plus the creatures inside).

Unhallow and Desecration: All areas of the temple are a good cleric's bane. There are *widened Desecrate* and *Unhallow* spells cast upon each of the pentagram symbols on the temple map (DM Aid #2),

which may be dispelled by a *Dispel Magic* against an 18th level caster. There is a -10 penalty to turn checks in all areas of the temple. All evil creatures in the temple have *Magic Circle of Protection From Good* cast upon them as well as *Protection From Energy* (fire) at 120 points due to the *Unhallow*.

Encounter Six: Pyromania

Room 1- Entrance

This massive cross-shaped room holds several oddities. To the left is the head of a copper dragon. To the right is the head of a Basilisk. Directly in the center of the room is a pentagram drawn in the blood of some unknown donor. It still looks moist, as if it had been drawn rather recently. Another set of large iron double doors stands in the way of you penetrating the temple further.

This front entrance is the first line of defense of the Temple. So naturally they trapped the area to kill or injure as many as possible. As they move past, or inspect the pentagram, the PCs may make a DC 25 Will Save to detect the Patriarch of Lies scrying upon them.

False Trap #1 Copper Dragon Head:

The head of this dragon is rather large, by your guess an adult at the earliest. Its eyes have been removed and two pieces of amber reflect the torchlight in the room.

This trap appears to have been broken by the orcs or the derro when they entered the temple. It is now nothing more than an object d'art.

False Trap #2 Basilisk Head:

The head of this basilisk is quite large for the species, probably a greater basilisk. Its eyes have been removed and two emeralds reflect the torchlight in the room.

This trap also appears to have been broken upon occupation of the temple by the remains of the orc and derro troops.

Pentagram Trap:

When someone tries to enter the temple proper without being marked a Disciple of Dispatar, read the following:

As you move towards the large Iron doors a mouth appears before you. "Only those who are true Disciples may pass, speak the Name of our Lord."

The correct answer is Lord Dispatar. The Lord part is not optional. A true disciple of Dispatar knows his lord's title. The players may make a DC 15 Wisdom check, a DC 25 Knowledge (Religion) check or a DC 25 Knowledge (The Planes) check to remember the words of the Ankrif-Loem. If they did not ask for the

information on Dispathe the DC for this information is increased by 10. This trap may be disabled by a rogue as per normal trap rules.

APL 6 (EL 5)

🔪 **Fireball:** CR 5; touch trigger; no reset; spell effect (fireball, 8th level Wizard, 8d6 fire, DC 14 Reflex save half damage); Search (DC 28); Disable Device (DC 28). This is centered on the pentagram.

APL 8 (EL 7)

🔪 **Widened Fireball:** CR 7; touch trigger; no reset; spell effect (widened fireball, 11th level Wizard, 10d6 fire, DC 19 Reflex save half damage 40 ft. burst); Search (DC 31); Disable Device (DC 31). This is centered on the pentagram to catch most anyone in the room.

APL 10 & 12 (EL 9)

🔪 **Widened, Empowered Fireball:** CR 9; touch trigger; no reset; spell effect (widened empowered fireball, 15th level Wizard, 10d6 x 1.5 fire, DC 22 Reflex save half damage 40 ft. burst); Search (DC 33); Disable Device (DC 33). This is centered on the pentagram to catch most anyone in the room.

Room 2

This large foyer holds a pair of menacing looking iron statues to the left and right in the center of this 30 ft long room. Once again a pair of Iron Doors block the way to what you hope is the heart of the temple.

Encounter Seven: Gods of War

Room 3

This massive room sinks down to a center dais. There are pews among the raised level and stairs leading down from four points of the room. Large sets of double iron doors are at the end of the stairs. Five pillars in the shape of a pentagram hold up the vaulted ceiling. The altar in the center is made of solid iron. You can see by the red stains the usage for this altar. The iron looks as though rust has encroached upon it, but on closer examination the lines of rust are actually streams of blood that have poured down its sides over decades of use and dried. Each pillar has many glyphs and sigils upon them that faintly glow in the dim light of the room. The pillars look to be made of solid iron. The doors to the north are locked with no visible keyholes or hinges. There is a small hammer and anvil shaped depression in the doors, about the size of a halfling's fist. The other two doors are not so protected and look as though they would swing quietly open with but a touch.

Auras: Strong Abjuration (Dimensional Lock DC 23) on doors, Strong Evil, (the altar), Strong Conjunction (Summon Monster VII, Erinyes DC 28)

Closer inspection of the north door reveals that the hammer and anvil symbol actually has a red tinge. A DC 15 Search check will find a good enough sample to allow a DC 10 Heal Check to identify it as dried blood.

The north door has a Dimensional Lock on it making dimensional travel through it impossible. They need to find the two pieces of the key to make the lock work.

From here they can go either to the West or East. The characters may go through this part in either order. The Orcs and Derro know that the PCs are on their way through the scrying of the Patriarch of Lies in the interior sanctum. The PCs may be aware of this if they make a DC 25 Will Save when in the area of the pentagrams. The Derro General is concerned with plotting his revenge against the dwarves that he sees the PCs as a minor threat. He will not react until they are at his door.

West Side's Story

All areas are Unhallowed and Desecrated with an altar. All creatures have Magic Circle Vs Good and 120 points of Protection from Energy (fire). See Encounter Five for more details.

Mad Gnome's world. This area of the temple was once home to a mad gnome inventor that found the Lord of Iron to his liking. Through the powers of the Lord of Dis, he envisioned many strange iron crafted servants and warriors. He kept a journal of his work and the amulet he created to keep others out of his master's area. He volunteered to be sacrificed in the name of the Lord of the festering pit of Dis. An Erinyes was summoned to watch the sacrifice and took the shell of the gnome to the Nine Hells to serve out eternity as the Lord of Dis's sculptor. Now the orcs have moved in. They have no idea that there is a journal. They are just glad to recuperate and that they have a "safe haven" from the Duchy patrols.

Room 4 is the West Shaman's quarters. The shaman is not present in these quarters, they are in the larger room further inside. Each shaman is loyal to an Orc general. Both sides leave each other alone as they plot to take power from one another. You can use the following description for each room with some adjustments:

The room is quite spacious with a large bed and a chest of drawers and foot locker. There is a small writing table with open, but unused books spread across them. There is a distinctly unpleasant odor to the room, much like a cesspit.

In addition, searching this room will reveal correspondance between the Orc shaman and the Orc Leaders that talks about the campaign to take the Vale. Evidently they were directed by Dispater to take that area in order to provide a diversion to the Derro forces taking over Dumadan. They discuss their dislike of working with the 'Insane Derro' and how the troops are bickering between each other at the beginning of the campaign, which moves towards missives that report the bickering subsiding as the forces split up to do their duties.

Room 5

The room has many gears, strips of metal, alchemical equipment etc. This must have been a laboratory.

A DC 22 Search Check finds a loose plate in the floor below the night stand. It's a metal plate, 1 inch thick. It requires a DC 16 Strength Check (max aid is 2 others). If the PCs have not determined that the walls are illusory at this point, this search check allows them to make a Will save. If they make a DC 16 Will save, they realize that the floor is entirely iron. Under the plate, they find the journal of Namfoodle Flintsteele (Fidget to those that knew him), the crazy Gnome tinker that created many of the traps, creatures and the amulet/lock. Give the PCs Player Handout #3.

Iron Plate: Iron. 2-4 in thick. Hardness 10, HP 60, Break DC 28.

Room 13 is a dining area. There are assorted plates, foodstuffs and eating utensils. There are a few crates filled with salted herring. The containers are blood red in color. (A red herring room)

Room 15 is a general purpose room where the former residents trained, made weapons, and prepared to defend the temple. There are arrow slits on the south walls that are hidden by illusions from the outside. There are broken weapons and smithing equipment.

Encounter Eight: Kings of Oblivion

Room 6

The door to this area has been shattered; the remains barely hang from the hinges, allowing you to see clearly into the room. It is a rather large area, seemingly cluttered with piles of metal scraps. There is a spiral staircase in the north-west corner that descends below this level. There is the body of an orc in here lying in the middle of the floor looking crushed.

Once a PC enters the room, have all PCs make a DC 15 Spot check. If they succeed, they are able to act on the surprise round. Read:

Suddenly, the machinery around the edge of the walls begins to move towards you menacingly.

If the PCs do not enter the room, the machinery will activate as the last PC exits into Room 3 (main room). If the PCs attack the machinery before entering the room, the machinery will activate and attack back.

APL 6 (EL 5)

🔧 **Automaton: Pulverizer, advanced:** hp 79; see Appendix One, Encounter Eight.

APL 8 (EL 7)

🔧 **Automaton: Hammerer, advanced:** hp 112; see Appendix Two, Encounter Eight.

APL 10 (EL 9)

🔧 **Automaton: Hammerer, advanced (2):** hp 112 each; see Appendix Three, Encounter Eight.

🔧 **Automaton: Pulverizer, advanced:** hp 79; see Appendix Three, Encounter Eight.

APL 12 (EL 11)

🔧 **Automaton: Hammerer, advanced (3):** hp 112 each; see Appendix Four, Encounter Eight.

🔧 **Automaton: Pulverizer, advanced (2):** hp 79 each; see Appendix Four, Encounter Eight.

Treasure: None

Development: The PCs will find one part of a strange amulet on the body of the orc in the middle of the room. It is an adamantine hammer that appears to link to something else. If the PCs have found the other part of the amulet, the two parts fit together, although they do not stay together without some sort of binding material (see Encounter Ten).

There are stairs leading below the room. The room below is as large as the room above. It is here where Fidget kept most of his scrapped creations. If the characters wish to search they may, but there is nothing to be found.

East Side's Story

All areas are *Unhallowed* and *Desecrated* with an altar. All creatures have *Magic Circle Vs Good* and 120 points of *Protection from Energy (fire)*. See Encounter Five for more details.

This side is a crypt. This is where the Disciples of Dispater disposed of the sacrificial remains. Many spirits wander here. You should try to convey the hairs standing up on the PC's necks and the chill in the air, so tangible they can see it.

Room 7 is the East Shaman's quarters. The shaman is not present in these quarters, they are in the large room further inside. Each shaman is loyal to an Orc general. Both sides leave each other alone as they plot to take power from one another. You can use the following description:

The room is quite spacious with a large bed. There is a small writing table with open, but unused books spread across them. There is a distinctly unpleasant odor to the room, much like a cemetery.

In addition, searching this room will reveal a set of correspondence between the Orc shaman and the Orc Leaders that talk about the campaign to take the Vale. Evidently they were directed by Dispaten to take that area in order to provide a diversion to the Derro forces taking over Dumanan. They discuss their dislike of working with the 'Insane Derro' and how the troops are bickering between each other at the beginning of the campaign, which moves towards missives that report the bickering subsiding as the forces split up to do their duties.

Room 12 is a dining area. There are assorted plates, foodstuffs and eating utensils. There are a few crates filled with salted herring. The containers are blood red in color. (A red herring room)

Room 14 is a general purpose room where the former residents animated dead, created spirits and stored their implements of torture. There are captured human and halfling bodies stored here and the air is unnaturally cold.

Encounter Nine: Gift of Flesh

Room 8

This odd shaped room looks like a half octagon. On the diagonal walls to your left and right you see another set of iron doors. Just ahead you see an altar with a plate upon it. Even from here you can see the contents of the plate must be blood. An Orc shaman is here. "So you found your way into certain death. Nicely done. Enjoy what little time you have left. I know I will enjoy watching you die."

Enter the Crypt Keepers. This area is *Unhallowed* and *Desecrated* with an altar. This gives all evil aligned creatures (including undead) *Magic Circle vs. Good* and 120 Points of Protection from Energy (fire). Also the undead have a +2 Profane Bonus to hit and +2 hit points per HD

APL 6 (EL 5)

☛ **Sakgu:** hp 23; see Appendix One, Encounter Nine.

☛ **Shadow:** hp 25; see Monster Manual.

APL 8 (EL 7)

☛ **Sakgu:** hp 35; See Appendix Two, Encounter Nine.

☛ **Wraith:** hp 42; see Monster Manual.

APL 10 (EL 8)

☛ **Sakgu:** hp 35; see Appendix Three, Encounter Nine.

☛ **Wraiths (2):** hp 42 each. See Monster Manual.

APL 12 (EL 10)

☛ **Sakgu:** hp 55; see Appendix Four, Encounter Nine.

☛ **Spectre:** hp 45; see Monster Manual.

☛ **Wraith:** hp 42; see Monster Manual.

Treasure:

APL 6: Loot – 153 gp; Coin – 4.5 gp; Magic – *cloak of resistance +1* (83 gp), *scroll of cure moderate wounds* (25 gp each), *scroll of hold person* (12.5 gp each).

APL 8: Loot – 128 gp; Coin – 0 gp; Magic – 0 gp.

APL 10: Loot – 128 gp; Coin – 0 gp; Magic – 0 gp.

APL 12: Loot – 2 gp; Coin – 0 gp; Magic – *cloak of resistance +1* (83 gp), *periapt of wisdom +2* (333 gp), *morningstar +1* (192 gp), *full plate +1* (221 gp).

Development: The PCs will find one part of a strange amulet on the body of Sakgu. It is an iron anvil that appears to link to something else. If the PCs have found the other part of the amulet, the two parts fit together, although they do not stay together without some sort of binding material (see Encounter Ten).

There is a spiral stairwell leading to a room below this one. It is a full rectangle area of the room above. It is littered ankle deep with bones of various humanoids, beasts and aberrations. They may search, but there is nothing of value down here.

North Side's Story

All areas are *Unhallowed* and *Desecrated* with an altar. All creatures have *Magic Circle Vs Good* and 120 points of Protection from Energy (fire). See Encounter Five for more details.

After the characters find the hammer and anvil pieces of amulet/lock, they now need to perform the ritual to bind the two pieces together. The ritual involves blood. Just a few drops. At least four. Five is the best, but four will do. The blood must be from a creature with the humanoid subtype, such as the characters or the dead bodies of the orcs lying around. If the blood is allowed to cool for more than 5 minutes, it will no longer fuse the amulet together.

Drop 1- *The Hammer and anvil smoke a bit. The smell is reminiscent of a blacksmith working metal. You see that they are slowly melding together, but the key could break under any stress. You feel weaker, as if the fusion of the metal was draining your strength.*

For each drop of blood the PC will take 1 point of temporary Constitution damage

Drop 2- *The key smolders a bit more. The blood seems to be fusing the two parts together. Although still a brittle hold you can tell the ceremony is working.*

For each drop of blood the PC will take 1 point of temporary Constitution damage

Drop 3- *You hear the hiss of metal binding to metal. Smokes wafts up from the key. It is definitely stronger than before, you are pretty sure the two pieces should hold.*

For each drop of blood the PC will take 1 point of temporary Constitution damage

Drop 4- *The anvil and hammer seems as one. The blood has begun to turn the metal a rust color similar to the color on the altar in the main worship chamber. You are beginning to believe that the key can hold up to pressure.*

For each drop of blood the PC will take 1 point of temporary Constitution damage

At this point a DC 15 Craft (Weaponsmith) or Craft (Armorsmith) determines that the key is solid and secure. If they miss the DC, they are not totally convinced that the key is ready. A PC with 5 ranks in Knowledge (Religion) gets a +2 synergy bonus to this Craft check or another PC with 5 ranks in Knowledge (Religion) can aid on this check.

Drop 5 - *The key must be complete. The smoke rising from it has diminished greatly. The blood now runs off the key instead of being absorbed by it.*

For each drop of blood the PC will take 1 point of temporary Constitution damage.

At this point a DC 12 Craft (Weaponsmith) or Craft (Armorsmith) determines that the key is solid and secure. If they miss the DC, they are not totally convinced that the key is ready. A PC with 5 ranks in Knowledge (Religion) gets a +2 synergy bonus to this

Craft check or another PC with 5 ranks in Knowledge (Religion) can aid on this check.

If one PC took all the temporary Constitution damage, they get "the Blood Ritual curse".

Once the key is properly prepared, they may open the door. The Derro General and Patriarch of Lies have been watching the group through the blood pentagram in Room 3 and know they are coming. PCs should have gotten a DC 25 Will save to realize they were being scried upon as they passed through or examined this pentagram. They are ready. Any spell that is on the list as pre-cast has been done so.

Room 9

This room is not as the rooms the orcs have been using. It is clean, in good repair and smells of a blacksmith's shop at the end of a long day. There are two beds, neatly made, a chest, and desk. There are weapons of good quality hanging from the walls, but you do notice a few of the weapon hangers are empty.

This is the room of the two fighter types the Derro has in his forces. They have been recalled to the main room to lay in wait for the oncoming battle. The chest contains minor mundane items (rope, backpack etc), but nothing of use. One thing they will note is that all of the items are made of iron that can be as iron is the preferred material of Dispatar. A DC 15 Knowledge (Religion) check will reveal this fact.

Room 10

This room is not like the other rooms you have seen to date. There is one bed and one mat on the floor. There is a small desk and a few shelves of books on the walls. The room is neat and tidy. Everything has a place and everything is in its place.

The books are a mixture of arcane information and theology, mostly regarding rituals of Syrul. There is nothing more of interest in this room.

Encounter Ten: Action! Not Words

Room 11

You enter the majestically appointed room. You reason that this must be the room of the temple's High Priest. It is lavishly decorated, with an iron altar large throne-like chair and lavish tapestries adorning the walls. Adorning the ceiling is a large lantern casting its light around the room. Sitting on top of the throne is a Derro whose skin is the color of cold iron. To his left is an Orcish priest of Syrul in full plate. There are other figures in the room, another derro and three orcs. They look as if

they are expecting you. "Greetings, fools. We have been watching you for some time. You have remarkable gifts. You would make fine Disciples of our Lord Disputer. Join us now, or perish where you stand. Our followers will take your surrender." With that, the Derro and the Orc leave through a doorway at the back of the room.

This room is Unhallowed and Desecrated. All opponents in the room have *Magic Circle versus Good* and 120 points of Resist Energy (fire). Also the Lantern on the ceiling is a Lantern of Revealing. This works as an invisibility purge for a 25 foot radius.

APL 6 (EL 7)

- **Kronk:** hp 22; see Appendix One, Encounter Ten.
- **Shokan:** hp 35; see Appendix One, Encounter Ten.
- **Draggo:** hp 25; see Appendix One, Encounter Ten.
- **Ewkbanok:** hp 23; see Appendix One, Encounter Ten.

APL 8 (EL 9)

- **Kronk:** hp 36; see Appendix Two, Encounter Ten.
- **Shokan:** hp 55; see Appendix Two, Encounter Ten.
- **Draggo:** hp 25; see Appendix Two, Encounter Ten.
- **Ewkbanok:** hp 35; see Appendix Two, Encounter Ten.

APL 10 (EL 11)

- **Kronk:** hp 64; see Appendix Three, Encounter Ten.
- **Shokan:** hp 75; see Appendix Three, Encounter Ten.
- **Draggo:** hp 33; see Appendix Three, Encounter Ten.
- **Ewkbanok:** hp 48; see Appendix Three, Encounter Ten.

APL 12 (EL 13)

- **Kronk:** hp 82; see Appendix Four, Encounter Ten.
- **Shokan:** hp 95; see Appendix Four, Encounter Ten.
- **Draggo:** hp 50; see Appendix Four, Encounter Ten.
- **Ewkbanok:** hp 62; see Appendix Four, Encounter Ten.

Tactics: The Orc Monk/Rogue is a grapple specialist. He will grab hold of an arcane caster, or the weakest looking PC (remember they have been watching) and pin them until they are dead. Remember that the entire temple is subject to a *Forbiddance* effect and that no summon spells or teleportation spells will work in

the area. The Derro sorcerer does not hesitate at higher APLs to drop Fireballs everywhere; they are protected from fire for the most part.

Developments: The Derro General and the Orcish Patriarch figure that the phrase needed to open the door will keep out those that should not come in. The minions have no idea what the phrase may be. If the PCs decide to follow the General and the Patriarch of Lies, go to Optional Encounter One.

They may be pretty beat up here, so let them know the dangers that they may face. Remind them that the dwarves said the General was not to be taken lightly. If the PCs attempt to return after resting, they find that the chamber below is deserted and the General and Patriarch have left.

Treasure:

APL 6: Loot 200 gp Coin 0 gp Magic 2 *cloak of resistance* +1 (83 gp each), 2 *bracers of armor* +1 (83 gp each), *ring of protection* +1 (167 gp), 2 *potion cure serious wounds* (62.5 gp each), *scroll cure moderate wounds* (25 gp), *potion of invisibility* (25 gp), *scroll mirror image* (12.5 gp), *scroll of displacement* (31 gp).

APL 8: Loot 58 gp Coin 0 gp Magic 2 *cloak of resistance* +1 (83 gp each), 2 *bracers of armor* +1 (83 gp each), *ring of protection* +1 (167 gp), 3 *potion cure moderate wounds* (25 gp each), *potion of invisibility* (25 gp), *scroll of displacement* (31 gp), *scroll of mirror image* (12.5 gp).

APL 10: Loot 2 gp Coin 0 gp Magic 2 *cloak of resistance* +1 (83 gp each), 2 *ring of protection* +1 (167 gp each), 2 *bracers of armor* +1 (83 gp each), *potion cure moderate wounds* (25 gp), *potion of bull's strength* (25 gp), *potion of bear's endurance* (25 gp), *mithral breastplate* +2 (683 gp), *greatsword* +1 (196 gp each), 2 *potion cure serious wounds* (62.5 gp each), *potion invisibility* (25 gp), *scroll of displacement* (31 gp), *scroll mirror image* (12.5 gp), *morningstar* +1 (192 gp), *full plate* +1 (221 gp), *periapt of wisdom* +2 (333 gp).

APL 12: Loot 127 gp Coin 0 gp Magic 3 *cloak of resistance* +1 (83 gp each), 2 *bracers of armor* +2 (333 gp each), 2 *ring of protection* +1 (167 gp each), 3 *potion cure serious wounds* (62.5 gp each), *mithral breastplate* +1 (446 gp), *greatsword* +1 (196 gp each), *scroll of displacement* (31 gp), *potion invisibility* (25 gp), *scroll mirror image* (12.5 gp), *scroll haste* (31 gp), *morningstar* +1 (192 gp), *periapt of wisdom* +2 (333 gp).

Optional Encounter 1: Bringin' On the Heartbreak

At the bottom of the stairwell the PCs enter a small 10 foot by 10 foot room that faces an ornate door made of adamantine.

The stairs seem to continue for several minutes, the area gets darker and darker and you feel the

weight of the temple above you pressing down. Finally, it ends in a small room with an ornately carved adamantine door with a phrase in strange writing. There seems to be a place near the center of the writing where the strange amulet would fit. The walls are another curiosity, with bas relief poetry of a dark and sinister nature carved upon it.

This area feels different than the previous area because the stairs descend below the area of the Forbiddance spell surrounding the Temple. Let the PCs make DC 15 Spellcraft or Knowledge (Arcana) checks to determine this has occurred. They can now teleport and use their dimensional items. Remind them that they will take damage upon going back up to the Temple, thus it might be a good idea for lower level parties to rest here (after solving the puzzle of the door).

The phrase is written on the door in Infernal. There are parts missing: Give them *Player Handout #4*. The hints are in Fidget's notes. The metals used in the first part of the note are used in the phrase with their periodic table of elements symbols.

Swear **Fa**lty to the Lord of the **F**estering **P**it. **A**gree or be **C**ursed by the **A**ura of **N**ight.

The poetry along the walls is written in Common and thus understandable by all. It is all dark or crazy and proclaims the superiority of Lord Dispat. Feel free to make up some dark poetry if you want, otherwise you can use *Player Handout #5*. With a DC 20 Search check, the PCs can determine that sections of the poetry can be removed. The letters that can be removed are: Al (Aluminum), Sn (Tin), Pb (Lead), Ti (Titanium), Cr (Chromium), Mn (Manganese), Fe (Iron), Co (Cobalt), Ni (Nickel), Cu (Copper), Zn (Zinc), Ag (Silver), Cd (Cadmium), Os (Osmium), Ir (Iridium), Pt (Platinum), Au (Gold), Am (Adamantium). These letters are all of the commonly known metals, which can be determined by a DC 10 Knowledge (Nature), or Knowledge (Engineering) or a DC 15 Bardic Knowledge. A dwarven PC with stonecunning gets a +2 circumstance bonus on any of these rolls.

Each combination of letters can be spread apart to fit around a single letter, thus the solution **Pit** for the puzzle could also be **Aim**, **Min**, or **Ail** for example.

If the PCs want to solve this puzzle all by Knowledge checks, the DC starts at 15 and increases by 2 for each subsequent identification, thus the final check is a DC 27 Knowledge (Nature) or Knowledge (Architecture and Engineering). A dwarven PC with stonecunning gets a +2 circumstance bonus on any of these rolls.

There seems to be something strange about the door that PCs can make a DC 25 Knowledge (Arcana) check to determine that it seems to be some sort of

portal between planes. A DC 24 Spellcraft determines that a *Gate* spell has been cast here on the portal.

Once the PCs solve the puzzle of the door, they can continue onwards or they can leave.

If they leave, they can take the key letters from the door, thus preventing it from being opened from this side. In addition, the door may be **LOCKED** by using the amulet that was forged earlier. Thus, locking the door and taking the amulet or ruining the key hole (would require an adamantine weapon) for the amulet would prevent someone from unlocking the door. If the PCs do both of these steps, they may successfully trap the Derro General and the Patriarch in the chambers below. If the PCs trap the Derro General and the Patriarch, their mission is successful.

Since the door closes upon the portal, anyone traveling from the other plane to this plane with the door closed would immediately hit the adamantine door and be repelled. Also, just on the other side of the *Gate*, are a set of planar tuning forks for the Material Plane. If the PCs take these, it would appear that there would be no way to activate this particular *Gate*.

If the PCs **do not continue on**, such as those who heed the warning of the dwarves at the beginning, they **do not have to spend the extra TU** and **do not receive the extra rewards**. (Remind the lower level parties of the dwarven warning.)

If the PCs continue on to fight the Derro General and the Patriarch, read the following:

The iron spiral stairs lead down to a depth that you believe is in the Nine Hells themselves. Upon hitting the last stair you see a vaulted entranceway. Unlike every other room in the temple this one does not have an iron door to block passage. They must have thought that no one could get to this point without being a Disciple of Dispat. You steady your breath and step into the room. The Patriarch of Syrul looks up from his scrying bowl. "I told you they would not leave well enough alone. Now they must pay!"

APL 6 (EL 15)

➤ **Derro General:** hp 120; see Appendix One, Optional Encounter.

APL 8 (EL 15)

➤ **Derro General:** hp 120; see Appendix Two, Optional Encounter.

APL 10 (EL 15)

➤ **Derro General:** hp 120; see Appendix Three, Optional Encounter.

APL 12 (EL 16)

🔥 **Derro General:** hp 120; see Appendix Four, Optional Encounter.

🔥 **Vakmu:** hp 93; see Appendix, One, Optional Encounter.

Tactics: The Derro General and Vakmu use their consumables as needed. They are powered up appropriately to the strength of the party since they know the PCs are coming – opening the door triggers a chime in the room below – and have adequate time to prepare. It takes the PCs 5 rounds to descend the spiral stairs to the room below moving at 30 feet per round, thus if all PCs double move (and move at 30) it will take only 3 rounds. Increase or decrease the time for preparation depending on how long the PCs take to descend the stairs, such as waiting for slower party members.

At lower APLs, the Derro General has killed the Patriarch after an argument while the PCs were fighting the earlier combat and has been slightly negatively affected by this combat.

Treasure:

No one will buy the unholy greataxe or the bane (humanoid, dwarves) morningstar, although the dwarves will want it to destroy them. At any rate, the PCs cannot keep them or sell them because they are tainted.

APL 6: Loot 0 gp Coin 0 gp Magic mithral breastplate +2 (696 gp), ring of protection +1 (333 gp), cloak of resistance +1 (83 gp).

APL 8: Loot 140 gp Coin 0 gp Magic mithral breastplate +2 (696 gp), ring of protection +1 (333 gp), cloak of resistance +1 (83 gp).

APL 10: Loot 140 gp Coin 0 gp Magic mithral breastplate +2 (696 gp), ring of protection +1 (333 gp), 2 cloak of resistance +1 (83 gp each).

APL 12: Loot 2 gp Coin 0 gp Magic mithral breastplate +2 (696 gp), 2 ring of protection +1 (167 gp each), 2 cloak of resistance +1 (83 gp each), periapt of wisdom +2 (333 gp).

Conclusion

You make your way back to Dumadan. The going is slow, but you are grateful for the slow pace. It seems almost peaceful and you can nearly understand why the dwarves like it down here. As you make your way into the camp a beaming Hiolur Khulaban comes forth to greet you. "What news do you have? Is the threat gone? Has the temple been destroyed? Oh where are my manners. Go sit and relax. I'm sure the Ankrif will want to speak with you right away. Grab some food and some rest. I will be back shortly." At least

a half hour goes by. You sit by the fire eating and drinking your fill when Hiolur returns. "Come with me, they wish to see you right away!"

Depending on what the outcome is read or paraphrase what suits the PCs success. Feel free to roleplay further than the boxed text specifies depending on your table.

If all of the inhabitants of the temple have been defeated and the Derro General is trapped:

The Ankrif are seated around the large table again. (Ask them what they are saying to the dwarves). "Well done. The threat is nearly over. Congratulations on figuring out a way to trap the Derro General. Moradin's trust in you was well placed. Great work! The dwarves and the Duchy owe you a debt of gratitude." A few days later you receive a letter on behalf of the Halflings of the Vale thanking you for ending the threat of the orcs."

If all of the inhabitants of the temple are defeated and they have the General's head:

The Ankrif are seated around the large table again. (Ask them what they are saying to the dwarves). "By the beard of Dumathoin! You have achieved what we could have only prayed for. Songs will be sung of your battle. You will be known as friends to all dwarves! Come, we must celebrate this overwhelming victory!" The dwarves take you to a nearby ale house and the celebration spreads far and wide throughout the city as more and more dwarves come to know of your success. They all stop by for a drink and to toast you and cheer your heroism.

A few days later you receive a letter on behalf of the Halflings of the Vale thanking you for ending the threat of the orcs.

If The Temple remains and the General escapes:

This is the worst outcome of all. The dwarves listen to the PC's story then excuse them coldly. As they leave the tent, they hear the dwarves talking about hiring "real heroes".

The End

Experience Point Summary

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

Encounter One: Orc Abuse

APL6

210 xp

APL8	270 xp
APL10	240 xp
APL12	300 xp

Encounter Eight: Clockwork Orange

APL6	150 xp
APL8	210 xp
APL10	240 xp
APL12	300 xp

Encounter Nine: Undead Horde

APL6	150 xp
APL8	210 xp
APL10	240 xp
APL12	300 xp

Encounter Ten: Derro Forces

APL6	210 xp
APL8	270 xp
APL10	330 xp
APL12	390 xp

Optional Encounter: Derro General

APL6	(450 xp)
APL8	(563 xp)
APL10	(675 xp)
APL12	(788 xp)

Story Award

Interacting peacefully with the Elemental.

APL6	90 xp
APL8	125 xp
APL10	135 xp
APL12	165 xp

Role-playing Award

APL6	90 xp
APL8	100 xp
APL10	135 xp
APL12	150 xp

Total possible experience:

APL6	900 xp (1350 xp)
APL8	1125 xp (1687 xp)
APL10	1350 xp (2025 xp)
APL12	1575 xp (2362 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 One: Introduction

APL 6: L: 93 gp; C: 11 gp; M: 50 gp

APL 8: L: 406 gp; C: 11 gp; M: 572 gp

APL 10: L: 146 gp; C: 11 gp; M: 765 gp

APL 12: L: 137 gp; C: 11 gp; M: 1006 gp

Encounter Nine:

APL 6: L: 153 gp; C: 4.5 gp; M: 140 gp

APL 8: L: 127 gp; C: 0 gp; M: 0 gp

APL 10: L: 127 gp; C: 0 gp; M: 0 gp

APL 12: L: 2 gp; C: 0 gp; M: 830 gp

Encounter Ten:

APL 6: L: 200 gp; C: 0 gp; M: 750 gp

APL 8: L: 58 gp; C: 0 gp; M: 839 gp

APL 10: L: 2 gp; C: 0 gp; M: 2561 gp

APL 12: L: 266 gp; C: 0 gp; M: 2754 gp

Optional Encounter:

APL 6: L: 0 gp; C: 0 gp; M: 1362 gp

APL 8: L: 0 gp; C: 0 gp; M: 1362 gp

APL 10: L: 0 gp; C: 0 gp; M: 1362 gp

APL 12: L: 127 gp; C: 0 gp; M: 2638 gp

Total Possible Treasure

APL 6: L: 446 gp; C: 15 gp; M: 939 gp

APL 8: L: 592 gp; C: 11 gp; M: 1411 gp

APL 10: L: 275 gp; C: 11 gp; M: 3612 gp

APL 12: L: 679 gp; C: 0 gp; M: 4591 gp

Total Possible Treasure (with Optional)

APL 6: L: 446 gp; C: 15 gp; M: 2302 gp

APL 8: L: 478 gp; C: 11 gp; M: 2773 gp

APL 10: L: 253 gp; C: 11 gp; M: 4974 gp

APL 12: L: 393 gp; C: 0 gp; M: 6537 gp

Special

Amulet of Moradin: This amulet allows the wearer to speak, write, and understand Terran. It also acts as an *Amulet of Natural Armor +1*, giving the wearer a stone-like texture to their skin. In addition, it bestows protection vs. petrification. One time, when the bearer would be turned to stone through failure of a save or another effect, this amulet activates and negates that effect. Once this function activates, the amulet loses all properties except the ability to speak, write, and understand Terran.

CL 13th; Prereq; Craft Wondrous Items, creator must be dwarf, *tongues*; *barkskin*, *flesh to stone* Market Value 6,300, Weight 1 lbs

Blessings of Moradin

Having destroyed the vile temple to Dispater, the dwarven patron deity, Moradin, has blessed you. This blessing can be triggered to produce a *bless weapon* (10th level caster), or it can be used to remove the *Corruption of Dispater*, a vile and terrible curse from URD3-01 *Stone Heart*.

Blood Ritual: This character's alignment has swayed in regards to magical effects. Spells with the Good/Evil descriptor have a 50% chance to behave as if the character had a different alignment. Roll 1d6 to determine if the character is treated as Good (1-2), Neutral (3-4) or Evil (5-6) for purposes of that spell. This curse can be lifted by a *remove curse* cast by any Neutral aligned priest of 14th level or higher.

Planar Forks: This character has recovered a set of Planar Forks for the Material Plane and the Astral Plane.

Gratitude of the Dwarves: The dwarves of Dumadan are grateful for your efforts and opened their armories to you. This gratitude may be spent to gain access to purchase any one item made of either adamantine or mithral. For this purpose a bundle of 50 arrows or 50 bolts counts as a single item. You may expend one (or two) additional *Favor of the Ankrif-Loem* to receive a 10% (or 20% for two) discount on the price of the item.

Access to the Craftmasters: You may have the Dwarven craftsmen of Dumadan make you a single masterwork quality weapon from Table 1-4: Weapons in the *Arms and Equipment Guide* (excluding the Ammunition section), or from Table 4-6: New Exotic Weapons in *Complete Warrior*. This favor may alternatively be used to create a Masterwork Large sized weapon from the tables mentioned above or Table 7-5 from the *Player's Handbook* at 150% of cost. Write the weapon chosen below:

Items for the Adventure Record

Item Access

APL 6:

Amulet of Moradin (Adventure; See Above; 6,300 gp)

Elemental Gem (Earth) (Adventure; DMG)

Stone Salve (Adventure; DMG)

Wand Cure Moderate Wounds (Regional; DMG)

APL 8:

APL 6 Items

Amulet of Natural Armor +2 (Regional; DMG)

Belt of Dwarvenkind (Adventure; DMG)

Upgrade weapon to +2 (Regional; DMG)

Wand of Cure Serious Wounds (Regional; DMG)

APL 10:

APL 6&8 Items

Amulet of Natural Armor +3 (Regional; DMG)

Mattock of the Titans (Adventure; DMG)

Maul of the Titans (Adventure; DMG)

Wand Cure Critical Wounds (Regional; DMG)

APL 12:

APL 6, 8 & 10 Items

Amulet of Natural Armor +4 (Regional; DMG)

Lantern of Revealing (Adventure; DMG)

Periapt of Proof against Poison (Adventure; DMG)

Scarab of Protection (Adventure; DMG)

Appendix One – APL 6

Encounter One

Grunk: Male Orc Ftr 5; CR 5; Medium Humanoid (Orc); HD 5d10+5; hp 39; Init +2; Spd. 30 ft.; AC 16 (+4 armor, +2 Dex), touch 12, flat-footed 14; Base Atk/Grp: +5/+9; Atk +11 melee (1d8+6/x3, orc double axe); Full Atk +11 melee (1d8+6/x3, orc double axe) or +9 melee (1d8+4/x3, orc double axe) and +9 melee (1d8+2/x3, orc double axe); SQ Darkvision 60 ft., light sensitivity; AL CE; Fort +5, Ref +4, Will -1; Str 18, Dex 15, Con 12, Int 8, Wis 7, Cha 6.

Skills and Feats: Intimidate +6; Die Hard, Endurance, Exotic Weapon Proficiency (Orc Double Axe), Two Weapon Fighting, Weapon Focus (Orc Double Axe).

Possessions: masterwork orc double axe, chain shirt, *potion cure moderate wounds* (2), 65gp

Goblin Foot Soldier: Male Goblin Ftr 1; CR 1; Small Humanoid (Goblinoid); HD 1d10+1; hp 11; Init +3; Spd 30 ft.; AC 18 (+1 size, +3 Dex, +4 armor), touch 14, flat-footed 15; Base Atk/Grp: +1/-2; Atk +3 melee (1d6+1/x2, morningstar) or +5 ranged (1d4+1/x2, javelin); Full Atk +3 melee (1d6+1/x2, morningstar) or +5 ranged (1d4+1/x2, javelin); SQ: Darkvision 60 ft.; AL NE; SV Fort +3, Ref +3, Will -1; Str 12, Dex 16, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +7, Move Silently +7; Combat Reflexes, Swarmfighting.

Possessions: morningstar, chain shirt, 2 javelins.

Cat's Grace: Init +5; AC 20, touch 16, flat-footed 15; Atk +7 ranged (1d4+1/x2, javelin); Ref +5; Dex 20; Hide +11, Move Silently +11.

Encounter Eight

Automaton, Pulverizer, advanced: CR 5; Large Construct; HD 9d10+30; hp 79; Init -1; Spd 40 ft.; AC 21 (+13 natural, -1 size, -1 dex), touch 8, flat-footed 21; Base Atk/Grp: +6/+20; Atk +16 melee (1d8+10, slam); Full Atk +16/+16 melee (1d8+10, 2 slams); Space/Reach: 10ft./10 ft.; SA Sonic Shriek SQ Blindsight 40 ft., construct traits, unreliable; AL N; SV Fort +3, Ref +2, Will +2; Str 31, Dex 9, Con -, Int -, Wis 9, Cha 4.

Skills and Feats: None.

Unreliable (Ex): The shadow consciousness of an automaton is only quasi-real, like the consciousness of a creation such as a simulacrum. The creature is thus sometimes slow to react to the changing environment

around it. At the beginning of each round in which an automaton attempts to act, roll 1d20. On a result of 11 or better, it acts normally; otherwise, it takes no action.

Sonic Shriek (Ex): Once per round as a standard action, a pulverizer can loose a cone of sonic energy 30 feet long. Everything within the cone takes 1d8 points of sonic damage. In addition, every creature within the cone that fails a Fortitude save (DC 15) is stunned for 1 round. (This value incorporates a +5 racial bonus to the save DC).

Blindsight (Ex): A Pulverizer is blind, but it maneuvers and fights as well as a sighted creature by using sonar, like that of a bat. This ability enables it to discern objects and creatures within 40 feet. The Pulverizer usually does not need to make Spot or Listen checks to notice creatures within range of its Blindsight. A *silence* spell negates this ability.

Encounter Nine

Sakgu: Orc Servant of Lies: Female Orc Clr3 (of Syrul); CR 3; Medium humanoid (Orc); HD 3d8+6; hp 24; Init +0; Spd 20 ft.; AC 20 (+8 armor, +2 shield), touch 10, flatfooted 20; Base Atk/Grp: +2/+4; Atk +5 melee (1d8+2/x2, masterwork morningstar) or +2 ranged (1d6+2/x2, javelin); Full Atk +5 melee (1d8+2, masterwork morning star) or +2 ranged (1d6+2, javelin); SA Rebuke undead 3/day; SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +6, Ref +2, Will +6; Str 14, Dex 10, Con 14, Int 10, Wis 14, Cha 10.

Skills and Feats: Bluff +8, Knowledge (religion) +4; Persuasive, Spell Focus (Enchantment).

Cleric spells prepared (4/3/2; base DC = 12 + spell level, 13 + spell level for Enchantments): o—*cure minor wounds* (2), *purify food and drink*, *resistance*; 1st—*bane*, *command*, *cure light wounds*, *protection from good**; 2nd—*calm emotions*, *invisibility**, *sound burst*.

*Domain spell. Domains: Evil (evil spells cast at +1 caster level), Trickery (Bluff, Disguise, Hide are class skills).

Possessions: masterwork morningstar, full plate, heavy steel shield, +1 *cloak of resistance*, unholy symbol of Syrul, 2 javelins. *divine scroll cure moderate wounds* (2), *divine scroll hold person*, gp 27

Encounter Ten

Kronk: Male Orc Mnk2/Rog1; Medium Humanoid (Orc); CR 3; HD 1d6+2d8+6; hp 22; Init +2; Spd 30 ft;

AC 16 (+1 armor, +2 dex, +1 deflection, +2 misc), touch 15, flat-footed 14; Base Atk/Grp: +1/+9; Atk +5 melee (1d6+4, unarmed strike); Full Atk +5 melee (1d6+4, unarmed strike) or +3/+3 melee (1d6+4, unarmed strike, flurry of blows); SA sneak attack +1d6, trapfinding; SQ: evasion, light sensitivity, darkvision 60 ft; AL LE; SV Fort +6, Ref +8, Will +6; Str 18, Dex 14, Con 14, Int 8, Wis 14, Cha 6;

Skills and Feats: Bluff +2, Escape Artist +6, Jump +11, Listen +6, Search +1, Sense Motive +6, Spot +7, Tumble +10; Combat Reflexes, Clever Wrestling, Earth's Embrace, Improved Grapple, Improved Unarmed Strike.

Possessions: bracers of armor +1, ring of protection +1, cloak of resistance +1, masterwork kama.

Shokan: Male Orc Bbn3; CR 3; Medium Humanoid (Orc); HD 3d12+9; hp 35; Init +1; Spd 30 ft; AC 16 (+5 armor, +1 dex), touch 11, flat-footed 16; Base Atk/Grp: +3/+8; Atk +10 melee (2d6+7, greatsword); Full Atk +10 melee (2d6+7, greatsword); SQ rage, fast movement, uncanny dodge, trap sense; AL CE; SV Fort +6, Ref +2, Will +1; Str 21, Dex 12, Con 16, Int 8, Wis 10, Cha 8;

Skills and Feats: Intimidate +5, Jump +2, Listen +6, Survival +5, Swim +1; Power Attack, Weapon Focus (Greatsword).

Possessions: breastplate, masterwork greatsword, potion cure serious wounds.

Rage Stats: HP 41; AC 14; Grapple +10; Full Atk +12 (2d6+12, greatsword); Fort +8, Will +3; Str 25; Con 20; Jump +4, Swim +3.

Draggo: Male Derro Sor2; Small Monstrous humanoid; CR 5; HD: 3d8+2d4+5; hp 29; Init: +6; Speed: 20 ft.; AC: 16 (+1 size, +2 Dex, +2 natural, +1 armor), touch 13, flat-footed 15; Base Atk/Grp: +4/0; Atk: +4 melee (1d4, short sword); Full Atk: +4 melee (1d4, short sword); SA: poison use, spell-like abilities, sneak attack +1d6; SQ: madness, SR 15, vulnerability to sunlight; SV: Fort +2, Ref +5, Will +12; Str 11, Dex 14, Con 13, Int 10, Wis 5*, Cha 22*;

Skills and Feats: Bluff +11, Concentration +6, Hide +10, Listen +1, Move Silently +8, Spellcraft +1; Blind-Fight, Improved Initiative.

Possessions: short sword, bracers of armor +1, potion cure serious wounds, potion of invisibility, arcane scroll of displacement, arcane scroll of mirror image.

Spells Known (6/6; base DC = 16 + spell level): 0—acid splash, detect magic, ray of frost, read magic, touch of fatigue; 1st—shocking grasp, hypnotism.

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.

*The racial madness of the derro provides a +6 bonus to their Charisma scores and a –6 penalty to their Wisdom scores. A derro restored to sanity gains 6 points of Wisdom and loses 6 points of Charisma.

Poison Use (Ex): Derro typically carry 2d4 doses of greenblood oil (Injury DC 13 Fortitude, 1 Con/1d2 Con) or Medium monstrous spider venom (Injury DC 14 Fortitude, 1d4 Str/1d4 Str) (see Poison, page 296 of the *Dungeon Master's Guide*), applying it to their crossbow bolts. 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: At will—darkness, ghost sound; 1/day—daze (DC 13), sound burst (DC 15). Caster level 3rd. The save DCs are Charisma-based.

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

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

Ewkbanok, Orc Servant of Lies: Male Orc Clr3 (of Syrul); CR 3; Medium humanoid (Orc); HD 3d8+6; hp 24; Init +0; Spd 20 ft.; AC 20 (+8 armor, +2 shield), touch 10, flatfooted 20; Base Atk/Grp: +2/+4; Atk +5 melee (1d8+2/x2, masterwork morningstar) or +2 ranged (1d6+2/x2, javelin); Full Atk +5 melee (1d8+2, masterwork morning star) or +2 ranged (1d6+2, javelin); SA Rebuke undead 3/day; SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +6, Ref +2, Will +6; Str 14, Dex 10, Con 14, Int 10, Wis 14, Cha 10.

Skills and Feats: Bluff +8, Knowledge (religion) +4; Persuasive, Spell Focus (Enchantment).

Cleric spells prepared (4/3/2; base DC = 12 + spell level, 13 + spell level for Enchantments): 0—cure minor wounds (2), purify food and drink, resistance; 1st—bane, command, cure light wounds, protection from good*; 2nd—calm emotions, invisibility*, sound burst.

*Domain spell. Domains: Evil (evil spells cast at +1 caster level), Trickery (Bluff, Disguise, Hide are class skills).

Possessions: masterwork morningstar, full plate, heavy steel shield, cloak of resistance +1, unholy symbol of Syrul, 2 javelins, divine scroll cure moderate wounds (2), divine scroll hold person, gp 27

Optional Encounter

Derro General: Half-Fiend Derro Ftr3 Disciple of Dispater 6; CR 15; Small Outsider (Native); HD 3d8+9d10+48; hp 115; Init +8; Spd 20 ft., fly 20 ft. (average); AC 26 (+1 size, +4 Dex, +3 natural, +7 armor, +1 deflection), touch 17, flat-footed 21; Base Attack/Grp +12/+12; Atk +17 melee (1d10+8 plus 2d6 unholy against good, 19-20/x3, +1 *unholy greataxe*); Full Atk +18/13/8 melee (1d10+8 plus 2d6 unholy against good, 19-20/x3, +1 *unholy greataxe*); SA poison use, spell-like abilities, sneak attack +1d6, smite good (1/day, +12 damage), iron hews (4/day, +3 damage for one round), rusting grasp (1/day, 15th level caster), iron power, summon erinyes (1/day, 15th level caster), greater iron hews (4/day, +6 damage for one round); SQ madness, vulnerability to sunlight, darkvision 60 ft., immunity to poison, resistance 10 to acid, cold, electricity and fire, DR:10/magic, SR 22, device lore; AL LE; SV Fort +14, Ref +14, Will +15; Str 22, Dex 18, Con 18, Int 20, Wis 6*, Cha 23*

Skills and Feats: Bluff +13, Hide +24, Intimidate +22, Jump +14, Listen +8, Move Silently +24, Sense Motive +4, Spot +12, Tumble +12; Blind-Fight, Cleave, Combat Expertise, Disciple of Darkness, Greater Cleave, Improved Initiative, Power Attack.

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. This madness most often manifests as delusions of grandeur coupled with an overpowering urge to inflict torment on other creatures.

*The racial madness of the derro provides a +6 bonus to their Charisma scores and a -6 penalty to their Wisdom scores. A derro restored to sanity gains 6 points of Wisdom and loses 6 points of Charisma.

Poison Use (Ex): Derro typically carry 2d4 doses of greenblood oil (Injury DC 13 Fortitude, 1 Con/1d2 Con) or Medium monstrous spider venom (Injury DC 14 Fortitude, 1d4 Str/1d4 Str) (see Poison, page 296 of the *Dungeon Master's Guide*), applying it to their arrows. 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.

Smite Good (Su): Once per day a half-fiend Derro can make a normal melee attack to deal +12 extra damage against a good foe.

Spell-like Abilities (Derro): At will—darkness, ghost sound; 1/day—daze (DC 16), sound burst (DC 18). Caster level 3rd. The save DCs are Charisma-based.

Spell-like Abilities (Half-Fiend): 3/day—darkness, poison (DC 21); 1/day—blasphemy, contagion (DC 20), desecrate, unholy blight (DC 20). Caster level 12th; the save DC is Charisma-based.

Device Lore (Ex): A disciple of Dispater can find traps made mostly of metal just as a rogue can. Furthermore, he gains a +2 competency bonus on Disable Device checks against devices made mostly of metal.

Iron Hews (Su): Once per day per point of Constitution modifier, a 2nd-level disciple of Dispater may add a +3 divine bonus on damage from attacks that round.

Rusting Grasp (Sp): Once per day, a 3rd-level disciple of Dispater can produce an effect identical to that of the rusting grasp spell cast by a 15th-level caster.

Iron Power (Ex): When using an iron or steel weapon, a 4th-level disciple of Dispater gains a +1 insight bonus on attack and damage rolls. Furthermore, his threat range is doubled as if he were using a keen weapon. At 8th level, the insight bonus improves to +2, and the threat range triples. This ability does not stack with the keen weapon quality, but it does stack with the Improved Critical feat.

Summon Erinyes (Sp): A 5th-level disciple of Dispater can summon 1 Erinyes once per day. This functions as a summon monster spell cast by a 15th-level caster. A 9th-level disciple of Dispater can summon 1d4 Erinyes once per day.

Greater Iron Hews (Su): Once per day per point of Constitution modifier, a 6th-level disciple of Dispater may add a +6 divine bonus on damage from attacks made that round. While this bonus does not stack with the iron hews ability, the abilities are separate. A disciple of Dispater with a Constitution modifier of +3 can use each ability three times per day.

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

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

Possessions: +1 small unholy greataxe, +2 mithral breastplate, ring of protection +1, cloak of resistance +1, eyes of the eagle, boots of elvenkind.

Appendix Two – APL 8

Encounter One

Gronk: Male Orc Ftr6 Eye of Gruumsh 2; CR 8; Medium Humanoid (Orc); HD 6d10+2d12+8; hp 62; Init +3; 30 ft.; 17 (+4 armor, +3 Dex), touch 13, flat-footed 14; Base Atk/Grp: +8/+12; Atk +14 melee (1d8+9, +1 *orc double axe*); Full Atk +14 melee (1d8+9, +1 *orc double axe*) or +12/+7 melee (1d8+7, +1 *orc double axe*) and +12 melee (1d8+5, +1 *orc double axe*); SQ darkvision 60 ft., light sensitivity; AL CE; Fort +9, Ref +5, Will +0; Str 18, Dex 16, Con 12, Int 8, Wis 7, Cha 6.

Skills and Feats: Intimidate +9; Blind-Fight, Combat Reflexes, Die Hard, Endurance, Exotic Weapon Proficiency (Orc Double Axe), Two Weapon Fighting, Weapon Focus (Orc Double Axe), Weapon Specialization (Orc Double Axe).

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell

Blind-Fight: (as per PHB) An eye of Gruumsh gains Blight-Fight as a bonus feat. In addition, he suffers no adverse effects from the loss of one of his eyes.

Command the Horde (Ex) An eye of Gruumsh can direct the actions of any nongood orcs or half-orcs that are within 30' of him whose hit dice are lower than his character level. Those who follow the character's order gains a +2 morale bonus on Will saves. Any eligible orc or half-orc who willingly goes against the eye of Gruumsh's directions loses this bonus immediately.

Swing Blindly (Ex): An eye of Gruumsh's rage becomes more powerful when he reaches 2nd level, but at the cost of lowered defenses. The character adds an extra +4 to Strength while in a rage, but his Armor Class penalty goes from -2 to -4.

Possessions: *orc double axe* +1, chain shirt, *potion cure moderate wounds* (2), 65 gp

Raging: hp 88; AC 14, touch 9, flat-footed 11; Atk +18 melee (1d8+13, +1 *orc double axe*); Full Atk +18 melee (1d8+13, +1 *orc double axe*) or +16/+11 melee (1d8+11, +1 *orc double axe*) and +16 melee (1d8+9, +1 *orc double axe*); Fort +11, Ref +5, Will +2; Str 26, Con 16.

Gronk: Male Orc Bbn 5; CR 5; Medium Humanoid (Orc); HD 5d12+10; hp 50; Init +2; 30 ft.; 18 (+6 armor, +2 Dex), touch 12, flat-footed 18; Base Atk/Grp: +5/+9; Atk +10 melee (1d12+7, +1 *greataxe*); Full Atk +10 melee (1d12+7, +1 *greataxe*); SQ darkvision 60 ft., light sensitivity, fast movement, uncanny dodge, improved

uncanny dodge, trap sense, rage; AL CE; Fort +7, Ref +1, Will -1; Str 19, Dex 14, Con 14, Int 8, Wis 7, Cha 6.

Skills and Feats: Intimidate +6, Listen +6, Spot +2; Cleave, Power Attack

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: *greataxe* +1, *breastplate* +1, *potion of enlarge person*.

Raging: hp 60; AC 16, touch 10, flat-footed 16; Atk +12 (1d12+10, +1 *greataxe*); Fort +9, Ref +1, Will +1; Str 22, Con 16.

Goblin Foot Soldier: Male Goblin Ftr 2; CR 2; Small Humanoid (Goblinoid); HD 2d10+2; hp 20; Init +3; Spd 30 ft.; AC 18 (+1 size, +3 Dex, +4 armor), touch 14, flat-footed 15; Base Atk/Grp: +2/-1; Atk +4 melee (1d6+1, morningstar) or +6 ranged (1d4+1, javelin); Full Atk +4 melee (1d6+1, morningstar) or +6 ranged (1d4+1, javelin); SQ darkvision 60 ft.; AL NE; SV Fort +4, Ref +3, Will -1; Str 12, Dex 16, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Combat Reflexes, Dodge, Swarmfighting.

Possessions: masterwork morningstar, chain shirt, 2 javelins.

Cat's Grace: Init +5; AC 20 (+1 size, +5 Dex, +4 armor), touch 16, flat-footed 15; Atk +8 ranged (1d4+1/x2, javelin); Ref +5; Dex 20; Hide +7, Move Silently +7, Ride +6.

Encounter Eight

Automaton, Hammerer, advanced: CR 7; Large Construct; HD 15d10+30; hp 112; Init +0; Spd 20 ft.; AC 22 (+13 natural, -1 size), touch 9, flat-footed 22; Base Atk/Grp: +11/+26; Atk +22 melee (3d8+16, slam); Full Atk +22/+17/+12 melee (3d8+16, slam); Space/Reach: 10ft./10 ft.; SQ Construct traits, unreliable; AL N; SV Fort +5, Ref +5, Will +4; Str 33, Dex 11, Con -, Int -, Wis 9, Cha 4.

Skills and Feats: None.

Unreliable (Ex): The shadow consciousness of an automaton is only quasi-real, like the consciousness of a creation such as a simulacrum. The creature is thus sometimes slow to react to the changing environment around it. At the beginning of each round in which an

automaton attempts to act, roll 1d20. On a result of 11 or better, it acts normally; otherwise, it takes no action.

Encounter Nine

Sakgu, Orc Servant of Lies: Female Orc Clr5 (of Syrul); CR 5; Medium humanoid; HD 5d8+10; hp 38; Init +0; Spd 20 ft.; AC 20 (+8 armor, +2 shield), touch 10, flatfooted 20; Base Atk/Grp: +3/+5; Atk +5 melee (1d8+2, morningstar) or +3 ranged (1d6+2, javelin); Full Atk +5 melee (1d8+2, morningstar) or +3 ranged (1d6+2, javelin); SA rebuke undead 3/day; SQ darkvision 60 ft., light sensitivity; AL CE; SV Fort +6, Ref +1, Will +6; Str 14, Dex 10, Con 14, Int 10, Wis 15, Cha 10.

Skills and Feats: Bluff +10, Knowledge (religion) +6; Persuasive, Spell Focus (Enchantment).

Cleric spells prepared (4/5/3/1; base DC = 12 + spell level, 13 + spell level for Enchantments): 0—*cure minor wounds* (3), *purify food and drink*, *resistance*; 1st—*bane*, *command*, *cure light wounds*, *doom*, *protection from good**; 2nd—*cure moderate wounds*, *calm emotions*, *invisibility**, *sound burst*; 3rd—*blindness/deafness*, *magic circle against good**.

* Domain spell. Domains: Evil (evil spells cast at +1 caster level), Trickery (Bluff, Disguise, Hide are class skills).

Possessions: morningstar, full plate, heavy steel shield, unholy symbol of Syrul, 2 javelins.

Encounter Ten

Kronk: Male Orc Mnk4/Rog1; Medium Humanoid (Orc); CR 5; HD 1d6+4d8+10; hp 36; Init +2; Spd 40 ft.; AC 16 (+1 armor, +2 dex, +1 deflection, +2 misc), touch 15, flat-footed 14; Base Atk/Grp +3/+11; Atk +7 melee (1d8+4, unarmed strike); Full Atk +7 melee (1d8+4, unarmed strike) or +5/+5 melee (1d8+4, unarmed strike, flurry of blows); SA sneak attack +1d6, trapfinding; SQ evasion, light sensitivity, darkvision 60 ft.; AL LE; SV Fort +7, Ref +9, Will +7; Str 19, Dex 14, Con 14, Int 8, Wis 14, Cha 6;

Skills and Feats: Bluff +3, Escape Artist +8, Jump +15, Listen +6, Search +1, Sense Motive +6, Spot +9, Tumble +12; Clever Wrestling, Combat Reflexes, Earth's Embrace, Improved Grapple, Improved Unarmed Strike.

Possessions: bracers of armor +1, ring of protection +1, cloak of resistance +1, potion of cure moderate wounds.

Shokan: Male Orc Bbn5; Medium Humanoid (Orc); CR 5; HD 5d12+15; hp 55; Init +1; Spd 30 ft.; AC 18 (+6 armor, +1 dex, +1 deflection), touch 12, flat-footed 18; Base Atk/Grp +5/+11; Atk +12 melee (2d6+10, greatsword); Full Atk +12 melee (2d6+10, greatsword); SQ rage, fast movement, uncanny dodge, trap sense;

AL CE; SV Fort +7, Ref +2, Will +1; Str 22, Dex 12, Con 16, Int 8, Wis 10, Cha 8.

Skills and Feats: Intimidate +7, Jump +6, Listen +8, Survival +5; Power Attack, Weapon Focus (Greatsword).

Possessions: breastplate +1, greatsword, ring of protection +1, potion cure moderate wounds.

Rage Stats: hp 65; AC 16, touch 10, flat-footed 16; Grapple +13; Full Attack +14 (2d6+13, greatsword); Fort +9, Will +3; Str 26; Con 20; Jump +8.

Draggo: Male Derro Sor2; Small Monstrous humanoid; CR 5; HD: 3d8+2d4+5; hp 29; Init: +6; Speed: 20 ft.; AC: 16 (+1 size, +2 Dex, +2 natural, +1 armor), touch 13, flat-footed 15; Base Atk/Grp: +4/0; Atk: +4 melee (1d4, short sword); Full Atk: +4 melee (1d4, short sword); SA: poison use, spell-like abilities, sneak attack +1d6; SQ: madness, SR 15, vulnerability to sunlight; SV: Fort +2, Ref +5, Will +12; Str 11, Dex 14, Con 13, Int 10, Wis 5*, Cha 22*;

Skills and Feats: Bluff +11, Concentration +6, Hide +10, Listen +1, Move Silently +8, Spellcraft +1; Blind-Fight, Improved Initiative.

Possessions: short sword, bracers of armor +1, potion cure moderate wounds, potion of invisibility, arcane scroll of displacement, arcane scroll of mirror image.

Spells Known (6/6; base DC = 16 + spell level): 0—*acid splash*, *detect magic*, *ray of frost*, *read magic*, *touch of fatigue*; 1st—*shocking grasp*, *hypnotism*.

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.

*The racial madness of the derro provides a +6 bonus to their Charisma scores and a –6 penalty to their Wisdom scores. A derro restored to sanity gains 6 points of Wisdom and loses 6 points of Charisma.

Poison Use (Ex): Derro typically carry 2d4 doses of greenblood oil (Injury DC 13 Fortitude, 1 Con/1d2 Con) or Medium monstrous spider venom (Injury DC 14 Fortitude, 1d4 Str/1d4 Str) (see Poison, page 296 of the *Dungeon Master's Guide*), applying it to their crossbow bolts. 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: At will—*darkness*, *ghost sound*; 1/day—*daze* (DC 13), *sound burst* (DC 15). Caster level 3rd. The save DCs are Charisma-based.

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

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

Ewkanok: Orc Servant of Lies: Male Orc Clr5 (of Syrul); CR 5; Medium humanoid; HD 5d8+10; hp 38; Init +0; Spd 20 ft.; AC 19 (+7 armor, +2 shield), touch 10, flatfooted 19; Base Atk/Grp: +3/+5; Atk +5 melee (1d8+2, morningstar) or +3 ranged (1d6+2, javelin); Full Atk +5 melee (1d8+2, morningstar) or +3 ranged (1d6+2, javelin); SA rebuke undead 3/day; SQ darkvision 60 ft., light sensitivity; AL CE; SV Fort +6, Ref +1, Will +6; Str 14, Dex 10, Con 14, Int 10, Wis 15, Cha 10.

Skills and Feats: Bluff +10, Knowledge (religion) +6; Persuasive, Spell Focus (Enchantment).

Cleric spells prepared (4/5/3/1; base DC = 12 + spell level, 13 + spell level for Enchantments): 0—*cure minor wounds* (3), *purify food and drink*, *resistance*; 1st—*bane*, *command*, *cure light wounds*, *doom*, *protection from good**; 2nd—*cure moderate wounds*, *calm emotions*, *invisibility**, *sound burst*; 3rd—*blindness/deafness*, *magic circle against good**.

* Domain spell. Domains: Evil (evil spells cast at +1 caster level), Trickery (Bluff, Disguise, Hide are class skills).

Possessions: morningstar, half plate, heavy steel shield, unholy symbol of Syrul, 2 javelins.

Optional Encounter

Derro General: Half-Fiend Derro Ftr3 Disciple of Dispaten 6; CR 15; Small Outsider (Native); HD 3d8+9d10+48; hp 115; Init +8; Spd 20 ft., fly 20 ft. (average); AC 26 (+1 size, +4 Dex, +3 natural, +7 armor, +1 deflection), touch 17, flat-footed 21; Base Attack/Grp +12/+12; Atk +17 melee (1d10+8 plus 2d6 unholy against good, 19-20/x3, +1 *unholy greataxe*); Full Atk +18/13/8 melee (1d10+8 plus 2d6 unholy against good, 19-20/x3, +1 *unholy greataxe*); SA poison use, spell-like abilities, sneak attack +1d6, smite good (1/day, +12 damage), iron hews (4/day, +3 damage for one round), rusting grasp (1/day, 15th level caster), iron power, summon erinyes (1/day, 15th level caster), greater iron hews (4/day, +6 damage for one round); SQ madness, vulnerability to sunlight, darkvision 60 ft., immunity to poison, resistance 10 to acid, cold, electricity and fire, DR:10/magic, SR 22, device lore; AL LE; SV Fort +14, Ref +14, Will +15; Str 22, Dex 18, Con 18, Int 20, Wis 6*, Cha 23*

Skills and Feats: Bluff +13, Hide +24, Intimidate +22, Jump +14, Listen +8, Move Silently +24, Sense Motive +4, Spot +12, Tumble +12; Blind-Fight, Cleave, Combat Expertise, Disciple of Darkness, Greater Cleave, Improved Initiative, Power Attack..

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. This madness most often manifests as delusions of grandeur coupled with an overpowering urge to inflict torment on other creatures.

*The racial madness of the derro provides a +6 bonus to their Charisma scores and a –6 penalty to their Wisdom scores. A derro restored to sanity gains 6 points of Wisdom and loses 6 points of Charisma.

Poison Use (Ex): Derro typically carry 2d4 doses of greenblood oil (Injury DC 13 Fortitude, 1 Con/1d2 Con) or Medium monstrous spider venom (Injury DC 14 Fortitude, 1d4 Str/1d4 Str) (see Poison, page 296 of the *Dungeon Master's Guide*), applying it to their arrows. 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.

Smite Good (Su): Once per day a half-fiend Derro can make a normal melee attack to deal +12 extra damage against a good foe.

Spell-like Abilities (Derro): At will—darkness, ghost sound; 1/day—daze (DC 16), sound burst (DC 18). Caster level 3rd. The save DCs are Charisma-based.

Spell-like Abilities (Half-Fiend): 3/day—darkness, poison (DC 21); 1/day—blasphemy, contagion (DC 20), desecrate, unholy blight (DC 20). Caster level 12th; the save DC is Charisma-based.

Device Lore (Ex): A disciple of Dispaten can find traps made mostly of metal just as a rogue can. Furthermore, he gains a +2 competency bonus on Disable Device checks against devices made mostly of metal.

Iron Hews (Su): Once per day per point of Constitution modifier, a 2nd-level disciple of Dispaten may add a +3 divine bonus on damage from attacks that round.

Rusting Grasp (Sp): Once per day, a 3rd-level disciple of Dispaten can produce an effect identical to that of the rusting grasp spell cast by a 15th-level caster.

Iron Power (Ex): When using an iron or steel weapon, a 4th-level disciple of Dispater gains a +1 insight bonus on attack and damage rolls. Furthermore, his threat range is doubled as if he were using a keen weapon. At 8th level, the insight bonus improves to +2, and the threat range triples. This ability does not stack with the keen weapon quality, but it does stack with the Improved Critical feat.

Summon Erinyes (Sp): A 5th-level disciple of Dispater can summon 1 Erinyes once per day. This functions as a summon monster spell cast by a 15th-level caster. A 9th-level disciple of Dispater can summon 1d4 Erinyes once per day.

Greater Iron Hews (Su): Once per day per point of Constitution modifier, a 6th-level disciple of Dispater may add a +6 divine bonus on damage from attacks made that round. While this bonus does not stack with the iron hews ability, the abilities are separate. A disciple of Dispater with a Constitution modifier of +3 can use each ability three times per day.

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

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

Possessions: +1 small unholy greataxe, +2 mithral breastplate, ring of protection +1, cloak of resistance +1, eyes of the eagle, boots of elvenkind.

Appendix Three – APL 10

Encounter One

Grunk: Male Orc Ftr6 Eye of Gruumsh 2; CR 8; Medium Humanoid (Orc); HD 6d10+2d12+8; hp 62; Init +3; 30 ft.; 17 (+4 armor, +3 Dex), touch 13, flat-footed 14; Base Atk/Grp: +8/+12; Atk +14 melee (1d8+9, +1 *orc double axe*); Full Atk +14 melee (1d8+9, +1 *orc double axe*) or +12/+7 melee (1d8+7, +1 *orc double axe*) and +12 melee (1d8+5, +1 *orc double axe*); SQ darkvision 60 ft., light sensitivity; AL CE; Fort +9, Ref +5, Will +0; Str 18, Dex 16, Con 12, Int 8, Wis 7, Cha 6.

Skills and Feats: Intimidate +9; Blind-Fight, Combat Reflexes, Die Hard, Endurance, Exotic Weapon Proficiency (Orc Double Axe), Two Weapon Fighting, Weapon Focus (Orc Double Axe), Weapon Specialization (Orc Double Axe).

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell

Blind-Fight: (as per PHB) An eye of Gruumsh gains Blight-Fight as a bonus feat. In addition, he suffers no adverse effects from the loss of one of his eyes.

Command the Horde (Ex) An eye of Gruumsh can direct the actions of any nongood orcs or half-orcs that are within 30' of him whose hit dice are lower than his character level. Those who follow the character's order gains a +2 morale bonus on Will saves. Any eligible orc or half-orc who willingly goes against the eye of Gruumsh's directions loses this bonus immediately.

Swing Blindly (Ex): An eye of Gruumsh's rage becomes more powerful when he reaches 2nd level, but at the cost of lowered defenses. The character adds an extra +4 to Strength while in a rage, but his Armor Class penalty goes from -2 to -4.

Possessions: *orc double axe* +1, chain shirt, *potion cure moderate wounds* (2), 65 gp

Raging: hp 88; AC 14, touch 9, flat-footed 11; Atk +18 melee (1d8+13, +1 *orc double axe*); Full Atk +18 melee (1d8+13, +1 *orc double axe*) or +16/+11 melee (1d8+11, +1 *orc double axe*) and +16 melee (1d8+9, +1 *orc double axe*); Fort +11, Ref +5, Will +2; Str 26, Con 16.

Grunk: Male Orc Bbn 5 Ftr 1; CR 6; Medium Humanoid (Orc); HD 5d12+1d10+12; hp 58; Init +2; Spd 30 ft.; 17 (+5 armor, +2 Dex), touch 12, flat-footed 17; BAB/Grp: +6/+10; Atk +10 melee (1d12+7, +1 *greataxe*); Full Atk +10/+5 melee (1d12+7, +1 *greataxe*); SQ darkvision 60 ft., light sensitivity, rage, uncanny dodge, improved uncanny dodge, trap sense, fast

movement; AL CE; Fort +8, Ref +3, Will -1; Str 19, Dex 14, Con 14, Int 8, Wis 7, Cha 6.

Skills and Feats: Intimidate +7, Listen +6, Spot +2; Cleave, Destructive Rage, Intimidating Rage, Power Attack

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: +1 *greataxe*, +1 *breastplate*, *potion of enlarge person*

Raging: hp 70; AC 15, touch 10, flat-footed 15; Atk +12/+7 melee (1d12+10, +1 *greataxe*); Fort +10, Will +1; Str 23, Con 16.

Gnarl and Jarl: Male Orc Ftr 6; CR 6; Medium Humanoid (Orc); HD 6d10+6; hp 52; Init +2; 30 ft.; AC: 18 (20) (+6 armor, +2 dex, +2 shield), touch 12, flat-footed 16 (18); Base Atk/Grp: +6/+10; Atk +10 melee (1d8+8, lance) or +10 melee (1d8+4, battleaxe); Full Atk +12/+7 melee (1d8+8, lance) or 10/+5 melee (1d8+4, battleaxe); SQ darkvision 60 ft., light sensitivity; AL CE; Fort +6, Ref +4, Will +0; Str 18, Dex 15, Con 12, Int 8, Wis 7, Cha 6.

Skills and Feats: Ride +14; Improved Toughness, Mounted Combat, Ride-By Attack, Skill Focus (Ride), Spirited Charge, Weapon Focus (Lance), Weapon Specialization (Lance)

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: masterwork lance, chain shirt, battleaxe, large steel shield.

Worg, Advanced (2): CR 4; Large Magical Beast; HD 7d10+28; hp 70; Init +1; Spd 50 ft.; AC 15 (+1 Dex, +5 natural, -1 size), touch 11, flat-footed 15; Base Atk/Grp: +7/+16; Atk +14 melee (1d8+10, bite); Full Atk +13/+9 melee (1d8+10, bite); Space/Reach 10ft./10ft.; SA trip; SQ darkvision 60 ft., low-light vision, scent; AL NE; SV Fort +9, Ref +6, Will +3; Str 25, Dex 13, Con 19, Int 6, Wis 14, Cha 10.

Skills and Feats: Hide +8, Listen +6, Move Silently +8, Spot +6, Survival +2*; Alertness, Improved Natural Armor, Track.

Trip (Ex): A worg that hits with a bite attack can attempt to trip the opponent (+11 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the worg.

Skills: A worg has a +1 racial bonus on Listen, Move Silently, and Spot checks, and a +2 racial bonus on Hide checks.

*A worg has a +4 racial bonus on Survival checks when tracking by scent.

Goblin Foot Soldier: Male Goblin Ftr 3; CR 3; Small Humanoid (Goblinoid); HD 3d10+3; hp 28; Init +3; Spd 20 ft. (4 squares); AC 20 (+1 size, +3 Dex, +4 armor, +2 shield), touch 14, flat-footed 18; Base Atk/Grp: +3/0; Atk +5 melee (1d6+1, morningstar) or +7 ranged (1d4+1, javelin); Full Atk +5 melee (1d6+1, morningstar) or +7 ranged (1d4+1, javelin); SQ darkvision 60 ft.; AL NE; SV Fort +4, Ref +4, Will +0; Str 12, Dex 16, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Alertness, Dodge, Mobility, Swarmfighting

Possessions: morningstar, chain shirt, large steel shield, *potion cat's grace* (drink first round for 20 DEX and max +5 to swarmfighting).

Cat's Grace: Init +5; AC 22 (+1 size, +5 Dex, +4 armor, +2 shield), touch 16, flat-footed 18; Atk +9 ranged (1d4+1, javelin); Ref +6; Dex 20; Hide +7, Move Silently +7, Ride +6.

Encounter Eight

Automaton, Pulverizer, advanced: CR 5; Large Construct; HD 9d10+30; hp 79; Init -1; Spd 40 ft.; AC 21 (+13 natural, -1 size, -1 dex), touch 8, flat-footed 21; Base Atk/Grp: +6/+20; Atk +16 melee (1d8+10, slam); Full Atk +16/+16 melee (1d8+10, 2 slams); Space/Reach: 10ft./10 ft.; SA Sonic Shriek SQ Blindsight 40 ft., construct traits, unreliable; AL N; SV Fort +3, Ref +2, Will +2; Str 31, Dex 9, Con -, Int -, Wis 9, Cha 4.

Skills and Feats: None.

Unreliable (Ex): The shadow consciousness of an automaton is only quasi-real, like the consciousness of a creation such as a simulacrum. The creature is thus sometimes slow to react to the changing environment around it. At the beginning of each round in which an automaton attempts to act, roll 1d20. On a result of 11 or better, it acts normally; otherwise, it takes no action.

Sonic Shriek (Ex): Once per round as a standard action, a pulverizer can loose a cone of sonic energy 30 feet long. Everything within the cone takes 1d8 points of sonic damage. In addition, every creature within the cone that fails a Fortitude save (DC 15) is stunned for 1 round. (This value incorporates a +5 racial bonus to the save DC).

Blindsight (Ex): A Pulverizer is blind, but it maneuvers and fights as well as a sighted creature by using sonar, like that of a bat. This ability enables it to discern objects and creatures within 40 feet. The

Pulverizer usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight. A *silence* spell negates this ability.

Automaton, Hammerer, advanced: CR 7; Large Construct; HD 15d10+30; hp 112; Init +0; Spd 20 ft.; AC 22 (+13 natural, -1 size), touch 9, flat-footed 22; Base Atk/Grp: +11/+26; Atk +22 melee (3d8+16, slam); Full Atk +22/+17/+12 melee (3d8+16, slam); Space/Reach: 10ft./10 ft.; SQ Construct traits, unreliable; AL N; SV Fort +5, Ref +5, Will +4; Str 33, Dex 11, Con -, Int -, Wis 9, Cha 4.

Skills and Feats: None.

Unreliable (Ex): The shadow consciousness of an automaton is only quasi-real, like the consciousness of a creation such as a simulacrum. The creature is thus sometimes slow to react to the changing environment around it. At the beginning of each round in which an automaton attempts to act, roll 1d20. On a result of 11 or better, it acts normally; otherwise, it takes no action.

Encounter Nine

Sakgu, Orc Servant of Lies: Female Orc Clr5 (of Syrul); CR 5; Medium humanoid; HD 5d8+10; hp 38; Init +0; Spd 20 ft.; AC 20 (+8 armor, +2 shield), touch 10, flatfooted 20; Base Atk/Grp: +3/+5; Atk +5 melee (1d8+2, morningstar) or +3 ranged (1d6+2, javelin); Full Atk +5 melee (1d8+2, morningstar) or +3 ranged (1d6+2, javelin); SA rebuke undead 3/day; SQ darkvision 60 ft., light sensitivity; AL CE; SV Fort +6, Ref +1, Will +6; Str 14, Dex 10, Con 14, Int 10, Wis 15, Cha 10.

Skills and Feats: Bluff +10, Knowledge (religion) +6; Persuasive, Spell Focus (Enchantment).

Cleric spells prepared (4/5/3/1; base DC = 12 + spell level, 13 + spell level for Enchantments): 0—*cure minor wounds* (3), *purify food and drink*, *resistance*; 1st—*bane*, *command*, *cure light wounds*, *doom*, *protection from good**; 2nd—*cure moderate wounds*, *calm emotions*, *invisibility**, *sound burst*; 3rd—*blindness/deafness*, *magic circle against good**.

* Domain spell. Domains: Evil (evil spells cast at +1 caster level), Trickery (Bluff, Disguise, Hide are class skills).

Possessions: morningstar, full plate, heavy steel shield, unholy symbol of Syrul, 2 javelins.

Encounter Ten

Kronk: Male Orc Mnk6/Rog1; Medium Humanoid (Orc); CR 7; HD 1d6+6d8+14; hp 50 (64); Init +2; Spd 50 ft.; AC 19 (+1 armor, +2 dex, +1 natural, +1 deflection, +3 misc), touch 17, flat-footed 17; Base Atk/Grp: +4/+12; Atk +8 melee (1d8+4, unarmed strike); Full Atk +8 melee (1d8+4, unarmed strike) or +7/+7 melee (1d8+8,

unarmed strike, flurry of blows); SA sneak attack +1d6, trapfinding; SQ: evasion, fast movement, still mind, ki strike, slow fall (30 feet), purity of body, light sensitivity, darkvision 60 ft; AL LE; SV Fort +8, Ref +10, Will +8; Str 19, Dex 14, Con 14, Int 8, Wis 14, Cha 6;

Skills and Feats: Bluff +2, Escape Artist +10, Jump +19, Listen +6, Search +1, Sense Motive +6, Spot +11, Tumble +14; Combat Reflexes, Clever Wrestling, Earth's Embrace, Dodge, Improved Grapple, Improved Disarm, Improved Unarmed Strike.

Possessions: bracers of armor +1, ring protection +1, cloak of resistance +1, potion cure moderate wounds, potion bull's strength, potion bear's endurance.

Shokan: Male Orc Bbn7; Medium Humanoid (Orc); CR 7; HD 7d12+21; hp 75; Init +1; Spd 40 ft/x4; AC 19 (+7 armor, +1 Dex, +1 deflection), touch 12, flat-footed 19; Base Atk/Grp: +7/+13; Atk +15 melee (2d6+10, +1 greatsword); Full Atk +15/+10 melee (2d6+10, +1 greatsword); SQ rage, fast movement, uncanny dodge, trap sense, DR 1/-; AL CE; SV Fort +8, Ref +3, Will +2; Str 22, Dex 12, Con 16, Int 8, Wis 10, Cha 8.

Skills and Feats: Intimidate +9, Jump +14, Listen +10, Survival +5; Improved Sunder, Power Attack (for every 1 point of Power Attack add 2 to damage), Weapon Focus (Greatsword).

Possessions: mithral breastplate +2, greatsword +1, ring of protection +1, potion cure serious wounds.

Rage Stats: hp 89; AC 17, touch 10, flat-footed 17; Grapple +15; Atk +17 melee (2d6+13, +1 greatsword); Full Atk +17/+12 melee (2d6+13, +1 greatsword); Fort +10, Will +4; Str 26, Con 20.

Draggo, male Derro Sor4; small Monstrous humanoid Sor4; CR 7; HD: 3d8+4d4+7; hp 37; Initiative: +6; Speed: 20 ft.; Armor Class: 17 (+1 size, +2 Dex, +2 natural, +2 bracers of armor) touch 13, flat-footed 15; BAB/Grp: +5/+1; Atk +5 melee (1d4, short sword); Full Atk +5 melee (1d4, short sword); SA: poison use, spell-like abilities, sneak attack +1d6; SQ: madness, spell resistance 15 vulnerability to sunlight; SV: Fort +3, Ref +6, Will +12; Str 11, Dex 14, Con 13, Int 10, Wis 5*, Cha 22*.

Skills and Feats: Bluff +11, Concentration +8 (+12 casting defensively), Hide +10, Listen +1, Move Silently +8, Spellcraft +5; Blind-Fight, Improved Initiative, Combat Casting.

Possessions: short sword, bracers of armor +1, potion cure serious wounds, potion of invisibility, arcane scroll of displacement, arcane scroll mirror image.

Spells Known (6/8/5; base DC = 16 + spell level): 0—acid splash, detect magic, message, ray of frost, read magic, touch of fatigue; 1st—shocking grasp, hypnotism, ray of enfeeblement; 2nd—scorching ray.

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.

*The racial madness of the derro provides a +6 bonus to their Charisma scores and a -6 penalty to their Wisdom scores. A derro restored to sanity gains 6 points of Wisdom and loses 6 points of Charisma.

Poison Use (Ex): Derro typically carry 2d4 doses of greenblood oil (Injury DC 13 Fortitude, 1 Con/1d2 Con) or Medium monstrous spider venom (Injury DC 14 Fortitude, 1d4 Str/1d4 Str) (see Poison, page 296 of the *Dungeon Master's Guide*), applying it to their crossbow bolts. 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: At will—darkness, ghost sound; 1/day—daze (DC 13), sound burst (DC 15). Caster level 3rd. The save DCs are Charisma-based.

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

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

EwkbanoK, Orc Master of Lies: Male Orc Clr7 (of Syrul); CR 7; Medium humanoid; HD 7d8+14; hp 52; Init+0; Spd 20 ft.; AC 23 (+9 armor, +4 shield), touch 10, flat-footed 23; Base Atk/Grp: +5/+7; Atk +9 melee (1d8+2, +1 *morningstar*) or +5 ranged (1d6+2, javelin); Full Atk +9 melee (1d8+2, +1 *morningstar*) or +5 ranged (1d6+2, javelin); SA rebuke undead 3/day; SQ darkvision 60 ft., light sensitivity; AL CE; SV Fort +8, Ref +3, Will +9; Str 14, Dex 10, Con 12, Int 10, Wis 17, Cha 10.

Skills and Feats: Bluff +8, Concentration +10 (+14 casting defensively), Knowledge (religion) +4; Combat Casting, Persuasive, Spell Focus (Enchantment).

Possessions: *morningstar* +1, *full plate* +1, heavy steel shield, *cloak of resistance* +1, *periapt of wisdom* +2, unholy wooden symbol of Syrul, 2 javelins

Cleric spells prepared (6/6/5/4/2; base DC = 14 + spell level, 15 + spell level for Enchantments): 0—cure minor wounds (2), detect magic, detect poison, purify food and

drink, resistance; 1st—command, cure light wounds, divine favor, doom, protection from good*, shield of faith; 2nd—bull's strength, cure moderate wounds, calm emotions, invisibility*, sound burst; 3rd—dispel magic, magic circle against good*, ~~magic vestment~~, prayer; 4th—confusion*, spell immunity.

* Domain spell. Domains: Evil (evil spells cast at +1 caster level), Trickery (Bluff, Disguise, Hide are class skills).

Optional Encounter

Derro General: Half-Fiend Derro Ftr3 Disciple of Dispaten 6; CR 15; Small Outsider (Native); HD 3d8+9d10+48; hp 115; Init +8; Spd 20 ft., fly 20 ft. (average); AC 26 (+1 size, +4 Dex, +3 natural, +7 armor, +1 deflection), touch 17, flat-footed 21; Base Attack/Grp +12/+12; Atk +17 melee (1d10+8 plus 2d6 unholy against good, 19-20/x3, +1 unholy greataxe); Full Atk +18/13/8 melee (1d10+8 plus 2d6 unholy against good, 19-20/x3, +1 unholy greataxe); SA poison use, spell-like abilities, sneak attack +1d6, smite good (1/day, +12 damage), iron hews (4/day, +3 damage for one round), rusting grasp (1/day, 15th level caster), iron power, summon erinyes (1/day, 15th level caster), greater iron hews (4/day, +6 damage for one round); SQ madness, vulnerability to sunlight, darkvision 60 ft., immunity to poison, resistance 10 to acid, cold, electricity and fire, DR:10/magic, SR 22, device lore; AL LE; SV Fort +14, Ref +14, Will +15; Str 22, Dex 18, Con 18, Int 20, Wis 6*, Cha 23*

Skills and Feats: Bluff +13, Hide +24, Intimidate +22, Jump +14, Listen +8, Move Silently +24, Sense Motive +4, Spot +12, Tumble +12; Blind-Fight, Cleave, Combat Expertise, Disciple of Darkness, Greater Cleave, Improved Initiative, Power Attack.

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. This madness most often manifests as delusions of grandeur coupled with an overpowering urge to inflict torment on other creatures.

*The racial madness of the derro provides a +6 bonus to their Charisma scores and a -6 penalty to their Wisdom scores. A derro restored to sanity gains 6 points of Wisdom and loses 6 points of Charisma.

Poison Use (Ex): Derro typically carry 2d4 doses of greenblood oil (Injury DC 13 Fortitude, 1 Con/1d2 Con) or Medium monstrous spider venom (Injury DC 14 Fortitude, 1d4 Str/1d4 Str) (see Poison, page 296 of the *Dungeon Master's Guide*), applying it to their arrows. 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.

Smite Good (Su): Once per day a half-fiend Derro can make a normal melee attack to deal +12 extra damage against a good foe.

Spell-like Abilities (Derro): At will—darkness, ghost sound; 1/day—daze (DC 16), sound burst (DC 18). Caster level 3rd. The save DCs are Charisma-based.

Spell-like Abilities (Half-Fiend): 3/day—darkness, poison (DC 21); 1/day—blasphemy, contagion (DC 20), desecrate, unholy blight (DC 20). Caster level 12th; the save DC is Charisma-based.

Device Lore (Ex): A disciple of Dispaten can find traps made mostly of metal just as a rogue can. Furthermore, he gains a +2 competency bonus on Disable Device checks against devices made mostly of metal.

Iron Hews (Su): Once per day per point of Constitution modifier, a 2nd-level disciple of Dispaten may add a +3 divine bonus on damage from attacks that round.

Rusting Grasp (Sp): Once per day, a 3rd-level disciple of Dispaten can produce an effect identical to that of the rusting grasp spell cast by a 15th-level caster.

Iron Power (Ex): When using an iron or steel weapon, a 4th-level disciple of Dispaten gains a +1 insight bonus on attack and damage rolls. Furthermore, his threat range is doubled as if he were using a keen weapon. At 8th level, the insight bonus improves to +2, and the threat range triples. This ability does not stack with the keen weapon quality, but it does stack with the Improved Critical feat.

Summon Erinyes (Sp): A 5th-level disciple of Dispaten can summon 1 Erinyes once per day. This functions as a summon monster spell cast by a 15th-level caster. A 9th-level disciple of Dispaten can summon 1d4 Erinyes once per day.

Greater Iron Hews (Su): Once per day per point of Constitution modifier, a 6th-level disciple of Dispaten may add a +6 divine bonus on damage from attacks made that round. While this bonus does not stack with the iron hews ability, the abilities are separate. A disciple of Dispaten with a Constitution modifier of +3 can use each ability three times per day.

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

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

Possessions: +1 *small unholy greataxe*, +2 *mithral breastplate*, *ring of protection* +1, *cloak of resistance* +1, *eyes of the eagle*, *boots of elvenkind*.

Appendix Four – APL 12

Encounter One

Gronk: Male Orc Ftr 6 Eye of Gruumsh 4; CR 10; Medium Humanoid (Orc); HD 6d10+4d12+10 hp 78; Init +4; 30 ft.; AC 19 (+5 armor, +3 Dex, +1 natural, +1 shield), touch 14, flat-footed 16; Base Atk/Grp: +10/+14; Atk +16 melee (1d8+9, +1 *orc double axe*); Full Atk +16 melee (1d8+9, +1 *orc double axe*) or +14/+9 melee (1d8+7, +1 *orc double axe*) and +14 melee (1d8+5; +1 *orc double axe*); SQ darkvision 60 ft., light sensitivity; AL CE; Fort +10, Ref +7, Will +1; Str 18, Dex 16, Con 12, Int 8, Wis 7, Cha 6.

Skills and Feats: Intimidate +11; Combat Reflexes, Die Hard, Endurance, Exotic Weapon Proficiency (Orc Double Axe), Two Weapon Fighting, Two Weapon Defense, Weapon Focus (Orc Double Axe), Weapon Specialization (Orc Double Axe).

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell

Blind-Fight: (as per PHB) An eye of Gruumsh gains Blight-Fight as a bonus feat. In addition, he suffers no adverse effects from the loss of one of his eyes.

Command the Horde (Ex) An eye of Gruumsh can direct the actions of any nongood orcs or half-orcs that are within 30' of him whose hit dice are lower than his character level. Those who follow the character's order gains a +2 morale bonus on Will saves. Any eligible orc or half-orc that willingly goes against the eye of Gruumsh's directions loses this bonus immediately.

Swing Blindly (Ex): An eye of Gruumsh's rage becomes more powerful when he reaches 2nd level, but at the cost of lowered defenses. The character adds an extra +4 to Strength while in a rage, but his Armor Class penalty goes from -2 to -4.

Ritual Scaring (Ex): Through frequent disfiguration of his own skin, an eye of Gruumsh's natural armor improves by +1 at 3rd level (or to +1 if he didn't already have a natural armor bonus).

Blinding Spittle (Ex): An eye of Gruumsh of 4th level or higher can launch spittle at any opponent within 20 feet. With a successful ranged touch attack (at a -4 penalty), he spits stomach acid into the target's eyes. An opponent who fails a Reflex save (DC 15, 17 when raging) is blinded until he or she can rinse away the spittle. This attack has no effect on creatures that don't have eyes or don't depend on vision. Blinding Spittle is usable twice per day at 4th level and four times per day at 7th level.

Possessions: *orc double axe* +1, *chain shirt* +1, *potion of cure serious wounds*.

Raging: hp 98; AC 17, touch 10, flat-footed 13; Atk +20 melee (1d8+13, +1 *Orc Double Axe*); Full Atk +18/+13 melee (1d8+11, +1 *Orc Double Axe*) and +16 melee (1d8+7, +1 *Orc Double Axe*); Fort +12, Ref +7, Will +3; Str 26, Con 16.

Gronk: Male Orc Bbn 5 Ftr 3; CR 8; Medium Humanoid (Orc); HD 5d12+3d10+16; hp 74; Init +2; Spd 30 ft.; 18 (+6 armor, +2 Dex), touch 12, flat-footed 16; BAB/Grp: +8/+13; Atk +14 melee (1d12+8, +1 *greataxe*); Full Atk +14/+9 melee (1d12+8, +1 *greataxe*); SQ darkvision 60 ft., light sensitivity, rage, uncanny dodge, improved uncanny dodge, trap sense, fast movement; AL CE; Fort +9, Ref +4, Will +0; Str 20, Dex 14, Con 14, Int 8, Wis 7, Cha 6.

Skills and Feats: Intimidate +9, Listen +6, Spot +2; Cleave, Destructive Rage, Great Cleave, Intimidating Rage, Power Attack

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: +1 *greataxe*, +1 *breastplate*, *potion of enlarge person*.

Raging: hp 90; AC 15, touch 10, flat-footed 15; Atk +16/+11 melee (1d12+11, +1 *greataxe*); Fort +11, Will +2; Str 24, Con 16.

Gnarl and Jarl: Male Orc Ftr 6; CR 6; Medium Humanoid (Orc); HD 6d10+6; hp 52; Init +2; 30 ft.; AC: 18 (20) (+6 armor, +2 dex, +2 shield), touch 12, flat-footed 16 (18); Base Atk/Grp +6/+10; Atk +10 melee (1d8+8, lance) or +10 melee (1d8+4, battleaxe); Full Atk +12/+7 melee (1d8+8, lance) or 10/+5 melee (1d8+4, battleaxe); SQ darkvision 60 ft., light sensitivity; AL CE; Fort +6, Ref +4, Will +0; Str 18, Dex 15, Con 12, Int 8, Wis 7, Cha 6.

Skills and Feats: Ride +14; Improved Toughness, Mounted Combat, Ride-By Attack, Skill Focus (Ride), Spirited Charge, Weapon Focus (Lance), Weapon Specialization (Lance)

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: masterwork lance, chain shirt, battleaxe, large steel shield.

Worg, Advanced (2): CR 4; Large Magical Beast; HD 7d10+28; hp 70; Init +1; Spd 50 ft.; AC 15 (+1 Dex, +5 natural, -1 size), touch 11, flat-footed 15; Base Atk/Grp: +7/+16; Atk +14 melee (1d8+10, bite); Full Atk +13/+9 melee (1d8+10, bite); Space/Reach 10ft./10ft.; SA trip;

SQ darkvision 60 ft., low-light vision, scent; AL NE; SV Fort +9, Ref +6, Will +3; Str 25, Dex 13, Con 19, Int 6, Wis 14, Cha 10.

Skills and Feats: Hide +8, Listen +6, Move Silently +8, Spot +6, Survival +2*; Alertness, Improved Natural Armor, Track.

Trip (Ex): A worg that hits with a bite attack can attempt to trip the opponent (+11 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the worg.

Skills: A worg has a +1 racial bonus on Listen, Move Silently, and Spot checks, and a +2 racial bonus on Hide checks.

*A worg has a +4 racial bonus on Survival checks when tracking by scent.

Goblin Foot Soldier: Male Goblin Ftr 5; CR 5; Small Humanoid (Goblinoid); HD 5d10+5; hp 44; Init +3; Spd 30 ft. (6 squares); AC 20 (+1 size, +3 Dex, +4 armor, +2 shield), touch 14, flat-footed 17; Base Atk/Grp: +5/+2; Atk +8 melee (1d6+1, morningstar) or +9 ranged (1d4+1/x2, javelin); Full Atk +8 melee (1d6+1, morningstar) or +9 ranged (1d4+1/x2, javelin); SQ Darkvision 60 ft.; AL NE; SV Fort +5, Ref +4, Will +1; Str 12, Dex 16, Con 12, Int 10, Wis 10, Cha 6.

Skills and Feats: Hide +7, Move Silently +7; Combat Reflexes, Dodge, Mobility, Swarmfighting, Weapon Focus (morningstar),

Possessions: morningstar, chain shirt, large steel shield.

Cat's Grace: Init +5; AC 22 (+1 size, +5 Dex, +4 armor, +2 shield), touch 16, flat-footed 18; Atk +9 ranged (1d4+1, javelin); Ref +6; Dex 20; Hide +9, Move Silently +9.

Encounter Eight

Automaton, Pulverizer, advanced: CR 5; Large Construct; HD 9d10+30; hp 79; Init -1; Spd 40 ft.; AC 21 (+13 natural, -1 size, -1 dex), touch 8, flat-footed 21; Base Atk/Grp: +6/+20; Atk +16 melee (1d8+10, slam); Full Atk +16/+16 melee (1d8+10, 2 slams); Space/Reach: 10ft./10 ft.; SA Sonic Shriek SQ Blindsight 40 ft., construct traits, unreliable; AL N; SV Fort +3, Ref +2, Will +2; Str 31, Dex 9, Con -, Int -, Wis 9, Cha 4.

Skills and Feats: None.

Unreliable (Ex): The shadow consciousness of an automaton is only quasi-real, like the consciousness of a creation such as a simulacrum. The creature is thus sometimes slow to react to the changing environment around it. At the beginning of each round in which an automaton attempts to act, roll 1d20. On a result of 11 or better, it acts normally; otherwise, it takes no action.

Sonic Shriek (Ex): Once per round as a standard action, a pulverizer can loose a cone of sonic energy 30 feet long. Everything within the cone takes 1d8 points of sonic damage. In addition, every creature within the cone that fails a Fortitude save (DC 15) is stunned for 1 round. (this value incorporates a +5 racial bonus to the save DC).

Blindsight (Ex): A Pulverizer is blind, but it maneuvers and fights as well as a sighted creature by using sonar, like that of a bat. This ability enables it to discern objects and creatures within 40 feet. The Pulverizer usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight. A *silence* spell negates this ability.

Automaton, Hammerer, advanced: CR 7; Large Construct; HD 15d10+30; hp 112; Init +0; Spd 20 ft.; AC 22 (+13 natural, -1 size), touch 9, flat-footed 22; Base Atk/Grp: +11/+26; Atk +22 melee (3d8+16, slam); Full Atk +22/+17/+12 melee (3d8+16, slam); Space/Reach: 10ft./10 ft.; SQ Construct traits, unreliable; AL N; SV Fort +5, Ref +5, Will +4; Str 33, Dex 11, Con -, Int -, Wis 9, Cha 4.

Skills and Feats: None.

Unreliable (Ex): The shadow consciousness of an automaton is only quasi-real, like the consciousness of a creation such as a simulacrum. The creature is thus sometimes slow to react to the changing environment around it. At the beginning of each round in which an automaton attempts to act, roll 1d20. On a result of 11 or better, it acts normally; otherwise, it takes no action.

Encounter Nine

Sakgu, Orc Mistress of Lies: Female Orc Clr8 (of Syrul); CR 8; Medium humanoid; HD 8d8+16; hp 59; Init+0; Spd 20 ft.; AC 22 (+9 armor, +3 shield), touch 10, flat-footed 22; Base Atk/Grp: +6/+8; Atk +9 melee (1d8+3, +1 *morningstar*) or +6 ranged (1d6+2, javelin); Full Atk +9/+4 melee (1d8+3, +1 *morningstar*) or +6/+1 ranged (1d6+2, javelin); SA rebuke undead 3/day; SQ darkvision 60 ft., light sensitivity; AL CE; SV Fort +9, Ref +3, Will +11; Str 14, Dex 10, Con 12, Int. 12, Wis. 18, Cha 10.

Skills and Feats: Bluff +10, Concentration +8 (+12 when casting defensively), Knowledge (religion) +6; Combat Casting, Persuasive, Spell Focus (Enchantment).

Cleric spells prepared (6/5/4/4/3; base DC = 14 + spell level, 15 + spell level for Enchantments): *cure minor wounds* (2), *detect magic*, *detect poison*, *purify food and drink*, *resistance*; 1st—*command*, *cure light wounds*, *divine favor*, *doom*, *protection from good**, *shield of faith*; 2nd—*bull's strength*, *cure moderate wounds*, *calm emotions*, *invisibility**, *sound burst*; 3rd—*dispel magic*,

*magic circle against good**, ~~*magic vestment*~~, *prayer*, *wind wall*; 4th—*confusion**, *divine power*, *freedom of movement*, *spell immunity*.

* Domain spell. Domains: Evil (evil spells cast at +1 caster level), Trickery (Bluff, Disguise, Hide are class skills).

Possessions: +1 *morningstar*, +1 *full plate*, heavy steel shield, +1 *cloak of resistance*, +2 *periap of wisdom*, unholy symbol of Syrul, 2 javelins.

Encounter Ten

Kronk: Male Orc Mnk8/Rog1; Medium Humanoid (Orc); CR 9; HD 1d6+2 plus 8d8+16; hp 64 (82); Init +2; Spd 50 ft; AC 18 (+2 armor, +2 dex, +1 deflection, +3 misc), touch 16, flat-footed 16; Base Atk/Grp: +6/+15; Atk +11 melee (1d10+5, unarmed strike); Full Atk +11/+6 melee (1d10+5, unarmed strike) or +10/+10/+5 melee (1d10+5, unarmed strike, flurry of blows); AL LE; SV Fort +9, Ref +11, Will +9; Str 20, Dex 14, Con 18, Int 8, Wis 14, Cha 8;

Skills and Feats: Bluff +2, Escape Artist +12, Jump +19, Listen +6, Search +1, Sense Motive +6, Spot +13, Tumble +16; Clever Wrestling, Combat Reflexes, Earth's Embrace, Dodge, Mobility, Improved Disarm, Improved Grapple, Improved Unarmed Strike.

Possessions: bracers of armor +2, ring of protection +1, cloak of resistance +1, potion of cure serious wounds, potion bull's strength, potion bear's endurance.

Shokan: Male Orc Bbn9; Medium Humanoid (Orc); CR 9; HD 9d12+27; hp 95; Init +1; Spd 40 ft; AC 18 (+6 armor, +1 dex, +1 deflection), touch 12, flat-footed 18; Base Atk/Grp +9/+15; Atk +17 melee (2d6+10, 17-20/x2, +1 greatsword); Full Atk +17/+12 melee (2d6+10, 17-20/x2, +1 greatsword); SQ rage, fast movement, uncanny dodge, trap sense, DR 1/-; AL CE; SV Fort +10, Ref +5, Will +4; Str 23, Dex 12, Con 16, Int 8, Wis 10, Cha 8;

Skills and Feats: Climb +7, Intimidate +11, Jump +14, Listen +12, Survival +5; Improved Critical (Greatsword), Improved Sunder, Power Attack, Weapon Focus (Greatsword).

Possessions: mithral breastplate +1, greatsword +1, ring of protection +1, cloak of resistance +1, potion cure serious wounds.

Rage Stats: hp 113; AC 18; Grapple +17; Atk +19 melee (2d6+13, 17-20/x2, +1 greatsword); Full Atk +19/+14 melee (2d6+13, 17-20/x2, +1 greatsword); Fort +12, Will +6; Str 27, Con 20, Climb +9, Jump +16.

Draggo: Male Derro Sor6; Small Monstrous Humanoid; CR 9; HD: 3d8+6d4+18; hp 50; Init: +6; Spd: 20 ft; AC: 17 (+1 size, +2 Dex, +2 natural, +2 armor) touch 13, flat-footed 15; Base Atk/Grp: +6/+2;

Atk +6 melee (1d4, short sword); Full Atk: +6 melee (1d4, short sword); SA: poison use, spell-like abilities, sneak attack +1d6; SQ: madness, spell resistance 15 vulnerability to sunlight; SV: Fort +4, Ref +7, Will +14; Str 11, Dex 14, Con 14, Int 10, Wis 5*, Cha 22*.

Skills and Feats: Bluff +11, Concentration +10 (+14 casting defensively), Hide +10, Listen +1, Move Silently +8, Spellcraft +9; Blind-Fight, Improved Initiative, Combat Casting, Weapon Focus (Ray)

Possessions: short sword, bracers of armor +2, potion cure serious wounds, potion of invisibility, arcane scroll of displacement, arcane scroll of mirror image, arcane scroll of haste.

Spells Known (6/8/7/4; base DC = 16 + spell level): 0—acid splash, detect magic, message, open/close, ray of frost, read magic, touch of fatigue; 1st—shocking grasp, hypnotism, ray of enfeeblement magic missile; 2nd—mirror image, scorching ray; 3rd—fireball.

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.

*The racial madness of the derro provides a +6 bonus to their Charisma scores and a -6 penalty to their Wisdom scores. A derro restored to sanity gains 6 points of Wisdom and loses 6 points of Charisma.

Poison Use (Ex): Derro typically carry 2d4 doses of greenblood oil (Injury DC 13 Fortitude, 1 Con/1d2 Con) or Medium monstrous spider venom (Injury DC 14 Fortitude, 1d4 Str/1d4 Str) (see Poison, page 296 of the *Dungeon Master's Guide*), applying it to their crossbow bolts. 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: At will—darkness, ghost sound; 1/day—daze (DC 13), sound burst (DC 15). Caster level 3rd. The save DCs are Charisma-based.

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

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

Ewkbanok, Orc Master of Lies: Orc Clr9 (of Syrul); CR 9; Medium humanoid; HD 9d8+12; hp 69; Init +0; Spd 20 ft; AC 24 (+10 armor, +4 shield), touch

10, flat-footed 24; Base Atk/Grp +6/+8; Atk +9 melee (1d8+3, **+1 morningstar**) or +6 ranged (1d6+2, javelin); Full +9/+4 melee (1d8+3, **+1 morningstar**) or +6 ranged (1d6+2, javelin); SA rebuke undead 3/day; SQ darkvision 60 ft., light sensitivity; AL CE; SV Fort +9, Ref +4, Will +11; Str 14, Dex 10, Con 12, Int. 12, Wis. 18, Cha 10.

Skills and Feats: Bluff +10, Concentration +12 (+16 casting defensively), Knowledge (religion) +4, Spellcraft +4; Combat Casting, Persuasive, Spell Focus (Enchantment), Toughness.

Cleric spells prepared (6/6/6/5/4/2; base DC = 14 + spell level, 15 + spell level for Enchantments): 0—*cure minor wounds* (2), *detect magic*, *detect poison*, *purify food and drink*, *resistance*; 1st—*command*, *cure light wounds*, *divine favor*, *doom*, *protection from good**, *shield of faith*; 2nd—*bull's strength*, *cure moderate wounds*, *calm emotions*, *invisibility**, *silence*, *sound burst*; 3rd—*dispel magic*, *magic circle against good**, *magic vestment* (2), *wind wall*; 4th—*confusion**, *divine power*, *freedom of movement*, *spell immunity*; 5th—*dispel good**, *slay living*.

* Domain spell. Domains: Evil (evil spells cast at +1 caster level), Trickery (Bluff, Disguise, Hide are class skills).

Possessions: **+1 morningstar**, full plate, heavy steel shield, **+1 cloak of resistance**, **+2 periapt of wisdom**, unholy symbol of Syrul, 2 javelins

Optional Encounter

Derro General: Half-Fiend Derro Ftr3 Disciple of Dispaten 6; CR 15; Small Outsider (Native); HD 3d8+9d10+48; hp 115; Init +8; Spd 20 ft., fly 20 ft. (average); AC 26 (+1 size, +4 Dex, +3 natural, +7 armor, +1 deflection), touch 17, flat-footed 21; Base Attack/Grp +12/+12; Atk +17 melee (1d10+8 plus 2d6 unholy against good, 19-20/x3, **+1 unholy greataxe**); Full Atk +18/13/8 melee (1d10+8 plus 2d6 unholy against good, 19-20/x3, **+1 unholy greataxe**); SA poison use, spell-like abilities, sneak attack +1d6, smite good (1/day, +12 damage), iron hews (4/day, +3 damage for one round), rusting grasp (1/day, 15th level caster), iron power, summon erinyes (1/day, 15th level caster), greater iron hews (4/day, +6 damage for one round); SQ madness, vulnerability to sunlight, darkvision 60 ft., immunity to poison, resistance 10 to acid, cold, electricity and fire, DR:10/magic, SR 22, device lore; AL LE; SV Fort +14, Ref +14, Will +15; Str 22, Dex 18, Con 18, Int 20, Wis 6*, Cha 23*

Skills and Feats: Bluff +13, Hide +24, Intimidate +22, Jump +14, Listen +8, Move Silently +24, Sense Motive +4, Spot +12, Tumble +12; Blind-Fight, Cleave,

Combat Expertise, Disciple of Darkness, Greater Cleave, Improved Initiative, Power Attack.

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. This madness most often manifests as delusions of grandeur coupled with an overpowering urge to inflict torment on other creatures.

*The racial madness of the derro provides a +6 bonus to their Charisma scores and a -6 penalty to their Wisdom scores. A derro restored to sanity gains 6 points of Wisdom and loses 6 points of Charisma.

Poison Use (Ex): Derro typically carry 2d4 doses of greenblood oil (Injury DC 13 Fortitude, 1 Con/1d2 Con) or Medium monstrous spider venom (Injury DC 14 Fortitude, 1d4 Str/1d4 Str) (see Poison, page 296 of the *Dungeon Master's Guide*), applying it to their arrows. 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.

Smite Good (Su): Once per day a half-fiend Derro can make a normal melee attack to deal +12 extra damage against a good foe.

Spell-like Abilities (Derro): At will—darkness, ghost sound; 1/day—daze (DC 16), sound burst (DC 18). Caster level 3rd. The save DCs are Charisma-based.

Spell-like Abilities (Half-Fiend): 3/day—darkness, poison (DC 21); 1/day—blasphemy, contagion (DC 20), desecrate, unholy blight (DC 20). Caster level 12th; the save DC is Charisma-based.

Device Lore (Ex): A disciple of Dispaten can find traps made mostly of metal just as a rogue can. Furthermore, he gains a +2 competency bonus on Disable Device checks against devices made mostly of metal.

Iron Hews (Su): Once per day per point of Constitution modifier, a 2nd-level disciple of Dispaten may add a +3 divine bonus on damage from attacks that round.

Rusting Grasp (Sp): Once per day, a 3rd-level disciple of Dispaten can produce an effect identical to that of the rusting grasp spell cast by a 15th-level caster.

Iron Power (Ex): When using an iron or steel weapon, a 4th-level disciple of Dispaten gains a +1 insight bonus on attack and damage rolls. Furthermore, his threat range is doubled as if he were

using a keen weapon. At 8th level, the insight bonus improves to +2, and the threat range triples. This ability does not stack with the keen weapon quality, but it does stack with the Improved Critical feat.

Summon Erinyes (Sp): A 5th-level disciple of Dispatar can summon 1 erinyes once per day. This functions as a summon monster spell cast by a 15th-level caster. A 9th-level disciple of Dispatar can summon 1d4 erinyes once per day.

Greater Iron Hews (Su): Once per day per point of Constitution modifier, a 6th-level disciple of Dispatar may add a +6 divine bonus on damage from attacks made that round. While this bonus does not stack with the iron hews ability, the abilities are separate. A disciple of Dispatar with a Constitution modifier of +3 can use each ability three times per day.

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

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

Possessions: +1 small unholy greataxe, +2 mithral breastplate, ring of protection +1, cloak of resistance +1, eyes of the eagle, boots of elvenkind.

Vakmu, Orc Patriarch of Lies: Orc Clr13 (of Syrul); CR 13; Medium humanoid; HD 13d8+13; hp 81; Init +0; Spd 20 ft.; AC 27 (+11 armor, +5 shield, +1 deflection), touch 12, flat-footed 27; Base Atk/Grp +9/+11; Atk +12 melee (1d8+3/x2, +1 dwarf bane morningstar) or +9 ranged (1d6+2, javelin); Full Atk +12/+7 melee (1d8+3, +1 dwarf bane morningstar) or +9 ranged (1d6+2, javelin); SA rebuke undead 3/day; SQ darkvision 60 ft., light sensitivity; AL CE; SV Fort +11, Ref +8, Will +15; Str 14, Dex 10, Con 12, Int 12, Wis 21, Cha 10.

Skills and Feats: Bluff +19, Concentration +17 (+21 combat casting), Knowledge (religion) +7, Spellcraft +7; Combat Casting, Greater Spell Focus (enchantment), Improved Toughness, Lightning Reflexes, Persuasive, Spell Focus (Enchantment).

Cleric spells prepared (6/8/7/6/6/5/3/2 base DC = 14 + spell level, 16 + spell level for Enchantments): 0—*cure minor wounds* (2), *detect magic*, *detect poison*, *purify food and drink*, *resistance*; 1st—*command*, *cure light wounds* (2), *divine favor*, *doom*, *protection from good**, *shield of faith*; 2nd—*bear's endurance*, *calm emotions*, *cure moderate wounds*, *hold person*, *invisibility**, *sound burst*; 3rd—*dispel magic*, *invisibility purge*, *magic circle against good**, ~~*magic vestment* (2)~~,

wind wall; 4th—*confusion**, *death ward*, *divine power*, *freedom of movement*, *spell immunity*; 5th—*dispel good**, *flame strike*, *greater command*, *righteous might*, *slay living*; 6th—*harm*, *heal*, *mislead**, 7th—*blasphemy**, *repulsion*.

* Domain spell. Domains: Evil (evil spells cast at +1 caster level), Trickery (Bluff, Disguise, Hide are class skills).

Possessions: +1 morningstar, bane (humanoids, dwarf), full plate, heavy steel shield, cloak of resistance +1, periapt of wisdom +2, ring of protection +1, unholy wooden symbol of Syrul, 2 javelins.

New Feats (COMPLETE WARRIOR)

Clever Wrestling [General]:

Prerequisites: Small or Medium size, Improved Unarmed Strike.

Benefit: When your opponent is larger than Medium, you gain a circumstance bonus on your grapple check to escape a grapple or pin. The Size bonus depends on your opponent's size, according to the following table: Large +2; Huge +4; Gargantuan +6; Colossal +8

Destructive Rage [General]:

Prerequisites: Rage or frenzy ability.

Benefit: You can shatter barriers and objects when enraged. While in rage or frenzy, you gain a +8 bonus on any Strength checks you make to breakdown doors or break inanimate objects.

Earth's Embrace [General]:

Prerequisites: Str 15, Improved Grapple or improved grab, Improved Unarmed Strike.

Benefit: While grappling, if you pin your opponent, you deal an extra 1d12 points of damage in each round that you maintain the pin. You must hold your opponent immobile as normal (with an opposed grapple check), but you must also remain immobile, giving opponents (other than the one you are pinning) a +4 bonus on attack rolls against you (but you are not helpless). You do not gain this extra damage against creatures that are immune to critical hits.

Normal: You may deal normal damage to a pinned opponent by making a successful grapple check.

Intimidating Rage [General]:

Prerequisites: Rage or frenzy ability

Benefit: While you are raging, you designate a single foe within 30 feet of you that you can attempt to demoralize as a free action (see the Intimidate skill, page 76 of the *Player's Handbook*). A foe that you successfully demoralize remains shaken for as long as you continue to rage. You may only use this feat against a single foe in any particular encounter.

Swarmfighting [General]:

Prerequisites: Small size, Dex 13, base attack bonus +1.

Appendix Five: New Rules Items

Benefit: You can occupy the same 5-foot square in combat with any other allied Small creature that also possesses the Swarmfighting Feat at no penalty. When you engage a Medium or larger creature in melee, and at least one other ally with the Swarmfighting feat threatens the target, you gain a +1 morale bonus on the attack roll. This bonus increases by +1 for each additional ally beyond the first with the Swarmfighting feat that threatens the same target. The total morale bonus imparted to your attack roll cannot exceed your Dexterity bonus.

New Prestige Classes

Eye of Gruumsh (COMPLETE WARRIOR)

Most people think they have seen the worst that orcs can breed when an orc barbarian comes raging over a hilltop-until they see a one-eyed orc barbarian come raging over a hilltop. This creature may well be an eye of Gruumsh, an orc so devoted to his evil deity that he has disfigured himself in Grummsh's name.

In an epic battle at the dawn of time, the elven deity Corellon Larethian stabbed out Grummsh's left eye. Filled with rage and hatred, the orc deity called for followers loyal enough to serve in his image. Those who heed this call are known as the eyes of Gruumsh. They sacrifice their right eyes instead of their left ones so that their impaired vision complements that of their deity. Thus, symbolically at least, eyes of Gruumsh can see what Gruumsh cannot. These living martyrs are some of the toughest orcs and half-orcs in the world.

The eye of Gruumsh is a true prestige class in the sense that all orcs respect those who achieve it. If a candidate proves capable with the orc double axe and has no moral code to stand in the way of his service, only the test remains – to put out his own right eye in a special ceremony. This is a bloody and painful ritual, the details of which are best left undescribed. If the candidate makes a sound

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+0	+0	Blind-Fight, command the horde, rage
2 nd	+2	+3	+0	+0	Swing blindly
3 rd	+3	+3	+1	+1	Ritual scarring +1
4 th	+4	+4	+1	+1	Blinding spittle 2/day
5 th	+5	+4	+1	+1	Blindsight 5ft.
6 th	+6	+5	+2	+2	Ritual scarring +2
7 th	+7	+5	+2	+2	Blinding spittle 4/day
8 th	+8	+6	+2	+2	Blindsight 10 ft.
9 th	+9	+6	+3	+3	Ritual scarring +3
10 th	+10	+7	+3	+3	Sight of Gruumsh

during the process, he fails the rest. No consequences for failure exist, except that the candidate can never thereafter become an eye of Gruumsh- and he has lost an eye.

Barbarians gain the most value from this prestige class, since it encourages raging as a fighting style. Fighters, clerics, rangers, and even rogues also heed this calling. Some orc tribes whisper of barbarians from other races who have adopted this mantle. Of course, these may just be legends meant to inspire young orcs to jealous rage.

Hit Die: d12.

Requirements

To qualify to become an eye of Gruumsh, a character must fulfill all of the following criteria.

Race: Orc or half-orc

Alignment: Chaotic evil, chaotic neutral, or neutral evil.

Base Attack Bonus: +6.

Feats: Exotic Weapon Proficiency (orc double axe), Weapon Focus (orc double axe).

Special: The character must be a worshiper of Gruumsh and must put out his own right eye in a special ritual. None of the eye of Gruumsh's special abilities function if the character regains sight in both eyes.

Class Skills

The eye of Gruumsh's class skills (and the key ability for each skill) are Climb(Str), Intimidate (Cha), Jump(Str), Ride(Dex), Survival(Wis), and Swim(Str). See Chapter 4: Skills in the *Players Handbook* for skill descriptions.

Skill Points at Each Level: 2+ Int Modifier

Class Features

All of the following are class features of the eye of Gruumsh prestige class.

Weapons and Armor Proficiency: Eyes of Gruumsh gain no proficiency with any weapon or armor.

Blind-Fight: An eye of Gruumsh gains Blind-Fight as a bonus feat. In addition, he suffers no adverse effects from the loss of one of his eyes.

Command the Horde (Ex): An eye of Gruumsh can direct the actions of any nongood orcs or half-orcs that are within 30 feet of him and whose Hit Dice are lower than his character level. Those who follow the character's orders gain a +2 morale bonus on Will saves. Any eligible orc or half-orc who willingly goes against the eye of Gruumsh's directions loses this bonus immediately.

Rage (Ex): An eye of Gruumsh can fly into a rage just as a barbarian can, with all the same benefits and drawbacks (see page 25 of the *Player's Handbook*). An eye of Gruumsh's class levels stack with his barbarian levels (if any) for determining the number of times per day he can use his rage ability. Add together the character's levels in the eye of Gruumsh and barbarian classes and refer to Table 3-3: The Barbarian on page 25 of the *Player's Handbook* to determine the number of rages per day. For example, a 6th-level barbarian/2nd-level eye of Gruumsh could rage three times per day (the same as an 8th-level barbarian), while a 4th-level eye of Gruumsh with no levels in barbarian could rage twice per day (the same as a 4th-level barbarian).

Swing Blindly (Ex): An eye of Gruumsh's rage becomes more powerful when he reaches 2nd level, but at the cost of lowered defenses. The character adds an extra +4 to Strength while in a rage, but his Armor Class penalty goes from -2 to -4.

Ritual Scarring (Ex): Through frequent disfiguration of his own skin, an eye of Gruumsh's natural armor bonus improves by +1 at 3rd level (or to +1 if he didn't already have a natural armor bonus). This bonus increases by another +1 for every three eye of Gruumsh levels gained thereafter.

Blinding Spittle (Ex): An eye of Gruumsh of 4th level or higher can launch blinding spittle at any opponent within 20 feet. With a successful ranged touch attack (at a -4 penalty), he spits his stomach acid into the target's eyes. An opponent who fails a Reflex save (DC 10 + eye of Gruumsh's class level + eye of Gruumsh's Con modifier) is blinded until he or she can

rinse away the spittle. This attack has no effect on creatures that don't have eyes or don't depend on vision. Blinding spittle is usable twice per day at 4th level and four times per day at 7th level.

Blindsight (Ex): At 5th level, an eye of Gruumsh gains Blindsight (see page 306 of the *Monster Manual*) out to 5 feet. The range increases to 10 feet at 8th level.

Sight of Gruumsh (Ex): At 10th level, an eye of Gruumsh gains the ability to see the moment of his own death through his missing eyes. This foreknowledge gives him a +2 morale bonus on all saving throws and Armor Class from then on. He also does not go unconscious when reduced to negative hit points; however, the character still dies at -10 hit points. (Whether or not the vision is accurate is irrelevant-the character believes it to be true.)

Disciple of Dispatar (BOOK OF VILE DARKNESS)

The disciple of Dispatar is a warlike general of evil. He is defensive-minded and eager to have others fight for him. When he must fight, he does so on his terms and on his chosen battleground. Disciples of Dispatar verge on paranoia and are thus distrustful of everyone. They have mystical power over iron that allows them to grant themselves even greater abilities in battle.

Fighters, rangers, and rogues become Disciples of Dispatar, and clerics affiliated with the archdevil also adopt the class. They are mighty soldiers, dealing terrible damage with their iron swords or axes.

Disciples of Dispatar have few true allies, although they frequently employ mercenaries and other underlings. All disciples of Dispatar have some sort of headquarters that they make as defensible as they can. High-level disciples of the archdevil command great fortresses and their own armies

Hit Die: d10.

Requirements

To qualify to become a disciple of Dispatar, a character must fulfill all of the following criteria:

Alignment: Any evil.

Base Attack Bonus: +6.

Feats: Disciple of Darkness, Expertise, Power Attack.

Special: Dispatar's sect initiates new disciples in a

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+2	+2	Device Lore
2 nd	+2	+3	+3	+3	Iron hews
3 rd	+3	+3	+3	+3	<i>Rusting grasp</i>
4 th	+4	+4	+4	+4	Iron power +1
5 th	+5	+4	+4	+4	<i>Summon erinyes</i>
6 th	+6	+5	+5	+5	Greater iron hews
7 th	+7	+5	+5	+5	<i>Ironskin</i>
8 th	+8	+6	+6	+6	Iron power +2
9 th	+9	+6	+6	+6	-
10 th	+10	+7	+7	+7	<i>Iron body</i>

terrible ritual that involves sacrifice of an intelligent being atop an altar made of iron. The ritual must take place in the presence of an erinyes, who reports back to Dispatar afterward.

Class Skills

The disciple of Dispatar's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Jump (Str), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), and Spot (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Class Features

All the following are class features of the disciple of Dispatar prestige class.

Weapon and Armor Proficiency: Disciples of Dispatar are proficient with all simple and martial weapons, with all types of armor, and with shields.

Device Lore (Ex): A disciple of Dispatar can find traps made mostly of metal just as a rogue can. Furthermore, he gains a +2 competency bonus on Disable Device checks against devices made mostly of metal.

Iron Hews (Su): Once per day per point of Constitution bonus, a 2nd-level disciple of Dispatar may add a +3 divine bonus on damage from attacks made that round.

***Rusting Grasp* (Sp):** Once per day, a 3rd-level disciple of Dispatar can produce an effect identical to that of the *Rusting grasp* spell cast by a 15th-level caster.

Iron Power (Ex): When using an iron or steel weapon, a 4th-level disciple of Dispatar gains a +1 insight bonus on attack and damage rolls. Furthermore, his threat range is doubled as if he were using a keen weapon. At 8th-level, the insight bonus improves to +2, and the threat range triples. This ability does not stack with the Improved Critical feat.

***Summon Erinyes* (Sp):** A 5th-level disciple of Dispatar can summon 1 erinyes once per day. This functions as a *summon monster* spell cast by a 15th-level caster. A 9th-level disciple of Dispatar can summon 1d4 erinyes once per day.

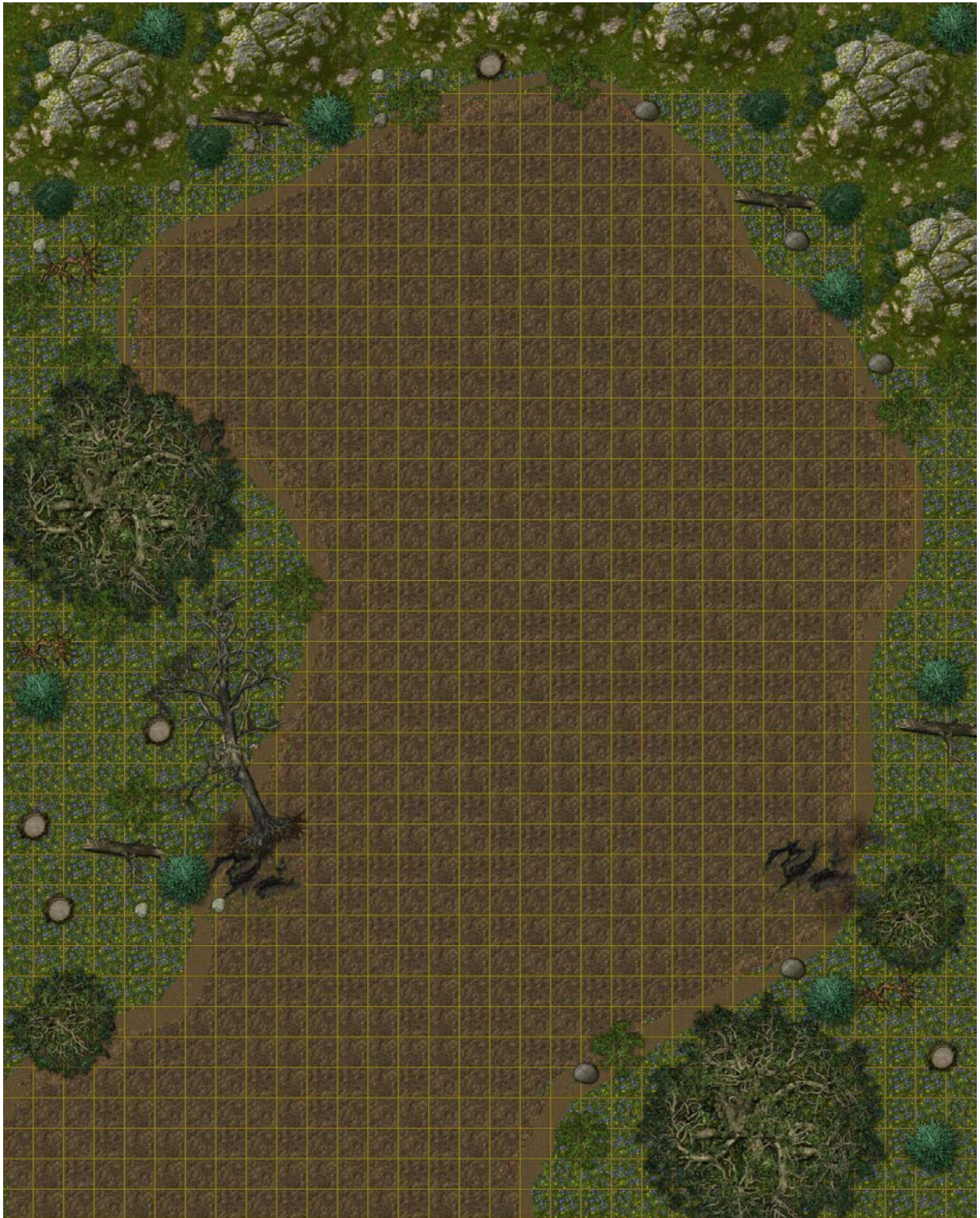
Greater Iron Hews (Su): Once per day per point of Constitution bonus, a 6th-level disciple of Dispatar may add a +6 divine bonus on damage from attacks made

that round. While this bonus does not stack with the iron hews ability, the abilities are separate: A disciple of Dispater with a Constitution bonus of +3 can use each ability three times per day.

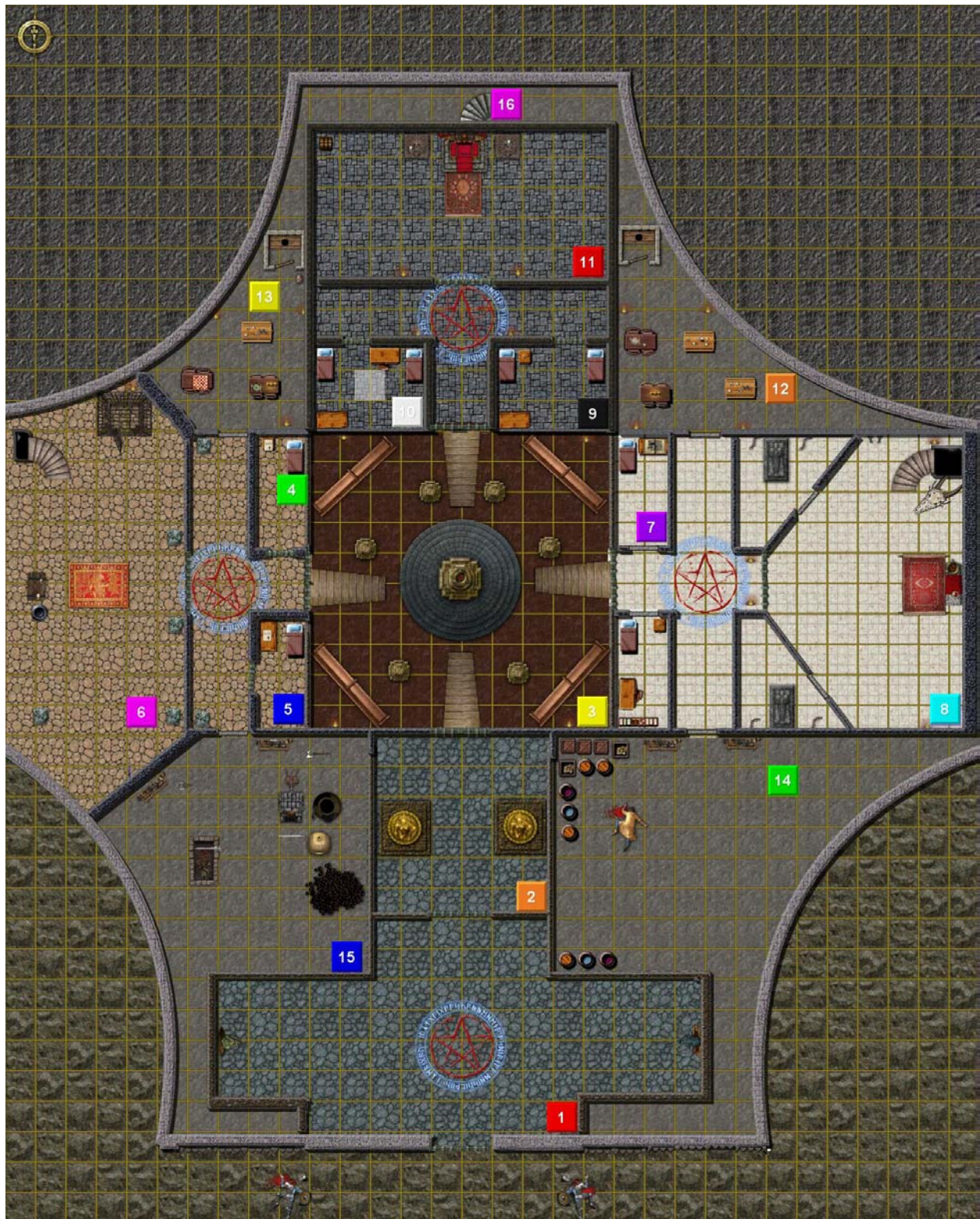
Ironskin (Sp): Once per day, a 7th-level disciple of Dispater can produce an effect identical to that of the *stoneskinspell* cast by a 15th-level caster upon himself only.

Iron Body (Sp): Once per day, a 10th-level disciple of Dispater can produce an effect identical to that of an *iron body* spell cast by an 18th-level caster.

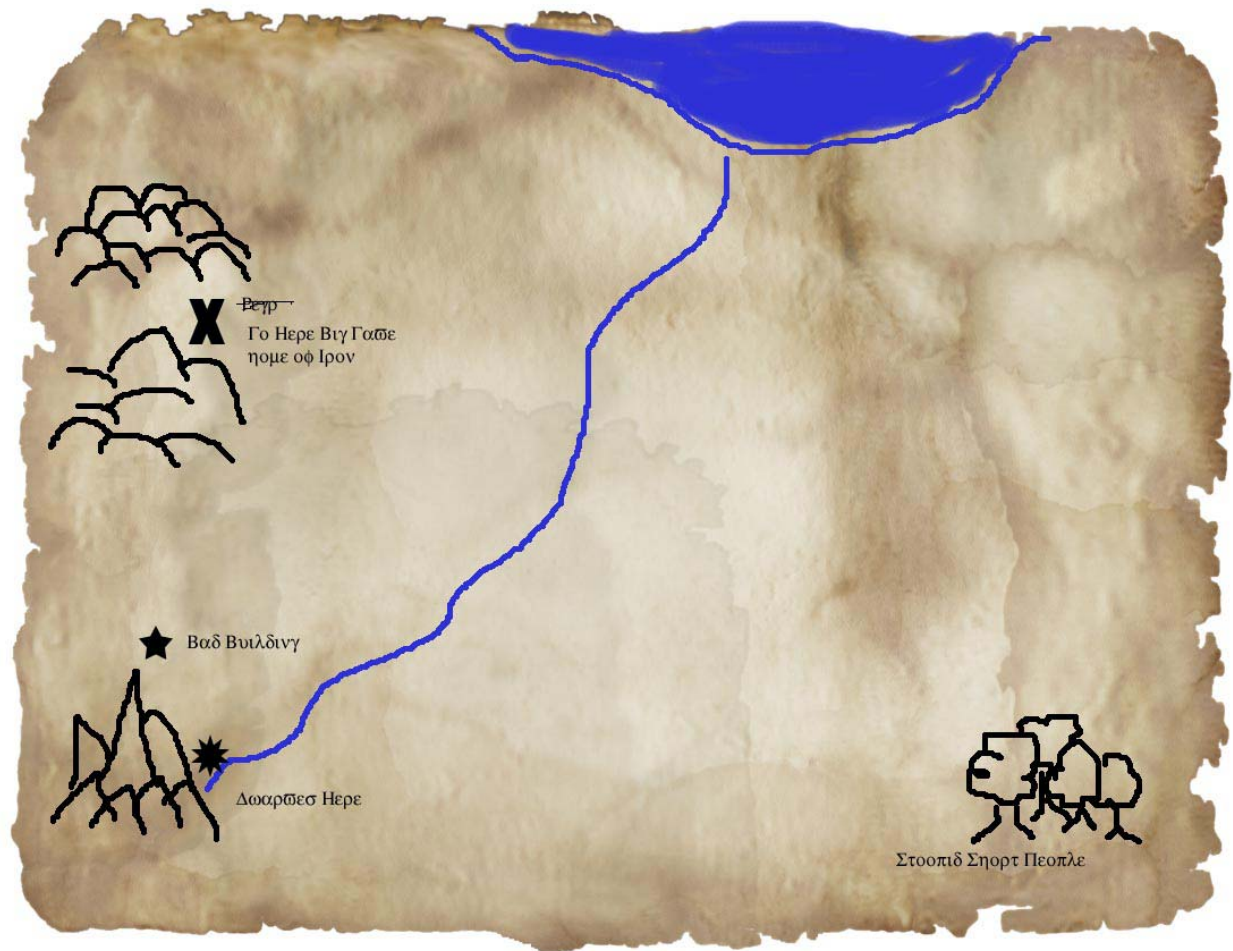
DM Aid One: Map for Encounter 1



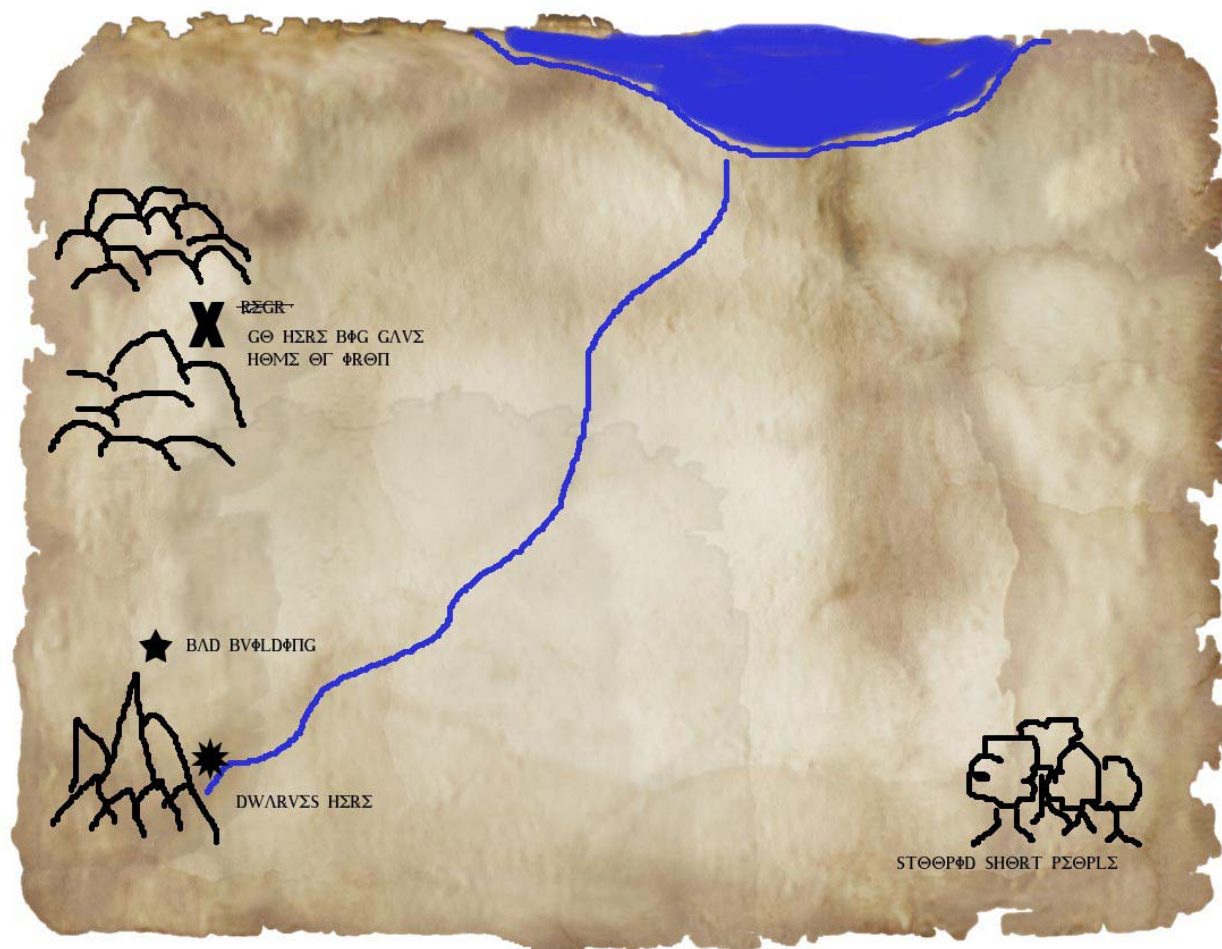
DM Aid Two: Map of Disputer Temple



Player Handout #1 – Map found on the Patrol



Player's Handout #2 – Deciphered Map?



Players Handout #3 - Excerpts from Fidget's Diary

Freeday 587 - New home in the mountains. Found a temple of that silly dwarven god to live in. Full of such precious metals. Iron, mostly Iron, Platinum, Silver, Copper, Gold and Nickel. Such possibilities, where to begin...

Godsday 588- The master asked to see more of my work. He was impressed with the hammerer. He wants a digger to keep excavating the ore. It seems as though Lord Dispater chose to desecrate this site himself. The amount of Iron ore would make a dwarf weep with joy, damn dirty dwarves!

Moonday 588- More Iron. The walls, the floors. This place is becoming more a fortress than temple. Lord Dispater will be proud. I'm even closer to finishing the improved diggers and smashers.

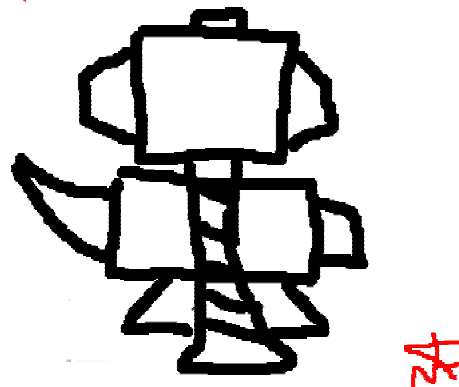
Freeday 589- My children are alive! They are running about, helping to dig the ore and make the iron. They gleam in the light, gold, adamantite and platinum. Sooooo shiny!

590 Oh Lord Dispater has made my month! I am to become one with him! To sit at his side in the Nine Hells. I will be creating my creatures from now until the end of creation. I am to become one with the Lord Dispater within the year! I just have one more project to complete!

Waterday 591- I am nearly finished my masterpiece. This one outshines all the protections that I have built! The pits, the traps the doors and creatures are like smoke in the wind when compared to this marvel of my work, which is saying a lot! The master will be safe behind his wall and doors of iron with the completion of the lock. Only to be opened by Lord Dispater himself! The master can give out the corrupted keys to those he feels worthy, but they still must complete the ritual to gain access to the sacred chamber. But what is truly the cost of a drop or two of blood when compared to the ability to access the inner sanctum of the master? What an honor it will be to receive these gifts. Both halves must be combined in the blood ritual or else the key is useless. All praise Lord Dispater of the Festering pit!

Earthday 591- The master has summoned me. Tonight is the night. I will leave this mortal shell and be building my mechanics in the Nine Hells by midnight! I was told that the ritual involves summoning an Eriynes, the handmaiden of the Lord of Dis, to guide me to him. I'm saddened and excited all at once! I know I am leaving my children in great care of the master, yet they are my children and a parent hates to be parted. I will have to set out to make more once I am in the Iron City.

Anvil sits on top of hammer. They make the shape to fit the lock. Needs to be bonded with blood. His Lordship likes blood and Iron. He'll be so proud.



Player's Handout #4 – The writing on the wall

Once you translate this from Infernal you come across the writing on the wall:

Swear ___alty to the Lord of the
___stering __i_. ___ree or be
___rsed by the ___ra of ___ght.

Player's Handout #5 – The Words from the Wall

The **SN**ake will **AL**ert the masses as it **CR**eeps **AL**ong the **AL**ter. An **AL**arm will be sounded at the **ZeN**ith of the day, but **T**ime does not matter to a **CR**ipple. The **SN**are **CO**iled upon the step is but a tiny **PeB**ble in the **AG**eless **CO**llapse of **AU**tumn. The **FE**ckless **PuB**lic **S**Neers at the **MaNg**y **MaN**, but his **T**imid **CU**dgel will **IR**adicate their **PaT**hetic **CU**lt. **S**Nap **S**neak **S**Natch. **T**ight **CO**llar causes you **AG**ony as you **AG**ree to His **CO**dex. The **PuB**escent **MeN**dicant **T**inker **CR**inges from the **CU**nning **CaD**aver. A **CaD**ence causes **ZeN** **OS**cillation in the name of He who is **MaN**ifest **FE**ar. The **CR**ow **FE**eds upon the **OS**tentatious **AM**brosia of His Power. **MaNy** **FE**el on the **CU**sp of **AM**bush, but **AU**gury will not detect the **PaT**tern of the **PiT**. **AM**ong the **FE**eble, **N**imble **AG**ents **AG**ain **T**inge the **FE**roocious **MaN**tle of **CO**mmerce. **PaT**ience **CR**umbles the largest **PaT**ch and **AU**guments the **IR**ony of His final **IR**e. **IR**reverent followers will be **OS**tracized in the wake of his **CO**mmencement. It is **N**igh and his **CO**ld gaze will **CU**t to the bones of any who dare **CO**llide with his ever **AG**gressive tendencies.

