

ULP5-03

# Mind Games

## A One-Round D&D LIVING GREYHAWK<sup>®</sup> Principality of Ulek Regional Adventure

Version 1.0

by Terry Duchastel

Aid comes from an unexpected ally as you set out to retrieve a gift of Ulaa. Somewhere deep below ground lies a key to salvation. But what price will this cost, and who will pay it? Those PCs who have previously fought Malevolence are ineligible to participate. A Principality of Ulek regional adventure for APLs 2-12, and Part Four of the *Gems of Ulaa* series.

Based on the original DUNGEONS & DRAGONS<sup>®</sup> 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.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of the author. To learn more about the Open Gaming License and the d20 system license, please visit [www.wizards.com/d20](http://www.wizards.com/d20)

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

# Introduction

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

## Preparation

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

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

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

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

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

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

players (and the DM) to keep track of who is playing which character.

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

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

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

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

## Living Greyhawk Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this

type, and animals with different CRs are added separately.

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

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

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

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

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

there are two things that you can do to help even the score.

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

## Time Units and Upkeep

This is a standard one-round Regional adventure, set in the Principality of Ulek. Characters native to the Principality of Ulek pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

## Adventure Background

This is the thirty-ninth regional scenario for the Principality of Ulek in the RPGA Living Greyhawk Campaign. Below are some general background information.

- While a dwarf rules the Principality of Ulek, and all of the nobles are dwarves, the Principality consists of more humans than any other race.
- The Principality of Ulek is presently at war with the Pomarj. The territory east of the Lortmil Hills is currently contested, and a large number of Principality of Ulek's residents have been forced to flee their homes due to the humanoid invaders in the Pomarj.
- The Pomarj is a humanoid state, composed mainly of orcs, goblins, and the like.

The Gems of Ulaa are the focus of this story arc. The goddess Ulaa is the wife of the Oeridian god Blurred, but is herself of unknown origin. She is described as being built like a dwarven woman but with the facial features of a gnome, and is worshipped by both of those races as well as humans. She places precious gems in the earth,

primarily rubies, as gifts to those who do her husband's work. She also places other gems, known as the Gems of Ulaa, with great foresight in order to protect the land and those of her faith. Each of these gems differs greatly in its individual raw power. However, each one was created to perform a specific task, known only to the goddess. Over time, the locations of the gems periodically fall from common knowledge, only to be rediscovered later, when they are needed. Doing what she can without interfering directly with mortal affairs, Ulaa guides her faithful to discover the gems when the need is dire, and to hide them the rest of the time. For if the Gems of Ulaa were to fall into the hands of her enemies, they could be used to devastating effect against the land and her followers.

## Adventure Summary

The Church of Ulaa has long tried to divine the location of the Mind Gem, but all their efforts have failed to date. All they know is what was gleaned from obscure prophecies and old texts about the appearance and general location of the gem. This changes when Malevolence, the mind flayer that the PCs may have encountered in *ULP3-03 Even Further Downward* and/or *ULP4-01 Even Further Downward Still*, sends an envoy to the high priestess of the Church of Ulaa, Keeper Karin Whytsmyth. The envoy explains that his master knows the location of the Mind Gem, for he has seen it before, and that he is willing to show the Church where it is. As proof, the envoy describes the size and cut of the gem in detail, which the high priestess confirms.

The PCs are summoned to Havenhill to speak with Keeper Karin Whytsmyth, the Keeper of the Ruby Heart. She explains to the PCs that the Principality of Ulek and the Church of Ulaa has need of their services in order to retrieve a fabled Gem of Ulaa, a large amethyst known to have magical powers concerning the mind. She warns the PCs that this is likely to be very dangerous, and could even be a trap. She then introduces Malevolence's envoy, a grimlock who is willing to lead them outside of the city where they can meet Malevolence.

Assuming the PCs are willing to proceed to the meeting point, Malevolence explains that one of his rivals, Rancor, has possession of the Mind Gem, but can't use it himself and is seeking to trade it to Pomarjian agents. Malevolence can't strike directly against his rival, but is willing to

transport the PCs to a location near where the gem is kept. He asks only one thing: that the PCs give the Mind Gem to the Church of Ulaa and to no one else. He would rather that the Gem of Ulaa disappear than to have it continue to upset the delicate politics within the mind flayer society.

If the PCs agree, Malevolence then *greater teleports* the group (a couple at a time if necessary) to his rival's refuge where the gem is located. He warns the PCs that even he cannot divine what lies inside, but he promises that his rival is not present, being delayed elsewhere in the mind flayer city.

In previous Gems of Ulaa scenarios (such as in *ULP4-07 Chasing Smoke*) the PCs may have heard rumors of a lost race of dwarves known as "Deep Dwarves" (as detailed in the *Monster Manual*). These are not duergar, but rather a non-evil race of dwarves that have an aversion to light.

Contact with these dwarves broke off abruptly about 500 years ago, and now only the older Longbeards have ever met or seen the reclusive deep dwarves. In fact, the entire deep dwarf community, far below even where the mountain dwarves live, was enslaved by the mind flayers centuries ago.

After the PCs are teleported deep underground to a small natural tunnel, the first thing that they encounter are deep dwarves mining, crafting, and doing other work chores. The dwarves react warmly to the PCs, and explain that they are being expected. Their master is currently away, but the PCs should make themselves at home.

Malevolence's rival, Rancor, has in fact already started negotiations with agents of the Cult of the Earth Dragon. Rancor has already kept the gem far longer than he should have (almost 50 years now), and he realizes that while the gem is powerful it has earned him too many enemies. He intends to sell the gem to the agents of the Earth Dragon for a boon that would increase his own position in the mind flayer society at the expense of Malevolence's. Currently, Rancor is away, being caught up in some unexpected scandal that Malevolence has arranged to delay him. However, Rancor left instructions with his staff to welcome the agents of the Cult of the Earth Dragon and to keep them occupied until he returns. The deep dwarves have mistakenly confused the PCs with these cultist agents.

As the PCs leave the working fields and approach Rancor's refuge, they are initially welcomed by some of Rancor's non-dwarven staff. However,

the staff quickly recognizes that the PCs are not of the Cult of the Earth Dragon, and attack them.

By the time the PCs have dealt with Rancor's minions, most of the deep dwarves have fled. The dwarves are *charmed* by Rancor's *charm monster* effect, and for now do not hinder nor aid the PCs. However, one young deep dwarf of unusual willpower, named Eberk, has recently been able to shrug off the effects, at least until Rancor returns. He approaches the PCs and explains that he knows the layout of Rancor's refuge, and is willing to guide them. He is meant to give a face and name to the deep dwarves, so that later the PCs can sympathize with their plight.

The PCs then explore Rancor's dwelling, finding several gruesome rooms, various items of interest, and clues to the existence of other minions, most notably the existence of a mage. He makes an appearance later.

Afterwards, the PCs proceed to the meditation room, where a large heavy chest is located along the far wall. As the PCs enter the meditation room and are about to open the chest, the agents of the Cult of the Earth Dragon catch up with them. They arrived sometime after the PCs did, by *shadow walking* with the aid of a servant of Nadanru, one of the eight Slavers of the Pomarj.

Once the PCs defeat the Pomarj agents, they open the chest and find the Mind Gem. At this point, the PCs may wish to leave and rendezvous back with Malevolence, their task complete.

However, the real Mind Gem is located elsewhere, behind a secret door. It is here that Rancor's wizard minion was experimenting with the real Mind Gem. When he hears the PCs fight the cultists, he casts *magic jar* and his spirit occupies the Mind Gem.

Should the PCs find the secret door and discover the inner room, they find the lifeless body of a mountain dwarf with a hand extended towards a large amethyst in the middle of the room. Immediately, the wizard attempts to *magic jar* one of the PCs, using this PC's body to attack the other party members. Even low-level PCs can eventually find a way to prevent this and safely gather the real Mind Gem.

With their task apparently complete, the PCs proceed outside of Rancor's refuge and back to the deep dwarves. There, the PC's dwarven guide Eberk attempts to call forth his fellow deep dwarves, and to encourage them to break free of their enslavement. If one of the PCs is holding

the Mind Gem, then any nearby deep dwarves who touch it automatically break free of the *charm monster* effect.

Either way, the PCs must now decide what to do with the deep dwarves. Do they leave them here for Rancor to keep as slaves, or do they attempt to lead the deep dwarves to safety? Malevolence of course wants nothing to do with aiding the deep dwarves, would prefer that the PCs leave them behind, and can't transport them all in any case. The PCs must ultimately spend extra time if they decide to aid the deep dwarves.

If the PCs decide to travel back to the surface with the aid of Malevolence, he enacts his retribution against those who have his enmity by "losing" them in the Shadow plane.

So ends the fourth part of the Gems of Ulaa story arc.

## Introduction

***Enjoying a moment's rest, you are making the most of another evening dining experience at the Stuck Pig in Havenhill, enjoying the owner's renowned Sauced Roast Boar. Seated with you around a large circular table are fellow adventurers.***

Allow the players to do PC introductions at this time. If this is the first time that some of the PCs adventure together, explain that they have recently met at the Stuck Pig and have decided to share a meal.

Ask the players whether any of their PCs have attacked or been attacked by Malevolence. If so, explain to them that their PC may not continue playing in this scenario, due to various reasons that will become clear later. Note that if their PC solely has the *Enmity of Malevolence* they may still play with that PC. Players may substitute another more appropriate PC at this time and keep playing. If so, recalculate the APL and proceed.

Allow the PCs to make a Gather Information or Bard Knowledge check to hear several recent rumors. The DC is 10, and for every 5 over the DC they hear an additional different rumor.

- 1) The body of young Prince Volimar Corond is being preserved in hopes that his soul can be retrieved and returned to the body.
- 2) Sadly, I hear that a few elves from Celene are responsible for plotting the death of

the young Prince Volimar Corond by allying themselves with Turrosh Mak.

- 3) Turrosh Mak seeks new alliances to ensure that the Ulekian forces do not cross the Jewel River and invade the Pomarj.
- 4) There is a clan of dwarves in the Lortmil Mountains that might be able to assist the Principality of Ulek in their continued battles with the humanoid forces in the Disputed Territory.
- 5) The Royal Army has seen numerous victories in their battles near the town of Rittersmarche.
- 6) I've heard there are an untold number of creatures and races that lie beneath the group.
- 7) One is not always lucky to have luck, as luck can be bad and who wants to have bad luck especially during such chaotic days?
- 8) Elves are treated like mere monsters in Ket. And a good thing if you ask me, as I'd trust my dog before one of those things.
- 9) Olyth the Wise, the founder of the Order of the Iron Palm, left Sterich after he murdered an innocent barmaid one evening during a drunken stupor.
- 10) Weenil Foxen is believed to be either a spy for the Scarlet Brotherhood or a member of the Cult of the Earth Dragon.

***The door to the Stuck Pig opens and a young man dressed in brown robes enters. Looking at the holy symbol around his neck, you recognize him as an acolyte of the Church of Ulaa. He scans the room, and seeing your group, he approaches you.***

If any of the PCs are clergy members or holy warriors of the Church of Ulaa meta-gaming organization, the priest speaks directly to them and gives them his utmost respect. Adapt the following as necessary in this case.

***"Greetings. I am Holleb, of the Congregation of the Hills. You appear to be capable adventurers, and if so I have an urgent summons for you. We have need of your services, and your help would be greatly***

***appreciated. If you are willing to hear more, please follow me and I will bring you to see our Keeper."***

If Holleb is asked by the PCs what is in it for them, he truthfully responds that he does not know. If a clergy member or holy warrior or the Church of Ulaa meta-gaming organization is present, then Holleb mentions that it is Keeper Karin Whytsmyth herself who asked for the PCs services.

Ask the players whether they intend to follow Holleb. If not, then the scenario is over for those PCs. Otherwise, proceed with the following.

***You find yourself in the hallowed halls of the Stonewife's Fellowship temple. Holleb has led you through its impressive façade and vaulted congregation halls, and you now stand in the office of Karin Whytsmyth, the Keeper of the Ruby Heart and the high priestess of the Church of Ulaa in the Principality of Ulek. Besides her are two other people.***

***"Thank you for answering my summons" she says. "This is Defender Gurdvar Gelbforgar, master of Thunderclaw, and protector of Ulek. And to my right is Defender Belden Bierman, keeper of the sacred mounts of Ulaa, and also my dear friend." Both of them give you a measuring look, and then finally a curt nod.***

***"I have called you here because we have chanced upon an opportunity to possibly aid the Principality of Ulek and our liege, Prince Olinstaad Corond. This matter is also close to my heart, as it is something that we have been seeking for ages. What I need you for will be perilous, and I am hesitant to even involve you. Before I continue, are you willing to give an oath that what you will hear will not leave these sacred grounds? I will not require a geas, but I must have assurances that you will not speak of what you hear to anyone else."***

Assuming the players agree, continue with the following.

***"As you may already know, the Prince is searching for five fabled gems that will enhance the capabilities of the Axe of Corond, a mythical item that was recently recovered. The gems he seeks are the Gems of Ulaa, placed in the Lortmil Hills by the Stonewife herself for her followers to discover. These gems have many uses, and we have long sought these gems for our own purposes. However, we now seek them in order to aid the***

**Prince, and we have redoubled our efforts to do so.**

**There are prophecies that are associated with each gem, gathered from ancient texts and powerful divination magic. The gems themselves follow a cyclical pattern, being lost and discovered again over and over. In particular, the prophecies of the amethyst gem, known as the Mind Gem, instruct us that 'The Sightless will Lead You' and that 'An Enemy Will Wish to Aid'.**

**Earlier today, these two verses of the prophecy have come true. We were approached by a grimlock, a sightless creature of the earth, bearing a proposal from Malevolence, who is a Mind Flayer that is known to us. Malevolence claims to know the location of the amethyst gem and wishes to aid us in retrieving it. If he is to be believed, he does not wish it for himself.**

**Clearly now you can see why you must never speak of this to anyone else, including your superiors. What we are doing requires secrecy, for if it became known that the government of the Principality of Ulek was making deals with the illithid, they might lose confidence and hope in their leaders.**

**I warn that you this may also be a trap. Normally I wouldn't give Malevolence's claims any weight. However, this situation does fit the old prophecies, and I feel it warrants us to at least investigate it. I have no one to spare right now, as my ablest followers are currently elsewhere seeking clues to the Gems. I have heard of your exploits, and I entreat you to aid both the Church of Ulaa and the Principality of Ulek in this hour of need. Will you accept this responsibility?"**

Let the PCs ask her questions if they wish to, and use your best judgment when answering them. Keeper Karin Whytsmyth unfortunately has little further information to provide. She is willing to arrange to have *commune* (at 14<sup>th</sup> level) and up to two *divination* spells cast, if they PCs ask. If the PCs ask what is in it for them, Keeper Karin Whytsmyth is somewhat disappointed, but assures the PCs that she will see to it that they are rewarded for their efforts.

Assuming the PCs agree, then Keeper Karin Whytsmyth introduces them to the grimlock servant Brittlelock, who she explains can lead

them to a hillside cave where Malevolence is awaiting them.

## **Encounter One: Meeting with Malevolence**

**You follow Malevolence's grimlock servant, Brittlelock, who leads you outside of Havenhill for roughly an hour before you approach a small crevice set in a low hill. It is now nearly nighttime and the setting sun casts dark ominous shadows over your path.**

At this time ask the PCs for their marching order (just to spook them), and let them make any preparations they wish before proceeding.

**You continue onwards into the crevice, which soon opens up into a natural cavern. As soon as your eyes adjust to the darkness, a mind flayer steps out from behind a stalagmite.**

Malevolence has several spell effects up, including *mage armor* (faint conjuration), *arcane sight* (faint divination), *nondetection* (faint abjuration), *stoneskin* (moderate abjuration), and *true seeing* (moderate divination). He does not appear threatening, and has no visible weapons out. He is above all a well-rehearsed diplomat and negotiator, and should be played as such.

The PCs may have met Malevolence in previous Principality of Ulek scenarios (ULP3-03 *Even Further Downward* and/or ULP4-01 *Even Further Downward Still*). If so, he recognizes the PC, and the following text should be adjusted appropriately.

**"Welcome, brave adventurers. I was hoping you would come."**

If any of the PCs have the *Debt* or *Enmity* of Malevolence, he adds **"Especially you <fill in name of PC>."**

**"We may be able to help each other. A long-time rival of mine, Rancor, currently holds the gem that you seek. He has used its influence to gain an advantage. Our society is built upon intrigue and deception, and is not easily understood by other races. Suffice it to say that with the aid of the gem, Rancor has gained the upper hand and threatens my own status in our society.**

**Though I cannot strike directly against Rancor, I am willing to tell you where it is currently kept, and even transport you there. I do not**

***desire the gem for myself, for I know all too well that it attracts unwanted enemies. I ask only one thing in return: that you give it to the Church of Ulaa and to no one else. They may do with it as they please, of course.***

***I have arranged for Rancor to be delayed elsewhere, and so now is the best time to retrieve the gem while he is away.***

***Will you accept this deal?"***

The PCs are likely to be very suspicious of Malevolence's true motives, and may have some further questions. He is willing to let them cast divination spells, such as *detect magic* or *zone of truth*, as it pleases them, but nothing that would intrude upon his mind or thoughts. It is likely in any case that the spells won't work on him or his gear, due to his spell effects and his spell resistance. If pressed, and the PCs ask further why Malevolence doesn't desire the gem for himself, he confesses that he is not yet strong enough to repel all of the schemes and plots that he would have to face should he possess it.

If asked why they must give it to the Church of Ulaa, he explains that he does not wish for it to fall into the hands of other groups, such as the Derro or other Mind Flayer rivals. He is currently not too gravely concerned about the surface races.

The PCs might ask Malevolence if this will erase one of the debts that they owe him. He explains that they are helping each other, and that their needs are equal, so this will not repay the debt that they owe him. However, Malevolence does have something that the PCs can do for him to erase the debt. See the next section for details.

Answer other questions as you see best see fit.

If the PCs are unwilling to proceed further, then the adventure ends here and a critical event summary should be filled out. Note that due to the greater needs of the people, even a Lawful Good character should be able to accept Malevolence's offer.

**Malevolence:** Male Mind Flayer Mnk2/Wiz12; hp 146; see Appendix I.

**Brittlelock:** Male Grimlock Rog8/ShD3; hp 96; see Appendix I.

## Encounter Two: Evil Debts

***You agree to Malevolence's offer, and he ushers you into a circle.***

***"I will teleport you just outside of Rancor's refuge, four at a time. You must touch my arm as I cast the spell."***

Malevolence then casts *teleport* and transports the first four willing creatures to a natural tunnel that connects to Rancor's refuge. He then teleports back and then transports the next four willing creatures. Note that he can only transport up to eight medium-sized creatures in all, with their gear, as per the spell. If the PCs wish to transport further creatures with them, they will have to find their own way to do so. Malevolence cautions that large creatures may have difficulty traversing the sometimes narrow passages in the underground.

Once everyone has been teleported to the natural tunnel, Malevolence warns them that even he cannot perceive what lies ahead. When the PCs are ready, they should return to this spot, which he will watch from afar. He then transports them back to the surface, their deal concluded. He informs them that they should not delay, for he does not know how long Rancor will be occupied elsewhere. Should Rancor return with the bulk of his minions, then the character's fate is certain to be sealed.

Any PCs who have the *Debt to Malevolence* from *ULP3-04 Even Further Downward* or *ULP4-01 Even Further Downward Still* are pulled aside by Malevolence. Do not mention the following unless the PCs actually owe Malevolence a debt.

***"I trust that you have not forgotten the debt that you owe me. I am ready to be repaid. Rancor has several Death Chests located in his dwelling. These are rectangular chests with necromantic carvings and reliefs depicted on the outside. You will have no trouble recognizing them when you see them. You are to retrieve the chests and bring them back to me, unopened. They are probably hidden somewhere in Rancor's personal quarters, and likely trapped. Do this, and your debt shall be erased."***

If a PC with the *Debt to Malevolence* protests, or refuses to retrieve the chests, he calmly reminds them that they owe him for a service that he did on their behalf, that they agreed to owe him a favor, that he trusted them to honor their word, and that their current situation is contingent on both sides honoring their agreement. If asked, he willingly tells them that the contents will not be used to hurt any lower races, but reminds them that in any case that was not part of their deal. If a PC continues to refuse, or if they come to an



impasse, then Malevolence is clearly angry but does not further press the issue. However, that PC immediately earns the *Enmity of Malevolence*, which has consequences later.

Everything is pitch black in the tunnel where the PCs are currently located, and the rest of the adventure remains so. The PCs must find some way to see. If they use torches or guide themselves by the dim light of their magical weapons, make a note of this, for this has an effect later if the PCs try to sneak around.

## Encounter Three: First Contact

***You look about, and notice that you are in what appears to be the end of a natural tunnel. It continues onward in one direction.***

As the PCs proceed down the natural tunnel, it eventually reaches a mining tunnel and up ahead they hear movement. The tunnel is ten feet wide, so if the PCs are silent, very well hidden, and use no light sources, they may find a way to very carefully step around the working deep dwarves that are ahead. If so, the PCs eventually find their way to the main cavern (described below). Otherwise, if the PCs are not silent and very well hidden, then the deep dwarves notice them as the PCs approach. Deep dwarves are a subrace of dwarves, and are not evil like their cousins the duergar. They are an isolated group, and live extremely deep underground. They are the same height as dwarves, but somewhat leaner and with a reddish tinge to their skin. They have a very strong aversion to light, and are explained more fully in the *Monster Manual*.

Should the deep dwarves notice the PCs, proceed with the following. Modify as needed.

***Up ahead you see the form of what appears to be dwarves with reddish skin. They stop their work and squint in your direction, shielding their eyes from your light source.***

***“Ahh, we’ve been expecting you. We are humble servants of our Magnificent Lord Rancor. He is currently away, but we would be honored to escort you to his home where you may rest and await his return.”***

Though miners, these dwarves are very polite and act well mannered; Rancor holds even his mind slaves to certain standards.

At this point the PCs may have some questions for the deep dwarves. The PCs may ask the deep dwarves why they are being expected, to which the deep dwarves don’t know the answer – they only know that a group of surface dwellers are being expected. The PCs may ask why the deep dwarves work for Rancor, for the PCs do not notice any chains or bonds on the dwarves. They may even try to suggest to the deep dwarves that they leave and escape. However, the deep dwarves explain that Rancor is their benevolent master who looks over them and protects them. They wish him no ill will, and respect his guidance.

At no point do they mention that they have been charmed, for they are not aware of it themselves. Of course, PCs may discover this for themselves if they cast *detect magic*. If the PCs dispel the *charm monster* effect (spellcaster level 12), then the deep dwarves act much like Eberk will (who is described later in Encounter Four).

If the PCs are willing to have the dwarves escort them to Rancor’s dwelling, then the deep dwarves guide them through the tunnels to a large cavern.

If the PCs do not wish to have the dwarves guide them, then the dwarves give them directions to the large cavern. Once there, the PCs are able to see many deep dwarves working in different capacities. On one side of the large cavern is the forge, and many deep dwarves are there crafting items. On the other side is the Rothe (a large underground herd creature) pen, and currently only a couple of young or infirm Rothes are present, cared for by some deep dwarves. There is also a yeast and mushroom farm located nearby, as well as a distillery. At the far side of the cavern is a sheer wall, made entirely of a strange black stone, in the middle of which is a grand entrance barred by a metal door.

If the PCs enter the large cavern with the deep dwarf escort, then in front of the grand entrance stand a group of Rancor’s minions. They approach the PCs, initially believing that they are the agents of the Cult of the Earth Dragon that they are expecting.

Once the minions approach within 60 feet of the PCs (40 feet at APLs 2 and 4), the servants of Rancor recognize that the PCs are not agents of the Cult of the Earth Dragon and attack them. Roll for initiative normally.

### **APL 2 (EL 4)**

**Grimlocks (3):** hp 11 each; see *Monster Manual*.

#### **APL 4 (EL 6)**

**Grimlock Guards (4):** Grimlock War2; hp 22 each; see Appendix.

#### **APL 6 (EL 8)**

**K'Lillel:** Female Mind Flayer, hp 44; see *Monster Manual*.

#### **APL 8 (EL 10)**

**K'Lillel:** Female Mind Flayer, hp 44; see *Monster Manual*.

**Grimlock Guards (2):** Grimlock War6; hp 52 each; see Appendix.

#### **APL 10 (EL 12)**

**K'Lillel:** Female Mind Flayer Illithid Savant 3; hp 77; see Appendix.

**Grimlock Guards (2):** Grimlock Ftr5; hp 58 each; see Appendix.

#### **APL 12 (EL 14)**

**K'Lillel:** Female Mind Flayer Illithid Savant 5; hp 88; see Appendix.

**Grimlock Guards (3):** Grimlock Ftr7; hp 69 each; see Appendix.

#### **Tactics:**

If K'Lillel is present, have her start out initially behind one of the grimlock guards. Delay as necessary in order to have her move along with at least one of the grimlock guards, so that she always has a meat shield nearby. The sole purpose of the grimlock guards is to run interference and take out stunned foes.

### **Encounter Four: Eberk**

If the PCs have not yet met Rancor's minions, then they are still inside the dwelling. Modify the following as needed.

***Dispatching the last of your foes, you look about for more contenders. All the deep dwarves appear to have fled, except for one that now approaches you.***

***"Please, I mean no harm. I am Eberk, and just today I seem to have shaken off some type of mind control. My whole life I've known Rancor as my trusted friend and Lord, but I***

***realize now that what he's done to us is nothing more than slavery. I've tried to talk to my fellow dwarves, but they think I'm daft. Please, you must help us."***

The PCs may initially be suspicious of Eberk's motives and true nature. However, if questioned he will answer truthfully, and he has no magical effects on him (unlike the other deep dwarves).

Eberk is a young male deep dwarf, a miner like many of the other deep dwarves that Rancor has enslaved. He has tried to talk to his fellow deep dwarves to help them see that they're being used as pawns, but they seem incapable or unwilling to believe him. He asks the PCs if there isn't anything they can do to help. He is more than willing to explain anything he knows about the place to the PCs. As a servant to Rancor and his minions, he has been inside Rancor's refuge, and is willing to guide them (he's never been inside the meditation room though). He also tells the PCs about Ferran, a mountain dwarf wizard in the employ of Rancor.

### **Encounter Five: Rancor's Refuge**

When the PCs proceed to Rancor's refuge, continue with the following, which should be modified as needed.

***"Rancor's place is through there." Eberk points to a double door set into a strange black stone wall. The double door is metallic and circular in shape, and its edge is rimmed with ornate carvings of skulls. After opening the door with the key found on the body of Rancor's minion, you peer inside to see that a passageway leads inward, curving slightly to the left. The black stone walls are perfectly smooth, and curve inward at the bottom and top of the walls. There are no hard corners anywhere that you can see. This place is unlike anything you've ever seen before and completely alien to you.***

Rancor's dwelling lies at the end of the large natural cavern. At first glance it appears as nothing more than a sheer cliff face made of unnatural black stone with a single grand entrance. PCs with Knowledge: Dungeoneering or Profession: Miner who are within 10 feet of the stone may make a check (DC 20) to identify the black stone as the ore that is used to make Mind Steel (detailed in the *Arms and Equipment Guide*),

which is a metal that is known to block divination magic. Dwarves may add their +2 stonecutting ability to this check. The PCs may believe that this is why the clergy of Ulaa is unable to divine the location of the amethyst Mind Gem. In fact, the real reason is because the wizard Ferran casts *Mordenkainen's private sanctum* every morning to ward against divination magic. The ore only helps to enhance this magical effect over a larger area.

The entrance to Rancor's dwelling is protected by a large metal double-door (hardness 15, 180 hit points, Break DC 30), with a single keyhole that acts as an amazing lock (Open Locks DC 40). Fortunately, one of Rancor's minions has a key to open the door. If the PCs have managed to get this far undetected, and have not fought Rancor's minions, then they must find their own way into the dwelling.

Rancor's dwelling is broken down into several rooms. Consult the map for the layout.

This section of the scenario is meant to be exploratory. If the judge is behind schedule, then they are advised to summarize this as needed and encourage the PCs to proceed to the meditation room. Eberk can be used in this regard to speed things up.

The walls and ceilings are perfectly smooth and curve inwards near the top and bottom, and everything is carved out of the black Mind Steel ore. Mind Flayer architecture tends towards curvy, rounding hallways with circular dome rooms. The PCs should feel as if they are exploring an alien structure, and everything should be described with a cinematic feel to amplify this feeling.

## **Foyer**

***"This is the main room, and also the dining room," explains Eberk. A circular wide flat and squat pedestal about ten feet wide and only two feet high lies in the center of the room. The pedestal depresses slightly inward towards the center, and there are barbed hooks spread throughout the surface. Large cushions ring the pedestal and are also present around the perimeter of the wall. Four other passageways lead out of this room.***

This room is where guests are first received, and it also serves as the dining room. Live food is placed on the pedestal, which acts as a table, and the people around the pedestal kneel on the cushions and dig into their meal. Afterwards, the

remains are mopped up from the center of the pedestal, which is why it curves slightly inwards.

When not eating, the creatures relax on the large cushions around the pedestal and talk about current events in mind flayer society, or discuss plans and schemes, or whatever else suits their fancy.

## **Training/Sleeping Room**

***In the middle of this circular room is a round sparring area. Unlike the smooth stone floor found elsewhere, the ground of the sparring area is a coarse bed of sand. Along the walls are racks of weapons and armor. Three smaller passageways branch off from this room.***

This area is used almost exclusively by the grimlock servants. The weapons and armor are mundane. However, one of the weapons is a masterwork Dwarven buckler-axe (from *Complete Warrior*). The three smaller passageways that branch off from this room lead to the individual quarters of the grimlocks.

If the PCs have not already defeated the grimlocks from Encounter Three, they are found here. Due to their 40-foot blindsight ability, the grimlocks are almost surely going to detect any hidden or invisible PCs who try to sneak into this room. Note that the grimlocks are not *charmed*, and have been conditioned to willingly give their life to defend their mind flayer masters.

## **Kitchen and Prisoners**

***You enter into what you can only guess is some type of kitchen. There are smaller pedestals similar to the one you saw in the main room throughout the room, and a large basin of water along the north wall. Standing next to the basin are racks of wine bottles, ale mugs, and vials of strange dark red liquid. Three smaller rooms adjoining this room appear to be some kind of holding pens.***

***"This is where I used to work", mentions Eberk. "Along with others, I would prepare drinks and sometimes desert, served in the skulls of the creatures that they had just eaten." Eberk looks pale, perhaps only now realizing exactly what type of grisly work he had partaken in.***

The smaller pedestals similar to the one found in the Foyer, and are designed to be used for the

occasional snack. If the PCs are foolish enough to try some of the dark red liquid, of which there are five vials, then they need to succeed at a DC 11 Fortitude save or suffer 1 point of initial Wisdom damage, and 2d6 Wisdom + 1d4 Intelligence of secondary damage. This liquid is in fact an extract from the poisonous Striped Toadstool (see DMG). The mind flayers occasionally use it as a mind relaxant.

The three smaller rooms off of this room are in fact holding pens for food. A large metal grate with a lock blocks the entrance to each adjoining room. Two of these rooms are unoccupied, while the third one holds two derro. If the PCs approach them, the derro attempt to plea (in Undercommon) for the PCs to save them. If the PCs refuse, or attempt to leave, the Derro use their *Daze* ability on the PCs in spite. The PCs are free to do with the Derro as they please, and could easily kill them if they wish as the Derro have no way to fight back.

**Derro (2):** hp 16 each; see *Monster Manual*.

### **Lounge**

*You enter into yet another circular room. Several large tubs of water and built into the floor. You notice several unlit candles, books resting on shelves, as well as a couple of fine glasses that seem to litter the room around the water basins.*

*"This is where they would relax", says Eberk. "It was my task to heat the water when they wished to lounge or to bathe. I had to clean them as well." His eyes have a steely look to them, and his gaze seems fixed on a distant point, as if looking through you.*

This lounge is a gentleman's private room, where one may read books in peace, play intellectual board games with others, or otherwise relax in good company. Normally the basins of water are heated (with the aid of magic), but currently the temperature of the water is a little cool. The mind flayers relax here, sometimes sipping their Striped Toadstool aperitifs, and generally find time to forget about the constant scheming and plotting of mind flayer society.

Three passageways lead out of this room. The largest room belongs to Rancor, when he stays here at this dwelling. One of the rooms is a guest room, and the last room belongs to the mind flayer servant of Rancor. If the PCs have not already defeated the mind flayer from Encounter Three

(only for APLs 6+), she is found here, in his room.

Each room has a large divan that serves as a bed to the mind flayer, one or two silver mirrors, a rug on the floor, and a desk. A metal chest holds their clothes and precious items worth 80 gp.

**Locked Steel Chest:** 1 inch thick; Hardness 10, hp 20; Break DC 26; Open Lock DC 30.

In Rancor's room, near the far edge of the room, is a *permanent image* (caster level 11) that masks a walk-in alcove. Seen from the outside, it looks just like a wall. However, if interacted with (Will DC 20) or if *detect magic* is cast, the PCs may discover the illusion. Located inside are the death chests that Malevolence has asked the PCs to retrieve. Anyone entering sets off an audible *alarm* spell (also caster level 11).

Each death chest is about two feet wide, a foot in depth and height, made of metal, and weighs about 25 pounds. It is lined with lead on the inside to prevent divination. On the outside are reliefs and carvings of skulls and other necromantic themes. Because of its bulk and weight, most PCs will need at least one hand and likely both to carry a chest.

If no one in the group has the *Debt to Malevolence*, then there is only an empty chest. If one to three of the PCs have the *Debt to Malevolence*, then there are four death chests. If four to six of the PCs have the *Debt to Malevolence*, there are seven death chests. While this is clearly tailoring the scenario based on the PCs, it ensures that more or less all PCs that have the *Debt* are needed in order to transport the chests.

Each death chest has a keyhole in the front side of the chest. It is considered an amazing lock (DC 40). The chest itself is made of metal (hardness 10, 45 hit points). However, any violent attempt to break open the chests will damage the contents on the inside.

Each death chest holds the skull and the corresponding canopic jars of a mind flayer, as well as its soul trapped in a gem. Canopic jars were historically used to hold the intestines and other soft fleshy parts of a person when their body is being prepared for mummification. In this case, the canopic jars contain the liquefied remains of a mind flayer's brain. An interesting aspect of mind flayer society, as described in the *Monster Manual*, is that every mind flayer community has a collective elder brain. The remains of deceased mind flayers are added to a briny pool, and their

thoughts and knowledge are added to the elder brain. This allows mind flayers some degree of immortality, and all mind flayers, no matter how low their position in society, are given the right to be added to the collective mind.

The existence of the collective elder brain and its importance in mind flayer society plays no small part in the politics and schemes that dominate their culture. It is rare for a mind flayer to directly attack or cause the death of another mind flayer, as that would soon be revealed. However, it does happen on occasion. Death chests are sometimes used to hold the remains of victims that a perpetrator needs to keep hidden, depriving that mind flayer victim from being added to the collective elder brain.

Malevolence wants the PCs to retrieve the death chest that Rancor owns, for they provide proof that Rancor is in serious and punishable breach of mind flayer societal laws. This is not explained to the PCs, but if they are resourceful enough they may discover the contents of the death chests on their own.

However, because ample warning has been provided not to open the chests, the following protections are not tiered. Inside of each death chest, on the inner lid of the chest, is a *symbol of insanity* (Will DC 26). Carved into the skull itself is a *symbol of death* (Fort DC 26).

**Alarm Trap:** an audible *alarm* spell.

**“Death Chest”:** 1 inch thick; Hardness 10; hp 45; Break DC 30; Open Lock DC 40.

**Symbol of Insanity Trap:** CR 8; spell; look trigger; no reset; spell effect (*symbol of insanity*, 15th-level wizard, DC 26 Will save negates); Search DC 33; Disable Device DC 33.

**Symbol of Death spell:** CR 8; spell; touch trigger; no reset; spell effect (*symbol of death*, 15th-level wizard, DC 26 Fort save negates); Search DC 33; Disable Device DC 33.

## **Library**

***You enter into what appears to be a library and arcane laboratory. The walls are filled with bookshelves containing all sorts of old dusty manuscripts, scrolls, books, and tomes. Throughout the room are tables filled with beakers, vials, and other exotic glassware. To one side is a small forge, and throughout the room constructs of all types and sizes fill the rest of the room. Two passageways lead out***

***of the room, a smaller one that appears to lead to a small bedroom, and a larger passageway that curves out of sight.***

***“I’ve never been allowed to go beyond this point,” explains Eberk. “They told me what lies beyond is some type of meditation room. My guess is that your gem is through there.”***

***He turns to you, “Perhaps I should stay here in the library?”***

Eberk clearly does not wish to proceed forward, partly because he has been conditioned to never go there, but also because he thinks it’s likely that if the Mind Gem is there that it’s likely to be trapped. If the PCs pressure him into coming with them, he will do as instructed.

This room serves as the library of Rancor’s refuge, and is the primary hangout for Ferran, a traitorous and cowardly mountain dwarf wizard in the employ of Rancor. The books cover various arcane topics, but they also cover mind flayer anatomy and society. Mixed throughout the room are several constructs (see Encounter Eight), most in various stages of being built. If a *detect magic* spell is cast a faint abjuration effect will be detected on each construct. Only the constructs that are fully built are operational, but they are currently deactivated, and do not attack the PCs at this time. In fact they may not attack them at all depending on what the PCs do. However, if they are attacked, they “activate” and defend themselves, fighting to the death. See Encounter Seven for more details.

A PC may decide to take and keep one of the books on mind flayer anatomy and society. If so, they can use the book as a reference when trying to answer a question about mind flayers. A PC who possesses ranks in Knowledge: Dungeoneering and who consults the book for at least 10 minutes seeking an answer to a question pertaining to mind flayers receives a +1 circumstance bonus.

This room has two passageways that lead to smaller rooms, one of which is Ferran’s bedroom.

There, the PCs find some brief notes on Ferran’s desk concerning the amethyst Mind Gem, and his inability to harness its power. The other room appears to be a workshop and arcane lab, which Ferran uses for his arcane research. His spellbooks are also located in this room, placed in a locked steel chest (hardness 10, 45 hp, Open Locks DC 30), which can be broken open with a successful Break check (DC 26).

There is one more passageway, a wide path that leads to the meditation room beyond.

## Encounter Six: Meditation Room

***You enter into a tall circular room with a dome ceiling. The black stone walls here appear to be laced with some type of silver-colored ore. Along the ceiling of this chamber are engravings that depict various scenes: the building of a great mind flayer city, the subjugation of the deep dwarves, and a struggle with drow.***

***Along the top of the wall there appears to be some type of engraving. Scattered throughout the room are straw mats and divans that look like they might be used to meditate on. In the back of the room you can make out what appears to be a heavy chest.***

Rancor initially built this entire dwelling as a place of refuge, far from the rest of his peers, where he could escape from the mind flayer society for a brief time and contemplate other issues. He has other lodgings elsewhere. When he gained possession of the Mind Gem, thanks to the work of his deep dwarf slaves who discovered it, he hid it here, away from the other covetous mind flayers.

The room itself, originally dubbed the “soul room”, is where Rancor chose to meditate. In Undercommon, along the top of the wall, is the following inscription:

***Complacency and peace is the death mark of any society. Only through constant struggle and adversity will we weed out the slow-witted and sharpen our intellect against the world that we will one-day rule.***

In the back of the room is a heavy chest, locked (DC 30) and trapped. PCs can either attempt to unlock the chest or break it open. It is lined with lead, and therefore divination spells will not work through the chest.

The chest holds a large sapphire gem which radiates strong Enchantment magic, thank to a *Nystul's magic aura* spell. It is not the real Mind Gem, but the PCs may have little reason to believe otherwise. A PC casting *identify* could determine whether this is the real gem. Alternatively, as per the *Player's Handbook*, a PC making a Spellcraft check (DC 30) recognizes that

something is not right. In any case, the PCs should be suspicious if they recall that they are seeking an amethyst gem, not a sapphire gem. However, do not remind them of this.

Opening the chest releases a *fire trap* spell (Reflex DC 19, 1d4+9 points of damage). [Note: because Ferran cast the spell today, and it is part of his class abilities, this does not add to the max ELs.]

**Locked Steel Chest:** 1 inch thick; Hardness 10, hp 20; Break DC 26; Open Lock DC 30.

**Fire Trap spell:** CR 4; spell; action trigger; no reset; spell effect (*fire trap*, 9<sup>th</sup> or higher level wizard, DC 19 Reflex save half); Search DC 29; Disable Device DC 29.

The real Gem of Ul'aa is located in a different room, accessible by a secret door located near the chest. In order to discover the secret door that leads to the real Mind Gem, the PCs must search the room. Any PC who makes a successful Search check (DC 20+APL) locates the secret door. Dwarves do receive their stonemasonry bonus for this. Any group that ‘takes 20’ on the Search check should be able to find the secret door, especially if they aid each other. ‘Taking 20’ on a search check for each 5'x5' area will take roughly 226 minutes to search the whole room, divided by the number of the PCs who are searching independently.

As the PCs explore this room and prepare to open the chest, they may Spot (DC 15 + APL) the agents of the Cult of the Earth Dragon behind them, just entering the room.

These cultists arrived some time after the PCs did, and discovered that the PCs have slain Rancor's minions. They are now quickly proceeding to the Mind Gem, in hopes of reaching it before the PCs make off with it.

If at all possible, do not draw the map of the room until the agents of the Cult of the Earth Dragon attack. Additionally, try to place the PCs near the chest, or at least away from the entrance to the room. Ideally, in order to make the combat interesting and challenging, the agents should not be bottled up in the hallway, unless a PC has specifically stated that they hanging back and watching the rear.

### **APL 2 (EL 4)**

**Tanek**, Male Human Clr3; hp 26; see Appendix.

**Hobgoblins (2):** hp 6 each; see *Monster Manual*.

#### **APL 4 (EL 6)**

**Tanek**, Male Human Clr4; hp 34; see Appendix.

**Hobgoblin Hulks (2)**: Hobgoblin War3; hp 19 each; see Appendix.

#### **APL 6 (EL 8)**

**Tanek**, Male Human Clr5; hp 41; see Appendix.

**Trolls (2)**: hp 63 each; see *Monster Manual*.

#### **APL 8 (EL 10)**

**Tanek**, Male Human Clr8; hp 64; see Appendix.

**Neega**, Female Orc Brb5/Ftr2/Exotic Weapon Master 1; hp 71; see Appendix.

#### **APL 10 (EL 12)**

**Tanek**, Male Human Clr9; hp 71; see Appendix.

**Neega**, Female Orc Brb5/Ftr2/Exotic Weapon Master 2; hp 78; see Appendix.

**Minotaur Myrmidons (2)**: Minotaur Brb3; hp 83 each; see Appendix.

#### **APL 12 (EL 14)**

**Tanek**, Male Human Clr11; hp 86; see Appendix.

**Neega**, Female Orc Brb5/Ftr4/Exotic Weapon Master 2; hp 93; see Appendix.

**Minotaur Myrmidons (2)**: Minotaur Brb5; hp 104 each; see Appendix.

#### **Tactics:**

Tanek and the rest of his crew were transported just outside of Rancor's dwelling, in a manner similar to the PCs. Shortly before the trip he cast several long-duration spells. Because similar spell durations for the PCs have also not expired, and the PCs are likewise prepared, this does not add to the EL calculations.

Tanek's primary role is to act as a support specialist, and he stays back. Upon first starting combat, he casts either *recitation* or *bless*. Note that all of these agents of the Pomarj worship the same deity, and thus the effects of *recitation* are more powerful. At higher APLs, he uses his Divine Metamagic (Rapid Spell) to cast *summon monster*, and bring in as many fiendish dire wolves as possible. Note that he can only do this once – subsequent castings of *summon monster* will take the full round. Tanek is the brother of the

Pomarj agent cleric in *Legacy of Blood*, and if some of the PCs have played that scenario, describe that there is a familiarity about Tanek that they can't quite place.

Neega's role, when she is present, is to primarily trip foes. Her first action is to typically drink her *potion of enlarge person*. With her Improved Trip and Combat Reflexes feats, and her 20 foot extended reach, she should be getting a large number of attacks each round.

The other agents of the Pomarj act as muscle, going toe-to-toe with the PCs.

## **Encounter Seven: Inner Room**

*You pass through the secret entrance, and arrive into yet another circular room, this one quite small. Suspended in mid-air and lit by a glowing beam of light is a small amethyst gem. On the ground, the lifeless body of a mountain dwarf lies with his hand outstretched towards the gem, as if he had just touched it.*

The body does not have a pulse, and is effectively dead as far as the PCs can determine.

Ferran, the dwarven wizard in the employ of Rancor, was about to conduct a dangerous test: to use the Mind Gem as a receptacle for a *magic jar* spell in order to learn more about it. When he hears the fight in the room outside, he quickly surmises all is not well, and casts the spell and then waits for the PCs to either discover the secret door or to take the fake gem and leave.

As soon as the PCs enter this room, Ferran senses the minds of the PCs, and attempts to possess one of them. Normally, Ferran would attempt to possess one of the PCs at random. However, in order to give the PCs a better chance and also for plot reasons, you as a judge should try to first possess the slowest member of the group, and then the next slowest, in order.

#### **APL 2 (EL 4)**

**Ferran**: Male Dwarf Wiz9\*; hp 60; see Appendix.

#### **APL 4 (EL 6)**

**Ferran**: Male Dwarf Wiz9\*; hp 60; see Appendix.

### **APL 6 (EL 8)**

**Ferran:** Male Dwarf Wiz9\*; hp 60; see Appendix.

### **APL 8 (EL 10)**

**Ferran:** Male Dwarf Wiz9\*; hp 60; see Appendix.

### **APL 10 (EL 12)**

**Ferran:** Male Dwarf Wizard 10; hp 67; see Appendix.

### **APL 12 (EL 14)**

**Ferran:** Male Dwarf Wizard 12; hp 80; see Appendix.

#### **Tactics:**

Before running this encounter, please familiarize yourself with the *magic jar* spell.

At lower APLs Ferran has already used some of his high-level spells and so he uses his other spells and poor melee ability to attack the remaining PCs. When Ferran is in another body, roll for arcane spell Failure normally, unless the spell has been prepared with the Still Spell feat. Note that all of his spells have also been prepared with the Eschew Materials feat.

There are a number of ways to defeat this encounter. The simplest is perhaps to have a character cast *protection from evil*, and take the gem back to Malevolence, who can easily deal with it (he can cast *dispel magic* and Ferran's soul will not be able to reach his body). Even without *protection from evil*, the PCs can easily kill Ferran's body and then have one of them take the gem more than 200 feet away from the possessed PC. The other PCs can then subdue the possessed character, and they can wait for the spell to end or they can simply return to Malevolence. There are also a number of other creative alternatives that PCs can use. At lower levels, you may have to hint at a possible solution, due to their limited resources and perhaps their limited knowledge of the game rules.

Note that due to the advantageous position that Ferran begins in, this encounter has an APL that is two higher than the CR would normally dictate.

## **Encounter Eight: Mindless Automatons**

If the PCs did not find the secret door nor face Ferran, then they are likely leaving with the fake gem. In that case, when Ferran decides that enough time has passed, he decides to jump back into his body and activate the constructs in the library room.

When the PCs pass through the library room on their way out, the constructs not have been activated yet. However, soon afterwards Ferran enters the library, activates the constructs, instructs them to chase the PCs and kill them, and then he hides back in the secret inner room while the constructs seek out the PCs.

About the time that the PCs reach the exit of Rancor's dwelling and enter the main cavern, the constructs burst out of the exit behind them and attack them. Do what you can to start the combat with the constructs outside the dwelling and in the main cavern, for otherwise they can become bottled up in the entrance.

**Note:** PCs should fight either Ferran or the constructs, but never both.

### **APL 2 (EL 4)**

**Electrum Clockwork Horror (1):** hp 22; see Appendix.

### **APL 4 (EL 6)**

**Electrum Clockwork Horrors (2):** hp 22 each; see Appendix.

### **APL 6 (EL 8)**

**Shield Guardian (1):** hp 112; see *Monster Manual*.

### **APL 8 (EL 10)**

**Bronze Serpent (1):** hp 88; see Appendix.

### **APL 10 (EL 12)**

**Brass Golems (2):** hp 88 each; see Appendix.

### **APL 12 (EL 14)**

**Stone Golems (3):** hp 107 each; see *Monster Manual*.



## Encounter Eight: Return to the Surface

Read the following once the PCs have left Rancor's dwelling and are in the main cavern. If they did not face Ferran, then read this section after the PCs have dealt with the automatons.

***You proceed into the main cavern, looking about for the small mining tunnel that led you here. Eberk, your deep dwarf companion, turns to you and speaks.***

***"You have the Gem now – that's got to be real powerful. I don't know how to use it, but I'm sure you can free my kin. Please, you must try!"***

Eberk knows of the Mind Gem, since it was the deep dwarves that first uncovered it, and even if the PCs have not mentioned it he assumes they have recovered it. Note however that he does not know the powers of the gem, nor he can recognize whether the gem is real or fake.

While the PCs may not believe that they can help the deep dwarves, Eberk is convinced that the Mind Gem will free them. In fact, if Ferran is no longer using the Mind Gem as a receptacle for his *magic jar* spell, then anyone holding or touched by the real Mind Gem has any charm or compulsion effects dispelled. The PCs may also find other ways to dispel or temporarily negate the *charm monster* effect that the deep dwarves are under. It is extremely hard to convince any charmed deep dwarves to follow the PCs away from this area, and not all groups will be able to do so. However, a very convincing argument and a diplomacy check (DC 25+APL) succeeds.

Either way, the PCs must at some point decide what to do with the deep dwarves. Eberk, as well as some other deep dwarves, do know of a path that can lead them to the caves featured in *ULP3-03 Even Further Downward*, and from there the PCs can leave them and reach the surface. However, this takes one (1) additional TU to lead the deep dwarves to the caves. The deep dwarves have a very strong aversion to light, and under no circumstances are they willing to be brought to the actual surface. Let the PCs suggest reasonable solutions to the problem of what to do with the deep dwarves.

The PCs may have no choice but to leave the deep dwarves here, especially if the dwarves are still *charmed*. That is an expected outcome, and

does not necessarily mean that the PCs have failed the scenario.

Likewise, the PCs may very well bring back the wrong gem. This is also an expected outcome, and the judge should not guide the players towards the correct gem.

If the PCs return to where Malevolence first dropped them off, then after a short while Malevolence will *teleport* to their location. If the PCs ask Malevolence for help in regards to the dwarves, he states that it was not part of their agreement, that he will not be directly involved with helping the deep dwarves, and that in any case he doesn't have the capabilities to help all of them.

Malevolence asks the PCs if they have retrieved the gem. Assuming that the PCs have retrieved a gem (the real or the fake one), then Malevolence assumes that they have been successful. If any PCs have the *Debt to Malevolence* and agreed to retrieve the death chests for him, he inquires as to whether they were successful in this endeavor as well. If so, and the PC(s) give him the death chests, then that debt is erased. Malevolence immediately places the death chests in a *portable hole* and thanks them. The PC should cross out one *Debt to Malevolence* and have it initialed by the judge. Otherwise, they have earned his enmity.

Regardless of whether any PC currently has the *Enmity of Malevolence* or not, he agrees to transport them all back to the surface. He asks them to stand nearby and touch him, then uses his spell-like *plane shift* ability to transport everyone to the Shadow plane. This places everyone anywhere from 5 to 500 miles of their destination in the Shadow plane. For the purposes of this scenario, they are 250 miles from their destination. The shadow plane is a dark and poorly understood place, but one with which Malevolence has a great deal of experience. It vaguely mirrors the Prime Material plane, but terrain features and distances are distorted.

During the trip back to the surface, Malevolence guides the PCs through a dangerous area of the shadow plane known to have shadow quakes. As described in the *Manual of the Planes*, shadow quakes are dramatic but localized earthquakes, similar to the *earthquake* spell with a 100-foot radius. Shadow quakes are also known to disrupt planar spells, and anyone who makes a successful Knowledge: Planes (DC 15) check knows this fact. As the PCs and Malevolence travel through the

Shadow plane, they indeed are affected by a shadow quake. This does not actually disrupt any planar spells that Malevolence has cast, but this is used later by Malevolence to explain why perhaps not everyone was able to return to the Prime Material plane.

After traveling five hours in the Shadow plane, the group reaches their destination, which is the area of the Shadow plane that corresponds to the cave near the surface just outside of Havenhill. Malevolence asks everyone to once again touch him, and he casts *shadow walk* to transport everyone back to the Prime Material plane. However, he selects who the targets are that are affected by this spell, and he does not select those PCs that have the *Enmity of Malevolence*. As the other PCs slowly shift back to the Prime Material plane, those PCs who have his Enmity are left stranded on the Shadow plane.

Once the PCs arrive back in the cave outside of Havenhill in the Prime plane, they will likely be very confused or even angry if some of their friends did not also make it. Malevolence feigns ignorance, and explains that perhaps the shadow quake, which is known to disrupt planar spells, may have prevented those PCs from returning. A successful Sense Motive check versus Malevolence's Bluff check confirms that Malevolence is likely hiding something. Malevolence promises that he will attempt to find the lost PCs (though of course he will "fail" to find any lost PC, and never returns).

The effects of getting stranded on the shadow plane can be perilous. But the PC or PCs are fortunate, and they are able to avoid any confrontation with the denizens of this plane. However, unless the PCs have some way to immediately return to the Prime Material Plane, it does take them 4 TUs before they find a portal back to Oerth and then to travel back to the Principality of Ulek.

## Conclusion

Modify the following as appropriate:

***You make your way back to Keeper Karin Whytsmith, and present the Gem of Ulaa to her. She seems overjoyed that you have been successful.***

***"You have done a great service for the Congregation of the Hills, and to the Principality of Ulek as well. While your deeds today will go unsung to others, know that your***

***actions have earned you our gratitude, and they will not be soon forgotten."***

Assuming the PCs were successful in return a gem to her, Keeper Karin is very grateful for their service. Only later, when she examines the gem in more detail, will she be able to determine whether the PCs have inadvertently brought back the wrong one. Either way, she will always be indebted to the PCs for their aid, and her gratitude (and favor) will be the same regardless of which gem is brought back.

Note that there is no immediate benefit or penalty to the PCs regardless of the gem and deep dwarf outcome.

In summary, if the PCs:

- Successfully found a gem and returned it to Keeper Karin Whytsmith, even if it's the wrong gem, then they earn the *Favor of the Congregation of the Hills*.
- Lead the deep dwarves to safety, likely spending an extra TU, then they earn the *Gratitude of the Lost Dwarves*.
- Were asked to acquire a Death Chest and successfully did so, then they may cross out a *Debt to Malevolence*.
- Were asked to acquire a Death Chest and failed to do so, and were lost in the Plane of Shadow (*Stranded on the Shadow Plane*), then they do not earn or loose any debts or further enmity.
- Were asked to acquire a Death Chest and failed to do so, and were not lost in the Plane of Shadow, then they earn the *Enmity of Malevolence*.
- Had the *Enmity of Malevolence* before they began the scenario, and were lost in the Plane of Shadow (*Stranded on the Shadow Plane*).
- Kept a Death Chest, and did not turn it over to Malevolence, then they earn the *Wrath of the Sheldomar Valley Mind Flayers*.

Thus ends the fourth story in the Gems of Ulaa series.

## The End

## Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then

assign the experience award. Award the total value (objectives plus roleplaying) to each character.

### Encounter Three

Defeat Rancor's minions.

APL 2 – 120 xp.

APL 4 – 180 xp.

APL 6 – 240 xp.

APL 8 – 300 xp.

APL 10 – 360 xp.

APL 12 – 420 xp.

### Encounter Six

Defeat the agents of the Pomarj.

APL 2 – 120 xp.

APL 4 – 180 xp.

APL 6 – 240 xp.

APL 8 – 300 xp.

APL 10 – 360 xp.

APL 12 – 420 xp.

### Encounter Seven or Eight

Defeat Ferran or the automatons.

APL 2 – 120 xp.

APL 4 – 180 xp.

APL 6 – 240 xp.

APL 8 – 300 xp.

APL 10 – 360 xp.

APL 12 – 420 xp.

### Discretionary Roleplaying Award

Judge may allocate up to the following for good role-playing.

APL 2 – 90 xp.

APL 4 – 135 xp.

APL 6 – 180 xp.

APL 8 – 225 xp.

APL 10 – 270 xp.

APL 12 – 315 xp.

### Total Possible Experience

APL 2 – 450 xp.

APL 4 – 675 xp.

APL 6 – 900 xp.

APL 8 – 1125 xp.

APL 10 – 1350 xp.

APL 12 – 1575 xp.

## Treasure Summary

During an adventure, characters come upon 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. In the case of potions, they may use Spellcraft to identify them. 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 (sell value)

### Encounter Three:

APL 2: L: 3 gp; C: 25 gp.

APL 4: L: 59 gp; C: 0 gp.

APL 6: L: 0 gp; C: 50 gp.

APL 8: L: 13 gp; C: 50 gp; M: *two +1 banded mails* (233 gp); *two +1 greataxes* (387 gp).

APL 10: L: 13 gp; C: 0 gp; M: *two +1 banded mails* (233 gp); *two +1 greataxes* (387 gp); *+1 chain shirt* (104 gp).

APL 12: L: 13 gp; C: 0 gp; M: *two +2 banded mails* (733 gp); *two +1 greataxes* (387 gp); *+1 chain shirt* (104 gp); *cloak of resistance +2* (333 gp).

### Encounter Four:

APLs 2-4: L: 230 gp; C: 40 gp; M: *Ferran's Spellbook I* (71 gp).

APLs 6-10: L: 230 gp; C: 40 gp; M: *Ferran's Spellbook I* (71 gp); *Ferran's Spellbook II* (133 gp).

APL 12: L: 230 gp; C: 40 gp; M: *Ferran's Spellbook I* (71 gp); *Ferran's Spellbook II* (133 gp); *Ferran's Spellbook III* (92 gp).

### Encounter Six:

APL 2: L: 0 gp; C: 25 gp; M: *smoke of little death* (63 gp).

APL 4: L: 78 gp; C: 0 gp; M: *elixir of fire breath* (92 gp); *pearl of power I* (83 gp); *two smoke of little death* (126 gp).

APL 6: L: 51 gp; C: 0 gp; M: *elixir of fire breath* (92 gp); *pearl of power I* (83 gp); *ring of sustenance* (208 gp); *smoke of little death* (63 gp).

APL 8: L: 256 gp; C: 0 gp; M: *elixir of fire breath* (92 gp); *pearl of power I* (83 gp); *lesser rod*

*of silence* (250gp), *+1 spiked chain* (194 gp); *two potions of enlarge person* (42gp); *ring of sustenance* (208 gp).

APL 10: L: 353 gp; C: 0 gp; M: *elixir of fire breath* (92 gp); *pearl of power I* (83 gp); *ring of sustenance* (208 gp); *two +1 large greataxes* (390 gp); *Tanek's Earth Dragon helm* (883 gp); *+1 frost spiked chain* (194 gp); *two potions of enlarge person* (42gp); *two smoke of little death* (125 gp).

APL 12: L: 270 gp; C: 0 gp; M: *elixir of fire breath* (92 gp); *pearl of power I* (83 gp); *ring of sustenance* (208 gp); *two +1 large greataxes* (390 gp); *two +1 large breastplates* (275 gp); *periapt of wisdom +2* (333gp); *Tanek's Earth Dragon helm* (883 gp); *living chain* (1027 gp); *cloak of resistance +2* (333 gp); *two potions of enlarge person* (42gp); *two smoke of little death* (125 gp).

### Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 233 gp; C: 90 gp; M: 134 gp – Total: 457 gp (450 gp).

APL 4: L: 367 gp; C: 40 gp; M: 372 gp – Total: 779 gp (650 gp).

APL 6: L: 281 gp; C: 40 gp; M: 650 gp – Total: 971 gp (900 gp).

APL 8: L: 499 gp; C: 40 gp; M: 1693 gp – Total: 2232 gp (1,300 gp).

APL 10: L: 596 gp; C: 40 gp; M: 2945 gp – Total: 3581 gp (2,300 gp).

APL 12: L: 513 gp; C: 40 gp; M: 5894 gp – Total: 6407 gp (3,300 gp).

### Special

#### *Favor of the Congregation of the Hills*

For successfully completing your quest and presenting a gem to Keeper Karin Whytsmyth, you have earned the favor of the Church of Ulaa. You can use this favor to gain access (Frequency, Adventure) to a *gem of brightness* (DMG), a *dark blue rhomboid ioun stone* (DMG), or the *animated shield enhancement* (DMG).

#### *Gratitude of the Lost Dwarves*

You have led the deep dwarves that were enslaved away from Rancor and to safety. The deep dwarves will be eternally grateful to you, and your deeds will not soon be forgotten by them. This may have an in-game effect in future scenarios.

### *Tanek's Earth Dragon Helm*

When an Earth Dragon cleric becomes a senior priest in the clergy, he slays a young, good dragon and brings its skull back to Mount Drachenkopf. There, the skulls are diminished, bronzed, and crafted into ceremonial helmets. Each Dragon Helm has slightly different powers.

Tanek's enchanted helm is made from a copper dragon head, and grants a +1 insight bonus to armor class. In addition, as a standard action the wearer can cast *fear* once a day.

Faint Necromancy; CL: 5<sup>th</sup>; *Prerequisites*: Craft Wondrous Item, good dragon skull, *fear*; *Market Price*: 10,600 gp; *Weight*: 2 lbs.

### *Book on Mind Flayer Anatomy and Society*

A PC may decide to take and keep one of the books on mind flayer anatomy and society. If so, they can use the book as a reference when trying to answer a question about mind flayers. A PC who possesses ranks in Knowledge (Dungeoneering) and who consults the book for at least 10 minutes seeking an answer to a question pertaining to mind flayers receives a +1 circumstance bonus.

*Market Price*: 1000 gp; *Weight*: 0.5 lbs.

### *Smoke of Little Death*

The Earth Dragon Cult developed this oil for use in some of its rituals, although it was soon found to be quite effective in combat as well. The recipe is a secret jealously guarded by the priesthood. This oil comes in small vials that shatter when thrown, producing a cloud of noxious gas with a 10-foot radius. Those within the smoke who have 3 HD or less must make a Will save versus DC 14 or fall into a deep slumber for 5 minutes. During this magical slumber, those who succumb to the oil's effects suffer strange and vivid dreams.

Faint Enchantment; CL: 5<sup>th</sup>; *Prerequisites*: Brew Potion, *Deep Slumber*; *Market Price*: 750 gp; *Weight*: 0.5 lbs.

### *Striped Toadstool Extract*

If someone imbibes this dark red liquid they need to succeed at a DC 11 Fortitude save or suffer 1 point of initial Wisdom damage, and 2d6 Wisdom + 1d4 Intelligence of secondary damage.

*Market Price*: 180 gp; *Weight*: negligible.

### *Enmity of Malevolence*

This PC attacked or gravely insulted Malevolence causing Malevolence and his kind to feel a great enmity.

### *Wrath of the Sheldomar Valley Mind Flayers*

You have kept a Death Chest, an evil necromantic item that the Mind Flayers will do almost anything to reclaim. If you do not carry the chest with you at all times, it will eventually be stolen by a Mind Flayer repossession squad while you are away. Otherwise, should you face a Mind Flayer in a later scenario that takes place in the Sheldomar Valley, you must inform your DM that the Mind Flayer considers it an added bonus if, by defeating the PC, it can gain control of the chest.

### *Stranded on the Shadow Plane*

For previously earning the *Enmity of Malevolence*, Malevolence has left you stranded on the shadow plane. It takes you 4 TUs before you find a portal back to Oerth and then to travel back to the Principality of Ulek.

### *Ferran's Spellbook I*

1<sup>st</sup>- magic missile, benign transposition (MH), charm person, burning hands, colorspray; 2<sup>nd</sup>- web, scorching ray, touch of idiocy; 3<sup>rd</sup>- fireball, slow

*Market Price*: 850 gp; *Weight*: 3 lbs.

### *Ferran's Spellbook II*

3<sup>rd</sup>- dispel magic, legion's curse of impending blades (MH); 4<sup>th</sup>- fire shield, confusion, evard's black tentacles, otiluke's resilient sphere; 5<sup>th</sup>- magic jar, dominate person

*Market Price*: 1,600 gp; *Weight*: 3 lbs.

### *Ferran's Spellbook III*

5<sup>th</sup>- greater fireburst (MH), break enchantment; 6<sup>th</sup>- disintegrate, contingency

*Market Price*: 1,100 gp; *Weight*: 3 lbs.

## Items for the Adventure Record

### Item Access

#### APL 2

- ❖ *Ferran's spellbook I* (Adventure, see above)
- ❖ masterwork Dwarven buckler-axe (Adventure, Complete Warrior)
- ❖ book on mind flayer anatomy and society (Adventure, see above)

- ❖ *smoke of little death* (Adventure, see above)
- ❖ *striped toadstool extract* (Adventure, see above)

**APL 4** (all items from APL 2 plus):

- ❖ *elixir of fire breath* (Adventure, DMG)
- ❖ *pearl of power* [1<sup>st</sup>-levels] (Adventure, DMG)

**APL 6** (all items from APLs 2-4 plus):

- ❖ *Ferran's spellbook II* (Adventure, see above)
- ❖ *ring of sustenance* (Adventure, DMG)

**APL 8** (all items from APLs 2-6 plus):

- ❖ *lesser metamagic rod silent* (Adventure, DMG)
- ❖ *composite longbow, +5 Strength* (Adventure, PHB)

**APL 10** (all items from APLs 2-8 plus):

- ❖ *large greataxe +1* (Adventure, DMG)
- ❖ *Tanek's Earth Dragon helm* (Adventure, see above)
- ❖ *+1 frost spiked chain* (Adventure, DMG)

**APL 12** (all items from APLs 2-10 plus):

- ❖ *large breastplate +1* (Adventure, DMG)
- ❖ *Ferran's spellbook III* (Adventure, see above)
- ❖ *cloak of resistance +2* (Adventure, DMG)
- ❖ *living chain* (Adventure, MH)

# Appendix 1: NPC Statistics

## Encounter 1: Malevolence

### All APLs

**Brittlelock:** Male Grimlock Rog8/ShD3; Medium-Size Monstrous Humanoid; HD 2d8+8d6+3d8+39; hp 99; Init +9 (Dex, Improved Initiative); Spd 30 ft.; AC 19 (touch 15, flat-footed 14); Atks +14/+9 melee (1d8+4 [crit x3], battleaxe); SA Blindsight, sneak attack (+4d6); SQ Immunities, scent, trapfinding, evasion, trap sense +2, uncanny dodge, improved uncanny dodge, hide in plain sight, darkvision, *shadow illusion*, summon shadow; AL NE; SV Fort +6, Ref +17, Will +7; Str 16, Dex 20, Con 16, Int 10, Wis 12, Cha 4.

**Skills and Feats:** Balance +13, Climb +11, Hide +31, Jump +13, Listen +12, Move Silently +21, Perform (Dance) +2, Spot +12, Tumble +18; Combat Reflexes, Dodge, Improved Initiative, Mobility, Spring Attack.

**Possessions:** masterwork stone battleaxe.

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

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

**Spells Known** (4/6/6/6/4/4/3; base DC = 17 (enchantment 19) + spell level): 0 – *daze*, *detect magic*, *detect poison*, *read magic*; 1<sup>st</sup> – *charm person*, *charm person*, *color spray*, *hypnotism*, *mage armor* (pre-cast), *shield*; 2<sup>nd</sup> –

*blindness/deafness*, *daze monster*, *detect thoughts*, *fox's cunning*, *glitterdust*, *touch of idiocy*; 3<sup>rd</sup> – *arcane sight* (pre-cast: 11 minutes left), *clairaudience/clairvoyance* (used), *deep slumber*, *dispel magic*, *nondetection* (pre-cast: 11 hours left), *suggestion*; 4<sup>th</sup> – *charm monster*, *crushing despair*, *greater invisibility* (pre-cast: 11 rounds left), *stoneskin* (pre-cast: 110 minutes left); 5<sup>th</sup> – *dominate person*, *teleport*, *teleport*, *teleport*; 6<sup>th</sup> – *mass suggestion*, *shadow walk*, *true seeing* (pre-cast: 11 minutes left).

**Possessions:** robe, bone dagger, *ring of counterspell* (dimensional anchor), *rod of metamagic* (silence).

Note: Also has *contingency* (dimension door) precast.

## Encounter 3: First Contact

### APL 4

**Grimlock Guards (4):** Grimlock Warrior 2; CR 2; Medium Monstrous Humanoid; HD 4d8+4; hp 22; Init +1; Spd 30 ft.; AC 19, touch 11, flat-footed 18 (+1 Dex, +4 natural, +4 chain shirt); Base Atk +4; Grp +7; Atk +8 melee (1d12+4/x3, greataxe); Full Atk +8 melee (1d12+4/x3, greataxe) or +5 ranged (1d8/x2, light crossbow); Space/Reach 5 ft./5 ft.; SQ Blindsight 40 ft., immunities, scent; AL LE; SV Fort +3, Ref +4, Will +2; Str 16, Dex 13, Con 13, Int 10, Wis 8, Cha 6.

**Skills and Feats:** Climb +6, Hide +3\*, Listen +5, Spot +4; Alertness, Track<sup>B</sup>, Weapon Focus (Greataxe).

**Blindsight (Ex):** Grimlocks can sense all foes within 40 feet as a sighted creature would.

**Immunities:** Grimlocks are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

**Skills:** \*A grimlock's dull gray skin helps it hide in its native terrain, conferring a +10 racial bonus on Hide checks when in mountains or underground.

**Possessions:** Chain shirt, two greataxes, light crossbow, 20 bolts.

### APL 8

**Grimlock Guards (2):** Grimlock Warrior 6; CR 6; Medium Monstrous Humanoid; HD 8d8+16; hp 52; Init +1; Spd 20 ft.; AC 22, touch 11, flat-

footed 21 (+1 Dex, +4 natural, +7 *banded mail* +1); Base Atk +8; Grp +11; Atk +13 melee (1d13+4/x3, *greataxe* +1); Full Atk +13/+8 melee (1d13+4/x3, *greataxe* +1) or +9 ranged (1d8/x2, light crossbow); Space/Reach 5 ft./5 ft.; SQ Blindsight 40 ft., immunities, scent; AL LE; SV Fort +7, Ref +6, Will +6; Str 16, Dex 13, Con 14, Int 10, Wis 8, Cha 6.

**Skills and Feats:** Climb +10, Hide +3\*, Listen +5, Spot +6; Alertness, Track<sup>B</sup>, Weapon Focus (Greataxe), Iron Will.

**Blindsight (Ex):** Grimlocks can sense all foes within 40 feet as a sighted creature would.

**Immunities:** Grimlocks are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

**Skills:** \*A grimlock's dull gray skin helps it hide in its native terrain, conferring a +10 racial bonus on Hide checks when in mountains or underground.

**Possessions:** Cold-iron greataxe, light crossbow, 20 bolts, *banded mail* +1, *greataxe* +1.

## APL 10

**Grimlock Guards (2):** Grimlock Fighter 5; CR 6; Medium Monstrous Humanoid; HD 2d8+5d10+21; hp 58; Init +1; Spd 20 ft.; AC 22, touch 11, flat-footed 21 (+1 Dex, +4 natural, +7 *banded mail* +1); Base Atk +7; Grp +12; Atk +14 melee (1d12+10/x3, *greataxe* +1); Full Atk +14/+9 melee (1d12+10/x3, *greataxe* +1) or +8 ranged (1d8/x2, light crossbow); Space/Reach 5 ft./5 ft.; SQ Blindsight 40 ft., immunities, scent; AL LE; SV Fort +7, Ref +5, Will +6; Str 20, Dex 12, Con 16, Int 8, Wis 11, Cha 6.

**Skills and Feats:** Climb +3, Hide +3\*, Listen +5, Spot +4; Alertness, Track<sup>B</sup>, Weapon Focus (greataxe), Weapon Specialization (greataxe), Iron Will, Power Attack, Close-Quarters Fighting.

**Blindsight (Ex):** Grimlocks can sense all foes within 40 feet as a sighted creature would.

**Immunities:** Grimlocks are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

**Skills:** \*A grimlock's dull gray skin helps it hide in its native terrain, conferring a +10 racial bonus on Hide checks when in mountains or underground.

**Possessions:** Cold-iron greataxe, light crossbow, 20 bolts, *banded mail* +1, *greataxe* +1.

**K'Lillel:** Female Mind Flayer Illithid Savant 3; CR 11; Medium Aberration; HD 8d8+3d4+33; hp

77; Init +7; Spd 30 ft.; AC 21, touch 13, flat-footed 18 (+3 Dex, +3 natural, +5 *chain shirt* +1); Base Atk +7; Grp +9; Atk +10 melee (1d4+2/x2, tentacle); Full Atk +10/+10/+10/+10 melee (1d4+2/x2, tentacle); Space/Reach 5 ft./5 ft.; SA *Mind blast*, psionics, improved grab, extract; SQ Telepathy 100 feet, acquired skill, acquired feat, acquired class ability, lore 4/day, SR 28; AL LE; SV Fort +12, Ref +12, Will +18; Str 14, Dex 17, Con 16, Int 16, Wis 16, Cha 23.

**Skills and Feats:** Bluff +7, Concentration +17, Diplomacy +7, Disguise +3 (+5 acting), Hide +6, Knowledge(Dungeoneering) +12, Listen +11, Move Silently +10, Sense Motive +7, Spot +17, Tumble\* +14; Combat Casting, Improved Initiative, Weapon Finesse, Supernatural Transformation (mind blast), Combat Expertise\*\*.

**Mind Blast (Su):** This attack is a cone 60 feet long. Anyone caught in this cone must succeed on a Will save (DC 20) or be stunned for 3d4 rounds. The Supernatural Transformation feat makes this a supernatural ability instead of a spell-like ability, and as such it is no longer subject to spell resistance.

**Psionics (Sp):** At will – *charm monster* (DC 20), *detect thoughts* (DC 18), *levitate*, *plane shift*, *suggestion* (DC 19). Effective caster level 8<sup>th</sup>.

**Improved Grab (Ex):** To use this ability, a mind flayer must hit a Small, Medium, or Large creature with its tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and attaches the tentacle to the opponent's head. A mind flayer can grab a Huge or larger creature, but only if it can somehow reach the foe's head. If a mind flayer begins its turn with at least one tentacle attached, it can try to attach its remaining tentacles with a single grapple attempt. The opponent can escape with a successful grapple check or an Escape Artist check, but the Mind Flayer gets a +2 circumstance bonus for every tentacle that was attached at the beginning of the opponent's turn.

**Extract (Ex):** A mind flayer that begins its turn with all four tentacles attached and that makes a successful grapple check automatically extracts the opponent's brain, killing that creature.

**Acquired Skill (Ex):** K'Lillel has consumed the brains of a kuo-toa with rogue levels, and has acquired that creature's ranks in the Tumble skill.



**Acquired Feat (Ex):** K'Lillel has consumed the brains of a derro fighter, and has acquired that creature's Combat Expertise feat.

**Acquired Class Ability (Ex):** K'Lillel has consumed the brains of a dwarven paladin, and has acquired that creature's Divine Grace ability.

**Lore (Ex):** An illithid savant gains the ability to make a special lore check to recall esoteric information from the brains of those it has consumed. Just as with a bardic knowledge check, the illithid savant adds his class level and his Intelligence modifier as bonuses on any attempt to learn something unusual.

**Possessions:** Key to Rancor's dwelling, two daggers, *chain shirt* +1.

## APL 12

**Grimlock Guards (3):** Grimlock Fighter 7; CR 8; Medium Monstrous Humanoid; HD 2d8+7d10+16; hp 69; Init +5; Spd 20 ft.; AC 24, touch 11, flat-footed 23 (+1 Dex, +5 natural, +8 *banded mail* +2); Base Atk +9; Grp +14; Atk +16 melee (1d12+9/x3, masterwork greataxe); Full Atk +16/+11 melee (1d12+9/x3, masterwork greataxe) or +10 ranged (1d8/x2, light crossbow); Space/Reach 5 ft./5 ft.; SQ Blindsight 40 ft., immunities, scent; AL LE; SV Fort +8, Ref +7, Will +8; Str 20, Dex 12, Con 16, Int 8, Wis 12, Cha 6.

**Skills and Feats:** Climb +3, Hide +3\*, Listen +5, Spot +5; Alertness, Track<sup>B</sup>, Weapon Focus (greataxe), Weapon Specialization (greataxe), Iron Will, Power Attack, Close-Quarters Fighting, Improved Initiative.

**Blindsight (Ex):** Grimlocks can sense all foes within 40 feet as a sighted creature would.

**Immunities:** Grimlocks are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

**Skills:** \*A grimlock's dull gray skin helps it hide in its native terrain, conferring a +10 racial bonus on Hide checks when in mountains or underground.

**Possessions:** Cold-iron greataxe, light crossbow, 20 bolts, *banded mail* +2, *greataxe* +1.

**K'Lillel:** Female Mind Flayer Illithid Savant 5; CR 13; Medium Aberration; HD 8d8+5d4+39; hp 88; Init +7; Spd 20 ft.; AC 21, touch 13, flat-footed 18 (+3 Dex, +3 natural, +5 *chain shirt* +1); Base Atk +8; Grp +10; Atk +11 melee (1d4+2/x2, tentacle); Full Atk +11/+11/+11/+11 melee (1d4+2/x2, tentacle); Space/Reach 5 ft./5 ft.; SA *Mind blast*, psionics, improved grab,

extract; SQ Telepathy 100 feet, DR 10/silver\*, lore 6/day, SR 30; AL LE; SV Fort +14, Ref +14, Will +21; Str 14, Dex 17, Con 16, Int 16, Wis 16, Cha 24.

**Skills and Feats:** Bluff +7, Concentration +19, Diplomacy +7, Disguise +3 (+5 acting), Hide +6, Knowledge(Dungeoneering) +12, Knowledge (Arcana) +6, Listen +11, Move Silently +10, Sense Motive +7, Spellcraft +18\*\*, Spot +19, Tumble\*\* +14; Combat Casting, Eyes in the Back of your Head, Improved Initiative, Supernatural Transformation (mind blast), Weapon Finesse, Combat Expertise\*\*\*, Close-Quarters Fighting\*\*\*.

**Mind Blast (Su):** This attack is a cone 60 feet long. Anyone caught in this cone must succeed on a Will save (DC 21) or be stunned for 3d4 rounds. The Supernatural Transformation feat makes this a supernatural ability instead of a spell-like ability, and as such it is no longer subject to spell resistance.

**Psionics (Sp):** At will – *charm monster* (DC 21), *detect thoughts* (DC 19), *levitate*, *plane shift*, *suggestion* (DC 20). Effective caster level 8<sup>th</sup>.

**Improved Grab (Ex):** To use this ability, a mind flayer must hit a Small, Medium, or Large creature with its tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and attaches the tentacle to the opponent's head. A mind flayer can grab a Huge or larger creature, but only if it can somehow reach the foe's head. If a mind flayer begins its turn with at least one tentacle attached, it can try to attach its remaining tentacles with a single grapple attempt. The opponent can escape with a successful grapple check or an Escape Artist check, but the Mind Flayer gets a +2 circumstance bonus for every tentacle that was attached at the beginning of the opponent's turn.

**Extract (Ex):** A mind flayer that begins its turn with all four tentacles attached and that makes a successful grapple check automatically extracts the opponent's brain, killing that creature.

**Acquired Skill (Ex):** K'Lillel has consumed the brains of a kuo-toa with rogue levels, and has acquired that creature's ranks in the Tumble skill. She has consumed the brains of a drow with spellcasting levels, and has acquired that creature's ranks in the Spellcraft skill.

**Acquired Feat (Ex):** K'Lillel has consumed the brains of a derro fighter, and has acquired that creature's Combat Expertise feat. She has

also consumed the brains of a orc barbarian, and has acquired that creature's Close-Quarters Fighting feat.

*Acquired Class Ability (Ex):* K'Lillel has consumed the brains of a dwarven paladin, and has acquired that creature's Divine Grace ability.

*Acquired Special Quality (Ex):* K'Lillel has consumed the brains of a wererat, and has acquired the creature's damage reduction special quality.

*Lore (Ex):* An illithid savant gains the ability to make a special lore check to recall esoteric information from the brains of those it has consumed. Just as with a bardic knowledge check, the illithid savant adds his class level and his Intelligence modifier as bonuses on any attempt to learn something unusual.

*Possessions:* Key to Rancor's dwelling, two daggers, *chain shirt* +1, *cloak of resistance* +2.

## **Encounter 5: Meditation Room**

### **APL 2**

**Tanek:** Male Human Cleric of Earth Dragon 3; CR 3; Medium humanoid; HD 3d8+9; hp 26; Init +4; Spd 20 ft.; AC 17, touch 10, flat-footed 17 (+5 banded mail, +2 shield); Base Atk +2; Grp +3; Atk +3 melee (1d6+1/x4, heavy pick); Full Atk +3 melee (1d6+1/x4, heavy pick) or +2 ranged (1d8/x2, light crossbow); Space/Reach 5 ft./5 ft.; SA Spells; SQ Rebuke undead 2/day; AL LE; SV Fort 6, Ref 1, Will 6; Str 12, Dex 10, Con 16, Int 10, Wis 16, Cha 8.

*Skills and Feats:* Concentration 12, Knowledge (Religion) 6, Spellcraft 6; Improved Initiative, Skill Focus (Concentration), Martial Weapon Proficiency (Heavy Pick).

*Cleric Spells Prepared* (4/4/3; save DC 13 + spell level): 0 – *create water*, *detect magic*, *resistance*, *guidance*; 1<sup>st</sup> – *sanctuary\**, *bless*, *cure light wounds*, *cause fear*; 2<sup>nd</sup> – *calm emotions\**, *hold person*, *sound burst*.

\*Domain spell. *Domains:* Law (all law spells are cast at +1 caster level); Protection (protective ward that grants a resistance bonus equal to the cleric level for one hour)

*Possessions:* Banded mail, heavy wooden shield, heavy pick, cold-iron heavy pick, light crossbow, and 20 bolts, backpack, *smoke of little death*, *everburning torch* (hidden in backpack).

Note: Upon entering Rancor's dwelling Tanek used his *protective ward* ability on himself. This lasts an hour and grants him a +3 bonus on his

next save. Additionally, Tanek is under the effects of a *darkvision* spells for another 11 hours, thank to the servant of Nadanru (one of the eight Slavers of the Pomarj) who teleported Tanek and the other Pomarj agents to Rancor's dwelling.

### **APL 4**

**Tanek:** Male Human Cleric of Earth Dragon 4; CR 4; Medium humanoid; HD 4d8+12; hp 34; Init +4; Spd 20 ft.; AC 17, touch 10, flat-footed 17 (+5 banded mail, +2 shield); Base Atk +3; Grp +4; Atk +5 melee (1d6+1/x4, masterwork heavy pick); Full Atk +5 melee (1d6+1/x4, masterwork heavy pick) or +3 ranged (1d8/x2, light crossbow); Space/Reach 5 ft./5 ft.; SA Spells; SQ Rebuke undead 2/day; AL LE; SV Fort 7, Ref 1, Will 7; Str 12, Dex 10, Con 16, Int 10, Wis 17, Cha 8.

*Skills and Feats:* Concentration 13, Knowledge (religion) 7, Spellcraft 7; Improved Initiative, Skill Focus (Concentration), Martial Weapon Proficiency (Heavy Pick).

*Cleric Spells Prepared* (5/5/4; save DC 13 + spell level): 0 – *create water*, *detect magic* x2, *resistance*, *guidance*; 1<sup>st</sup> – *sanctuary\**, *bless*, *command*, *cure light wounds*, *cause fear*; 2<sup>nd</sup> – *calm emotions\**, *hold person*, *sound burst*, *wave of grief* (CD).

\*Domain spell. *Domains:* Law (all law spells are cast at +1 caster level); Protection (protective ward that grants a resistance bonus equal to the cleric level for one hour)

*Possessions:* Banded mail, heavy wooden shield, masterwork heavy pick, cold-iron heavy pick, light crossbow, 20 bolts, backpack, *elixir of fire breath*, *pearl of power I*, *everburning torch* (hidden in backpack).

Note: Upon entering Rancor's dwelling Tanek used his *protective ward* ability on himself. This lasts an hour and grants him a +4 bonus on his next save. Additionally, Tanek is under the effects of a *darkvision* spells for another 11 hours, thank to the servant of Nadanru (one of the eight Slavers of the Pomarj) who teleported Tanek and the other Pomarj agents to Rancor's dwelling.

**Hobgoblin Hulks (2):** Hobgoblin Warrior 3; CR 2; Medium Humanoid (Goblinoid); HD 3d8+4; hp 19; Init +1; Spd 30 ft.; AC 17, touch 11, flat-footed 16 (+1 Dex, +4 chain shirt, +2 heavy shield); Base Atk +3; Grp +4; Atk +5 melee (1d8+1/19-20, longsword); Full Atk +5 melee (1d8+1/19-20, longsword) or +4 ranged (1d8/x2,

light crossbow); Space/Reach 5 ft./5 ft.; SQ Darkvision 60 ft.; AL LE; SV Fort +5, Ref +2, Will +2; Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 8.

**Skills and Feats:** Climb +5, Hide +2, Move Silently +2; Weapon Focus (Longsword), Iron Will.

**Possessions:** Chain shirt, heavy wooden shield, two longswords, light crossbow, 20 bolts, *smoke of little death*.

## APL 6

**Tanek:** Male Human Cleric of Earth Dragon 5; CR 5; Medium humanoid; HD 5d8+15; hp 41; Init +4; Spd 20 ft.; AC 17, touch 10, flat-footed 17 (+5 banded mail, +2 heavy shield); Base Atk +3; Grp +4; Atk +5 melee (1d6+1/x4, masterwork heavy pick); Full Atk +5 melee (1d6+1/x4, masterwork heavy pick) or +3 ranged (1d8/x2, light crossbow); Space/Reach 5 ft./5 ft.; SA Spells; SQ Rebuke undead 2/day; AL LE; SV Fort 7, Ref 1, Will 7; Str 12, Dex 10, Con 16, Int 10, Wis 17, Cha 8.

**Skills and Feats:** Concentration 14, Knowledge (religion) 8, Spellcraft 8; Improved Initiative, Skill Focus (Concentration), Martial Weapon Proficiency (Heavy Pick).

**Cleric Spells Prepared** (5/5/4/3; save DC 13 + spell level): 0 – *create water, detect magic* x2, *resistance, guidance*; 1<sup>st</sup> – *sanctuary\**, *bless, command, cure light wounds, cause fear*, 2<sup>nd</sup> – *calm emotions\**, *hold person, silence, sound burst, wave of grief* (CD); 3<sup>rd</sup> – *protection from energy\**, *cure serious wounds, wrack* (CD).

\*Domain spell. **Domains:** Law (all law spells are cast at +1 caster level); Protection (protective ward that grants a resistance bonus equal to the cleric level for one hour)

**Possessions:** Banded mail, heavy wooden shield, masterwork heavy pick, cold-iron heavy pick, light crossbow, 20 bolts, backpack, *elixir of fire breath, pearl of power I, ring of sustenance, smoke of little death, everburning torch* (hidden in backpack).

Note: Upon entering Rancor's dwelling Tanek used his *protective ward* ability on himself. This lasts an hour and grants him a +5 bonus on his next save. Additionally, Tanek is under the effects of a *darkvision* spells for another 11 hours, thank to the servant of Nadanru (one of the eight Slavers of the Pomarj) who teleported Tanek and the other Pomarj agents to Rancor's dwelling.

## APL 8

**Tanek:** Male Human Cleric of Earth Dragon 8; CR 8; Medium humanoid; HD 8d8+24; hp 64; Init +4; Spd 20 ft.; AC 22, touch 10, flat-footed 22 (+10 armor, +2 shield); Base Atk +6; Grp +7; Atk +8 melee (1d6+1/x4, masterwork heavy pick); Full Atk +8/+3 melee (1d6+1/x4, masterwork heavy pick) or +6 ranged (1d8/x2, light crossbow); Space/Reach 5 ft./5 ft.; SA Spells; SQ Rebuke Undead 2/day; AL LE; SV Fort 9, Ref 4, Will 10; Str 12, Dex 10, Con 16, Int 10, Wis 18, Cha 8.

**Skills and Feats:** Concentration 17, Knowledge (religion) 11, Spellcraft 11; Improved Initiative, Skill Focus (Concentration), Martial Weapon Proficiency (Heavy Pick), Lightning Reflexes.

**Cleric Spells Prepared** (6/6/5/5/3; save DC 14 + spell level): 0 – *create water, detect magic* x2, *resistance* x2, *guidance*; 1<sup>st</sup> – *sanctuary\**, *bless, command, cure light wounds* x2, *cause fear*, 2<sup>nd</sup> – *calm emotions\**, *hold person, silence, sound burst, wave of grief* (CD); 3<sup>rd</sup> – ~~*protection from energy\**~~ (1 hour remaining), ~~*magic vestment*~~ x2 (7.5 hours remaining), *cure serious wounds, wrack* (CD); 4<sup>th</sup> – *spell immunity\** (1 hour remaining), *recitation* (CD), *poison*.

\*Domain spell. **Domains:** Law (all law spells are cast at +1 caster level); Protection (protective ward that grants a resistance bonus equal to the cleric level for one hour)

**Possessions:** Plate mail, heavy wooden shield, masterwork heavy pick, cold-iron heavy pick, light crossbow, 20 bolts, backpack, *elixir of fire breath, pearl of power I, lesser metamagic rod silence, everburning torch* (hidden in backpack).

Note: Upon entering Rancor's dwelling Tanek used his *protective ward* ability on himself. This lasts an hour and grants him a +8 bonus on his next save. He has also cast *magic vestment* on Neega's armor and his own. Additionally, he has also cast *spell immunity* on Neega to protect her from *confusion* and *dominate person*, as well as casting *protection from energy – fire* (up to 96 points of fire damage). Lastly, Tanek is under the effects of a *darkvision* spells for another 11 hours, thank to the servant of Nadanru (one of the eight Slavers of the Pomarj) who teleported Tanek and the other Pomarj agents to Rancor's dwelling.

**Neega:** Orc Barbarian 5/Fighter 2/Exotic Weapon Master 1; CR 8; Medium humanoid;

HD 5d12+3d10+16; hp 71; Init +2; Spd 30 ft.; AC 19, touch 12, flat-footed 17 (+7 armor, +2 dex); Base Atk +8; Grp +13; Atk +14 melee (2d4+8/x2, *spiked chain* +1); Full Atk +14/+9 melee (2d4+8/x2, *spiked chain* +1) or +11/+6 ranged (1d8+5/x3, composite longbow); Space/Reach 5 ft./10 ft.; SA Trip attack, rage 2/day; SQ Fast movement, trap sense +1, uncanny dodge, improved uncanny dodge; AL NE; SV Fort +10, Ref +3, Will +0; Str 20, Dex 14, Con 14, Int 13, Wis 8, Cha 6.

**Skills and Feats:** Climb 13, Jump 13, Listen 10, Survival 7, Tumble 7; Combat Expertise, Improved Trip, Combat Reflexes, Exotic Weapon (Spiked Chain), Weapon Focus (Spike Chain).

**Exotic Weapon Stunt –Trip Attack:** Neega can use a one-handed or two-handed exotic weapon to make a trip attack. If the exotic weapon already allows its wielder to make trip attacks (such as with a spiked chain), Neega instead adds a +2 bonus on any trip attempt.

**Uncanny Dodge (Ex):** Neega reacts to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC even if she is caught flat-footed or struck by an invisible foe. However, she still loses her Dexterity bonus to AC if immobilized.

**Improved Uncanny Dodge (Ex):** Neega cannot be flanked. This defense denies a rogue the ability to sneak attack Neega by flanking her, unless the attacker has at least four more rogue levels than the target has barbarian levels.

**Possessions:** Breastplate, masterwork composite longbow (+5 Str), 20 arrows, cold iron spiked chain, spiked chain +1, two potions of enlarge person, ring of sustenance.

**Note:** When tripping, Neega has a +6 bonus (+4 improved trip, +2 trip attack) on the Strength check to trip, or +11 total with her Strength added in. When disarming, Neega has a +6 bonus (+4 two-handed weapon, +2 spiked chain) to the opposed attack roll when disarming.

Tanek has cast *magic vestment* on Neega's armor. Additionally, he has also cast *spell immunity* on Neega to protect her from *confusion* and *dominate person*, as well as casting *protection from energy – fire* on her (up to 96 points of fire damage).

When raging and *enlarged*, modify as follows: hp 87; AC 15; Atk +16 melee (2d6+13); Full Atk +16/+10 melee (2d6+13); Space/Reach 10 ft./20 ft.; Fort +12, Will +2; Str 26, Con 18. Neega

has a +10 (+4 improved trip, +2 trip attack, +4 large sized) bonus on the Strength check to trip, or +18 total. She has a +10 bonus (+4 two-handed weapon, +2 spiked chain, +4 large sized) on the opposed attack roll when disarming, assuming she's fighting medium-sized creatures.

## APL 10

**Tanek:** Human Cleric of Earth Dragon 9; CR 9; Medium humanoid; HD 9d8+27; hp 71; Init +4; Spd 20 ft.; AC 23, touch 10, flat-footed 23 (+10 armor, +2 shield, +1 insight); Base Atk +6; Grp +7; Atk +8 melee (1d6+1/x4, masterwork heavy pick); Full Atk +8/+3 melee (1d6+1/x4, masterwork heavy pick) or +6 ranged (1d8/x2, light crossbow); Space/Reach 5 ft./5 ft.; SA Spells; SQ Rebuke Undead 2/day; AL LE; SV Fort 9, Ref 5, Will 10; Str 12, Dex 10, Con 16, Int 10, Wis 18, Cha 8.

**Skills and Feats:** Concentration 15, Knowledge (religion) 12, Spellcraft 12; Divine Metamagic (Rapid Spell), Improved Initiative, Martial Weapon Proficiency (Heavy Pick), Lightning Reflexes, Rapid Spell.

**Cleric Spells Prepared** (6/6/6/5/3/2; save DC 14 + spell level): 0 – *create water*, *detect magic* x2, *resistance* x2, *guidance*; 1<sup>st</sup> – *sanctuary*\*, *bleed*, *command*, *cure light wounds* x2, *cause fear*; 2<sup>nd</sup> – *calm emotions*\*, *bull's strength*, *hold person*, *silence*, *sound burst*, *wave of grief* (CD); 3<sup>rd</sup> – ~~*protection from energy*\*~~ (1 hour remaining), ~~*magic vestment* x2~~ (7.5 hours remaining), *cure serious wounds*, *wrack* (CD); 4<sup>th</sup> – ~~*spell immunity*\*~~ (1 hour remaining), *recitation* (CD), *summon monster IV*; 5<sup>th</sup> – *spell resistance*\*, *summon monster V*.

\*Domain spell. **Domains:** Law (all law spells are cast at +1 caster level); Protection (protective ward that grants a resistance bonus equal to the cleric level for one hour)

**Possessions:** Plate mail, heavy wooden shield, masterwork heavy pick, cold-iron heavy pick, light crossbow, 20 bolts, backpack, *elixir of fire breath*, *pearl of power I*, *Tanek's Earth Dragon helm*, *everburning torch* (hidden in backpack).

**Note:** Upon entering Rancor's dwelling Tanek used his *protective ward* ability on himself. This lasts an hour and grants him a +9 bonus on his next save. He has also cast *magic vestment* on Neega's armor and his own. Additionally, he has also cast *spell immunity* on Neega to protect her from *confusion* and *lightning bolt*, as well as casting *protection from energy – fire* on her (up

to 108 points of fire damage). Lastly, Tanek is under the effects of a *darkvision* spells for another 11 hours, thank to the servant of Nadanru (one of the eight Slavers of the Pomarj) who teleported Tanek and the other Pomarj agents to Rancor's dwelling.

**Summoned Dire Wolves:** CR 4; Large Magical Beast; HD 6d8+18; hp 45; Init +2; Spd 50 ft.; AC 14, touch 11, flat-footed 12 (-1 size, +2 Dex, +3 natural); Base Atk +4; Grp +15; Atk +11 melee (1d8+10/x2, bite); Full Atk +11 melee (1d8+10/x2, bite); Space/Reach 10 ft./5 ft.; SA Trip, smite good; SQ Darkvision 60 ft., DR 5/magic, SR 11, resistance 5 to cold and fire, low-light vision, scent; AL NE; SV Fort +8, Ref +7, Will +6; Str 25, Dex 15, Con 17, Int 3, Wis 12, Cha 10.

**Skills and Feats:** Hide +0, Listen +7, Move Silently +4, Spot +7, Survival +2\*; Alertness, Run, Track<sup>B</sup>, Weapon Focus (Bite).

**Smite Good (Su):** Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total against a good foe.

**Trip (Ex):** A dire wolf that hits with a bite attack can attempt to trip its 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 dire wolf.

**Skills:** A dire wolf has a +2 racial bonus on Hide, Listen, Move Silently, and Spot checks. \*It also has a +4 racial bonus on Survival checks when tracking by scent.

**Neega:** Orc Barbarian 5/Fighter 2/Exotic Weapon Master 2; CR 9; Medium humanoid; HD 5d12+4d10+18; hp 78; Init +2; Spd 30 ft.; AC 19, touch 12, flat-footed 17 (+7 armor, +2 dex); Base Atk +9; Grp +14; Atk +15 melee (2d4+8+1d6cold/x2, *spiked chain* +1 frost); Full Atk +13/+13/+8 melee (2d4+8+1d6cold/x2, *spiked chain* +1 frost) or +12/+7 ranged (1d8+5/x3, composite longbow); Space/Reach 5 ft./10 ft.; SA Flurry of strikes, trip attack, rage 2/day; SQ Fast movement, trap sense +1, uncanny dodge, improved uncanny dodge; AL NE; SV Fort +12, Ref +3, Will +2; Str 20, Dex 14, Con 14, Int 13, Wis 8, Cha 6.

**Skills and Feats:** Climb 13, Jump 13, Listen 11, Survival 7, Tumble 8; Combat Expertise, Improved Trip, Combat Reflexes, Exotic Weapon (Spiked Chain), Weapon Focus (Spiked Chain), Iron Will.

**Exotic Weapon Stunt – Flurry of Strikes:** When wielding an exotic double weapon or a

spiked chain with both hands, Neega can elect to use a full attack action to make a flurry of strikes. When doing so, she may make one additional attack at her full base attack bonus, but this attack takes a -2 penalty, as does each other attack made in that round.

**Exotic Weapon Stunt – Trip Attack:** Neega can use a one-handed or two-handed exotic weapon to make a trip attack. If the exotic weapon already allows its wielder to make trip attacks (such as with a spiked chain), Neega instead adds a +2 bonus on any trip attempt.

**Uncanny Dodge (Ex):** Neega reacts to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC even if she is caught flat-footed or struck by an invisible foe. However, she still loses her Dexterity bonus to AC if immobilized.

**Improved Uncanny Dodge (Ex):** Neega cannot be flanked. This defense denies a rogue the ability to sneak attack Neega by flanking her, unless the attacker has at least four more rogue levels than the target has barbarian levels.

**Possessions:** Breastplate, masterwork composite longbow (+5 Str), 20 arrows, cold iron spiked chain, spiked chain +1 frost, two potions of enlarge person, ring of sustenance.

**Note:** When tripping, Neega has a +6 bonus (+4 improved trip, +2 trip attack) on the Strength check to trip, or +11 total with her Strength added in. When disarming, Neega has a +6 bonus (+4 two-handed weapon, +2 spiked chain) to the opposed attack roll when disarming.

Tanek has cast *magic vestment* on Neega's armor. Additionally, he has also cast *spell immunity* on Neega to protect her from *confusion* and *dominate person*, as well as casting *protection from energy – fire* on her (up to 108 points of fire damage).

When raging and *enlarged*, modify as follows: hp 96; AC 15; Atk +17 melee (2d6+13+1d6cold); Full Atk +15/+15/+10 melee (2d6+13+1d6cold); Space/Reach 10 ft./20 ft.; Fort +14, Will +4; Str 26, Con 18. Neega has a +10 (+4 improved trip, +2 trip attack, +4 large sized) bonus on the Strength check to trip, or +18 total. She has a +10 bonus (+4 two-handed weapon, +2 spiked chain, +4 large sized) on the opposed attack roll when disarming, assuming she's fighting medium-sized creatures.

**Minotaur Myrmidons (2):** Minotaur Barbarian 3; CR 7; Large Monstrous Humanoid; HD

6d8+3d12+36; hp 83; Init +1; Spd 30 ft.; AC 20, touch 10, flat-footed *see natural cunning* (-1 size, +5 natural, +5 armor, +1 dex); Base Atk +9; Grp +20; Atk +17 melee (3d6+11/x3, *large* +1 *greataxe*); Full Atk +17/+12 melee (3d6+11/x3, *large* +1 *greataxe*) and +12 melee (1d8+5, *gore*); Space/Reach 10 ft./10 ft.; SA powerful charge 4d6+10; SA Rage 1/day; SQ Darkvision 60 ft., natural cunning, scent, trap sense +1, uncanny dodge; AL NE; SV Fort 11, Ref 7, Will 8; Str 24, Dex 13, Con 18, Int 8, Wis 10, Cha 6.

*Skills and Feats*: Intimidate 5, Listen 10, Search 2, Spot 7, Survival 3; Great Fortitude, Iron Will, Power Attack, Track, Weapon Focus (Greataxe).

*Natural Cunning (Ex)*: Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to *maze* spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

*Powerful Charge (Ex)*: A minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single *gore* attack with a +12 attack bonus that deals 4d6+10 points of damage.

*Uncanny Dodge (Ex)*: The minotaur myrmidons react to danger before their senses would normally allow them to do so. They retain their Dexterity bonus to AC even if they are caught flat-footed or struck by an invisible foe. However, they still lose their Dexterity bonus to AC if immobilized.

*Possessions*: Large breastplate, cold-iron large greataxe, large dagger, large +1 greataxe, smoke of little death.

Note: When raging, modify as follows: hp 101; AC 18; Atk +19 melee (3d6+14); Full Atk +19/+14 (3d6+14) and +14 (1d8+6); Fort 13, Will 10; Str 28, Con 22. Note that they conservatively use Power Attack. After a couple of rounds, once they figure out how hard their opponents are, they Power Attack for 3 or so if their opponent is around AC 20, and do not power attack at all if their opponent is around AC 25.

## APL 12

**Tanek**: Human Cleric of Earth Dragon 11; CR 11; Medium humanoid; HD 11d8+33; hp 86; Init +4; Spd 20 ft.; AC 25, touch 10, flat-footed 25

(+10 armor, +4 shield, +1 insight); Base Atk +8; Grp +9; Atk +10 melee (1d6+1/x4, masterwork heavy pick); Full Atk +10/+5 melee (1d6+1/x4, masterwork heavy pick) or +8 ranged (1d8/x2, light crossbow); Space/Reach 5 ft./5 ft.; SA Spells; SQ Rebuke undead 2/day; AL LE; SV Fort 10, Ref 5, Will 11; Str 12, Dex 10, Con 16, Int 10, Wis 20, Cha 8.

*Skills and Feats*: Concentration 17, Knowledge (religion) 14, Spellcraft 14; Divine Metamagic (Rapid Spell), Improved Initiative, Martial Weapon Proficiency (Heavy Pick), Lightning Reflexes, Rapid Spell.

*Cleric Spells Prepared* (6/8/6/6/4/3/2; save DC 15 + spell level): 0 – *create water*, *detect magic* x2, *resistance* x2, *guidance*; 1<sup>st</sup> – *sanctuary*\*, *bless*, *command*, *cure light wounds* x2, *cause fear*, *shield of faith*, *divine favor*; 2<sup>nd</sup> – *calm emotions*\*, *bull's strength*, *hold person*, *silence*, *sound burst*, *wave of grief* (CD); 3<sup>rd</sup> – ~~*protection from energy*\*~~ (1 hour remaining), ~~*magic vestment* x3~~ (7.5 hours remaining), *cure serious wounds*, *wrack* (CD); 4<sup>th</sup> – ~~*spell immunity*\*~~ (1 hour remaining), *recitation* (CD), *poison*; 5<sup>th</sup> – *spell resistance*\*, *flamestrike*, *summon monster* V; 6<sup>th</sup> – *hold monster*\*, *summon monster* VI.

\*Domain spell. *Domains*: Law (all law spells are cast at +1 caster level); Protection (protective ward that grants a resistance bonus equal to the cleric level for one hour)

*Possessions*: plate mail, heavy wooden shield, masterwork heavy pick, cold-iron heavy pick, light crossbow, 20 bolts, backpack, *elixir of fire breath*, *pearl of power* I, *lesser metamagic rod silence*, *periapt of wisdom* +2, *Tanek's Earth Dragon helm*, *everburning torch* (hidden in backpack).

Note: Upon entering Rancor's dwelling Tanek used his *protective ward* ability on himself. This lasts an hour and grants him a +11 bonus on his next save. He has also cast *magic vestment* on Neega's armor and his own, as well as his shield. Additionally, he has also cast *spell immunity* on Neega to protect her from *confusion* and *dominate person*, as well as casting *protection from energy* – fire (up to 120 points of fire damage). Lastly, Tanek is under the effects of a *darkvision* spells for another 11 hours, thank to the servant of Nadanru (one of the eight Slavers of the Pomarj) who teleported Tanek and the other Pomarj agents to Rancor's dwelling.

**Summoned Dire Wolves:** CR 4; Large Magical Beast; HD 6d8+18; hp 45; Init +2; Spd 50 ft.; AC 14, touch 11, flat-footed 12 (-1 size, +2 Dex, +3 natural); Base Atk +4; Grp +15; Atk +11 melee (1d8+10/x2, bite); Full Atk +11 melee (1d8+10/x2, bite); Space/Reach 10 ft./5 ft.; SA Trip, smite good; SQ Darkvision 60 ft., DR 5/magic, SR 11, resistance 5 to cold and fire, low-light vision, scent; AL NE; SV Fort +8, Ref +7, Will +6; Str 25, Dex 15, Con 17, Int 3, Wis 12, Cha 10.

**Skills and Feats:** Hide +0, Listen +7, Move Silently +4, Spot +7, Survival +2\*; Alertness, Run, Track<sup>B</sup>, Weapon Focus (Bite).

**Smite Good (Su):** Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total against a good foe.

**Trip (Ex):** A dire wolf that hits with a bite attack can attempt to trip its 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 dire wolf.

**Skills:** A dire wolf has a +2 racial bonus on Hide, Listen, Move Silently, and Spot checks. \*It also has a +4 racial bonus on Survival checks when tracking by scent.

**Neega:** Orc Barbarian 5/Fighter 4/Exotic Weapon Master 2; CR 11; Medium humanoid; HD 5d12+6d10+22; hp 93; Init +2; Spd 30 ft.; AC 19, touch 12, flat-footed 17 (+7 armor, +2 dex); Base Atk +11; Grp +16; Atk +18 melee (2d4+11/x2, *living chain*); Full Atk +16/+16/+11 melee (2d4+11/x2, *living chain*) or +14/+9 ranged (1d8+5/x3, composite longbow); Space/Reach 5 ft./10 ft.; SA Flurry of strikes, trip attack, rage 2/day; SQ Fast movement, trap sense +1, uncanny dodge, improved uncanny dodge; AL NE; SV Fort +15, Ref +6, Will +5; Str 20, Dex 14, Con 14, Int 13, Wis 8, Cha 6.

**Skills and Feats:** Climb 13, Jump 13, Listen 12, Survival 7, Tumble 9; Combat Expertise, Improved Trip, Combat Reflexes, Exotic Weapon (Spiked Chain), Weapon Focus (Spiked Chain), Iron Will, Weapon Specialization (Spiked Chain).

**Exotic Weapon Stunt – Flurry of Strikes:** When wielding an exotic double weapon or a spiked chain with both hands, Neega can elect to use a full attack action to make a flurry of strikes. When doing so, she may make one additional attack at her full base attack bonus, but this attack takes a -2 penalty, as does each other attack made in that round.

**Exotic Weapon Stunt – Trip Attack:** Neega can use a one-handed or two-handed exotic weapon to make a trip attack. If the exotic weapon already allows its wielder to make trip attacks (such as with a spiked chain), Neega instead adds a +2 bonus on any trip attempt.

**Uncanny Dodge (Ex):** Neega reacts to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC even if she is caught flat-footed or struck by an invisible foe. However, she still loses her Dexterity bonus to AC if immobilized.

**Improved Uncanny Dodge (Ex):** Neega cannot be flanked. This defense denies a rogue the ability to sneak attack Neega by flanking her, unless the attacker has at least four more rogue levels than the target has barbarian levels.

**Possessions:** Breastplate, masterwork composite longbow (+5 Str), 20 arrows, cold iron spiked chain, cloak of resistance +2, living chain, two potions of enlarge person, ring of sustenance.

**Note:** When tripping, Neega has a +10 bonus (+4 improved trip, +2 trip attack, +4 living chain) on the Strength check to trip, or +15 total with her Strength added in. When disarming, Neega has a +6 bonus (+4 two-handed weapon, +2 spiked chain) to the opposed attack roll when disarming.

Tanek has cast *magic vestment* on Neega's armor. Additionally, he has also cast *spell immunity* on Neega to protect her from *confusion* and *dominate person*, as well as casting *protection from energy – fire* on her (up to 120 points of fire damage).

When raging and *enlarged*, modify as follows: hp 115; AC 15; Atk +12 melee (2d6+16); Full Atk +18/+18/+13 melee (2d6+16); Space/Reach 10 ft./20 ft.; Fort +17, Will +7; Str 26, Con 18. Neega has a +14 (+4 improved trip, +2 trip attack, +4 large sized, +4 *living chain*) bonus on the Strength check to trip, or +22 total. She has a +10 bonus (+4 two-handed weapon, +2 spiked chain, +4 large sized) on the opposed attack roll when disarming, assuming she's fighting medium-sized creatures.

**Minotaur Myrmidons (2):** Minotaur Barbarian 5; CR 9; Large Monstrous Humanoid; HD 6d8+5d12+44; hp 104; Init +1; Spd 30 ft.; AC 21, touch 10, flat-footed *see natural cunning* (-1 size, +5 natural, +6 *breastplate* +1, +1 dex); Base Atk +11; Grp +22; Atk +19 melee

(3d6+11/x3, *large* +1 *greataxe*); Full Atk +19/+14/+9 melee (3d6+11/x3, *large* +1 *greataxe*) and +14 melee (1d8+5, *gore*); Space/Reach 10 ft./10 ft.; SA powerful charge 4d6+10; SA Rage 2/day; SQ Darkvision 60 ft., natural cunning, scent, fast movement, trap sense +1, uncanny dodge, improved uncanny dodge; AL NE; SV Fort 12, Ref 7, Will 8; Str 24, Dex 13, Con 18, Int 8, Wis 10, Cha 6.

**Skills and Feats:** Intimidate 7, Listen 12, Search 2, Spot 7, Survival 5; Great Fortitude, Iron Will, Power Attack, Track, Weapon Focus (Greataxe).

**Natural Cunning (Ex):** Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to *maze* spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

**Powerful Charge (Ex):** A minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single *gore* attack with a +12 attack bonus that deals 4d6+10 points of damage.

**Uncanny Dodge (Ex):** The minotaur myrmidons react to danger before their senses would normally allow them to do so. They retain their Dexterity bonus to AC even if they are caught flat-footed or struck by an invisible foe. However, they still lose their Dexterity bonus to AC if immobilized.

**Improved Uncanny Dodge (Ex):** The minotaur myrmidons cannot be flanked. This defense denies a rogue the ability to sneak attack the minotaur myrmidons by flanking them, unless the attacker has at least four more rogue levels than the target has barbarian levels.

**Possessions:** Cold-iron large greataxe, large dagger, large breastplate +1, large +1 greataxe, smoke of little death.

**Note:** When raging, modify as follows: hp 126; AC 19; Atk +21 melee (3d6+14); Full Atk +21/+16/+11 (3d6+14) and +16 (1d8+6); Fort 14, Will 10; Str 28, Con 22. Note that they conservatively use Power Attack. After a couple of rounds, once they figure out how hard their opponents are, they Power Attack for 3 or so if their opponent is around AC 20, and do not power attack at all if their opponent is around AC 25.

## Encounter 6: Inner Room

### APL 2

**Ferran:** Male Mountain Dwarf Wizard 9; CR 9; Medium Humanoid; HD 9d4+36; hp 60; Init +2; Spd 20 ft.; AC 12, touch 12, flat-footed 10 (+2 dex); Base Atk +4; Grp +4; Atk +4 melee (1d4, dagger); Full Atk +4 melee (1d4, dagger) or +6 ranged (1d4, dagger); Space/Reach 5 ft./5 ft.; SQ Darkvision 60 ft., resistant to toxins and spells; AL NE; SV Fort 7, Ref 5, Will 5; Str 10, Dex 14, Con 18, Int 18, Wis 8, Cha 8.

**Skills and Feats:** Concentration 19, Knowledge (Arcana) 16, Know (Religion) 6, Spellcraft 16, Tumble 8, Use Magic Device 5; Eschew Materials, Skill Focus (Concentration), Still Spell, Spell Focus (Enchantment), Spell Focus (Evocation).

**Resistant to Toxins and Spells:** Dwarves gain a +2 racial bonus on saving throws against poisons, spells, and spell-like abilities.

**Wizard Spells Prepared** (4/5/5/4/3/1; save DC 14 (15 for Evocation or Enchantment) + spell level): 0 – *detect magic* x2, *mage hand*, *flare*; 1<sup>st</sup> – *burning hands*, ~~*magic missile* x2~~, *colorspray*, *charm person*; 2<sup>nd</sup> – *web*, ~~*magic missile with still spell*~~, *scorching ray* x2, *touch of idiocy*; 3<sup>rd</sup> – ~~*web with still spell*~~, *fireball*, *slow*, *suggestion*; 4<sup>th</sup> – ~~*legion's curse of impending blades(MH) with still spell*~~, ~~*Evard's black tentacles*~~, *fire trap*; 5<sup>th</sup> – *magic jar*.

**Spellbook:** see Library in encounter four.

**Possessions:** scholar's outfit, two daggers.

**Note:** All spells are prepared with the Eschew Materials feat.

### APL 4

**Ferran:** Male Mountain Dwarf Wizard 9; CR 9; Medium Humanoid; HD 9d4+36; hp 60; Init +2; Spd 20 ft.; AC 12, touch 12, flat-footed 10 (+2 dex); Base Atk +4; Grp +4; Atk +4 melee (1d4, dagger); Full Atk +4 melee (1d4, dagger) or +6 ranged (1d4, dagger); Space/Reach 5 ft./5 ft.; SQ Darkvision 60 ft., resistant to toxins and spells; AL NE; SV Fort 7, Ref 5, Will 5; Str 10, Dex 14, Con 18, Int 18, Wis 8, Cha 8.

**Skills and Feats:** Concentration 19, Knowledge (Arcana) 16, Know (Religion) 6, Spellcraft 16, Tumble 8, Use Magic Device 5; Eschew Materials, Skill Focus (Concentration), Still Spell, Spell Focus (Enchantment), Spell Focus (Evocation).



*Resistant to Toxins and Spells:* Dwarves gain a +2 racial bonus on saving throws against poisons, spells, and spell-like abilities.

*Wizard Spells Prepared* (4/5/5/4/3/1; save DC 14 (15 for Evocation or Enchantment) + spell level): 0 – *detect magic* x2, *mage hand*, *flare*; 1<sup>st</sup> – *burning hands*, *magic missile* x2, *colorspray*, *charm person*; 2<sup>nd</sup> – ~~*web*~~, *magic missile with still spell*, ~~*scorching ray* x2~~, *touch of idiocy*; 3<sup>rd</sup> – *web with still spell*, ~~*fireball*~~, *slow*, *suggestion*; 4<sup>th</sup> – ~~*legion's curse of impending blades(MH) with still spell*~~, ~~*Evard's black tentacles*~~, ~~*fire trap*~~; 5<sup>th</sup> – *magic jar*.

*Spellbook:* see Library in encounter four.

*Possessions:* scholar's outfit, two daggers.

Note: All spells are prepared with the Eschew Materials feat.

## APL 6

**Ferran:** Male Mountain Dwarf Wizard 9; CR 9; Medium Humanoid; HD 9d4+36; hp 60; Init +2; Spd 20 ft.; AC 12, touch 12, flat-footed 10 (+2 dex); Base Atk +4; Grp +4; Atk +4 melee (1d4, dagger); Full Atk +4 melee (1d4, dagger) or +6 ranged (1d4, dagger); Space/Reach 5 ft./5 ft.; SQ Darkvision 60 ft., resistant to toxins and spells; AL NE; SV Fort 7, Ref 5, Will 5; Str 10, Dex 14, Con 18, Int 18, Wis 8, Cha 8.

*Skills and Feats:* Concentration 19, Knowledge (Arcana) 16, Know (Religion) 6, Spellcraft 16, Tumble 8, Use Magic Device 5; Eschew Materials, Skill Focus (Concentration), Still Spell, Spell Focus (Enchantment), Spell Focus (Evocation).

*Resistant to Toxins and Spells:* Dwarves gain a +2 racial bonus on saving throws against poisons, spells, and spell-like abilities.

*Wizard Spells Prepared* (4/5/5/4/3/1; save DC 14 (15 for Evocation or Enchantment) + spell level): 0 – *detect magic* x2, *mage hand*, *flare*; 1<sup>st</sup> – *burning hands*, *magic missile* x2, *colorspray*, *charm person*; 2<sup>nd</sup> – ~~*web*~~, *magic missile with still spell*, ~~*scorching ray* x2~~, *touch of idiocy*; 3<sup>rd</sup> – *web with still spell*, ~~*fireball*~~, *slow*, *suggestion*; 4<sup>th</sup> – *legion's curse of impending blades(MH) with still spell*, ~~*Evard's black tentacles*~~, ~~*fire trap*~~; 5<sup>th</sup> – *magic jar*.

*Spellbook:* see Library in encounter four.

*Possessions:* scholar's outfit, two daggers.

Note: All spells are prepared with the Eschew Materials feat.

## APL 8

**Ferran:** Male Mountain Dwarf Wizard 9; CR 9; Medium Humanoid; HD 9d4+36; hp 60; Init +2; Spd 20 ft.; AC 12, touch 12, flat-footed 10 (+2 dex); Base Atk +4; Grp +4; Atk +4 melee (1d4, dagger); Full Atk +4 melee (1d4, dagger) or +6 ranged (1d4, dagger); Space/Reach 5 ft./5 ft.; SQ Darkvision 60 ft., resistant to toxins and spells; AL NE; SV Fort 7, Ref 5, Will 5; Str 10, Dex 14, Con 18, Int 18, Wis 8, Cha 8.

*Skills and Feats:* Concentration 19, Knowledge (Arcana) 16, Know (Religion) 6, Spellcraft 16, Tumble 8, Use Magic Device 5; Eschew Materials, Skill Focus (Concentration), Still Spell, Spell Focus (Enchantment), Spell Focus (Evocation).

*Resistant to Toxins and Spells:* Dwarves gain a +2 racial bonus on saving throws against poisons, spells, and spell-like abilities.

*Wizard Spells Prepared* (4/5/5/4/3/1; save DC 14 (15 for Evocation or Enchantment) + spell level): 0 – *detect magic* x2, *mage hand*, *flare*; 1<sup>st</sup> – *burning hands*, *magic missile* x2, *colorspray*, *charm person*; 2<sup>nd</sup> – ~~*web*~~, *magic missile with still spell*, *scorching ray* x2, *touch of idiocy*; 3<sup>rd</sup> – *web with still spell*, ~~*fireball*~~, *slow*, *suggestion*; 4<sup>th</sup> – *legion's curse of impending blades(MH) with still spell*, ~~*Evard's black tentacles*~~, ~~*fire trap*~~; 5<sup>th</sup> – *magic jar*.

*Spellbook:* see Library in encounter four.

*Possessions:* scholar's outfit, two daggers.

Note: All spells are prepared with the Eschew Materials feat.

## APL 10

**Ferran:** Male Mountain Dwarf Wizard 10; CR 10; Medium Humanoid; HD 10d4+40; hp 67; Init +2; Spd 20 ft.; AC 12, touch 12, flat-footed 10 (+2 dex); Base Atk +5; Grp +5; Atk +5 melee (1d4, dagger); Full Atk +5 melee (1d4, dagger) or +7 ranged (1d4, dagger); Space/Reach 5 ft./5 ft.; SQ Darkvision 60 ft., resistant to toxins and spells; AL NE; SV Fort 8, Ref 6, Will 6; Str 10, Dex 14, Con 18, Int 18, Wis 8, Cha 8.

*Skills and Feats:* Concentration 20, Knowledge (Arcana) 17, Know (Religion) 7, Spellcraft 17, Tumble 8, Use Magic Device 5; Eschew Materials, Skill Focus (Concentration), Still Spell, Spell Focus (Enchantment), Spell Focus (Evocation), Greater Spell Focus (Enchantment).

*Resistant to Toxins and Spells:* Dwarves gain a +2 racial bonus on saving throws against poisons, spells, and spell-like abilities.

*Wizard Spells Prepared (4/5/5/4/4/2; save DC 14 (15 for Evocation and 16 for Enchantment) + spell level): 0 – detect magic x2, mage hand, flare; 1<sup>st</sup> – burning hands, magic missile x2, colorspray, charm person; 2<sup>nd</sup> – web, magic missile with still spell, scorching ray x2, touch of idiocy; 3<sup>rd</sup> – web with still spell, fireball, slow, suggestion; 4<sup>th</sup> – legion's curse of impending blades (MH) with still spell, Evard's black tentacles, ~~fire-trap~~; 5<sup>th</sup> – ~~magic-jar~~, confusion with still spell.*

*Spellbook:* see Library in encounter four.

*Possessions:* scholar's outfit, two daggers.

Note: All spells are prepared with the Eschew Materials feat.

## APL 12

**Ferran:** Male Mountain Dwarf Wizard 12; CR 12; Medium Humanoid; HD 12d4+48; hp 80; Init +2; Spd 20 ft.; AC 12, touch 12, flat-footed 10 (+2 dex); Base Atk +6; Grp +6; Atk +6 melee (1d4, dagger); Full Atk +6/+1 melee (1d4, dagger) or +8/+3 ranged (1d4, dagger); Space/Reach 5 ft./5 ft.; SQ Darkvision 60 ft., resistant to toxins and spells; AL NE; SV Fort 9, Ref 7, Will 9; Str 10, Dex 14, Con 18, Int 19, Wis 8, Cha 8.

*Skills and Feats:* Concentration 22, Knowledge (Arcana) 19, Know (Religion) 9, Spellcraft 19, Tumble 10, Use Magic Device 7; Iron Will, Eschew Materials, Skill Focus (Concentration), Still Spell, Spell Focus (Enchantment), Spell Focus (Evocation), Greater Spell Focus (Enchantment).

*Resistant to Toxins and Spells:* Dwarves gain a +2 racial bonus on saving throws against poisons, spells, and spell-like abilities.

*Wizard Spells Prepared (4/5/5/5/4/3/2; save DC 14 (15 for Evocation and 16 for Enchantment) + spell level): 0 – detect magic x2, mage hand, flare; 1<sup>st</sup> – burning hands, magic missile x2, colorspray, charm person; 2<sup>nd</sup> – web, magic missile with still spell, scorching ray x2, touch of idiocy; 3<sup>rd</sup> – web with still spell, fireball x2, slow, suggestion; 4<sup>th</sup> – fire shield, legion's curse of impending blades (MH) with still spell, Evard's black tentacles, ~~fire-trap~~; 5<sup>th</sup> – ~~magic-jar~~, confusion with still spell x2; 6<sup>th</sup> – greater fireburst (MH), dominate person with still spell.*

*Spellbook:* see Library in encounter four.

*Possessions:* scholar's outfit, two daggers.

Note: All spells are prepared with the Eschew Materials feat.

## Encounter 7: Automatons

### APL 2-4

**Clockwork Horror, Electrum (1 or 2):** CR 4; Small Construct; HD 4d10; hp 22 Init +2; Spd 30 ft.; AC 19, touch 12, flat-footed 18 (+1 size, +1 Dex, +7 natural); Base Atk +3; Grp +0; Atk +5 melee (1d8+1/x2, razor saw) or +5 ranged (2d4+1/x2, pressure dart); Full Atk+5 melee (1d8+1/x2, razor saw) or +5 ranged (2d4+1/x2, pressure dart); Space/Reach 5 ft./5 ft.; SQ Construct traits, electricity immunity, spell vulnerability, SR 17; AL LE; SV Fort +1, Ref +2, Will +3; Str 12, Dex 13, Con -, Int 5, Wis 14, Cha 5.

*Skills and Feats:* Point Blank Shot (B), Precise Shot (B).

*Construct traits:* A construct is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage.

*Spell Vulnerability (Ex):* A clockwork horror is susceptible to the *shatter* spell, which blinds it for 1d4+1 rounds.

### APL 8

**Bronze Serpent:** CR 10; Huge Construct; HD 16d10; hp 88; Init +9; Spd 50 ft., burrow 30 ft., climb 20 ft.; AC 26, touch 17, flat-footed 17 (-2 size, +9 Dex, +9 natural); Base Atk +12; Grp +27; Atk +17 melee (1d6+10 plus electricity/x2, bite); Full Atk +17 melee (1d6+10 plus electricity/x2, bite); Space/Reach 15 ft./10 ft.; SA Constrict 2d8+10, improved grab, shocking bite; SQ Construct traits, DR 5/adamantine, electric healing, electricity resistance 10, SR 21; AL N; SV Fort +5, Ref +4, Will +6; Str 25, Dex 28, Con -, Int -, Wis 13, Cha 3.

*Skills and Feats:* Climb +15.

*Construct traits:* A construct is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage.

*Improved Grab (Ex):* If a bronze serpent hits an opponent that is at least one size category smaller than itself with a bite attack, it deals normal damage and attempts to start a grapple

as a free action without provoking an a of opportunity (grapple bonus +27).

**Constrict (Ex):** With a successful grapple check, a bronze serpent can crush a grabbed opponent, dealing 2d8+10 points of bludgeoning damage.

**Shocking Bite (Su):** A bronze serpent's bite deals 1d8+16 points of electricity damage in addition to the normal bite damage. The creature receives a +3 bonus on attack rolls against any opponent that is made out of metal, wearing metal armor, or carrying a significant amount of metal.

**Electric Healing (Ex):** Because of the bronze serpent's electrical affinity, any electricity attack directed at it cures 1 point of damage for each 3 points of damage it would otherwise deal. The creature gets no saving throw against electricity effects.

## APL 10

**Brass Golems (2):** CR 10; Large Construct; HD 16d10, hp 88; Init +0; Spd 30 ft. (can't run); AC 31, touch 9, flat-footed 31 (-1 size, +22 natural); Base Atk +12; Grp +21; Atk +19 melee (2d8+10/x3, Huge +3 *wounding greataxe*); Full Atk +19/+15/+9 melee (2d8+10/x3, Huge +3 *wounding greataxe*) or +16 melee (1d8+7/x2, butt); Space/Reach 10 ft./10 ft.; SA *Maze*; SQ Construct traits, DR 10/admantine, magic immunity, scent; AL N; SV Fort +5, Ref +5, Will +7; Str 20, Dex 11, Con -, Int 3, Wis 14, Cha 7.

**Skills and Feats:** Wilderness Lore +2\*.

**Construct traits:** A construct is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage.

**Magic Immunity (Ex):** Golems completely resist most magical and supernatural effects, except as noted below.

**Maze (Sp):** Once per day, a brass golem can target a *maze* effect (caster level 16th) against a single quarry. The golem is immune to the effects of its own *maze* ability and that of others of its kind, and it can freely enter its own *maze* to track a target.

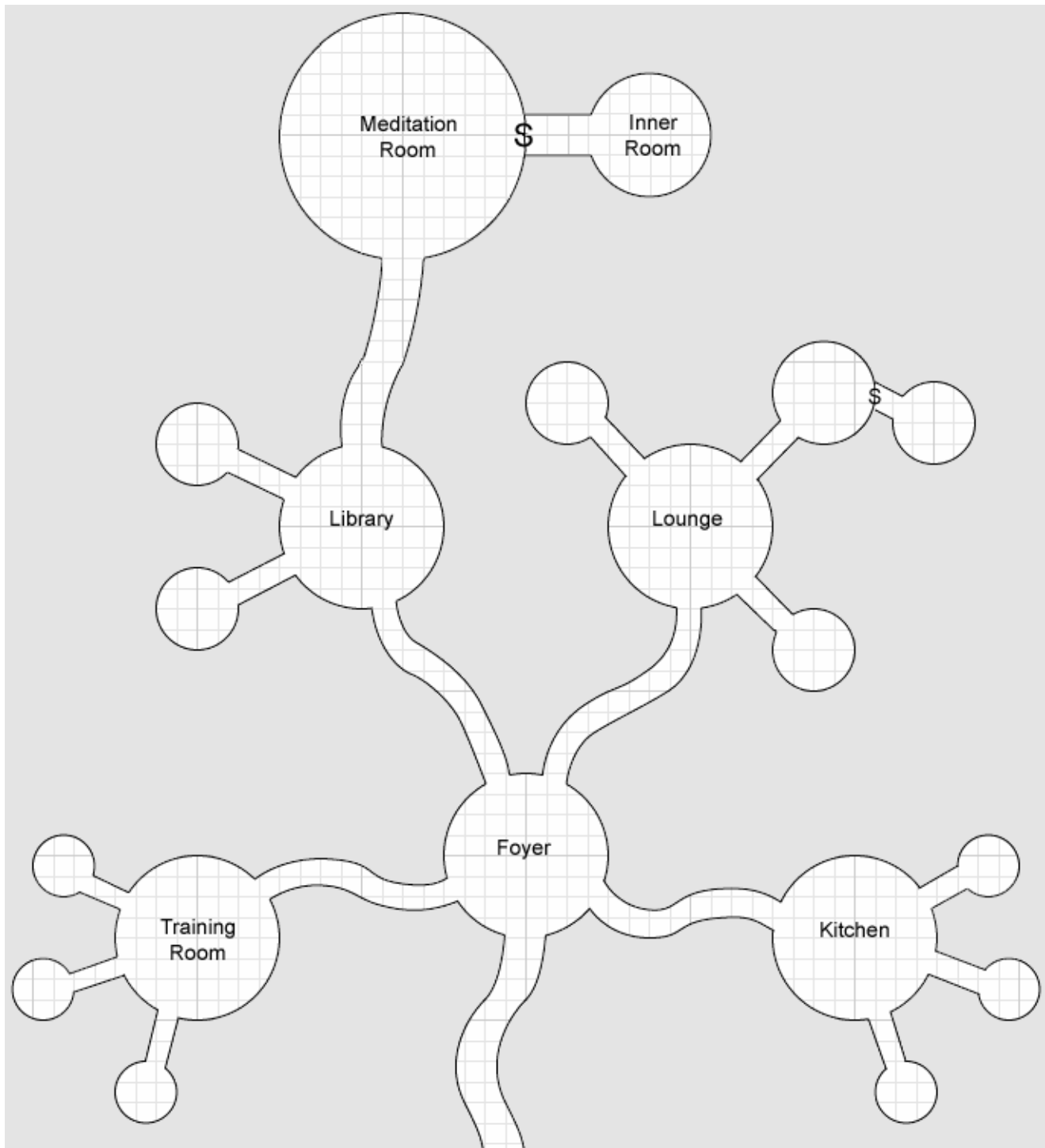
**Magic Immunity (Ex):** A brass golem is immune to all spells, spell-like abilities, and supernatural effects, except as follows. An electricity effect slows it (as the *slow* spell) for 3 rounds, with no saving throw. A fire

effect breaks any *slow* effect on the golem and cures 1 point of damage for each 3 points of damage it would otherwise deal. (For example, a brass golem hit by a *fireball* cast by a 5th-level wizard gains back 6 hit points if the damage total is 18.) The golem does not get a saving throw against fire effects.

**Skills:** \* A brass golem is a relentless tracker. It gains a +20 competence bonus on Wilderness Lore checks for the purpose of tracking a foe designated by its creator, or in connection with any other goal set by its creator. When tracking a foe through its own *maze*, the creature gains a +20 bonus on Wilderness Lore checks.



## Appendix II: Map



## Appendix III: New Magic Items and Spells

### Magic Items

#### **Living Chain** (Miniature Handbook)

This weapon seems possessed of some basic form of sentience. When it is used on an attempt to trip an opponent, this +2 spiked chain coils around the victim's limbs, adding a +4 bonus on the wielder's Strength check to trip the opponent. This bonus is in addition to the normal benefits that chains get when attempting to trip.

Moderate transmutation; CL 7<sup>th</sup>; Craft Magic Arms and Armor, *bull's strength*; Price 12,325gp.

### Spells

#### **Benign Transposition** (Miniature Handbook)

Conjuration (Teleportation)

**Level:** Sor/Wiz 1

**Components:** V

**Casting Time:** 1 standard action

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

**Targets:** Two willing creatures of up to Large size

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

Two target creatures, of which you may be one, instantly swap positions. Both targets must be within range. Objects carried by the target creatures (up to creatures' maximum loads) go with them, but other creatures do not, even if they are carried. The movement is instantaneous and does not provoke attacks of opportunity.

#### **Curse of Impending Blades, Legion's** (Miniature Handbook)

Necromancy

**Level:** Brd 3, Rgr 3, Sor/Wiz 3

**Components:** V, S, M/DF

**Casting Time:** 1 standard action

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

**Targets:** Enemies in a 20-ft.-radius burst

**Duration:** 1 min./level

**Saving Throw:** None

**Spell Resistance:** Yes

The subjects of the spell have a hard time avoiding attacks, sometimes even seeming to stumble into harm's way. The subjects take a –2 penalty to AC. The *curse* cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.

**Arcane Material Component:** A nail through a piece of leather.

#### **Fireburst, Greater** (Miniature Handbook)

Evocation [Fire]

**Level:** Sor/Wiz 5

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** 10 ft.

**Effect:** Burst of fire extending 10 ft. from you

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

*Greater Fireburst* causes a powerful explosion of flame to burst from you, damaging anyone within 10 feet of you. All creatures within that area, except for you, take 1d8 points of damage (maximum 15d6). The burst does not affect you or any creatures or objects in your space.

**Material Component:** A bit of sulfur.

#### **Recitation** (Complete Divine)

Conjuration (Creation)

**Level:** Cleric 4, Purification 3

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Area:** All allies and foes within a 60-ft.-radius burst centered on you

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** Yes

By reciting a sacred passage or declaration, you invoke your deity's blessing upon yourself and your allies while causing confusion and weakness among your enemies. The spell

affects all allies and foes within the spell's area at the moment you cast it. Your allies gain a +2 luck bonus on attack rolls and saving throws, or a +3 luck bonus if they worship the same deity as you. Enemies suffer a –2 lucky penalty on attacks rolls and saving throws. After casting the spell, you are free to take further action during the spell's duration as you see fit.

*Divine Focus:* In addition to your holy symbol, this spell requires a sacred text as a divine focus.

### **Wave of Grief** (Complete Divine)

Enchantment [Evil, Mind-Affecting]

**Level:** Bard 2, blackguard 2, cleric 2

**Components:** S, M

**Casting Time:** 1 standard action

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

**Area:** Cone

**Duration:** 1 round/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

All within the cone when the spell is cast are overcome with sorrow and grief. They suffer a –3 morale penalty on all attack rolls, saving throws, ability checks, and skill checks.

*Material Component:* Three tears.

### **Wrack** (Complete Divine)

Necromancy [Evil]

**Level:** Cleric 3, sorcerer/wizard 4

**Components:** V, S

**Casting Time:** 1 standard action

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

**Area:** One humanoid

**Duration:** 1 round/level

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

A humanoid subject of the spellcaster's choosing is wracked with such pain that he doubles over and collapses. His face and hands blister and drip fluid, and the eyes cloud with blood, rendering him blind. For the duration of the spell, the subject is considered helpless and cannot take actions. Even when the spell ends, the subject is still visibly shaken and suffers a –2 penalty on attack rolls, saves, and checks for 3d10 minutes. The subject's sight returns at the end of the spell's duration.

## Appendix IV: New Creatures

### **Bronze Serpent** (from Monster Manual II)

#### **Huge Construct**

**Hit Dice:** 16d10 (88 hp)

**Initiative:** +9

**Speed:** 50 ft., burrow 30 ft., climb 20 ft.

**AC:** 26 (-2 size, +9 Dex, +9 natural), touch 17, flat-footed 17

**Attacks:** Bite +17 melee

**Damage:** Bite 1d6+10 plus electricity

**Face/Reach:** 10 ft. by 20 ft./10 ft.

**Special Attacks:** Constrict 2d8+10, improved grab, shocking bite

**Special Qualities:** Construct traits, DR 5/adamantine, electric healing, electricity resistance 10, SR 21

**Saves:** Fort +5, Ref +14, Will +6

**Abilities:** Str 25, Dex 28, Con -, Int -, Wis 13, Cha 3

**Skills:** Climb +15

**Climate/Terrain:** Any land or underground

**Organization:** Solitary, pair, or cluster (3-5)

**Challenge Rating:** 10

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 17-32 HD (Huge); 33-48 HD (Gargantuan)

First seen in tropical lands, bronze serpents are golemlike guardians that resemble the serpent gods whose temples they once protected. Over the course of centuries, the secret of the creatures' construction has spread far and wide, so now they may appear anywhere.

A bronze serpent is a 20-foot-long snake built of articulated bronze rings. Its eyes glow blue-white, and its powerful jaws are equipped with impressive fangs that drip fat electrical sparks instead of venom.

A bronze serpent cannot speak, but it can understand simple instructions in its creator's language.

#### **Combat**

A bronze serpent usually concentrates its initial attacks on the creatures that appear most vulnerable to its shocking bite. Once it hits with that attack, it wraps its body around the

opponent, then continues biting while it constricts.

**Constrict (Ex):** With a successful grapple check, a bronze serpent can crush a grabbed opponent, dealing 2d8+10 points of bludgeoning damage.

**Improved Grab (Ex):** If a bronze serpent hits an opponent that is at least one size category smaller than itself with a bite attack, it deals normal damage and attempts to start a grapple as a free action without provoking an action of opportunity (grapple bonus +27). If it gets a hold. It can also constrict in the same round. Thereafter, the creature has the option to conduct the grapple normally, or simply use its jaws to hold the opponent (-20 penalty on grapple check, but the bronze serpent is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals bite constrict damage.

**Shocking Bite (Su):** A bronze serpent's bite deals 1d8+16 points of electricity damage in addition to the normal bite damage. The creature receives a +3 bonus on attack rolls against any opponent that is made out of metal, wearing metal armor, or carrying a significant amount of metal.

**Construct Traits:** A bronze serpent is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair or through its electric healing ability. It cannot be raised or resurrected. A bronze serpent has darkvision (60-foot range).

**Electric Healing (Ex):** Because of the bronze serpent's electrical affinity, any electricity attack directed at it cures 1 point of damage for each 3 points of damage it would otherwise deal. The creature gets no saving throw against electricity effects.



## **Clockwork Horror, Electrum** (from Monster Manual II)

### **Small Construct**

**Hit Dice:** 4d10 (22 hp)

**Initiative:** +2

**Speed:** 30 ft.

**AC:** 19 (+1 size, +1 Dex, +7 natural), touch 12, flat-footed 18

**Attacks:** Razor saw +5 melee, or pressure dart +5 ranged

**Damage:** Razor saw 1d8+1, pressure dart 2d4+1

**Face/Reach:** 5 ft. by 5 ft./5 ft.

**Special Attacks:** -

**Special Qualities:** Construct traits, electricity immunity, linked mind, spell vulnerability, SR 17

**Saves:** Fort +1, Ref +2, Will +3

**Abilities:** Str 12, Dex 13, Con -, Int 5, Wis 14, Cha 5

**Feats:** Point Blank Shot (B), Precise Shot (B)

**Climate/Terrain:** Any land or underground

**Organization:** Pair or component (3-8)

**Challenge Rating:** 4

**Treasure:** 50% coins, 50% goods (gems only)

**Alignment:** Always lawful evil

**Advancement:** -

Clockwork horrors are intelligent, arachnid-like constructs that live as a hierarchical collective. They exist solely to strip entire worlds of worked and raw metals, which they use to produce more horrors. These activities take clockwork horrors into areas where metal can be found, from underground mines to civilized areas where processed metal is often readily available. Clockwork horrors ignore non-mechanical creatures unless such beings pose a threat or obviously possess metal. The horrors' searches are methodical and efficient, resulting in the destruction of nearly everything in their path. An army of horrors can devastate an entire nation in a matter of weeks.

A clockwork horror appears as a four-legged, mechanical arachnid with a body about 2 feet in diameter. It is made of a base metal (such as iron) overlaid with a thin patina of precious or semiprecious metal. A large gem is embedded in the creature's brow. A single razor saw is situated near the front of its head where a mouth would normally be located. The more powerful clockwork horrors are more fantastically designed and decorated than the lesser ones. Servant clockwork horrors with overlays of less

precious metals are known to exist, but these serve the hierarchy primarily as laborers.

Clockwork horrors communicate in their own language of mechanical sounds. The linked mind that they share allows for instant communication among individual horrors within 10 miles of each other.

Logic indicates that since the horrors are mechanical beings, someone or something must have created them. What happened to that being is unknown. Some sages theorize that the adamantine horror rebelled against and slew its creator, then devised the other types of clockwork horrors to serve as its armies.

### **Combat**

Clockwork horrors attack their foes with calculated, merciless precision. Lesser horrors unswervingly follow the orders of their superiors, fighting to the death if so commanded. In battle, clockwork horrors swarm around foes and whittle away at them while calling for reinforcements. A clockwork horror's weaponry is a part of its being, so it cannot be disarmed. When it dies, the gem in its brow disintegrates, and its body fuses into a mass of melted metal.

Electrum horrors are the shock troops of the clockwork horror collective. They are sent in to scout out areas, assess potential resistance, and overcome any opposition.

Electrum horrors advance into combat in precise battle lines, with the individual horrors spaced about 10 feet apart. They open fire with volleys of pressure darts. Upon closing with the enemy, some continue firing darts at perceived spellcasters or opponents using ranged weapons, while others slice away at nearby foes with their razor-sharp saws. After a battle, additional electrum horrors scavenge the area, retrieving fallen companions and any abandoned weapons for smelting down and making new horrors.

**Construct Traits:** A clockwork horror is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death

effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A clockwork horror has dark vision (60-foot range).

**Linked Mind** All clockwork horrors within 10 miles of a gold, platinum, or adamantite horror are in constant communication. If one is aware of a particular danger, they all are. If one in a particular group is not flat-footed none of them are. No clockwork horror in such a group is considered flanked, unless they all are.

**Spell Vulnerability (Ex):** A clockwork horror is susceptible to the *shatter* spell, which blinds it for 1d4+1 rounds.

### **Golem, Brass** (from Monster Manual II)

#### **Large Construct**

**Hit Dice:** 16d10 (88 hp)

**Initiative:** +0

**Speed:** 30 ft. (can't run)

**AC:** 31 (-1 size, +22 natural), touch 9, flat-footed 31

**Attacks:** Huge +3 *wounding greataxe* +19/+14/+9, or butt +16 *melee*

**Damage:** Huge +3 *wounding greataxe* 2d8+10/x3, butt 1d8+7

**Face/Reach:** 10 ft. by 10 ft./10 ft.

**Special Attacks:** *Maze*

**Special Qualities:** Construct traits, DR 10/adamantine, magic immunity, scent

**Saves:** Fort +5, Ref +5, Will +7

**Abilities:** Str 20, Dex 11, Con -, Int 3, Wis 14, Cha 7

**Skills:** Wilderness Lore +2\*

**Climate/Terrain:** Any land or underground

**Organization:** Solitary

**Challenge Rating:** 10

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 17-32 HD (Huge); 33-48 HD (Gargantuan)

Golems are magically created constructs of great power. Constructing one involves the use of mighty magic and elemental forces. The animating force for a golem is a spirit from the

Elemental Plane of Earth. The process of creation binds the unwilling spirit to the artificial body and subjects it to the will of the golem's creator.

Golems have no language of their own, but they can understand simple instructions from their creators.

A brass golem exists to fulfill one goal, set at the time of its creation. It waits with absolute patience until activated, then it becomes a terrible instrument of destruction. If its goal becomes unattainable -- for example, if it was created to guard a temple that no longer exists -- the brass golem loses its enchantment entirely and becomes nothing more than a statue.

A brass golem is most often forged to resemble a minotaur. Until activated, it appears as a large, brass statue armed with a gleaming greataxe.

#### **Combat**

Golems are tenacious in combat. Since they are mindless, they can do nothing in the absence of orders from their creators. They always follow instructions explicitly and are incapable of any strategy or tactics. They are emotionless in combat and cannot be provoked.

If a golem's creator is within 60 feet of it and both visible and audible to it, he or she can command the creature directly. An uncommanded golem usually follows its last instruction to the best of its ability, though it returns any attacks made against it. The creator can give the golem a simple program (such as "Remain in an area and attack all creatures [or creatures of a specific type] that enter," or "Ring a gong and attack," or the like) to govern its actions in his or her absence.

Since golems do not need to breathe and are immune to most forms of energy, they can press an attack against an opponent almost anywhere, from the bottom of the sea to the frigid top of the tallest mountain.

**Construct Traits:** A golem is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. The

creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A golem has darkvision (60-foot range).

**Magic Immunity (Ex):** Golems completely resist most magical and supernatural effects, except as noted below.

**Maze (Sp):** Once per day, a brass golem can target a *maze* effect (caster level 16th) against a single quarry. The golem is immune to the effects of its own *maze* ability and that of others of its kind, and it can freely enter its own *maze* to track a target.

**Magic Immunity (Ex):** A brass golem is immune to all spells, spell-like abilities, and supernatural effects, except as follows. An electricity effect slows it (as the *slow* spell) for 3 rounds, with no saving throw. A fire effect breaks any *slow* effect on the golem and cures 1 point of damage for each 3 points of damage it would otherwise deal. (For example, a brass golem hit by a *fireball* cast by a 5th-level wizard gains back 6 hit points if the damage total is 18.) The golem does not get a saving throw against fire effects.

**Skills:** \* A brass golem is a relentless tracker. It gains a +20 competence bonus on Wilderness Lore checks for the purpose of tracking a foe designated by its creator, or in connection with any other goal set by its creator. When tracking a foe through its own *maze*, the creature gains a +20 bonus on Wilderness Lore checks.

## Appendix V: New Prestige Classes

### **Illithid Savant** (from Savage Species)

Mind flayers are connoisseurs of brains, but some take this taste to the next level. The illithid savant is an academic who deals in applied science, acquiring new knowledge from the brains he consumes.

Often an illithid savant specializes in the arcane arts, usually as a wizard since he tends toward scholarly pursuits. Bards, with their insatiable quest for knowledge, frequently gravitate to this career. Less often, a nonclassed mind flayer stumbles onto the path of the savant through consuming a particularly noteworthy brain.

Illithid savants make excellent support members for just about any group, although they prefer the company of other mind flayers. They usually bring several thralls of desired classes or creature types for consumption as needed. A savant often heads up an inquisition or even a cult to pursue his ends.

**Hit Die:** d4.

### **Requirements**

To qualify to become an illithid savant, a character must fulfill all the following criteria.

**Race:** Mind flayer.

**Skills:** Knowledge (arcana) 10 ranks.

**Special:** Must have consumed the brain of a creature of CR 9 or greater.

### **Class Skills**

The illithid savant's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Hide (Dex), Intimidate (Cha), Knowledge (any) (Int), Listen (Wis), Move Silently (Dex), Scry (Int, exclusive skill), Search (Int), Sense Motive (Wis), and Spot (Wis).

*Skill Points at Each Level:* 2 + Int modifier.

### **Class Features**

All of the following are class features of the illithid savant prestige class.

**Weapon and Armor Proficiency:** Illithid savants neither gain nor lose proficiency with any weapons, armor, or shields by gaining levels in this class.

**Acquire Skill (Ex):** At 1st level, an illithid savant can acquire one skill known by a creature whose brain he has consumed, chosen at the time of consumption. He permanently gains all of the creature's ranks in that skill (but not racial or ability score bonuses to the skill modifier) even if his new total is more ranks than the illithid savant's current character level would normally allow. This skill becomes a class skill for the illithid savant, and he may buy more ranks in the skill if the new ranks do not cause him to exceed his maximum ranks in the skill.

At 4th, 6th, and 8th level, the illithid savant can acquire and use one additional skill from a brain.

**Lore (Ex):** At 1st level, an illithid savant gains the ability to make a special lore check twice per day to recall esoteric information from the brains of those he has consumed. Just as with a bardic knowledge check (see Chapter 3 of the Player's Handbook for more on this ability and typical check DCs), the illithid savant adds his level in this prestige class and his intelligence modifier as bonuses on any attempt to learn something unusual.

At 2nd, 5th, and 9th level, the illithid savant can make a special lore check two additional times per day.

**Acquire Feat (Ex):** At 2nd level, an illithid savant permanently acquires one of the feats of a consumed creature, provided he meets that feat's prerequisites. At 4th, 6th, and 8th level, the illithid savant can acquire and use one additional feat from a consumed brain.

**Acquire Class Feature (Ex):** At 3rd level, an illithid savant permanently gains one class feature of a consumed brain's owner, as a character of that creature's level in that class. If the former character was a spellcaster, the illithid savant is able to cast one spell of each level available to the character (if the victim was a wizard, the mind flayer must still consult a spellbook or learn from scrolls), as well as any bonus spells provided by the illithid savant's ability scores. If the illithid savant already has spellcasting levels, these spells are in addition

to those granted by the illithid savant's spellcasting class levels.

At 7th level and again at 10th level, the illithid savant can gain another class feature from a consumed brain.

**Acquire Special Attack or Special Quality (Ex):** At Sth level, the illithid savant permanently gains one special attack or special quality of a consumed brain's owner. The chosen ability must not rely on a physical feature of the consumed creature, such as a gaze attack, a breath weapon, flight, or a natural attack with an appendage not possessed by the mind flayer. If the ability allows a saving throw, the illithid savant uses his own ability score modifier to determine the DC.

At 9th level, the illithid savant can gain another special attack or special quality from a consumed brain.

Class Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special
1st	+0	+0	+0	+2	Acquire skill 1, lore 2/day
2nd	+1	+0	+0	+3	Acquire feat 1, lore 4/day
3rd	+1	+1	+1	+3	Acquire class feature 1
4th	+2	+1	+1	+4	Acquire skill 2, acquire feat 2
5th	+2	+1	+1	+4	Acquire special attack or special quality 1, lore 6/day
6th	+3	+2	+2	+5	Acquire skill 3, acquire feat 3
7th	+3	+2	+2	+5	Acquire class feature 2
8th	+4	+2	+2	+6	Acquire skill 4, acquire feat 4
9th	+4	+3	+3	+6	Acquire special attack or special quality 2, lore 8/day
10th	+5	+3	+3	+7	Acquire class feature 3

## **Critical Event Summary**

### **for use at Clearwater Conclave**

Please fill out the following and return the results to Christopher Reed at [fltriad@aol.com](mailto:fltriad@aol.com).

- |                                                                                                         |     |    |
|---------------------------------------------------------------------------------------------------------|-----|----|
| 1) Did the PCs return the real Gem of Ulaa back to Keeper Karin Whytsmith?                              | YES | NO |
| 2) Did the PCs return the fake "Gem of Ulaa" to Keeper Karin Whytsmith, thinking it was the real thing? | YES | NO |
| 3) Did any PC acquire a Death Chest?                                                                    | YES | NO |
| 4) Did any PC give a Death Chest to Maleveolence?                                                       | YES | NO |
| 5) Did any PC keep a Death Chest?                                                                       | YES | NO |
| 6) Did any PCs get trapped in the shadow plane?                                                         | YES | NO |