

4-6 PCs



Levels 6-8

Rise of the Drow

DESCENT INTO THE UNDERWORLD



A13

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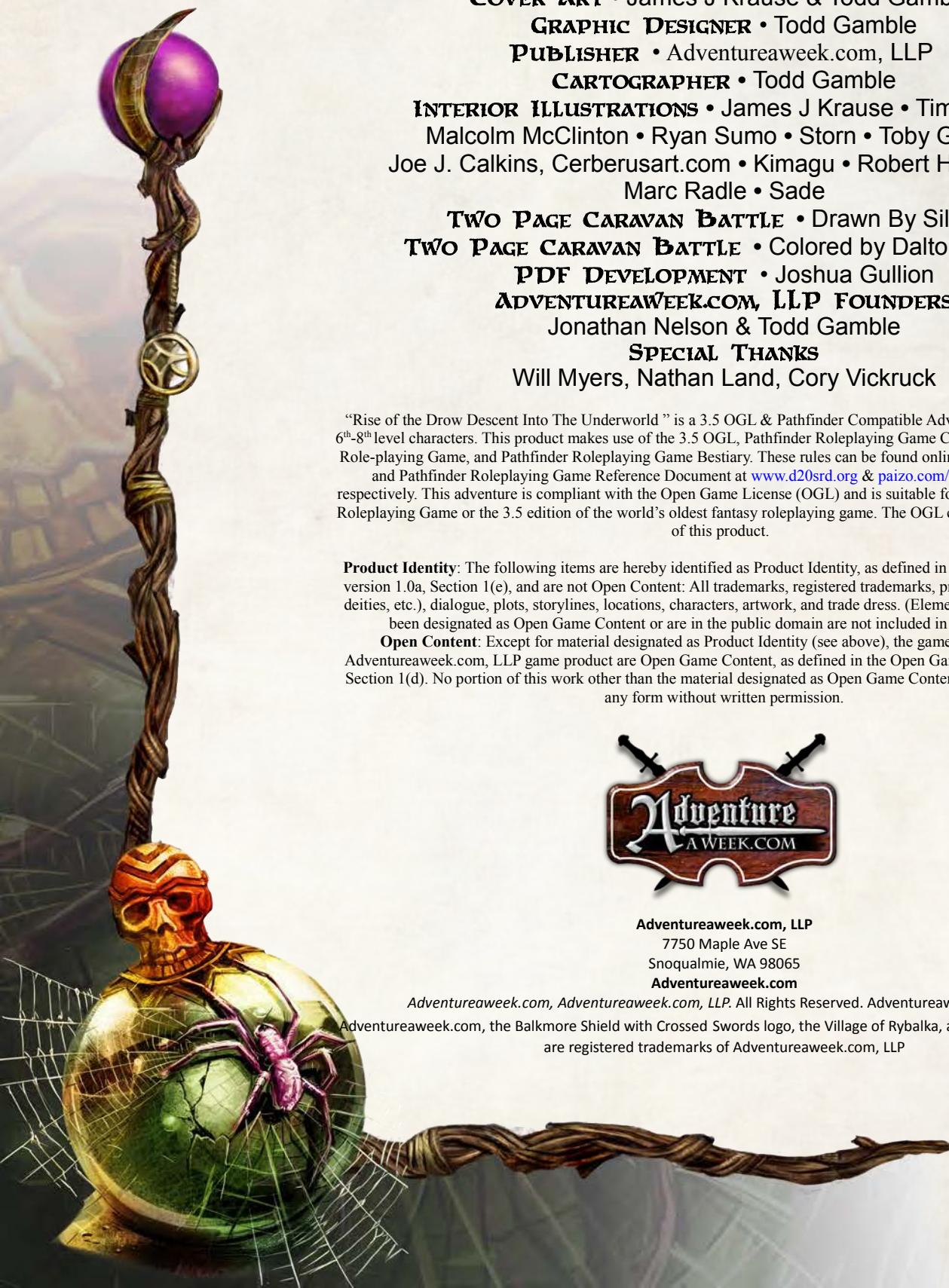
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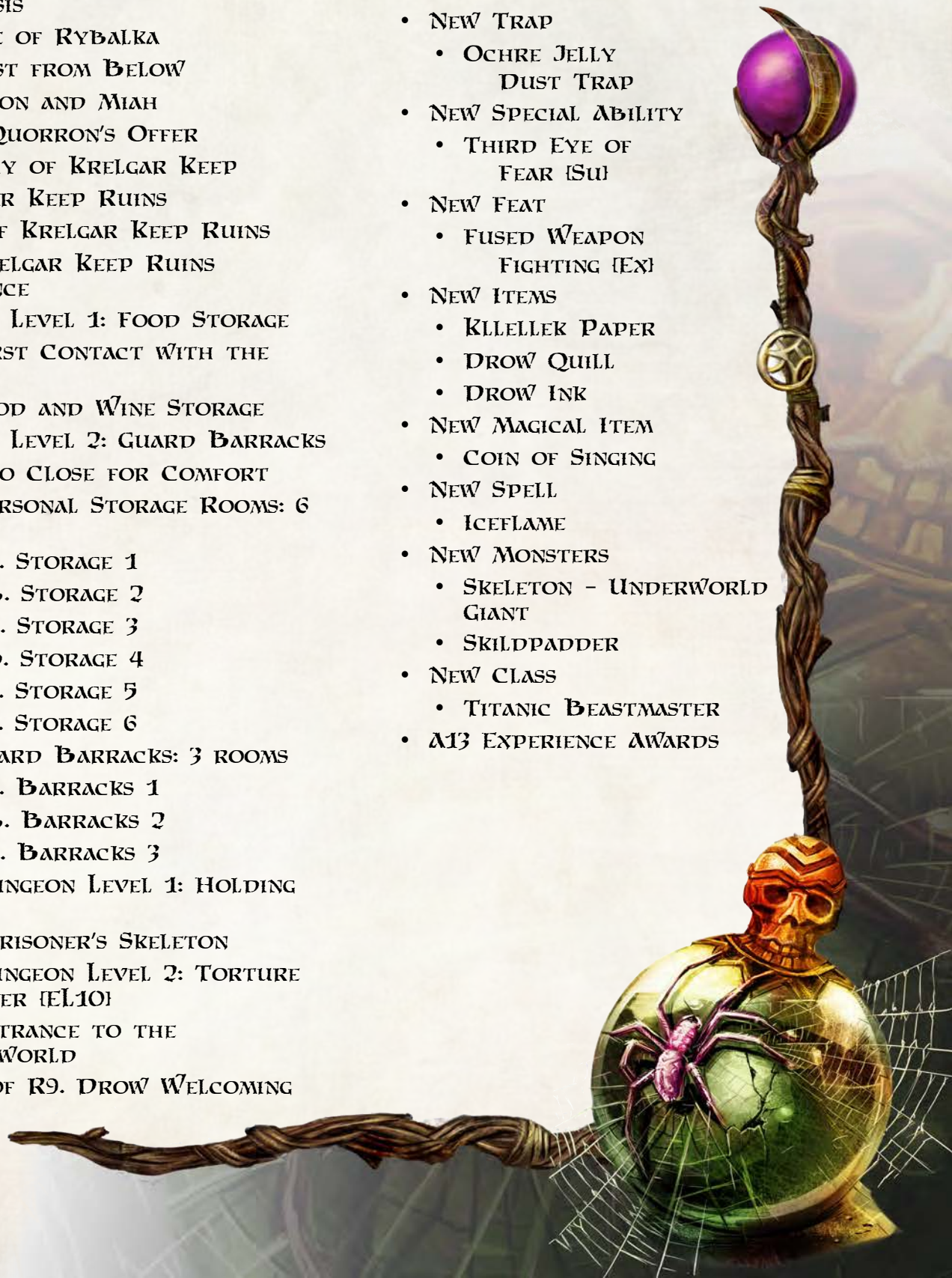
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BACKSTORY

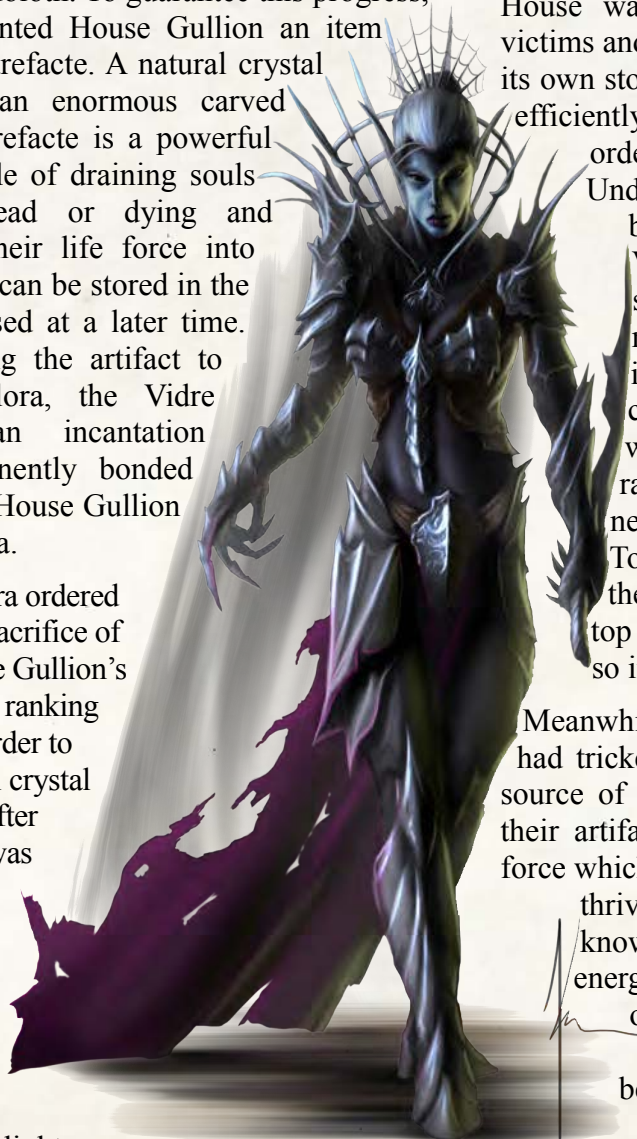
The drow city of Holoth has long been a nexus of power in the Underworld, both naturally and when forged by those who desire it. Holoth is a wealthy city of power-hungry drow families, with various houses constantly vying for position and prestige at the expense of each other.

For years, a house by the name of Gullion struggled for power, only to lose footing with each conflict. After slaying her mother, the drow priestess Maelora came to lead the family. The new Matron Maelora struck a deal with a race of crystalline beings called the Vidre. This magically-sealed pact between her house and the Vidre would facilitate House Gullion's rise to pre-eminence in Holoth. To guarantee this progress, the Vidre granted House Gullion an item called the Vidrefacte. A natural crystal shaped like an enormous carved gem, the Vidrefacte is a powerful artifact capable of draining souls from the dead or dying and transferring their life force into energy which can be stored in the crystal and used at a later time. When granting the artifact to Matron Maelora, the Vidre performed an incantation which permanently bonded the crystal to House Gullion and its insignia.

Matron Maelora ordered the ritualistic sacrifice of many of House Gullion's slaves and low ranking members, in order to fill the magical crystal with energy. After the foul deed was done, over 500 souls were added to the Vidrefacte, causing it to glow and pulsate with a blinding white light.

The Matron prayed to the Spider Goddess whilst holding the gem aloft; as she finished her spell, she set the crystal atop a large stalagmite within close proximity of the city's central structures. The stalagmite magically grew until it almost touched the ceiling of the gigantic cave, whilst at the same time the pulsating light from the Vidrefacte diminished. Matron Maelora ordered the sacrifice of more members of House Gullion; the light returned. The Matron summoned the crystal's power again and circular windows appeared. She created a grand entrance dedicated to the Spider Goddess, finding yet more sacrifices were required. After a dungeon to keep prisoners and train beasts was created, the light in the gem flickered out. The Matron was furious that the crystal continued to require these sacrifices; the House was now in short supply of potential victims and if any more creatures were taken from its own stock, it would leave it unable to function efficiently and effectively. Matron Maelora ordered her House to start trawling the Underworld for more slaves and living bounty to be used to power the Vidrefacte. In the meantime, she sacrificed a few medium ranking members of the house, including some immediate relatives she had never much cared for because they'd stood in her way as she rose through the House ranks, and soon the construction of her new home was complete. She named it Tolgorith Tower and magically ensured the now-hovering Vidrefacte above the top of the structure remained in place, as so instructed by the crystalline beings.

Meanwhile, the Vidre were rather pleased. They had tricked House Gullion and now had a free source of energy. The channeling of souls from their artifact gave them a steady supply of life force which the Vidre need in order to survive and thrive. Little did Mother Matron Maelora know, but she was only obtaining half the energy from each soul whilst the Vidre fed on the other half. The more energy the¹²Vidre absorbed, the stronger they became.





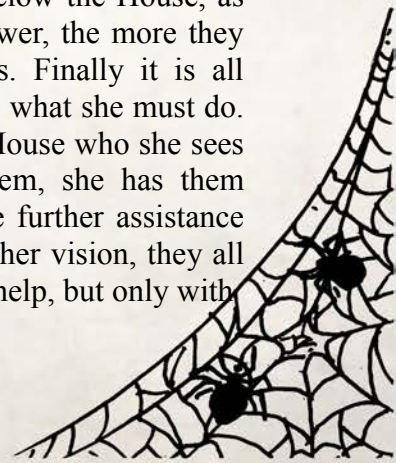
This vicious circle continued for many years until House Gullion became a force to be reckoned with. The family had agents installed in all the other houses and every chain of command. It was poised to strike and strike it did; House Gullion took the throne of Holoth for its own, grasping the seat of power to control the entire city. But Matron Maelora was far too power-hungry to stop there. She wanted to dominate the entire region, both above and below ground. She ordered a lock-down of the Underworld. She ceased outside relations with the mercane, the dwarves, and the other races which traded and dealt with the drow. She found new sources of goods through raids on outlying villages and towns and instead of asking for what they needed, the drow now took what they wanted. This change in lifestyle, while disdained by some, has been accepted by the general populace. Many see Matron Maelora as a gift from the Spider Goddess herself, someone who will “guide us to victory and dominance over the other races with their weak and mewling gods.”

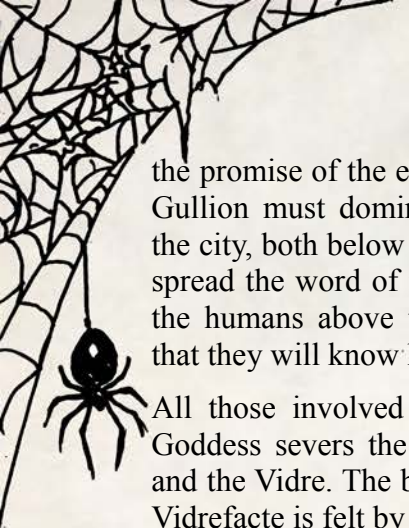
CHANGES IN THE UNDERWORLD

The change in drow behavior has adversely affected most of the Underworld, throwing the status quo into utter chaos. Trade routes have been severed, drow raids have increased, and the stability of the entire Underworld is teetering on the brink of destruction. Most affected by the new changes are the dwarves of Embla, a large town in close proximity to Holoth. Over the past few months it has lost numerous warriors, merchants, and officials to drow raids on both trade shipments and the town itself. Embla sent word to the nearby major dwarven city of Stoneholme, but was turned away. Apparently Stoneholme had already closed its borders and barred its gates when the drow took to their raiding activity in the area. Embla is now virtually defenseless and is prepared to beg outsiders for their help.

CURRENT EVENTS MATRON MAELORA'S DECISION TO FURTHER BETRAY THOSE AROUND HER

After a consultation with her daughter, the Oracle of Tolgorith Tower, Matron Maelora begins to suspect that her deal with the Vidre is no longer working to her advantage. The thirst of the crystal artifact seems to be increasing despite the fact that Matron Maelora has decreased her reliance of it and thus consumption of energy from the Vidrefacte has also dropped. Matron Maelora prays to the Spider Goddess and performs many bloody and taboo rituals requesting guidance and clarity. The Spider Goddess finally grants her a vision in which Maelora sees threads of life force trailing off each member of House Gullion. These threads all coalesce at the Vidrefacte where, using Tolgorith Tower, the energy is being channeled down through the earth and directly into the bodies of the Vidre. Hidden below the House, as the Vidre grow in size and power, the more they require the energy from souls. Finally it is all clear to the Matron; she knows what she must do. Gathering the children of the House who she sees with threads coming from them, she has them perform a ritual requesting the further assistance of the Spider Goddess. In another vision, they all see that the Goddess agrees to help, but only with





the promise of the expansion of her power. House Gullion must dominate all of the region around the city, both below and above ground. They must spread the word of the Spider Goddess and force the humans above to bow before her or die, so that they will know her strength and might.

All those involved agree, and the drow Spider Goddess severs the link between House Gullion and the Vidre. The back-ripple of energy from the Vidrefacte is felt by every drow of House Gullion, as the mystical threads seen in the first vision are torn asunder, whilst those who took part in the second ritual feel a personal blessing from the Goddess, something that comes with a price to pay.

This enrages the Vidre who prepare an all out assault on Tolgorith Tower. If House Gullion will not fulfill their agreement then the Vidre will take their souls with force!

ADVENTURE HOOK

The adventure begins in Rybalka, where the PCs are approached by the dwarven blacksmith Quorron and his cousin Miah. Miah is a representative of Embla and has come to beg for their assistance with a growing problem in the Underworld. Representatives have been sent all over the known realms, above and below ground. The forces that agree to help the dwarves could easily be a very mixed bunch, bringing all the inter-species tensions that such gatherings can engender. The dwarves realize this, but hope the over-riding issues concerning the drow will draw these myriad allies and mercenaries together.

SYNOPSIS

The PCs are approached by Miah from Embla, who requests assistance in the Underworld.

Whilst traveling to the Underworld, the PCs pass through the upper-floor remains and still-intact dungeons of a ruined keep. A number of undead minions of the building's former owner are encountered. Among these undead are zombie drow, former members of a spy team which had been following Miah as the dwarf headed for the

surface to ask for help. There are also indications that the drow had been planning to use the old keep for occasional surveillance of the Overworld. Finally, the PCs may also come across evidence of the previous inhabitants of the keep from long ago.

From all that they find in the keep, the PCs may choose to return to the village to warn the authorities or continue into the Underworld. Whichever choice they make will have implications on how they encounter events in the Underworld.

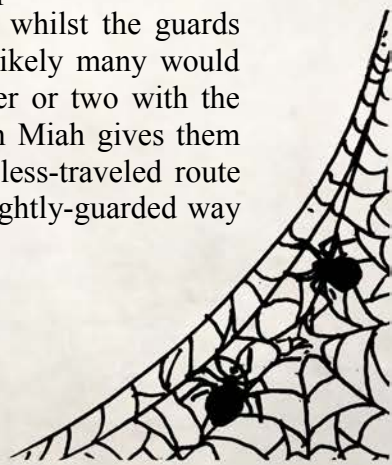
Eventually, the path down "The Long Road" is taken, along which a drow raid on a dwarven trading transport team is disrupted by the PCs. Clues can be found pointing to "House Gullion" being responsible for the raid as part of a wider plan.

In the next part of this adventure, after the PCs have arrived at Embla, they are greeted by the remaining town officials and merchant circle, who then meet with each other and discuss the current dire straits. It is understood that these sweeping changes to the Underworld came with House Gullion's rise to power. The PCs are asked to infiltrate and uncover additional information on House Gullion and, if possible, dispatch whoever is responsible for the death and enslavement of so many innocents in the Underworld.

The PCs may choose to return to the surface, which allows the drow more time to move in and sack Embla, enslaving its citizens. If the PCs take this path they will lose Miah's help and must take the "Main Road" into the drow city of Holoth, leading to them engaging in a frontal assault on the drow city, which may result in their deaths.

-OR-

The party may decide to press on without additional help from Rybalka; whilst the guards are good at their job, it is unlikely many would survive more than an encounter or two with the drow. Continuing to work with Miah gives them access to the "Back Road", a less-traveled route to Holoth and comparatively lightly-guarded way into the city.



In the final part of the adventure, the party will have decided to EITHER take part in a full-frontal assault of Holoth OR enter the city via the "Back Road" after a more dangerous journey. Whichever route they choose, as the PCs make their way into Holoth they find it under attack from huge crystalline creatures, the Vidre, that focus their attacks on Tolgorith Tower. However, as the PCs approach, they also find themselves targeted by the enraged creatures.

The PCs must make their way through the city to Tolgorith Tower and then into the structure itself. Whilst the Vidre continue to make this difficult as they continue to attack the PCs, the party has to decide how to deal with the tower's drow guards, defeat the children of House Gullion and finally confront the power behind the city, Matron Maelora!

If the PCs can succeed in their mission and either slay or remove the matron from power, they will end her stranglehold on the region and return life in the Underworld to what it was. If they fail, House Gullion will defeat the Vidre, rebuild and restructure its house (which will take time but is inevitable), and then make its move against the Overworld. Others will have to deal with that particular menace!

VILLAGE OF RYBALKA

The adventure begins in Rybalka where the PCs are either up late drinking at the Thirsty Serpent Tavern or staying overnight at Rybalka Lodge.

REQUEST FROM BELOW QUORRON AND MIAH

The PCs are approached in the middle of the night by the dwarven blacksmith Quorron. His cousin Miah has just arrived from the city of **Embla** in the Underworld with dire news and a request for assistance. Miah has journeyed to several Underworld outposts, searching for help and assistance, as well as a handful of Overworld sites. He has ended up in Rybalka after a number

of fruitless stops along a circuitous winding route; he is now making what he knows will be his last attempt at gaining assistance. He intends to return to Underworld the next day in order to help with the defense of Embla.

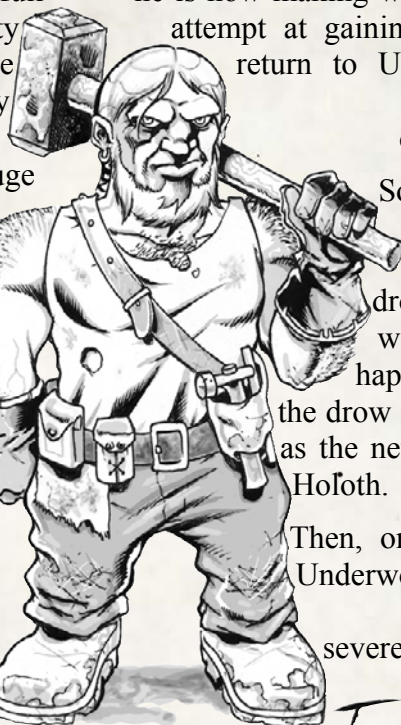
Something significantly changed over the last couple months, as relations with the drow became strained, and then were cut off altogether. This happened right around the time the drow of House Gullion took power as the new ruling party in the city of Holoth.

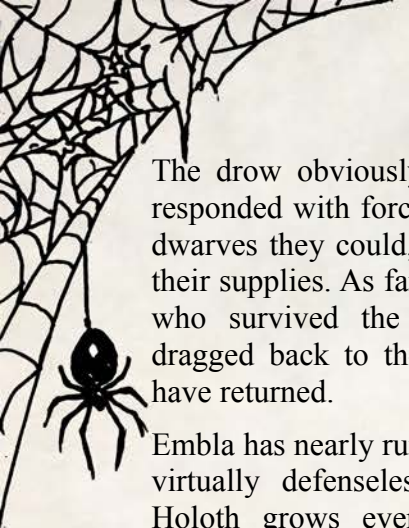
Then, one by one, all of the other Underworld races withdrew from their treaties as well and severed ties with the dwarves.

Miah suspects that the drow of House Gullion are to blame for these new

changes; he believes they are planning something, but doesn't know what exactly.

Because shortly after the silent treatment began, drow began to raid dwarven caravans meant for other locations in the Underworld. In order to keep up their food supply and economy, the dwarven town of Embla had to delve deeper into the Underworld and establish new relations with distant races.





The drow obviously did not like this and have responded with force, slaying or capturing all the dwarves they could, along with the caravans and their supplies. As far as Miah knows, the dwarves who survived the attacks were captured and dragged back to the drow city of Holoth; none have returned.

Embla has nearly run out of warriors and is sitting virtually defenseless whilst the drow city of Holoth grows ever stronger. Since Miah has relations in the Overworld he was sent to meet with his cousin Quorron and request help from the tall ones. The tall ones are the dwarves' only hope from this part of the world; asking for assistance from them is a first for Embla, and Miah truly hopes he is acting in a right-and-proper manner when requesting assistance.

Miah cannot promise anything up front, but nevertheless begs the PCs for their help and pledges that Embla will be indebted to them for their efforts. Miah wishes to return to Embla as soon as possible.

Quorron's Offer



If the PCs agree to help Miah, Quorron offers to either loan or give them anything in his shop free of charge, once his fellow dwarf is out of earshot. He knows how difficult it is to ask for help from Overworlders and doesn't want Miah to feel any further in debt as a result of his actions. Part of the deal for being given these items is not revealing anything about it to Miah, under any circumstances. Quorron is adamant about this.

Most standard weapons and armor from the 3.5 PHB or Pathfinder Core Rules can be found here. In addition, there are a few magical weapons and pieces of armor Quorron is willing to loan to the PCs if they specifically promise to help the dwarves; he doesn't go into how they became magical if asked, and a few of them have a rather exotic or ancient feel and look about them. Each PC is offered the loan of one item if they choose the magical pieces or given four items if they pick non-magical equipment. Magical items on offer are as follows:

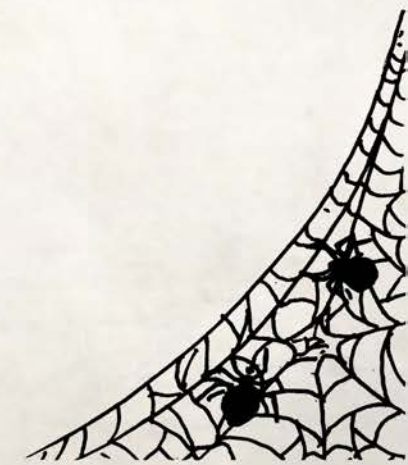
- Longsword +1 (about 5 years old)
- Dagger +3 (over 150 years old)
- Buckler +2 (about 18 months old)
- Mace +2 (age indeterminate, but clearly not new or from anywhere close by)
- Longbow +2 (Elven, although only a true elf will know this)
- Shortbow +2 (Vikmordere in make and about 200 years old)
- Chainmail +1 (about 18 months old)
- Chain shirt +2 (about 400 years old, of an ancient dwarven design)
- Breastplate +1 (age indeterminate, made for a female and highly engraved with unknown symbols)
- Studded Leather +2 (about 4 years old)

Search/Perception DC 30 = success will reveal that the head of the mace is slightly hollow, the chamber the same size as a standard vial, perhaps used for holy water. If the GM wishes to use this information in any way, please go ahead. Otherwise it has no direct influence on the adventure.



Knowledge (religion) DC 35 = success will reveal that the breastplate's symbols are from an ancient god of Balance and Equality. If the GM wishes to use this information in any way, please go ahead. Otherwise it has no direct influence on the adventure.

After leaving town, Miah will lead them back through a ruined keep and into its dungeon, where an entrance to the Underworld can be found. After they enter the Underworld he will take them immediately to Embla to meet with the town leaders.







HISTORY OF KRELGAR KEEP

Krelgar Keep gets its name from a Klavek Kingdom military general named Krelgar Thorntalon, who routed the barbarians that once lived in these lands and oversaw the construction of the keep. Krelgar Keep was constructed almost 300 years ago as the Klavek Kingdom's first effort to gain a secure foothold in the Vikmordere Valley. Their efforts failed miserably when a massive Vikmordere retaliatory assault on the partially-constructed keep decimated the Klavek forces stationed here. Not a single Klav survived.

Years later, a driven, slightly-crazed necromantic sorcerer named Yul made the ruined keep his home and animated all of the dead Klavekian soldiers, ordering them to serve him and finish building the keep. When he had trouble controlling the large number of undead, he asked for the help of Tathious, a white dragon. She agreed to help him on one condition; that he would be at her beck and call whenever she required a favor. He agreed and she granted Yul a magical necklace that enhanced his ability to control undead via vastly improved charisma.



The years passed and soon the keep was nearly complete, although Tathious had begun to call upon Yul far too often for his tastes. Since Yul had amassed quite the undead army, he decided to gather his troops and destroy her. Yul gazed through his crystal ball, watching the assault from the safety of his keep. Then the crystal ball went black; something had blocked his scrying spell. Soon he heard the terrible roar of an enraged dragon outside his keep, but before he could reach a position to defend his home, the creature crashed into the building, knocking down years of work with just a few well placed blows. Tathious's anger knew no bounds and soon the keep was once again a pile of rubble. Luckily Yul had sought cover deep in the dungeons of his keep, where he thought his safety was assured. But Tathious changed into human form and, with a smile playing across her lips, began to descend the stairs, where she would teach Yul a lesson on the proper place of man amongst dragons.

Although thoroughly defeated by the dragon, Yul was made of determined stuff and his sorcerous

spirit refused to leave the keep. At first it existed as nothing more than a bitter wraith-like form, bound to the torture room where he had met death at the claws of the dragon, but it grew. Over time, the ghost of Yul poured over his own books and scrolls, somehow maintaining his ability to read and use them, yet continued to be agonizingly frustrated at events that had taken place and his inability to properly control his undead army whilst alive. Eventually he understood his error; as a living creature, he was never "one of them" and therefore had had to rule by fear, a weak and fragile tool, as opposed to authority, a strong and powerful one. Yul determined a way to make amends for his mistake and once again work to control the region. After all, he was destined to do so, something he believed even more fervently now he knew how to overcome his issues with commanding undead. And anyway, what was the death and undeath of a few inconsequential humanoids compared to the rise of a rightful ruler of the region? Yul re-entered his body and transformed into a mohrg, unashamedly proud of all he had done and now able to hold sway over countless undead. Once in this new form, he continued to study his tomes and parchments.

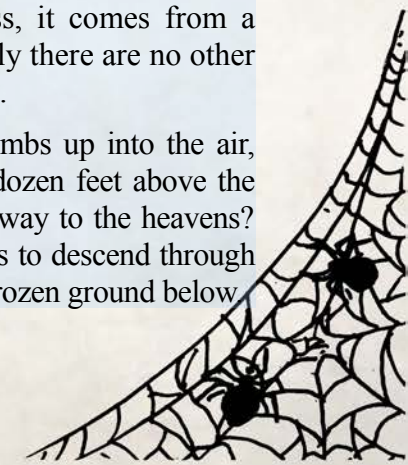
KRELGAR KEEP RUINS

MIAH LEADS THE WAY THROUGH THE OLD TOWER RUINS



A rubble pile can be seen up ahead. Huge gray stones, flecked with dirt and chunks of ice, glisten in the milky sun. Despite its present condition, this old keep must have been quite grand in its day, judging by the sizable piles of stone strewn about the area and the high quality work exhibited on some of the larger blocks. The footprint of a massive beast is pressed firmly into the ground nearby; it appears to be similar to a reptile, but at five feet across, it comes from a formidable creature. Thankfully there are no other prints in the area save this one.

A twisted circular staircase climbs up into the air, only to end suspended a few dozen feet above the ground. Perhaps this is a stairway to the heavens? The same stairway also appears to descend through the pile of rubble and into the frozen ground below.





PROFILE VIEW

GROUND LEVEL
(RUINS)

CELLAR 1

CELLAR 2

DUNGEON 1

DUNGEON 2

TO GARBAGE SLOPE
(DESCENDING)



0 25 50 100 150

SCALE IN FEET



KRELGAR KEEP RUINS

R1

GROUND LEVEL (RUINS)

SMASHED CRATES
AND DEBRIS

R3

STAIRS
R2

R3

WINE RACKS

CELLAR 1

STORAGE
ROOMS

R5

A B C D E F

R4

STAIRS

GUARD BARRACKS
COVERED IN DUST

R6

CELLAR 2

SKELETON

R7

STAIRS

DUNGEON 1

SKELETON

TORTURE
DEVICES

R8

STAIRS

TORTURE
DEVICES

TO GARBAGE SLOPE
(DESCENDING)

(SEE INSET ABOVE)

DUNGEON 2

R1. KRELGAR KEEP RUINS ENTRANCE

A circular twisting stairway climbs up about 30 feet (9 meters) into the air, appearing somewhat comical since the surrounding structure has since been utterly destroyed. The same stairway also descends into the ground, leading to the first cellar level below. The cool temperature and air circulation through this hole has actually preserved much of what lies below. Large stone blocks that have fallen around the entrance prevent significant amounts of water from flowing into the keep below, although there is noticeable seepage.

If the PCs climb UP the stairs to the open top, they are in for a surprise. When Yul transformed into a mohrg and began to reanimate his undead minions, it attracted the attention of a pair of free-spirited extraplanar beings, which felt the pulse of evil energy that comes with any creature's transformation to a wicked undead form.

These two bralani followed what was broadly happening within the keep and made a decision; one would investigate whilst the other would watch over the entrance and swiftly return home if the worst happened. And indeed the worst did happen; the bralani who dared to explore the keep met an untimely end, one wracked with pain, anguish and fear, all of which were sufficient for it to reveal the whereabouts of its partner; Yul's cold iron torture equipment more than did its job.

Using one of his other cold iron items, a set of *Dimensional Shackles*, Yul managed to bind the second bralani using various threats and coercions as to what would happen to its partner if it didn't agree to his demands. The creature gave in, hoping to turn the trick and trap back on Yul without knowing exactly what was going to happen. At the last moment, it turned into its whirlwind form, realizing it had been fooled, and attempted to fly away. But Yul managed to hold it in place before surrounding it with a *Permanent Image*. To this day, the bralani sits at the top of the stairs, bound in whirlwind form. The sound of the whirlwind seems perfectly natural for the wide open spaces and their desolate nature.

If the PCs mount the stairs, they will find themselves confronted by an insanely angry whirlwind. They may well mistake this for an air

elemental and fight, in which case the bralani will fight back. If somehow the PCs decide to talk to the creature, it will eventually calm down and describe what happened to it. If allowed to return home (which it will want to do) it will take the *Shackles* with it so they can be destroyed. PCs will notice rather wicked-looking abrasions around the bralani's wrists and ankles if it returns to any form with arms and legs.

If the PCs kill the bralani, they find themselves in possession of the *Dimensional Shackles*.

Diplomacy vs DC30; Success means the bralani can be reasoned with to calm down after years of imprisonment, failure means it will attack forcefully. Another check can be made at +2.

Any character who is Chaotic Good get +2 to this roll, so attuned are bralani to this alignment.

Bralani (EL 6): 3.5/Pathfinder

Dimensional Shackles

These shackles have golden runes traced across their cold iron surface. Any creature bound within them is affected as if a dimensional anchor spell were cast upon her (no save). They fit any Small to Large creature. The DC to break or slip out of the shackles is 30.

Moderate abjuration; CL 11th; Craft Wondrous Item, dimensional anchor; Price 28,000 gp; Weight 5 lb.

Adventure Location: Krelgar Keep Ruins

Dangers: Drow, Traps, Wandering Underworld Monsters

Lighting: None, light source required

Walls: 5×5 Solid Gray Stone Blocks

Doors: Solid Oak, Some worn, others rotten

Mood/Theme: Ghost Town



CELLAR LEVEL 1

FOOD STORAGE

Barrels of spoiled ale and mead line the north and south walls of the room the spiral stairs descend into and through. A few on the north wall have been knocked over and drained by thieves long ago. None of the drink is suitable and if consumed requires a Fort Save DC 18. Failure results in a form of food poisoning causing vomiting and fatigue lasting 2d6 hours. A mini-keg of sweet brandy has become a sticky mass over time; now it will have the same effect as a flask of Alchemist's Fire if a lit rag is placed in its tap-hole and it is thrown.



Alchemist's Fire

You can throw a flask of alchemist's fire as a splash weapon. Treat this attack as a ranged touch attack with a range increment of 10 feet.

A direct hit deals 1d6 points of fire damage. Every creature within 5 feet of the point where the flask hits takes 1 point of fire damage from the splash. On the round following a direct hit, the target takes an additional 1d6 points of damage. If desired, the target can use a full-round action to attempt to extinguish the flames before taking this additional damage. Extinguishing the flames requires a DC 15 reflex save. Rolling on the ground provides the target a +2 bonus on the save. Leaping into a lake or magically extinguishing the flames automatically smothers the fire.


R2. FIRST CONTACT WITH THE DROW

Drow spies from House Gullion had been secretly intending to use the keep as an outpost. As the drow were in such a hurry to get a base set up prior to assaulting the Overworld, they did not have time to thoroughly investigate the keep from the bottom upwards, but reached the top and made a decision about what should happen next. The drow decided it would be a good base to carry out their covert operations from, so retreated to scout the place out. Half the group was detailed

to investigate the ruins and cellar levels whilst the other half went back down through the holding cells to the torture chamber where they had entered.

It was then that Yul and his undead minions struck; destroying the first four drow was a simple matter, particularly as they split into two groups of two. Yul then sent these freshly-made zombie drow to approach their comrades and trick them into coming close enough for Yul himself, his other undead and the four now-undead drow to fall upon them. Yul quickly converted them into zombies as well, and the eight extra warriors have become a useful addition to his forces.

The first group of four drow zombies wait in hiding behind the barrels in the side rooms off R2, two in each room marked R3. The other four quietly ascend the spiral stairs from R4 with their crossbows trained on the PCs heads. They open fire as soon as all of them have a good shot. This flanking-and-pincer movement could leave the PCs in a sticky situation! All of the conversions to zombies were recent enough that the drow's poison is still active, and they have no issues at all with using it now.



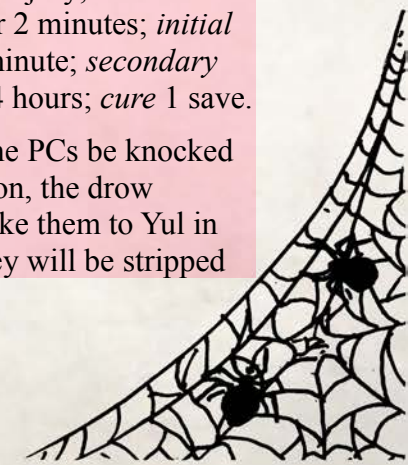
Drow Raider Zombies: 3.5/Pathfinder

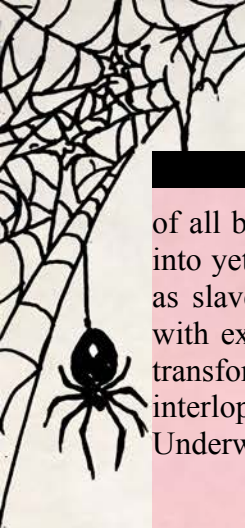
8 in total, 4 in R2 and possibly 4 coming up from R4 (EL 5 or EL 7)

Tactics: If the PCs did not hear their approach, the drow surprise the PCs and move in using a triple pincer attack, hitting them from the front, the rear and below. They start with ranged weapons, attempting to hit the PCs with their poison bolts. The zombie drow switch to melee should the PCs either approach or seem to be outgunning them with spells or ranged weapons.

Drow Poison: *Drow poison*—injury; *save* Fort DC 13; *frequency* 1/minute for 2 minutes; *initial effect* unconsciousness for 1 minute; *secondary effect* unconsciousness for 2d4 hours; *cure* 1 save.

Unconscious? Should all of the PCs be knocked unconscious by the drow poison, the drow zombies will bind them and take them to Yul in the torture chamber, where they will be stripped





of all belongings, killed by the mohrg and turned into yet more zombies and live a life of servitude as slaves to Yul. Tasks will involve helping Yul with experiments, gathering other humanoids for transformation and defending the keep from interlopers from both the Overworld and Underworld.

-OR-

Once they are unconscious, the zombies will take them to Yul. However, before they are killed and turned into zombies, a stronger drow raiding party, one sent to find out the fate of the original eight and, whether alive or dead, return them for punishment, will come to the PCs "rescue". The drow will bind them and take them to the City of Holoth where again they will be stripped of all belongings and instead forced to live a life of servitude as slaves to House Gullion. Most will work on the farm while others will be forced to perform less than desirable acts within Tolgorith Tower. If you choose this option, use the statistics for the members of the drow team from the section detailing the **start of the journey on the Long Road**.

The GM can decide which is more desirable as their approach to the three-part campaign.

R3. FOOD AND WINE STORAGE

These two rooms contain smashed crates which once contained a plentiful supply of food. Wine racks still filled with bottles line the north and south walls.


Most of the wine has since turned to vinegar, but a few bottles have actually improved with age. A PC that retains either a Knowledge (Culinary or similar), Profession (Cook or similar) skill or is stated to be either a diplomat, bon viveur or alcoholic within their background and successfully makes a **Search/Perception DC 20** locates a fine bottle of aged red wine worth 1d4x100 gp. Each bottle holds six glasses and there are up to 6 bottles of such wine in each room. If a glass of wine from one of these delicious but potent

bottles is drunk, the PC concerned needs to make a **Fortitude DC 15** roll or find their Charisma and Strength increased by 2 each and their Wisdom and Dexterity decreased by 2 each for 5d12 minutes. They will then need to make a **Will DC 15 roll** or drink another glass. The effects of each glass are cumulative and each glass that is drunk adds 1 to the Fortitude and subsequent Will role. This process will continue until either:

- A successful Will role is made
- A PC's Wisdom or Dexterity temporarily drops to zero (an hour's sleep is required to restore 1 point of Dexterity AND 1 point of Wisdom. An hour's rest is required to restore 1 point of Dexterity OR 1 point of Wisdom. After any sleep the Strength and Charisma increases will disappear)
- There is no more wine left.

None of these effects will be apparent to the PC until a number of minutes equal to five plus their Constitution bonus have passed. A glass of this delicious and unique wine takes three rounds to pour and drink in total. Any PC that is heavily under the influence of alcohol needs a Cure spell that delivers half as many HD of healing as glasses of wine drunk, rounded up. Otherwise the party may find itself with a garrulous and strong but clumsy and poor-decision making member or two.

Treat this as a CR5 trap for reward purposes.



If possible, have these rolls made beforehand, perhaps at the beginning of the game, and use them to spring a surprise on the PCs – "You have one glass and it's delicious! You think you'll have another..." and so on. Make yourself aware of each PCs' Fortitude bonus and have fun.





CELLAR LEVEL 2

GUARD BARRACKS

Hung about the east and west walls of this place are various daggers, swords, spears, and shields. All of the weaponry looks quite normal and in good condition. Some of it has clearly been used recently and may explain that good condition, as care after use often makes the item look “newer” than it actually is. However, these items have all been deliberately weakened and will last for 1d3+1 swings, thrusts or blocks, disintegrating on the last one. (R4)

5 daggers, 4 shortswords, 3 longswords, 3 spears, 4 light wooden shields.

There are six doors along the north wall, each opening to a small storage compartment where guards – or rather Yul’s skeletal troops - once kept fine armor and weapons as well as any items of a personal nature. (R5a-f)

Three doors along the south wall enter the former Krelgar Keep guard barracks. Amazingly these rooms remain the way the guards left them when the Keep was abandoned a few hundred years ago; there is just a thin coating of dust on all the items in the rooms, but nowhere near enough to account for decade after decade of non-use... (R6a-c)

R4. TOO CLOSE FOR COMFORT

About 100 years ago, Yul made use of a trio of rogues who had tried to turn the ruins of Krelgar Keep into a hideout, before slaughtering them without compunction. He had them place a trap in front of each of the guard barrack rooms (R6 a, b, & c) to protect equipment stored there from roaming bandits or outsiders. Each was the signature example of the work of these expert trapmakers and intended to destroy anyone who dare enter. After years of practice, Yul is more than capable of skillfully avoiding each trap if there is any reason for him to enter these areas. He occasionally uses them to store his more powerful zombies when they are not needed, along with a number of interesting and valuable items. Once something is stored in here, Yul uses

a limited supply of *Dust of Tracelessness* to disguise the fact the room has been recently used, with a small amount tossed into the air just outside the door way and the remains thrown in R6 rooms themselves.



If the PCs managed to defeat the four drow raider zombies in R2 on the floor above without making any noise or attracting any attention, there will be four more here, waiting to support their brothers and sisters. Two of them are positioned either side of the door to R6b and react as soon as anyone sets foot on the stairs.

Drow Raider Zombie: 3.5E - 4 in total, if not defeated in R2. (EL 5 or EL 0)

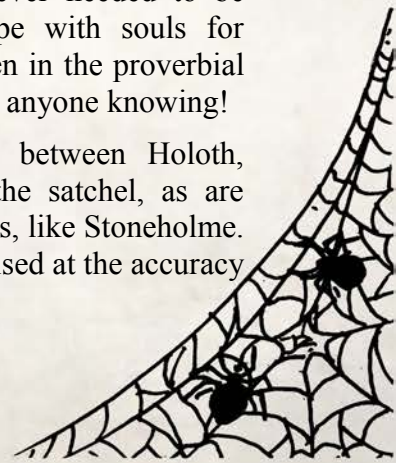
Drow Raider Zombie: Pathfinder

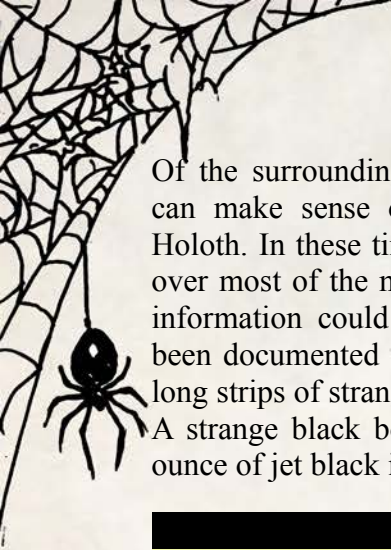
Tactics: If the drow did not hear their approach, the PCs may surprise them. Once the drow raider zombies are aware of the PCs, they start fighting with ranged weapons, attempting to hit the PCs with their poison bolts. The zombie drow switch to melee should the PCs either approach or seem to be outgunning them with spells or ranged weapons.

Evidence: If the area is searched, the PCs find a small gnome-skin satchel with some sheets of what feels like golden parchment inside it. These sheets have a strange symbol-based language on them, one Miah can just about read (if he is with the party) but the PCs will have difficulty deciphering on their own – it is quite likely magic will be required, such as *Comprehend Languages*. As this is drow Undercommon, it is a language the PCs almost certainly won’t have seen before.

If the PCs find some way to read the notes, they turn up evidence that the drow in the keep intended to spy on the Overworld and had been given a mandate to do whatever needed to be done to establish if it is ripe with souls for harvesting. They would’ve been in the proverbial “backyard” of Rybalka without anyone knowing!

Rough sketches of the path between Holoth, Embla and the keep are in the satchel, as are routes to other Underworld sites, like Stoneholme. Miah studies them and is surprised at the accuracy





Of the surrounding environs of Embla, but also can make sense of a little-used route towards Holoth. In these times when the drow have taken over most of the main and subsidiary routes, this information could prove vital. The details have been documented in black drow writing on these long strips of strange gold-colored paper.* A strange black bone quill and vial of about an ounce of jet black ink are also found.**

Klillek Paper

Aura faint transmutation; CL 1

Slot –; **Weight** –

Klillek paper is a Drow innovation that is made from an alchemical mixture of giant slug and neothelid skins. These skins are drenched in acid and then pressed together and bonded with a thin outer layer of rendered dwarven fat to hold the entire mixture together to create four sheets of paper that measure 9"x12".

These components give the paper invulnerability to physical harm, such as tearing, cutting, or burning by natural fire. Spells that deal damage, such as burning hands or fireball damage Klillek paper normally, but the layer of dwarven fat gives the paper a +1 to saving throws against these spells. This bonus applies even if the paper is someone's possession.

Value 100 gp for four sheets.

Drow Quill

This drow writing instrument is made from the fang of a monstrous spider. A specially made writing tip and cap are fitted to the ends of the fang. The inside of the fang is coated with an alchemical substance to keep the ink from sticking to the inside of the fang.

The quill holds enough ink to write 25 pages before needing to be refilled.

*This is drow Klillek paper and is valued for its ability to survive all forms of natural damage. The paper cannot be torn, burned, soaked, or otherwise naturally harmed. Magical effects such as a Burning Hands or Fireball spell can damage this paper. (4 sheets sized 9 inches by 12 inches - Value: 100 gp in total)

**A very specific drow quill and ink must be applied to the paper in order for it to adhere. This ink is made using the blood of a Vvor combined with the liquid from a giant spider silk sac. Magical spells assist to combine the two and create a very viscous liquid capable of permanently marking almost anything. (Value: 400 gp per ounce)

Drow Ink

Aura faint transmutation; CL 1

Slot –; **Weight** –

This special ink is the only substance that will adhere to Klillek paper, but it can be used on almost any surface. The ink is made of a combination of Vvor blood and the liquid from a giant spider's silk sack.

Drow magic is used to combine the two substances to create four ounces of a very viscous dark gray liquid that can mark almost any surface permanently.

Value 400 gp per ounce.

Statistical Information by Will Myers

Miah will recognize the items immediately. Otherwise a skill check is required:

Knowledge (arcana) DC 25 = Success in recognizing these items, which are rare in the Overworld.

According to legend, all drow originally hail from Svartálfaheimr; a sacred place where priests of darkness rule from grand palaces using the staff of the serpent to smite all who might oppose them. There is a vague reference to this central point when all routes into the Underworld are described. It will take a Knowledge (Religion) DC 35 roll to know this and recognize that suggestions of paths and roads to this place are just there for religious protection.



R5. PERSONAL STORAGE ROOMS: 6 ROOMS

A. STORAGE 1

The door to this room is missing the handle and the lock mechanism has been forcibly removed.

A smattering of copper coins is scattered about on the floor of this small storage room. One of them is a **Coin of Singing**



Coin of Singing

Basic Elements

This seemingly standard copper coin gives someone 3 ranks in Perform (Singing) and allows them to Inspire Courage as per the Bardic Music ability once per day, but only for a maximum time of 4 rounds.

This also means that person usually has a handful of coppers or a silver or two to get by on, but rarely more.

Made by casting *Enthrall* on a copper coin. This assistance from a bard, if the maker isn't one, comes in the form of her Inspiring Competence for a full two minutes during the manufacture process. This allows the magic to take effect.


Advanced Elements

As part of the process, the coin has to be marinated in a mixture of the spittle of the bard who undertakes the Inspire Competence and the droppings of a songbird which have dried and the powder collected at either dawn or dusk. This marinade can be no more than 24 hours old when the manufacture process is started and the coin must sit in it for a 24 hours before the full process detailed above is completed.

Aura: Weak Enchantment; **CL:** 5th, Craft Wondrous Item, *Enthrall*, creator must be a bard or get construction aid from a bard; price 2,100gp weight 1/10th lb

B. STORAGE 2

The door of this room is shut and locked. A novice thief broke his lock-pick off in the lock mechanism so that it must be removed before one can attempt to open the door.



Open Locks/Disable Device DC 15 to remove broken lock-pick.

Open Locks/Disable Device DC 21 to unlock the door.

A full set of platemail armor rests on the floor of this room. It is covered in rust.

Upon closer inspection the armor is actually covered in the dust and debris of a dessicated ochre jelly. With great care, this can be removed by polishing with a cloth for 1d4 hours. However, if the armor is donned without cleaning and the wearer then either sweats, gets wet through water or rain or is splashed with blood from either himself or foes or similar, the rust-like substance moistens and has the same effect as the acid an ochre jelly normally secretes. This digestive juice-like liquid feels very itchy and uncomfortable on the first round and burns on the second round of contact with flesh; it deals **1d4 acid** points of damage per round until completely wiped away. It takes at least three rounds to wipe the substance away and it deals the damage for every round until the cleaning process is complete. Treat dealing with this problem as a **CR3 trap**.

The armor is in complete working order and in fact is a full suit of platemail +1.



Ochre Jelly Dust Trap

CR 3

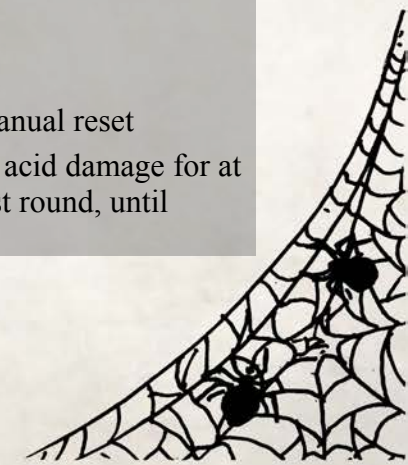
Type: Magic device

Search/Perception: DC 27

Disable Device: DC 15

Trigger: Proximity trigger; manual reset

Attack: no save to avoid, 1d4 acid damage for at least three rounds after the first round, until washed away



C. STORAGE 3

The ceiling just above this room has a small crack in it through which water leaks. It has caused the door to swell in its jam. It will need to be forced open with a **Str DC 18**.

One of Yul's necromancy spell books was stored here and it remained when he met his untimely demise. Although thieves came through long ago they saw no value in the book and left it behind, prior to Yul capturing them. It has taken heavy water damage and Yul considered it beyond use and repair when he finally came across it. However, the pages are of much better quality than Yul remembered and some of the many spells once contained in the book still remain. The only spells legible are on five pages about seven eighths of the way through the book. Opening the soaked pages without tearing them requires a **Dex DC 15** check.

Necromancy Spellbook

Animate Dead: 3.5/Pathfinder

Bestow Curse: 3.5/Pathfinder

Ghoul Touch: 3.5/Pathfinder

Symbol of Pain: 3.5/Pathfinder

Horrid Wilting: 3.5/Pathfinder

D. STORAGE 4

The door for this room has been completely ripped off the hinges and is nowhere to be found. There is nothing in the room save some very old vermin droppings on a low table. A **Knowledge (nature) DC 12** roll identifies them as the feces from large cockroaches. The droppings look very similar to the local Overworld's large black peppercorns, which can be grown around Rybalka and that the PCs may mistake them for if they fail the roll or don't think to make it. The party cook or enthusiastic halfling will be convinced they are just the thing to add a little flavor to tasteless trail rations or leathery cave bat. Good luck with that one if the players happen to sweep them up to season their next meal...

E. STORAGE 5

The door to this room has a rusty hand axe driven into it. A blood splatter transitions from the surface of the door onto the gray stones of the wall.

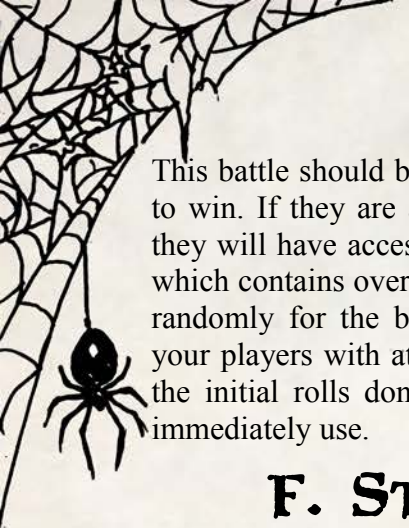
This door is locked **Open Locks/Disable Device DC 20** and stuck in the door jamb, thus must be **forced open Str DC 18**.

A party of 4 of Yul's skeletons have stood waiting to join the assault on the white dragon Tathious for all these centuries. Yul keeps reminding himself to do something with them, but he has become attached to his more-straightforwardly controlled zombies. As soon as the door is opened they march out, immediately head for the stairs and attempt to exit the keep. If they are engaged, they will turn to fight; otherwise they exit the keep and head toward the mountains far to the north. They are about 8 to 9 feet tall and armed with wicked-looking artificially serrated claws to better aid ripping through dragon scales.

Troll Skeletons (4): 3.5/Pathfinder

WILD SIDE QUEST

If the PCs decide to abandon their quest and follow the troll skeletons, they will lead the way to the lair of an Ancient Female White Dragon named Tathious (5 days travel). Her lair is buried deep in an underground stronghold of the Ancients. Tathious's son Tethsantious (a Male Young Adult White Dragon) will see them entering the ancient stronghold and follow from a distance. If they engage his mother, he will attack from behind; she has saved him twice before and this grudging admiration of her prowess means his desire to protect her overcomes his natural instinct to let a party weaken her before stepping in, killing both the adventurers and his mother and stealing her horde. At least that is the case for today; who knows about tomorrow...



This battle should be near impossible for the PCs to win. If they are able to conquer both dragons they will have access to a massive treasure horde which contains over 20 magical items! GM to roll randomly for the bulk of the items, but reward your players with at least one useful item each if the initial rolls don't turn up anything they can immediately use.

F. STORAGE 6

POSSIBLE EFFECTS FROM AREA R7a

The door to this room has been smashed to pieces. Only a few rotting chunks of splintered wood remain as the rest is almost unrecognizable debris.

The inside of the room is blackened by fire, most noticeably in the north-eastern corner, where the stone has been melted and re-cooled into its current shape. The brick floor of this storage room has been smashed through; the hole in the floor leads to area R7 a where a charred human skeleton rests in a dungeon cell. There seems to be some kind of writing in the soot on the floor of this room, but it's not very clear and the language doesn't look familiar. In fact, it doesn't say anything, but is a lure to get PCs to step upon the weakened floor, which looks rather sturdy until closely checked.

Well-Disguised Pit Trap

CR 2

Type: Mechanical

Search/Perception: DC 27

Disable Device: DC 20

Trigger: Location trigger; repair reset

Attack: DC 20 Reflex save avoids; 10 ft. deep (1d6, fall)

Any PC who falls through this hole may set the trap off in R7a. To avoid doing so, they need to make a Reflex save **DC17 Plus the damage they take from the fall**. See room R7a for details of the trap.

If the PCs chip away at the heat-blasted wall, they come away with 4d6 pieces of quartz worth 3d6 silver pieces each.



R6. GUARD BARRACKS 3 ROOMS

These barracks once housed the Klavek Kingdom soldiers who spent many years guarding the keep while under construction.

Each of the rooms contains six simple beds forged of metal. The old straw filled mattresses have been gnawed and torn asunder at various times and there are shreds of mildewy ticking strewn about. Yul has replaced four of the mattresses in 6a and four in 6c with drow military bedrolls and blankets, taken from the raiders and spies he killed. At the foot of each bed is an old wooden footlocker of Klavek Kingdom origin, circa year 1000.

The current goal of Yul is to use these rooms to lure would-be do-gooders to their doom. Anyone who gets in his way will be transformed and then used in the assault on their own family and friends. Yul has thought this carefully through over the decades and has a very clear plan in mind, but knows he needs to find a way to make his zombies more durable; they have a tendency to fall apart after a decade or so or, if victims are in short supply, the stronger ones turn to feeding on the weaker specimens

A. BARRACKS 1

The door to this room is trapped. It was originally a high-quality dart trap and now Yul has replaced the originals with drow poisoned darts. PCs may well think that the drow themselves set this up, but an even more cunning mind was at work here, making some of the rolls attached to it higher than usual.

Door Trapped: Fusillade of Drow Poison Darts

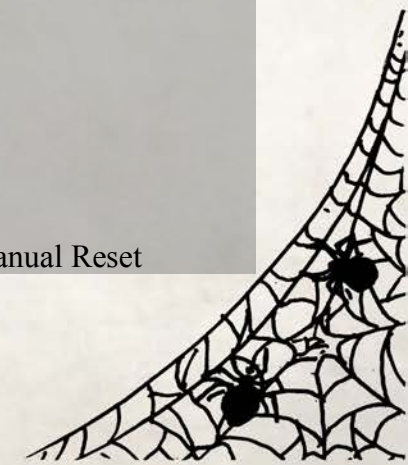
CR 5

Type: Mechanical

Search/Perception: DC 25

Disable Device: DC 25

Trigger: Location trigger; Manual Reset





Attack: +20 ranged (1d4+1 plus poison, dart)/Multiple Targets (1 dart per target in a 10-ft.-by-10-ft. area)

Effect: Poison – *Drow Poison*—injury; save Fort DC 13; frequency 1/minute for 2 minutes; initial effect unconsciousness for 1 minute; secondary effect unconsciousness for 2d4 hours; *cure* 1 save.

This room is set up to appear to be housing three drow, although they are now the zombies encountered earlier. This room is identical to the description above with regard to the basic appearance. Each of the three footlockers is empty, locked, and trapped with drow poison. Yul had these set up as decoys to paralyze bandits should they make it past the dart trap.

Trapped and Locked Footlocker



CR 2

Open Locks/Disable Device: 16

Trapped: Remove Trap/Disable Device DC 20

Poison needle: Atk +16; *Drow Poison* – injury; save Fort DC 13; frequency 1/minute for 2 minutes; initial effect unconsciousness for 1 minute; secondary effect unconsciousness for 2d4 hours; *cure* 1 save.

B. BARRACKS 2

There is a trap on both sides of the way into this room, making it particularly challenging. A scythe is spring-loaded at a height of about two and a half feet on the left and two feet on the right. Both need to be found independently, whilst a failed Disable Device roll for one side adds two to the DC difficult of the other side. If one is set off and a PC jumps back across to the other side, this will trigger the other trap. As can be deduced from the position of the blades, these are designed to severely injury medium sized thieves and possibly behead small ones.

Wall Scythe Trap x 2



CR 4

Type: Mechanical

Search/Perception: DC 21 (second trap is DC 23 if the first one isn't safely found)

Disable Device: DC 18 (second trap is DC 20 if the first one isn't safely disabled)

Trigger: Location trigger; automatic reset

Attack: +20 ranged (2d4+8/x4, scythe)

No-one seems to be using the room at the moment; in fact it doesn't look as if it has been used for several years, as it is dusty, dirty and full of cobwebs. However, two of the six footlockers contain items that caught Yul's attention a long time ago but have since been relegated in importance in his mind. He hasn't completely forgotten them, so if he sees PCs using them he'll be rather unhappy.

TREASURE

FOOTLOCKER 1

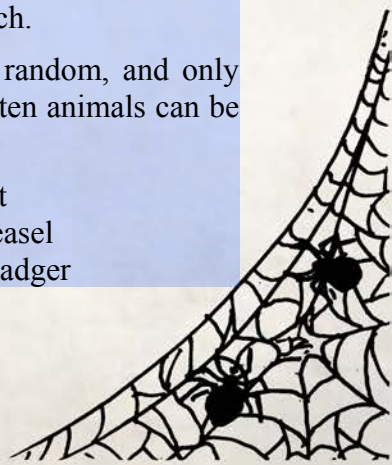
Bag of Tricks

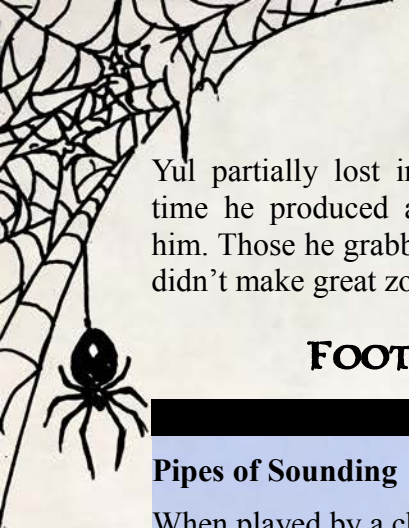


This small sack appears normal and empty. However, anyone reaching into the bag feels a small, fuzzy ball. If the ball is removed and tossed up to 20 feet away, it turns into an animal. The animal serves the character who drew it from the bag for 10 minutes (or until slain or ordered back into the bag), at which point it disappears. It can follow any of the commands described in the Handle Animal skill. Each of the three kinds of a bag of tricks produces a different set of animals. Use the following tables to determine what animals can be drawn out of each.

Animals produced are always random, and only one may exist at a time. Up to ten animals can be drawn from the bag each week.

Gray d%	61-75 Cat
01-30 Bat	76-90 Weasel
31-60 Rat	91-100 Badger





Yul partially lost interest in this because every time he produced an animal, it ran away from him. Those he grabbed tended to die of shock and didn't make great zombies.

FOOTLOCKER 2

Pipes of Sounding

When played by a character who has the Perform (wind instruments) skill, these pipes create a variety of sounds. The figment sounds are the equivalent of ghost sound (caster level 2nd).

Yul realizes he can't use these, but hopes to one day transform a bard who may be able to play them.

C. BARRACKS 3

Another trap here, this one slightly delayed after the door is opened. The only difference between this room and Barracks 1 in the way they look is that there is a painting on the back wall of this room of a mage battling a white dragon. The mage is blasting the creature with some type of fire-based wand whilst the dragon is using its breath weapon; the two effects are clashing in the middle of the picture in a huge ball of scalding steam.

Yul had two traps set here, but only one will go off. Three rounds after the first person enters the door without disabling the traps, either a Fireball or Iceflame trap will go off, with a 50% likelihood of each.

Fireball Trap

CR 5; magic device; touch trigger; automatic reset; spell effect (fireball, 8th-level wizard, 8d6 fire, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28. Cost: 12,000 gp, 960 XP.

Iceflame Trap

CR 5; magic device; touch trigger; automatic reset; spell effect (iceflame, 8th-level wizard, 8d6 fire, DC 14 Reflex save half damage); Search DC 28; Disable device DC 28. Cost: 12,000 gp, 960 XP.

Iceflame

Evocation [Cold]

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 20-ft.-radius spread

Duration: Instantaneous

Saving Throw: Reflex half

Spell resistance: Yes

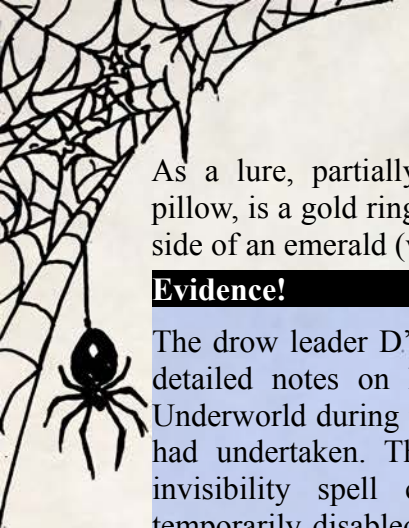
An iceflame spell is an explosion of frigidity that detonates with a low roar and deals 1d6 points of cold damage per caster level (maximum 10d6) to every creature within the area. Unattended objects also take this damage. The explosion creates almost no pressure.

You point your finger and determine the range (distance and height) at which the iceflame is to burst. A silvery, pea-sized bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, expands into the iceflame at that point. (An early impact results in an early detonation.) If you attempt to send the bead through a narrow passage, such as through an arrow slit, you must "hit" the opening with a ranged touch attack, or else the bead strikes the barrier and detonates prematurely.

The iceflame freezes fragile and thin objects to a stage where they are extremely brittle and prone to breaking whilst it damages sturdier objects in the area. It can also freeze some metals to such a degree that they become dangerous to touch. If the damage caused to an interposing barrier shatters or breaks through it, the iceflame may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect does.

Material Component

A small cube of animal blubber and magnesium.



As a lure, partially on display on one drow's pillow, is a gold ring with 2 small rubies on either side of an emerald (value: 1,500 gp).

Evidence!

The drow leader D'Ker had a magical journal of detailed notes on his squad's activities in the Underworld during the various spying missions it had undertaken. This journal has a permanent invisibility spell cast upon it that can be temporarily disabled for 30 minutes at a time by speaking the words "K'Ithel-Dar", as well as by using spells such as *Invisibility Purge*, *See Invisibility* and *True Seeing*. It is a report detailing the local activity at a number of underground sites and the occasional foray above ground as well, although never for very long, as the notes tend to highlight sightings of devils and demons within Dark Wood. These types of notes are being compiled by House Gullion in preparation of an all out assault on populated centers of the Under and Overworlds, including the village the heroes are from (Rybalka) once sufficient information was gathered.

The journal is very thin and lightweight as well as being as flexible as cloth. Indeed, it is stitched to one of the drow bedrolls in this room and Yul hasn't detected it. If the PCs find the journal and are able to decipher it – it is written in drow symbols rather than Undercommon - and show it to the mayor of Rybalka, he will send 9 of his best men to fight alongside the PCs. He asks the PCs to seek out and destroy this drow house from the inside out.

The Overworlders are quite ignorant and have no idea how powerful the drow really are.

9 Guards from Rybalka: 3.5/Pathfinder

The footlockers in this room contain the drows' supplies that Yul doesn't have use for.

Footlocker 1*

Potions of cure light wounds (2), weakened thunderstones (There is a small iron ball-bearing inside each one, and the sudden movement of a throwing action is enough have this hit the side of the thunderstone hard enough to trigger it on the spot, affecting the would-be thrower and those around her) (3)



Footlocker 2*

Masterwork studded leather, masterwork cold iron rapier (Yul has no martial experience and, surprisingly, hasn't yet recognized the cold iron for what it is, but if it is left here, he will eventually)



Footlocker 3

Sack with 1200 sp, 4 small rubies (40 gp each), 10 tiny diamonds (10 gp each)



****These footlockers are locked and discretely trapped as detailed below:***

Trapped and Locked Footlocker



Open Locks/Disable Device: 16

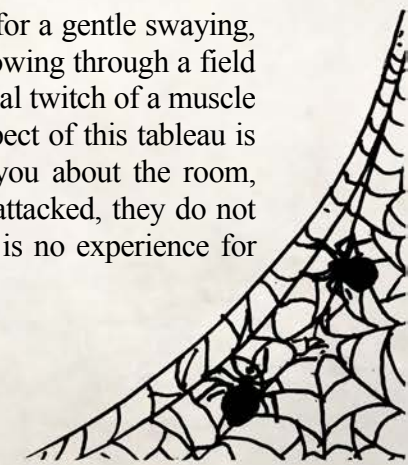
Trapped: Remove Trap/Disable Device DC 20

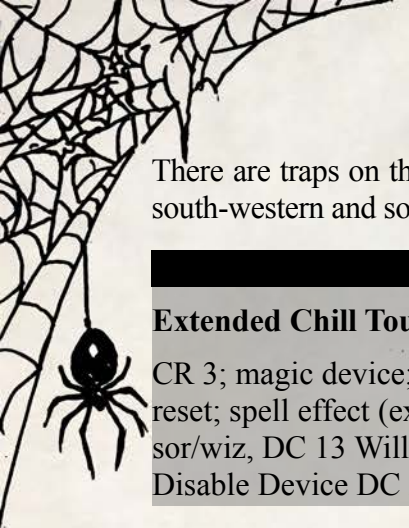
Poison needle: Atk +16; *Drow Poison*—injury; save Fort DC 13; frequency 1/minute for 2 minutes; initial effect unconsciousness for 1 minute; secondary effect unconsciousness for 2d4 hours; *cure* 1 save.

R7. DUNGEON LEVEL 1 HOLDING CELLS

This old dungeon is lined with cells. All of the doors are unlocked, their mechanisms long since rotted away by the damp and cold of a small stream which once ran through a hole in the room. The stream changed paths many years ago, but not before leaving a faint culvert in the stone tiles along the center of the room. There is a charred skeleton that can be seen in the northeastern corner cell, but the sight of what is in almost all the others is much more unsettling; Yul's zombies.

Other than the cells either side of the one containing the skeleton, each cage contains 4 humanoid zombies. They are inert, aside for a gentle swaying, as if there was a soft breeze blowing through a field of sunflowers, and the occasional twitch of a muscle spasm. The most unsettling aspect of this tableau is that the eyes seem to follow you about the room, although this is an illusion. If attacked, they do not retaliate in any way and there is no experience for destroying them.





There are traps on the doors into the north-western, south-western and south-eastern corner cells:

Extended Chill Touch Trap



CR 3; magic device; touch trigger; automatic reset; spell effect (extended chill touch, 3rd-level sor/wiz, DC 13 Will save negates); Search DC 27; Disable Device DC 27.

Although the complete zombies do not move, there are a number of limbs and hands that crawl around this level. Any time a PC stands still, these appendages begin to move specifically towards them, but do nothing but cling to a person if they reach them. There are 12 hands and 8 arms. If the PCs decide to root these extremities out and destroy them, they will find on one particularly large, hairy hand – possibly from a polar minotaur – a *Ring of Jumping, Improved*. This will be the 6th hand they come across.

Ring of Jumping, Improved



As jumping, except it grants a +10 competence bonus on its wearer's Jump check.

Moderate transmutation; CL 7th; Forge Ring, creator must have 10 ranks in the Jump skill; Price 10,000 gp.

R7A. PRISONER'S SKELETON

A long-forgotten prisoner's skeleton, charred and with bones clearly broken, lies on the floor of this unlocked cell, wearing tattered and rotted clothing. Yul has placed some gold coins around it as a lure for yet another trap. If the skeleton is disturbed, the trap goes off.

Flame Strike Trap



CR 6; magic device; touch trigger; automatic reset; spell effect (flame strike, 9th-level cleric, 9d6 fire, DC 17 Reflex save half damage); Search DC 30; Disable Device DC 30.

The column of flame, which comes down 40 feet to hit the skeleton, will strike those on the floor above who are within the 10 feet radius. The edge of the

column starts in the corner of the cell and extends out into the room, the center point being just about where the skeleton is. If a PC falls from R5f, the Reflex save is **DC17 plus the damage taken from the fall** to avoid setting the trap off. The heat is sufficient to melt the gold into one puddle, which is too hot to handle for 10d6 minutes. It is worth 80 gp if collected.

R8. DUNGEON LEVEL 2 TORTURE CHAMBER

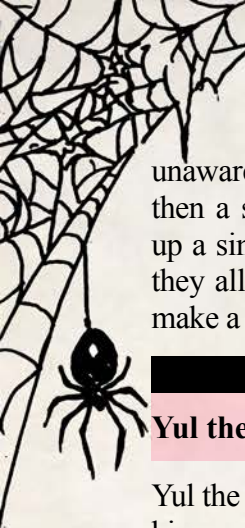
This torture chamber appears to have been heavily used in even the recent past. Blood permanently stains the floor, humanoid limb and finger bones are scattered about. Four human skeletons lie stacked in one corner of the room. Many strange torture devices line the west wall. A dark-skinned humanoid is still attached to one of the devices, its face seeming to plead, to beg for freedom from the pain; it is unclear at first if it is alive or dead.

All of this is overshadowed by the sight of the creatures surrounding the humanoid.

Yul, a mohrg, and his mob of half a dozen zombies are

gathered around a small table with a number of vicious, hooked and barbed instruments, some glistening with surgical splendor whilst others are dull, rusted tools of torment. Even if a number of traps have been set off on the upper floors, these creatures have their backs to you, seemingly





unaware of your presence. That is until first one, then a second, then all of the creatures, each open up a single eye in the backs of their heads. As one, they all blink; an act so unnerving everyone has to make a Will save DC 20 or be shaken for 14 rounds.

Yul the Mohrg: 3.5/Pathfinder

Yul the Mohrg wears two valuable items which help him control his zombies:

Periapt of Charisma +6

Although it appears to be just a rough chunk of ruby on a dirty, white gold chain, a periapt of charisma actually increases the possessor's Charisma score in the form of an enhancement bonus of +2, +4, or +6 (depending on the individual item). This item is attuned to Chaotic Evil creatures and work towards converting the wearer to this alignment. A **Will save DC 25** is required once a month, when the moon is at its thinnest crescent, to avoid alignment moving one place towards CE around the alignment circle in the direction with fewest changes required.

Moderate transmutation; CL 8th; Craft Wondrous Item, *eagle's splendor*; Price 4,000 gp (+2), 16,000 gp (+4), 36,000 gp (+6).

This item also affects Yul's Paralyzing Touch ability, raising the **Fortitude save to DC 20**



Darks skull

This skull, carved from ebony, is wholly evil. Wherever the skull goes, the area around it is treated as though an unhallow spell had been cast with the skull as the touched point of origin (except that no additional spell effect is tied or fixed to the darkskull).

Moderate evocation [evil]; CL 9th; Craft Wondrous Item, *unhallow*, creator must be evil; Price 60,000 gp; Weight 5 lb.

Yul uses this to give the following benefits to him and his closest zombies:

First, the site is guarded by a magic circle against good effect.

Second, all turning checks made to turn undead take a -4 penalty, and turning checks to rebuke undead gain a +4 profane bonus. Spell resistance does not apply to this effect.

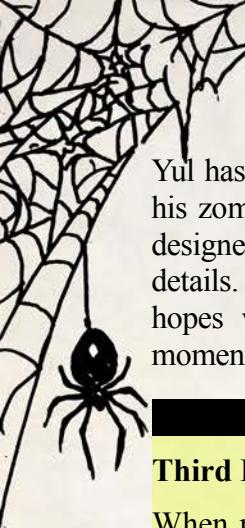
Dust of Tracelessness – 25 handfuls.

This normal-seeming dust is actually a magic powder that can conceal the passage of its possessor and his companions. Tossing a handful of this dust into the air causes a chamber of up to 100 square feet of floor space to become as dusty, dirty, and cobweb-laden as if it had been abandoned and disused for a decade.

A handful of dust sprinkled along a trail causes evidence of the passage of as many as a dozen men and horses to be obliterated for 250 feet back into the distance. The results of the dust are instantaneous, and no magical aura lingers afterward from this use of the dust. Survival checks made to track a quarry across an area affected by this dust have a DC 20 higher than normal.

Faint transmutation; CL 3rd; Craft Wondrous Item, *pass without trace*; Price 250 gp.

Yul keeps this in an urn in the south-western corner of the room. The urn is just over half full.



Yul has developed an additional attack for him and his zombie mob, **the Third Eye of Fear**, which is designed to leave creatures *shaken*. See below for details. Yul implants this third eye into what he hopes will be his most trusted creations at the moment of transformation.

Third Eye of Fear (Su)



When part of a group of 1 mohrg and 5 or more zombies controlled by the mohrg, those with a third eye placed in the back of their skull can blink in unison and can affect creatures with *Fear*. The fear effect is allowed a saving throw which is a Will save (DC 10 + ½ mohrg's HD + mohrg's Cha modifier; the exact DC is given in the creature's descriptive text but is usually DC 17). All fear attacks are mind-affecting fear effects. A failed roll usually means that the character is shaken. **Will save is DC 20 for this effect for Yul.**

The mohrg actually controls the blink ability, not the individual zombies. There is a minimal time delay between the blink of each creature, one that can't actually be seen by the naked eye. The effect makes it appear that each of the zombies is independent and very well co-ordinated, but in reality is just the mohrg.

The fear effect affects everyone who can see the blinking action. The duration of the effect is a number of rounds equal to the HD of the mohrg. If save is made, no effect and the person making the save is immune to any further attempt by the individual mohrg for 24 hours.

The third eye also prevents its recipient from being flanked.

Yul has his six most trusted zombie creations with him; 4 former Vikmordere barbarians, a polar minotaur and a gray render. This last creature became attached to Yul the mohrg when it first encountered him and quickly paid with its life.

Minotaur Zombie: 3.5/Pathfinder
Gray Render Zombie: 3.5/Pathfinder
Vikmordere Barbarian Zombie (4):
3.5/Pathfinder



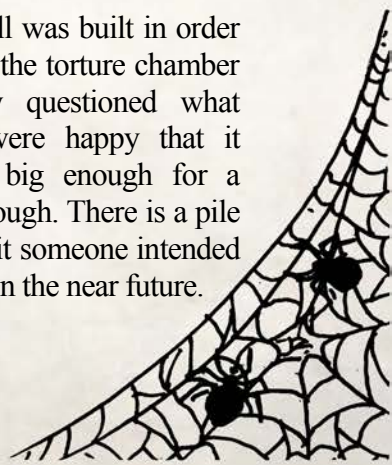
Once the fight is over and the mohrg and zombies dispatched, the party can investigate the humanoid chained to the wall. It is a drow, its skin pallid and sickly, not too unlike the drow zombies encountered earlier. Whether it is male or female is hard to tell. It has been beaten so its skin, whilst unbroken, is almost entirely swollen and so tender that the merest touch is excruciatingly painful. It looks up at you all, grimaces through mostly broken teeth surrounded by swollen lips, then laughs hoarsely: "This is nothing, nothing I say. I can return to my Mother and enter death's embrace with my head held high, knowing I am safe. You, fools and braggarts, will crawl and snivel and betray all you believe in!" The creature spits at your feet, laughs again, then expires during the next round unless immediate and drastic action is taken. If the drow is kept alive, it is found to be D'Ker, who will only talk under the influence of magic. If the drow dies, there is nothing on the body, which turns out to be female.

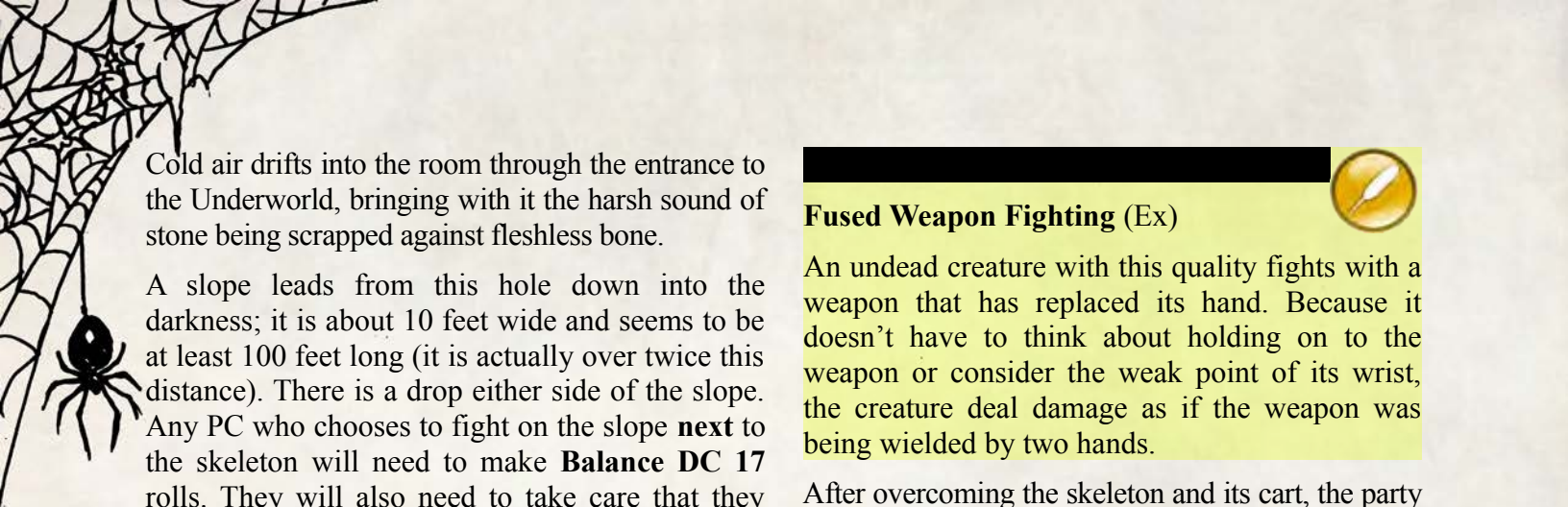
Despite the fact that most of the torture devices are in a state of disrepair, they could fetch a small fortune if sold to the right individual or group. That individual or group would have to be of a very particular type however, a type the party might do well to steer clear of. The items are all masterwork versions of their type, are many years old, and include a cold iron rack, a water-boarding tub, manacles on extendable spreader bars, frames to bend creatures backward into unnatural positions and various hanging hooks. There are 8 scalpels on the table, 3 rusted and dirty and 5 in pristine surgical condition. The total for all this equipment would be 3,000 gp.

R9. ENTRANCE TO THE UNDERWORLD

THE SLOPE DOWNWARDS

A man-made hole in the east wall was built in order to dump the waste product from the torture chamber into the Underworld. Nobody questioned what happened to the waste, but were happy that it disappeared. The hole is just big enough for a medium character to squeeze through. There is a pile of bricks and rocks next to it, as if someone intended to close off this gap at sometime in the near future.





Cold air drifts into the room through the entrance to the Underworld, bringing with it the harsh sound of stone being scrapped against fleshless bone.

A slope leads from this hole down into the darkness; it is about 10 feet wide and seems to be at least 100 feet long (it is actually over twice this distance). There is a drop either side of the slope. Any PC who chooses to fight on the slope **next** to the skeleton will need to make **Balance DC 17** rolls. They will also need to take care that they aren't pushed over the edge by the swipes of the skeleton.

As the PCs look through the hole, they see a cart made entirely of bone blocking the slope. The cart is roughly 8 feet square and 5 feet deep. It is pushed by a skeleton, some kind of misshapen giant, whose right arm is actually the handle of the cart, placed centrally in the design, whilst the undead creature has a long, bone shovel in place of its left hand. There is a spark of activity in the otherwise dull eye sockets, a sudden realization that you are not Yul or one of his zombie minions. The creature awkwardly steps to one side and swings at the lead PC with the shovel, its bent and twisted body creaking eerily each time it moves. The cart fills the space in front of the skeleton, which is able to attack over it with its reach.

But there is more. Within the skull and top of the rib-cage of the underworld giant's skeleton, there is the swirl of gray-blue mist. As you watch, it forms into a small creature, evidence of a violent death visible on its body. It curls into the skeleton, seemingly holding onto the bones of the undead giant, but when you look more closely, you find you can see through the wispy form. Suddenly two spectral tentacles whip out from the creature within the skeleton, reaching all the way over the cart!

Spectral Choker: 3.5/Pathfinder
Underworld Giant Skeleton: 3.5/Pathfinder



Fused Weapon Fighting (Ex)



An undead creature with this quality fights with a weapon that has replaced its hand. Because it doesn't have to think about holding on to the weapon or consider the weak point of its wrist, the creature deal damage as if the weapon was being wielded by two hands.

After overcoming the skeleton and its cart, the party can make its way down the slope into the Underworld. The refuse at the bottom of the slope is a mish-mash of broken bones, rotted materials, odd pieces of stone and metal and the occasional lump of putrefying flesh and gristle, although considering the number of bodies (or rather pieces of bodies) that are here, there is remarkably very little flesh and innards strewn about. The most complete body down here is of a male halfling wrapped in a red shroud with about one-third of the flesh and muscle still on the bones. However, the wrapping is actually a **Robe of Powerlessness**

Robe of Powerlessness



A robe of powerlessness appears to be a magic robe of another sort. As soon as a character dons this garment, she takes a -10 penalty to Strength and Intelligence, forgetting spells and magic knowledge accordingly. The robe can be removed easily, but in order to restore mind and body, the character must receive a remove curse spell followed by heal.

Moderate transmutation; CL 13th; Craft
Wondrous item, *bestow curse*, *permanency*; Price 5,500 gp.

With regard to the journey ahead, Miah knows the way, helped greatly by the drow journal if this was found. As they descend the slope, the PCs will feel the drafts and chill of this realm. The real journey to relieve Embla has begun, and the first action is soon upon the party



BASE OF SLOPE R9B DROW WELCOMING PARTY

At the base of the slope from R8 there is a party of skeletons waiting for the return of the 9 drow raiders killed by Yul. Originally, one of the drow had been detailed to stay with the skeletons, hidden out of sight, to observe the strengths and weaknesses of anything that attacked them. However, when her 8 colleagues failed to return from their spying mission above, she went in search of them and fell foul of Yul the mohrg and its zombies. The PCs will have encountered her chained to the wall, shortly before she expired.

Makinnga's Skeletal Champions (4) 3.5/Pathfinder



One of the skeletons is carrying a cylindrical polished metal case with the following glyph:



There is no visible way to open the case and a strange symbol is etched into both the top and bottom of the cylinder.



Cylindrical Polished Metal Case

The only way to open this case is by using a Knock spell cast by a wizard or sorcerer level 8 or higher.

The symbol upon the cylinder is that of House Gullion. This cylinder was placed here by the drow raiders that Yul killed as a tracking device and early warning sign that humanoids are approaching. They ingeniously placed it on the skeletons hoping that anyone coming from the Over or Underworld would jump at the chance to loot the old skeletal remains once the fight was over. Inside the cylinder are three explosive spheres, made of a dark metal and covered in tiny magical runes as well as being coated in a *salve of slipperiness* which the magic runes maintain. If emptied from the tube, these spheres fall to the ground and roll for 30 feet in 3 different directions, before they explode, spewing liquid on everything within a 50' radius with a ranged touch attack (+20 to hit). This substance instantly bursts into flames on contact with the cool air, causing 3d6 damage to all coated beings. For the following 3 rounds, another 3d6 damage is incurred per round as the liquid burns off. Rolling on the ground or otherwise attempting to extinguish the flames is nearly impossible due to their alchemical nature and the spread of the liquid. Only complete immersion in water or similar substance that is predominantly water OR otherwise removing oneself from the oxygen rich environment will halt the flames.

The polished metal cylindrical case has a permanent beacon placed upon it, similar to *Locate Object*, which warns any member of House Gullion within 500' that danger approaches if they are carrying it.

Once all the trials of the keep have been faced and defeated – and, if the PCs choose this path, the guards from Rybalka have been recruited for the journey – Miah leads the PCs (and guards) down into the Underworld, explaining that they are about 2 days' travel from the dwarven town of Embla.

0 1.5 3 6 9

SCALE IN MILES



Krelgar Keep
Ruins

The Back
Road

Embla

The Long Road

To Stoneholme

Hunting Cave
(above)

Vvor Herds

The Back Road

Ore Caverns

Tolgorith Tower

Farms

City of Holoth

Lake Xlekellum

Mushroom Caves

PATH OF PCs

ALTERNATE PATH OF PCs



UNDERWORLD MAP

KRELGAR KEEP RUINS, EMBLA, CITY OF HOLOTH

THE LONG ROAD

The PCs take the long underground road to the town of Embla guided by the dwarf Miah. It will take them between 1-2 days to travel the long road depending on their speed and any potential delays encountered. If Miah is not with them, it will take an additional day for the PCs to complete their journey.

However, about three hours after leaving the keep, the party is ambushed by another drow raiding party, this one alive and well. There is one drow for each of the PCs and Miah plus one more. This additional drow is **Sor**, a son of House Gullion. Sor won't put himself in any great danger this far from home, but the PCs will have a chance to see him and the House Gullion insignia. He will return to Holoth as quickly as possible in order to relate the tale of "strong Overworlders accompanied by a dwarf" on the Long Road, and with signs of them holding drow items if he was able to spot/perceive them. If the PCs have returned with the guards from Rybalka, Sor will spend 1d2+1 rounds attacking them; he is getting a sense of the strength of the force, but won't kill them yet as they could be useful as sacrifices or slaves. He will rapidly retreat if he loses a quarter of his hit points.

The information for each of them is as follows:

Drow raiders: 3.5/Pathfinder

Sor: 3.5/Pathfinder



There won't be any further direct encounters with drow until the caravan attack (unless you as the GM wish there to be, in which case see the "Special encounter" below), although the party WILL be either followed or kept just ahead of, unless they take precautions. As with any journey into the Underworld, light will most likely be required, and this will be both a beacon for the watching drow AND attract all manner of hungry critters. At the very least, the constant flickering of any naked flame should throw up strange shadows and make it seem as if creatures are just out of sight. Once or twice there may be a blast of air which extinguishes some of these naked lights,

perhaps reducing the range of illumination to just 30 feet in any direction.

Additionally, have the flames change color as some underground gas drifts over them or the PCs walk into a pocket of the same.

Examples include:

Carbon Dioxide = Deeper yellow/orange

Carbon Monoxide = Crimson

Hydrogen Sulphide = Dark blue

Methane = Light blue

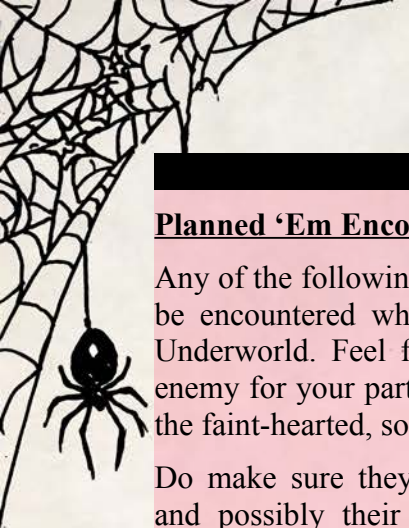
Gases that will just dull the color of the flame as they restrict oxygen AND can be life-threatening are:

Nitrogen

Nitrogen Dioxide (can kill)

Sulfur Dioxide (can kill)





Planned 'Em Encounters



Any of the following creatures or humanoids may be encountered while traveling this area of the Underworld. Feel free to choose an appropriate enemy for your party. The Underworld is not for the faint-hearted, so don't go too easy on them.

Do make sure they encounter a **drider or two**, and possibly their companions, at some point. Introducing the PCs to this aberration – horrid even by the standards of the drow – should be played as a real chiller! You can choose the outcome – drider(s) escape, PCs escape, drider(s) are killed, a PC really suffers or whatever – but just let the encounter fill them with dread. Ensure the cunning and intelligence of the drider(s) comes through; later on, the PCs may have an “enemy of my enemy is my friend” moment with one of these creatures!

The broad elements are listed under “special encounter”.

Centipede Swarm: 3.5/Pathfinder

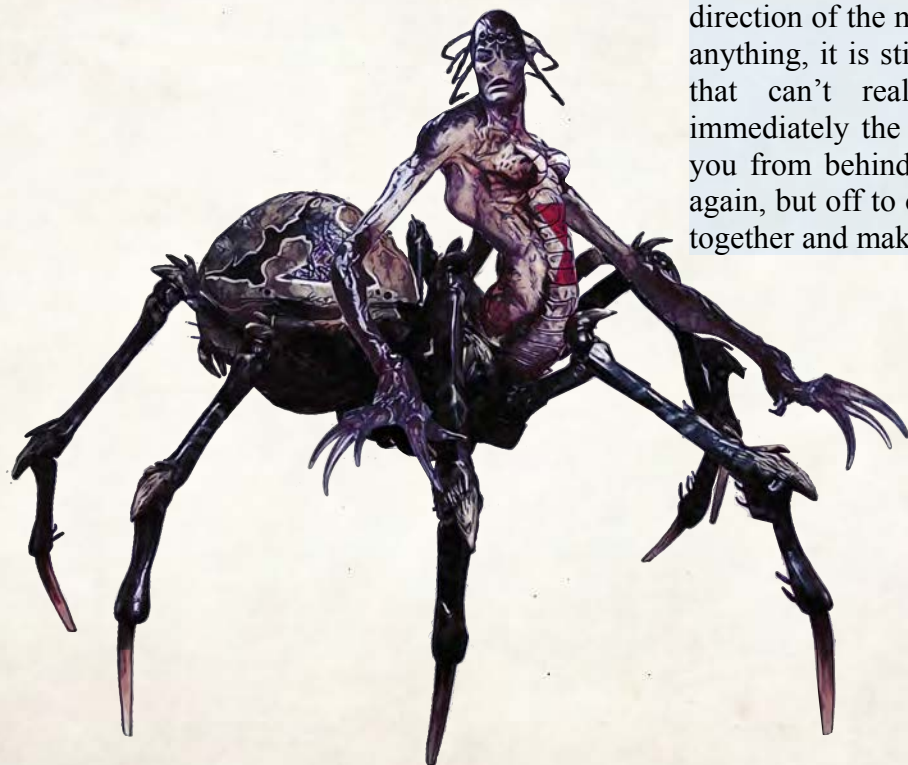
Darkmantle: 3.5/Pathfinder

Delver: 3.5/Pathfinder

Destrachen: 3.5/Pathfinder

Gray Ooze: 3.5/Pathfinder

Lurker Above: 3.5/Pathfinder



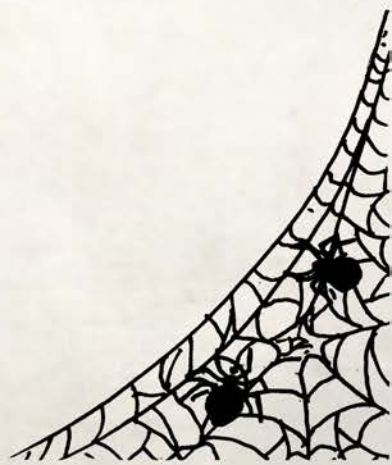
SPECIAL ENCOUNTER

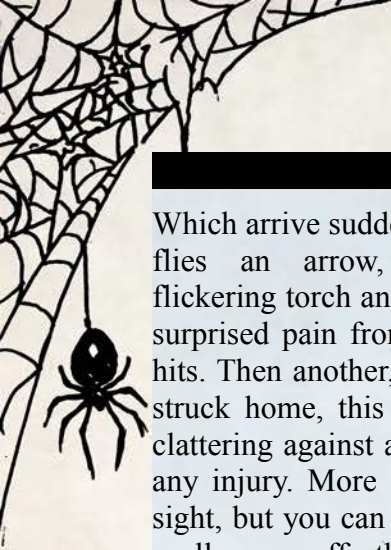
Think about introducing the drider(s) with something atmospheric and designed to unnerve the PCs.



As you make your way along the Underworld pathway, the light you are carrying throws up eerie shapes in the shadows and occasionally sputters as the level of oxygen momentarily drops. Even those of you with the ability to see more deeply into the darkness find yourselves confused by the shadows and places that completely lack any differentiation between black and white. The stalactites and stalagmites work to distort any sound that comes your way; the constant drip of moisture and echoing rattle of slipping debris and tumbling of larger rocks and stones has your senses heightened to over-activity. It is difficult to trust anything you think you can see or hear in the vastness of this underground realm.

But those heightened senses may have caught something; ahead, a scuttling shape darts across the limit of your visions both there and not there in an instant. A skittering sound, of bone or claw or carapace or chitinous exoskeleton, plays across your senses and filters into your brain, at once audible and then gone. You flash your sight in the direction of the movement, but nothing is there; if anything, it is stiller and quieter than before. But that can't really be the case, as almost immediately the same sight and sound comes to you from behind you, then back in front of you again, but off to one side. Your instinct is to close together and make ready for any surprises.





Which arrive suddenly! From the darkness flies an arrow, flying towards the flickering torch and its carrier, drawing a grunt of surprised pain from the victim as it successfully hits. Then another, seemingly before the first has struck home, this one more hurried and merely clattering against a second target without causing any injury. More shapes cut across your line of sight, but you can barely register them before the spell goes off, the bolt of lightning shooting towards your mage. It flares, instantly shrinking your pupils with the result of deepening the darkness. Then skittering of multiple legs swiftly closing in assails you..."



When you feel the party is ready to have another encounter with a drow-influenced creature, have a drider or two make a few hit-and-run ranged attacks. Good role-playing should have them concerned with the skittering of the "large spiders" and the arrows separately. They won't have seen a drider before and unless you wish to have Miah explain what they are, keep the PCs in the dark and the suspense levels high!

Consider which of the following encounters is most suitable for your PCs' levels. Some suggestions are listed here:

7th level party

1 standard drider

8th level party

1 standard drider and 6 medium or 4 large monstrous spiders

1 drider with 1 level of fighter [+8 hp; +1 to hit and grapple; +2 to Fort saves; Intimidate +7; Improved Initiative]

9th level party

2 standard driders

1 standard drider with 2 levels of fighter [+17 hp; Cha 17; +2 to hit and grapple; +3 to Fort saves; Intimidate +7, Swim +6; Improved Initiative, Power Attack]

1 drider with 2 levels of fighter (as above) and one standard drider

1 drider with 8 medium or 6 large or 2 huge monstrous spiders

10th level party

2 driders with 12 medium or 8 large or 3 huge monstrous spider

2 driders each with 1 level of fighter (as above)

1 drider with 2 levels of fighter (as above) and 12 medium monstrous spiders

11th level party

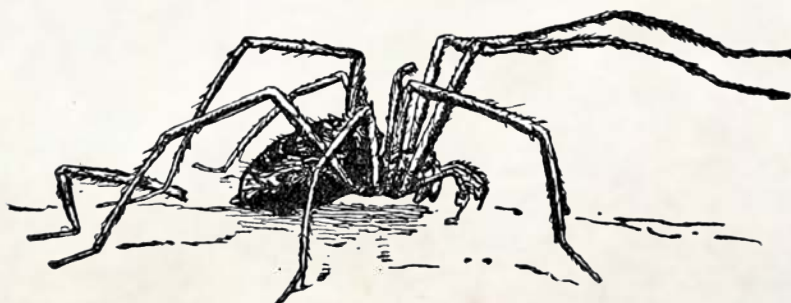
2 driders each with 2 levels of fighter (as above)

1 drider with 2 levels of fighter (as above), 1 standard drider and either 8 medium or 6 large or 2 huge monstrous spiders

Driders aren't usually associated with large or huge monstrous spiders, but House Gullion's current link to the Spider Goddess is resulting in some strange alliances! If you want to stick more closely to the rules and guidance, just use medium monstrous spiders.

Driders: 3.5/Pathfinder

Spiders: 3.5/Pathfinder







DWARVEN CARAVAN UNDER ATTACK

This encounter is very challenging if the PCs attempt to take everything on by themselves. If they work with the dwarves, which is the expectation, it should be appropriate for the suggested level of party undertaking the journey, depending on the amount of responsibility given to the PCs. For example, a high level of responsibility allows you to let them either go after the three major protagonists whilst the dwarves go one-to-one with the rest of the attackers OR have the party deal with the bulk of the lower-level drow as the dwarves form a co-ordinated attack against the cleric and fighter/wizards. Consider the level of the party and then encourage them to stretch themselves by fighting almost to the last!

Just over half way through their journey to Embla, the PCs encounter drow raiders attacking a dwarf caravan. After the battle, they may find clues which point to the perpetrators of the attempted Underworld highway robbery. If you want to keep the details of what is going on a secret for a little longer, the drow have nothing on them other than letters of marque from Holoth allowing them to attack any trade caravans they encounter and keep 25% of what they find, with the rest going into the city coffers. This is generous for drow agreements and adds to the determination of the attackers.

There are two suggested options when playing through the attack; either the forces can be closely matched before the PCs arrive on the scene and they are the obvious difference between the drow being defeated or not, or their arrival makes up numbers so the caravan has a chance of winning the fight but it is still touch and go. The idea of this encounter is to further show the desperation of the dwarves and the lengths they are having to go to in order to get supplies to Embla.

Dwarven forces



This is a sizable dwarven caravan, given the current circumstances. Most of the members of the caravan are from Embla, although there are one or two former residents from Stoneholme and a couple of paid guards who have had previous experience of working for the leader of the caravan pack, both of whom are sorcerers.

The caravan is slow moving, limited by the pace of the 3 gargantuan skildpadders that make up the bulk of the caravan. 2 of these 3 creatures are carrying their maximum medium load of 1,600lb of trade goods, whilst the third is equipped with front- and rear-mounted howdahs for guardian rangers with ranged weapons and the caravan's sorcerers.

3 skildpadders: 3.5/Pathfinder

4 dwarven rangers Lvl 7: 3.5/Pathfinder

4 ranger animal companion badgers:
3.5/Pathfinder

2 dwarven fighters Lvl 6: 3.5/Pathfinder

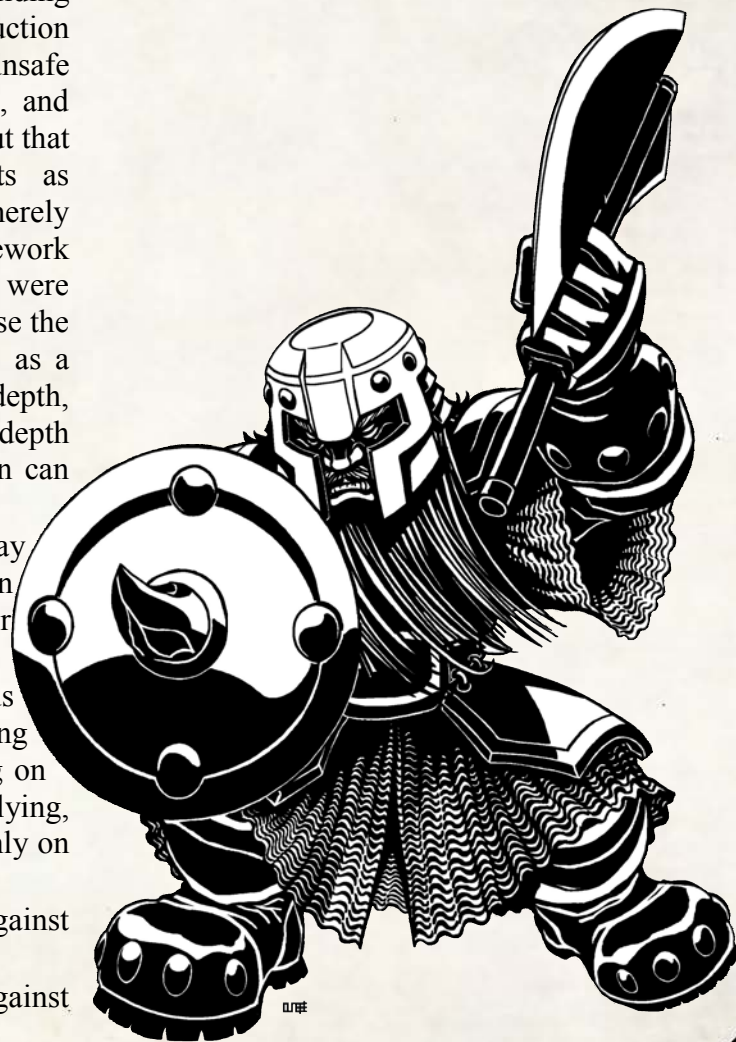
1 dwarven cleric Lvl 7: 3.5/Pathfinder

10 dwarven warriors Lvl 5: 3.5/Pathfinder



All Dwarves have the following

- +2 Constitution, -2 Charisma (already included into the stats provided).
- **Medium:** As Medium creatures, dwarves have no special bonuses or penalties due to their size.
- Dwarf base land speed is 20 feet. However, dwarves can move at this speed even when wearing medium or heavy armor or when carrying a medium or heavy load (unlike other creatures, whose speed is reduced in such situations).
- **Darkvision:** Dwarves can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and dwarves can function just fine with no light at all.
- **Stonecunning:** This ability grants a dwarf a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A dwarf who merely comes within 10 feet of unusual stonework can make a Search check as if he were actively searching, and a dwarf can use the Search skill to find stonework traps as a rogue can. A dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up.
- **Weapon Familiarity:** Dwarves may treat dwarven waraxes and dwarven urgroshes as martial weapons, rather than exotic weapons.
- **Stability:** A dwarf gains a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).
- +2 racial bonus on saving throws against poison.
- +2 racial bonus on saving throws against spells and spell-like effects.
- +1 racial bonus on attack rolls against orcs and goblinoids
- +4 dodge bonus to Armor Class against monsters of the giant type. Any time a creature loses its Dexterity bonus (if any) to Armor Class, such as when it's caught flat-footed, it loses its dodge bonus, too.
- +2 racial bonus on Appraise checks that are related to stone or metal items.
- +2 racial bonus on Craft checks that are related to stone or metal.
- **Automatic Languages:** Common and Dwarven.
- **Bonus Languages:** Giant, Gnome, Goblin, Orc, Terran, Undercommon.
- **Favored Class:** Fighter. A multiclass dwarf's fighter class does not count when determining whether he takes an experience point penalty for multiclassing



2 Araneas: 3.5/Pathfinder



These creatures are known as Morrowell Underrock and Astac Tailspinner (although “Tales spinner” is how it comes out when spoken), who appear to be deep gnomes and have levels of sorcerer as well as their innate ability. They both despise the drow, due to being captured and imprisoned for an extended period of time as residents of Holoth tried to convert them to their own wicked ways. Whilst not treated particularly badly themselves – their spider ancestry kept many drow in awe of them – they saw first-hand the level of cruelty and depths of depravity that the drow are prepared to sink to to get their own way. Now they wage a low-key war against the drow wherever they can, recognizing that on their own they aren’t equipped to do much but that supporting others is an excellent way of getting their own back. They are very nervous of revealing their true forms, knowing that views against spiders are both high and strong right now due to the activity in Holoth. They appear to have a huge arsenal of low level spells which suggests they are of a greater level of experience than they actually are, and so, when possible, revert to hybrid form to make it appear as if *Web* is one of their higher-level spells.

There are also a number of skildpadder drivers and two dwarven merchants who are there to make any impromptu deals. None of these are in a position to do any more than try to save themselves and, in the case of the skildpadder drivers, their beasts. The dwarven rangers and “gnome sorcerers” will defend from the howdahs and have been given instructions not to leave them under any circumstances except as a last act to save themselves if defeat is imminent. The fighters each command 5 warriors and patrol along the sides of the skildpadders, 2 dwarves per creature, at ground level. They are familiar enough with the creatures to use their legs as cover if possible.

Drow Forces



1 Cleric Lvl 9: 3.5/Pathfinder

2 Fighter Wizards Lvl 3/4: 3.5/Pathfinder

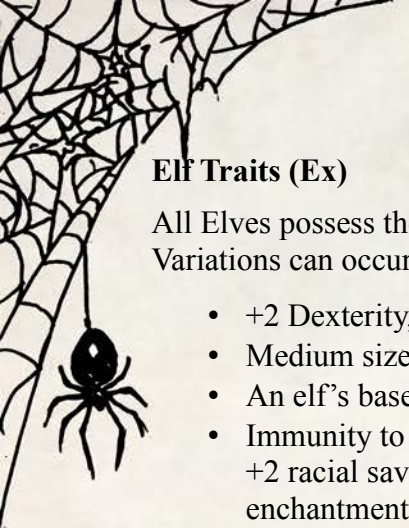
4 Drow Knights Lvl 6, riding: 3.5/Pathfinder

4 Deinonychus: 3.5/Pathfinder

2 Drow Rogues Lvl 5: 3.5/Pathfinder

8 Drow Warriors Lvl 5: 3.5/Pathfinder





Elf Traits (Ex)

All Elves possess the following racial traits. Variations can occur for sub-types

- +2 Dexterity, -2 Constitution.
- Medium size.
- An elf's base land speed is 30 feet.
- Immunity to sleep spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects. (Not reflected in the saving throw modifiers given here.)
- Low-light vision.
- Weapon Proficiency: Elves are automatically proficient with the longsword, rapier, longbow, composite longbow, shortbow, and composite shortbow.
- +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.
- Automatic Languages: Common, Elven. Bonus Languages: Draconic, Gnoll, Gnome, Goblin, Orc, Sylvan.

All drow have the following

Poison (Ex)

An opponent hit by a drow's poisoned weapon must succeed on a DC 13 Fortitude save or fall unconscious. After 1 minute, the subject must succeed on another DC 13 Fortitude save or remain unconscious for 2d4 hours. A typical drow carries 1d4-1 doses of drow knockout poison. Drow typically coat arrows and crossbow bolts with this poison, but it can also be applied to a melee weapon. Note that drow have no special ability to apply poison without risking being poisoned themselves. Since this poison is not a magical effect, drow and other elves are susceptible to it.

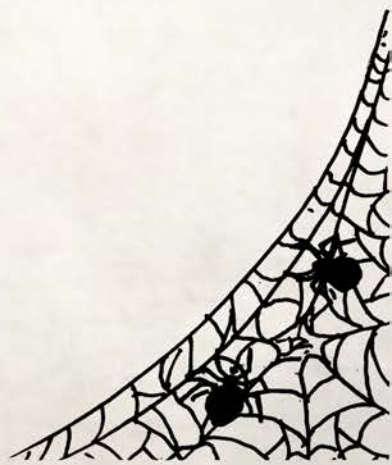
Drow Traits (Ex)

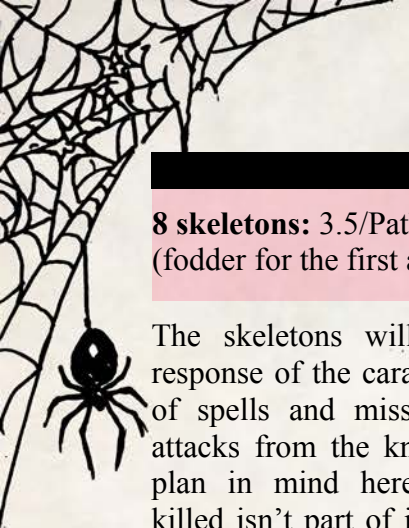
These traits are in **addition** to the high elf traits, except where noted.

- +2 Intelligence, +2 Charisma (already

included into the stats provided).

- Darkvision out to 120 feet. This trait replaces the high elf's low-light vision.
- Spell resistance equal to 11 + class levels.
- +2 racial bonus on Will saves against spells and spell-like abilities.
- Spell-like abilities: Drow can use the following spell-like abilities once per day: dancing lights, darkness, faerie fire. Caster level equals the drow's class levels.
- Weapon Proficiency: A drow is automatically proficient with the hand crossbow, the rapier, and the short sword. This trait replaces the high elf's weapon proficiency.
- Automatic Languages: Common, Elven, Undercommon. Bonus Languages: Abyssal, Aquan, Draconic, Drow Sign Language, Gnome, Goblin. This trait replaces the high elf's automatic and bonus languages.
- Light Blindness: Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.
- Favored Class: Wizard (male) or cleric (female). This trait replaces the high elf's favored class.
- Level adjustment +2.





8 skeletons: 3.5/Pathfinder
(fodder for the first attack wave)



The skeletons will be sent in to gauge the response of the caravan, followed up by a volley of spells and missiles which precedes ride-by attacks from the knights. The drow have a strict plan in mind here, and getting unnecessarily killed isn't part of it. If more than three-quarters of the drow lose more than half their hit points, they will retreat. If none or only one have been killed, they will return and attack again about 30 minutes later. If two or more are killed, they won't return.

If any of the drow are killed and the body is searched, evidence will turn up indicating that House Gullion is planning an assault on Overworld villages close to ways out of the Underworld, such as Rybalka (the village isn't named specifically, but there are enough clues for the PCs to recognize the village with a Gather Information DC 12 check.) The drow raiders have paper documents showing the layout of the land surrounding Rybalka as well as weaknesses in defenses. Notes written in Drow show arrows pointing from the location of Krelgar Keep and two locations within Dark Wood toward Rybalka, surrounding the village on 3 sides. Again, none of these maps have names, just various landmarks that they will recognize.

This is intended to be the last major encounter on the way to Embla. If you wish, have another "Planned" Em Encounter" close to the city, we suggest a swarm of Darkmantles that have just been driven from Embla. Sometimes even new friends can make mistakes...

Darkmantle Swarm (80): 3.5/Pathfinder



ARRIVAL AT THE GATES OF EMBLA

End A13, continue with A14: Scourge of Embla

A13 EXPERIENCE AWARDS

- 250 XP each for those freeing and talking to the bralani
- 250 XP each for those finding the *Ring of Jumping, Improved*
- 250 XP to the party member uncovering the evidence of drow involvement
- 250 XP each for those warning Mayor Igor Leonid of Rybalka of the coming drow threat
- 250 XP each for those saving and gaining any further knowledge from the tortured drow
- 250 XP each for those working with the araneas
- 250 XP per dwarf saved from the caravan attack
- 500 XP total for killing the cleric leading the attack
- 1000 XP total for capturing the cleric leading the attack
- 250 XP for each of the deinonychus captured and used
- 250 XP per drow killed rather than driven off
- 100 XP each for support roles: Cartographer (map maker), Treasure Keeper, Adventure Log, Time Keeper Initiative Tracker
- 100-300 XP each for role-playing experience (varies depending on if player role-played and/or altered their voice /accent)
- CR experience – (Combat, Trap Removal, etc.)
- Any additional awards you feel are appropriate



Thanks For Playing!





TITANIC BEASTMASTER

The Titanic Beastmaster is skilled at training huge, gargantuan, or colossal creatures. The dwarven version of this class is an expert when it comes to the training of Giant Tortoises, Bulettes, and Skildpadders (the offspring of the previous two).

Titanic Beastmasters are very rare, yet highly coveted in the Underworld.

A Titanic Beastmaster has one of the most difficult jobs in the Underworld. He is expected to tame creatures far larger than standard animal companions. Years and years of hard work help the trainer shape and mold his beasts into perfect tools. After all these years it can be difficult for the beastmaster to remain emotionally separated from the beast. Friendships between beast and humanoid are possible, but in the end the beast is a massive deadly weapon which must see the trainer as his master, not his friend. In order to obtain absolute dominance over these monstrosities, the beastmaster must keep his emotions buried deep and adhere to a strict routine when controlling the beast.

Prerequisites

Base Attack Bonus: +10

Skills: Handle Animal 15 ranks, Ride 15 ranks.

Feats: Skill Focus (Handle Animal), Great Fortitude, Toughness.

Special: Must retain a large or huge animal companion.

Hit Die: d8

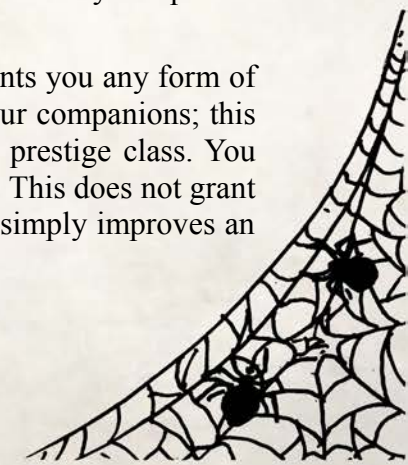
		Fort	Ref	Will	
Level	BAB	Save	Save	Save	Special
1st	+1	+2	+2	+0	Special Companion (1st), Great Vigor(+2)
2nd	+2	+3	+3	+0	Improved training, Great Strength(+2)
3rd	+3	+3	+3	+1	Thickened Hide(+2), Improved Natural Attack
4th	+4	+4	+4	+1	Great Vigor(+6), Bonus Feat: Snatch
5th	+5	+4	+4	+1	Great Strength(+6), Special Companion(2nd)
6th	+6	+5	+5	+2	Bonus Feat, Powerful Charge
7th	+7	+5	+5	+2	Thickened Hide(+4), Improved Critical
8th	+8	+6	+6	+2	Great Vigor(+10), Fast Movement+20ft
9th	+9	+6	+6	+3	Great Strength(+10), Special Companion(3rd)
10th	+10	+7	+7	+3	Bonus Feat, Horrible Natural Attack, Master Trainer

Class Skills (2 + Int modifier per level) Handle Animal (Cha), Jump (Str), Ride (Dex), Survival (Wis), Swim (Str).

Class Features All the following are class features of the Titanic Beastmaster:

Weapon and Armor Proficiency: Titanic Beastmasters gain no new proficiency with any weapon or armor.

War trained (Ex): Your levels in Titanic Beastmaster stack with any class that grants you any form of companion for the purpose of determining its abilities. You must choose one of your companions; this creature will now be considered your special companion for the purposes of this prestige class. You may only have one special companion at 1st level, two at 5th level, and three at 9th. This does not grant your companion the warbeast template, nor does it grant you a new companion; it simply improves an existing one.





Great Vigor (Ex): At 1st level your special companion gains a +2 bonus to Constitution; this improves to +6 at 4th level and +10 at 8th.

Improved Training (Ex): At 2nd level your special companion learns a number of extra tricks equal to your wisdom bonus. In addition you gain a bonus to Ride and Handle Animal checks pertaining to your special companion equal to your trainer level.

Great Strength (Ex): At 2nd level your special companion gains a +2 bonus to Strength. This improves to +6 at 5th level and +10 at 9th.

Thickened Hide (Ex): At 3rd level you and your special companion gain a +2 bonus to natural armor. This increases to +4 at 7th level.

Improved Natural Attack: At 3rd level your special companion gains Improved Natural Attack as a bonus feat. If your companion has this feat for the same attack, it stacks.

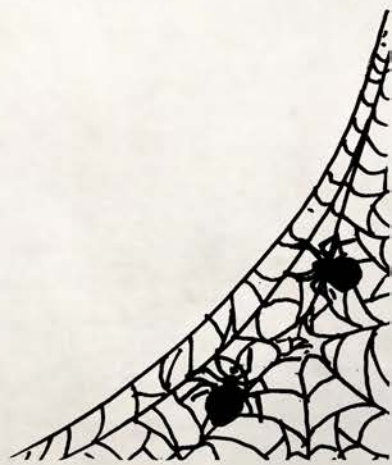
Bonus Feat: Both you and your special companion gain a bonus feat at 6th level and again at 10th level. It does not have to be the same feat but both must be drawn from the following list: Ability Focus, Awesome Blow, Improved Bull Rush, Improved Critical, Improved Natural Attack, Improved Natural Armor, Improved Overrun, Mounted Combat, Mounted archery, Power Attack, Powerful Charge, Toughness, Trample.

Powerful Charge (Ex) At 6th level when your special companion makes a charge, its attack deals extra damage in addition to the normal benefits and hazards of a charge. The attack and amount of damage from the attack is given in the creature's description. *Format:* powerful charge (gore, 4d8+24); *Location:* Spécial Attacks.

Improved Critical: At 7th level your special companion gets Improved Critical as a bonus feat applicable to only one natural attack.

Horrible Natural Attack (Ex): At 10th level your special companion(s) gain an increase in damage to the same attack they took Improved Natural Weapon for, as if they had taken the feat again for the same attack. They also gain a +1 bonus to attack and damage rolls using that attack.

Master Trainer (Ex): At 10th level you no longer need to make a check to use Handle Animal or Ride on your special companions. Your special companion gains two extra hit dice, a +1 bonus on all saving throws and proficiency with light armor.



ENCOUNTER INDEX



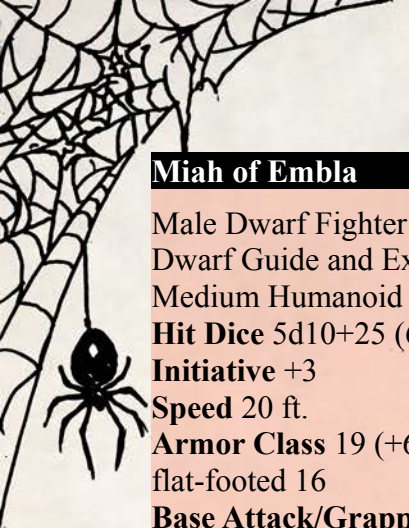
Contained within are the necessary statblocks required to effectively run this adventure, both for the OGL 3.5 system and the Pathfinder system, distinguished by the colorations of orange and red, respectively.

Additionally, all combat sequences throughout the adventure are linked to their respective page within the index for your convenience.

3.5E ENCOUNTER TABLE

As a guide for 3.5E GMs, here is a reference table for encounters throughout the adventure. It includes: the location (Location); the type of encounter (Type) such as combat, puzzle or trap; the main monsters, NPCs or traps that are encountered (Encounter) and the encounter level (EL).

Location	Type	Encounter	EL
R1	Combat	Bralani	6
R2	Combat	Drow raider zombies (4 or 8)	5 or 7
R3	Trap	Strong wine	5
R4	Combat	Drow raider zombies (4 or 0)	5 or 0
R5b	Trap	Ochre jelly dust	3
R5e	Combat	Troll skeletons (4)	0 or 7
R5f	Trap	Pit trap	2
R6a	Trap	Fusillade of darts	5
	Trap	Poison needle	2
R6b	Trap	Scythe	4
	Trap	Scythe	4
R6c	Trap	<i>Fireball</i> or <i>iceflame</i>	5
	Trap	Poison needle (3 separate needles)	2 each
R7	Trap	Chill touch door (3 separate doors)	3 each
R7a	Trap	<i>Flame strike</i>	6
R8	Combat	Yul the Mohrg	10
		Vikmordere barbarian zombies	
		Polar minotaur zombie	
		Gray render	
R9 slope	Combat	Underworld Giant Skeleton	7
		Spectral Choker	
R9b	Combat	Skeletal champions	6
The Long Road	Combat	Sor	8
		Drow raiders	
	Combat	Driders	7 to 11
		Monstrous spiders	
	Combat	Drow cleric 9	14
		Drow fighter/wizards 3/4 (2)	
		Drow knights 6 (4)	
		Deinonychus (4)	
		Drow rogues 5 (2)	
		Drow warriors 5 (8)	
		Skeleton troops (8)	
Embla's gates	Combat	Darkmantles (8)	7



Miah of Embla



Male Dwarf Fighter 5

Dwarf Guide and Explorer

Medium Humanoid (Dwarf)

Hit Dice 5d10+25 (68 hp)

Initiative +3

Speed 20 ft.

Armor Class 19 (+6 armor, +3 Dex), touch 13, flat-footed 16

Base Attack/Grapple +5/+9

Attack Melee Axe of Embla +14 melee (1d8+12/20/x3) or composite longbow (Str +0) +8 ranged (1d8/20/x3)

Full Attack Melee Axe of Embla +14 melee (1d8+12/20/x3) or composite longbow (Str +0) +8 ranged (1d8/20/x3)

Space/Reach 5 ft./5 ft.

Special Attacks –

Special Qualities Darkvision 60 ft, Greed, Hatred, Slow and Steady, Stability, Stonecunning +2

Saves Fort +9, **Ref** +4, **Will** +2

Str 18, **Dex** 16, **Con** 21, **Int** 14, **Wis** 12, **Cha** 10

Skills Appraise +5, Balance -1, Climb +6, Escape Artist -1, Fly -1, Handle Animal +4, Intimidate +5, Listen +4, Move Silently +1, Ride -1, Sense Motive +3, Spot +4, Survival +9, Tumble -1

Feats Combat Expertise +/-2, Combat Reflexes (4 AoO/round), Point Blank Shot, Weapon Focus (axe), Weapon Specialization (axe)

Environment Homeland: Embla (Dwarf Village in the Underworld)

Challenge Rating 4

Alignment Neutral Good

Languages Common, Dwarven, Goblin, Orc

Combat Gear Axe of Embla, Chainmail, Longbow, Comp. (Str +0)

SPECIAL ABILITIES

Combat Expertise +/-2 Bonus to AC in exchange for an equal penalty to attack.

Combat Reflexes (4 AoO/round) You may make up to 4 attacks of opportunity per round, and may make them while flat-footed.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Defensive Training (+4) +4 dodge bonus to AC against monsters of the Giant subtype.

Greed +2 to Appraise checks to determine the price of nonmagical goods that contain precious metals or gemstones.

Hardy +2 Gain a racial bonus to saves vs Poison, Spells and Spell-Like effects.

Hatred +1 racial bonus to attacks against Orcs and Goblinoids.

Slow and Steady Your base speed is never modified by encumbrance.

Stability +4 to avoid being bull rushed or tripped while standing.

Stonecunning +2 +2 bonus to Perception vs unusual stonework. Free check within 10 feet.

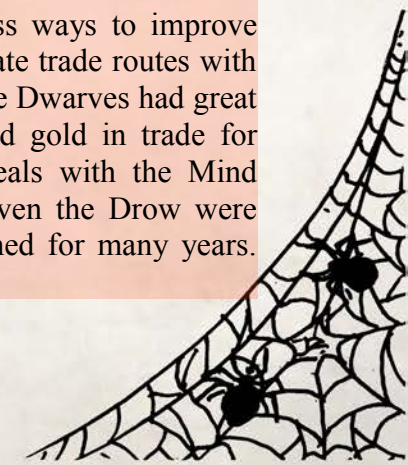
CHARACTER BACKGROUND

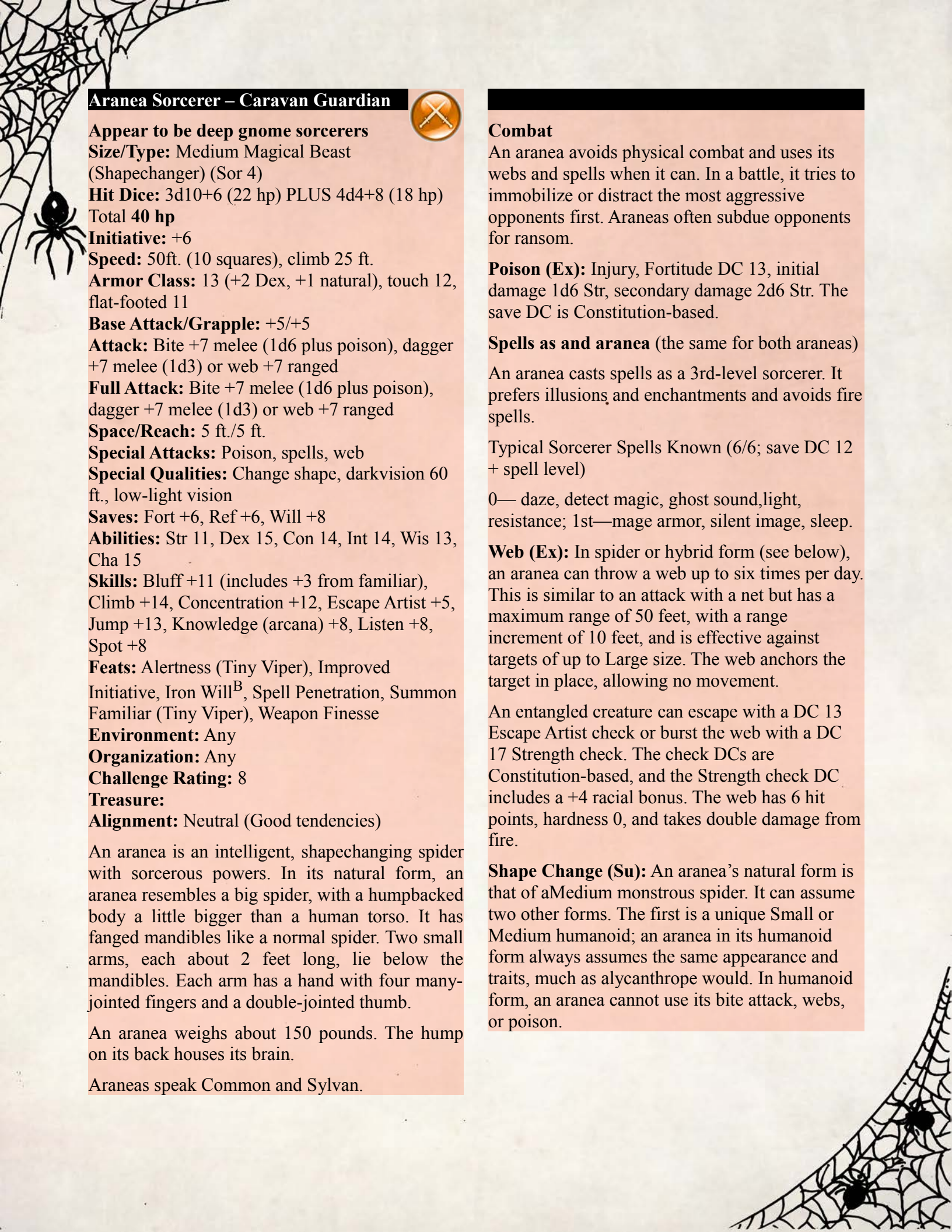
Miah was an adventurer until about ten years ago when an evil wizard cursed him with a permanent flesh to stone spell. His adventuring group tried everything they could to remove the curse but nothing worked.

When the adventuring group found a ring of wishing in a treasure horde they used it immediately. “I wish for a way to turn our friend Miah from stone to flesh.” They were granted a magical amulet that functions as a stone to flesh spell but only while being worn by Miah.

As soon as the amulet is removed, Miah turns back to stone. It is easy enough to change him back though, as one must simply slide the necklace from which hangs the amulet back around his neck. He then changes from a statue into a living, breathing dwarf.

Miah has since retired from the Adventuring lifestyle and spend his days hammering out weapons and armor in the Dwarf village of Embla. At night he serves on the Embla Merchant Circle which meets to discuss ways to improve the village economy and initiate trade routes with other Underworld species. The Dwarves had great success negotiating peace and gold in trade for their goods and services. Deals with the Mind Flayers, the Krodlyns, and even the Drow were struck up and peace maintained for many years. That is, up until recently.





Aranea Sorcerer – Caravan Guardian



Appear to be deep gnome sorcerers

Size/Type: Medium Magical Beast
(Shapechanger) (Sor 4)

Hit Dice: 3d10+6 (22 hp) PLUS 4d4+8 (18 hp)

Total 40 hp

Initiative: +6

Speed: 50ft. (10 squares), climb 25 ft.

Armor Class: 13 (+2 Dex, +1 natural), touch 12, flat-footed 11

Base Attack/Grapple: +5/+5

Attack: Bite +7 melee (1d6 plus poison), dagger +7 melee (1d3) or web +7 ranged

Full Attack: Bite +7 melee (1d6 plus poison), dagger +7 melee (1d3) or web +7 ranged

Space/Reach: 5 ft./5 ft.

Special Attacks: Poison, spells, web

Special Qualities: Change shape, darkvision 60 ft., low-light vision

Saves: Fort +6, Ref +6, Will +8

Abilities: Str 11, Dex 15, Con 14, Int 14, Wis 13, Cha 15

Skills: Bluff +11 (includes +3 from familiar), Climb +14, Concentration +12, Escape Artist +5, Jump +13, Knowledge (arcana) +8, Listen +8, Spot +8

Feats: Alertness (Tiny Viper), Improved Initiative, Iron Will^B, Spell Penetration, Summon Familiar (Tiny Viper), Weapon Finesse

Environment: Any

Organization: Any

Challenge Rating: 8

Treasure:

Alignment: Neutral (Good tendencies)

An aranea is an intelligent, shapechanging spider with sorcerous powers. In its natural form, an aranea resembles a big spider, with a humpbacked body a little bigger than a human torso. It has fanged mandibles like a normal spider. Two small arms, each about 2 feet long, lie below the mandibles. Each arm has a hand with four many-jointed fingers and a double-jointed thumb.

An aranea weighs about 150 pounds. The hump on its back houses its brain.

Araneas speak Common and Sylvan.

Combat

An aranea avoids physical combat and uses its webs and spells when it can. In a battle, it tries to immobilize or distract the most aggressive opponents first. Araneas often subdue opponents for ransom.

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

Spells as and aranea (the same for both araneas)

An aranea casts spells as a 3rd-level sorcerer. It prefers illusions and enchantments and avoids fire spells.

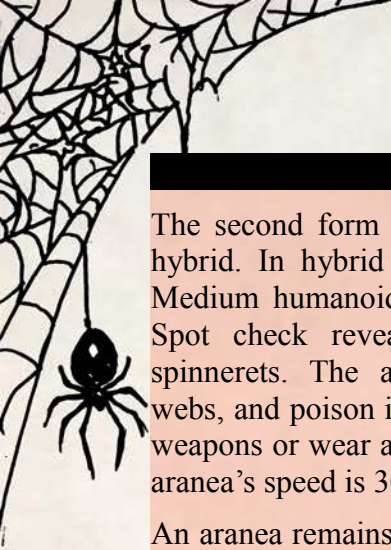
Typical Sorcerer Spells Known (6/6; save DC 12 + spell level)

0—daze, detect magic, ghost sound, light, resistance; 1st—mage armor, silent image, sleep.

Web (Ex): In spider or hybrid form (see below), an aranea can throw a web up to six times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets of up to Large size. The web anchors the target in place, allowing no movement.

An entangled creature can escape with a DC 13 Escape Artist check or burst the web with a DC 17 Strength check. The check DCs are Constitution-based, and the Strength check DC includes a +4 racial bonus. The web has 6 hit points, hardness 0, and takes double damage from fire.

Shape Change (Su): An aranea's natural form is that of a Medium monstrous spider. It can assume two other forms. The first is a unique Small or Medium humanoid; an aranea in its humanoid form always assumes the same appearance and traits, much as a lycanthrope would. In humanoid form, an aranea cannot use its bite attack, webs, or poison.



The second form is a Medium spider-humanoid hybrid. In hybrid form, an aranea looks like a Medium humanoid at first glance, but a DC 18 Spot check reveals the creature's fangs and spinnerets. The aranea retains its bite attack, webs, and poison in this form, and can also wield weapons or wear armor. When in hybrid form, an aranea's speed is 30 feet (6 squares).

An aranea remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, nor does an aranea revert to its natural form when killed. A true seeing spell, however, reveals its natural form if it is in humanoid or hybrid form.

Skills

Araneas have a +2 racial bonus on Jump, Listen, and Spot checks. They have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks even if rushed or threatened.

Spells as an actual sorcerer

First aranea

0th – (6) DC 12 Resistance, Daze, Flare, Ray of Frost, Ghost Sound, Message

1st – (7) DC 13 Grease, Mage Armor, Magic Missile

2nd – (4) DC 14 Summon Swarm

Second aranea

0th – (6) DC 12 Message, Read Magic, Dancing Lights, Flare, Resistance, Disrupt Undead

1st – (7) DC 13 Detect Undead, Mage Armor, Shocking Grasp

2nd – (4) DC 14 Eagle's Splendor

Spell Penetration [General]

Benefit

You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance.

Tiny Viper familiar (Both araneas have these and the vipers never leave them during an encounter)

Familiar Ability Descriptions

All familiars have special abilities (or impart abilities to their masters) depending on the master's combined level in classes that grant familiars, as shown on the table below. The abilities given on the table are cumulative.

Natural Armor Adjustment: The number noted here is an improvement to the familiar's existing natural armor bonus.

Intelligence: The familiar's Intelligence score.

Alertness (Ex): While a familiar is within arm's reach, the master gains the Alertness feat.

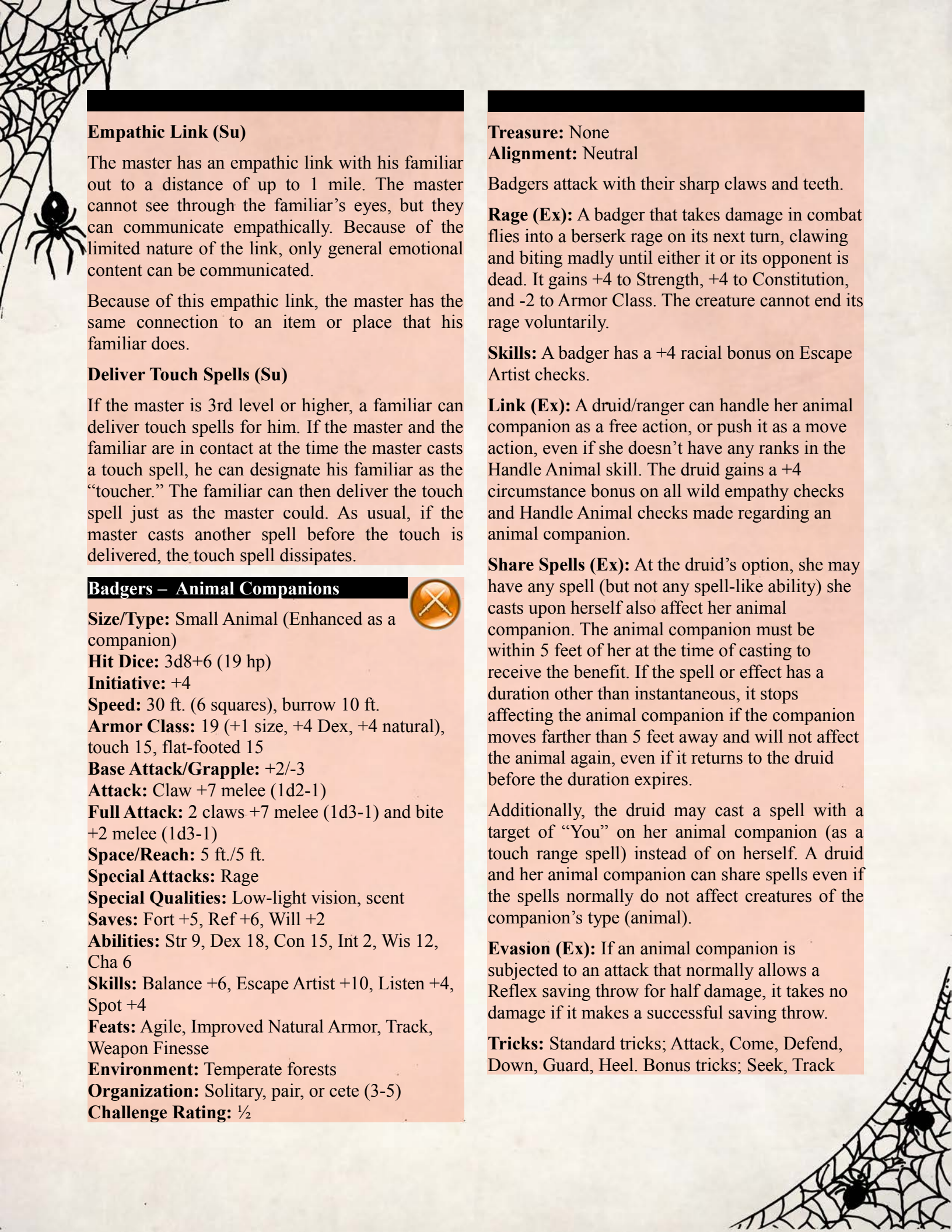
Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, a familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Share Spells: At the master's option, he may have any spell (but not any spell-like ability) he casts on himself also affect his familiar. The familiar must be within 5 feet at the time of casting to receive the benefit.

If the spell or effect has a duration other than instantaneous, it stops affecting the familiar if it moves farther than 5 feet away and will not affect the familiar again even if it returns to the master before the duration expires. Additionally, the master may cast a spell with a target of "You" on his familiar (as a touch range spell) instead of on himself.

A master and his familiar can share spells even if the spells normally do not affect creatures of the familiar's type (magical beast).





Empathic Link (Su)

The master has an empathic link with his familiar out to a distance of up to 1 mile. The master cannot see through the familiar's eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content can be communicated.

Because of this empathic link, the master has the same connection to an item or place that his familiar does.

Deliver Touch Spells (Su)

If the master is 3rd level or higher, a familiar can deliver touch spells for him. If the master and the familiar are in contact at the time the master casts a touch spell, he can designate his familiar as the "toucher." The familiar can then deliver the touch spell just as the master could. As usual, if the master casts another spell before the touch is delivered, the touch spell dissipates.

Badgers – Animal Companions



Size/Type: Small Animal (Enhanced as a companion)

Hit Dice: 3d8+6 (19 hp)

Initiative: +4

Speed: 30 ft. (6 squares), burrow 10 ft.

Armor Class: 19 (+1 size, +4 Dex, +4 natural), touch 15, flat-footed 15

Base Attack/Grapple: +2/-3

Attack: Claw +7 melee (1d2-1)

Full Attack: 2 claws +7 melee (1d3-1) and bite +2 melee (1d3-1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Rage

Special Qualities: Low-light vision, scent

Saves: Fort +5, Ref +6, Will +2

Abilities: Str 9, Dex 18, Con 15, Int 2, Wis 12, Cha 6

Skills: Balance +6, Escape Artist +10, Listen +4, Spot +4

Feats: Agile, Improved Natural Armor, Track, Weapon Finesse

Environment: Temperate forests

Organization: Solitary, pair, or cete (3-5)

Challenge Rating: ½

Treasure: None

Alignment: Neutral

Badgers attack with their sharp claws and teeth.

Rage (Ex): A badger that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and -2 to Armor Class. The creature cannot end its rage voluntarily.

Skills: A badger has a +4 racial bonus on Escape Artist checks.

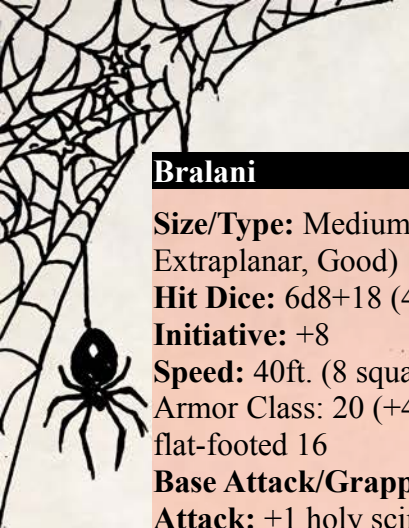
Link (Ex): A druid/ranger can handle her animal companion as a free action, or push it as a move action, even if she doesn't have any ranks in the Handle Animal skill. The druid gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

Share Spells (Ex): At the druid's option, she may have any spell (but not any spell-like ability) she casts upon herself also affect her animal companion. The animal companion must be within 5 feet of her at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the animal companion if the companion moves farther than 5 feet away and will not affect the animal again, even if it returns to the druid before the duration expires.

Additionally, the druid may cast a spell with a target of "You" on her animal companion (as a touch range spell) instead of on herself. A druid and her animal companion can share spells even if the spells normally do not affect creatures of the companion's type (animal).

Evasion (Ex): If an animal companion is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.

Tricks: Standard tricks; Attack, Come, Defend, Down, Guard, Heel. Bonus tricks; Seek, Track



Bralani



Size/Type: Medium Outsider (Chaotic, Extraplanar, Good)

Hit Dice: 6d8+18 (45 hp)

Initiative: +8

Speed: 40ft. (8 squares), fly 100 ft. (perfect)

Armor Class: 20 (+4 Dex, +6 natural), touch 13, flat-footed 16

Base Attack/Grapple: +6/+10

Attack: +1 holy scimitar +11 melee (1d6+4/18-20) or +1 holy composite longbow (+4 Str bonus) +11 ranged (1d8+5/x3) or slam +10 melee (1d6+4)

Full Attack: +1 holy scimitar +11/+6 melee (1d6+4/18-20) or +1 holy composite longbow (+4 Str bonus) +11/+6 ranged (1d8+5/x3) or slam +10 melee (1d6+4)

Space/Reach: 5 ft./5 ft.

Special Attacks: Spell-like abilities, whirlwind blast

Special Qualities: Alternative form, damage reduction 10/cold iron or evil, darkvision 60 ft., immunity to electricity and petrification, low-light vision, resistance to cold 10 and fire 10, spell resistance 17, tongues

Saves: Fort +8, Ref +9, Will +7

Abilities: Str 18, Dex 18, Con 17, Int 13, Wis 14, Cha 14

Skills: Concentration +12, Diplomacy +4, Escape Artist +13, Handle Animal +11, Hide +13, Jump +10, Listen +13, Move Silently +13, Ride +6, Sense Motive +11, Spot +13, Tumble +13, Use Rope +4 (+6 with bindings)

Feats: Alertness, Blind-fight, Improved Initiative

Environment: A chaotic good-aligned plane

Organization: Solitary, pair, or squad (3-5)

Challenge Rating: 6

Treasure: No coins; double goods; standard items (see entry for exact details)

Alignment: Always chaotic good

In addition to their natural form, bralanis can assume the shape of a whirlwind or zephyr of dust, snow, or sand.

Bralanis speak Celestial, Infernal, and Draconic, but can communicate with almost any creature, thanks to their tongues ability.

Combat

Bralanis prefer the scimitar and bow, the weapons of the desert nomads they most closely resemble.

A bralani's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and good-aligned for the purpose of overcoming damage reduction.

Spell-like abilities

At will— *blur*, *charm person* (DC 13), *gust of wind* (DC 14), *mirror image*, *wind wall*; **2/day**— *lightning bolt* (DC 15), *cure serious wounds* (DC 15). Caster level 6th. The save DCs are Charisma-based.

Whirlwind Blast (Su)

When in whirlwind form, a bralani can attack with a scouring blast of wind, dealing 3d6 points of damage in a 20-foot line (Reflex DC 16 half). The save DC is Constitution-based.

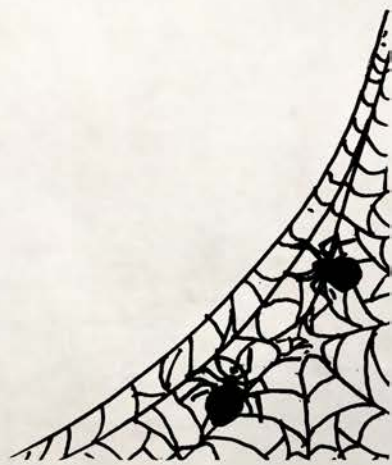
Alternate Form (Su)

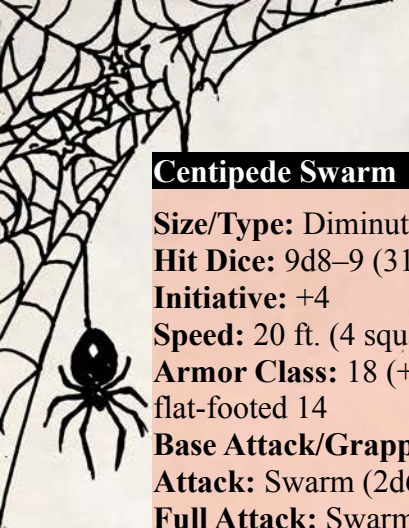
A bralani can shift between its humanoid and whirlwind forms as a standard action. In humanoid form, it cannot fly or use its whirlwind blast, but it can use its spell-like abilities and its weapons. In whirlwind form, it can fly, make slam attacks and whirlwind blast attacks, and use spell-like abilities.

A bralani remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, nor does the bralanirevert to any particular form when killed. A true seeing spell, however, reveals both forms simultaneously.

Tongues (Su)

Bralanis can speak with any creature that has a language, as though using a tongues spell (caster level 14th). This ability is always active.





Centipede Swarm



Size/Type: Diminutive Vermin (Swarm)
Hit Dice: 9d8–9 (31 hp)
Initiative: +4
Speed: 20 ft. (4 squares), climb 20 ft.
Armor Class: 18 (+4 size, +4 Dex), touch 18, flat-footed 14
Base Attack/Grapple: +6/—
Attack: Swarm (2d6 plus poison)
Full Attack: Swarm (2d6 plus poison)
Space/Reach: 10 ft./0 ft.
Special Attacks: Distraction, poison
Special Qualities: Darkvision 60 ft., immune to weapon damage, swarm traits, tremorsense 30 ft., vermin traits
Saves: Fort +5, Ref +7, Will +3
Abilities: Str 1, Dex 19, Con 8, Int —, Wis 10, Cha 2
Skills: Climb +12, Spot +4
Feats: Weapon Finesse
Environment: Underground
Organization: Solitary, tangle (2–4 swarms), or colony (7–12 swarms)
Challenge Rating: 4
Treasure: None
Alignment: Always neutral

COMBAT

A centipede swarm seeks to surround and attack any living prey it encounters. A swarm deals 2d6 points of damage to any creature whose space it occupies at the end of its move.

Distraction (Ex): Any living creature that begins its turn with a centipede swarm in its space must succeed on a DC 13 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Poison (Ex): Injury, Fortitude DC 13, initial and secondary damage 1d4 Dex. The save DC is Constitution-based.

Skills: A centipede swarm has a +4 racial bonus on Spot checks and a +8 racial bonus on Climb checks, and uses its Dexterity modifier instead of its Strength modifier for Climb checks. A centipede swarm has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Darkmantle



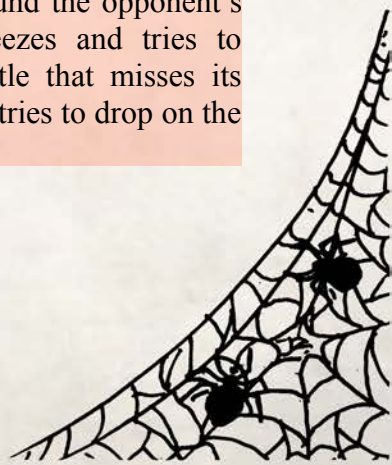
Size/Type: Small Magical Beast
Hit Dice: 1d10+1 (6 hp)
Initiative: +4
Speed: 20 ft. (4 squares), fly 30 ft. (poor)
Armor Class: 17 (+1 size, +6 natural), touch 11, flat-footed 17
Base Attack/Grapple: +1/+0
Attack: Slam +5 melee (1d4+4)
Full Attack: Slam +5 melee (1d4+4)
Space/Reach: 5 ft./5 ft.
Special Attacks: Darkness, improved grab, constrict 1d4+4
Special Qualities: Blindsight 90 ft.
Saves: Fort +3, Ref +2, Will +0
Abilities: Str 16, Dex 10, Con 13, Int 2, Wis 10, Cha 10
Skills: Hide +10, Listen +5, Spot +5
Feats: Improved Initiative
Environment: Underground
Organization: Solitary, pair, clutch (3–9), or swarm (6–15)
Challenge Rating: 1
Treasure: None
Alignment: Always neutral

The darkmantle hangs from a ceiling by a muscular “foot” at the top of its body. It can look like a stalactite, by holding its tentacles stiffly under itself, or like a lump of rock, spreading its tentacles so the membrane between them covers its body. Its shell and skin usually resemble limestone, but a darkmantle can change its color to match almost any type of stony background.

A darkmantle is about 4 feet long from the tips of its tentacles to the top of its head. It weighs about 30 pounds.

COMBAT

A darkmantle attacks by dropping onto its prey and wrapping its tentacles around the opponent’s head. Once attached, it squeezes and tries to suffocate the foe. A darkmantle that misses its initial attack often flies up and tries to drop on the opponent again.





Darkness (Su): Once per day a darkmantle can cause darkness as the darkness spell (caster level 5th). It most often uses this ability just before attacking.

Improved Grab (Ex): To use this ability, a darkmantle must hit a Large or smaller creature with its slam 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 attaches to the opponent's head and can constrict.

Constrict (Ex): A darkmantle deals 1d4+4 points of damage with a successful grapple check.

Blindsight (Ex): A darkmantle can "see" by emitting high-frequency sounds, inaudible to most other creatures, that allows it to ascertain objects and creatures within 90 feet. A silence spell negates this ability and effectively blinds the darkmantle.

Skills: A darkmantle has a +4 racial bonus on Listen and Spot checks.

These bonuses are lost if its blindsight is negated. The creature's variable coloration gives it a +4 racial bonus on Hide checks.

Deinonychus mounts for knights (trained in combat riding)



Size/Type: Medium Animal

Hit Dice: 4d8+16 (34 hp)

Initiative: +2

Speed: 60 ft. (12 squares)

Armor Class: 17 (dex +2, +5 natural), touch 14, flat-footed 15

Base Attack/Grapple: +3/+7

Attack: Talons +7 melee (1d8+4)

Full Attack: Talons +7 melee (1d8+4) and 2 foreclaws +2 melee (1d3+2) and bite +2 melee (2d4+2)

Space/Reach: 5 ft./5 ft. (10 ft. with lance)

Special Attacks: Pounce

Special Qualities: Low-light vision, scent

Saves: Fort +8, Ref +6, Will +2

Abilities: Str 19, Dex 15, Con 19, Int 2, Wis 12, Cha 10

Feats: Run, Track

Environment: Warm Forests

Organization: Solitary, pair, or pack (3-6)

Challenge Rating: 3

Treasure: None

Alignment: Always neutral

Languages: -

Combat Riding

Combat Riding (DC 20): An animal trained to bear a rider into combat knows the tricks attack, come, defend, down, guard, and heel. Training an animal for combat riding takes six weeks. You may also "upgrade" an animal trained for riding to one trained for combat riding by spending three weeks and making a successful DC 20 Handle Animal check. The new general purpose and tricks completely replace the animal's previous purpose and any tricks it once knew. Warhorses and riding dogs are already trained to bear riders into combat, and they don't require any additional training for this purpose.

Delver



Size/Type: Huge Aberration

Hit Dice: 15d8+78 (145 hp)

Initiative: +5

Speed: 30 ft. (6 squares), burrow 10 ft.

Armor Class: 24 (-2 size, +1 Dex, +15 natural), touch 9, flat-footed 23

Base Attack/Grapple: +11/+27

Attack: Slam +17 melee (1d6+8 plus 2d6 acid)

Full Attack: 2 slams +17 melee (1d6+8 plus 2d6 acid)

Space/Reach: 15 ft./10 ft.

Special Attacks: Corrosive slime

Special Qualities: Darkvision 60 ft., immunity to acid, stone shape, tremorsense 60 ft.

Saves: Fort +12, Ref +6, Will +11

Abilities: Str 27, Dex 13, Con 21, Int 14, Wis 14, Cha 12

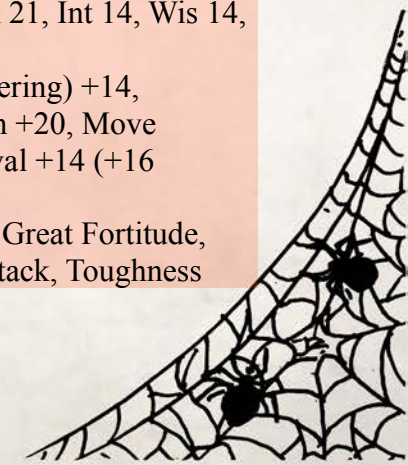
Skills: Knowledge (dungeoneering) +14,

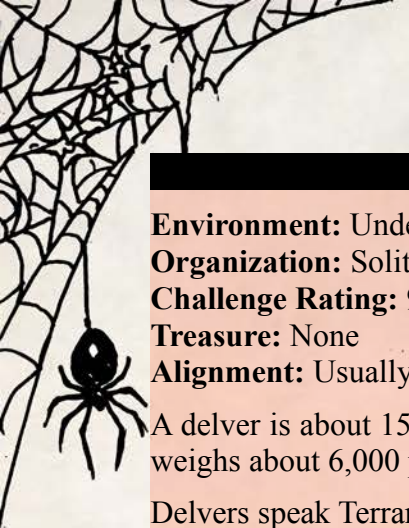
Knowledge (nature) +4, Listen +20, Move

Silently +17, Spot +20, Survival +14 (+16

underground)

Feats: Alertness, Blind Fight, Great Fortitude, Improved Initiative, Power Attack, Toughness





Environment: Underground

Organization: Solitary

Challenge Rating: 9

Treasure: None

Alignment: Usually neutral

A delver is about 15 feet long and 10 feet wide. It weighs about 6,000 pounds.

Delvers speak Terran and Undercommon.

COMBAT

A delver prefers to fight from its tunnel, which it uses to protect its flanks while lashing out with its flippers.

A delver expecting trouble may honeycomb an area with tunnels, leaving most closed with layers of stone 1 or 2 inches thick.

The delver can quickly dissolve the stone cover and pop up to attack unexpectedly.

Corrosive Slime (Ex): A delver produces a mucuslike slime that contains a highly corrosive substance. The slime is particularly effective against stone. A delver's mere touch deals 2d6 points of acid damage to organic creatures or objects. Against metallic creatures or objects, a delver's slime deals 4d8 points of damage, and against stony creatures (including earth elementals) or objects it deals 8d10 points of damage. A slam attack by a delver leaves a patch of slime that deals 2d6 points of damage on contact and another 2d6 points of damage in each of the next 2 rounds. A large quantity (at least a quart) of water or weak acid, such as vinegar, washes off the slime. An opponent's armor and clothing dissolve and become useless immediately unless the wearer succeeds on a DC 22 Reflex save. Weapons that strike a delver also dissolve immediately unless the wielder succeeds on a DC 22 Reflex save. A creature attacking a delver with natural weapons takes damage from its slime each time an attack hits unless the creature succeeds on a DC 22 Reflex save. These save DCs are Constitution-based.

Stone Shape (Ex): A delver can alter its slime to temporarily soften stone instead of dissolving it. Once every 10 minutes, a delver can soften and shape up to 25 cubic feet of stone, as a stone shape spell (caster level 15th)

Destrachan



Size/Type: Large Aberration

Hit Dice: 8d8+24 (60 hp)

Initiative: +5

Speed: 30 ft. (6 squares)

Armor Class: 18 (–1 size, +1 Dex, +8 natural), touch 10, flat-footed 17

Base Attack/Grapple: +6/+14

Attack: Claw +9 melee (1d6+4)

Full Attack: 2 claws +9 melee (1d6+4)

Space/Reach: 10 ft./5 ft.

Special Attacks: Destructive harmonics

Special Qualities: Blindsight 100 ft., immunities, protection from sonics

Saves: Fort +5, Ref +5, Will +10

Abilities: Str 18, Dex 12, Con 16, Int 12, Wis 18, Cha 12

Skills: Hide +8, Listen +25, Move Silently +7, Survival +9

Feats: Dodge, Improved Initiative, Lightning Reflexes

Environment: Underground

Organization: Solitary or pack (3–5)

Challenge Rating: 8

Treasure: None

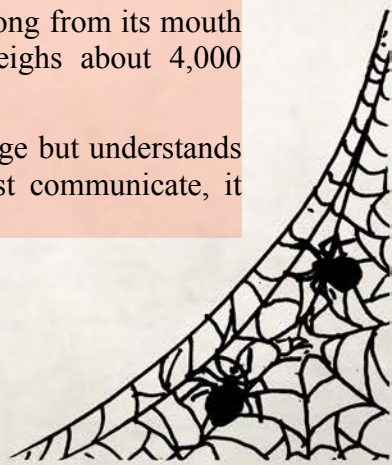
Alignment: Usually neutral evil

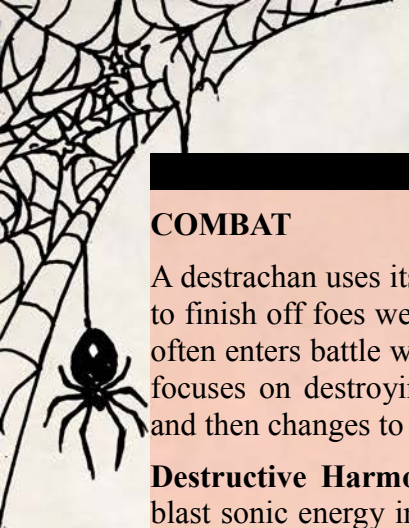
The dungeon-dwelling destrachan looks like some bizarre, nonintelligent beast, but it's an incredibly evil and crafty sadist. A destrachan has a pair of complex, three-part ears that it can adjust to be more or less sensitive to various sounds. It is blind, yet hunts with a sense of hearing more precise than most creatures' sight.

From its tubular mouth a destrachan emits carefully focused harmonics, producing sonic energy so powerful it can shatter a stone wall. So skilled is a destrachan at controlling the sounds it emits that it can choose what type of material to affect with its attack.

A destrachan is about 10 feet long from its mouth to the tip of the tail and weighs about 4,000 pounds.

A destrachan speaks no language but understands Common. If a destrachan must communicate, it does so through action.





COMBAT

A destrachan uses its claws only as a last resort or to finish off foes weakened by its sonic attacks. It often enters battle with surprise if possible. It first focuses on destroying metal armor and weapons and then changes to harmonics that disrupt flesh.

Destructive Harmonics (Su): A destrachan can blast sonic energy in a cone up to 80 feet long. It can also use this attack to affect any creatures or objects within a 30-foot radius. It can tune the harmonics of this destructive power to affect different types of targets. All save DCs are Charisma-based.

Flesh: Disrupting tissue and rending bone, this attack deals 4d6 points of damage to all within the area (Reflex DC 15 half).

Nerves: A destrachan can focus its harmonics to knock out foes rather than slay them. This attack deals 6d6 points of nonlethal damage to all within the area (Reflex DC 15 half).

Material: When using this form of harmonics, a destrachan chooses wood, stone, metal, or glass. All objects made of that material within the area must succeed on a DC 15 Fortitude save or shatter. Objects (or portions of objects) that have up to 30 hit points are potentially affected by this attack.

Blindsight (Ex): A destrachan can use hearing to ascertain all foes within 100 feet as a sighted creature would.

Immunities: Destrachans have immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Protection from Sonics (Ex): While they can be affected by loud noises and sonic spells (such as ghost sound or silence), destrachans are less vulnerable to sonic attacks (+4 circumstance bonus on all saves) because they can protect their ears. A destrachan whose sense of hearing is impaired is effectively blinded, and all targets are treated as having total concealment.

Skills: A destrachan has a +10 racial bonus on Listen checks.

Driders



Size/Type: Large Aberration

Hit Dice: 6d8+18 (45 hp)

Initiative: +2

Speed: 30 ft. (6 squares), climb 15 ft.

Armor Class: 17 (–1 size, +2 Dex, +6 natural), touch 11, flat-footed 15

Base Attack/Grapple: +4/+10

Attack: Dagger +5 melee (1d6+2/19–20) or bite +6 melee (1d4+1 plus poison) or shortbow +5 ranged (1d8/x3)

Full Attack: 2 daggers +3 melee (1d6+2/19–20, 1d6+1/19–20) and bite +1 melee (1d4+1 plus poison); or shortbow +5 ranged (1d8/x3)

Space/Reach: 10 ft./5 ft.

Special Attacks: Spells, spell-like abilities, poison

Special Qualities: Darkvision 60 ft., spell resistance 17

Saves: Fort +5, Ref +4, Will +8

Abilities: Str 15, Dex 15, Con 16, Int 15, Wis 16, Cha 16

Skills: Climb +14, Concentration +9, Hide +10, Listen +9, Move Silently +12, Spot +9

Feats: Combat Casting, Two-Weapon Fighting, Weapon Focus (bite)

Environment: Underground

Organization: Solitary, pair, or troupe (1–2 plus 7–12 Medium monstrous spiders)

Challenge Rating: 7

Treasure: Double standard

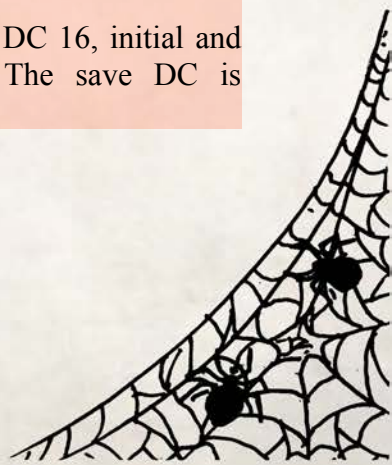
Alignment: Always chaotic evil

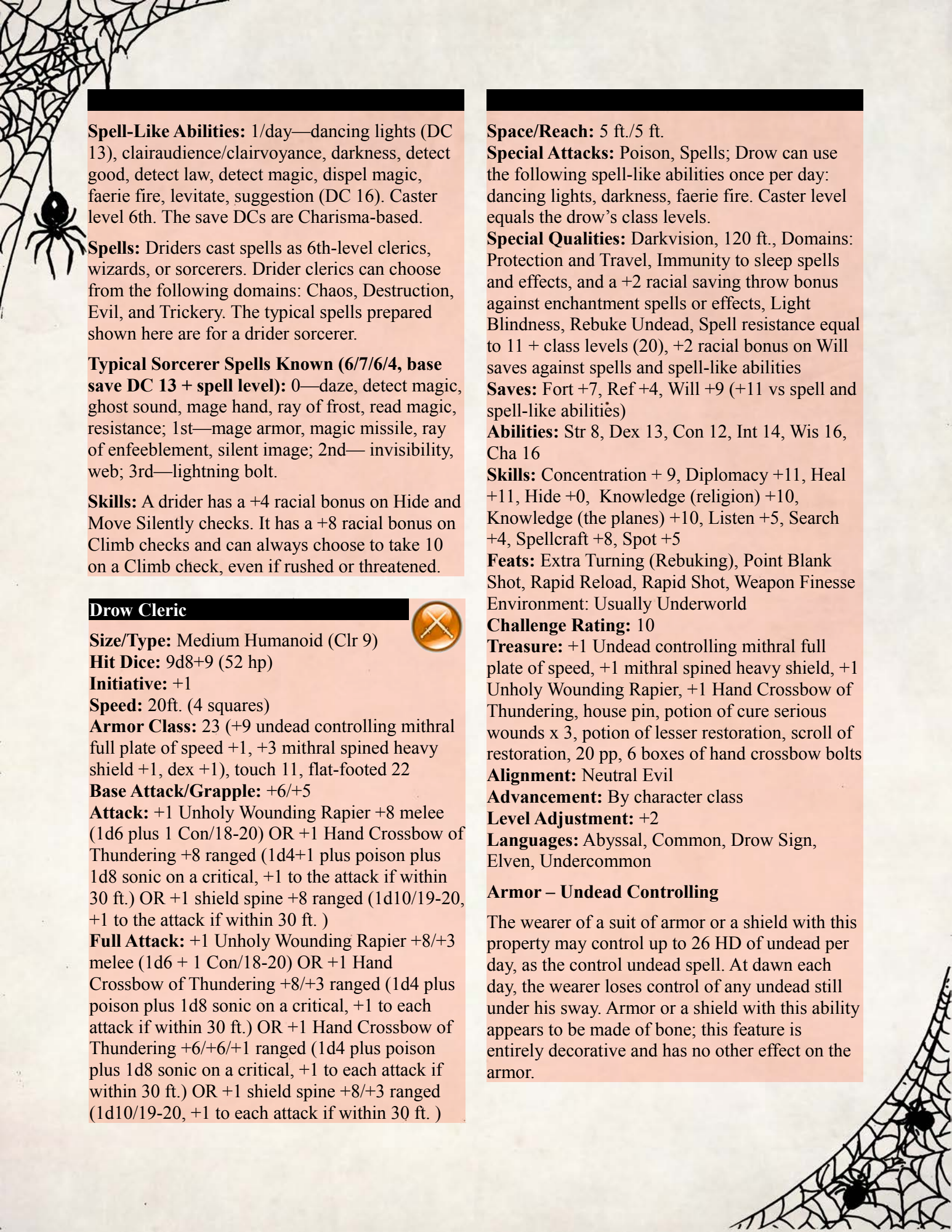
Driders speak Elven, Common, and Undercommon.

COMBAT

Driders seldom pass up an opportunity to attack other creatures, especially from ambush. They usually begin with a spell assault and often levitate out of the enemy's reach.

Poison (Ex): Injury, Fortitude DC 16, initial and secondary damage 1d6 Str. The save DC is Constitution based.





Spell-Like Abilities: 1/day—dancing lights (DC 13), clairaudience/clairvoyance, darkness, detect good, detect law, detect magic, dispel magic, faerie fire, levitate, suggestion (DC 16). Caster level 6th. The save DCs are Charisma-based.

Spells: Driders cast spells as 6th-level clerics, wizards, or sorcerers. Drider clerics can choose from the following domains: Chaos, Destruction, Evil, and Trickery. The typical spells prepared shown here are for a drider sorcerer.

Typical Sorcerer Spells Known (6/7/6/4, base save DC 13 + spell level): 0—daze, detect magic, ghost sound, mage hand, ray of frost, read magic, resistance; 1st—mage armor, magic missile, ray of enfeeblement, silent image; 2nd—invisibility, web; 3rd—lightning bolt.

Skills: A drider has a +4 racial bonus on Hide and Move Silently checks. It has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Drow Cleric



Size/Type: Medium Humanoid (Clr 9)

Hit Dice: 9d8+9 (52 hp)

Initiative: +1

Speed: 20ft. (4 squares)

Armor Class: 23 (+9 undead controlling mithral full plate of speed +1, +3 mithral spined heavy shield +1, dex +1), touch 11, flat-footed 22

Base Attack/Grapple: +6/+5

Attack: +1 Unholy Wounding Rapier +8 melee (1d6 plus 1 Con/18-20) OR +1 Hand Crossbow of Thundering +8 ranged (1d4+1 plus poison plus 1d8 sonic on a critical, +1 to the attack if within 30 ft.) OR +1 shield spine +8 ranged (1d10/19-20, +1 to the attack if within 30 ft.)

Full Attack: +1 Unholy Wounding Rapier +8/+3 melee (1d6 + 1 Con/18-20) OR +1 Hand Crossbow of Thundering +8/+3 ranged (1d4 plus poison plus 1d8 sonic on a critical, +1 to each attack if within 30 ft.) OR +1 Hand Crossbow of Thundering +6/+6/+1 ranged (1d4 plus poison plus 1d8 sonic on a critical, +1 to each attack if within 30 ft.) OR +1 shield spine +8/+3 ranged (1d10/19-20, +1 to each attack if within 30 ft.)

Space/Reach: 5 ft./5 ft.

Special Attacks: Poison, Spells; Drow can use the following spell-like abilities once per day: dancing lights, darkness, faerie fire. Caster level equals the drow's class levels.

Special Qualities: Darkvision, 120 ft., Domains: Protection and Travel, Immunity to sleep spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects, Light Blindness, Rebuke Undead, Spell resistance equal to 11 + class levels (20), +2 racial bonus on Will saves against spells and spell-like abilities

Saves: Fort +7, Ref +4, Will +9 (+11 vs spell and spell-like abilities)

Abilities: Str 8, Dex 13, Con 12, Int 14, Wis 16, Cha 16

Skills: Concentration + 9, Diplomacy +11, Heal +11, Hide +0, Knowledge (religion) +10, Knowledge (the planes) +10, Listen +5, Search +4, Spellcraft +8, Spot +5

Feats: Extra Turning (Rebuking), Point Blank Shot, Rapid Reload, Rapid Shot, Weapon Finesse
Environment: Usually Underworld

Challenge Rating: 10

Treasure: +1 Undead controlling mithral full plate of speed, +1 mithral spined heavy shield, +1 Unholy Wounding Rapier, +1 Hand Crossbow of Thundering, house pin, potion of cure serious wounds x 3, potion of lesser restoration, scroll of restoration, 20 pp, 6 boxes of hand crossbow bolts

Alignment: Neutral Evil

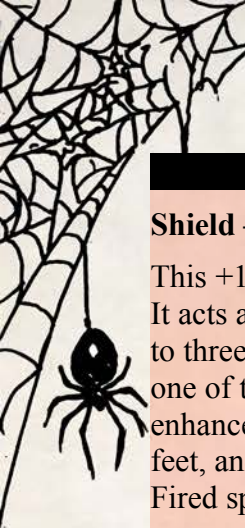
Advancement: By character class

Level Adjustment: +2

Languages: Abyssal, Common, Drow Sign, Elven, Undercommon

Armor – Undead Controlling

The wearer of a suit of armor or a shield with this property may control up to 26 HD of undead per day, as the control undead spell. At dawn each day, the wearer loses control of any undead still under his sway. Armor or a shield with this ability appears to be made of bone; this feature is entirely decorative and has no other effect on the armor.



Shield – Spined

This +1 heavy mithral shield is covered in spines. It acts as a normal spiked shield. On command up to three times per day, the shield's wearer can fire one of the shield's spines. A fired spine has a +1 enhancement bonus, a range increment of 120 feet, and deals 1d10 points of damage (19-20/x2). Fired spines regenerate each day.

The armor and shield have an unholy air about them and registers and evilly aligned. They each bestow one negative level on any good creature attempting to wear or carry them. Each negative level remains as long as the armor is worn or shield is in hand and disappears when they are no longer used. These negative levels never results in actual level loss, but they cannot be overcome in any way (including restoration spells) while they are being worn or carried.

Poison (Ex)

An opponent hit by a drow's poisoned weapon must succeed on a DC 13 Fortitude save or fall unconscious. After 1 minute, the subject must succeed on another DC 13 Fortitude save or remain unconscious for 2d4 hours. A typical drow carries 1d4-1 doses of drow knockout poison. Drow typically coat arrows and crossbow bolts with this poison, but it can also be applied to a melee weapon. Note that drow have no special ability to apply poison without risking being poisoned themselves. Since this poison is not a magical effect, drow and other elves are susceptible to it.

Spells

0th – (6) DC 13 Cure Minor Wounds, Guidance, Guidance, Read Magic, Resistance, Resistance

1st – (5+1) DC 14 Bane, Bless, Command, Doom, Shield of Faith + Obscuring Mist

2nd – (5+1) DC 15 Death Knell, Hold Person, Remove Paralysis, Silence, Spiritual Weapon + Desecrate M

3rd – (4+1) DC 16 Deeper Darkness, Magic Circle Against Good, Prayer, Wind Wall + Eclipse, Lesser

4th – (2+1) DC 17 Magic Weapon, Greater, Poison + Unholy Blight

5th – (1+1) DC 18 Slay Living + Dispel Good

Domain: Evil

Granted Power: You cast evil spells at +1 caster level.

Evil Domain Spells

Protection from Good: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.

Desecrate: Fills area with negative energy, making undead stronger.

Magic Circle Against Good: As protection spells, but 10-ft. radius and 10 min./level.

Unholy Blight: Damages and sickens good creatures.

Dispel Good: +4 bonus against attacks by good creatures.

Create Undead: Create ghouls, ghosts, mummies, or mohrgs.

Blasphemy: Kills, paralyzes, weakens, or dazes nonevil subjects.

Unholy Aura: +4 to AC, +4 resistance, SR 25 against good spells.

Summon Monster IX*: Calls extraplanar creature to fight for you.

*Cast as an evil spell only

Domain: Penumbra

Granted Powers: For a total time per day of 10 rounds per cleric level you possess, you can cast Shadow Walk as if you were a mage with half the number of cleric levels you possess, rounded up. If the spell is cast so that you move within a temple of your deity, you cast the spell as if you were a mage with the same number of cleric levels you possess.

This granted power is a supernatural ability.

Add Hide to your list of cleric class skills.

Penumbra Domain Spells

Obscuring Mist: Fog surrounds you.

Obscure Object: Masks object against scrying.

Eclipse, Lesser: New spell, see below.





Shadow Conjunction: Mimics conjunction below 4th level, but only 20% real.

Eclipse: New spell, see below.

Project Image: Illusory double can talk and cast spells.

Shadow Conjunction, Greater: As shadow conjunction, but up to 6th level and 60% real.

Eclipse, Greater: New spell, see below.

Shades: As shadow conjunction, but up to 8th level and 80% real.

Eclipse, Lesser

Abjuration

Level: Clr 3, Drd 3, Rgr 2, Sha 3, Sor/Wiz 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target or Area: Self OR one creature/four levels (Five maximum at 20th level)

Duration: 10 min./level or until discharged

Saving Throw: None

Spell Resistance: Yes (Harmless)

Lesser Eclipse creates a number of shadowy versions of yourself (if Self) or one shadowy version of a creature if more than one is targeted. If other creatures are targeted by the spell, they can not have more than one shadowy form each.

These circle the caster and any allies until they are targeted by any spell which causes damage by light, such as Sunbeam or Sunburst. The shadowy forms then immediately coalesce and/or solidify in front of a creature in a size and shape that is slightly bigger than their form. This solid shadow then absorbs damage from the light before being discharged.

Each shadowy figure is able to absorb 20 points before being discharged. Any figures protecting the caster are also able to absorb additional points equal to one quarter the caster's level, rounded down (e.g. 22 points in total if the caster is 8th level).

Protection from a Lesser Eclipse spell overlaps (and does not stack with) any other spell that wards a character from damage by light.

Eclipse

Abjuration

Level: Clr 5, Drd 5, Rgr 4, Sha 5, Sor/Wiz 5

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target or Area: Self OR one creature/four levels (Five maximum at 20th level)

Duration: 10 min./level or until discharged

Saving Throw: None

Spell Resistance: Yes (Harmless)

Eclipse creates a number of shadowy versions of yourself (if Self) or one shadowy version of a creature if more than one is targeted. If other creatures are targeted by the spell, they can not have more than one shadowy form each.

These circle the caster and any allies until they are targeted by any spell which causes damage by light, such as Sunbeam or Sunburst. The shadowy forms then immediately coalesce and/or solidify in front of a creature in a size and shape that is slightly bigger than their form. This solid shadow then absorbs damage from the light before being discharged.

Each shadowy figure is able to absorb 25 points before being discharged. Any figures protecting the caster are also able to absorb additional points equal to half the caster's level, rounded down (e.g. 31 points in total if the caster is 12th level).

Protection from an Eclipse spell overlaps (and does not stack with) any other spell that wards a character from damage by light.

Eclipse, Greater

Abjuration

Level: Clr 8, Drd 8, Sha 8, Sor/Wiz 8

Components: V, S, DF

Casting Time: 1 standard action

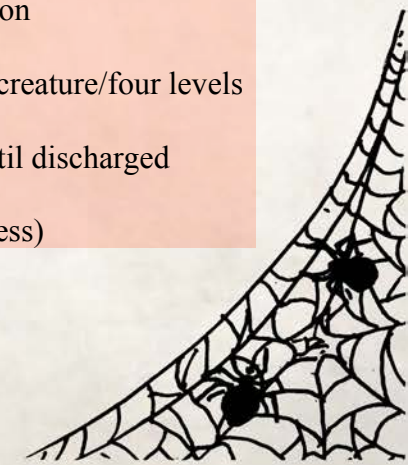
Range: Touch

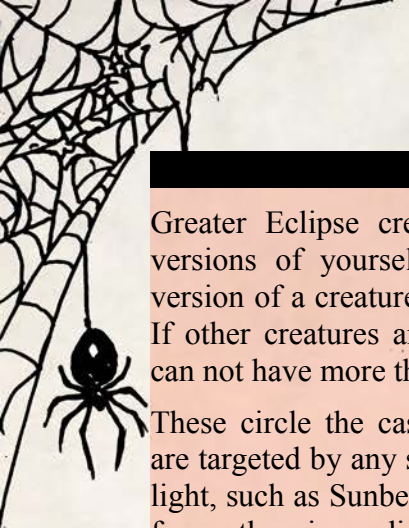
Target or Area: Self OR one creature/four levels (Five maximum at 20th level)

Duration: 10 min./level or until discharged

Saving Throw: None

Spell Resistance: Yes (Harmless)





Greater Eclipse creates a number of shadowy versions of yourself (if Self) or one shadowy version of a creature if more than one is targeted. If other creatures are targeted by the spell, they can not have more than one shadowy form each.

These circle the caster and any allies until they are targeted by any spell which causes damage by light, such as Sunbeam or Sunburst. The shadowy forms then immediately coalesce and/or solidify in front of a creature in a size and shape that is slightly bigger than their form. This solid shadow then absorbs damage from the light before being discharged.

Each shadowy figure is able to absorb 30 points before being discharged. Any figures protecting the caster are also able to absorb additional points equal to three quarters of the caster's level, rounded down (e.g. 42 points in total if the caster is 16th level).

Protection from a Greater Eclipse spell overlaps (and does not stack with) any other spell that wards a character from damage by light.

Class Features

All of the following are class features of the cleric.

Weapon and Armor Proficiency

Clerics are proficient with all simple weapons, with all types of armor (light, medium, and heavy), and with shields (except tower shields).

A cleric who chooses the War Domain receives the Weapon Focus feat related to his deity's weapon as a bonus feat. He also receives the appropriate Martial Weapon Proficiency feat as a bonus feat, if the weapon falls into that category.

Aura (Ex)

A cleric of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the detect evil spell for details). Clerics who don't worship a specific deity but choose the Chaos, Evil, Good, or Law domain have a similarly powerful aura of the corresponding alignment.

Spells

A cleric casts divine spells, which are drawn from the cleric spell list. However, his alignment may restrict him from casting certain spells opposed to his moral or ethical beliefs; see Chaotic, Evil, Good and Lawful spells, below. A cleric must choose and prepare his spells in advance (see below).

To prepare or cast a spell, a cleric must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a cleric's spell is 10 + the spell level + the cleric's Wisdom modifier.

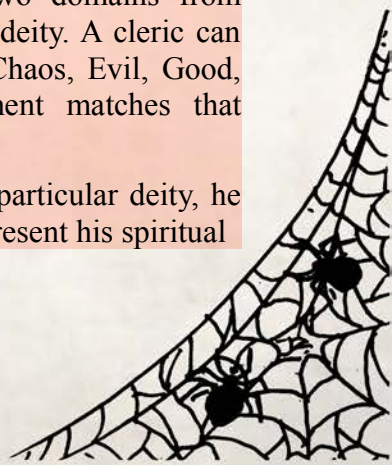
Like other spellcasters, a cleric can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: The Cleric. In addition, he receives bonus spells per day if he has a high Wisdom score. A cleric also gets one domain spell of each spell level he can cast, starting at 1st level. When a cleric prepares a spell in a domain spell slot, it must come from one of his two domains (see Deities, Domains, and Domain Spells below).

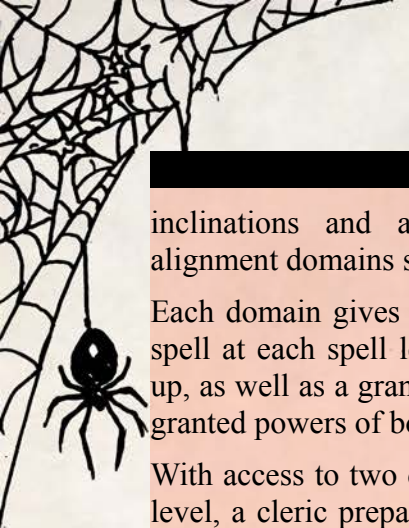
Clerics meditate or pray for their spells. Each cleric must choose a time at which he must spend 1 hour each day in quiet contemplation or supplication to regain his daily allotment of spells. Time spent resting has no effect on whether a cleric can prepare spells. A cleric may prepare and cast any spell on the cleric spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation.

Deity, Domains, and Domain Spells

A cleric's deity influences his alignment, what magic he can perform, his values, and how others see him. A cleric chooses two domains from among those belonging to his deity. A cleric can select an alignment domain (Chaos, Evil, Good, or Law) only if his alignment matches that domain.

If a cleric is not devoted to a particular deity, he still selects two domains to represent his spiritual





inclinations and abilities. The restriction on alignment domains still applies.

Each domain gives the cleric access to a domain spell at each spell level he can cast, from 1st on up, as well as a granted power. The cleric gets the granted powers of both the domains selected.

With access to two domain spells at a given spell level, a cleric prepares one or the other each day in his domain spell slot. If a domain spell is not on the cleric spell list, a cleric can prepare it only in his domain spell slot.

Spontaneous Casting

A good cleric (or a neutral cleric of a good deity) can channel stored spell energy into healing spells that the cleric did not prepare ahead of time. The cleric can “lose” any prepared spell that is not a domain spell in order to cast any cure spell of the same spell level or lower (a cure spell is any spell with “cure” in its name).

An evil cleric (or a neutral cleric of an evil deity), can’t convert prepared spells to cure spells but can convert them to inflict spells (an inflict spell is one with “inflict” in its name).

A cleric who is neither good nor evil and whose deity is neither good nor evil can convert spells to either cure spells or inflict spells (player’s choice). Once the player makes this choice, it cannot be reversed. This choice also determines whether the cleric turns or commands undead.

Chaotic, Evil, Good, and Lawful Spells

A cleric can’t cast spells of an alignment opposed to his own or his deity’s (if he has one). Spells associated with particular alignments are indicated by the chaos, evil, good, and law descriptors in their spell descriptions.

Turn or Rebuke Undead (Su)

Any cleric, regardless of alignment, has the power to affect undead creatures by channeling the power of his faith through his holy (or unholy) symbol (see Turn or Rebuke Undead).

A good cleric (or a neutral cleric who worships a good deity) can turn or destroy undead creatures. An evil cleric (or a neutral cleric who worships an evil deity) instead rebukes or commands such creatures. A neutral cleric of a neutral deity must choose whether his turning ability functions as that of a good cleric or an evil cleric. Once this choice is made, it cannot be reversed. This decision also determines whether the cleric can cast spontaneous cure or inflict spells.

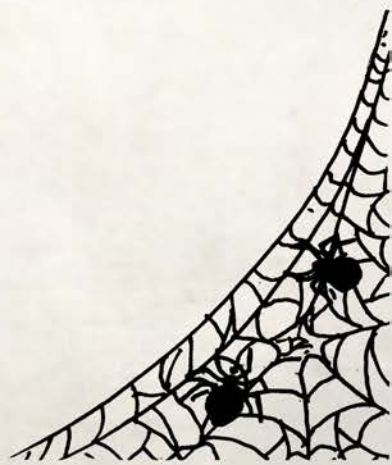
A cleric may attempt to turn undead a number of times per day equal to 3 + his Charisma modifier. A cleric with 5 or more ranks in Knowledge (religion) gets a +2 bonus on turning checks against undead.

Bonus Languages

A cleric’s bonus language options include Celestial, Abyssal, and Infernal (the languages of good, chaotic evil, and lawful evil outsiders, respectively). These choices are in addition to the bonus languages available to the character because of his race.

Ex-Clerics

A cleric who grossly violates the code of conduct required by his god loses all spells and class features, except for armor and shield proficiencies and proficiency with simple weapons. He cannot thereafter gain levels as a cleric of that god until he atones (see the atonement spell description).





Drow Fighter/Wizards (Evokers)



Size/Type: Medium Humanoid

(Ftr3/Wiz4)

Hit Dice: 4d4+4 plus 3d10+3 (35 hp)

Initiative: +3

Speed: 30ft. (6 squares)

Armor Class: 15 (ring of protection +2, dex +3), touch 15, flat-footed 12 (Before any encounter, these attack co-ordinators cast Mage Armor and Cat's Grace to increase their AC to 21)

Base Attack/Grapple: +5/+5

Attack: +2 Rapier +10 melee (1d6+2/18-20) OR Unarmed Strike +8 melee (1d3) OR +1 Hand Crossbow +10 ranged (1d4+1 plus poison)

Full Attack: +2 Rapier +10 melee (1d6+2/18-20) OR Unarmed Strike +8 melee (1d3) OR +1 Hand Crossbow +10 ranged (1d4+1 plus poison)

Space/Reach: 5 ft./5 ft.

Special Attacks: Poison, Spells; Drow can use the following spell-like abilities once per day: dancing lights, darkness, faerie fire. Caster level equals the drow's class levels.

Special Qualities: Darkvision, 120 ft., Immunity to sleep spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects, Light Blindness, Spell resistance equal to 11 + class levels (18), +2 racial bonus on Will saves against spells and spell-like abilities

Saves: Fort +5, Ref +5, Will +5 (+7 vs spell and spell-like abilities)

Abilities: Str 11, Dex 16, Con 13, Int 17, Wis 10, Cha 10

Skills: Concentration +8, Craft (weaponsmith) +13, Decipher Script +10, Intimidate +6, Jump +3, Knowledge (arcana) +10, Knowledge (dungeoneering) +6, Spellcraft +10

Feats: Combat Casting, Eschew Materials, Rapid Reload, Scribe Scroll, Summon Familiar, Weapon Finesse, Weapon Focus (hand crossbow)

Environment: Usually Underworld

Organization: Any

Challenge Rating: 8

Treasure: +2 Ring of Protection, +2 rapier, +1 hand crossbow, house pin, potion of cure serious wounds x 3, potion of lesser restoration, scroll of restoration, 20 pp, 6 boxes of hand crossbow bolts, traveling spellbook

Alignment: Neutral Evil

Advancement: By character class

Level Adjustment: +2

Languages: Common, Draconic, Drow Sign, Elven, Goblin, Undercommon

Poison (Ex)

An opponent hit by a drow's poisoned weapon must succeed on a DC 13 Fortitude save or fall unconscious. After 1 minute, the subject must succeed on another DC 13 Fortitude save or remain unconscious for 2d4 hours. A typical drow carries 1d4-1 doses of drow knockout poison. Drow typically coat arrows and crossbow bolts with this poison, but it can also be applied to a melee weapon. Note that drow have no special ability to apply poison without risking being poisoned themselves. Since this poison is not a magical effect, drow and other elves are susceptible to it.

Spells - Evokers (Enchantment and Illusion forbidden schools)

0th – (4+1) DC 13 Acid Splash, Flare, Ray of Frost, Touch of Fatigue + Ray of Frost (Also in spellbook – Dancing Lights, Disrupt Undead, Light, Open/Close)

1st – (4+1) DC 14 Mage Armor, Magic Missile, Magic Missile, Ray of Enfeeblement + Shocking Grasp (Also in spellbook – Burning Hands, Floating Disc, Grease)

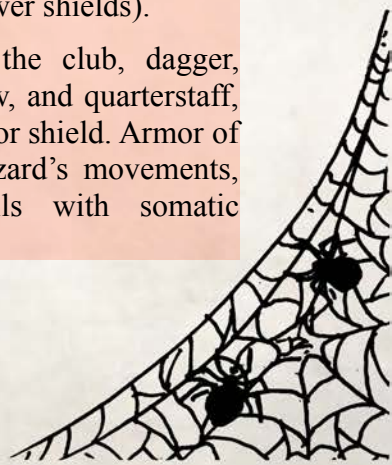
2nd – (3+1) DC 15 Cat's Grace, Flaming Sphere, Web + Scorching Ray (Also in spellbook – Darkness, Gust of Wind, Shatter)

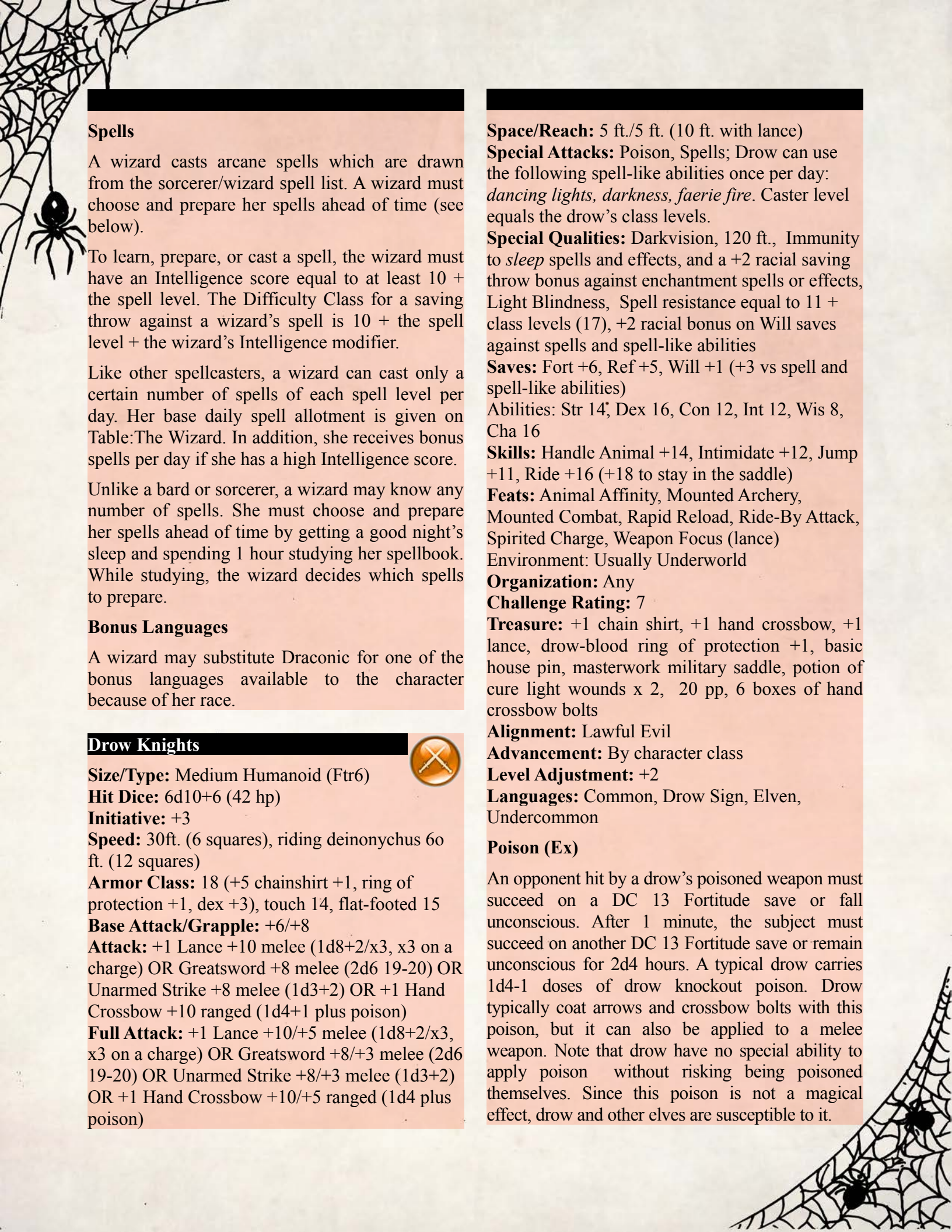
Class Features

Weapon and Armor Proficiency

A fighter is proficient with all simple and martial weapons and with all armor (heavy, medium, and light) and shields (including tower shields).

Wizards are proficient with the club, dagger, heavy crossbow, light crossbow, and quarterstaff, but not with any type of armor or shield. Armor of any type interferes with a wizard's movements, which can cause her spells with somatic components to fail.





Spells

A wizard casts arcane spells which are drawn from the sorcerer/wizard spell list. A wizard must choose and prepare her spells ahead of time (see below).

To learn, prepare, or cast a spell, the wizard must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a wizard's spell is 10 + the spell level + the wizard's Intelligence modifier.

Like other spellcasters, a wizard can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: The Wizard. In addition, she receives bonus spells per day if she has a high Intelligence score.

Unlike a bard or sorcerer, a wizard may know any number of spells. She must choose and prepare her spells ahead of time by getting a good night's sleep and spending 1 hour studying her spellbook. While studying, the wizard decides which spells to prepare.

Bonus Languages

A wizard may substitute Draconic for one of the bonus languages available to the character because of her race.

Drow Knights



Size/Type: Medium Humanoid (Ftr6)

Hit Dice: 6d10+6 (42 hp)

Initiative: +3

Speed: 30ft. (6 squares), riding deinonychus 60 ft. (12 squares)

Armor Class: 18 (+5 chainshirt +1, ring of protection +1, dex +3), touch 14, flat-footed 15

Base Attack/Grapple: +6/+8

Attack: +1 Lance +10 melee (1d8+2/x3, x3 on a charge) OR Greatsword +8 melee (2d6 19-20) OR Unarmed Strike +8 melee (1d3+2) OR +1 Hand Crossbow +10 ranged (1d4+1 plus poison)

Full Attack: +1 Lance +10/+5 melee (1d8+2/x3, x3 on a charge) OR Greatsword +8/+3 melee (2d6 19-20) OR Unarmed Strike +8/+3 melee (1d3+2) OR +1 Hand Crossbow +10/+5 ranged (1d4 plus poison)

Space/Reach: 5 ft./5 ft. (10 ft. with lance)

Special Attacks: Poison, Spells; Drow can use the following spell-like abilities once per day: *dancing lights*, *darkness*, *faerie fire*. Caster level equals the drow's class levels.

Special Qualities: Darkvision, 120 ft., Immunity to *sleep* spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects, Light Blindness, Spell resistance equal to 11 + class levels (17), +2 racial bonus on Will saves against spells and spell-like abilities

Saves: Fort +6, Ref +5, Will +1 (+3 vs spell and spell-like abilities)

Abilities: Str 14, Dex 16, Con 12, Int 12, Wis 8, Cha 16

Skills: Handle Animal +14, Intimidate +12, Jump +11, Ride +16 (+18 to stay in the saddle)

Feats: Animal Affinity, Mounted Archery, Mounted Combat, Rapid Reload, Ride-By Attack, Spirited Charge, Weapon Focus (lance)

Environment: Usually Underworld

Organization: Any

Challenge Rating: 7

Treasure: +1 chain shirt, +1 hand crossbow, +1 lance, drow-blood ring of protection +1, basic house pin, masterwork military saddle, potion of cure light wounds x 2, 20 pp, 6 boxes of hand crossbow bolts

Alignment: Lawful Evil

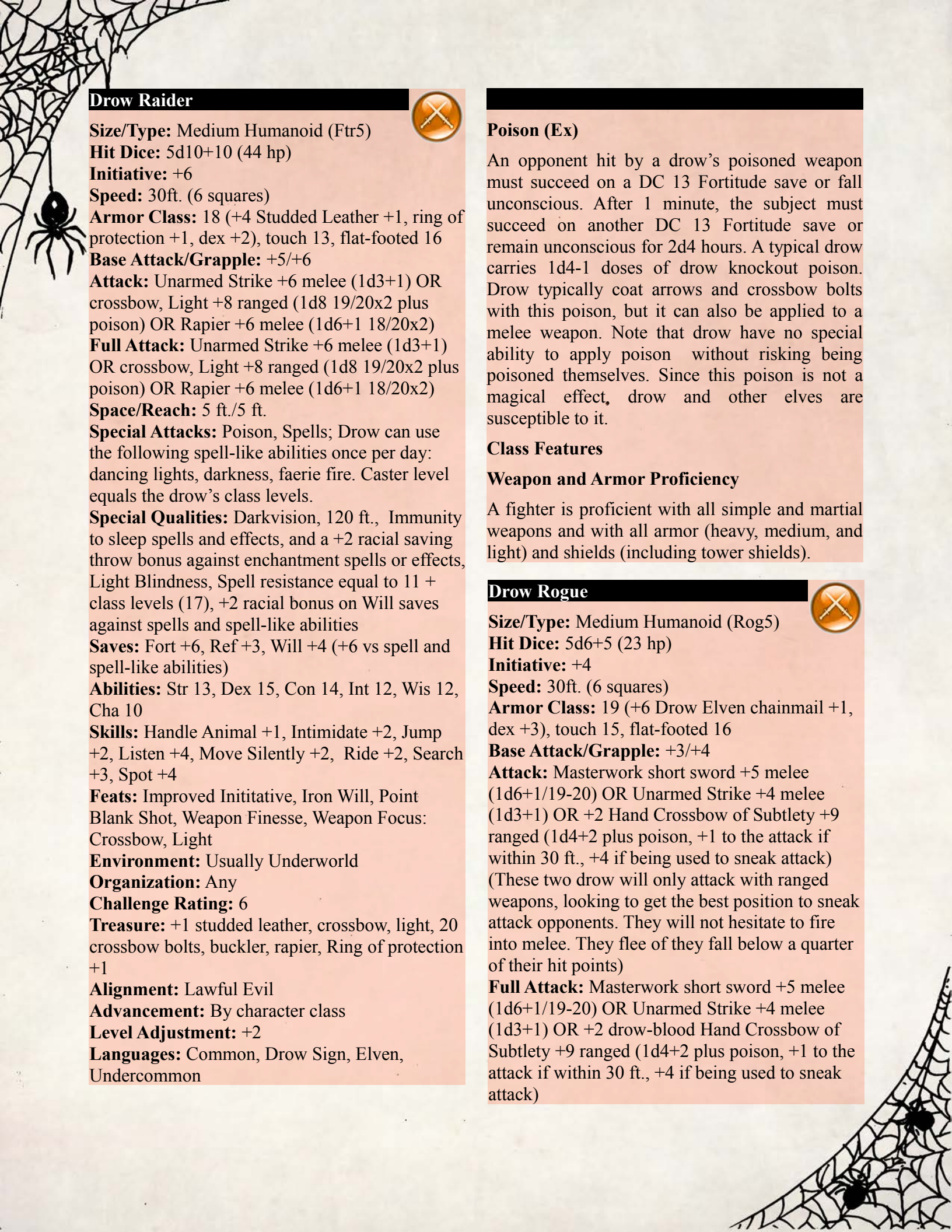
Advancement: By character class

Level Adjustment: +2

Languages: Common, Drow Sign, Elven, Undercommon

Poison (Ex)

An opponent hit by a drow's poisoned weapon must succeed on a DC 13 Fortitude save or fall unconscious. After 1 minute, the subject must succeed on another DC 13 Fortitude save or remain unconscious for 2d4 hours. A typical drow carries 1d4-1 doses of drow knockout poison. Drow typically coat arrows and crossbow bolts with this poison, but it can also be applied to a melee weapon. Note that drow have no special ability to apply poison without risking being poisoned themselves. Since this poison is not a magical effect, drow and other elves are susceptible to it.



Drow Raider



Size/Type: Medium Humanoid (Ftr5)

Hit Dice: 5d10+10 (44 hp)

Initiative: +6

Speed: 30ft. (6 squares)

Armor Class: 18 (+4 Studded Leather +1, ring of protection +1, dex +2), touch 13, flat-footed 16

Base Attack/Grapple: +5/+6

Attack: Unarmed Strike +6 melee (1d3+1) OR crossbow, Light +8 ranged (1d8 19/20x2 plus poison) OR Rapier +6 melee (1d6+1 18/20x2)

Full Attack: Unarmed Strike +6 melee (1d3+1) OR crossbow, Light +8 ranged (1d8 19/20x2 plus poison) OR Rapier +6 melee (1d6+1 18/20x2)

Space/Reach: 5 ft./5 ft.

Special Attacks: Poison, Spells; Drow can use the following spell-like abilities once per day: dancing lights, darkness, faerie fire. Caster level equals the drow's class levels.

Special Qualities: Darkvision, 120 ft., Immunity to sleep spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects, Light Blindness, Spell resistance equal to 11 + class levels (17), +2 racial bonus on Will saves against spells and spell-like abilities

Saves: Fort +6, Ref +3, Will +4 (+6 vs spell and spell-like abilities)

Abilities: Str 13, Dex 15, Con 14, Int 12, Wis 12, Cha 10

Skills: Handle Animal +1, Intimidate +2, Jump +2, Listen +4, Move Silently +2, Ride +2, Search +3, Spot +4

Feats: Improved Initiative, Iron Will, Point Blank Shot, Weapon Finesse, Weapon Focus: Crossbow, Light

Environment: Usually Underworld

Organization: Any

Challenge Rating: 6

Treasure: +1 studded leather, crossbow, light, 20 crossbow bolts, buckler, rapier, Ring of protection +1

Alignment: Lawful Evil

Advancement: By character class

Level Adjustment: +2

Languages: Common, Drow Sign, Elven, Undercommon

Poison (Ex)

An opponent hit by a drow's poisoned weapon must succeed on a DC 13 Fortitude save or fall unconscious. After 1 minute, the subject must succeed on another DC 13 Fortitude save or remain unconscious for 2d4 hours. A typical drow carries 1d4-1 doses of drow knockout poison. Drow typically coat arrows and crossbow bolts with this poison, but it can also be applied to a melee weapon. Note that drow have no special ability to apply poison without risking being poisoned themselves. Since this poison is not a magical effect, drow and other elves are susceptible to it.

Class Features

Weapon and Armor Proficiency

A fighter is proficient with all simple and martial weapons and with all armor (heavy, medium, and light) and shields (including tower shields).

Drow Rogue



Size/Type: Medium Humanoid (Rog5)

Hit Dice: 5d6+5 (23 hp)

Initiative: +4

Speed: 30ft. (6 squares)

Armor Class: 19 (+6 Drow Elven chainmail +1, dex +3), touch 15, flat-footed 16

Base Attack/Grapple: +3/+4

Attack: Masterwork short sword +5 melee (1d6+1/19-20) OR Unarmed Strike +4 melee (1d3+1) OR +2 Hand Crossbow of Subtlety +9 ranged (1d4+2 plus poison, +1 to the attack if within 30 ft., +4 if being used to sneak attack) (These two drow will only attack with ranged weapons, looking to get the best position to sneak attack opponents. They will not hesitate to fire into melee. They flee if they fall below a quarter of their hit points)

Full Attack: Masterwork short sword +5 melee (1d6+1/19-20) OR Unarmed Strike +4 melee (1d3+1) OR +2 drow-blood Hand Crossbow of Subtlety +9 ranged (1d4+2 plus poison, +1 to the attack if within 30 ft., +4 if being used to sneak attack)



Space/Reach: 5 ft./5 ft.

Special Attacks: Poison, Sneak Attack, Spells; Drow can use the following spell-like abilities once per day: dancing lights, darkness, faerie fire. Caster level equals the drow's class levels.

Special Qualities: Darkvision, 120 ft., Evasion, Immunity to sleep spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects, Light Blindness, Spell resistance equal to 11 + class levels (18), Trap Sense, Trapfinding, Uncanny Dodge, +2 racial bonus on Will saves against spells and spell-like abilities

Saves: Fort +2, Ref +8, Will +3 (+5 vs spell and spell-like abilities)

Abilities: Str 12, Dex 18, Con 12, Int 12, Wis 14, Cha 10

Skills: Balance +10, Climb +7, Hide +10, Intimidate +8, Listen +10, Move Silently +10, Spot +10, Tumble +10, Use Magic Device +8

Feats: Point Blank Shot, Precise Shot

Environment: Usually Underworld

Organization: Any

Challenge Rating: 6

Treasure: +1 Drow Elven chain, +2 drow-blood Hand Crossbow of Subtlety, masterwork short sword house pin, potion of cure light wounds, 2 pp, 15 gp, 6 boxes of hand crossbow bolts

Alignment: Chaotic Evil

Advancement: By character class

Level Adjustment: +2

Languages: Common, Drow Sign, Elven, Undercommon

Poison (Ex)

An opponent hit by a drow's poisoned weapon must succeed on a DC 13 Fortitude save or fall unconscious. After 1 minute, the subject must succeed on another DC 13 Fortitude save or remain unconscious for 2d4 hours. A typical drow carries 1d4-1 doses of drow knockout poison. Drow typically coat arrows and crossbow bolts with this poison, but it can also be applied to a melee weapon. Note that drow have no special ability to apply poison without risking being poisoned themselves. Since this poison is not a magical effect, drow and other elves are susceptible to it.

Class Features

All of the following are class features of the rogue.

Weapon and Armor Proficiency

Rogues are proficient with all simple weapons, plus the hand crossbow, rapier, sap, shortbow, and short sword. Rogues are proficient with light armor, but not with shields.

Sneak Attack

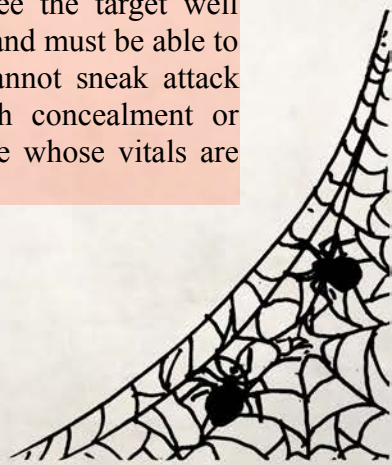
If a rogue can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

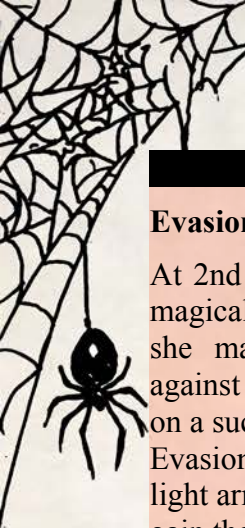
The rogue's attack deals extra damage any time her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks her target. This extra damage is 1d6 at 1st level, and it increases by 1d6 every two rogue levels thereafter. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a sap (blackjack) or an unarmed strike, a rogue can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

A rogue can sneak attack only living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The rogue must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A rogue cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.





Evasion (Ex)

At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

Trap Sense (Ex)

At 3rd level, a rogue gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the rogue reaches 6th level, to +3 when she reaches 9th level, to +4 when she reaches 12th level, to +5 at 15th, and to +6 at 18th level.

Trap sense bonuses gained from multiple classes stack.

Uncanny Dodge (Ex)

Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

If a rogue already has uncanny dodge from a different class she automatically gains improved uncanny dodge instead.

Drow Warrior

Size/Type: Medium Humanoid (War 5)

Hit Dice: 5d8+5 (27 hp)

Initiative: +2

Speed: 20ft. (4 squares)

Armor Class: 17 (+5 Masterwork breastplate with locked gauntlet, dex +2), touch 12, flat-footed 15

Base Attack/Grapple: +5/+8

Attack: Masterwork short sword +10 melee (1d6+3/19-20) OR Unarmed Strike +8 melee (1d3+3) OR masterwork hand crossbow +7 ranged (1d4 plus poison)



Full Attack: Masterwork short sword +9 melee (1d6+3/19-20) OR Unarmed Strike +8 melee (1d3+3) OR masterwork hand crossbow +7 ranged (1d4 plus poison)

Space/Reach: 5 ft./5 ft.

Special Attacks: Poison, Spells; Drow can use the following spell-like abilities once per day: dancing lights, darkness, faerie fire. Caster level equals the drow's class levels.

Special Qualities: Darkvision, 120 ft., Immunity to sleep spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects, Light Blindness, Spell resistance equal to 11 + class levels (16), +2 racial bonus on Will saves against spells and spell-like abilities

Saves: Fort +5, Ref +3, Will +3 (+5 vs spell and spell-like abilities)

Abilities: Str 16, Dex 15, Con 12, Int 14, Wis 10, Cha 10

Skills: Climb +8, Intimidate +8, Jump +8, Ride +10

Feats: Iron Will, Weapon Focus (short sword)

Environment: Usually Underworld

Organization: Any

Challenge Rating: 5

Treasure: Masterwork breastplate, masterwork short sword, masterwork hand crossbow, house pin, potion of cure light wounds, 25 pp, 6 boxes of hand crossbow bolts

Alignment: Neutral Evil

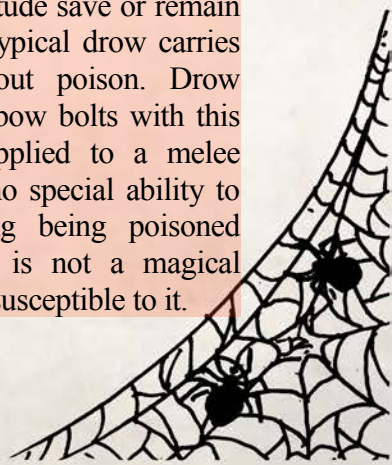
Advancement: By character class

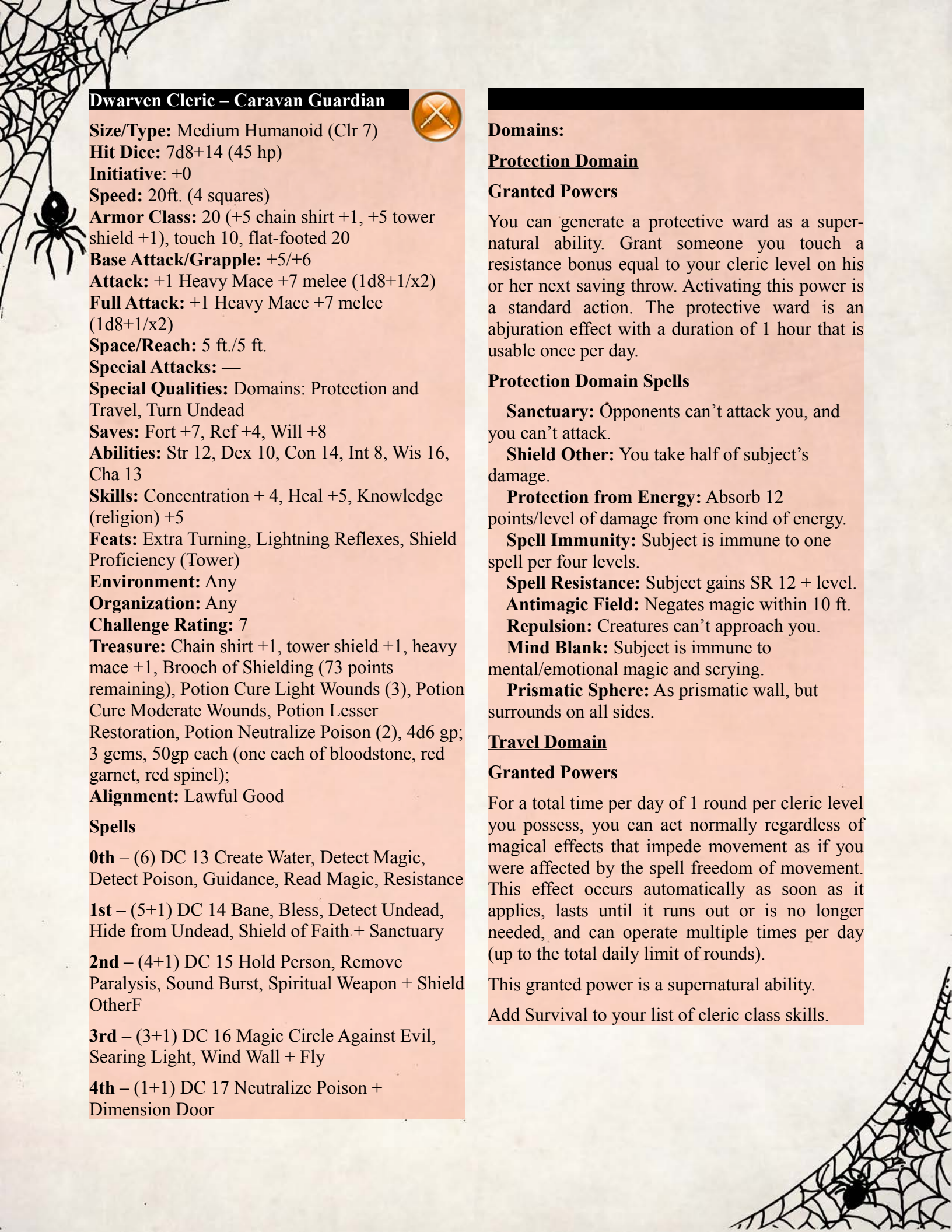
Level Adjustment: +2

Languages: Common, Drow Sign, Elven, Goblin, Undercommon

Poison (Ex)

An opponent hit by a drow's poisoned weapon must succeed on a DC 13 Fortitude save or fall unconscious. After 1 minute, the subject must succeed on another DC 13 Fortitude save or remain unconscious for 2d4 hours. A typical drow carries 1d4-1 doses of drow knockout poison. Drow typically coat arrows and crossbow bolts with this poison, but it can also be applied to a melee weapon. Note that drow have no special ability to apply poison without risking being poisoned themselves. Since this poison is not a magical effect, drow and other elves are susceptible to it.





Dwarven Cleric – Caravan Guardian



Size/Type: Medium Humanoid (Clr 7)

Hit Dice: 7d8+14 (45 hp)

Initiative: +0

Speed: 20ft. (4 squares)

Armor Class: 20 (+5 chain shirt +1, +5 tower shield +1), touch 10, flat-footed 20

Base Attack/Grapple: +5/+6

Attack: +1 Heavy Mace +7 melee (1d8+1/x2)

Full Attack: +1 Heavy Mace +7 melee (1d8+1/x2)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Domains: Protection and Travel, Turn Undead

Saves: Fort +7, Ref +4, Will +8

Abilities: Str 12, Dex 10, Con 14, Int 8, Wis 16, Cha 13

Skills: Concentration + 4, Heal +5, Knowledge (religion) +5

Feats: Extra Turning, Lightning Reflexes, Shield Proficiency (Tower)

Environment: Any

Organization: Any

Challenge Rating: 7

Treasure: Chain shirt +1, tower shield +1, heavy mace +1, Brooch of Shielding (73 points remaining), Potion Cure Light Wounds (3), Potion Cure Moderate Wounds, Potion Lesser Restoration, Potion Neutralize Poison (2), 4d6 gp; 3 gems, 50gp each (one each of bloodstone, red garnet, red spinel);

Alignment: Lawful Good

Spells

0th – (6) DC 13 Create Water, Detect Magic, Detect Poison, Guidance, Read Magic, Resistance

1st – (5+1) DC 14 Bane, Bless, Detect Undead, Hide from Undead, Shield of Faith + Sanctuary

2nd – (4+1) DC 15 Hold Person, Remove Paralysis, Sound Burst, Spiritual Weapon + Shield OtherF

3rd – (3+1) DC 16 Magic Circle Against Evil, Searing Light, Wind Wall + Fly

4th – (1+1) DC 17 Neutralize Poison + Dimension Door

Domains:

Protection Domain

Granted Powers

You can generate a protective ward as a supernatural ability. Grant someone you touch a resistance bonus equal to your cleric level on his or her next saving throw. Activating this power is a standard action. The protective ward is an abjuration effect with a duration of 1 hour that is usable once per day.

Protection Domain Spells

Sanctuary: Opponents can't attack you, and you can't attack.

Shield Other: You take half of subject's damage.

Protection from Energy: Absorb 12 points/level of damage from one kind of energy.

Spell Immunity: Subject is immune to one spell per four levels.

Spell Resistance: Subject gains SR 12 + level.

Antimagic Field: Negates magic within 10 ft.

Repulsion: Creatures can't approach you.

Mind Blank: Subject is immune to mental/emotional magic and scrying.

Prismatic Sphere: As prismatic wall, but surrounds on all sides.

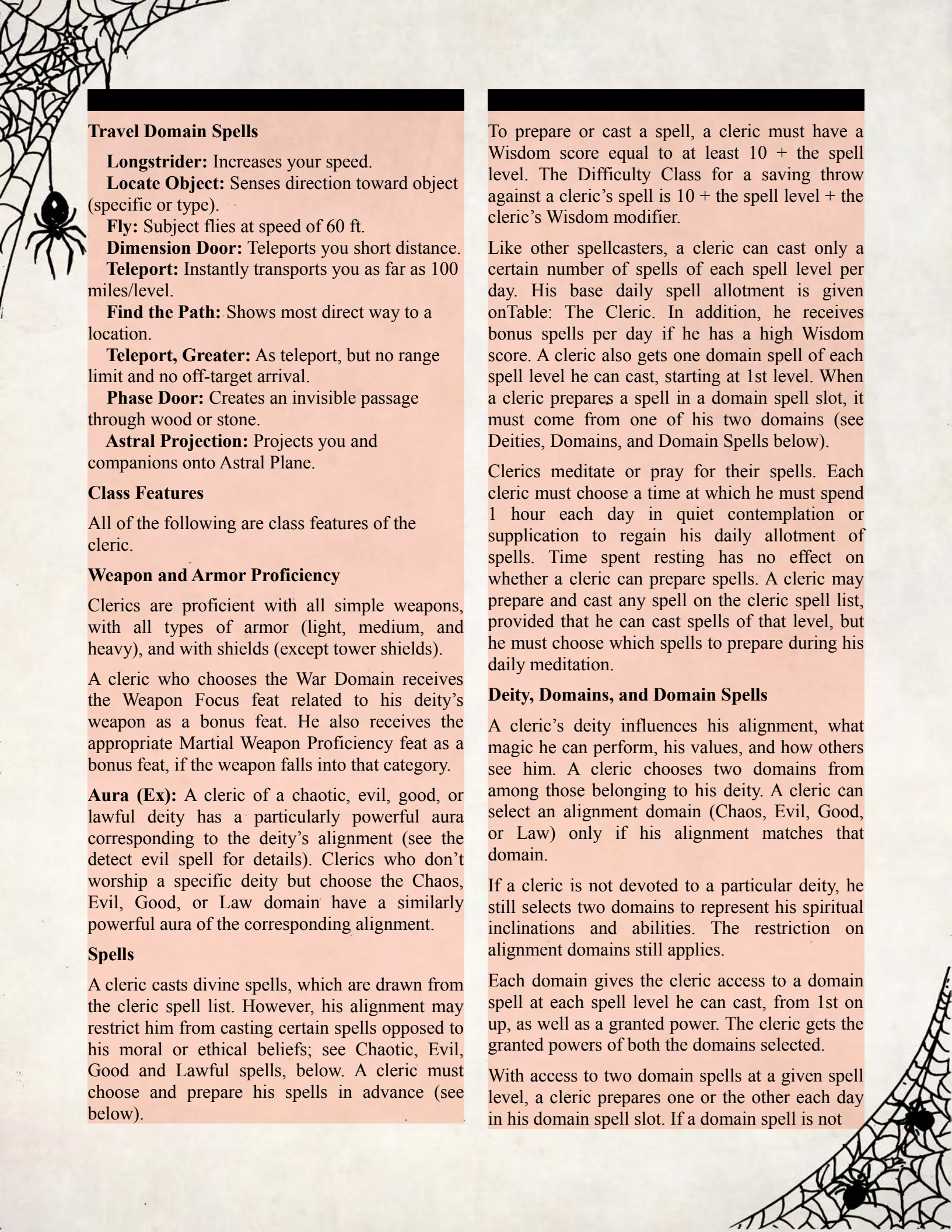
Travel Domain

Granted Powers

For a total time per day of 1 round per cleric level you possess, you can act normally regardless of magical effects that impede movement as if you were affected by the spell freedom of movement. This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to the total daily limit of rounds).

This granted power is a supernatural ability.

Add Survival to your list of cleric class skills.



Travel Domain Spells

Longstrider: Increases your speed.

Locate Object: Senses direction toward object (specific or type).

Fly: Subject flies at speed of 60 ft.

Dimension Door: Teleports you short distance.

Teleport: Instantly transports you as far as 100 miles/level.

Find the Path: Shows most direct way to a location.

Teleport, Greater: As teleport, but no range limit and no off-target arrival.

Phase Door: Creates an invisible passage through wood or stone.

Astral Projection: Projects you and companions onto Astral Plane.

Class Features

All of the following are class features of the cleric.

Weapon and Armor Proficiency

Clerics are proficient with all simple weapons, with all types of armor (light, medium, and heavy), and with shields (except tower shields).

A cleric who chooses the War Domain receives the Weapon Focus feat related to his deity's weapon as a bonus feat. He also receives the appropriate Martial Weapon Proficiency feat as a bonus feat, if the weapon falls into that category.

Aura (Ex): A cleric of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the detect evil spell for details). Clerics who don't worship a specific deity but choose the Chaos, Evil, Good, or Law domain have a similarly powerful aura of the corresponding alignment.

Spells

A cleric casts divine spells, which are drawn from the cleric spell list. However, his alignment may restrict him from casting certain spells opposed to his moral or ethical beliefs; see Chaotic, Evil, Good and Lawful spells, below. A cleric must choose and prepare his spells in advance (see below).

To prepare or cast a spell, a cleric must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a cleric's spell is 10 + the spell level + the cleric's Wisdom modifier.

Like other spellcasters, a cleric can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: The Cleric. In addition, he receives bonus spells per day if he has a high Wisdom score. A cleric also gets one domain spell of each spell level he can cast, starting at 1st level. When a cleric prepares a spell in a domain spell slot, it must come from one of his two domains (see Deities, Domains, and Domain Spells below).

Clerics meditate or pray for their spells. Each cleric must choose a time at which he must spend 1 hour each day in quiet contemplation or supplication to regain his daily allotment of spells. Time spent resting has no effect on whether a cleric can prepare spells. A cleric may prepare and cast any spell on the cleric spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation.

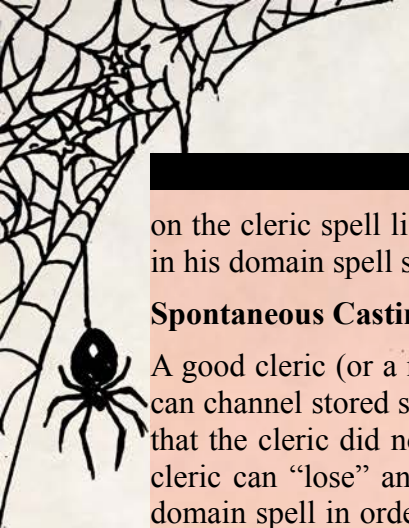
Deity, Domains, and Domain Spells

A cleric's deity influences his alignment, what magic he can perform, his values, and how others see him. A cleric chooses two domains from among those belonging to his deity. A cleric can select an alignment domain (Chaos, Evil, Good, or Law) only if his alignment matches that domain.

If a cleric is not devoted to a particular deity, he still selects two domains to represent his spiritual inclinations and abilities. The restriction on alignment domains still applies.

Each domain gives the cleric access to a domain spell at each spell level he can cast, from 1st on up, as well as a granted power. The cleric gets the granted powers of both the domains selected.

With access to two domain spells at a given spell level, a cleric prepares one or the other each day in his domain spell slot. If a domain spell is not



on the cleric spell list, a cleric can prepare it only in his domain spell slot.

Spontaneous Casting

A good cleric (or a neutral cleric of a good deity) can channel stored spell energy into healing spells that the cleric did not prepare ahead of time. The cleric can “lose” any prepared spell that is not a domain spell in order to cast any cure spell of the same spell level or lower (a cure spell is any spell with “cure” in its name).

An evil cleric (or a neutral cleric of an evil deity), can’t convert prepared spells to cure spells but can convert them to inflict spells (an inflict spell is one with “inflict” in its name).

A cleric who is neither good nor evil and whose deity is neither good nor evil can convert spells to either cure spells or inflict spells (player’s choice). Once the player makes this choice, it cannot be reversed. This choice also determines whether the cleric turns or commands undead.

Chaotic, Evil, Good, and Lawful Spells

A cleric can’t cast spells of an alignment opposed to his own or his deity’s (if he has one). Spells associated with particular alignments are indicated by the chaos, evil, good, and law descriptors in their spell descriptions.

Turn or Rebuke Undead (Su)

Any cleric, regardless of alignment, has the power to affect undead creatures by channeling the power of his faith through his holy (or unholy) symbol (see Turn or Rebuke Undead).

A cleric may attempt to turn undead a number of times per day equal to 3 + his Charisma modifier. A cleric with 5 or more ranks in Knowledge (religion) gets a +2 bonus on turning checks against undead.

Dwarven Fighters – Caravan Guardians

Size/Type: Medium Humanoid (Ftr 6)

Hit Dice: 6d10+18 (51 hp)

Initiative: +5

Speed: 25ft. (5 squares)



Armor Class: 20 (+9 full plate +1, +1 dex), touch 11, flat-footed 19

Base Attack/Grapple: +6/+9

Attack: +1 Dwarven Urgrosh +11 melee (1d8+7 (slashing) OR 1d6+7 (piercing)/x3) or +1 heavy flail +11 melee (1d10+5 (bludgeoning)/19-20/x3) or unarmed strike +9 melee (1d3+3/x2)

Full Attack: +1 Dwarven Urgrosh +11/+6 melee (1d8+7 (slashing) OR 1d6+7 (piercing)/x3) or +1 heavy flail +11/+6 melee (1d10+5 (bludgeoning)/19-20/x3) or unarmed strike +9/+4 melee (1d3+3/x2)

Space/Reach: 5 ft./5 ft.

Saves: Fort +8, Ref +3, Will +3

Abilities: Str 17, Dex 12, Con 16, Int 8, Wis 12, Cha 8

Skills: Climb +2, Jump +6

Feats: Improved Initiative, Improved Unarmed Strike, Weapon Focus (dwarven urgrosh), Weapon Focus (heavy flail), Weapon Specialization (dwarven urgrosh), Weapon Specialization (heavy flail)

Environment: Any

Organization: Any

Challenge Rating: 6

Treasure: +1 full plate, +1 dwarven urgrosh, +1 heavy flail, Boots of Striding and Springing, 4d6 gp; 3 gems, 50gp each (one each of ruby, sapphire, smoky quartz); dwarven urgrosh, heavy flail,

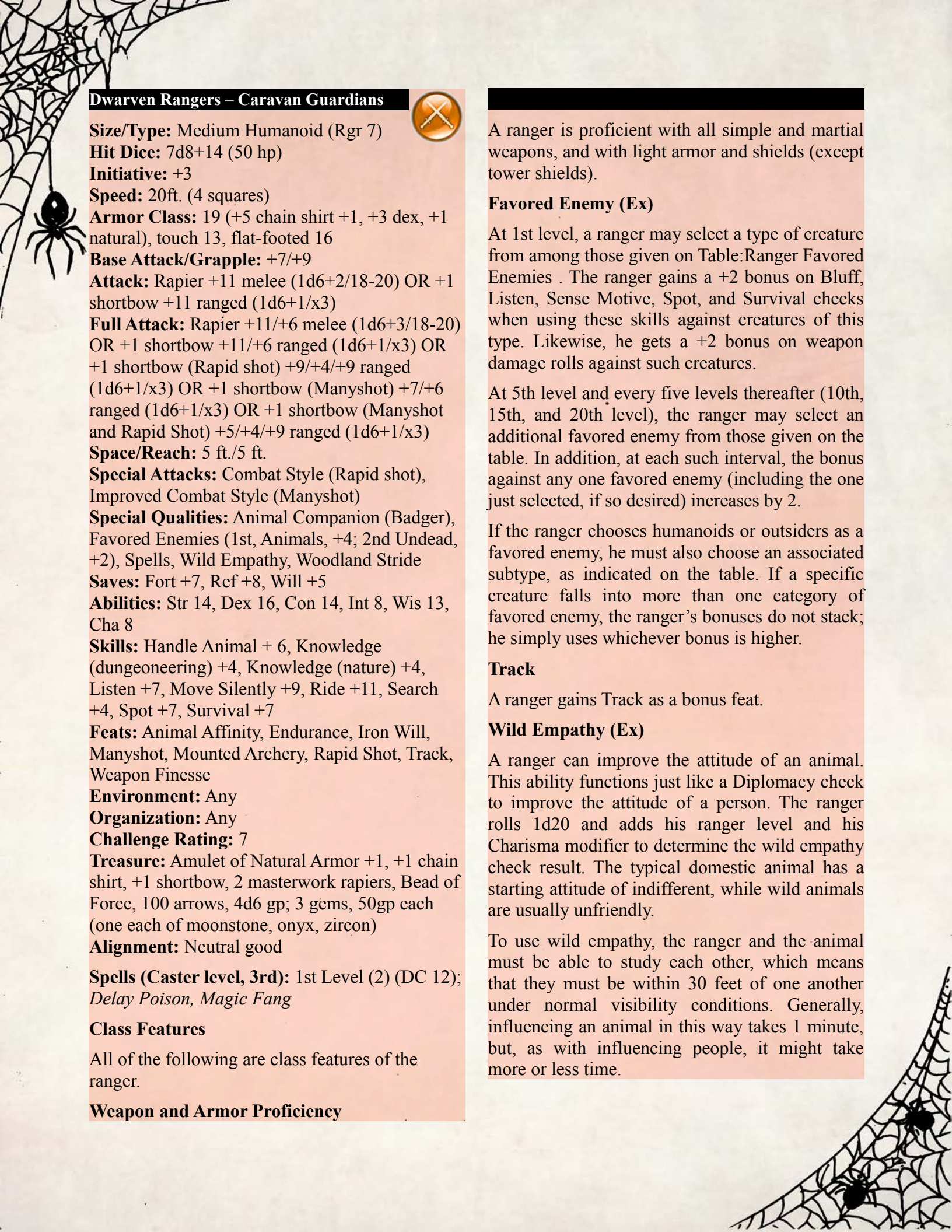
Alignment: Lawful Neutral

These dwarven fighters always use their equipment to guarantee the greatest possible chance to hit an opponent. The dwarven urgrosh is always used as a two-handed single weapon and never as one requiring Two-Weapon Fighting.

Weapon and Armor Proficiency

A fighter is proficient with all simple and martial weapons and with all armor (heavy, medium, and light) and shields (including tower shields).





Dwarven Rangers – Caravan Guardians



Size/Type: Medium Humanoid (Rgr 7)

Hit Dice: 7d8+14 (50 hp)

Initiative: +3

Speed: 20ft. (4 squares)

Armor Class: 19 (+5 chain shirt +1, +3 dex, +1 natural), touch 13, flat-footed 16

Base Attack/Grapple: +7/+9

Attack: Rapier +11 melee (1d6+2/18-20) OR +1 shortbow +11 ranged (1d6+1/x3)

Full Attack: Rapier +11/+6 melee (1d6+3/18-20) OR +1 shortbow +11/+6 ranged (1d6+1/x3) OR +1 shortbow (Rapid shot) +9/+4/+9 ranged (1d6+1/x3) OR +1 shortbow (Manyslot) +7/+6 ranged (1d6+1/x3) OR +1 shortbow (Manyslot and Rapid Shot) +5/+4/+9 ranged (1d6+1/x3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Combat Style (Rapid shot), Improved Combat Style (Manyslot)

Special Qualities: Animal Companion (Badger), Favored Enemies (1st, Animals, +4; 2nd Undead, +2), Spells, Wild Empathy, Woodland Stride

Saves: Fort +7, Ref +8, Will +5

Abilities: Str 14, Dex 16, Con 14, Int 8, Wis 13, Cha 8

Skills: Handle Animal +6, Knowledge (dungeoneering) +4, Knowledge (nature) +4, Listen +7, Move Silently +9, Ride +11, Search +4, Spot +7, Survival +7

Feats: Animal Affinity, Endurance, Iron Will, Manyslot, Mounted Archery, Rapid Shot, Track, Weapon Finesse

Environment: Any

Organization: Any

Challenge Rating: 7

Treasure: Amulet of Natural Armor +1, +1 chain shirt, +1 shortbow, 2 masterwork rapiers, Bead of Force, 100 arrows, 4d6 gp; 3 gems, 50gp each (one each of moonstone, onyx, zircon)

Alignment: Neutral good

Spells (Caster level, 3rd): 1st Level (2) (DC 12); *Delay Poison, Magic Fang*

Class Features

All of the following are class features of the ranger.

Weapon and Armor Proficiency

A ranger is proficient with all simple and martial weapons, and with light armor and shields (except tower shields).

Favored Enemy (Ex)

At 1st level, a ranger may select a type of creature from among those given on Table: Ranger Favored Enemies. The ranger gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of this type. Likewise, he gets a +2 bonus on weapon damage rolls against such creatures.

At 5th level and every five levels thereafter (10th, 15th, and 20th level), the ranger may select an additional favored enemy from those given on the table. In addition, at each such interval, the bonus against any one favored enemy (including the one just selected, if so desired) increases by 2.

If the ranger chooses humanoids or outsiders as a favored enemy, he must also choose an associated subtype, as indicated on the table. If a specific creature falls into more than one category of favored enemy, the ranger's bonuses do not stack; he simply uses whichever bonus is higher.

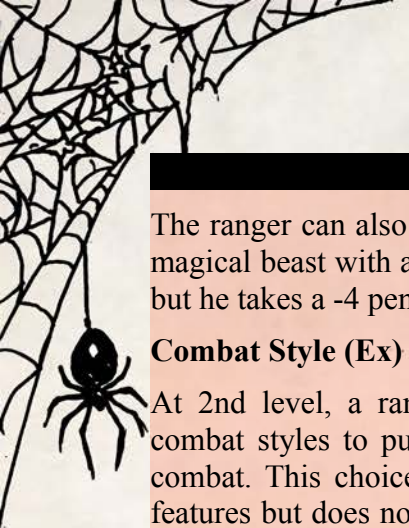
Track

A ranger gains Track as a bonus feat.

Wild Empathy (Ex)

A ranger can improve the attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. The ranger rolls 1d20 and adds his ranger level and his Charisma modifier to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the ranger and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal visibility conditions. Generally, influencing an animal in this way takes 1 minute, but, as with influencing people, it might take more or less time.



The ranger can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but he takes a -4 penalty on the check.

Combat Style (Ex)

At 2nd level, a ranger must select one of two combat styles to pursue: archery or two-weapon combat. This choice affects the character's class features but does not restrict his selection of feats or special abilities in any way.

If the ranger selects archery, he is treated as having the rapid Shot feat, even if he does not have the normal prerequisites for that feat.

If the ranger selects two-weapon combat, he is treated as having the Two-Weapon Fighting feat, even if he does not have the normal prerequisites for that feat.

The benefits of the ranger's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

Endurance

A ranger gains Endurance as a bonus feat at 3rd level.

Animal Companion (Ex)

At 4th level, a ranger gains an animal companion selected from the following list: badger, camel, dire rat, dog, riding dog, eagle, hawk, horse (light or heavy), owl, pony, snake (Small or Medium viper), or wolf. If the campaign takes place wholly or partly in an aquatic environment, the following creatures may be added to the ranger's list of options: manta ray, porpoise, Medium shark, and squid. This animal is a loyal companion that accompanies the ranger on his adventures as appropriate for its kind.

This ability functions like the druid ability of the same name, except that the ranger's effective druid level is one-half his ranger level. A ranger may select from the alternative lists of animal companions just as a druid can, though again his effective druid level is half his ranger level. Like a druid, a ranger cannot select an alternative animal if the choice would reduce his effective druid level below 1st.

Spells

Beginning at 4th level, a ranger gains the ability to cast a small number of divine spells, which are drawn from the ranger spell list. A ranger must choose and prepare his spells in advance (see below).

To prepare or cast a spell, a ranger must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a ranger's spell is 10 + the spell level + the ranger's Wisdom modifier.

Like other spellcasters, a ranger can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: The Ranger. In addition, he receives bonus spells per day if he has a high Wisdom score. When Table: The Ranger indicates that the ranger gets 0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to based on his Wisdom score for that spell level. The ranger does not have access to any domain spells or granted powers, as a cleric does.

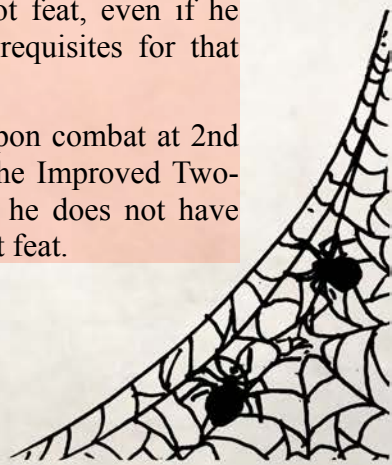
A ranger prepares and casts spells the way a cleric does, though he cannot lose a prepared spell to cast a cure spell in its place. A ranger may prepare and cast any spell on the ranger spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation.

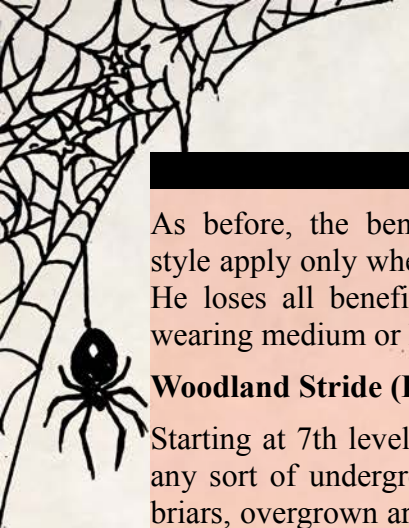
Through 3rd level, a ranger has no caster level. At 4th level and higher, his caster level is one-half his ranger level.

Improved Combat Style (Ex)

At 6th level, a ranger's aptitude in his chosen combat style (archery or two-weapon combat) improves. If he selected archery at 2nd level, he is treated as having the Manyshot feat, even if he does not have the normal prerequisites for that feat.

If the ranger selected two-weapon combat at 2nd level, he is treated as having the Improved Two-Weapon Fighting feat, even if he does not have the normal prerequisites for that feat.





As before, the benefits of the ranger's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

Woodland Stride (Ex)

Starting at 7th level, a ranger may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed and without taking damage or suffering any other impairment.

However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect him.

Dwarven Warriors – Caravan Guardians



Size/Type: Medium Humanoid (War 5)

Hit Dice: 5d8+15 (37 hp)

Initiative: +1

Speed: 15ft. (3 squares)

Armor Class: 16 (+5 masterwork breastplate, +1 dex), touch 11, flat-footed 15

Base Attack/Grapple: +5/+8

Attack: Masterwork greataxe +10 melee (1d12+3) or masterwork guisarme +9 melee (2d4+3/x3) or masterwork +3 composite shortbow +7 ranged (1d6+3/x3)

Full Attack: Masterwork greataxe +10 melee (1d12+3) or masterwork guisarme +9 melee (2d4+3/x3) or masterwork +3 composite shortbow +7 ranged (1d6+3/x3)

Space/Reach: 5 ft./5 ft.

Saves: Fort +7, Ref +2, Will +2

Abilities: Str 17, Dex 12, Con 16, Int 8, Wis 12, Cha 8

Skills: Climb +2, Intimidate +3, Jump +2

Feats: Power Attack, Weapon Focus (Greataxe)

Environment: Any

Organization: Any

Challenge Rating: 4

Treasure: Masterwork breastplate, masterwork greataxe, masterwork guisarme, masterwork +3 composite shortbow, 30 arrows, 5d4 gp; 3 gems, 50gp each (one each of moss agate, blue quartz, freshwater irregular pearl)

Alignment: Lawful Neutral

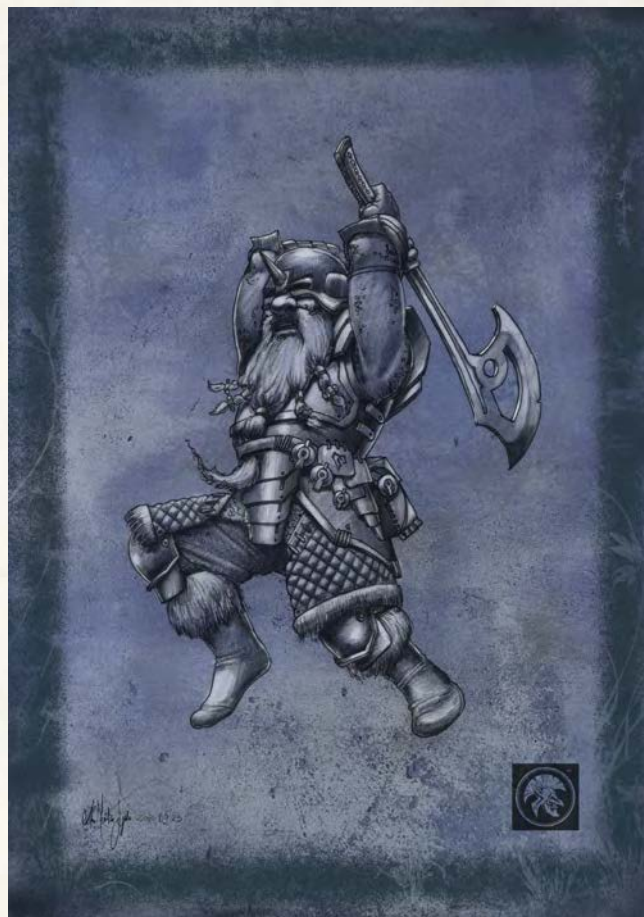
Advancement: By character class

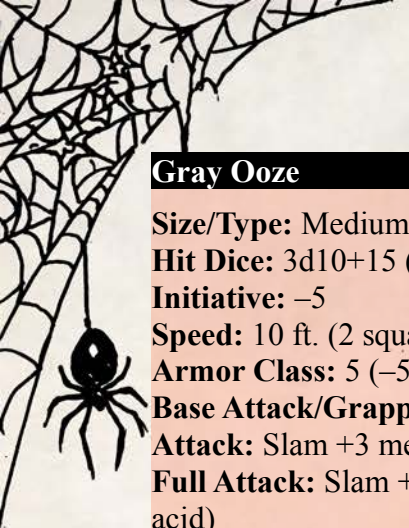
Level Adjustment: —

These dwarven warriors always use their equipment to get some benefit from their reach weapons. If they get the chance, one will stand behind the other and reach over to an enemy.

Weapon and Armor Proficiency

The warrior is proficient in the use of all simple and martial weapons and all armor and shields.





Gray Ooze



Size/Type: Medium Ooze
Hit Dice: 3d10+15 (31 hp)
Initiative: -5
Speed: 10 ft. (2 squares)
Armor Class: 5 (-5 Dex), touch 5, flat-footed 5
Base Attack/Grapple: +2/+3
Attack: Slam +3 melee (1d6+1 plus 1d6 acid)
Full Attack: Slam +3 melee (1d6+1 plus 1d6 acid)
Space/Reach: 5 ft./5 ft.
Special Attacks: Acid, constrict 1d6+1 plus 1d6 acid, improved grab
Special Qualities: Blindsight 60 ft., immunity to cold and fire, ooze traits, transparent
Saves: Fort +6, Ref -4, Will -4
Abilities: Str 12, Dex 1, Con 21, Int —, Wis 1, Cha 1
Skills: —
Feats: —
Environment: Cold marshes
Organization: Solitary
Challenge Rating: 4
Treasure: None
Alignment: Always neutral

A gray ooze can grow to a diameter of up to 10 feet and a thickness of about 6 inches. A typical specimen weighs about 700 pounds.

COMBAT

A gray ooze strikes like a snake, slamming opponents with its body.

Acid (Ex): A gray ooze secretes a digestive acid that quickly dissolves organic material and metal, but not stone. Any melee hit or constrict attack deals acid damage. Armor or clothing dissolves and becomes useless immediately unless it succeeds on a DC 16 Reflex save. A metal or wooden weapon that strikes a gray ooze also dissolves immediately unless it succeeds on a DC 16 Reflex save. The save DCs are Constitution-based.

The ooze's acidic touch deals 16 points of damage per round to wooden or metal objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

Constrict (Ex): A gray ooze deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor take a -4 penalty on Reflex saves against the acid.

Improved Grab (Ex): To use this ability, a gray ooze must hit with its slam 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 can constrict.

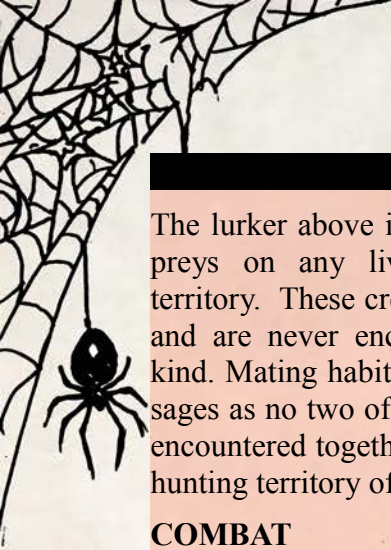
Transparent (Ex): A gray ooze is hard to identify, even under ideal conditions, and it takes a DC 15 Spot check to notice one. Creatures who fail to notice a gray ooze and walk into it are automatically hit with a melee attack for slam and acid damage.

Lurker Above



Huge Aberration
Hit Dice: 10d8+40 (85 hp)
Initiative: +5
Speed: 10 ft. (2 squares), fly 40 ft. (average)
Armor Class: 15 (-2 size, +1 Dex, +6 natural), touch 9, flat-footed 14
Base Attack/Grapple: +7/+25
Attack: Buffet +15 melee (1d8+15)
Full Attack: Buffet +15 melee (1d8+15)
Space/Reach: 15 ft./10 ft.
Special Attacks: Smother
Special Qualities: Amorphous, damage reduction 10/slashing or piercing, darkvision 60 ft., scent
Saves: Fort +7, Ref +6, Will +7
Abilities: Str 30, Dex 12, Con 19, Int 2, Wis 11, Cha 10
Skills: Hide -2, Listen +6, Spot +6
Feats: Alertness, Blind-Fight, Improved Initiative, Lightning Reflexes
Climate/Terrain: Underground
Organization: Solitary
Challenge Rating: 7
Treasure: Standard
Alignment: Always neutral





The lurker above is a subterranean carnivore that preys on any living creatures that enter its territory. These creatures are extremely territorial and are never encountered with others of their kind. Mating habits among lurkers is unknown to sages as no two of these creatures have ever been encountered together. A typical lurker above has a hunting territory of several square miles.

COMBAT

A lurker above waits for its prey, clinging to the ceiling, roof, or other such overhang. When prey passes beneath it, the lurker above drops from its hiding place and wraps itself around its prey.

Smother (Ex): A lurker above can try to wrap a creature up to one size smaller than itself in its body as a standard action. The lurker above attempts a grapple that does not provoke an attack of opportunity. If it wins the grapple check, it establishes a hold and deals buffet damage each round the hold is maintained. Further, a grappled opponent must hold its breath or suffocate.

A grabbed opponent can hold her breath for 2 rounds per point of Constitution. After this period of time, the character must make a DC 10 Constitution check in order to continue holding her breath. The save must be repeated each round, with the DC increasing by +1 for each previous success.

When the character fails one of these Constitution checks, she begins to suffocate. In the first round, she falls unconscious (0 hit points). In the following round, she drops to -1 hit points and is dying. In the third round, she suffocates. Attacks that hit an engulfing lurker above deal half their damage to the monster and half to the trapped victim.

Amorphous (Ex): Lurkers above have no clear front or back; they cannot be flanked and are likewise immune to critical hits.

Skills: Lurkers above have a +12 racial bonus on Hide checks when next to a stone surface.

Skeleton – Enhanced Human Warrior (Makinnga's Skeletal Champions)



Size/Type: Medium Undead

Hit Dice: 5d12 (33 hp)

Initiative: +6

Speed: 30ft. (6 squares)

Armor Class: 18 (+2 Heavy steel shield, dex +4, natural armor +2), touch 12, flat-footed 16

Base Attack/Grapple: +0/+2

Attack: Scimitar +2 melee (1d6+3/18-20) OR Claw +2 melee (1d4+2)

Full Attack: Scimitar +2 melee (1d6+3/18-20) OR 2 Claws +2 melee (1d4+2)

Space/Reach: 5 ft./5 ft.

Special Attacks: -

Special Qualities: Damage reduction 5/bludgeoning, darkvision, 60 ft., immunity to cold, undead traits

Saves: Fort +0, Ref +1, Will +2

Abilities: Str 14, Dex 14, Con 0, Int 0, Wis 10, Cha 1

Skills: -

Feats: Improved Initiative

Environment: Any

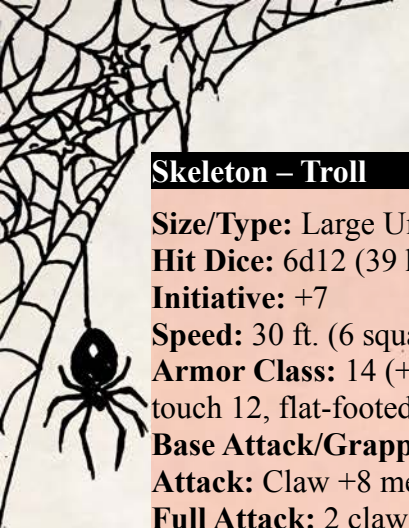
Organization: Any

Challenge Rating: 2

Treasure: None

Alignment: Neutral Evil





Skeleton – Troll



Size/Type: Large Undead

Hit Dice: 6d12 (39 hp)

Initiative: +7

Speed: 30 ft. (6 squares)

Armor Class: 14 (+3 Dex, -1 size, +2 natural), touch 12, flat-footed 11

Base Attack/Grapple: +3/+13

Attack: Claw +8 melee (1d6+6)

Full Attack: 2 claws +8 melee (1d6+6) and bite +3 melee (1d6+3)

Space/Reach: 10 ft./10 ft.

Special Attacks: —

Special Qualities: Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits

Saves: Fort +2, Ref +5, Will +5

Abilities: Str 23, Dex 16, Con 0, Int 0, Wis 10, Cha 1

Skills: —

Feats: Improved Initiative

Environment: Cold mountains

Organization: Any

Challenge Rating: 3

Treasure: None

Alignment: Always neutral evil

Skeletons are the animated bones of the dead, mindless automatons that obey the orders of their evil masters.

A skeleton is seldom garbed in anything more than the rotting remnants of any clothing or armor it was wearing when slain. A skeleton does only what it is ordered to do. It can draw no conclusions of its own and takes no initiative. Because of this limitation, its instructions must always be simple. A skeleton attacks until destroyed.

Skeleton – Underworld Giant



Size/Type: Large Undead

Hit Dice: 10d12 (65 hp)

Initiative: +4

Speed: 40 ft. (8 squares, refuse slope only)

Armor Class: 11 (-1 size, +2 natural), touch 9, flat-footed 11

Base Attack/Grapple: +5/+15

Attack: Shovel +10 melee (2d6+9)

Full Attack: Shovel +10 melee (2d6+9)

Space/Reach: 10 ft./10 ft.

Special Attacks: —

Special Qualities: Damage reduction 5/bludgeoning, darkvision 60 ft., fused weapon fighting, immunity to cold, undead traits

Saves: Fort +3, Ref +3, Will +7

Abilities: Str 23, Dex 10, Con 0, Int 0, Wis 10, Cha 1

Skills: —

Feats: Improved Initiative

Environment: Underworld

Organization: Any

Challenge Rating: 5

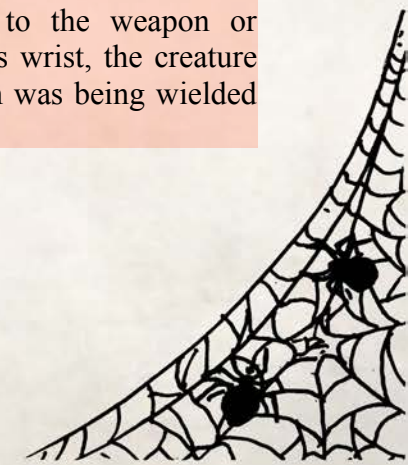
Treasure: None

Alignment: Always neutral evil

Skeletons are the animated bones of the dead, mindless automatons that obey the orders of their evil masters.

A skeleton is seldom garbed in anything more than the rotting remnants of any clothing or armor it was wearing when slain. A skeleton does only what it is ordered to do. It can draw no conclusions of its own and takes no initiative. Because of this limitation, its instructions must always be simple. A skeleton attacks until destroyed.

Fused Weapon Fighting (Ex): An undead creature with this quality fights with a weapon that has replaced its hand. Because it doesn't have to think about holding on to the weapon or consider the weak point of its wrist, the creature deal damage as if the weapon was being wielded by two hands.





Skildpadder



A massive tortoise-like creature towers over you. A gigantic shell protects wrinkled skin flaps like an impenetrable coat of armor. Its humongous head turns your way and a giant beady eye looks you over trying to decide if you are to be the next meal.

Giant Tortoise-Bulette

Size/Type: Gargantuan animal

Hit Dice: 12d8+84 (138 hp)

Initiative: +2

Speed: 10ft. (2 squares)

Armor Class: 24 (−2 Dex, +20 natural, −4 size), touch 4, flat-footed 24

Base Attack/Grapple: +9/+32

Attack: Bite +17 melee (2d10+11/19-20) plus Grab and Swallow (2d8+12 points of crushing damage plus 8 points of acid damage per round, AC 20, 17 hp)

Full Attack: Bite +17 melee (2d10+11/19-20) plus Grab and Swallow (2d8+12 points of crushing damage plus 8 points of acid damage per round, AC 20, 17 hp) and 2 claws (not used if a beast of burden) +15 melee (2d8+15)

Space/Reach: 20 ft./15 ft.

Special Attacks: Grab, swallow whole (2d8+12 points of crushing damage plus 8 points of acid damage per round, AC 20, 17 hp)

Special Qualities: Darkvision 80 ft., scent, tremorsense 200 ft.

Saves: Fort +15, Ref +8, Will +9

Abilities: Str 33, Dex 6, Con 25, Int 2, Wis 16, Cha 6

Skills: Listen + 10, Spot +11

Feats: Improved Critical (bite), Improved Initiative, Iron Will, Lightning Reflexes, Weapon Focus (bite)

Environment: any underground (or any mostly dry with some water sources available)

Organization: solitary, mated feral pair, band (2–4) or family (2 plus 3-5 young)

Challenge Rating: 11

Treasure: None (although a few skildpadder heavyweights are decorated for ceremonial purposes and will be adorned with 10d4 x 1,000 gp in gems and jewels, so that its every step catches the flickering light that bathes the event.

Alignment: Neutral

Advancement: By character class

Level Adjustment: —

Tactics

The Skildpadder has no tactics per say. Dwarves generally only use them for beasts of burden and long distance transport. If necessary, skilled beastmasters will turn Skildpadders toward raiders or wandering monsters and order them to attack. The bite of a Skildpadder rarely ends with favorable results for the enemy.

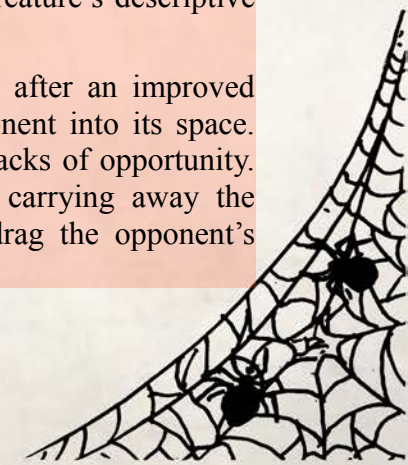
Improved Grab

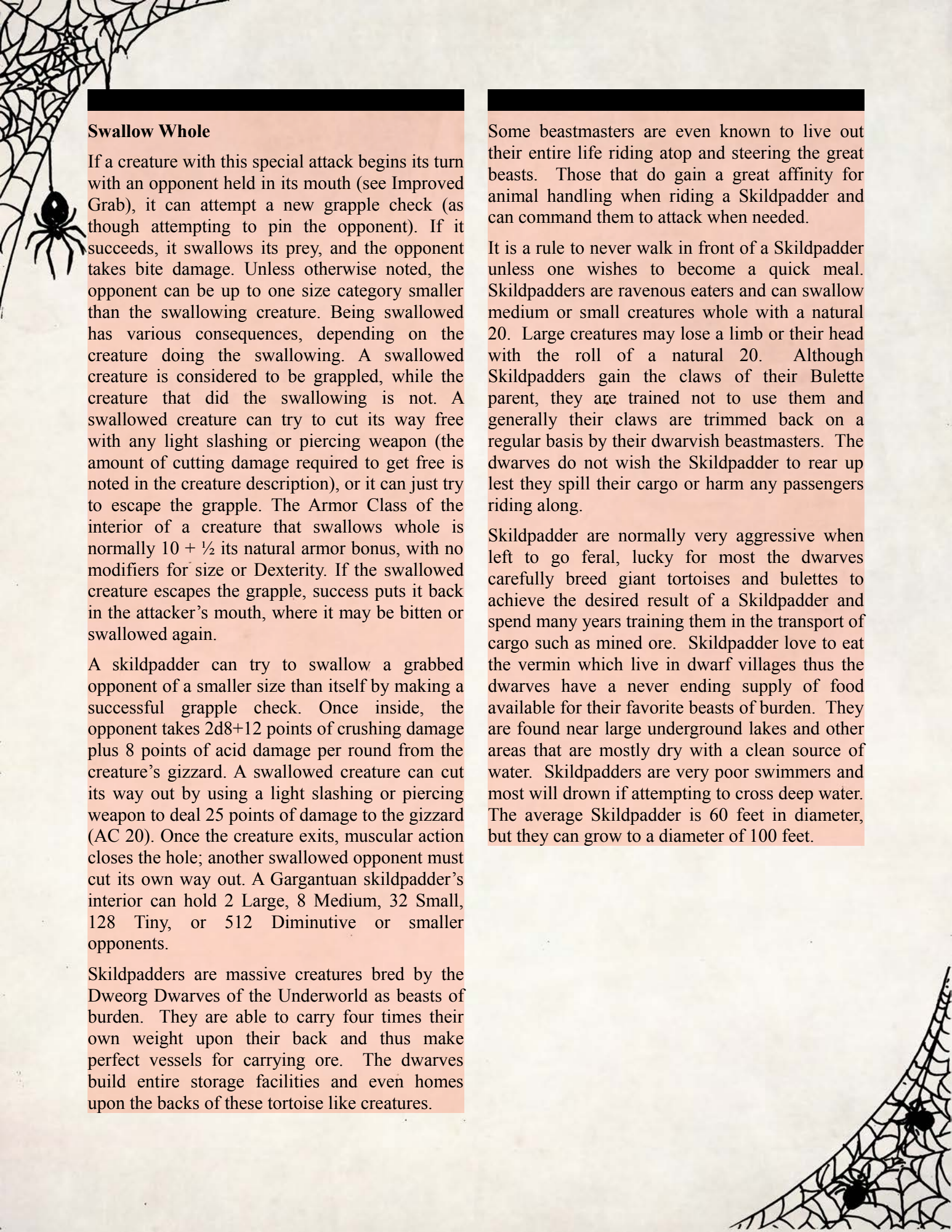
If a creature with this special attack hits with a melee weapon (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required.

Unless otherwise noted, improved grab works only against opponents at least one size category smaller than the creature. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the improved grab to hold the opponent. If it chooses to do the latter, it takes a −20 penalty on grapple checks, but is not considered grappled itself; the creature does not lose its Dexterity bonus to AC, still threatens an area, and can use its remaining attacks against other opponents.

A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature's descriptive text).

When a creature gets a hold after an improved grab attack, it pulls the opponent into its space. This act does not provoke attacks of opportunity. It can even move (possibly carrying away the opponent), provided it can drag the opponent's weight.





Swallow Whole

If a creature with this special attack begins its turn with an opponent held in its mouth (see Improved Grab), it can attempt a new grapple check (as though attempting to pin the opponent). If it succeeds, it swallows its prey, and the opponent takes bite damage. Unless otherwise noted, the opponent can be up to one size category smaller than the swallowing creature. Being swallowed has various consequences, depending on the creature doing the swallowing. A swallowed creature is considered to be grappled, while the creature that did the swallowing is not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon (the amount of cutting damage required to get free is noted in the creature description), or it can just try to escape the grapple. The Armor Class of the interior of a creature that swallows whole is normally $10 + \frac{1}{2}$ its natural armor bonus, with no modifiers for size or Dexterity. If the swallowed creature escapes the grapple, success puts it back in the attacker's mouth, where it may be bitten or swallowed again.

A skildpadder can try to swallow a grabbed opponent of a smaller size than itself by making a successful grapple check. Once inside, the opponent takes $2d8+12$ points of crushing damage plus 8 points of acid damage per round from the creature's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Gargantuan skildpadder's interior can hold 2 Large, 8 Medium, 32 Small, 128 Tiny, or 512 Diminutive or smaller opponents.

Skildpadders are massive creatures bred by the Dweorg Dwarves of the Underworld as beasts of burden. They are able to carry four times their own weight upon their back and thus make perfect vessels for carrying ore. The dwarves build entire storage facilities and even homes upon the backs of these tortoise like creatures.

Some beastmasters are even known to live out their entire life riding atop and steering the great beasts. Those that do gain a great affinity for animal handling when riding a Skildpadder and can command them to attack when needed.

It is a rule to never walk in front of a Skildpadder unless one wishes to become a quick meal. Skildpadders are ravenous eaters and can swallow medium or small creatures whole with a natural 20. Large creatures may lose a limb or their head with the roll of a natural 20. Although Skildpadders gain the claws of their Bulette parent, they are trained not to use them and generally their claws are trimmed back on a regular basis by their dwarvish beastmasters. The dwarves do not wish the Skildpadder to rear up lest they spill their cargo or harm any passengers riding along.

Skildpadder are normally very aggressive when left to go feral, lucky for most the dwarves carefully breed giant tortoises and bulettes to achieve the desired result of a Skildpadder and spend many years training them in the transport of cargo such as mined ore. Skildpadder love to eat the vermin which live in dwarf villages thus the dwarves have a never ending supply of food available for their favorite beasts of burden. They are found near large underground lakes and other areas that are mostly dry with a clean source of water. Skildpadders are very poor swimmers and most will drown if attempting to cross deep water. The average Skildpadder is 60 feet in diameter, but they can grow to a diameter of 100 feet.



Sor, Middle Son of House Gullion



Size/Type: Medium Drow (Elf) Ranger 7

Hit Dice: 7d8+7 (42 hp)

Initiative: +5

Speed: 30 ft

Armor Class: 21 (+5 +2 improved slick studded leather armor, +5 Dex, +1 Insight), touch 16, flat-footed 16

Base Atk: +7/+2; Grp +9

Attack: +11/+6 melee +1 flaming scimitar (1d6+1 plus 1d6 fire/18-20/x2) and +10/+5 shortsword (1d6+1/19-20/x2) or +12 whip (1d3/x2/nonlethal/used on animals for training) or +12/+7 hand crossbow ranged (1d4 plus poison/19-20/x2)

Full Attack: +11/+6 melee +1 flaming scimitar (1d6+1 plus 1d6 fire/18-20/x2) and +10/+5 shortsword (1d6+1/19-20/x2) or +12 whip (1d3/x2/nonlethal/used on animals for training) or +12/+7 hand crossbow ranged (1d4 plus poison/19-20/x2)

Space/Reach: 5 ft./5 ft.

Special Attacks: poison, spell-like abilities

Special Qualities: +2 racial bonus vs.

Enchantment +2 racial bonus to Will saves vs. spells and spell-like abilities, Animal Companion (Elon), darkvision 120 ft., Favored Enemy (animals/+4 to Bluff, Knowledge, Perception, Sense Motive, Survival checks against animals, +4 to attack and damage rolls), Favored Enemy (Aberrations/+2 to Bluff, Knowledge, Perception, Sense Motive, Survival check, +2 to attack and damage rolls), Perception, Stealth, and Survival checks), Immune to sleep, light blindness, Spells, spell resistance 18, Woodland Stride

Saves: Fort +6, Ref +10, Will +6

Abilities: Str 14, Dex 20, Con 12, Int 14, Wis 18, Cha 16

Skills: Climb +7, Handle Animal +16, Heal +7, Hide +6, Jump +3, Knowledge (dungeoneering) +11, Knowledge (geography) +11, Knowledge (nature) +11, Listen +10, Move Silently +6, Ride +7, Search +7, Spot +10, Survival +7, Swim +7, Use Rope +10

Feats: Animal Affinity, Endurance, Improved Two-Weapon Fighting, Skill Focus (Handle Animal), Two-Weapon Fighting, Weapon Finesse, Combat Style Bonus Feat

Challenge Rating: 9

Alignment: Neutral Evil

Languages: Common, Elven, Gnome, Goblin, Undercommon

Poison Use (Ex): Drow favor an insidious toxin that causes its victims to lapse into unconsciousness—this poison allows Drow to capture slaves with great ease. Sor uses venom that he milks from Elon's venom glands.

Black Widow Venom—injury; save Fort DC 17; frequency 1/round for 6 rounds; effect 1d3 Con damage and staggered; cure 2 saves. Save DC is Con-based with a +2 racial bonus

Magic Items: *wand of eagle's splendor* (32 charges), *wand of summon monster III* (45 charges)

Spells

1st – (DC 15) *calm animals*, *speak with animals*

Spell-like Abilities (CL 7) 1/day – *dancing lights*, *darkness*, *faerie fire*

Elon



Awakened Giant Black Widow Spider
(Magical beast, Augmented Animal)

Size/Type: N Large vermin

Hit Dice: 7d8+15 (47 hp)

Initiative: +2

Speed: 60 ft

Armor Class: 16, touch 12, flat-footed 14 (+2 Dex, +1 Dodge +4 natural, –1 size)

Base Atk: +3/+1; Grp +4

Attack: bite +6 (1d8+6 plus poison)

Full Attack: bite +6 (1d8+6 plus poison)

Space/Reach: 10 ft./5 ft.

Special Attacks: web (+4 ranged, DC 19, 5 hp)

Special Qualities: awakened, Favored Enemy (animals/+4 to Bluff, Knowledge, Perception, Sense Motive, Survival checks against animals, +4 to attack and damage rolls), Favored Enemy (Aberrations/+2 to Bluff, Knowledge, Perception, Sense Motive, Survival check, +2 to attack and damage rolls), Favored Terrain (underground/+2 to initiative, Knowledge (geography), permanently hasted, strong webs



Saves: Fort +7, Ref +4, Will +1

Abilities: Str 19, Dex 15, Con 16, Int 9, Wis 10, Cha 4

Skills: Climb +20, Spot +4, Stealth +2 (+6 webs); Racial Modifiers +8 Climb, +4 Stealth (+8 webs)

Languages: Undercommon

SPECIAL ABILITIES

Poison (Ex): Bite—injury; save Fort DC 17; frequency 1/round for 6 rounds; effect 1d3 Con and staggered; cure 2 saves. Save DC is Con-based with a +2 racial bonus.

Strong Webs (Ex): A black widow's webs gain a +4 bonus to the DC to break or escape.

Spectral Choker



Size/Type: Small Undead (Incorporeal)

Hit Dice: 3d12 (19 hp)

Initiative: +8

Speed: 30 ft. (6 squares), fly 60 ft. (perfect)

Armor Class: 17 (+1 size, +4 dex, +2 deflection), touch 17, flat-footed 13

Base Attack/Grapple: +1/-

Attack: Incorporeal touch tentacle +6 melee (1d6 plus energy drain)

Full Attack: 2 incorporeal touch tentacles (1d6 plus energy drain)

Space/Reach: 5 ft./10 ft.

Special Attacks: Energy drain, create spawn

Special Qualities: Darkvision 60 ft., incorporeal traits, +2 turn resistance, quickness, sunlight powerlessness, undead traits, unnatural aura

Saves: Fort +1, Ref +5, Will +5

Abilities: Str 0, Dex 18, Con 0, Int 14, Wis 14, Cha 7

Skills: Hide +14, Intimidate +4, Knowledge (religion) +8, Listen +10, Search +8, Spot +10, Survival +2 (+4 following tracks)

Feats: Alertness, Blind-fight, Improved Initiative

Environment: Underground

Organization: Solitary

Challenge Rating: 3

Treasure: None

Alignment: Neutral evil

Combat

In close combat a spectral choker attacks with its numbing, life-draining touch. It makes full use of its incorporeal nature, moving through walls, ceilings, and floors as it attacks.

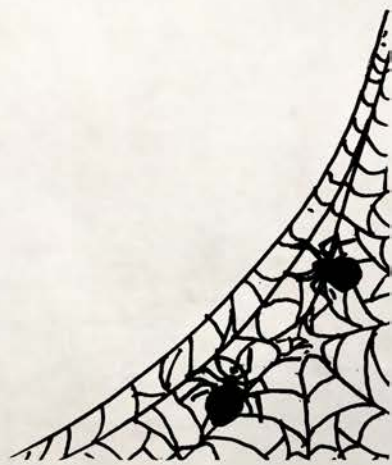
Energy Drain (Su): Living creatures hit by a spectral choker's incorporeal touch attack gain two negative levels. The DC is 9 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the spectre gains 5 temporary hit points.

Create Spawn (Su): Any aberration or humanoid slain by a spectral choker becomes a spectre in 1d4 rounds. Spawn are not under the command of the spectral choker. They do not possess any of the abilities they had in life.

Quickness (Su): As well as being dexterous, a spectral choker is supernaturally quick. It can take an extra standard action or move action during its turn each round.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a spectral choker at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Sunlight Powerlessness (Ex): Spectral chokers are powerless in natural sunlight (not merely a daylight spell) and flee from it. A spectral choker caught in sunlight cannot attack and can take its extra standard action or move action in a round.





Monstrous Spider, Large



Size/Type: Large Vermin

Hit Dice: 4d8+4 (22 hp)

Initiative: +3

Speed: 30 ft. (6 squares), climb 20 ft.

Armor Class: 14 (-1 size, +3 Dex, +2 natural), touch 12, flat-footed 11

Base Attack/Grapple: +3/+9

Attack: Bite +4 melee (1d8+3 plus poison)

Full Attack: Bite +4 melee (1d8+3 plus poison)

Space/Reach: 10 ft./5 ft.

Special Attacks: Poison, web

Special Qualities: Darkvision 60 ft., tremorsense 60 ft., vermin traits

Saves: Fort +5, Ref +4, Will +1

Str 15, **Dex** 17, **Con** 12, **Int** Ø, **Wis** 10, **Cha** 2

Skills: Climb +11, Hide +3, Jump +2, Spot +4

Environment: Temperate forests

Organization: Solitary or colony (2-5)

Challenge Rating: 2

Treasure: 1/10 coins; 50% goods; 50% items

Monstrous Spider, Huge



Size/Type: Huge Vermin

Hit Dice: 8d8+16 (52 hp)

Initiative: +3

Speed: 30 ft. (6 squares), climb 20 ft.

Armor Class: 16 (-2 size, +3 Dex, +5 natural), touch 11, flat-footed 13

Base Attack/Grapple: +6/+18

Attack: Bite +9 melee (2d6+6 plus poison)

Full Attack: Bite +9 melee (2d6+6 plus poison)

Space/Reach: 15 ft./10 ft.

Special Attacks: Poison, web

Special Qualities: Darkvision 60 ft., tremorsense 60 ft., vermin traits

Saves: Fort +8, Ref +5, Will +2

Str 19, **Dex** 17, **Con** 14, **Int** Ø, **Wis** 10, **Cha** 2

Skills: Climb +12, Hide -1, Jump +4, Spot +4

Environment: Temperate forests

Organization: Solitary or colony (2-5)

Challenge Rating: 5

Treasure: 1/10 coins; 50% goods; 50% items

All monstrous spiders are aggressive predators that use their poisonous bites to subdue or kill prey.

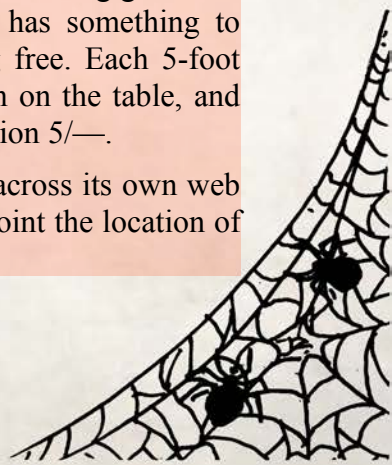
Monstrous spiders come in two general types: hunters and web-spinners. Hunters rove about, while web-spinners usually attempt to trap prey. Hunting spiders can spin webs to use as lairs, but cannot use their webs as weapons the way web-spinners can. A hunting spider has a base land speed 10 feet faster than the figures given in the statistics blocks.

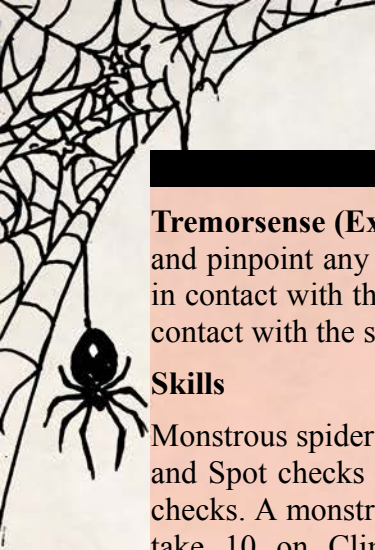
Poison (Ex): A monstrous spider has a poisonous bite. The details vary by the spider's size, as shown on the table below. The save DCs are Constitution-based. The indicated damage is initial and secondary damage.

Web (Ex): Both types of monstrous spiders often wait in their webs or in trees, then lower themselves silently on silk strands and leap onto prey passing beneath. A single strand is strong enough to support the spider and one creature of the same size. Web-spinners can throw a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the spider. An entangled creature can escape with a successful Escape Artist check or burst it with a Strength check. Both are standard actions whose DCs are given in the table below. The check DCs are Constitution-based, and the Strength check DC includes a +4 racial bonus.

Web-spinners often create sheets of sticky webbing from 5 to 60 feet square, depending on the size of the spider. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Spot check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot section has the hit points given on the table, and sheet webs have damage reduction 5/—.

A monstrous spider can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.





Tremorsense (Ex): A monstrous spider can detect and pinpoint any creature or object within 60 feet in contact with the ground, or within any range in contact with the spider's webs.

Skills

Monstrous spiders have a +4 racial bonus on Hide and Spot checks and a +8 racial bonus on Climb checks. A monstrous spider can always choose to take 10 on Climb checks, even if rushed or threatened. Monstrous spiders use either their Strength or Dexterity modifier for Climb checks, whichever is higher.

Hunting spiders have a +10 racial bonus on Jump checks and a +8 racial bonus on Spot checks. Web-spinning spiders have a +8 racial bonus on Hide and Move Silently checks when using their webs.

Yul the Mohrg



Size/Type: Large Undead

Hit Dice: 14d12 (91 hp)

Initiative: +9

Speed: 30 ft. (6 squares)

Armor Class: 23 (+4 Dex, +9 natural), touch 14, flat-footed 14

Base Attack/Grapple: +7/+12

Attack: Slam +12 melee (1d6+7) or tongue +12 melee touch (paralysis)

Full Attack: Slam +12 melee (1d6+7) and tongue +12 melee touch (paralysis)

Space/Reach: 5 ft./5 ft.

Special Attacks: Improved grab, paralyzing touch, create spawn, third eye of fear

Special Qualities: Darkvision 60 ft., third eye prevents flanking, undead traits

Saves: Fort +4, Ref +10, Will +9

Abilities: Str 21, Dex 19, Con 0, Int 11, Wis 10, Cha 16

Skills: Climb +13, Hide +21, Listen +11, Move Silently +21, Spot +15, Swim +9

Feats: Alertness, Dodge, Improved Initiative, Lightning Reflexes, Mobility

Challenge Rating: 8

Treasure: See adventure entry

Alignment: Chaotic Evil

Mohrgs are the animated corpses of mass murderers or similar villains who died without atoning for their crimes. Most mohrgs are 5 to 6 feet tall and weigh about 120 pounds.

Combat

Like zombies, mohrgs attack by slamming enemies with their fists. They often catch opponents flat-footed, for they move much faster than zombies.

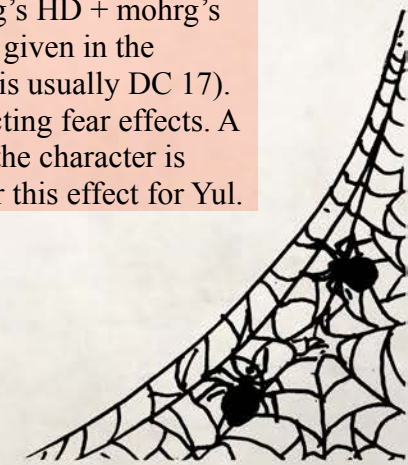
Improved grab (Ex): To use this ability, a mohrg must hit a creature of its size or smaller with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

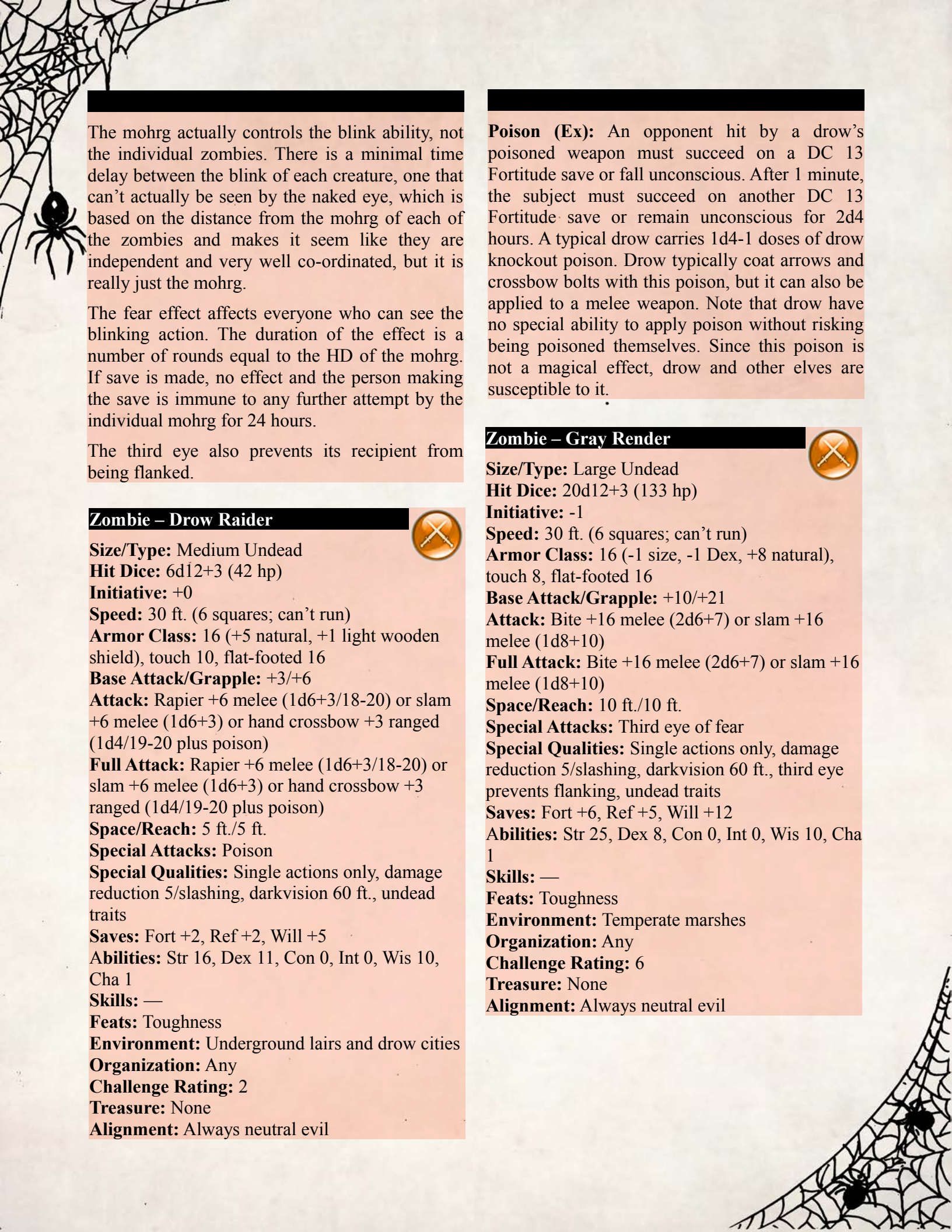
Paralyzing Touch (Su): A mohrg lashes out with its tongue in combat. An opponent the tongue touches must succeed on a DC 17 Fortitude save or become paralyzed for 1d4 minutes. The save DC is Charisma-based. Save is DC 20 for Yul due to his Periap of Charisma

Create Spawn (Su): Creatures killed by a mohrg rise after 1d4 days as zombies under the mohrg's control. They do not possess any of the abilities they had in life.

Third Eye of Fear (Su): Yul has developed an additional attack for him and his zombie mob, the Third Eye of Fear, which is designed to leave creatures shaken. See below for details. Yul implants this third eye into what he hopes will be his most trusted creations at the moment of transformation.

When part of a group of 1 mohrg and 5 or more zombies controlled by the mohrg, those with a third eye placed in the back of their skull can blink in unison and can affect creatures with Fear. The fear effect is allowed a saving throw which is a Will save (DC 10 + ½ mohrg's HD + mohrg's Cha modifier; the exact DC is given in the creature's descriptive text but is usually DC 17). All fear attacks are mind-affecting fear effects. A failed roll usually means that the character is shaken. Will save is DC 20 for this effect for Yul.





The mohrg actually controls the blink ability, not the individual zombies. There is a minimal time delay between the blink of each creature, one that can't actually be seen by the naked eye, which is based on the distance from the mohrg of each of the zombies and makes it seem like they are independent and very well co-ordinated, but it is really just the mohrg.

The fear effect affects everyone who can see the blinking action. The duration of the effect is a number of rounds equal to the HD of the mohrg. If save is made, no effect and the person making the save is immune to any further attempt by the individual mohrg for 24 hours.

The third eye also prevents its recipient from being flanked.

Zombie – Drow Raider



Size/Type: Medium Undead

Hit Dice: 6d12+3 (42 hp)

Initiative: +0

Speed: 30 ft. (6 squares; can't run)

Armor Class: 16 (+5 natural, +1 light wooden shield), touch 10, flat-footed 16

Base Attack/Grapple: +3/+6

Attack: Rapier +6 melee (1d6+3/18-20) or slam +6 melee (1d6+3) or hand crossbow +3 ranged (1d4/19-20 plus poison)

Full Attack: Rapier +6 melee (1d6+3/18-20) or slam +6 melee (1d6+3) or hand crossbow +3 ranged (1d4/19-20 plus poison)

Space/Reach: 5 ft./5 ft.

Special Attacks: Poison

Special Qualities: Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits

Saves: Fort +2, Ref +2, Will +5

Abilities: Str 16, Dex 11, Con 0, Int 0, Wis 10, Cha 1

Skills: —

Feats: Toughness

Environment: Underground lairs and drow cities

Organization: Any

Challenge Rating: 2

Treasure: None

Alignment: Always neutral evil

Poison (Ex): An opponent hit by a drow's poisoned weapon must succeed on a DC 13 Fortitude save or fall unconscious. After 1 minute, the subject must succeed on another DC 13 Fortitude save or remain unconscious for 2d4 hours. A typical drow carries 1d4-1 doses of drow knockout poison. Drow typically coat arrows and crossbow bolts with this poison, but it can also be applied to a melee weapon. Note that drow have no special ability to apply poison without risking being poisoned themselves. Since this poison is not a magical effect, drow and other elves are susceptible to it.

Zombie – Gray Render



Size/Type: Large Undead

Hit Dice: 20d12+3 (133 hp)

Initiative: -1

Speed: 30 ft. (6 squares; can't run)

Armor Class: 16 (-1 size, -1 Dex, +8 natural), touch 8, flat-footed 16

Base Attack/Grapple: +10/+21

Attack: Bite +16 melee (2d6+7) or slam +16 melee (1d8+10)

Full Attack: Bite +16 melee (2d6+7) or slam +16 melee (1d8+10)

Space/Reach: 10 ft./10 ft.

Special Attacks: Third eye of fear

Special Qualities: Single actions only, damage reduction 5/slashing, darkvision 60 ft., third eye prevents flanking, undead traits

Saves: Fort +6, Ref +5, Will +12

Abilities: Str 25, Dex 8, Con 0, Int 0, Wis 10, Cha 1

Skills: —

Feats: Toughness

Environment: Temperate marshes

Organization: Any

Challenge Rating: 6

Treasure: None

Alignment: Always neutral evil



Zombie – Minotaur

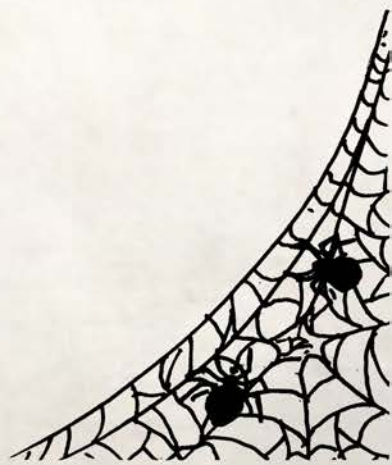


Size/Type: Large Undead
Hit Dice: 12d12+3 (81 hp)
Initiative: -1
Speed: 30 ft. (6 squares; can't run)
Armor Class: 16 (-1 size, -1 Dex, +8 natural), touch 8, flat-footed 16
Base Attack/Grapple: +6/+15
Attack: Greataxe +10 melee (3d6+7/×3) or gore +10 melee (1d8+5) or slam +10 melee (1d8+5)
Full Attack: Greataxe +10 melee (3d6+7/×3) or gore +10 melee (1d8+5) or slam +10 melee (1d8+5)
Space/Reach: 10 ft./10 ft.
Special Attacks: Third eye of fear
Special Qualities: Single actions only, damage reduction 5/slashing, darkvision 60 ft., third eye prevents flanking, undead traits
Saves: Fort +4, Ref +3, Will +8
Abilities: Str 21, Dex 8, Con 0, Int 0, Wis 10, Cha 1
Skills: —
Feats: Toughness
Environment: Underground
Organization: Any
Challenge Rating: 2
Treasure: None
Alignment: Always neutral evil

Zombie – Vikmordere Barbarian



Size/Type: Medium Undead
Hit Dice: 6d12+3 (42 hp)
Initiative: +0
Speed: 30 ft. (6 squares; can't run)
Armor Class: 16 (+5 natural, +1 light wooden shield), touch 10, flat-footed 16
Base Attack/Grapple: +3/+6
Attack: Longsword +6 melee (1d8+3) or slam +6 melee (1d6+3) or javelin +3 ranged (1d6+3)
Full Attack: Longsword +6 melee (d8+3) or slam +6 melee (1d6+3) or javelin +3 ranged (1d6+3)
Space/Reach: 5 ft./5 ft.
Special Attacks: Third eye of fear
Special Qualities: Single actions only, damage reduction 5/slashing, darkvision 60 ft., third eye prevents flanking, undead traits
Saves: Fort +2, Ref +2, Will +5
Abilities: Str 17, Dex 10, Con 0, Int 0, Wis 10, Cha 1
Skills: —
Feats: Toughness
Environment: Cold mountains
Organization: Any
Challenge Rating: 2
Treasure: None
Alignment: Always neutral evil





Rybalkan Guardsman



Size/Type: Male Human (Klavekian) Fighter 3

Hit Dice: 3d10+9 (38 hp)

Initiative: +5

Speed: 30 ft.

Armor Class: 16 (+5 chainmail, +1 Dex), touch 11, flat-footed 15

Base Attack/Grapple: +3/+5

Attack: Longsword +6 melee (1d8+2/19-20/x2) or Longbow +4 ranged (1d8/20/x3)

Full Attack: Longsword +6 melee (1d8+2/19-20/x2) or Longbow +4 ranged (1d8/20/x3)

Space/Reach: 5 ft./5 ft.

Special Qualities: +2 Survival skill, +2 to Survival when facing cold or frozen hostile environment

Saves: Fort +6, Ref +1, Will +0

Abilities: Str 15, Dex 13, Con 17, Int 10, Wis 11, Cha 10

Skills: Climb +6, Handle Animal +4, Intimidate +6, Ride +5, Sense Motive +3, Survival +5, Swim +6

Feats: Dodge, Improved Initiative, Point Blank Shot, Toughness, Weapon Focus (longsword)

CR: 2

Alignment: Lawful Good

Languages: Common, Klavekian

Combat Gear: Chainmail, Longbow, Longsword, Shield, Light Wooden;

Other Gear: (3) Potions of Healing (each), 1 potion of Bull Strength (each), Rations, Water, Basic Climbing Supplies, Camping Gear, Climbing Outfits.

Rybalkan Guardsman

CR 2



Male Human (Klavekian) Fighter 3

LG Medium Humanoid (Human)

Init +1; **Senses** Perception +0

DEFENSE

AC 11, touch 11, flat-footed 10 (+1 Dex)

hp 35 (3d10+9)

Fort +6, **Ref** +2, **Will** +1

Defensive Abilities Bravery +1

OFFENSE

Spd 30 ft.

Melee Light Shield Bash +5 (1d3+2/20/x2) and

Gauntlet (from Armor) +5 (1d3+2/20/x2) and

Longsword +5 (1d8+2/19-20/x2) and

Unarmed Strike +5 (1d3+2/20/x2)

Ranged Longbow +4 (1d8/20/x3)

STATISTICS

Str 15, **Dex** 13, **Con** 17, **Int** 10, **Wis** 11, **Cha** 10

Base Atk +3; **CMB** +5; **CMD** 16

Feats Combat Reflexes, Coordinated Defense,

Coordinated Maneuvers, Dodge, Mobility

Skills Climb +6, Handle Animal +4, Intimidate

+6, Ride +5, Sense Motive +3, Survival +5, Swim +6

Languages Common, Klavekian

SQ +2 Survival skill, Armor Training 1 (Ex)

Combat Gear Chainmail, Longbow, Longsword, Shield, Light Wooden

SPECIAL ABILITIES

+2 Survival skill +2 to Survival when facing cold or frozen hostile environment

Armor Training 1 (Ex) Worn armor -1 check penalty, +1 max DEX.

Bravery +1 (Ex) +1 Will save vs. Fear

Coordinated Defense +2 CMD if you are adjacent to an ally with this feat.

Coordinated Maneuvers +2 CMB if you are adjacent to an ally with this feat.

Other Gear (3) Potions of Healing (each), 1 potion of Bull Strength (each), Rations, Water, Basic Climbing Supplies, Camping Gear, Climbing Outfits.



Miah of Embla

CR 4**XP 1,200**

Male Dwarf Fighter 5

NG Medium Humanoid (Dwarf)

Init +3; **Senses** Darkvision (60 feet); **Perception** +4

DEFENSE

AC 19, touch 13, flat-footed 16 (+6 armor, +3 Dex)**hp** 68 (5d10+25)

Fort +9, Ref +4, Will +2

Defensive Abilities Bravery +1, Defensive Training

OFFENSE

Spd 20 ft.**Melee** Axe of Embla +13 (1d8+10/20/x3) and Gauntlet (from Armor) +9 (1d3+4/20/x2) and Unarmed Strike +9 (1d3+4/20/x2)**Ranged** Longbow, Comp. +8 (1d8/20/x3)**Special Attacks** Weapon Training: Axes

STATISTICS

Str 18, **Dex** 16, **Con** 21, **Int** 14, **Wis** 12, **Cha** 10**Base Atk** +5; **CMB** +9; **CMD** 22**Feats** Agile Maneuvers, Bodyguard, Catch Off-Guard, Combat Expertise +/-2, Combat Reflexes (4 AoO/round), Gang Up**Skills** Acrobatics -1, Appraise +5, Climb +6, Escape Artist -1, Fly -1, Handle Animal +4, Intimidate +5, Perception +4, Ride -1, Sense Motive +3, Stealth +1, Survival +9**Languages** Common, Dwarven, Goblin, Orc
SQ Armor Training 1 (Ex), Greed, Hardy +2, Hatred, Slow and Steady, Stability, Stonecunning +2**Combat Gear** Axe of Embla, Chainmail, Longbow, Comp. (Str +0);

SPECIAL ABILITIES

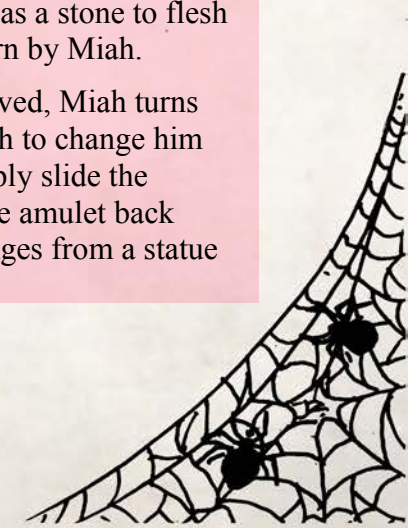
Agile Maneuvers Use DEX instead of STR for CMB**Armor Training 1 (Ex)** Worn armor -1 check penalty, +1 max DEX.**Bodyguard** Use an AoO to use aid another to improve an ally's AC.**Bravery +1 (Ex)** +1 Will save vs. Fear**Catch Off-Guard** Proficient with improvised melee weapons. Unarmed opponents are flat-footed against your improvised weapons.**Combat Expertise** +/-2 Bonus to AC in exchange for an equal penalty to attack.**Combat Reflexes (4 AoO/round)** You may make up to 4 attacks of opportunity per round, and may make them while flat-footed.**Darkvision (60 feet)** You can see in the dark (black and white vision only).**Defensive Training (+4)** +4 dodge bonus to AC against monsters of the Giant subtype.**Gang Up** You are considered to be flanking your target if another ally is also adjacent to that target**Greed** +2 to Appraise checks to determine the price of nonmagical goods that contain precious metals or gemstones.**Hardy** +2 Gain a racial bonus to saves vs Poison, Spells and Spell-Like effects.**Hatred** +1 racial bonus to attacks against Orcs and Goblinoids.**Slow and Steady** Your base speed is never modified by encumbrance.**Stability** +4 to avoid being bull rushed or tripped while standing.**Stonecunning** +2 +2 bonus to Perception vs unusual stonework. Free check within 10 feet.**Weapon Training: Axes +1 (Ex)** +1 Attack, Damage, CMB, CMD with Axes

Character Background:

Miah was an adventurer until about ten years ago when an evil wizard cursed him with a permanent flesh to stone spell. His adventuring group tried everything they could to remove the curse but nothing worked.

When the adventuring group found a ring of wishing in a treasure horde they used it immediately. "I wish for a way to turn our friend Miah from stone to flesh." They were granted a magical amulet that functions as a stone to flesh spell but only while being worn by Miah.

As soon as the amulet is removed, Miah turns back to stone. It is easy enough to change him back though, as one must simply slide the necklace from which hangs the amulet back around his neck. He then changes from a statue into a living, breathing dwarf.





Aranea Sorcerer

CR 8



Appear to be deep gnome sorcerers

XP 4,800

N Medium Magical Beast (Shapechanger) (Sor 4)

Init +6; **Senses** darkvision 60 ft., low-light vision, **Perception** +8

DEFENSE

AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)

hp 44 (3d10+6 (22 hp) PLUS 4d6+8 (22 hp))

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

OFFENSE

Speed 50ft. (10 squares), climb 25 ft.

Melee Bite +7 (1d6 plus poison) or dagger +7 (1d3)

Ranged web +7

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

Special Attacks Poison, spells, web

STATISTICS

Str 11, **Dex** 15, **Con** 14, **Int** 14, **Wis** 13, **Cha** 15

Base Atk +5; **CMB** +5; **CMD** 17

Feats Alertness (Tiny Viper), Improved Initiative, Iron Will, Spell Penetration, Summon Familiar (Tiny Viper), Weapon Finesse

Skills Acrobatics +13, Bluff +11 (includes +3 from familiar), Climb +14, Escape Artist +5, Knowledge (arcana) +8, Perception +8

Special Qualities Change shape, darkvision 60 ft., low-light vision

An aranea is an intelligent, shapechanging spider with sorcerous powers. In its natural form, an aranea resembles a big spider, with a humpbacked body a little bigger than a human torso. It has fanged mandibles like a normal spider. Two small arms, each about 2 feet long, lie below the mandibles. Each arm has a hand with four many-jointed fingers and a double-jointed thumb.

An aranea weighs about 150 pounds. The hump on its back houses its brain.

Araneas speak Common and Sylvan.

Combat

An aranea avoids physical combat and uses its webs and spells when it can. In a battle, it tries to immobilize or distract the most aggressive opponents first.

Poison (Ex)

Injury, Fortitude DC 13, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

Spells as an aranea (the same for both araneas)

An aranea casts spells as a 3rd-level sorcerer. It prefers illusions and enchantments and avoids fire spells

Typical Sorcerer Spells Known (6/6; save DC 12 + spell level)

0 — *daze, detect magic, ghost sound, light, resistance;*

1st — *mage armor, silent image, sleep.*

Web (Ex)

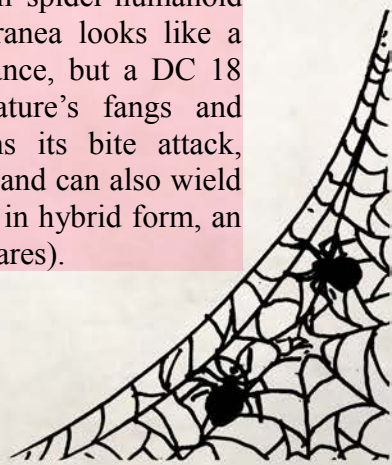
In spider or hybrid form (see below), an aranea can throw a web up to six times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets of up to Large size. The web anchors the target in place, allowing no movement.

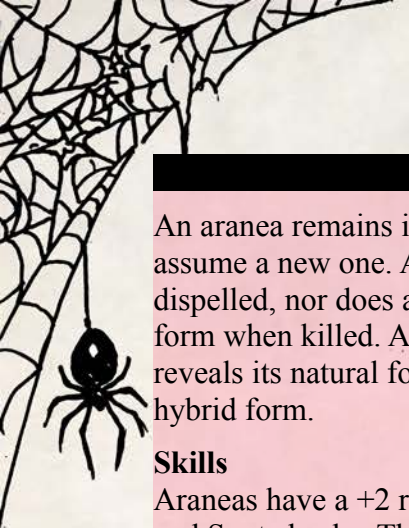
An entangled creature can escape with a DC 13 Escape Artist check or burst the web with a DC 17 Strength check. The check DCs are Constitution-based, and the Strength check DC includes a +4 racial bonus. The web has 6 hit points, hardness 0, and takes double damage from fire.

Shape Change (Su)

An aranea's natural form is that of a Medium monstrous spider. It can assume two other forms. The first is a unique Small or Medium humanoid; an aranea in its humanoid form always assumes the same appearance and traits, much as a lycanthrope would. In humanoid form, an aranea cannot use its bite attack, webs, or poison.

The second form is a Medium spider-humanoid hybrid. In hybrid form, an aranea looks like a Medium humanoid at first glance, but a DC 18 Spot check reveals the creature's fangs and spinnerets. The aranea retains its bite attack, webs, and poison in this form, and can also wield weapons or wear armor. When in hybrid form, an aranea's speed is 30 feet (6 squares).





An aranea remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, nor does an aranea revert to its natural form when killed. A true seeing spell, however, reveals its natural form if it is in humanoid or hybrid form.

Skills

Araneas have a +2 racial bonus on Jump, Listen, and Spot checks. They have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks even if rushed or threatened.

Spells as an actual sorcerer

First aranea

0th – (6) DC 12 Resistance, *Daze*, *Flare*, *Ray of Frost*, *Ghost Sound*, *Message*

1st – (7) DC 13 *Grease*, *Mage Armor*, *Magic Missile*

2nd – (4) DC 14 *Summon Swarm*

Second aranea

0th – (6) DC 12 *Message*, *Read Magic*, *Dancing Lights*, *Flare*, *Resistance*, *Disrupt Undead*

1st – (7) DC 13 *Detect Undead*, *Mage Armor*, *Shocking Grasp*

2nd – (4) DC 14 *Eagle's Splendor*

Spell Penetration [General]

Benefit

You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance.

Tiny Viper familiar (Both araneas have these and the vipers never leave them during an encounter)

Familiar Ability Descriptions

All familiars have special abilities (or impart abilities to their masters) depending on the master's combined level in classes that grant familiars, as shown on the table below. The abilities given on the table are cumulative.

Natural Armor Adj.

The number noted here is an improvement to the familiar's existing natural armor bonus.

Alertness (Ex)

While a familiar is within arm's reach, the master gains the Alertness feat.

Improved Evasion (Ex)

When subjected to an attack that normally allows a Reflex saving throw for half damage, a familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Share Spells

At the master's option, he may have any spell (but not any spell-like ability) he casts on himself also affect his familiar. The familiar must be within 5 feet at the time of casting to receive the benefit.

If the spell or effect has a duration other than instantaneous, it stops affecting the familiar if it moves farther than 5 feet away and will not affect the familiar again even if it returns to the master before the duration expires. Additionally, the master may cast a spell with a target of "You" on his familiar (as a touch range spell) instead of on himself.

A master and his familiar can share spells even if the spells normally do not affect creatures of the familiar's type (magical beast).

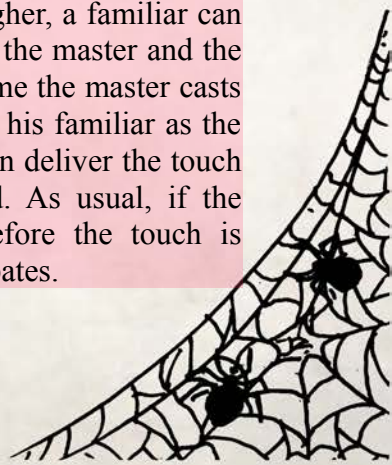
Empathic Link (Su)

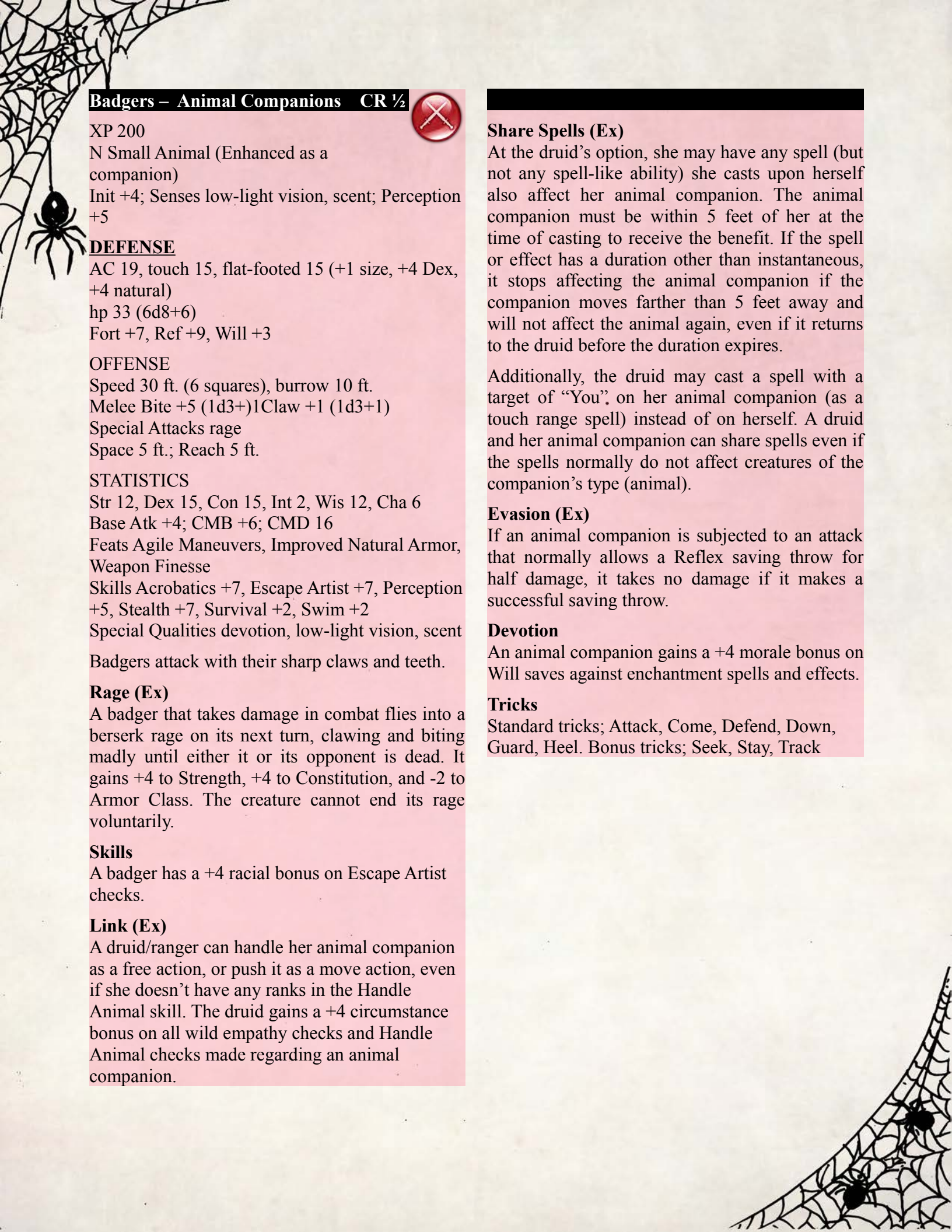
The master has an empathic link with his familiar out to a distance of up to 1 mile. The master cannot see through the familiar's eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content can be communicated.

Because of this empathic link, the master has the same connection to an item or place that his familiar does.

Deliver Touch Spells (Su)

If the master is 3rd level or higher, a familiar can deliver touch spells for him. If the master and the familiar are in contact at the time the master casts a touch spell, he can designate his familiar as the "toucher." The familiar can then deliver the touch spell just as the master could. As usual, if the master casts another spell before the touch is delivered, the touch spell dissipates.





Badgers – Animal Companions CR ½



XP 200

N Small Animal (Enhanced as a companion)

Init +4; Senses low-light vision, scent; Perception +5

DEFENSE

AC 19, touch 15, flat-footed 15 (+1 size, +4 Dex, +4 natural)

hp 33 (6d8+6)

Fort +7, Ref +9, Will +3

OFFENSE

Speed 30 ft. (6 squares), burrow 10 ft.

Melee Bite +5 (1d3+1) Claw +1 (1d3+1)

Special Attacks rage

Space 5 ft.; Reach 5 ft.

STATISTICS

Str 12, Dex 15, Con 15, Int 2, Wis 12, Cha 6

Base Atk +4; CMB +6; CMD 16

Feats Agile Maneuvers, Improved Natural Armor, Weapon Finesse

Skills Acrobatics +7, Escape Artist +7, Perception +5, Stealth +7, Survival +2, Swim +2

Special Qualities devotion, low-light vision, scent

Badgers attack with their sharp claws and teeth.

Rage (Ex)

A badger that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and -2 to Armor Class. The creature cannot end its rage voluntarily.

Skills

A badger has a +4 racial bonus on Escape Artist checks.

Link (Ex)

A druid/ranger can handle her animal companion as a free action, or push it as a move action, even if she doesn't have any ranks in the Handle Animal skill. The druid gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

Share Spells (Ex)

At the druid's option, she may have any spell (but not any spell-like ability) she casts upon herself also affect her animal companion. The animal companion must be within 5 feet of her at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the animal companion if the companion moves farther than 5 feet away and will not affect the animal again, even if it returns to the druid before the duration expires.

Additionally, the druid may cast a spell with a target of "You", on her animal companion (as a touch range spell) instead of on herself. A druid and her animal companion can share spells even if the spells normally do not affect creatures of the companion's type (animal).

Evasion (Ex)

If an animal companion is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.

Devotion

An animal companion gains a +4 morale bonus on Will saves against enchantment spells and effects.

Tricks

Standard tricks; Attack, Come, Defend, Down, Guard, Heel. Bonus tricks; Seek, Stay, Track



Bralani

CR 6



XP 2,400

CG M Outsider (Chaotic, Extraplanar, Good)

Init +8; **Senses** darkvision 60 ft., low-light vision

DEFENSE

AC 20, touch 13, flat-footed 16 (+4 Dex, +6 natural)

hp 45 (6d8+18)

Fort +8, **Ref** +9, **Will** +7

DR 10/cold iron or evil; **Immune** electricity and petrification; **Resist** cold 10 and fire 10; **SR** 17

OFFENSE

Speed 40ft. (8 squares), fly 100 ft. (perfect)

Melee +1 holy scimitar +11 (1d6+4/18-20)

Ranged +1 holy composite longbow (+4 Str bonus) +11 ranged (1d8+5/x3)

Space 5 ft./**Reach** 5 ft.

Special Attacks Spell-like abilities, whirlwind blast

STATISTICS

Str 18, **Dex** 18, **Con** 17, **Int** 13, **Wis** 14, **Cha** 14

Base Atk +6; **CMB** +10; **CMD** 24

Feats Alertness, Blind-fight, Improved Initiative

Skills Acrobatics +11, Concentration +12, Diplomacy +4, Escape Artist +13, Handle Animal +11, Perception +13, Ride +6, Sense Motive +11, Stealth +13

ECOLOGY

Environment A chaotic good-aligned plane

Organization Solitary, pair, or squad (3-5)

Treasure No coins; double goods; standard items (see entry for exact details)

Special Qualities Alternative form, tongues

In addition to their natural form, bralanis can assume the shape of a whirlwind or zephyr of dust, snow, or sand.

Bralanis speak Celestial, Infernal, and Draconic, but can communicate with almost any creature, thanks to their tongues ability.

Combat

Bralanis prefer the scimitar and bow, the weapons of the desert nomads they most closely resemble.

A bralani's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and good-aligned for the purpose of overcoming

damage reduction.

Spell-like abilities

At will— *blur*, *charm person* (DC 13), *gust of wind* (DC 14), *mirror image*, *wind wall*; **2/day**— *lightning bolt* (DC 15), *cure serious wounds* (DC 15). Caster level 6th. The save DCs are Charisma-based.

Whirlwind Blast(Su)

When in whirlwind form, a bralani can attack with a scouring blast of wind, dealing 3d6 points of damage in a 20-foot line (Reflex DC 16 half). The save DC is Constitution-based.

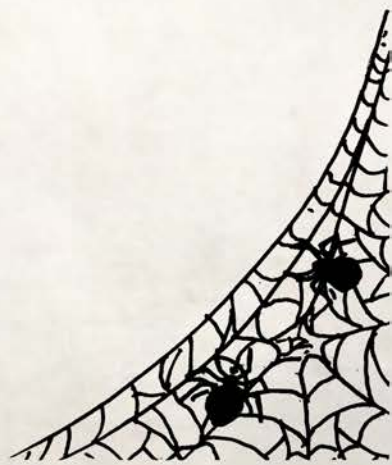
Alternate Form (Su)

A bralani can shift between its humanoid and whirlwind forms as a standard action. In humanoid form, it cannot fly or use its whirlwind blast, but it can use its spell-like abilities and its weapons. In whirlwind form, it can fly, make slam attacks and whirlwind blast attacks, and use spell-like abilities.

A bralani remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, nor does the bralanirevert to any particular form when killed. A true seeing spell, however, reveals both forms simultaneously.

Tongues (Su)

Bralanis can speak with any creature that has a language, as though using a tongues spell (caster level 14th). This ability is always active.





Centipede Swarm

CR4



XP 1,200

N Diminutive vermin (swarm)

Init +4; **Senses** darkvision 60 ft., tremorsense 30 ft.; **Perception** +4

DEFENSE

AC 18, touch 18, flat-footed 14 (+4 Dex, +4 size)
hp 31 (9d8–9)

Fort +5, **Ref** +7, **Will** +3

Defensive Abilities swarm traits, Immune weapon damage

OFFENSE

Speed 30 ft., climb 30 ft.

Melee swarm (2d6 plus poison)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 13), poison

STATISTICS

Str 1, **Dex** 19, **Con** 8, **Int** —, **Wis** 10, **Cha** 2

Base Atk +6; **CMB** —; **CMD** —

Feats Weapon Finesse

Skills Climb +12, **Perception** +4; **Racial Modifiers** +4 **Perception**

SPECIAL ABILITIES

Poison (Ex)

Bite—injury; save Fortitude DC 13; frequency 1/round for 6 rounds; effect 1d4 Dex damage; cure 1 save.

The save DC is Constitution-based and includes a +2 racial bonus.

ECOLOGY

Environment temperate or warm forest or underground

Organization solitary, pair, or tangle (3–6 swarms)

Treasure none

Darkmantle

CR1



XP 400

N Small magical beast

Init +6; **Senses** blindsight 90 ft., darkvision 60 ft., low-light vision; **Perception** +4

DEFENSE

AC 15, touch 13, flat-footed 13 (+2 Dex, +2 natural, +1 size)

hp 15 (2d10+4)

Fort +5, **Ref** +3, **Will** +0

OFFENSE

Speed 20 ft., fly 30 ft. (poor)

Melee slam +3 (1d4 plus grab)

Special Attacks constrict (1d4+4), grab (any size)

Spell-Like Abilities (CL 5th)

1/day—*darkness*

STATISTICS

Str 11, **Dex** 15, **Con** 14, **Int** 2, **Wis** 11, **Cha** 10

Base Atk +2; **CMB** +1 (+5 grapple); **CMD** 13 (can't be tripped)

Feats Improved Initiative

Skills Fly +5, **Perception** +4, **Stealth** +10; **Racial**

Modifiers +4 **Perception**, +4 **Stealth**

ECOLOGY

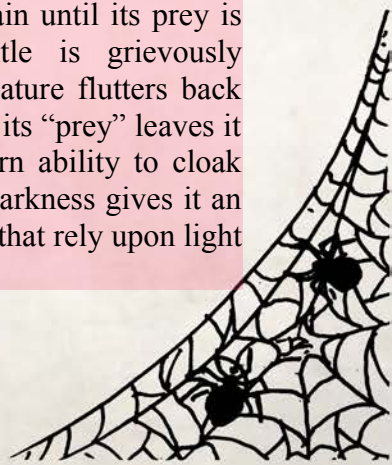
Environment any underground

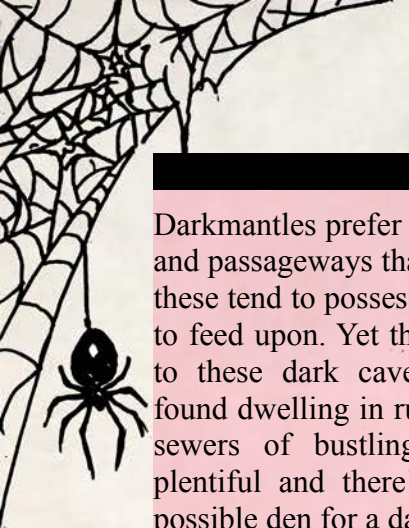
Organization solitary, pair, or clutch (3–12)

Treasure none

A darkmantle's tentacle-span measures just under 5 feet—when attached to a cave roof and disguised as a stalactite, its length varies from 2 to 3 feet. A typical darkmantle weighs 40 pounds. The creatures' heads and bodies are usually the color of basalt or dark granite, but their webbed tentacles can change color to match their surroundings.

The darkmantle isn't a particularly good climber, but it can cling to a cave roof like a bat, hanging by the hooks at the ends of its tentacles so that its dangling body looks nearly indistinguishable from a stalactite. In this hidden position, the darkmantle waits for prey to pass beneath, at which point it drops and swoops down to attack its victim, slamming its body against the foe and attempting to wrap its webbed tentacles around the target. If the darkmantle misses its prey, it swoops back up and drops again until its prey is vanquished or the darkmantle is grievously injured (in which case the creature flutters back up to the roof to hide and hope its "prey" leaves it alone). The darkmantle's inborn ability to cloak the area around it in magical darkness gives it an additional advantage over foes that rely upon light to see.





Darkmantles prefer to dwell and hunt in the caves and passageways that are closest to the surface, as these tend to possess more traffic for the monsters to feed upon. Yet they do not confine themselves to these dark caverns, and can sometimes be found dwelling in ruined fortresses or even in the sewers of bustling cities. Anywhere food is plentiful and there's a ceiling to cling to is a possible den for a darkmantle.

A darkmantle's life cycle is swift—young grow to maturity in a matter of months, and most die of old age after only a few years. As a result, generations of darkmantles quickly accrue, and over the years the evolution of these creatures is similarly swift. In this manner, a cavern's ecosystem can have a significant effect on a group of darkmantles' appearance, abilities, and tactics. Aquatic caverns might develop darkmantles that can swim, while those beset with volcanism might generate darkmantles with a resistance to fire. Other darkmantle variants might develop much stonier hides, and instead of swooping down to crush prey might simply drop and pierce them through with their stalactite-like lengths. The deepest, darkest caverns are rumored to host darkmantles of incredible size, capable of smothering multiple human-sized foes at once in their leathery folds.

Deinonychus

CR 3



XP 800

N Medium animal

Init +6; **Senses** low-light vision, scent; **Perception** +14

DEFENSE

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)

hp 34 (4d8+16)

Fort +8, **Ref** +6, **Will** +2

OFFENSE

Speed 60 ft.

Melee 2 talons +5 (1d8+2), bite +5 (1d6+2), foreclaws +0 (1d4+1)

Special Attacks pounce

STATISTICS

Str 15, **Dex** 15, **Con** 19, **Int** 2, **Wis** 12, **Cha** 14

Base Atk +3; **CMB** +5; **CMD** 17

Feats Improved Initiative, Run

Skills Acrobatics +10 (+22 jump), Perception +14, Stealth +15; **Racial Modifiers** +8 Acrobatics, +8 Perception, +8 Stealth

Special Qualities Combat riding

Combat Riding (DC 20)

An animal trained to bear a rider into combat knows the tricks attack, come, defend, down, guard, and heel. Training an animal for combat riding takes six weeks. You may also “upgrade” an animal trained for riding to one trained for combat riding by spending three weeks and making a successful DC 20 Handle Animal check. The new general purpose and tricks completely replace the animal's previous purpose and any tricks it once knew. Warhorses and riding dogs are already trained to bear riders into combat, and they don't require any additional training for this purpose.

Pounce (Ex)

When a creature with this special attack makes a charge, it can make a full attack (including rake attacks if the creature also has the rake ability).

Delver

CR9



XP 6,400

N Huge aberration (earth)

Init +7; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +21

DEFENSE

AC 23, touch 12, flat-footed 19 (+4 Dex, +11 natural, -2 size)

hp 138 (12d8+84)

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

DR 5/piercing or slashing; Immune acid

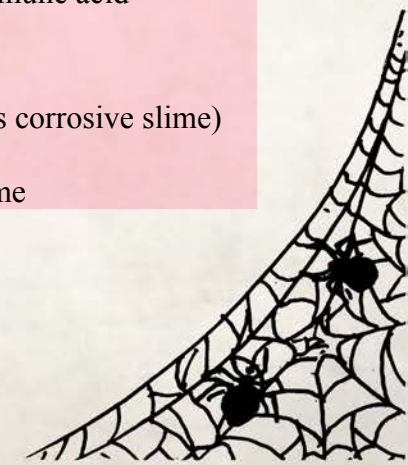
OFFENSE

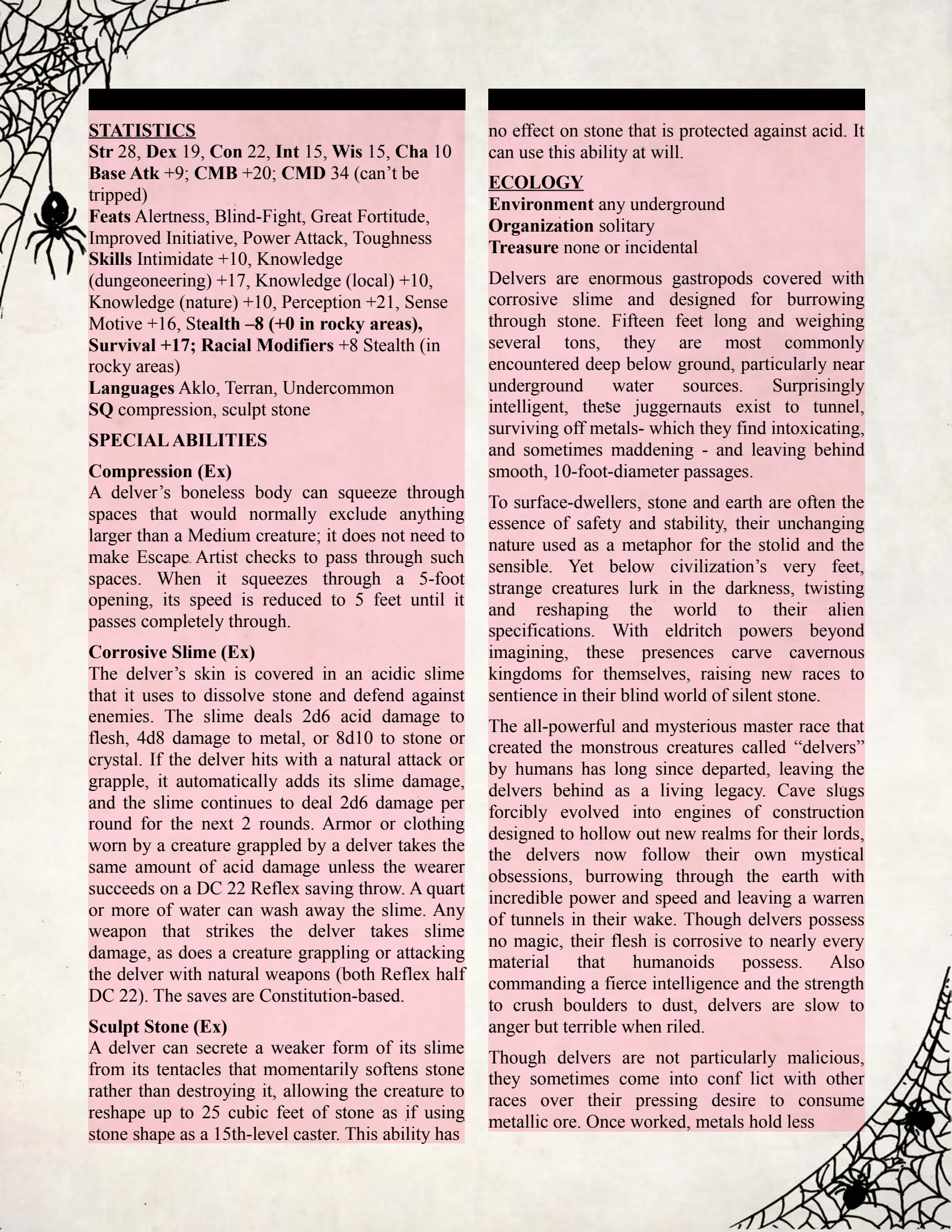
Speed 30 ft., burrow 10 ft.

Melee 2 slam +16 (2d6+9 plus corrosive slime)

Space 15 ft.; **Reach** 10 ft.

Special Attacks corrosive slime





STATISTICS

Str 28, **Dex** 19, **Con** 22, **Int** 15, **Wis** 15, **Cha** 10
Base Atk +9; **CMB** +20; **CMD** 34 (can't be tripped)

Feats Alertness, Blind-Fight, Great Fortitude, Improved Initiative, Power Attack, Toughness

Skills Intimidate +10, Knowledge (dungeoneering) +17, Knowledge (local) +10, Knowledge (nature) +10, Perception +21, Sense Motive +16, **Stealth** -8 (+0 in rocky areas), **Survival** +17; **Racial Modifiers** +8 Stealth (in rocky areas)

Languages Aklo, Terran, Undercommon

SQ compression, sculpt stone

SPECIAL ABILITIES

Compression (Ex)

A delver's boneless body can squeeze through spaces that would normally exclude anything larger than a Medium creature; it does not need to make Escape Artist checks to pass through such spaces. When it squeezes through a 5-foot opening, its speed is reduced to 5 feet until it passes completely through.

Corrosive Slime (Ex)

The delver's skin is covered in an acidic slime that it uses to dissolve stone and defend against enemies. The slime deals 2d6 acid damage to flesh, 4d8 damage to metal, or 8d10 to stone or crystal. If the delver hits with a natural attack or grapple, it automatically adds its slime damage, and the slime continues to deal 2d6 damage per round for the next 2 rounds. Armor or clothing worn by a creature grappled by a delver takes the same amount of acid damage unless the wearer succeeds on a DC 22 Reflex saving throw. A quart or more of water can wash away the slime. Any weapon that strikes the delver takes slime damage, as does a creature grappling or attacking the delver with natural weapons (both Reflex half DC 22). The saves are Constitution-based.

Sculpt Stone (Ex)

A delver can secrete a weaker form of its slime from its tentacles that momentarily softens stone rather than destroying it, allowing the creature to reshape up to 25 cubic feet of stone as if using stone shape as a 15th-level caster. This ability has

no effect on stone that is protected against acid. It can use this ability at will.

ECOLOGY

Environment any underground

Organization solitary

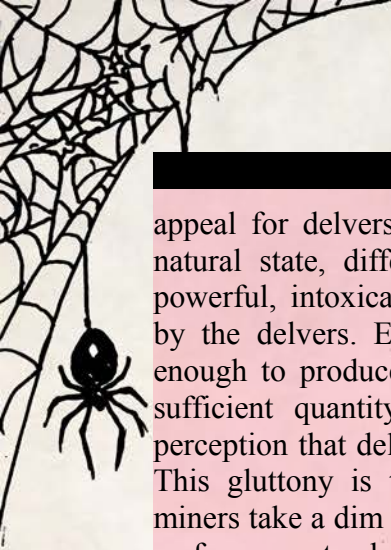
Treasure none or incidental

Delvers are enormous gastropods covered with corrosive slime and designed for burrowing through stone. Fifteen feet long and weighing several tons, they are most commonly encountered deep below ground, particularly near underground water sources. Surprisingly intelligent, these juggernauts exist to tunnel, surviving off metals- which they find intoxicating, and sometimes maddening - and leaving behind smooth, 10-foot-diameter passages.

To surface-dwellers, stone and earth are often the essence of safety and stability, their unchanging nature used as a metaphor for the stolid and the sensible. Yet below civilization's very feet, strange creatures lurk in the darkness, twisting and reshaping the world to their alien specifications. With eldritch powers beyond imagining, these presences carve cavernous kingdoms for themselves, raising new races to sentience in their blind world of silent stone.

The all-powerful and mysterious master race that created the monstrous creatures called "delvers" by humans has long since departed, leaving the delvers behind as a living legacy. Cave slugs forcibly evolved into engines of construction designed to hollow out new realms for their lords, the delvers now follow their own mystical obsessions, burrowing through the earth with incredible power and speed and leaving a warren of tunnels in their wake. Though delvers possess no magic, their flesh is corrosive to nearly every material that humanoids possess. Also commanding a fierce intelligence and the strength to crush boulders to dust, delvers are slow to anger but terrible when riled.

Though delvers are not particularly malicious, they sometimes come into conflict with other races over their pressing desire to consume metallic ore. Once worked, metals hold less



appeal for delvers, but when consumed in their natural state, different ores create a variety of powerful, intoxicating effects much sought after by the delvers. Even trace amounts of ore are enough to produce an effect when consumed in sufficient quantity, giving rise to the popular perception that delvers eat stone indiscriminately. This gluttony is the primary reason why most miners take a dim view of the strange slug-beasts, as few can stand and fight against the rage of a gorging, intoxicated delver feeding on an ore vein.

Still, so long as a significant distance is kept, the sight of a delver is not necessarily cause for alarm, as the creatures have little interest in attacking others save out of self-defense. Some canny adventurers have even made temporary alliances with the intelligent beasts, offering vast amounts of raw minerals and metals in exchange for guidance or service, whether it be directions to a specific site (for delvers see much in their wanderings) or even a custom-built tunnel to reach it.

ECOLOGY

The first delvers were created by an unknown race for two reasons: to hollow out magnificent subterranean chambers and tunnels for their masters and the other servants, and to disarm or destroy any creatures who dared stand in their way.

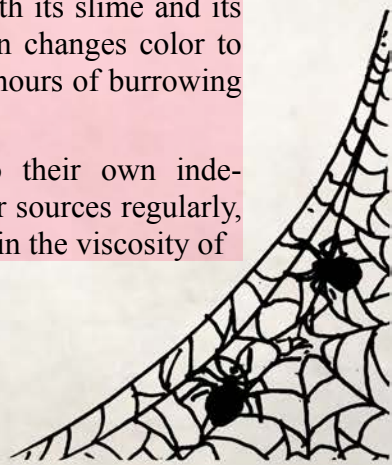
To those ends, the delvers' creators wrought exceedingly well. Taking inspiration from the body of a cave slug, they created a supple creature covered in a highly acidic mucus that could dissolve rock and adapt quickly to new kinds of materials. This protein slime from the delver's rocky skin also acts as active camouflage, so that the rare delver who's overmatched by an enemy or lying in wait for an intruder can withdraw into a hastily dug hideout and remain unseen. Water can wash the slime away; otherwise, it continues to burn after the initial touch, horribly corroding and blistering whatever it clings to. If a delver is attacked, its slime protects the creature by dissolving its attacker's weaponry. Only those immune to acid can consider themselves safe

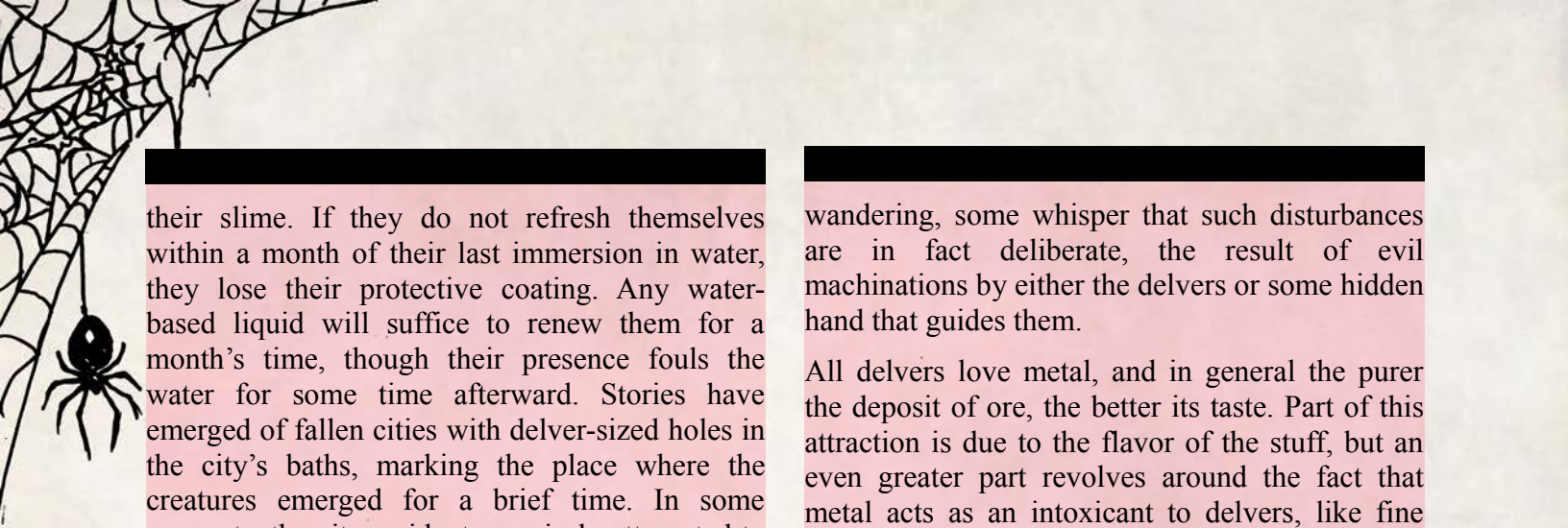
from the delver's slime, and even they must still contend with the delver's powerful pseudopods. While the delver can move without the aid of its pseudopods, these long tendrils are also coated in acidic ooze and assist in scraping rock down from the walls, enlarging tunnels and caverns and shaping them with remarkable dexterity. In combat, these appendages also act as fearsome bludgeons of tremendous strength.

The delver's body is largely compressible. Although it cannot stretch a great distance, it can compress its enormous bulk into a very small space, granting it the ability to seep through cracks and holes only 5 feet wide. This allows the delver to enter small spaces and enlarge them from within, as well as to survive the crushing weight of rocks dislodged by its passing. The delver has no skeleton, and instead maintains its shape through the gaseous by-products of the chemical stew that constantly churns throughout its body. The delver can also choose to exude a lesser form of acid from its tentacle-like pseudopods that merely softens stone rather than destroying it, assisting the delver in creating chambers of specific shapes and sizes.

The delver subsists entirely on the metals, minerals, and microscopic organisms that it sloughs off stone with its acid, turning solid rock into a slurry that it then absorbs through its mouths, which take up much of its underside. Hundreds of rings of tiny cilia underneath the delver aid it in movement, anchor it to the tunnel floor it creates, and sweep minerals into its ever-hungry series of orifices. The delver's mouths are a series of small pores that absorb the granules into its body, where its stomach begins the process of converting the slurry into the mucus that dissolves the rock around it. The minerals it eats alter the appearance of both its slime and its flesh, and thus the delver often changes color to match its habitat within a few hours of burrowing through a new location.

Delvers wander according to their own indecipherable logic, but visit water sources regularly, as they require liquid to maintain the viscosity of





their slime. If they do not refresh themselves within a month of their last immersion in water, they lose their protective coating. Any water-based liquid will suffice to renew them for a month's time, though their presence fouls the water for some time afterward. Stories have emerged of fallen cities with delver-sized holes in the city's baths, marking the place where the creatures emerged for a brief time. In some accounts, the city residents unwisely attempted to resist, resulting in a city crumbled into pits and canyons, inhabited by only a few mad hermits, and cave-dwelling wildlife nesting in the darkened holes of the cliff walls.

Delvers are extremely attuned to vibrations in the ground, and they can pinpoint the location of creatures moving through or across rock and earth anywhere within 60 feet, regardless of how many feet of solid rock might separate them. Their special sensory prowess also allows them to find fault lines and hair-thin cracks in the stone.

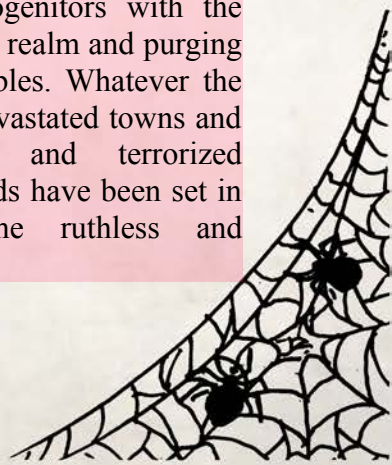
Delvers reproduce asexually, depositing five to 10 eggs on the shores of an underground river and then departing; they can repeat this process up to three times over the course of their 300-year lives. They do not hold any parental feelings or duties toward their young, nor do they protect them. As a result, delver eggs and young are highly prized by those knowledgeable about such things; if caught within the first few weeks, the impressionable young creatures can be raised and trained for a variety of roles, though most eventually shake off their training and abandon their masters to roam the deeps in answer to some unconscious and instinctual draw.

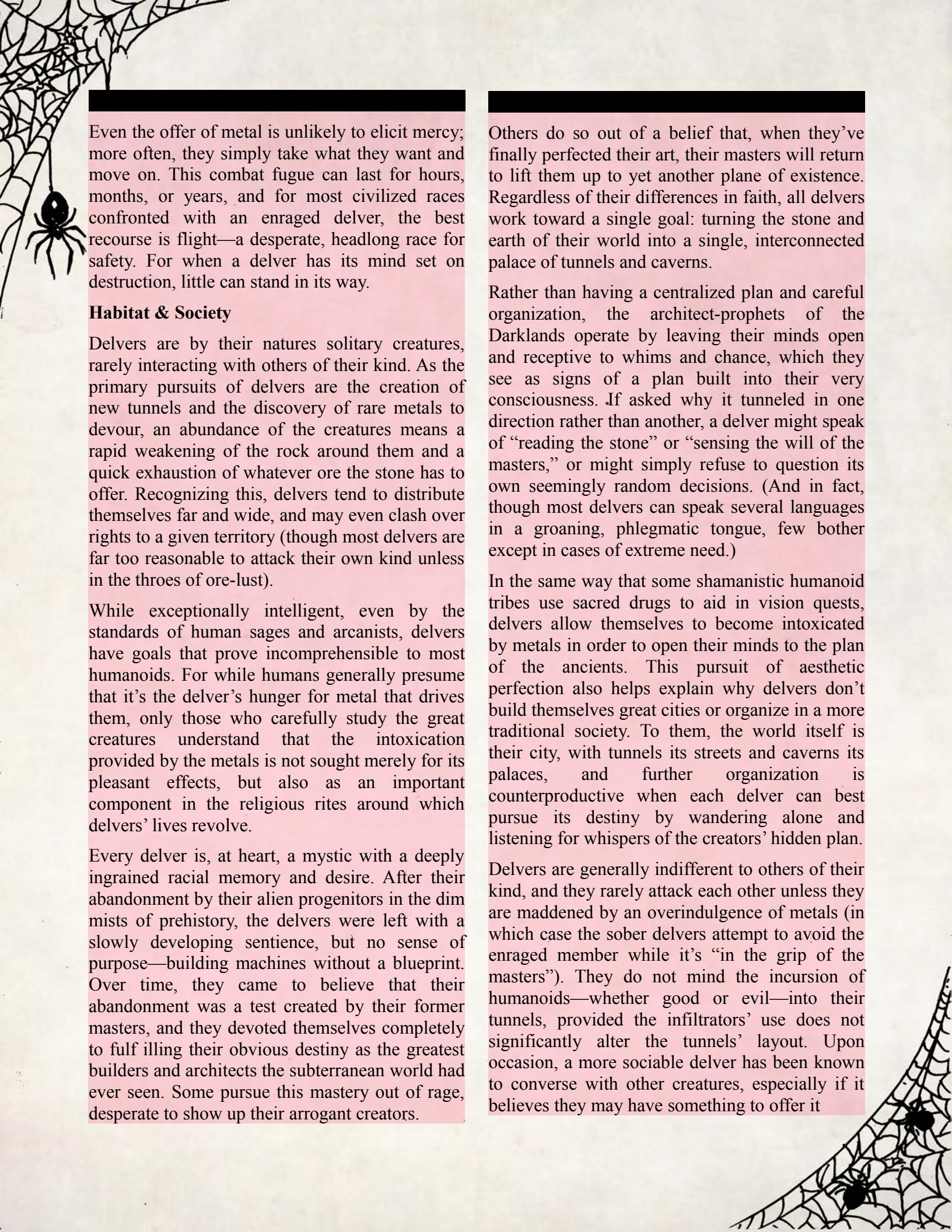
Delvers can travel miles deep within the crust, and even their undisturbed wanderings can prove hazardous to nearby races. In the past, delvers have broken through into magma-filled chambers deep beneath the surface, opening old lava tubes and awakening dormant volcanoes. Others permanently weaken the bedrock of mountains, trigger avalanches onto alpine towns, and even foster earthquakes in areas already prone to such shocks. While all of these are generally presumed to be accidental byproducts of the delvers'

wandering, some whisper that such disturbances are in fact deliberate, the result of evil machinations by either the delvers or some hidden hand that guides them.

All delvers love metal, and in general the purer the deposit of ore, the better its taste. Part of this attraction is due to the flavor of the stuff, but an even greater part revolves around the fact that metal acts as an intoxicant to delvers, like fine wine or a pleasurable drug. Delvers love copper, silver, and gold, but prefer iron most of all, with a heavy vein sending them into a debauched rapture that perhaps only rust monsters or xorns can truly understand. Though delvers frequently look down their proverbial noses at worked metal—the heating and tempering cause it to grow stale—most aren't above sneaking a bite of such things when they're proffered... or even when they're not. More than one adventurer has met his end when a starved delver, kept away from metal and driven mad by lust for it, has devoured the humanoid's metal armor without worrying about the messy fate of the humanoid inside it.

Even worse than the addicts are the rare delver warbeasts, juggernauts capable of burrowing through any defenses and sending warriors flying with deadly, corrosive whips of their pseudopods. Some such creatures are the result of manipulation and mind control by powerful spellcasters, or years of training by the cruel masters of subterranean menageries. Others are the result of a specific mixture of metals and minerals so potent as to drive the delvers insane with rage and lust, either administered intentionally by others or accidentally ingested in the course of a delver's normal grazing. Some guess that a few of these may even be of a different breed altogether, a sect of delver society created by their longlost progenitors with the specific goal of defending their realm and purging the surface world of undesirables. Whatever the case, the result is the same: devastated towns and cities, fleeing spelunkers, and terrorized mountaineers. When their minds have been set in this mode, delvers become ruthless and unresponsive.





Even the offer of metal is unlikely to elicit mercy; more often, they simply take what they want and move on. This combat fugue can last for hours, months, or years, and for most civilized races confronted with an enraged delver, the best recourse is flight—a desperate, headlong race for safety. For when a delver has its mind set on destruction, little can stand in its way.

Habitat & Society

Delvers are by their natures solitary creatures, rarely interacting with others of their kind. As the primary pursuits of delvers are the creation of new tunnels and the discovery of rare metals to devour, an abundance of the creatures means a rapid weakening of the rock around them and a quick exhaustion of whatever ore the stone has to offer. Recognizing this, delvers tend to distribute themselves far and wide, and may even clash over rights to a given territory (though most delvers are far too reasonable to attack their own kind unless in the throes of ore-lust).

While exceptionally intelligent, even by the standards of human sages and arcanists, delvers have goals that prove incomprehensible to most humanoids. For while humans generally presume that it's the delver's hunger for metal that drives them, only those who carefully study the great creatures understand that the intoxication provided by the metals is not sought merely for its pleasant effects, but also as an important component in the religious rites around which delvers' lives revolve.

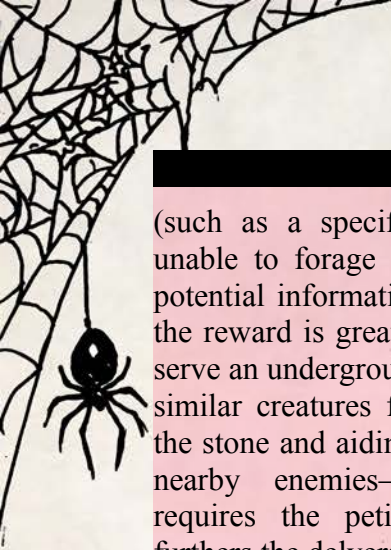
Every delver is, at heart, a mystic with a deeply ingrained racial memory and desire. After their abandonment by their alien progenitors in the dim mists of prehistory, the delvers were left with a slowly developing sentience, but no sense of purpose—building machines without a blueprint. Over time, they came to believe that their abandonment was a test created by their former masters, and they devoted themselves completely to fulfilling their obvious destiny as the greatest builders and architects the subterranean world had ever seen. Some pursue this mastery out of rage, desperate to show up their arrogant creators.

Others do so out of a belief that, when they've finally perfected their art, their masters will return to lift them up to yet another plane of existence. Regardless of their differences in faith, all delvers work toward a single goal: turning the stone and earth of their world into a single, interconnected palace of tunnels and caverns.

Rather than having a centralized plan and careful organization, the architect-prophets of the Darklands operate by leaving their minds open and receptive to whims and chance, which they see as signs of a plan built into their very consciousness. If asked why it tunneled in one direction rather than another, a delver might speak of "reading the stone" or "sensing the will of the masters," or might simply refuse to question its own seemingly random decisions. (And in fact, though most delvers can speak several languages in a groaning, phlegmatic tongue, few bother except in cases of extreme need.)

In the same way that some shamanistic humanoid tribes use sacred drugs to aid in vision quests, delvers allow themselves to become intoxicated by metals in order to open their minds to the plan of the ancients. This pursuit of aesthetic perfection also helps explain why delvers don't build themselves great cities or organize in a more traditional society. To them, the world itself is their city, with tunnels its streets and caverns its palaces, and further organization is counterproductive when each delver can best pursue its destiny by wandering alone and listening for whispers of the creators' hidden plan.

Delvers are generally indifferent to others of their kind, and they rarely attack each other unless they are maddened by an overindulgence of metals (in which case the sober delvers attempt to avoid the enraged member while it's "in the grip of the masters"). They do not mind the incursion of humanoids—whether good or evil—into their tunnels, provided the infiltrators' use does not significantly alter the tunnels' layout. Upon occasion, a more sociable delver has been known to converse with other creatures, especially if it believes they may have something to offer it.



(such as a specific metal or mineral that it's unable to forage for itself or take by force, or potential information about their lost masters). If the reward is great enough, delvers may agree to serve an underground city of pechs, svirfneblin, or similar creatures for a time, cutting defenses in the stone and aiding the creatures during raids on nearby enemies—though the latter usually requires the petitioners to explain how this furthers the delvers' interest in carving the world's stone to their own specifications. Most dwarves, duergar, and other mining creatures find delvers to be a terrible threat to both their homes and their industry, and either attack or avoid them accordingly.

Destrachan

CR8



XP 4,800

NE Large aberration

Init +5; **Senses** blindsight 100 ft.; **Perception** +27

DEFENSE

AC 19, touch 11, flat-footed 17 (+1 Dex, +1 dodge, +8 natural, -1 size)

hp 90 (12d8+36)

Fort +9, **Ref** +7, **Will** +12; +4 vs sonic attacks

Defensive Abilities protection from sonics; Immune gaze attacks, visual effects, illusions, and attacks relying on sight; Resist sonic 30

OFFENSE

Speed 30 ft.

Melee bite +12 (2d6+4), 2 claws +12 (1d8+4)

Space 10 ft.; **Reach** 5 ft.

Special Attacks destructive harmonics

STATISTICS

Str 18, **Dex** 13, **Con** 16, **Int** 13, **Wis** 18, **Cha** 13

Base Atk +9; **CMB** +14; **CMD** 26

Feats Dodge, Great Fortitude, Improved Initiative, Lightning Reflexes, Mobility, Vital Strike

Skills Climb +19, Perception +27, Sense Motive +16, Stealth +12, Survival +19; Racial Modifiers +8 Perception (hearing only)

Languages Common (cannot speak)

SPECIAL ABILITIES

Destructive Harmonics (Su)

A destrachan can project a blast of sonic energy in a cone up to 80 feet long or in a 30-foot radius burst centered on itself as a standard action. It can adjust the harmonics of its sonic cry to generate one of two different effects on targets within the area of effect, but can only create one of these effects with each use of this ability. The save DCs are Constitution-based.

Destruction: All creatures within the area of effect of the destructive harmonics take 8d6 points of sonic damage—a DC 19 Reflex save halves this damage. If the destrachan wishes, this damage can instead deal nonlethal damage rather than sonic damage. Alternatively, the destrachan can target a single crystal, metal, stone, or wooden object within 80 feet with this attack—that object takes 8d6 points of damage. This damage is not halved when applied to the object's hit points, but is reduced by the object's hardness. A magical or attended object can attempt a DC 19 Reflex save to halve the damage.

Pain: Rather than deal damage, the destrachan can cause intense pain and overwhelming sound to affect all creatures within the area. Targets in the area must succeed on a DC 19 Fortitude save to avoid being stunned for 1 round and deafened for 1d6 rounds.

Protection From Sonics (Ex)

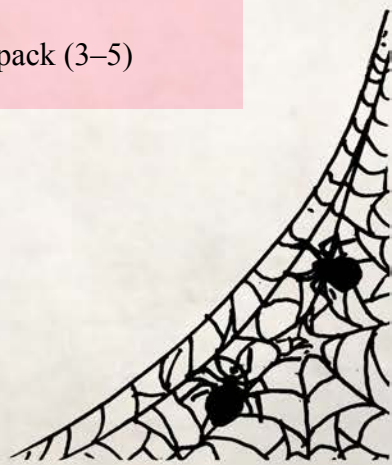
A destrachan gains a +4 racial bonus on all saves against sonic attacks. It is immune to the effects of its own destructive harmonics. A destrachan whose sense of hearing is impaired is effectively blinded, treating all targets as if they had total concealment.

ECOLOGY

Environment underground

Organization solitary, pair, or pack (3–5)

Treasure incidental





Drider

CR7



XP 3,200

CE Large aberration

Init +2; **Senses** darkvision 120 ft., detect good, detect law, detect magic; **Perception** +15

DEFENSE

AC 20, touch 12, flat-footed 17; (+2 Dex, +1 dodge, +8 natural, -1 size)

hp 76 (9d8+36)

Fort +7, **Ref** +5, **Will** +9

Immune sleep; **SR** 18

OFFENSE

Speed 30 ft., climb 20 ft.

Melee mwk heavy mace +9/+4 (1d8+3), bite +3 (1d4+1 plus poison)

Ranged mwk composite longbow +8/+3 (1d8+2/×3)

Space 10 ft.; **Reach** 5 ft.

Special Attacks web (+7 ranged, DC 18, hp 9)

Spell-Like Abilities (CL 9th)

Constant—*detect good, detect law, detect magic*

At will—*dancing lights, darkness, faerie fire*

1/day—*clairaudience/clairvoyance, deeper darkness, dispel magic, levitate, suggestion* (DC 16)

Sorcerer Spells Known (CL 6th)

3rd (4/day)—*lightning bolt* (DC 16)

2nd (6/day)—*invisibility, web* (DC 15)

1st (7/day)—*mage armor, magic missile, ray of enfeeblement* (DC 14), *silent image* (DC 14)

0 (at will)—*bleed* (DC 13), *daze* (DC 13), *ghost sound, mage hand, ray of frost, read magic, resistance*

STATISTICS

Str 15, **Dex** 15, **Con** 18, **Int** 15, **Wis** 16, **Cha** 16

Base Atk +6; **CMB** +9; **CMD** 21 (33 vs. trip)

Feats Blind-Fight, Dodge, Combat Casting, Weapon Focus (bite, mace)

Skills Climb +22, Intimidate +15, Knowledge (arcana) +14, Perception +15, Spellcraft +14, Stealth +14; **Racial Modifiers** +4 Stealth

Languages Common, Elven, Undercommon

SQ undersized weapons

SPECIAL ABILITIES

Poison (Ex)

Bite—injury; save **Fort** DC 18; frequency 1/round for 6 rounds; effect 1d2 Str; cure 1 save. The save DC is Constitution-based.

Spells

A drider casts spells as a 6th-level cleric, sorcerer, or wizard, but does not gain any other class abilities.

Undersized Weapons (Ex)

Although a drider is Large, its upper torso is the same size as that of a Medium humanoid's upper torso. As a result, it wields weapons as if it were one size category smaller than its actual size (Medium for most driders).

ECOLOGY

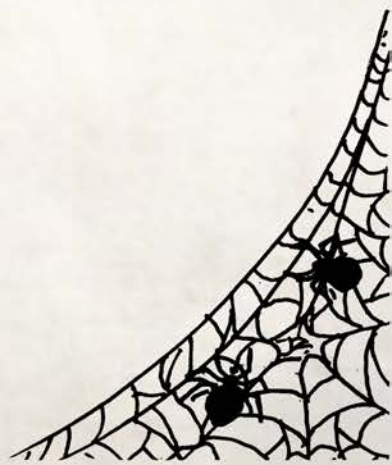
Environment any underground

Organization solitary, pair, or group (3–8)

Treasure double (masterwork heavy mace, masterwork composite longbow [+2 Str] with 20 arrows, additional treasure)

Created from the body of a drow, warped and mutated through special poisons and elixirs to take on the characteristics of a giant spider, the drider is a dangerous creature.

Driders are sexually dimorphic. A female drider's lower spider body is sleek and graceful, often similar to a black widow's body, while its upper drow torso retains its alluring curves and beautiful face (with the exception of sharp, poisonous fangs). A male drider's lower body is bulky like a tarantula, while its upper body is wiry and bears a hideous face more spider than drow, complete with fanged mandibles.





Drow Cleric

CR 10



XP 9,600

NE Medium Humanoid (Elf) (Clr 9)

Init +1 **Senses** darkvision 120 ft.; **Perception** +7

DEFENSE

AC 23, touch 11, flat-footed 22 (+9 undead controlling mithral full plate of speed +1, +3 mithral spined heavy shield +1, Dex +1)

hp 52 (9d8+9)

Fort +7, **Ref** +4, **Will** +9 (+11 vs. enchantment)

Immune sleep; SR 15

Weaknesses light blindness

OFFENSE

Speed 20ft. (4 squares)

Melee +1 Unholy Wounding Rapier +8 (1d6 plus 1 Con/18-20)

Ranged +1 Hand Crossbow of Thundering +8 ranged (1d4+1 plus poison plus 1d8 sonic on a critical, +1 to the attack if within 30 ft.) or +1 shield spine +8 ranged (1d10/19-20, +1 to the attack if within 30 ft.)

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

Special Attacks Poison, Spells, Spell-like abilities

STATISTICS

Str 8, **Dex** 13, **Con** 12, **Int** 14, **Wis** 16, **Cha** 16

Base Atk +6; **CMB** +5; **CMD** 16

Feats Extra Channel, Point Blank Shot, Rapid Reload, Rapid Shot, Weapon Finesse

Skills Diplomacy +11, Heal +11, Knowledge (religion) +10, Knowledge (the planes) +10, Perception +7, Sense Motive +9, Spellcraft +8, Stealth +4 (+8 in shadowy environments)

Special Qualities Darkvision, 120 ft., **Domains:** Evil and Penumbra, Immunity to sleep spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects, Light Blindness, Spell resistance equal to 6 + class levels (15)

Languages Abyssal, Common, Drow Sign, Elven, Undercommon

Spell-Like Abilities Drow can use the following spell-like abilities once per day: *dancing lights*, *darkness*, *faerie fire*. Caster level equals the Drow's class levels.

Treasure +1 Undead controlling mithral full plate of speed, +1 mithral spined heavy shield, +1 Unholy Wounding Rapier, +1 Hand Crossbow of Thundering, house pin, potion of cure serious wounds x 3, potion of lesser restoration, scroll of restoration, 20 pp, 6 boxes of hand crossbow bolts

Armor – Undead Controlling

The wearer of a suit of armor or a shield with this property may control up to 26 HD of undead per day, as the control undead spell. At dawn each day, the wearer loses control of any undead still under his sway. Armor or a shield with this ability appears to be made of bone; this feature is entirely decorative and has no other effect on the armor.

Shield – Spined

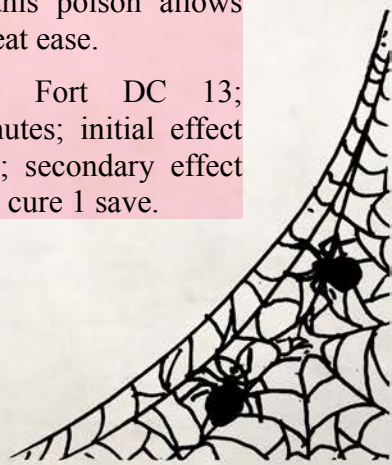
This +1 heavy mithral shield is covered in spines. It acts as a normal spiked shield. On command up to three times per day, the shield's wearer can fire one of the shield's spines. A fired spine has a +1 enhancement bonus, a range increment of 120 feet, and deals 1d10 points of damage (19-20/×2). Fired spines regenerate each day.

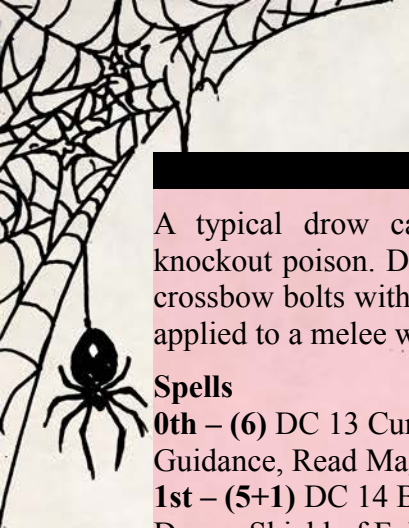
The armor and shield have an unholy air about them and registers and evilly aligned. They each bestow one negative level on any good creature attempting to wear or carry them. Each negative level remains as long as the armor is worn or shield is in hand and disappears when they are no longer used. These negative levels never results in actual level loss, but they cannot be overcome in any way (including restoration spells) while they are being worn or carried.

Poison Use (Ex)

Drow are skilled in the use of poison and never risk accidentally poisoning themselves. Drow favor an insidious toxin that causes its victims to lapse into unconsciousness—this poison allows Drow to capture slaves with great ease.

Drow Poison—injury; save Fort DC 13; frequency 1/minute for 2 minutes; initial effect unconsciousness for 1 minute; secondary effect unconsciousness for 2d4 hours; cure 1 save.





A typical drow carries 1d4-1 doses of drow knockout poison. Drow typically coat arrows and crossbow bolts with this poison, but it can also be applied to a melee weapon.

Spells

0th – (6) DC 13 Cure Minor Wounds, Guidance, Guidance, Read Magic, Resistance, Resistance

1st – (5+1) DC 14 Bane, Bless, Command, Doom, Shield of Faith + Obscuring Mist

2nd – (5+1) DC 15 Death Knell, Hold Person, Remove Paralysis, Silence, Spiritual Weapon + Desecrate

3rd – (4+1) DC 16 Deeper Darkness, Magic Circle Against Good, Prayer, Wind Wall + Eclipse, Lesser

4th – (2+1) DC 17 Magic Weapon, Greater, Poison + Unholy Blight

5th – (1+1) DC 18 Slay Living + Dispel Good

Evil Domain

Granted Powers You are sinister and cruel, and have wholly pledged your soul to the cause of evil.

Touch of Evil (Sp) You can cause a creature to become sickened as a melee touch attack. Creatures sickened by your touch count as good for the purposes of spells with the evil descriptor. This ability lasts for a number of rounds equal to 1/2 your cleric level (minimum 1). You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Scythe of Evil (Su) At 8th level, you can give a weapon touched the unholy special weapon quality for a number of rounds equal to 1/2 your cleric level. You can use this ability once per day at 8th level, and an additional time per day for every four levels beyond 8th.

Domain Spells

1st—protection from good

2nd—align weapon (evil only)

3rd—magic circle against good

4th—unholy blight

5th—dispel good

6th—create undead

7th—blasphemy

8th—unholy aura

9th—summon monster IX (evil spell only)

Penumbra Domain

Granted Powers

Shadows Without (Su) You have learned to hide in the shadows of your surroundings. You add Stealth to your list of Cleric class skills and you gain a +4 to your Stealth check when trying to hide in a shadowy environment.

Shadows Within (Su) You have learned to harness your own shadow to protect your from detection. At 6th level, you may use your shadow to protect yourself as the nondetection spell against any spellcaster that does not have the Penumbra Domain. You may use this ability a number of times per day equal to 3 plus your Wisdom modifier. The effect last a number of rounds equal to your Wisdom modifier.

Domain Spells

1st—Obscuring Mist: Fog surrounds you.

2nd—Obscure Object: Masks object against scrying.

3rd—Eclipse, Lesser: AaW spell, see below.

4th—Shadow Conjunction: Mimics conjunction below 4th level, but only 20% real.

5th—Eclipse: AaW spell, see below.

6th—Project Image: Illusory double can talk and cast spells.

7th—Shadow Conjunction, Greater: As shadow conjunction, but up to 6th level and 60% real.

8th—Eclipse, Greater: AaW spell, see below.

9th—Shades: As shadow conjunction, but up to 8th level and 80% real.

Eclipse, Lesser

Abjuration

Level: Clr 3, Drd 3, Rgr 2, Sha 3, Sor/Wiz 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

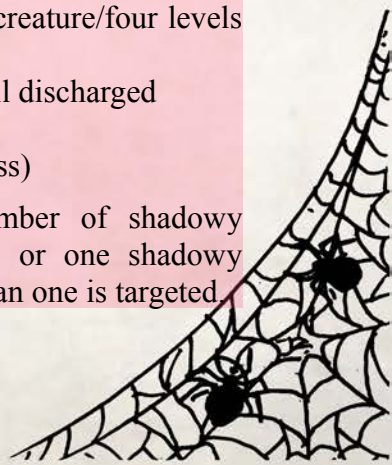
Target or Area: Self OR one creature/four levels (Five maximum at 20th level)

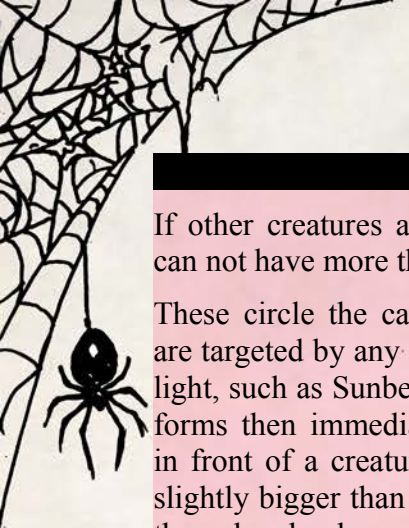
Duration: 10 min./level or until discharged

Saving Throw: None

Spell Resistance: Yes (Harmless)

Lesser Eclipse creates a number of shadowy versions of yourself (if Self) or one shadowy version of a creature if more than one is targeted.





If other creatures are targeted by the spell, they can not have more than one shadowy form each.

These circle the caster and any allies until they are targeted by any spell which causes damage by light, such as Sunbeam or Sunburst. The shadowy forms then immediately coalesce and/or solidify in front of a creature in a size and shape that is slightly bigger than their form. This solid shadow then absorbs damage from the light before being discharged.

Each shadowy figure is able to absorb 20 points before being discharged. Any figures protecting the caster are also able to absorb additional points equal to one quarter the caster's level, rounded down (e.g. 22 points in total if the caster is 8th level).

Protection from a Lesser Eclipse spell overlaps (and does not stack with) any other spell that wards a character from damage by light.

Eclipse

Abjuration

Level: Clr 5, Drd 5, Rgr 4, Sha 5, Sor/Wiz 5

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target or Area: Self OR one creature/four levels (Five maximum at 20th level)

Duration: 10 min./level or until discharged

Saving Throw: None

Spell Resistance: Yes (Harmless)

Eclipse creates a number of shadowy versions of yourself (if Self) or one shadowy version of a creature if more than one is targeted. If other creatures are targeted by the spell, they can not have more than one shadowy form each.

These circle the caster and any allies until they are targeted by any spell which causes damage by light, such as Sunbeam or Sunburst. The shadowy forms then immediately coalesce and/or solidify in front of a creature in a size and shape that is slightly bigger than their form. This solid shadow then absorbs damage from the light before being discharged.

Each shadowy figure is able to absorb 25 points before being discharged. Any figures protecting the caster are also able to absorb additional points equal to half the caster's level, rounded down (e.g. 31 points in total if the caster is 12th level).

Protection from an Eclipse spell overlaps (and does not stack with) any other spell that wards a character from damage by light.

Eclipse, Greater

Abjuration

Level: Clr 8, Drd 8, Sha 8, Sor/Wiz 8

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target or Area: Self OR one creature/four levels (Five maximum at 20th level)

Duration: 10 min./level or until discharged

Saving Throw: None

Spell Resistance: Yes (Harmless)

Greater Eclipse creates a number of shadowy versions of yourself (if Self) or one shadowy version of a creature if more than one is targeted. If other creatures are targeted by the spell, they can not have more than one shadowy form each.

These circle the caster and any allies until they are targeted by any spell which causes damage by light, such as Sunbeam or Sunburst. The shadowy forms then immediately coalesce and/or solidify in front of a creature in a size and shape that is slightly bigger than their form. This solid shadow then absorbs damage from the light before being discharged.

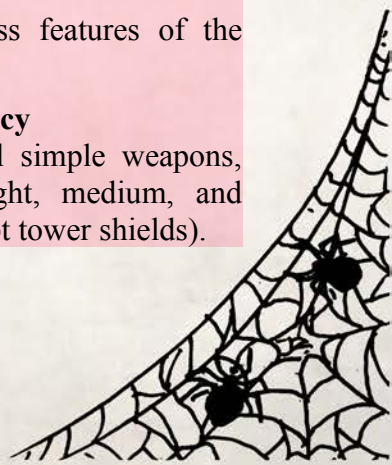
Protection from a Greater Eclipse spell overlaps (and does not stack with) any other spell that wards a character from damage by light.

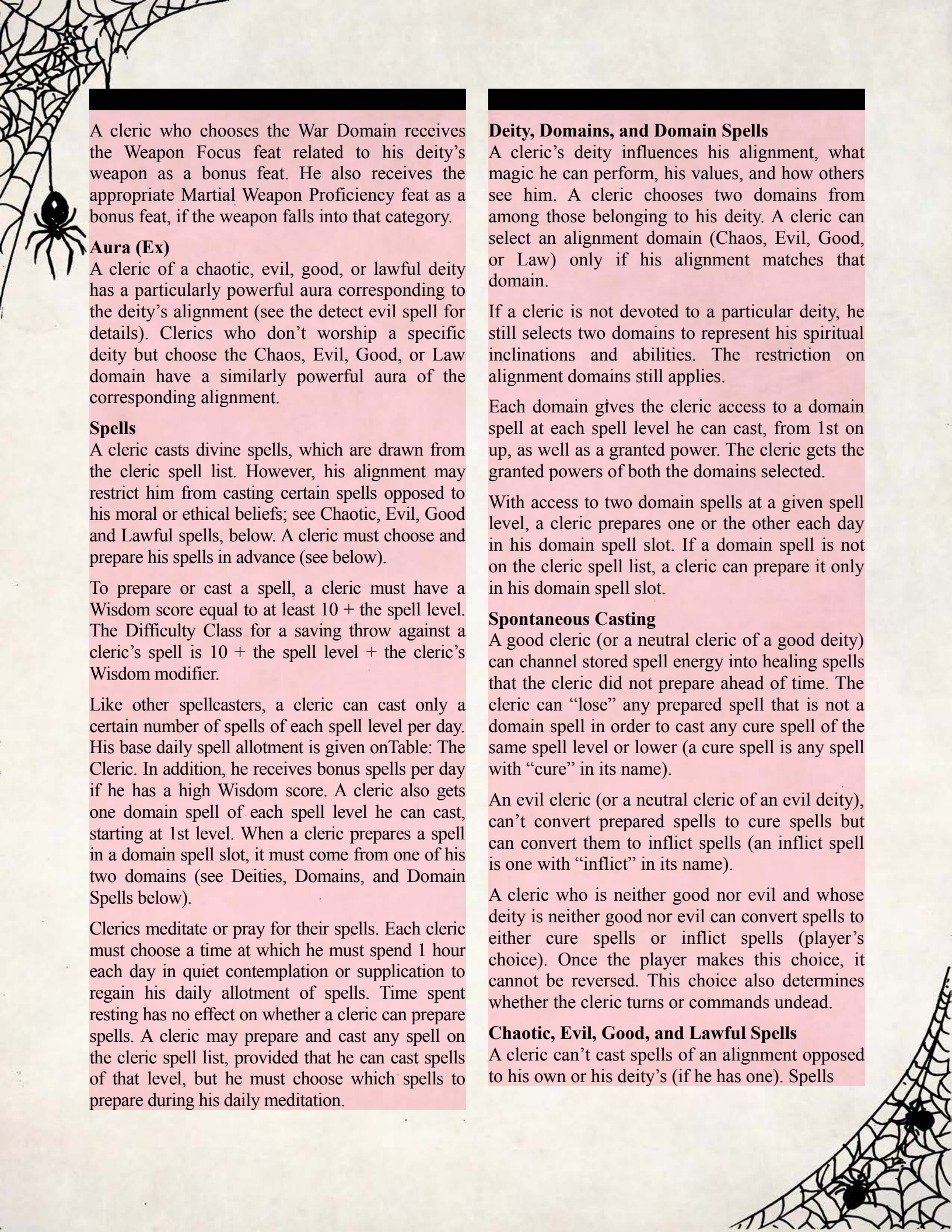
Class Features

All of the following are class features of the cleric.

Weapon and Armor Proficiency

Clerics are proficient with all simple weapons, with all types of armor (light, medium, and heavy), and with shields (except tower shields).





A cleric who chooses the War Domain receives the Weapon Focus feat related to his deity's weapon as a bonus feat. He also receives the appropriate Martial Weapon Proficiency feat as a bonus feat, if the weapon falls into that category.

Aura (Ex)

A cleric of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the detect evil spell for details). Clerics who don't worship a specific deity but choose the Chaos, Evil, Good, or Law domain have a similarly powerful aura of the corresponding alignment.

Spells

A cleric casts divine spells, which are drawn from the cleric spell list. However, his alignment may restrict him from casting certain spells opposed to his moral or ethical beliefs; see Chaotic, Evil, Good and Lawful spells, below. A cleric must choose and prepare his spells in advance (see below).

To prepare or cast a spell, a cleric must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a cleric's spell is 10 + the spell level + the cleric's Wisdom modifier.

Like other spellcasters, a cleric can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: The Cleric. In addition, he receives bonus spells per day if he has a high Wisdom score. A cleric also gets one domain spell of each spell level he can cast, starting at 1st level. When a cleric prepares a spell in a domain spell slot, it must come from one of his two domains (see Deities, Domains, and Domain Spells below).

Clerics meditate or pray for their spells. Each cleric must choose a time at which he must spend 1 hour each day in quiet contemplation or supplication to regain his daily allotment of spells. Time spent resting has no effect on whether a cleric can prepare spells. A cleric may prepare and cast any spell on the cleric spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation.

Deity, Domains, and Domain Spells

A cleric's deity influences his alignment, what magic he can perform, his values, and how others see him. A cleric chooses two domains from among those belonging to his deity. A cleric can select an alignment domain (Chaos, Evil, Good, or Law) only if his alignment matches that domain.

If a cleric is not devoted to a particular deity, he still selects two domains to represent his spiritual inclinations and abilities. The restriction on alignment domains still applies.

Each domain gives the cleric access to a domain spell at each spell level he can cast, from 1st on up, as well as a granted power. The cleric gets the granted powers of both the domains selected.

With access to two domain spells at a given spell level, a cleric prepares one or the other each day in his domain spell slot. If a domain spell is not on the cleric spell list, a cleric can prepare it only in his domain spell slot.

Spontaneous Casting

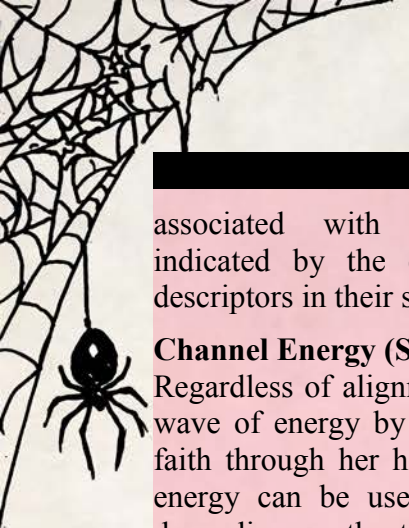
A good cleric (or a neutral cleric of a good deity) can channel stored spell energy into healing spells that the cleric did not prepare ahead of time. The cleric can "lose" any prepared spell that is not a domain spell in order to cast any cure spell of the same spell level or lower (a cure spell is any spell with "cure" in its name).

An evil cleric (or a neutral cleric of an evil deity), can't convert prepared spells to cure spells but can convert them to inflict spells (an inflict spell is one with "inflict" in its name).

A cleric who is neither good nor evil and whose deity is neither good nor evil can convert spells to either cure spells or inflict spells (player's choice). Once the player makes this choice, it cannot be reversed. This choice also determines whether the cleric turns or commands undead.

Chaotic, Evil, Good, and Lawful Spells

A cleric can't cast spells of an alignment opposed to his own or his deity's (if he has one). Spells



associated with particular alignments are indicated by the chaos, evil, good, and law descriptors in their spell descriptions.

Channel Energy (Su)

Regardless of alignment, any cleric can release a wave of energy by channeling the power of her faith through her holy (or unholy) symbol. This energy can be used to cause or heal damage, depending on the type of energy channeled and the creatures targeted.

A good cleric (or a neutral cleric who worships a good deity) channels positive energy and can choose to deal damage to undead creatures or to heal living creatures. An evil cleric (or a neutral cleric who worships an evil deity) channels negative energy and can choose to deal damage to living creatures or to heal undead creatures. A neutral cleric of a neutral deity (or one who is not devoted to a particular deity) must choose whether she channels positive or negative energy. Once this choice is made, it cannot be reversed. This decision also determines whether the cleric can cast spontaneous cure or inflict spells (see spontaneous casting).

Channeling energy causes a burst that affects all creatures of one type (either undead or living) in a 30-foot radius centered on the cleric. The amount of damage dealt or healed is equal to 1d6 points of damage plus 1d6 points of damage for every two cleric levels beyond 1st (2d6 at 3rd, 3d6 at 5th, and so on). Creatures that take damage from channeled energy receive a Will save to halve the damage. The DC of this save is equal to 10 + 1/2 the cleric's level + the cleric's Charisma modifier. Creatures healed by channel energy cannot exceed their maximum hit point total—all excess healing is lost. A cleric may channel energy a number of times per day equal to 3 + her Charisma modifier. This is a standard action that does not provoke an attack of opportunity. A cleric can choose whether or not to include herself in this effect.

A cleric must be able to present her holy symbol to use this ability.

Drow Fighter/Wizards (Evokers) CR 8



XP 4,800

NE Medium Humanoid (Ftr3/Wiz4)

Init +3; **Senses** darkvision 120 ft.; **Perception** +5

DEFENSE

AC 15, touch 15, flat-footed 12 (+2 ring of protection, +3 Dex; before any encounter, these attack co-ordinators cast *Mage Armor* and *Cat's Grace* to increase their AC to 21)

hp 38 (4d6+4 plus 3d10+3)

Fort +5, **Ref** +5, **Will** +5 (+6 vs. fear)

Immune sleep; **SR** 13

Weaknesses Light blindness

OFFENSE

Speed 30ft. (6 squares)

Melee +2 Rapier +10 (1d6+2/18-20) OR
Unarmed Strike +8 melee (1d3)

Ranged +1 Hand Crossbow +10 (1d4+1 plus poison)

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

Special Attacks Arcane bonded ring (darkness), Poison, Spells, Spell-like Abilities

STATISTICS

Str 11, **Dex** 16, **Con** 13, **Int** 17, **Wis** 10, **Cha** 10

Base Atk +5; **CMB** +5; **CMD** 18

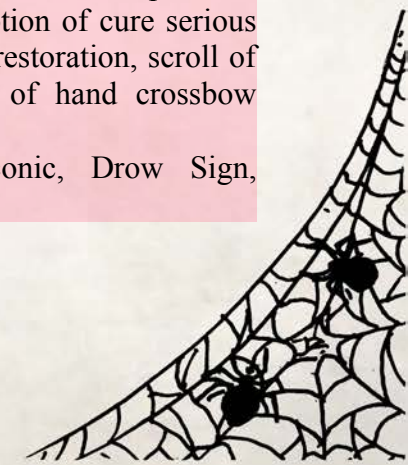
Feats Combat Casting, Eschew Materials, Rapid Reload, Scribe Scroll, Summon Familiar, Weapon Finesse, Weapon Focus (hand crossbow)

Skills Acrobatics +3, Craft (weaponsmith) +13, Decipher Script +10, Intimidate +6, Knowledge (arcana) +10, Knowledge (dungeoneering) +6, Perception +5, Spellcraft +10

Special Qualities Arcane bond, Bravery (+1), Darkvision, 120 ft., Immunity to sleep spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects, Light Blindness, Spell resistance equal to 6 + class levels (13)

Treasure +2 Ring of Protection, +2 rapier, +1 hand crossbow, house pin, potion of cure serious wounds x 3, potion of lesser restoration, scroll of restoration, 20 pp, 6 boxes of hand crossbow bolts, traveling spellbook

Languages Common, Draconic, Drow Sign, Elven, Goblin, Undercommon





Poison Use (Ex)

Drow are skilled in the use of poison and never risk accidentally poisoning themselves. Drow favor an insidious toxin that causes its victims to lapse into unconsciousness—this poison allows Drow to capture slaves with great ease.

Drow Poison—injury; save Fort DC 13; frequency 1/minute for 2 minutes; initial effect unconsciousness for 1 minute; secondary effect unconsciousness for 2d4 hours; cure 1 save. Drow typically coat arrows and crossbow bolts with this poison, but it can also be applied to a melee weapon.

Spells -Evokers (Enchantment and Illusion forbidden schools)

0th – (4+1) DC 13 *Acid Splash, Flare, Ray of Frost, Touch of Fatigue + Ray of Frost* (Also in spellbook – *Dancing Lights, Disrupt Undead, Light, Open/Close*)

1st – (4+1) DC 14 *Mage Armor, Magic Missile, Magic Missile, Ray of Enfeeblement + Shocking Grasp* (Also in spellbook – *Burning Hands, Floating Disc, Grease*)

2nd – (3+1) DC 15 *Cat's Grace, Flaming Sphere, Web + Scorching Ray* (Also in spellbook – *Darkness, Gust of Wind, Shatter*)

Class Features

Weapon and Armor Proficiency

A fighter is proficient with all simple and martial weapons and with all armor (heavy, medium, and light) and shields (including tower shields).

Wizards are proficient with the club, dagger, heavy crossbow, light crossbow, and quarterstaff, but not with any type of armor or shield. Armor of any type interferes with a wizard's movements, which can cause her spells with somatic components to fail.

Spells

A wizard casts arcane spells which are drawn from the sorcerer/wizard spell list. A wizard must choose and prepare her spells ahead of time (see below).

To learn, prepare, or cast a spell, the wizard must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a wizard's spell is 10 + the spell level + the wizard's Intelligence modifier.

Like other spellcasters, a wizard can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: The Wizard. In addition, she receives bonus spells per day if she has a high Intelligence score.

Unlike a bard or sorcerer, a wizard may know any number of spells. She must choose and prepare her spells ahead of time by getting a good night's sleep and spending 1 hour studying her spellbook. While studying, the wizard decides which spells to prepare.

Bonus Languages

A wizard may substitute Draconic for one of the bonus languages available to the character because of her race.





Drow Knights

CR 7



XP 3,200

LE Medium Humanoid (Elf) (Ftr6)

Init +3; **Senses** darkvision 120 ft.

DEFENSE

AC 18, touch 14, flat-footed 15 (+5 chainshirt +1, +1 ring of protection, +3 Dex)

hp 39 (6d10+6)

Fort +6, **Ref** +5, **Will** +1 (+2 vs. fear)

Immune sleep; **SR** 12

Weaknesses Light blindness

OFFENSE

Speed 30ft. (6 squares), riding deinonychus 60 ft. (12 squares)

Melee +1 Lance +11 (1d8+3/x3, x3 on a charge)

OR Greatsword +8 (2d6 19-20) OR Unarmed

Strike +8 (1d3+2)

Ranged +1 Hand Crossbow +10 (1d4+1 plus poison)

Special Attacks Poison, Spells, Spell-like abilities

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

STATISTICS

Str 14, **Dex** 16, **Con** 12, **Int** 12, **Wis** 8, **Cha** 16

Base Atk +6; **CMB** +8; **CMD** 21

Feats Animal Affinity, Mounted Archery, Mounted Combat, Rapid Reload, Ride-By Attack, Spirited Charge, Weapon Focus (lance)

Skills Handle Animal +14, Intimidate +12, Jump +11, Ride +16 (+18 to stay in the saddle)

Special Qualities Armor Training, Bravery, Darkvision, 120 ft., Immunity to sleep spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects, Light Blindness, Spell resistance equal to 6 + class levels (12), Weapon Training +1 (spears)

Treasure +1 chain shirt, +1 hand crossbow, +1 lance, Drow-blood ring of protection +1, basic house pin, masterwork military saddle, potion of cure light wounds x 2, 20 pp, 6 boxes of hand crossbow bolts

Languages Common, Drow Sign, Elven, Undercommon

Poison Use (Ex)

Drow are skilled in the use of poison and never risk accidentally poisoning themselves. Drow favor an insidious toxin that causes its victims to

lapse into unconsciousness—this poison allows Drow to capture slaves with great ease.

Drow Poison—injury; save Fort DC 13; frequency 1/minute for 2 minutes; initial effect unconsciousness for 1 minute; secondary effect unconsciousness for 2d4 hours; cure 1 save. A typical Drow carries 1d4-1 doses of Drow knockout poison. Drow typically coat arrows and crossbow bolts with this poison, but it can also be applied to a melee weapon.

Class Features

Weapon and Armor Proficiency

A fighter is proficient with all simple and martial weapons and with all armor (heavy, medium, and light) and shields (including tower shields)

Bravery (Ex)

Starting at 2nd level, a fighter gains a +1 bonus on Will saves against fear. This bonus increases by +1 for every four levels beyond 2nd.

Armor Training (Ex)

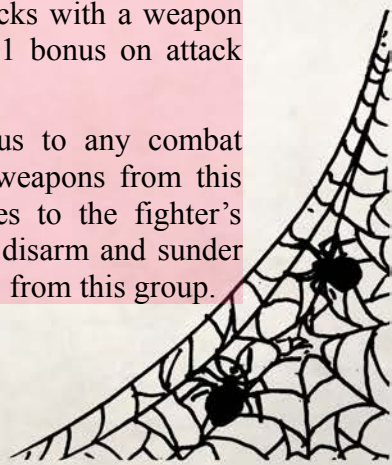
Starting at 3rd level, a fighter learns to be more maneuverable while wearing armor. Whenever he is wearing armor, he reduces the armor check penalty by 1 (to a minimum of 0) and increases the maximum Dexterity bonus allowed by his armor by 1. Every four levels thereafter (7th, 11th, and 15th), these bonuses increase by +1 each time, to a maximum –4 reduction of the armor check penalty and a +4 increase of the maximum Dexterity bonus allowed.

In addition, a fighter can also move at his normal speed while wearing medium armor. At 7th level, a fighter can move at his normal speed while wearing heavy armor.

Weapon Training (Ex)

Starting at 5th level, a fighter can select one group of weapons. Whenever he attacks with a weapon from this group, he gains a +1 bonus on attack and damage rolls.

A fighter also adds this bonus to any combat maneuver checks made with weapons from this group. This bonus also applies to the fighter's CMD when defending against disarm and sunder attempts made against weapons from this group.





Drow Raiders

CR4



NE Medium Humanoid (Elf)

Init +6; **Senses** Darkvision (120 feet), Low-Light Vision; **Perception** +3

DEFENSE

AC 19, touch 13, flat-footed 17 (+4 armor, +1 shield, +2 Dex, +1 deflection, +1 insignia)
hp 44 (5d10+10)

Fort +6, **Ref** +3, **Will** +4

Defensive Abilities Bravery +1; Immune sleep; Resist Elven Immunities; **SR** 11

Weakness Light Blindness

OFFENSE

Spd 30 ft.

Melee Rapier +6 (1d6+1/18-20/x2) and Unarmed Strike +6 (1d3+1/20/x2)

Ranged Crossbow, Hand +9 (1d4+1/19-20/x2)

Special Attacks Weapon Training: Crossbows

Spell-Like Abilities *Dancing Lights* (1/day), *Darkness* (1/day), *Faerie Fire* (1/day)

STATISTICS

Str 13, **Dex** 15, **Con** 14, **Int** 12, **Wis** 12, **Cha** 10

Base Atk +5; **CMB** +7; **CMD** 19

Feats Agile Maneuvers, Improved Initiative, Iron Will, Point Blank Shot, Weapon Finesse, Weapon Focus: Crossbow, Hand

Skills Acrobatics +6, Climb +7, Escape Artist +1, Fly +1, Handle Animal +5, Intimidate +5, Knowledge (Dungeoneering) +6, Perception +3, Ride +1, Stealth +3, Survival +5, Swim +5

Languages Drow, Drow Sign Language, Elven, Undercommon

SQ Armor Training 1 (Ex), Poison Use (Ex)

Combat Gear +1 Studded Leather, Bolts, Crossbow (20), Buckler, Crossbow, Hand, Rapier;

Other Gear Ring of Protection, +1

ECOLOGY

Environment Underground

Organization Squad (2-4), patrol (5-8 plus 2 2nd level sergeants and 1 leader of 3rd-6th level), or band (20-50 plus 10% noncombatants, as well as 1 2nd level sergeant per 5 adults, 2d4 6th level lieutenants, and 1d4 9th level captains).

Treasure Standard

SPECIAL ABILITIES

Agile Maneuvers Use DEX instead of STR for CMB

Armor Training 1 (Ex) Worn armor -1 check penalty, +1 max DEX.

Bravery +1 (Ex) +1 Will save vs. Fear

Dancing Lights (1/day) (Sp) Cast *Dancing Lights* once per day.

Darkness (1/day) (Sp) Cast *Darkness* once per day.

Darkvision (120 feet) You can see in the dark (black and white vision only)

Drow Immunities – Sleep You are immune to Sleep effects.

Elven Immunities +2 save bonus vs Enchantments.

Faerie Fire (1/day) (Sp) Cast *Faerie Fire* once per day

Light Blindness (Ex) Blinded for 1r in bright light, dazzled as long as they remain in it

Low-Light Vision See twice as far as a human in low light, distinguishing color and detail

Point Blank Shot +1 to attack and damage rolls with ranged weapons at up to 30 feet

Poison Use (Ex) You do not risk poisoning yourself accidentally while poisoning a weapon

Spell Resistance (11) You have Spell Resistance.

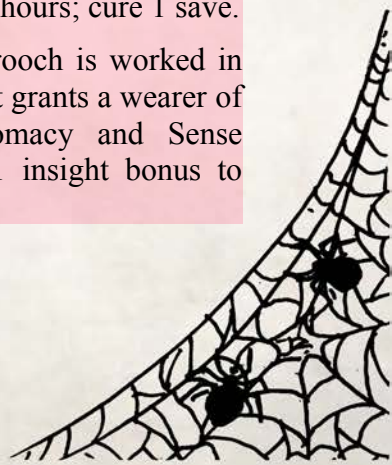
Weapon Training: Crossbows +1 (Ex) +1 Attack, Damage, CMB, CMD with Crossbows

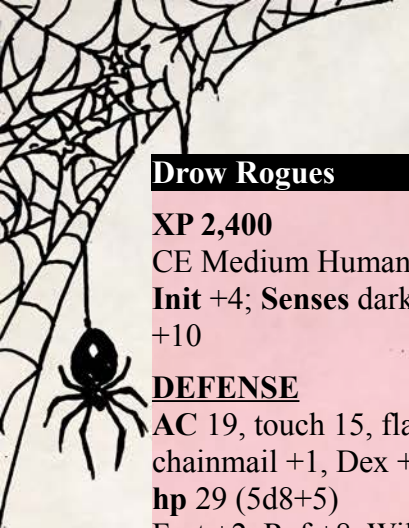
Drow & Poison:

Drow are skilled in the use of poison and never risk accidentally poisoning themselves. Drow favor an insidious toxin that causes its victims to lapse into unconsciousness—this poison allows drow to capture slaves with great ease.

Drow Poison—injury; save Fort DC 13; frequency 1/minute for 2 minutes; initial effect unconsciousness for 1 minute; secondary effect unconsciousness for 2d4 hours; cure 1 save.

Drow House Insignia This brooch is worked in the design of House Gullion. It grants a wearer of House Gullion +5 to Diplomacy and Sense Motive skill checks and a +1 insight bonus to Armor Class.





Drow Rogues

CR 6



XP 2,400

CE Medium Humanoid (Rog5)

Init +4; **Senses** darkvision 120 ft., **Perception** +10

DEFENSE

AC 19, touch 15, flat-footed 16 (+6 Drow Elven chainmail +1, Dex +3)

hp 29 (5d8+5)

Fort +2, **Ref** +8, **Will** +3

Immune sleep; **SR** 12

Weaknesses Light blindness

OFFENSE

Speed 30ft. (6 squares)

Melee Masterwork short sword +5 (1d6+1/19-20)

OR Unarmed Strike +4 melee (1d3+1)

Ranged +2 Hand Crossbow of Subtlety +9 (1d4+2 plus poison plus 3 bleed damage per round), +1 to the attack if within 30 ft., +4 if being used to sneak attack) (These two Drow will only attack with ranged weapons, looking to get the best position to sneak attack opponents. They will not hesitate to fire into melee. They flee if they fall below a quarter of their hit points)

Special Attacks Poison, Sneak Attack (+3d6), Spells, Spell-like abilities

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

STATISTICS

Str 12, **Dex** 18, **Con** 12, **Int** 12, **Wis** 14, **Cha** 10

Base Atk +3; **CMB** +4; **CMD** 18

Feats Point Blank Shot, Precise Shot, Weapon Finesse

Skills Acrobatics +10, Climb +7, Intimidate +8, Perception +10, Stealth +10, Use Magic Device +8

Special Qualities Darkvision, 120 ft., Evasion, Immunity to sleep spells and effects and a +2 racial saving throw bonus against enchantment spells or effects, Rogue Talent (Bleeding Attack), Spell resistance equal to 6 + class levels (12), Trap Sense, Trapfinding, Uncanny Dodge

Treasure +1 Drow Elven chain, +2 Drow-blood Hand Crossbow of Subtlety, masterwork short sword house pin, potion of cure light wounds, 2 pp, 15 gp, 6 boxes of hand crossbow bolts

Languages Common, Drow Sign, Elven, Undercommon

Spell-like abilities

Drow can use the following spell-like abilities once per day: dancing lights, darkness, faerie fire. Caster level equals the Drow's class levels.

Poison Use (Ex)

Drow are skilled in the use of poison and never risk accidentally poisoning themselves. Drow favor an insidious toxin that causes its victims to lapse into unconsciousness—this poison allows Drow to capture slaves with great ease.

Drow Poison—injury; save Fort DC 13; frequency 1/minute for 2 minutes; initial effect unconsciousness for 1 minute; secondary effect unconsciousness for 2d4 hours; cure 1 save. A typical Drow carries 1d4-1 doses of Drow knockout poison. Drow typically coat arrows and crossbow bolts with this poison, but it can also be applied to a melee weapon.

Class Features

All of the following are class features of the rogue.

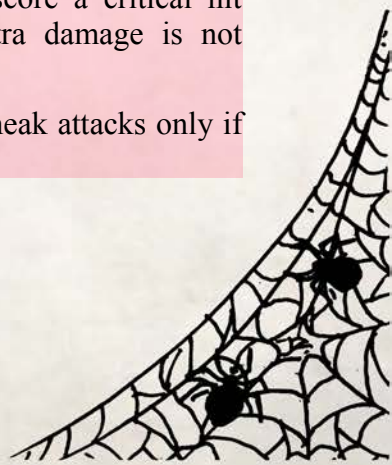
Weapon and Armor Proficiency

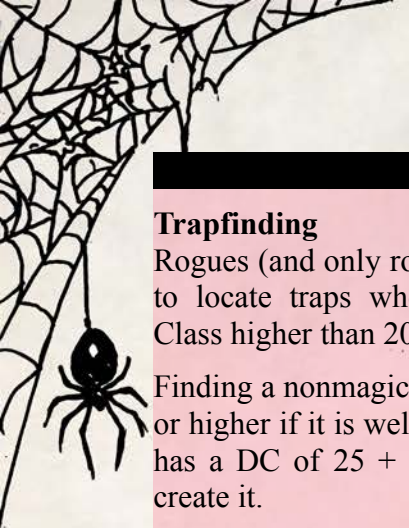
Rogues are proficient with all simple weapons, plus the hand crossbow, rapier, sap, shortbow, and short sword. Rogues are proficient with light armor, but not with shields.

If a rogue can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

The rogue's attack deals extra damage any time her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks her target. This extra damage is 1d6 at 1st level, and it increases by 1d6 every two rogue levels thereafter. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can count as sneak attacks only if the target is within 30 feet.





Trapfinding

Rogues (and only rogues) can use the Search skill to locate traps when the task has a Difficulty Class higher than 20.

Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it.

Rogues (and only rogues) can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it.

A rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

Evasion (Ex)

At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

Trap Sense (Ex)

At 3rd level, a rogue gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the rogue reaches 6th level, to +3 when she reaches 9th level, to +4 when she reaches 12th level, to +5 at 15th, and to +6 at 18th level.

Uncanny Dodge (Ex)

Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

If a rogue already has uncanny dodge from a different class she automatically gains improved uncanny dodge instead.

Drow Warriors

CR 5



XP 1,600

NE Medium Humanoid (Elf) (War 5)

Init +2; **Senses** darkvision 120 ft.

DEFENSE

AC 17, touch 12, flat-footed 15 (+5 Masterwork breastplate with locked gauntlet, Dex +2)

hp 27 (5d8+5)

Fort +5, **Ref** +3, **Will** +3

Immune sleep; **SR** 11

Weaknesses Light blindness

OFFENSE

Speed 20ft. (4 squares)

Melee Masterwork short sword +10 (1d6+3/19-20) OR Unarmed Strike +8 (1d3+3)

Ranged masterwork hand crossbow +7 (1d4 plus poison)

Special Attacks Poison, Spells, Spell-like abilities

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

STATISTICS

Str 16, **Dex** 15, **Con** 12, **Int** 14, **Wis** 10, **Cha** 10

Base Atk +5; **CMB** +8; **CMD** 20

Feats Iron Will, Weapon Focus (short sword)

Skills Climb +8, Intimidate +8, Jump +8, Ride +10

Special Qualities Darkvision, 120 ft., Immunity to sleep spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects, Light Blindness, Spell resistance equal to 6 + class levels (16)

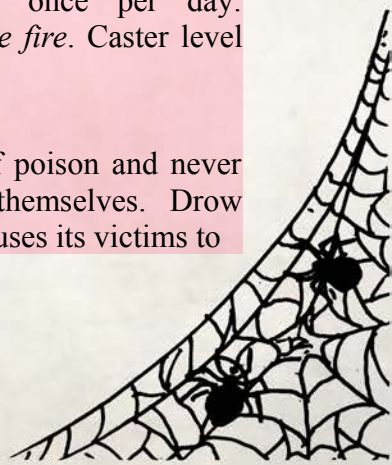
Treasure Masterwork breastplate, masterwork short sword, masterwork hand crossbow, house pin, potion of cure light wounds, 25 pp, 6 boxes of hand crossbow bolts

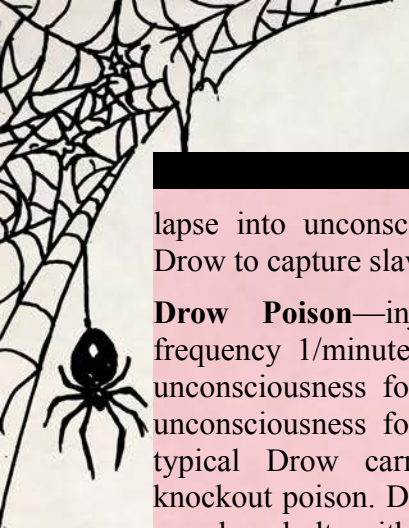
Languages Common, Drow Sign, Elven, Goblin, Undercommon

Spell-like abilities (Su) Drow can use the following spell-like abilities once per day: *dancing lights*, *darkness*, *faerie fire*. Caster level equals the Drow's class levels.

Poison Use (Ex)

Drow are skilled in the use of poison and never risk accidentally poisoning themselves. Drow favor an insidious toxin that causes its victims to





lapse into unconsciousness—this poison allows Drow to capture slaves with great ease.

Drow Poison—injury; save Fort DC 13; frequency 1/minute for 2 minutes; initial effect unconsciousness for 1 minute; secondary effect unconsciousness for 2d4 hours; cure 1 save. A typical Drow carries 1d4-1 doses of Drow knockout poison. Drow typically coat arrows and crossbow bolts with this poison, but it can also be applied to a melee weapon.

Weapon and Armor Proficiency

The warrior is proficient in the use of all simple and martial weapons and all armor and shields.

Dwarven Cleric

CR 7



XP 3,200

LG Medium Humanoid (Clr 7)

Init +0; **Senses** darkvision 60 ft.; **Perception** +6

DEFENSE

AC 20, touch 10, flat-footed 20 (+5 chain shirt +1, +5 tower shield +1)

hp 45 (7d8+14)

Fort +7, **Ref** +4, **Will** +8

OFFENSE

Speed 20ft. (4 squares)

Melee +1 Heavy Mace +7 (1d8+1/x2)

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

Special Attacks Spells

STATISTICS

Str 12, **Dex** 10, **Con** 14, **Int** 8, **Wis** 16, **Cha** 13

Base Atk +5; **CMB** +6; **CMD** 16 (+4 vs. Bull

Rush or Trip while standing on the ground)

Feats Extra Channel, Lightning Reflexes, Shield Proficiency (Tower)

Skills Heal +7, Knowledge (religion) +2, Perception +6, Sense Motive +6

Special Qualities Channel Energy (6/day; 4d6),

Domains Protection and Travel

Treasure Chain shirt +1, tower shield +1, heavy mace +1, Brooch of Shielding (73 points remaining), Potion Cure Light Wounds (3), Potion Cure Moderate Wounds, Potion Lesser Restoration, Potion Neutralize Poison (2), 4d6 gp; 3 gems, 50gp each (one each of bloodstone, red garnet, red spinel)

Spells

0th – (6) DC 13 *Create Water, Detect Magic, Detect Poison, Guidance, Read Magic,*

Resistance

1st – (5+1) DC 14 *Bane, Bless, Detect Undead, Hide from Undead, Shield of Faith + Sanctuary*

2nd – (4+1) DC 15 *Hold Person, Remove Paralysis, Sound Burst, Spiritual Weapon + Shield Other*

3rd – (3+1) DC 16 *Magic Circle Against Evil, Searing Light, Wind Wall + Fly*

4th – (1+1) DC 17 *Neutralize Poison + Dimension Door*

Domains

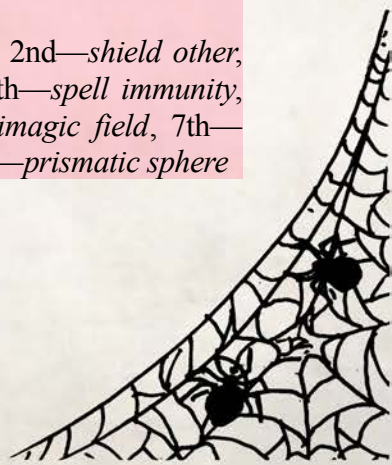
Protection Domain

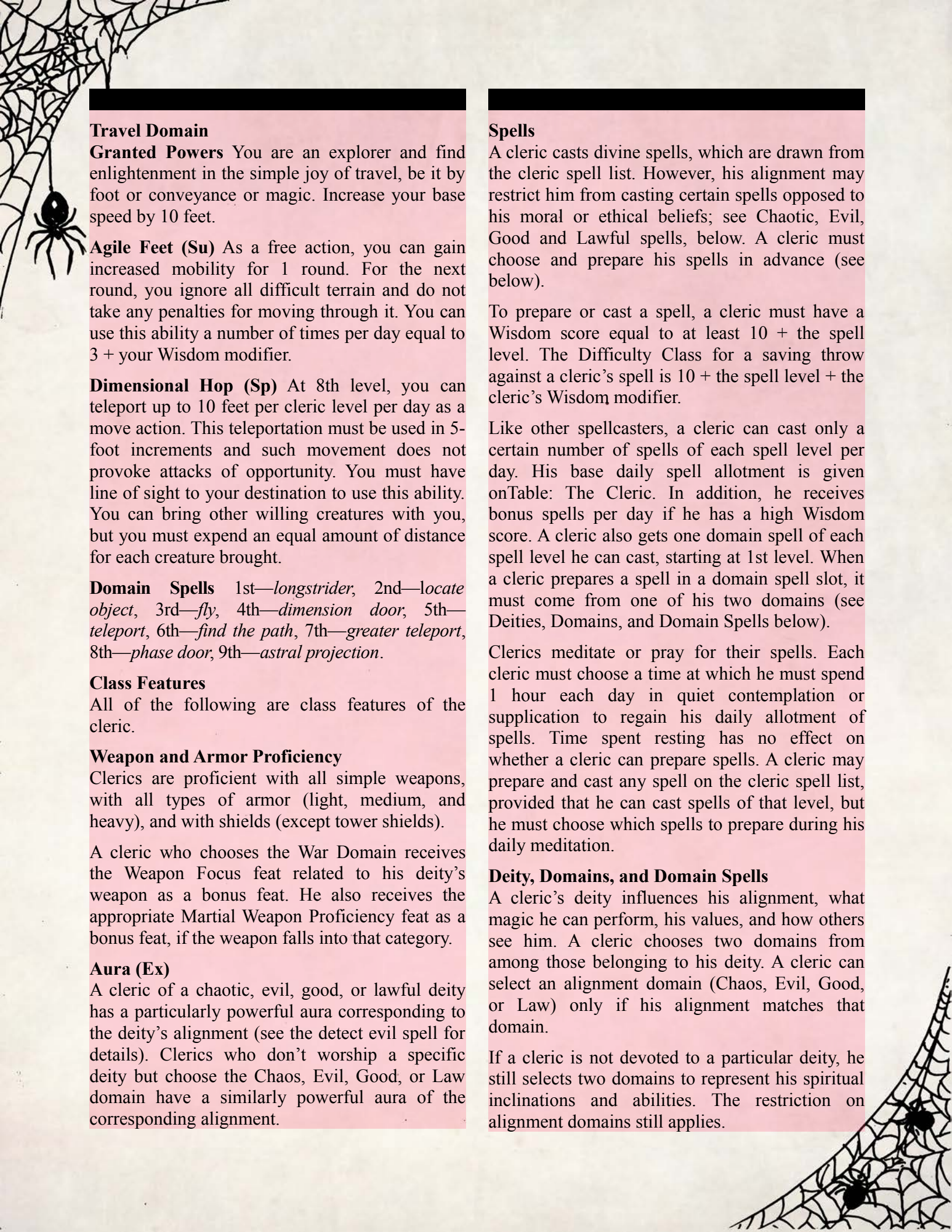
Granted Powers Your faith is your greatest source of protection, and you can use that faith to defend others. In addition, you receive a +1 resistance bonus on saving throws. This bonus increases by 1 for every 5 levels you possess.

Resistant Touch (Sp): As a standard action, you can touch an ally to grant him your resistance bonus for 1 minute. When you use this ability, you lose your resistance bonus granted by the Protection domain for 1 minute. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Aura of Protection (Su) At 8th level, you can emit a 30-foot aura of protection for a number of rounds per day equal to your cleric level. You and your allies within this aura gain a +1 deflection bonus to AC and resistance 5 against all elements (acid, cold, electricity, fire, and sonic). The deflection bonus increases by +1 for every four cleric levels you possess beyond 8th. At 14th level, the resistance against all elements increases to 10. These rounds do not need to be consecutive.

Domain Spells 1st—*sanctuary*, 2nd—*shield other*, 3rd—*protection from energy*, 4th—*spell immunity*, 5th—*spell resistance*, 6th—*antimagic field*, 7th—*repulsion*, 8th—*mind blank*, 9th—*prismatic sphere*





Travel Domain

Granted Powers You are an explorer and find enlightenment in the simple joy of travel, be it by foot or conveyance or magic. Increase your base speed by 10 feet.

Agile Feet (Su) As a free action, you can gain increased mobility for 1 round. For the next round, you ignore all difficult terrain and do not take any penalties for moving through it. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Dimensional Hop (Sp) At 8th level, you can teleport up to 10 feet per cleric level per day as a move action. This teleportation must be used in 5-foot increments and such movement does not provoke attacks of opportunity. You must have line of sight to your destination to use this ability. You can bring other willing creatures with you, but you must expend an equal amount of distance for each creature brought.

Domain Spells 1st—*longstrider*, 2nd—*locate object*, 3rd—*fly*, 4th—*dimension door*, 5th—*teleport*, 6th—*find the path*, 7th—*greater teleport*, 8th—*phase door*, 9th—*astral projection*.

Class Features

All of the following are class features of the cleric.

Weapon and Armor Proficiency

Clerics are proficient with all simple weapons, with all types of armor (light, medium, and heavy), and with shields (except tower shields).

A cleric who chooses the War Domain receives the Weapon Focus feat related to his deity's weapon as a bonus feat. He also receives the appropriate Martial Weapon Proficiency feat as a bonus feat, if the weapon falls into that category.

Aura (Ex)

A cleric of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the detect evil spell for details). Clerics who don't worship a specific deity but choose the Chaos, Evil, Good, or Law domain have a similarly powerful aura of the corresponding alignment.

Spells

A cleric casts divine spells, which are drawn from the cleric spell list. However, his alignment may restrict him from casting certain spells opposed to his moral or ethical beliefs; see Chaotic, Evil, Good and Lawful spells, below. A cleric must choose and prepare his spells in advance (see below).

To prepare or cast a spell, a cleric must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a cleric's spell is 10 + the spell level + the cleric's Wisdom modifier.

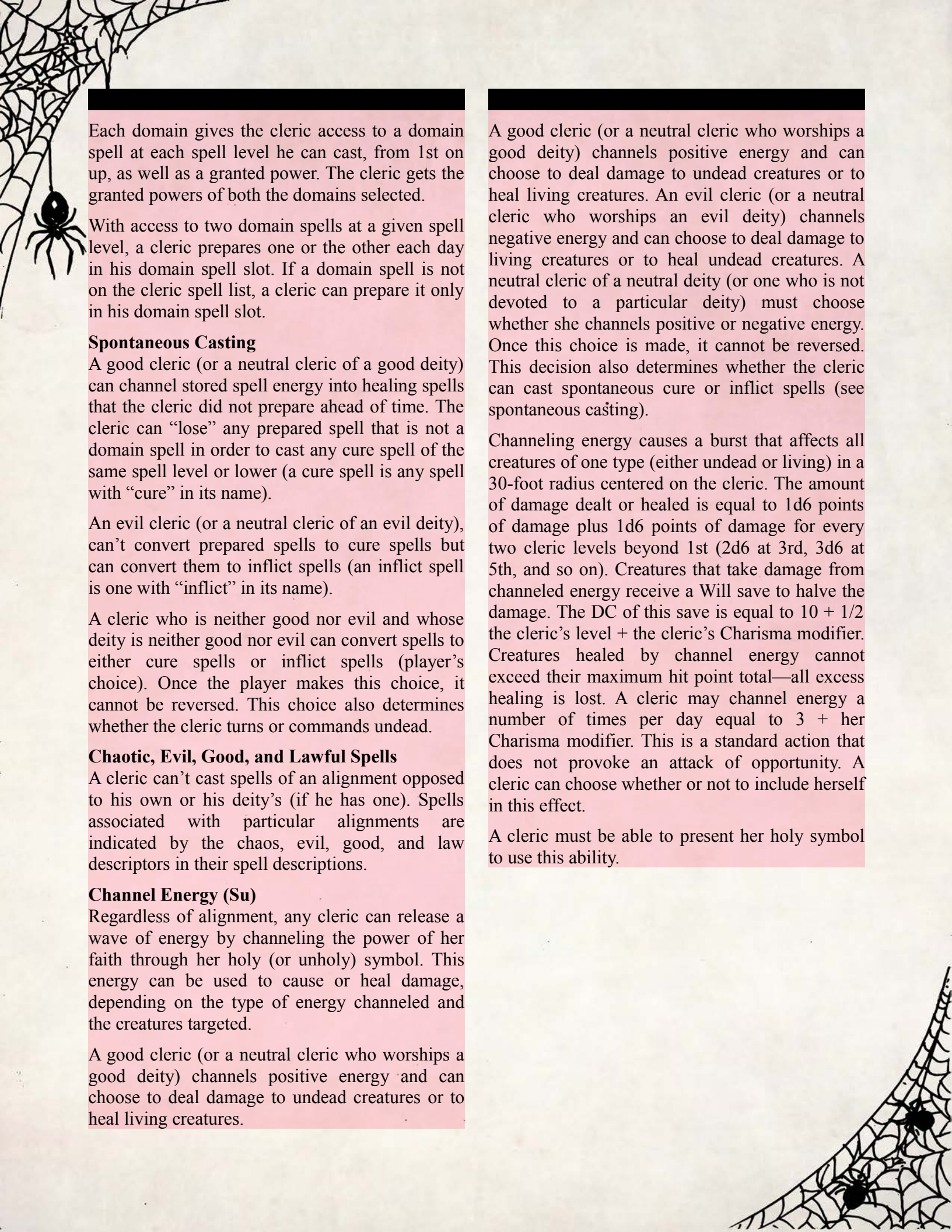
Like other spellcasters, a cleric can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: The Cleric. In addition, he receives bonus spells per day if he has a high Wisdom score. A cleric also gets one domain spell of each spell level he can cast, starting at 1st level. When a cleric prepares a spell in a domain spell slot, it must come from one of his two domains (see Deities, Domains, and Domain Spells below).

Clerics meditate or pray for their spells. Each cleric must choose a time at which he must spend 1 hour each day in quiet contemplation or supplication to regain his daily allotment of spells. Time spent resting has no effect on whether a cleric can prepare spells. A cleric may prepare and cast any spell on the cleric spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation.

Deity, Domains, and Domain Spells

A cleric's deity influences his alignment, what magic he can perform, his values, and how others see him. A cleric chooses two domains from among those belonging to his deity. A cleric can select an alignment domain (Chaos, Evil, Good, or Law) only if his alignment matches that domain.

If a cleric is not devoted to a particular deity, he still selects two domains to represent his spiritual inclinations and abilities. The restriction on alignment domains still applies.



Each domain gives the cleric access to a domain spell at each spell level he can cast, from 1st on up, as well as a granted power. The cleric gets the granted powers of both the domains selected.

With access to two domain spells at a given spell level, a cleric prepares one or the other each day in his domain spell slot. If a domain spell is not on the cleric spell list, a cleric can prepare it only in his domain spell slot.

Spontaneous Casting

A good cleric (or a neutral cleric of a good deity) can channel stored spell energy into healing spells that the cleric did not prepare ahead of time. The cleric can “lose” any prepared spell that is not a domain spell in order to cast any cure spell of the same spell level or lower (a cure spell is any spell with “cure” in its name).

An evil cleric (or a neutral cleric of an evil deity), can’t convert prepared spells to cure spells but can convert them to inflict spells (an inflict spell is one with “inflict” in its name).

A cleric who is neither good nor evil and whose deity is neither good nor evil can convert spells to either cure spells or inflict spells (player’s choice). Once the player makes this choice, it cannot be reversed. This choice also determines whether the cleric turns or commands undead.

Chaotic, Evil, Good, and Lawful Spells

A cleric can’t cast spells of an alignment opposed to his own or his deity’s (if he has one). Spells associated with particular alignments are indicated by the chaos, evil, good, and law descriptors in their spell descriptions.

Channel Energy (Su)

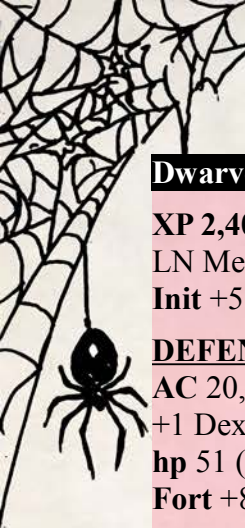
Regardless of alignment, any cleric can release a wave of energy by channeling the power of her faith through her holy (or unholy) symbol. This energy can be used to cause or heal damage, depending on the type of energy channeled and the creatures targeted.

A good cleric (or a neutral cleric who worships a good deity) channels positive energy and can choose to deal damage to undead creatures or to heal living creatures.

A good cleric (or a neutral cleric who worships a good deity) channels positive energy and can choose to deal damage to undead creatures or to heal living creatures. An evil cleric (or a neutral cleric who worships an evil deity) channels negative energy and can choose to deal damage to living creatures or to heal undead creatures. A neutral cleric of a neutral deity (or one who is not devoted to a particular deity) must choose whether she channels positive or negative energy. Once this choice is made, it cannot be reversed. This decision also determines whether the cleric can cast spontaneous cure or inflict spells (see spontaneous casting).

Channeling energy causes a burst that affects all creatures of one type (either undead or living) in a 30-foot radius centered on the cleric. The amount of damage dealt or healed is equal to 1d6 points of damage plus 1d6 points of damage for every two cleric levels beyond 1st (2d6 at 3rd, 3d6 at 5th, and so on). Creatures that take damage from channeled energy receive a Will save to halve the damage. The DC of this save is equal to 10 + 1/2 the cleric’s level + the cleric’s Charisma modifier. Creatures healed by channel energy cannot exceed their maximum hit point total—all excess healing is lost. A cleric may channel energy a number of times per day equal to 3 + her Charisma modifier. This is a standard action that does not provoke an attack of opportunity. A cleric can choose whether or not to include herself in this effect.

A cleric must be able to present her holy symbol to use this ability.



Dwarven Fighters

CR 6



XP 2,400

LN Medium Humanoid (Dwarf)(Ftr 6)

Init +5 **Senses** darkvision 60 ft.

DEFENSE

AC 20, touch 11, flat-footed 19 (+9 full plate +1, +1 Dex)

hp 51 (6d10+18)

Fort +8, **Ref** +3, **Will** +3 (+2 vs. fear)

OFFENSE

Speed 20 ft. (5 squares)

Melee +1 Dwarven Urgrosh +12 melee (1d8+8(slashing)) OR 1d6+7 (piercing)/x3) or +1 heavy flail +11 melee (1d10+5 (bludgeoning)/19-20/x3) or unarmed strike +9 melee (1d3+3/x2)
Space 5 ft.; **Reach** 5 ft.

STATISTICS

Str 17, **Dex** 12, **Con** 16, **Int** 8, **Wis** 12, **Cha** 8

Base Atk +6; **CMB** +9; **CMD** 20 (+4 vs. Bull

Rush or Trip while standing on the ground)

Feats Improved Initiative, Improved Unarmed Strike, Weapon Focus (dwarven urgrosh), Weapon Focus (heavy flail), Weapon Specialization (dwarven urgrosh), Weapon Specialization (heavy flail)

Skills Climb +2, Jump +6

Special Qualities armor training, bravery, weapon training

Treasure +1 full plate, +1 dwarven urgrosh, +1 heavy flail, Boots of Striding and Springing, 4d6 gp; 3 gems, 50gp each (one each of ruby, sapphire, smoky quartz); dwarven urgrosh, heavy flail

These dwarven fighters always use their equipment to guarantee the greatest possible chance to hit an opponent. The dwarven urgrosh is always used as a two-handed single weapon and never as one requiring Two-Weapon Fighting.

Weapon and Armor Proficiency

A fighter is proficient with all simple and martial weapons and with all armor (heavy, medium, and light) and shields (including tower shields).

Dwarven Rangers

CR 7



XP 3,200

NG Medium Humanoid (Dwarf) (Rgr 7)

Init +3; **Senses** darkvision 60 ft.; **Perception** +7

DEFENSE

AC 19, touch 13, flat-footed 16 (+5 chain shirt +1, +3 dex, +1 natural)

hp 53 (7d10+14)

Fort +7, **Ref** +8, **Will** +5

OFFENSE

Speed 20ft. (4 squares)

Melee Rapier +11/+6 (1d6+2/18-20)

Ranged +1 shortbow +11 (1d6+1/x3)

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

Special Attacks Manyshot, Rapid Shot

STATISTICS

Str 14, **Dex** 16, **Con** 14, **Int** 8, **Wis** 13, **Cha** 8

Base Atk +7; **CMB** +9; **CMD** 22 (+4 vs. Bull Rush or Trip while standing on the ground)

Feats Animal Affinity, Endurance, Iron Will, Manyshot, Mounted Archery, Rapid Shot, Weapon Finesse

Skills Handle Animal + 6, Knowledge (dungeoneering) +4, Knowledge (nature) +4, Perception +7, Ride +11, Stealth +9, Survival +7

Special Qualities Animal Companion (Badger), darkvision 60 ft., defensive training, Favored Enemies (1st, Animals, +4; 2nd Undead, +2), Favored Terrain (underground +2), Greed, Hatred, Hardy, Slow and Steady, Spells, Stability, Stonecutting, Track, Weapon Familiarity, Wild Empathy, Woodland Stride

Treasure Amulet of Natural Armor +1, +1 chain shirt, +1 shortbow, 2 masterwork rapiers, Bead of Force, 100 arrows, 4d6 gp; 3 gems, 50gp each (one each of moonstone, onyx, zircon)

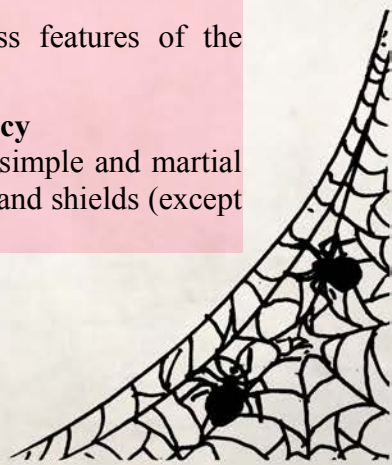
Spells (Caster level, 3rd) 1st Level (2) (DC 12); *Delay Poison*, *Magic Fang*

Class Features

All of the following are class features of the ranger.

Weapon and Armor Proficiency

A ranger is proficient with all simple and martial weapons, and with light armor and shields (except tower shields).





Favored Enemy (Ex)

At 1st level, a ranger may select a type of creature from among those given on Table: Ranger Favored Enemies. The ranger gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of this type. Likewise, he gets a +2 bonus on weapon damage rolls against such creatures.

At 5th level and every five levels thereafter (10th, 15th, and 20th level), the ranger may select an additional favored enemy from those given on the table. In addition, at each such interval, the bonus against any one favored enemy (including the one just selected, if so desired) increases by 2.

If the ranger chooses humanoid or outsiders as a favored enemy, he must also choose an associated subtype, as indicated on the table. If a specific creature falls into more than one category of favored enemy, the ranger's bonuses do not stack; he simply uses whichever bonus is higher.

Wild Empathy (Ex)

A ranger can improve the attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. The ranger rolls 1d20 and adds his ranger level and his Charisma modifier to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the ranger and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal visibility conditions. Generally, influencing an animal in this way takes 1 minute, but, as with influencing people, it might take more or less time.

The ranger can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but he takes a -4 penalty on the check.

Combat Style (Ex)

At 2nd level, a ranger must select one of two combat styles to pursue: archery or two-weapon combat. This choice affects the character's class features but does not restrict his selection of feats or special abilities in any way.

If the ranger selects archery, he is treated as having the rapid Shot feat, even if he does not have the normal prerequisites for that feat.

If the ranger selects two-weapon combat, he is treated as having the Two-Weapon Fighting feat, even if he does not have the normal prerequisites for that feat.

The benefits of the ranger's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

Endurance

A ranger gains Endurance as a bonus feat at 3rd level.

Favored Terrain (Ex)

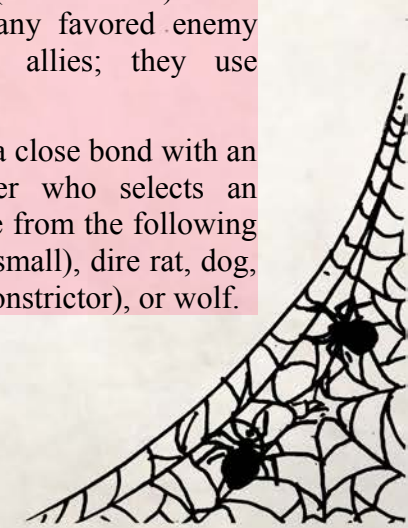
At 3rd level, a ranger may select a type of terrain from Table: Ranger Favored Terrains.

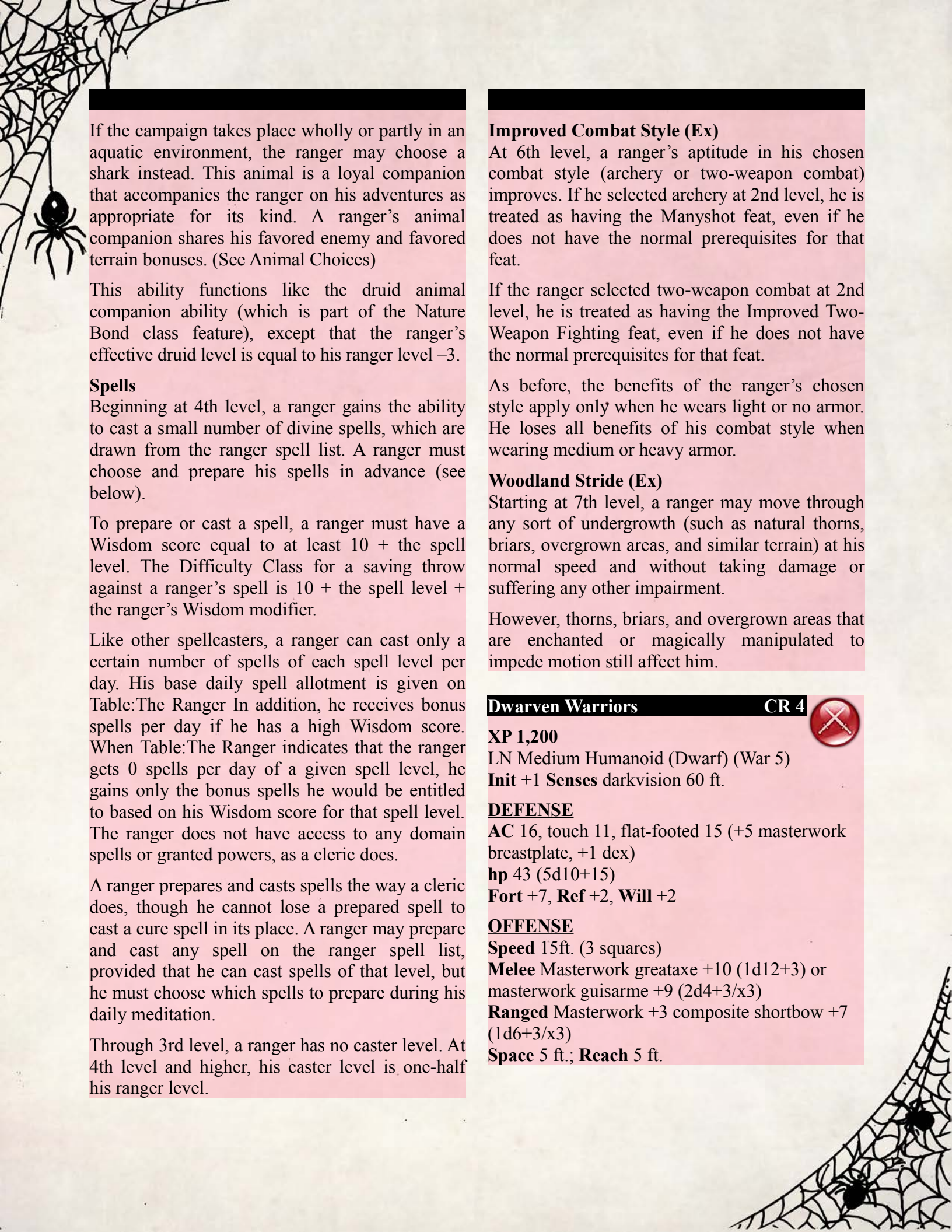
The ranger gains a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival skill checks when he is in this terrain. A ranger traveling through his favored terrain normally leaves no trail and cannot be tracked (though he may leave a trail if he so chooses).

Hunter's Bond (Ex)

At 4th level, a ranger forms a bond with his hunting companions. This bond can take one of two forms. Once the form is chosen, it cannot be changed. The first is a bond to his companions. This bond allows him to spend a move action to grant half his favored enemy bonus against a single target of the appropriate type to all allies within 30 feet who can see or hear him. This bonus lasts for a number of rounds equal to the ranger's Wisdom modifier (minimum 1). This bonus does not stack with any favored enemy bonuses possessed by his allies; they use whichever bonus is higher.

The second option is to form a close bond with an animal companion. A ranger who selects an animal companion can choose from the following list: badger, bird, camel, cat (small), dire rat, dog, horse, pony, snake (viper or constrictor), or wolf.





If the campaign takes place wholly or partly in an aquatic environment, the ranger may choose a shark instead. This animal is a loyal companion that accompanies the ranger on his adventures as appropriate for its kind. A ranger's animal companion shares his favored enemy and favored terrain bonuses. (See Animal Choices)

This ability functions like the druid animal companion ability (which is part of the Nature Bond class feature), except that the ranger's effective druid level is equal to his ranger level -3.

Spells

Beginning at 4th level, a ranger gains the ability to cast a small number of divine spells, which are drawn from the ranger spell list. A ranger must choose and prepare his spells in advance (see below).

To prepare or cast a spell, a ranger must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a ranger's spell is 10 + the spell level + the ranger's Wisdom modifier.

Like other spellcasters, a ranger can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: The Ranger. In addition, he receives bonus spells per day if he has a high Wisdom score. When Table: The Ranger indicates that the ranger gets 0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to based on his Wisdom score for that spell level. The ranger does not have access to any domain spells or granted powers, as a cleric does.

A ranger prepares and casts spells the way a cleric does, though he cannot lose a prepared spell to cast a cure spell in its place. A ranger may prepare and cast any spell on the ranger spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation.

Through 3rd level, a ranger has no caster level. At 4th level and higher, his caster level is one-half his ranger level.

Improved Combat Style (Ex)

At 6th level, a ranger's aptitude in his chosen combat style (archery or two-weapon combat) improves. If he selected archery at 2nd level, he is treated as having the Manyshot feat, even if he does not have the normal prerequisites for that feat.

If the ranger selected two-weapon combat at 2nd level, he is treated as having the Improved Two-Weapon Fighting feat, even if he does not have the normal prerequisites for that feat.

As before, the benefits of the ranger's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

Woodland Stride (Ex)

Starting at 7th level, a ranger may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed and without taking damage or suffering any other impairment.

However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect him.

Dwarven Warriors

CR 4



XP 1,200

LN Medium Humanoid (Dwarf) (War 5)

Init +1 **Senses** darkvision 60 ft.

DEFENSE

AC 16, touch 11, flat-footed 15 (+5 masterwork breastplate, +1 dex)

hp 43 (5d10+15)

Fort +7, **Ref** +2, **Will** +2

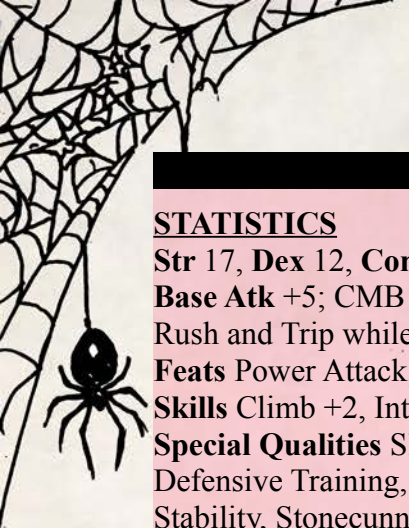
OFFENSE

Speed 15 ft. (3 squares)

Melee Masterwork greataxe +10 (1d12+3) or masterwork guisarme +9 (2d4+3/x3)

Ranged Masterwork +3 composite shortbow +7 (1d6+3/x3)

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



STATISTICS

Str 17, **Dex** 12, **Con** 16, **Int** 8, **Wis** 12, **Cha** 8

Base Atk +5; **CMB** +8; **CMD** 19 (+4 vs. Bull Rush and Trip while standing on the ground)

Feats Power Attack, Weapon Focus (Greataxe)

Skills Climb +2, Intimidate +3, Jump +2

Special Qualities Slow and Steady, Darkvision, Defensive Training, Greed, Hatred, Hardy, Stability, Stonecunning, Weapon Familiarity

Treasure Masterwork breastplate, masterwork greataxe, masterwork guisarme, masterwork +3 composite shortbow, 30 arrows, 5d4 gp; 3 gems, 50gp each (one each of moss agate, blue quartz, freshwater irregular pearl)

These dwarven warriors always use their equipment to get some benefit from their reach weapons. If they get the chance, one will stand behind the other and reach over to an enemy.

Weapon and Armor Proficiency

The warrior is proficient in the use of all simple and martial weapons and all armor and shields.

Gray Ooze

CR4



XP 1,200

N Medium ooze

Init -5; **Senses** blindsight 60 ft.; **Perception** -5

DEFENSE

AC 5, touch 5, flat-footed 5 (-5 Dex)

hp 50 (4d8+32)

Fort +9, **Ref** -4, **Will** -4

Defensive Abilities ooze traits; Immune cold, fire

OFFENSE

Speed 10 ft.

Melee slam +6 (1d6+4 plus 1d6 acid and grab)

Special Attacks acid, constrict (1d6+1 plus 1d6 acid)

STATISTICS

Str 16, **Dex** 1, **Con** 26, **Int** —, **Wis** 1, **Cha** 1

Base Atk +3; **CMB** +6 (+10 grapple); **CMD** 11 (can't be tripped)

SQ transparent

SPECIAL ABILITIES

Acid (Ex)

The digestive acid that covers a gray ooze dissolves metals and organic material, but not stone. Each slam and constrict attack deals 1d6 additional acid damage. Armor or clothing worn by a creature grappled by a gray ooze takes the same amount of acid damage unless the wearer succeeds on a DC 20 Reflex saving throw. A wooden or metal weapon that strikes a gray ooze takes 1d6 acid damage unless the weapon's wielder succeeds on a DC 20 Reflex save. The ooze's touch deals 12 points of acid damage per round to wooden or metal objects, but the ooze must remain in contact with the material for 1 full round in order to deal this damage. The save DCs are Constitution-based.

Transparent (Ex)

Due to its lack of vivid coloration, a gray ooze is difficult to discern from its surroundings in most environments. A DC 15 Perception check is required to notice the gray ooze. Any creature that fails to notice a gray ooze and walks into it automatically suffers damage as if struck by the ooze's slam attack and is immediately subject to a grab attempt by the ooze.

ECOLOGY

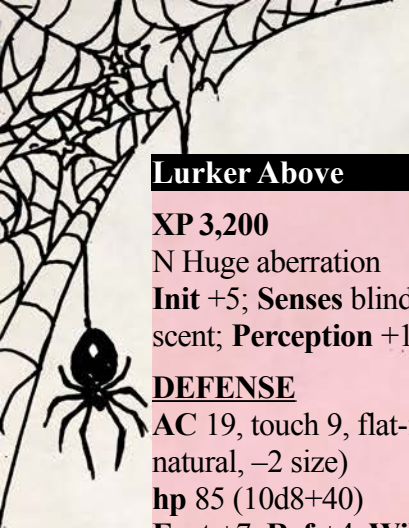
Environment cold marshes and underground

Organization solitary

Treasure none

Slinking their way through cold swamps and bleary marshlands, or sometimes even dungeons and caverns, gray oozes consume any organic materials they encounter. Despite its lack of intelligence, the gray ooze is a most problematic creature due to its transparency. While the ooze cannot easily climb walls or swim, its habit of lurking in the thick mud that lines the banks of marsh pools or lying in harmless-looking pools on dull-colored dungeon floors makes it dangerously easy to overlook and step on.





Lurker Above

CR7



XP 3,200

N Huge aberration

Init +5; **Senses** blindsense 10 ft., darkvision 60 ft., scent; **Perception** +13

DEFENSE

AC 19, touch 9, flat-footed 18 (+1 Dex, +10 natural, -2 size)

hp 85 (10d8+40)

Fort +7, **Ref** +4, **Will** +9

DR 10/piercing or slashing; Resist cold 10, fire 10
Weaknesses light sensitivity

OFFENSE

Speed 10 ft., climb 5 ft., fly 40 ft. (poor)

Melee slam +15 (3d6+15 plus grab)

Space 15 ft.; **Reach** 10 ft.

Special Attacks constrict (3d6+15), smother

STATISTICS

Str 30, **Dex** 12, **Con** 19, **Int** 2, **Wis** 15, **Cha** 9

Base Atk +7; **CMB** +19 (+23 when grappling);

CMD 30 (can't be tripped)

Feats Blind-Fight, Combat Reflexes, Improved Initiative, Skill Focus (Perception), Skill Focus (Stealth)

Skills Climb +18, Fly +0, Perception +13, Stealth +8 (+16 in rocky areas); Racial Modifiers +4

Stealth (+12 in rocky areas)

Languages none

ECOLOGY

Environment underground

Organization solitary

Treasure standard

Lurkers are the mindless males of the species, and follow much the same tactics as executioner's hoods, save that as they age they gain the ability to stretch themselves wide and glide with both speed and silence, and can even fly by awkwardly flapping their flesh. They typically disguise themselves as stalactites on cavern ceilings, shifting their coloration and texture to match the surrounding terrain.

Skeleton – Enhanced Human Warrior (Makinnga's Skeletal Champions) CR4



XP 1200

Human skeletal champion warrior 1

NE Medium undead

Init +7; **Senses** darkvision 60 ft.; **Perception** +8

DEFENSE

AC 25, touch 14, flat-footed 21 (+6 armor, +3 Dex, +4 natural, +2 shield)

hp 36 (5d8+11)

Fort +5, **Ref** +3, **Will** +5; channel resistance +4

DR 5/bludgeoning; 5/good; **Immune** cold, undead traits; **Resist** cold 10, fire 10; **SR** 8

OFFENSE

Speed 30 ft.

Melee mwk longsword +9 (1d8+5/19-20)

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

Special Attacks Smite Good 1/day (swift action, +Cha bonus to attack, +HD bonus to damage; persists until target dead or creature rests).

STATISTICS

Str 21, **Dex** 17, **Con** 4, **Int** 13, **Wis** 14, **Cha** 16;

Base Atk 2; **CMB** 7; **CMD** 20

Feats Cleave, Improved InitiativeB, Power Attack, Weapon Focus (longsword)

Skills Intimidate +9, Perception +8, Stealth +1

ECOLOGY

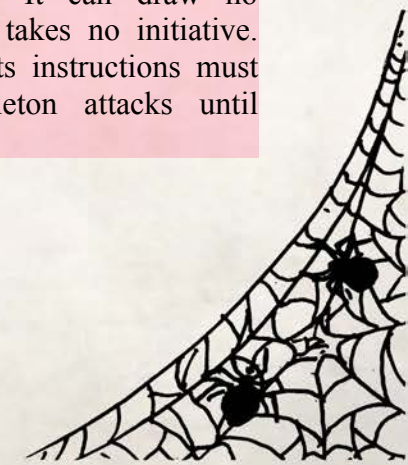
Environment any

Organization solitary, pair, or platoon (3-12)

Treasure standard (breastplate, heavy steel shield, masterwork longsword, other treasure)

Skeletons are the animated bones of the dead, mindless automatons that obey the orders of their evil masters.

A skeleton is seldom garbed in anything more than the rotting remnants of any clothing or armor it was wearing when slain. A skeleton does only what it is ordered to do. It can draw no conclusions of its own and takes no initiative. Because of this limitation, its instructions must always be simple. A skeleton attacks until destroyed.





Skeleton, Troll

CR 3



XP 800

NE Large humanoid (giant, undead)

Init +7; **Senses** darkvision 60 ft.

DEFENSE

AC 20, touch 12, flat-footed 16; (+3 Dex, +7 natural, -1 size)

hp 27 (6d8)

Fort +2, **Ref** +5, **Will** +5

DR 5/bludgeoning; **Immune** cold, undead traits

OFFENSE

Speed 30 ft.

Melee bite +8 (1d8+5), 2 claws +8 (1d6+5)

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

STATISTICS

Str 21, **Dex** 16, **Con** -, **Int** -, **Wis** 10, **Cha** 10

Base Atk +5; **CMB** +11; **CMD** 24

Feats Improved Initiative

Skills -

Languages Giant

Skeletons are the animated bones of the dead, mindless automatons that obey the orders of their evil masters.

A skeleton is seldom garbed in anything more than the rotting remnants of any clothing or armor it was wearing when slain. A skeleton does only what it is ordered to do. It can draw no conclusions of its own and takes no initiative. Because of this limitation, its instructions must always be simple. A skeleton attacks until destroyed.



Skeleton, Underworld Giant

CR 5



XP 1,600

NE Large humanoid Undead

Init +9; **Senses** darkvision 60 ft.

DEFENSE

AC 14, touch 10, flat-footed 13 (+1 Dex, +4 natural, -1 size)

hp 45 (10d8)

Fort +4, **Ref** +5, **Will** +7

DR 5/bludgeoning; **Immune** cold, undead traits

OFFENSE

Speed 40 ft. (8 squares, refuse slope only)

Melee Shovel +10 (2d6+9)

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

STATISTICS

Str 23, **Dex** 12, **Con** -, **Int** -, **Wis** 10, **Cha** 10

Base Atk +8; **CMB** +15; **CMD** 26

Feats Improved Initiative

Skills -

Special Qualities Fused Weapon Fighting

Environment Underworld

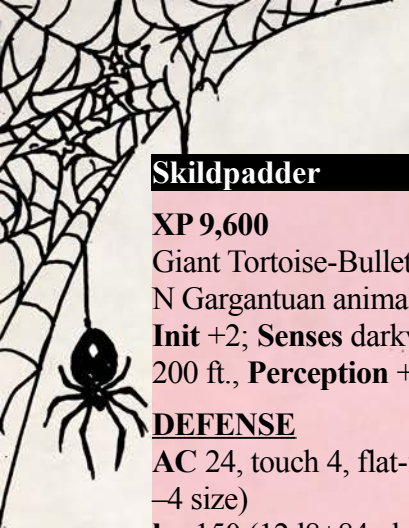
Skeletons are the animated bones of the dead, mindless automatons that obey the orders of their evil masters.

A skeleton is seldom garbed in anything more than the rotting remnants of any clothing or armor it was wearing when slain. A skeleton does only what it is ordered to do. It can draw no conclusions of its own and takes no initiative. Because of this limitation, its instructions must always be simple. A skeleton attacks until destroyed.

Fused Weapon Fighting (Ex)

An undead creature with this quality fights with a weapon that has replaced its hand. Because it doesn't have to think about holding on to the weapon or consider the weak point of its wrist, the creature deals damage as if the weapon was being wielded by two hands.





Skildpadder

CR 10



XP 9,600

Giant Tortoise-Bulette

N Gargantuan animal

Init +2; **Senses** darkvision 80 ft., scent, tremorsense 200 ft., **Perception** +24

DEFENSE

AC 24, touch 4, flat-footed 24 (–2 Dex, +20 natural, –4 size)

hp 150 (12d8+84 plus 12)

Fort +15, **Ref** +6, **Will** +7

OFFENSE

Speed 10 ft.

Melee bite +16 (2d10+16/19 plus grab/20 swallow whole (2d8+12 points of crushing damage plus 8 points of acid damage per round, AC 20, 17 hp) and 2 claws (not used if a beast of burden) +15 (2d8+15)

Space 20 ft.; **Reach** 15 ft.

TACTICS

The Skildpadder has no tactics per say. Dwarves generally only use them for beasts of burden and long distance transport. If necessary, skilled beastmasters will turn Skildpadders toward raiders or wandering monsters and order them to attack. The bite of a Skildpadder rarely ends with favorable results for the enemy.

STATISTICS

Str 33, **Dex** 6, **Con** 25, **Int** 2, **Wis** 16, **Cha** 6

Base Atk +9; **CMB** +24 (+28 grapple); **CMD** 32 (36 vs. trip)

Feats Endurance, Improved Critical (bite), Improved Initiative, Iron Will, Skill Focus (Perception), Toughness, Weapon Focus (bite)

Skills Perception +24

Special Attacks

Grab (Ex)

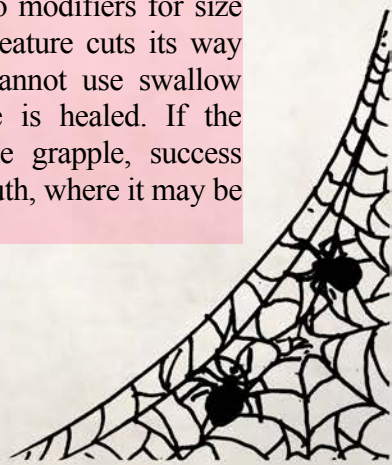
If a creature with this special attack hits with the indicated attack (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Unless otherwise noted, grab can only be used against targets of a size equal to or smaller than the creature with this ability. If the creature can use grab on creatures of other sizes, it is noted in the creature's Special Attacks line.

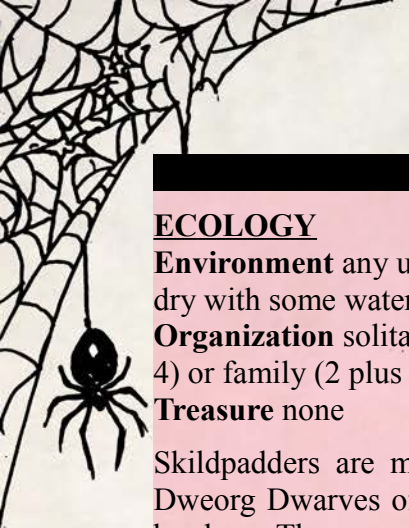
The creature has the option to conduct the grapple normally, or simply to use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a –20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself.

A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature's descriptive text). Creatures with grab receive a +4 bonus on combat maneuver checks made to start and maintain a grapple.

Swallow Whole (Ex)

If a creature with this special attack begins its turn with an opponent grappled in its mouth (see Grab), or obtains a natural 20 on an attack roll, it can attempt a new combat maneuver check (as though attempting to pin the opponent). If it succeeds, it swallows its prey, and the opponent takes bite damage. Unless otherwise noted, the opponent can be up to one size category smaller than the swallowing creature. Being swallowed causes a creature to take damage each round. The amount and type of damage varies and is given in the creature's Statistics. A swallowed creature keeps the grappled condition, while the creature that did the swallowing does not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon (the amount of cutting damage required to get free is equal to 1/10 the creature's total hit points), or it can just try to escape the grapple. The Armor Class of the interior of a creature that swallows whole is normally 10 + 1/2 its natural armor bonus, with no modifiers for size or Dexterity. If a swallowed creature cuts its way out, the swallowing creature cannot use swallow whole again until the damage is healed. If the swallowed creature escapes the grapple, success puts it back in the attacker's mouth, where it may be bitten or swallowed again.





ECOLOGY

Environment any underground (or any mostly dry with some water sources available)

Organization solitary, mated feral pair, band (2–4) or family (2 plus 3–5 young)

Treasure none

Skildpadders are massive creatures bred by the Dweorg Dwarves of the Underworld as beasts of burden. They are able to carry four times their own weight upon their back and thus make perfect vessels for carrying ore. The dwarves build entire storage facilities and even homes upon the backs of these tortoise like creatures. Some beastmasters are even known to live out their entire life riding atop and steering the great beasts. Those that do gain a great affinity for animal handling when riding a Skildpadder and can command them to attack when needed.

It is a rule to never walk in front of a Skildpadder unless one wishes to become a quick meal. Skildpadders are ravenous eaters and can swallow medium or small creatures whole with a natural 20. Large creatures may lose a limb or their head with the roll of a natural 20. Although Skildpadders gain the claws of their Bulette parent, they are trained not to use them and generally their claws are trimmed back on a regular basis by their dwarvish beastmasters. The dwarves do not wish the Skildpadder to rear up lest they spill their cargo or harm any passengers riding along.

Skildpadder are normally very aggressive when left to go feral, lucky for most the dwarves carefully breed giant tortoises and bulettes to achieve the desired result of a Skildpadder and spend many years training them in the transport of cargo such as mined ore. Skildpadder love to eat the vermin which live in dwarf villages thus the dwarves have a never ending supply of food available for their favorite beasts of burden. They are found near large underground lakes and other areas that are mostly dry with a clean source of water. Skildpadders are very poor swimmers and most will drown if attempting to cross deep water. The average Skildpadder is 60 feet in diameter, but they can grow to a diameter of 100 feet.

Sor, Middle Son of House Gullion CR 7



XP 3,200

NE Drow Ranger 7

Init +5; **Senses** darkvision 120 ft. **Perception** +11

DEFENSE

AC 21, touch 16, flat-footed 16 (+5 +2 improved slick studded leather armor, +5 Dex, +1 Insight) **hp** 50

Fort +6, **Ref** +10, **Will** +6

Immune sleep

SR 19

Weaknesses Light blindness

OFFENSE

Speed 30 ft.

Melee +11/+6 +1 flaming scimitar (1d6+1 plus 1d6 fire/18–20/x2) and +10/+5 shortsword (1d6+1/19–20/x2) or +12 whip (1d3/x2/nonlethal/used on animals for training)

Ranged +12/+7 hand crossbow (1d4 plus poison/19–20/x2)

Spell-like Abilities (CL 7) 1/day – *dancing lights, darkness, faerie fire*

STATISTICS

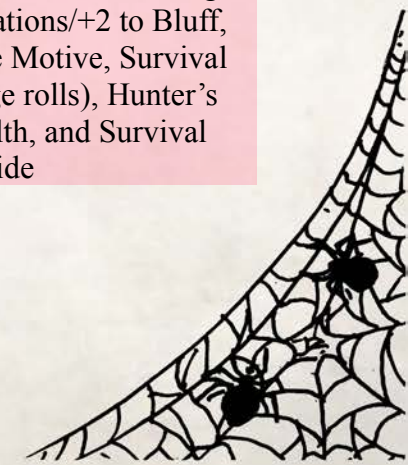
Str 14, **Dex** 20, **Con** 12, **Int** 14, **Wis** 18, **Cha** 16

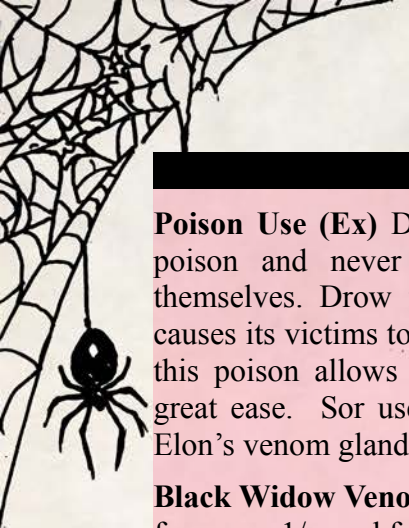
Base Atk +7/+2; **CMB** +9; **CMD** 24

Feats Animal Affinity, Endurance, Improved Two-Weapon Fighting, Skill Focus (Handle Animal), Two-Weapon Fighting, Weapon Finesse
Skills Climb +8, Craft, Handle Animal +17, Heal +12, Intimidate +9, Knowledge (dungeoneering) +6, Knowledge (geography) +7, Knowledge (nature) +7, Perception +13, Ride +9, Sense Motive +8, Spellcraft +4, Stealth +9, Survival +8, Swim +8

Languages Common, Elven, Undercommon

Special Qualities +2 racial bonus v. Enchantment spells, Favored Enemy (animals/+4 to Bluff, Knowledge, Perception, Sense Motive, Survival checks against animals, +4 to attack and damage rolls), Favored Enemy (Aberrations/+2 to Bluff, Knowledge, Perception, Sense Motive, Survival check, +2 to attack and damage rolls), Hunter's Bond (Elon), Perception, Stealth, and Survival checks), Spells, Woodland Stride





Poison Use (Ex) Drow are skilled in the use of poison and never risk accidentally poisoning themselves. Drow favor an insidious toxin that causes its victims to lapse into unconsciousness—this poison allows Drow to capture slaves with great ease. Sor uses venom that he milks from Elon's venom glands.

Black Widow Venom—injury; save Fort DC 17; frequency 1/round for 6 rounds; effect 1d3 Con damage and staggered; cure 2 saves. Save DC is Con-based with a +2 racial bonus

Magic Items wand of eagle's splendor (32 charges), wand of summon monster III (45 charges)

Spells

1st – (DC 15) *calm animals, speak with animals*

Elon

CR 4



Awakened Giant Black Widow Spider
(Magical beast, Augmented Animal)

XP 1,200

N Large vermin

Init +2; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +4

DEFENSE

AC 16, touch 12, flat-footed 14 (+2 Dex, +1 Dodge +4 natural, –1 size)

hp 47 (7d8+15)

Fort +7, **Ref** +4, **Will** +1

Immune mind-affecting effects

OFFENSE

Speed 60 ft., climb 60 ft.

Melee bite +6 (1d8+6 plus poison)

Space 10 ft.; **Reach** 5 ft.

Special Attacks web (+4 ranged, DC 19, 5 hp)

STATISTICS

Str 19, **Dex** 15, **Con** 16, **Int** 9, **Wis** 10, **Cha** 4

Base Atk +3; **CMB** +8; **CMD** 20 (32 vs. trip)

Skills Climb +20, **Perception** +4, **Stealth** +2 (+6 webs); **Racial Modifiers** +8 Climb, +4 **Perception**, +4 **Stealth** (+8 webs)

SQ awakened, **Favored Enemy** (animals/+4 to Bluff, Knowledge, Perception, Sense Motive,

Survival checks against animals, +4 to attack and damage rolls), **Favored Enemy** (Aberrations/+2 to Bluff, Knowledge, Perception, Sense Motive, Survival check, +2 to attack and damage rolls), **Favored Terrain** (underground/+2 to initiative, Knowledge (geography), permanently hasted, strong webs,

Languages Undercommon

SPECIAL ABILITIES

Poison (Ex)

Bite—injury; save Fort DC 17; frequency 1/round for 6 rounds; effect 1d3 Con and staggered; cure 2 saves. Save DC is Con-based with a +2 racial bonus.

Strong Webs (Ex)

A black widow's webs gain a +4 bonus to the DC to break or escape.

Spectral Choker

CR 5



XP 800

CE Small aberration (incorporeal, undead)

Init +6; **Senses** darkvision 60 ft.; **Perception** +1

DEFENSE

AC 17, touch 13, flat-footed 15 (+4 deflection, +2 Dex, +1 size)

hp 18 (3d8)

Fort +2, **Ref** +3, **Will** +4

OFFENSE

Speed fly 60 ft. (perfect)

Melee 2 incorporeal tentacles +6 (1d4 plus energy drain)

Space 5 ft.; **Reach** 10 ft.

Special Attacks constrict (1d4+3), grab (Large), strangle

STATISTICS

Str 16, **Dex** 14, **Con** -, **Int** 4, **Wis** 13, **Cha** 7

Base Atk +2; **CMB** +4 (+8 grappling); **CMD** 16

Feats Improved Initiative, Skill Focus (Stealth)

Skills Climb +16, **Stealth** +13

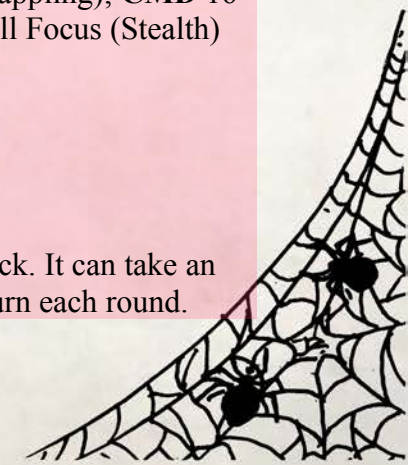
Languages Undercommon

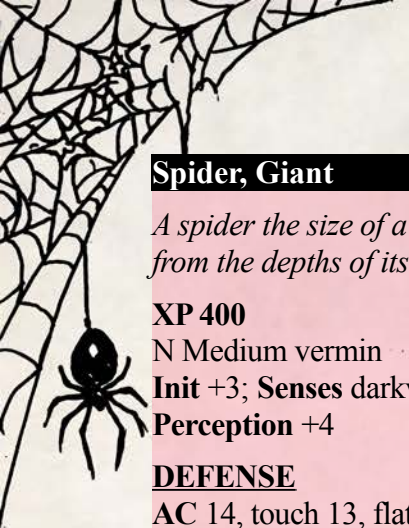
SQ quickness

SPECIAL ABILITIES

Quickness (Su)

A choker is supernaturally quick. It can take an extra move action during its turn each round.





Spider, Giant

CR 1



A spider the size of a man crawls silently from the depths of its funnel-shaped web.

XP 400

N Medium vermin

Init +3; **Senses** darkvision 60 ft., tremorsense 60 ft.;

Perception +4

DEFENSE

AC 14, touch 13, flat-footed 11 (+3 Dex, +1 natural)

hp 16 (3d8+3)

Fort +4, **Ref** +4, **Will** +1

Immune mind-affecting effects

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +2 (1d6 plus poison)

Special Attack web (+5 ranged, DC 12, hp 2)

STATISTICS

Str 11, **Dex** 17, **Con** 12, **Int** —, **Wis** 10, **Cha** 2

Base Atk +2; **CMB** +2; **CMD** 15 (27 vs. trip)

Skills Climb +16, Perception +4 (+8 in webs),

Stealth +7 (+11 in webs); Racial Modifiers +4

Perception, +4 Stealth (+8 in webs), +16 Climb

ECOLOGY

Environment any

Organization solitary, pair, or colony (3–8)

Treasure incidental

SPECIAL ABILITIES

Poison (Ex) Bite—injury; save Fort DC 14; frequency 1/round for 4 rounds; effect 1d2 Strength damage; cure 1 save.

The statistics above are for a web-spinning spider. Hunting spiders lose the web ability but gain a +8 racial modifier on Acrobatics checks. All giant spiders have a +2 racial bonus on poison save DCs.

Yul the Mohrg

CR 8



XP 4,800

CE Large Undead

Init +9; **Senses** darkvision 60 ft.; **Perception** +12

DEFENSE

AC 23, touch 14, flat-footed 14 (+4 Dex, +9 natural)

hp 105 (14d8+42)

Fort +4, **Ref** +10, **Will** +9

Immune flanking, undead traits

OFFENSE

Speed 30 ft. (6 squares)

Melee Slam +12 (1d6+7) or tongue +12 touch (paralysis)

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

Special Attacks Improved grab, paralyzing touch, create spawn, third eye of fear

STATISTICS

Str 21, **Dex** 19, **Con** —, **Int** 11, **Wis** 10, **Cha** 16

Base Atk +7; **CMB** +13; **CMD** 27

Feats Alertness, Dodge, Improved Initiative, Lightning Reflexes, Mobility

Skills Climb +13, Perception +12, Stealth +21, Swim +9

Treasure See adventure entry

Mohrgs are the animated corpses of mass murderers or similar villains who died without atoning for their crimes. Most mohrgs are 5 to 6 feet tall and weigh about 120 pounds.

Combat

Like zombies, mohrgs attack by slamming enemies with their fists. They often catch opponents flat-footed, for they move much faster than zombies.

Create Spawn (Su)

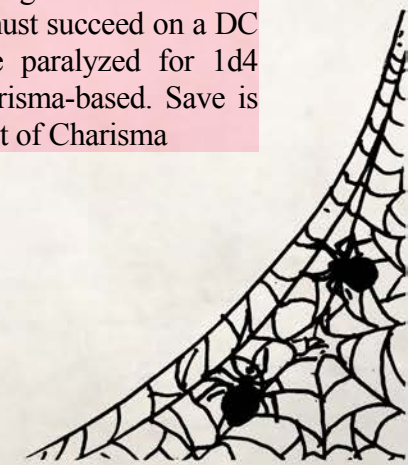
Creatures killed by a mohrg rise after 1d4 days as zombies under the mohrg's control. They do not possess any of the abilities they had in life.

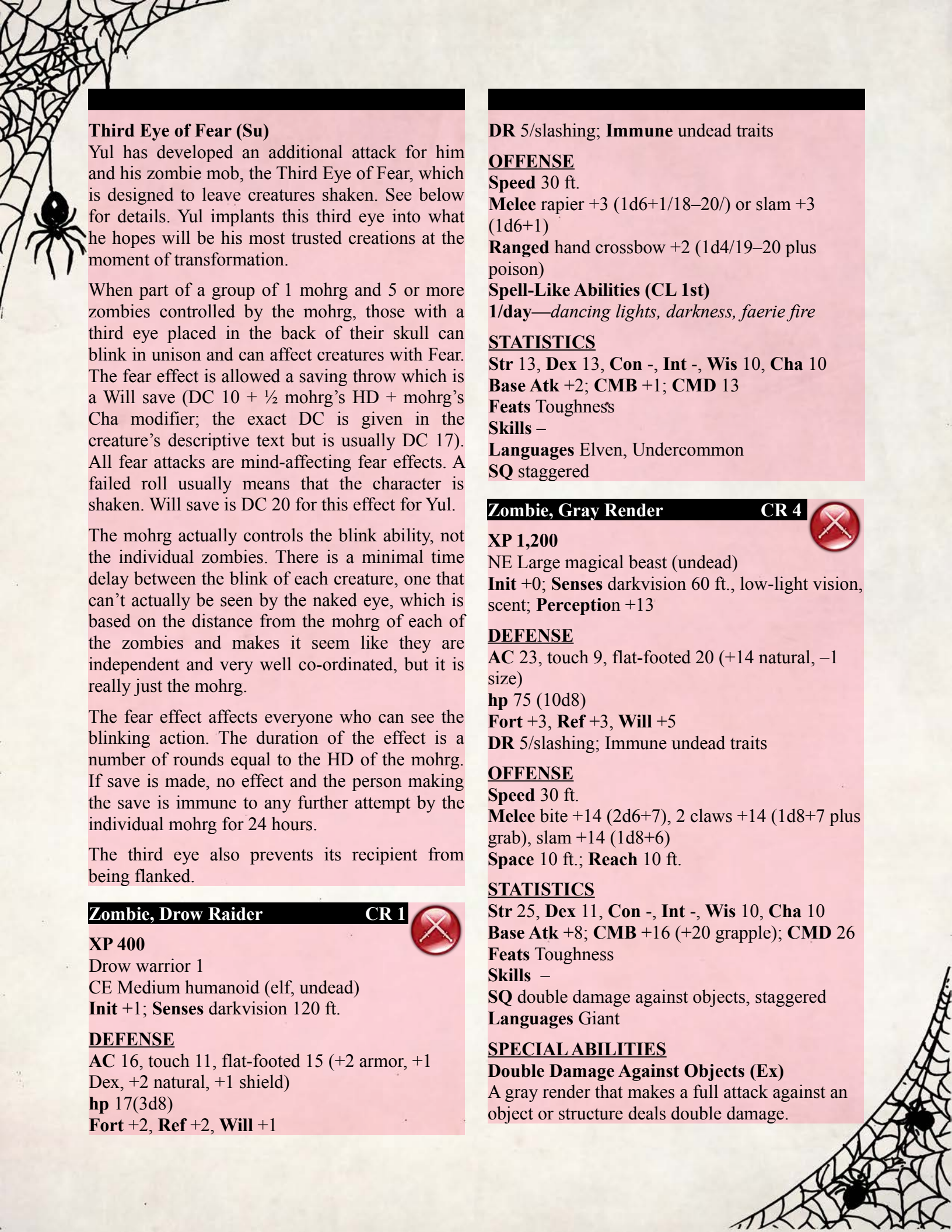
Improved Grab (Ex)

To use this ability, a mohrg must hit a creature of its size or smaller with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Paralyzing Touch (Su)

A mohrg lashes out with its tongue in combat. An opponent the tongue touches must succeed on a DC 17 Fortitude save or become paralyzed for 1d4 minutes. The save DC is Charisma-based. Save is DC 20 for Yul due to his Periapt of Charisma





Third Eye of Fear (Su)

Yul has developed an additional attack for him and his zombie mob, the Third Eye of Fear, which is designed to leave creatures shaken. See below for details. Yul implants this third eye into what he hopes will be his most trusted creations at the moment of transformation.

When part of a group of 1 mohrg and 5 or more zombies controlled by the mohrg, those with a third eye placed in the back of their skull can blink in unison and can affect creatures with Fear. The fear effect is allowed a saving throw which is a Will save (DC 10 + ½ mohrg's HD + mohrg's Cha modifier; the exact DC is given in the creature's descriptive text but is usually DC 17). All fear attacks are mind-affecting fear effects. A failed roll usually means that the character is shaken. Will save is DC 20 for this effect for Yul.

The mohrg actually controls the blink ability, not the individual zombies. There is a minimal time delay between the blink of each creature, one that can't actually be seen by the naked eye, which is based on the distance from the mohrg of each of the zombies and makes it seem like they are independent and very well co-ordinated, but it is really just the mohrg.

The fear effect affects everyone who can see the blinking action. The duration of the effect is a number of rounds equal to the HD of the mohrg. If save is made, no effect and the person making the save is immune to any further attempt by the individual mohrg for 24 hours.

The third eye also prevents its recipient from being flanked.

Zombie, Drow Raider

CR 1



XP 400

Drow warrior 1

CE Medium humanoid (elf, undead)

Init +1; **Senses** darkvision 120 ft.

DEFENSE

AC 16, touch 11, flat-footed 15 (+2 armor, +1 Dex, +2 natural, +1 shield)

hp 17(3d8)

Fort +2, **Ref** +2, **Will** +1

DR 5/slashing; **Immune** undead traits

OFFENSE

Speed 30 ft.

Melee rapier +3 (1d6+1/18–20/) or slam +3 (1d6+1)

Ranged hand crossbow +2 (1d4/19–20 plus poison)

Spell-Like Abilities (CL 1st)

1/day—*dancing lights, darkness, faerie fire*

STATISTICS

Str 13, **Dex** 13, **Con** -, **Int** -, **Wis** 10, **Cha** 10

Base Atk +2; **CMB** +1; **CMD** 13

Feats Toughness

Skills –

Languages Elven, Undercommon

SQ staggered

Zombie, Gray Render

CR 4



XP 1,200

NE Large magical beast (undead)

Init +0; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +13

DEFENSE

AC 23, touch 9, flat-footed 20 (+14 natural, –1 size)

hp 75 (10d8)

Fort +3, **Ref** +3, **Will** +5

DR 5/slashing; **Immune** undead traits

OFFENSE

Speed 30 ft.

Melee bite +14 (2d6+7), 2 claws +14 (1d8+7 plus grab), slam +14 (1d8+6)

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

STATISTICS

Str 25, **Dex** 11, **Con** -, **Int** -, **Wis** 10, **Cha** 10

Base Atk +8; **CMB** +16 (+20 grapple); **CMD** 26

Feats Toughness

Skills –

SQ double damage against objects, staggered


Languages Giant

SPECIAL ABILITIES

Double Damage Against Objects (Ex)

A gray render that makes a full attack against an object or structure deals double damage.




Zombie, Minotaur **CR 3** 

XP 800
NE Large monstrous humanoid (undead)
Init -1; **Senses** darkvision 60 ft.

DEFENSE
AC 14, touch 8, flat-footed 14 (-1 Dex, +8 natural, -1 size)
hp 60 (8d8)
Fort +3, **Ref** +2, **Will** +4
Defensive Abilities natural cunning

OFFENSE
Speed 30 ft.
Melee greataxe +11 (3d6+8/×3) and gore +5 (1d6+3) or slam +11 (1d8+5)
Space 10 ft.; **Reach** 10 ft.
Special Attacks –

STATISTICS
Str 21, **Dex** 8, **Con** –, **Int** –, **Wis** 10, **Cha** 10
Base Atk +6; **CMB** +12; **CMD** 20
Feats Toughness
Skills –
Languages Giant
SQ staggered

Zombie, Vikmordere Barbarian **CR 2** 

XP 800
NE Medium Undead
Init +0; **Senses** darkvision 60 ft.

DEFENSE
AC 15, touch 9, flat-footed 15 (-1 Dex, +5 natural, +1 light wooden shield)
hp 43 (6d8)
Fort +2, **Ref** +1, **Will** +3
DR 5/slashing; Immune flanking, undead traits

OFFENSE
Speed 30 ft. (6 squares; can't run)
Melee Longsword +9 (1d8+4) or slam +9 melee (1d6+4)
Ranged javelin +4 ranged (1d6+4)
Space 5 ft.; **Reach** 5 ft.
Special Attacks Third eye of fear

STATISTICS
Str 19, **Dex** 8, **Con** –, **Int** –, **Wis** 10, **Cha** 10
Base Atk 5; **CMB** +9; **CMD** 18
Feats Toughness
Skills —
Special Qualities staggered

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As some of the creatures used by this adventure are from the assorted Bestiaries from Paizo, we recommend for a minimum Data Pack set for Hero Lab you have the Pathfinder Core, APG, and Bestiaries 1-3 before attempting to import these portfolio files to avoid error messages.



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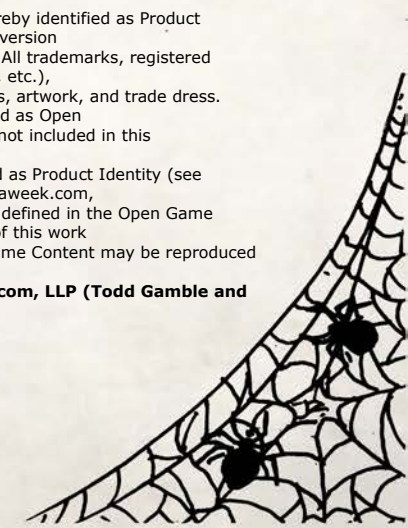
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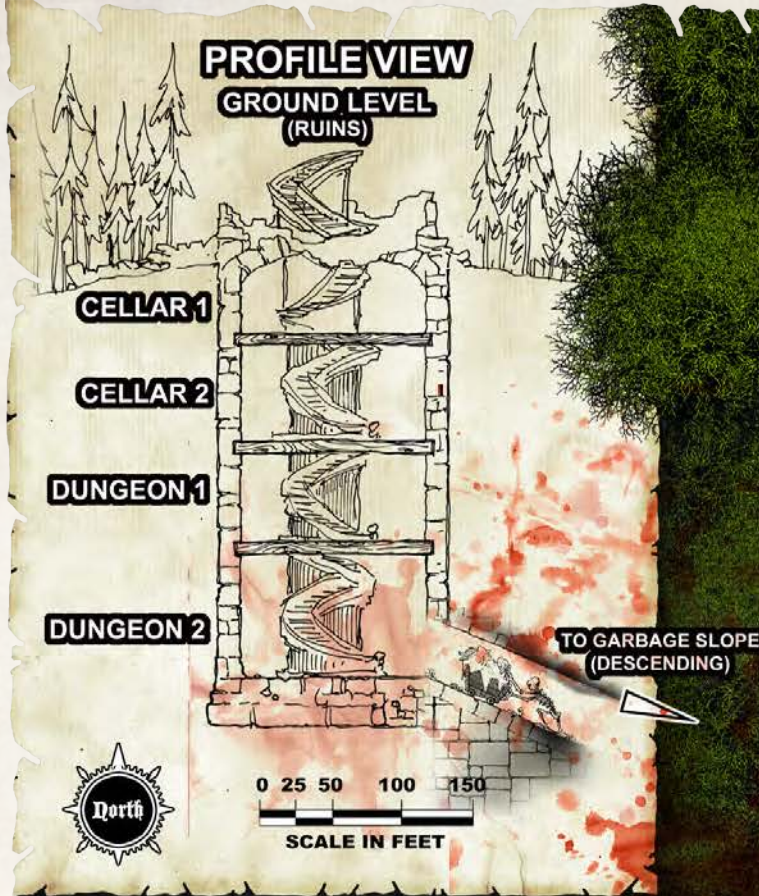
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KRELGAR KEEP RUINS



GROUND LEVEL (RUINS)



CELLAR 1



CELLAR 2

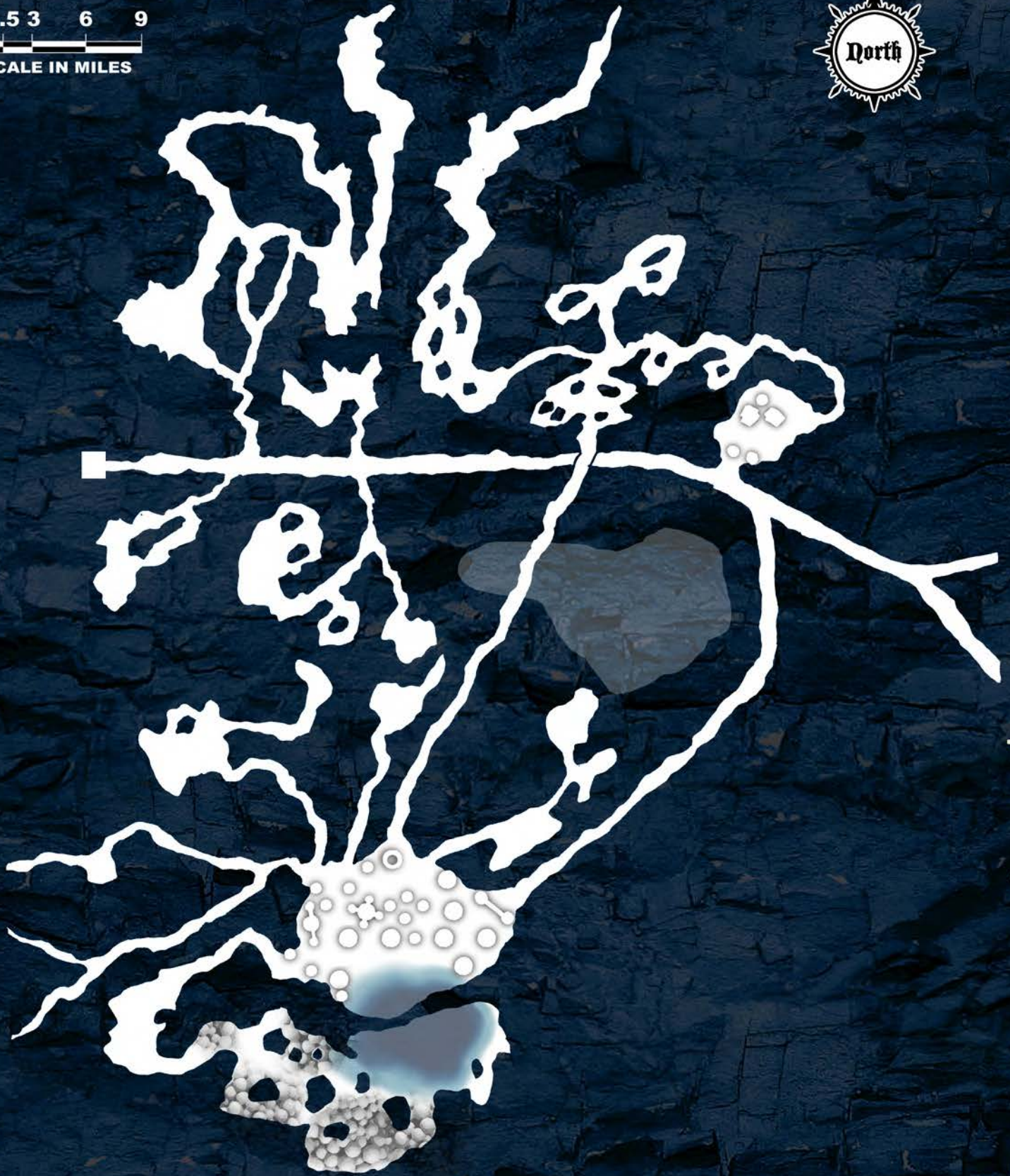


DUNGEON 1



DUNGEON 2

0 1.5 3 6 9
SCALE IN MILES





The drow city of Holoth is a wealthy metropolis of power-hungry drow families, with various houses constantly vying for position and prestige at the expense of each other. House Gullion, one of the more sinister houses, seals a pact with a mysterious race called the Vidre, an agreement which causes a shift Gullion's way and throws the entire Underworld into utter chaos. Matron Maelora of House Gullion is as devious as they come and has far greater dreams than simple regional conquest; visions from the Spider Goddess give her insight into the expansion of her house and dominance over both the Under and Overworld.

When the dwarven trade city of Embla is placed in a tight position, being between the Overworld and the drow city of Holoth, it calls upon the Overworlders for help. Most of Embla's dwarven warriors have been enslaved or killed, and Embla's citizens have little hope of holding back the hordes of drow from Holoth.

The PCs are called upon to help the dwarves of Embla. Their choices will have profound implications on the Underworld, as well as Rybalka and the entire Vikmordere Valley. When the dust settles, the entire region may be changed forever.

Also included in "Descent into the Underworld":

- Map of Krelgar Keep by 3x ENnie Award winner Todd Gamble
- Map of the Underworld by 3x ENnie Award winner Todd Gamble
- Illustrations by James J Krause, Tim Tyler, and Silvano of Italy
- New Trap: Ochre Jelly Dust
- New Special Ability: Third Eye of Fear
- New Feat: Fused Weapon Fighting
- New Items: Drow Killelek Paper, Drow Quill, Drow Ink
- New Magical Item: Coin of Singing
- New Spell: Iceflame
- New Monster: Skildpadder
- New Monster: Underworld Giant Skeleton
- New Class: Titanic Beastmaster



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