

A disguised human rogue is heading back to Holoth to report to his patron



Ellion Garrett is a young, intuitive survivalist and rogue (possibly a smuggler). He was once considered a good-natured person but Ellion's efforts to prove his value to the drow have seen him take on a different lifestyle. He will do what he must to ensure that his sister keeps receiving treatment from his drow patron in Holoth.

Ellion seems pleasant enough, explaining that he is looking for his sister. Bluff +16, Diplomacy +10, Sense Motive +10. A successful Bluff by Ellion means he gives the party 1d2+2 misleading pieces of information that direct them towards the drow. A failed DC 20 Diplomacy roll does the same.

The PCs meet an escaped gold dragon in humanoid form. It's desperate to get away, but is severely injured



Manthafoyoor, a young or juvenile dragon (based on party level) is currently at 10% of its hit points. If healed, it will try to answer 1d4+2 questions about the region, then **bleed** the party before leaving. 2 minutes after it leaves, the party faces another Underworld Encounter card.

Young: Diplomacy, Heal, Knowledge (local), Sense Motive, all +20

Juvenile: Diplomacy, Heal, Knowledge (local), Sense Motive, all +24

Two rogues (each 7th level) stand by a disguised pit trap, discussing what they might tempt into it



Flett McGlinn, a spiteful, vengeful human pickpocket who blends in well, has no loyalties to those who abandoned him. He now feels "loved" by a chaotic drow matron whom he spies for.

Dex 18, +10 to hit (+1 shortsword), 35 hp, AC 17 (+1 leather), mv 30 ft.

Ilphrar 'Emerald Seeker' is a quiet, tall, paranoid drow able to hide anywhere. His mother left him on the surface in the care of a passing elven party, afraid he would be killed when born on a full moon.

Dex 18, +10 to hit (+1 dagger x 3), 28 hp, AC 17 (+1 leather), mv 30 ft.

Both are on the opposite side of the pit trap to the PCs and flee after 2 consecutive rounds of taking damage.

The party encounters an ogre mage (rogue 4) on an expedition to recover an item



There is a 25% chance the PCs have the item sought; it can be anything the party has that a CR 12 NPC might want. Otherwise (75%), it is something they either had (50%) or have seen (50%). If they have it, the ogre mage will trade, but use Gather Information and then Bluff, Diplomacy, or Intimidation to make the deal. Choose appropriate items to barter.

Cha 18, hp 63, Bluff +11, Diplomacy +15, Gather Info +11, Intimidate +13, Sense Motive +10. The ogre will use **gaseous form** to escape if threatened.

The party crosses paths with a vengeful dragon trapped in humanoid form, heading to Holoth




Ncaurgi (a young adult copper dragon) returned from hunting to find her treasure gone through a hole in the floor of her cave. Following the tunnel down, she fell foul of a curse before emerging near Holoth, and assumes her treasure is there. A DC 25 Diplomacy check convinces her that while it may be the drow, she would be slaughtered outright if she attacked on her own. A promise to return her personal items (GM's choice, Sense Motive +23) means she will "decant" 3 vials of acid (Fort DC 21 or 1d6+5 damage) and 2 vials of **slow gas** (Fort DC 21 or **slowed** for 1d6+5 rounds) that can be used as missile affecting a 5x5 area with no splash effect.

The PCs find a disguised devil that has LN views, and isn't always aggressive



The PCs meet Desgrazzich, a gelugon on a pilgrimage from the icy wastes of a plane of HELL under the northern hills of the Upperworld. It has had an epiphany during the quest, thanks to time spent in a monastery where it gained experience as a monk, and is contemplating turning from its more evil ways. As such it desires to speak with non-Lawful Evil creatures at length about myriad topics. If treated fairly, (Diplomacy DC 22) Desgrazzich will be able to answer 1d4+2 vital questions the PCs wish to ask about the Underworld.

Desgrazzich (LE gelugon monk 3): Diplomacy +15, Knowledge (religion)+29, Knowledge (the planes) +29, Perform (sing [chant]) +11, Sense Motive +29



From around a dark corner, a troop of drow rebels appears. The members could do with a boost


This small band of nine drow (8 are warrior 2) lost their leader and four members in a recent skirmish with Holoth-loyal dark elves. They are distraught at the loss and the ranking officer (a youngster named Izzdar, warrior 4) is unsure of what to do next.

Either a DC 20 Diplomacy/Bluff check or a use of **inspire courage** will give Izzdar the ability to lead the remaining rebels. Any additional magical weapons, items, or support the PCs provide to the rebels grants a +2 bonus to the Diplomacy/Bluff check.



Two drow mounted on cloakers attack the party

The drow are intoxicated on an unknown fungal agent and this has led them to overconfidence. These are drow rangers 3 (hp 20, longbow +5 (1d8); AC 16) but due to their condition, they have a -2 penalty to hit. Additionally, the cloakers are wary of getting too close and will turn and flee at the slightest damage.



An ancient pit trap drops the PCs with an equal chance into a basement, a crevasse, a ruin, a tomb, or a vault.

PIT TRAP CR 1


Type mechanical;

Perception DC 20; **Disable Device** DC 20

Trigger location; **Reset** manual

Effect 20-ft.-deep pit (2d6 falling damage); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

1. Smugglers' storage basement
2. Narrow crevasse that expands after 30 ft
3. Ruined lair
4. Tomb of an ahoon
5. Vault without an entrance that holds a chest containing 5,000 cp and a brooch of shielding that will absorb 2 points of damage from **magic missiles** before it melts and becomes useless.




The PCs bump into a drow party with a "freakshow" of a LG human paladin, and a LN half-elf wizard

Zaccheus Rosethorn "The Just" is an idealistic, short-haired paladin and holy bounty hunter. He has spent years hunting down enemies of the church and bringing them to justice. Zaccheus' sister has been abducted by Underworld slavers and he is trying to rescue her.

Shanadar Barshenkas (half-drow sorcerer) is tall and sullen-looking. His mother was assaulted by drow during an attack on his village; he was the result. Shanadar hates drow with a passion, and wants revenge on them for attacking his mother.


The stats for both can be as required. The drow flee after 1 round of combat.



A drow slave capture team with 4 and "room for more" rounds a corner in front of the PCs

A team of 6 fighters pulls a wagon holding 4 slaves. The rogue gangmaster is looking to add to it, gaining more prestige and money for themselves. The wagon will hold six in total. An opposed Bluff check with a -10 penalty (Sense Motive +6) will convince the slavers that the PCs are spies for Holoth. A DC 17 Intimidate check will make the slavers move on from the PCs. The drow will not give up the slaves without a fight.


Rogue 8, hp 40, Dex 18, dagger +2, +12/+7 to hit, AC 17; Fighter 5, hp 35, Str 17, longsword +1, +9 to hit, AC 15.



By a fresh pool, a merchant sells ragged items. A tired-looking drow who has been banished from Holoth for his beliefs, he does have something useful/needed


Vasilio "Greeneye" Garoo is a merchant, woodworker and wizard of average appearance. He is contemplative but keen, with light brown eyes (although one of them looks greenish at times). Highly intelligent, he seems to know what others will say before they do. While this makes him an excellent merchant, he is "tired of gold" and will accept information or the "chance to explore" for his goods.

Garoo has a range of mundane items as the GM requires; everything sells for twice its Upperworld price. He also has a **medallion of thoughts**. He casts fly before any encounter, flying off if attacked



The party comes face-to-face with an assault troop of 5 drow heading for Embla. Killing the leader scatters the rest


One of numerous "Omega squads" used by House Gullion, this group is made of members of allied houses that are deemed expendable. 4 male drow (rogue 3/fighter 4) are lead by Balimar (cleric 10), the only one to have previously seen combat outside of Holoth. Killing her will cause the rest to panic and flee. Use relevant stats from the main adventure for these NPCs



The party meets an enthusiastic but unpredictable dwarven former general who needs inspiration

Chisslegrog—warrior, former general and adventurer—enjoys helping Emblans, but is unaffiliated. He is one of few dwarves openly given to melancholy. Chisslegrog liberated his homeland through war as a prized leader, only to see it succumb to civil strife a few years later. Having lost his fathers (plural), he now often wanders alone, looking for a fitting end. Happy to lead others, but keeps an emotional distance. Ready to help those in need and die for a great enough cause, but not easily pried from drink. His melancholy stops him from all actions for 5 minutes (1% cumulative chance per minute)

Warrior 12, hp 109, Str 17, Con 18, AC 18, Urgrosh +2




The party finds an injured drow assassin returning from a job. It is unclear which side she is on

Sakashrr Uss "The Shunned" is a shy rogue-assassin that appears as a female drow (though she was cursed upon birth to have the features and skin color of a surface elf, she disguises herself).

She finds a way to get close to a member of the adventuring party—man or woman—and if they show a keen interest in her, Sakashrr will see it as a gauge of love and will try to kidnap him/her and then bring death to them both so that they can share their eternal love together.


Rogue 5/Assassin 5, Dex 20, 45 hp, AC 20 (leather +3; cursed to non-evil characters, acts as leather -3), 2 daggers +2, +13 to hit (one dagger is an evil **wounding** weapon)



A procession of a mummy lord and his guardians slowly and silently passes the party, stepping to one side out of the PCs way. The undead bow in acknowledgement

Kafele has lived for many centuries and has never grown tired of watching mortals kill each other. He and his five guardians (mummies: 60 hp, slam +14 1d8+10 plus mummy rot: DC 16, AC 20) are planning to stay and watch the fun.


If spoken to politely, a DC 15 Diplomacy check convinces Kafele that the PCs mean him no harm and are simply passing through. He offers the PCs a blessing. Kafele will not engage in combat, but if offended, his guardians attack the party.



The party finds the camp of a drow bard with a collection of rare mushrooms

Cathiel Alnaiis (an outcast drow bard 6/rogue 1) is flamboyant, agile, and mischievous, but honorable. He loves festivals and is always in the mood for a party. Cathiel's wild ways earned him scorn and the drow cast him out, which did not cause him concern, as he felt they were stuck in their old strict ways. Has a strong sense of honor and fairness and will do whatever he feels is right, despite any legal niceties—his word is his bond.

Some of his mushrooms make for splendid potions He will trade (but not sell) them for items he has never seen before after a successful DC 15 Diplomacy/Bluff check. The GM can choose his current stock.



As the PCs head towards Holoth, they come across an internal house fight over prisoners

House Gullion members Susarra and Vaszatar are arguing over where to take the slaves; Susarra says back to Holoth, while Vaszatar wants to sell them at the nearest slave market to line his own pockets. Members of the slavers loyal to each side are now fighting for dominance.

If the PCs can make a Move Silently/ Stealth DC 20 check, they can unlock the slave wagon with an Open Lock/Disable Device DC 20 check and lead the slaves away under the cover of battle. There are over 20 slavers involved in the fight, and they will band together to swarm the PCs, their differences momentarily forgotten. Use appropriate stats from the main adventure as required.

The PCs encounter 12 humans released as bait for a hunting party



Duncan Lomas (rogue 2/fighter 5) is a world-weary loner by inclination, but a loyal leader by circumstance. He fled the surface world to avoid a bloody confrontation with a beloved friend. Now leading a collective of slaves while being hunted by drow, Duncan feels compelled to protect his "troops" as best he can.

Protecting a group of 11 near-naked, starving refugees, Duncan is of course wary, and it takes a Diplomacy DC 20 check for him to accept aid. This becomes DC 18 if food is offered, DC 15 if equipment is offered, and DC 12 if both. In return, Duncan will draw the party a map of some local tunnels and mark any known drow posts on it.

A gargantuan, web-spinning spider and its rider appear from high above the party and snatch a useful PC/item/NPC



An Underworld hunter (drow ranger 8) and his arachnid animal companion attempt to kidnap one of the PCs, a prized magic item or an NPC important to the party as the adventurers rest.

Use the stats for a gargantuan monstrous spider. The drow will use magic to disappear with the item/person after the first attack round on either it or the spider. A PC gets an Escape Artist DC 20 save to escape the webbing that binds her or find herself in Holoth. The spider will fight to the death, targeting anyone who attempts to use magic to follow the rider.

A pack of 8 wild fire lizards rushes towards the PCs



A clutch of the reptiles had been rustled from their nest near a lava vent, but they escaped and are now voraciously hungry. The fire lizards attack the PCs, fighting to the death to defend their new territory.

Use the stats for monitor lizards, but add 2d6 fire damage for each successful bite attack. Each creature is CR 3/EL 3.

The party is surprised by a demon



Roll 1d4 to determine the role of this outsider. Its CR is equal to the party's average level +2.

1. a visitor
2. an escaped prisoner
3. 3. a summoned creature
4. 4. an ambassador

The creature, amazingly, isn't immediately hostile. It turns out it has been humiliated by a very senior matron in Holoth and left permanently **confused**. How the PCs discover this is left to them. Whether it becomes a rather strange ally is also up to them.

Coming towards the PCs is a gang of undead and its wizard overseer



Asthalas (drow wizard 8) is short and thin for a dark elf, with jet black skin, and oily hair that does not make him attractive. Quiet, extreme discretion is what keeps him alive (though he is not wise, but rather very smart). Asthalas is always trying to gain a personal advantage and will betray anyone if he can benefit. He feels deep disdain for those weaker than him, fears those stronger, and is envious of all. A coward, he dreams of the power to enslave those that look down on him. A subtle manipulator, most consider him a mediocre wizard—those that know better are either dead or ran far away.

All spells are necromancy, none used; has a gang of 4 ettin skeletons.

A troll hunter asks the party for assistance



Hizzgarth (CN troll ranger 3) is an accomplished explorer of the Underworld. A drow patrol that ran across the gigantic hunter managed to flee and has returned in force, overwhelming him with their numbers. If the PCs agree to help him, Hizzgarth will reward them with 1d4+1 potions of **cure critical wounds** and 1d4+1 facts about the area's hazards.

Str 24, 98 hp, 2 points off each single-digit skill, 3 points off each double digit skill – use template from main adventure.

A half-drow on a flying carpet is being pursued by a flock of 8 cockatrices – she is possibly “hit” by one just as she is over a ravine



Dreseinia Forlorna (female half-drow; wizard 3/rogue 3) is a ruthless, exotic, cunning mercenary. A renegade, she has allied with a wing of gargoyles that established a lair in a nearby chasm and river crossing. She has a large carpet of flying that she uses to ferry passengers (good and evil alike) across the chasm for a “fair” price; coin, magic, information.

Dex 15, Int 16, 23 hp, full spell compliment when first encountered, allied with 5 gargoyles.

A pair of dweorg fighters flee from 8 drow aggressors



Two dwarven brothers (dweorg fighter 4) have managed to escape a dark elven ambush, but their pursuers are not far behind. The two promise to accompany the party up to the gates of the city (or the Spider Temple if the PCs are already within) if the adventurers agree to help them escape.

The eight drow fighters following them will flee when reduced to 1/2 their hit points (hp 30, longsword +5 (1d8+2), AC 18).

Two drow lock swords in the middle of the path



Raithare is a drow warrior 10 and master of heavy, metal blades, but is otherwise regular in all facets. He tends to follow and protect any newcomers that he feels are on a good path. In turn, he is liked and defended by those he watches.

Str 18, 55 hp, AC 18, 2-bladed sword +1

Elendris Kersparr is a muscular, stubborn, rude drow fighter 9, veteran of many combats. He once served in the army, and knows the way of the sword. Injuries led him to take up the trade of a weaponsmith – his reputation and fine craftsmanship soon allowed Elendris to expand into tools of joy and torture for richer citizens.

Str 17, 58 hp, AC 17, greatsword +1

A captured skildpadder and a drow controller prowl silently through the caves



Valtherius (drow ranger 8) experienced a patrol being broken up by skildpadders and vowed revenge; he stalked the trainer and mount to their home, killing the dweorg and using some recovered scrolls to keep the body from decaying as he used it to trick the beast into accepting him as a new master.

Now they prowl around Holoth, but flee for reinforcements when either drops below 1/3 hit points.

Dex 16, Int 14, Wis 14, 36 hp, AC 16, +1 drow shortbow, Handle Animal +12, Knowledge (dungeoneering, geography, nature) +13 each, Listen/Perception +13, Ride +16.

A group of slaves that support the drow as the “devils they know” attacks the party



After years of slavery, these dozen indentured captives now believe that any disloyalty or deviation from their prescribed duties is guaranteed to mean their prolonged, torturous demise.

They mob and attack the party, fleeing when reduced to 1/2 hit points. Slaves (warrior 3): 13 hp, unarmed 1d4+2, AC 13, may act as a humanoid swarm.

Several creatures stalk the area along with their drow trainer



Micarzyne Oussar (Expert 8/Warrior 2) is a drow animal and monster trainer. He is haughty, egotistical, treacherous and mean. Once an aspiring warrior for one of the drow houses, after suffering an injury that left him with a limp he began to study the art of training creatures for his house.

Now an accomplished animal trainer, he commands several giant spiders and dinosaurs (amongst other monsters).

Str 13, Dex 14, Cha 16, 55 hp, Handle Animal +16, Ride +17, **ring of animal friendship**, **drow ring of vermin friendship** (same effect as animal friendship, but drow can control vermin instead). GM chooses the creatures he controls as appropriate for the level of the party.

The only mage who has a specific spell component (such as fireflies, gum arabic, exotic feather or crystal beads) is hoping to swap it for a greater teleport spell

Manatha Than'Kalis is an evoker sorcerer (Lvl 11) with a fiery temper. He likes explosive spells and has an impulsive desire for glowing items. A half-elf not fully allied to the dwarves, Manatha uses evocations to help them mine rock. He has a specific evocation spell component (of the GM's choice) needed by the PCs when they find him.

Int 19, Cha 10; Decipher Script +17, Knowledge (arcane) +17, Spellcraft +17

Two Emblan dwarves argue at a trade point about the veracity and value of an item—it's real!

Flint Stormhammer, a clan Stormreach armorsmith, is a retired fighter scarred by flame with an abrasive, no-nonsense attitude. His wife is a silversmith. **Selling.**

Krug Hammerstock is a warrior. Quick to pick a fight at any insult, real or perceived. A feisty, skilled underground adventurer. He led a failed expedition to the drow realm, and bears memories of the lost party. He lived on own for months within the region and has valuable knowledge of its dangers. **Buying.**

If the PCs step in and resolve the issue (a DC 25 Diplomacy check followed by a DC 18 Appraise check) they gain 1d3+1 mundane items from Flint and 1d2+1 good pieces of advice from Krug.

A fight between two similar-looking dwarves breaks out over a disputed item

Rorin Doombringer (fighter/ barbarian) is unkempt, red-headed and crass, but very loyal. 2nd son of Gorin, Rorin is captain of the Stoneholme Barbarics. His brother Jorin was killed by the drow; Rorin is in Embla searching for his kin's keepsake.

Leandre P. Almaltee, a fighter in Embla's Watch, also has red hair, is squat, and has no hesitation to curse and use violence if necessary. Born amongst Embla's poor, she grew up an orphan. Now she pays her debt to the city and those who saved her. She knows many people and protects them. Has a vision of "the law" when justice seems poorly served. Leandre owns an item similar to the one Rorin seeks. Diplomacy DC 20 stops the fight, then DC 22 solves the problem.

A dwarven clerical doom-monger, leading a service of dwarves, is suggesting a deal with the drow

Falorik "the Wise", Doomsayer/Cleric of a long ago-dismissed deity, is a grumpy, filthy old dweorg. For many years, he has stood in the marketplace of Embla, proclaiming "the coming apocalypse". Years ago he DID foresee the fall of Embla in a dream and since then he has tried to warn his fellow citizens.

Will DC 17 save or be fascinated by Falorik's speech for 10 minutes. If first save failed, Will DC 12 or follow Falorik. A Diplomacy DC 20 or Gather Information DC 22 check, a gift of 200 gp, and then a 1d10x4 minute conversation with Falorik acts as a **legend lore** spell.

4 wraiths (members of Makinnga's retinue) appear as the party settles for some sleep, and leave a mysterious token with the PCs, suggesting her as an ally

While the party rests, a note made from killelek paper is inexplicably dropped beside their closing eyes. It details directions to Makinnga's chambers, her seal, and kind words that encourage a meeting of the minds.

The wraiths do not attack, and leave if they are targeted. If an attempt IS made to strike them, there is a 50% chance they will take the **killelek paper** with them.

A skildpadder stampede causes chaos. A dozen of the creatures hurtle past the party, then disappear into the dark

Creatures that cannot reach the ceiling within one round or that fail a DC 17 Reflex save on each of the next 4 rounds, take 3d8+6 points of damage per round as the massive beasts charge recklessly down a confined tunnel. A DC 27 Handle Animal check halts the skildpadders but otherwise, they continue running through the endless caves of the Underworld.

As Embla sinks into despair, will-o'-wisp begin to spontaneously appear



1d3+1 will-o'-wisps appear within 1d4 x10 feet of the PCs, then quickly disperse. After 1d4 rounds they turn invisible, traveling from person to person and reveling in the fear they cause as the dwarves are knocked unconscious by electric sparks. After 20 rounds, they all disappear.

Drow mages bombard Embla from a distance, damaging buildings



These mages (drow wizard 5, hp 12, AC 12) are accompanied by three drow warriors (fighter 3, hp 20; longsword +2 (1d8+2), AC 15).

The mages will retreat if approached, leaving the warriors to cover their tracks. If a warrior is killed or incapacitated, the others instantly flee in a different direction to the mages.

An attempted teleport of young dwarves and a druid mentor to Stoneholme "bounces back" as the distant city is closed, causing injuries that require healing



On the outskirts of Embla, a troop of dwarves (6 fighters, 2 clerics, 2 wizards and 1 druid) appear out of thin air 30 feet above the ground. All are rendered unconscious by the fall but none are dead. All need curing. Roll d12:

1-6, **light**; 7-10, **moderate**; 11-12, **serious**.

Upon awakening, the group will tell their story and a DC 25 Diplomacy check will be required to convince them this isn't a "dirty drow trick." This falls to DC 12 if they are cured. The druid gives the PCs a scroll of repel vermin (7th level)

A dweorg repair team (a cleric [Earth, Strength] and 3 experts), need cover



The dwarves are being softened up with arrows from 4 hidden drow archers (30 hp, longbow +1, AC 17) and are pinned down behind a rock formation while their wagon (possibly carrying a secret weapon) lies nearby with a broken axle. If given cover for four rounds, the team can repair the wagon (DC 30 Strength check and DC 20 Disable Device or appropriate Craft or Profession check to replace the axle). If some PCs wish to help the team, the repair time drops to three rounds. A Spot/ Perception DC 25 check means a PC sees the drow, and can fire back, (Drow are Concealed), which means they only have a 75% chance per round of targeting the repair team.

A brainwashed dweorg returns and starts to unleash mayhem



Kell McCrudd (dweorg rogue 5) is a scout and spy. He is tall and lean for a dweorg, his head and face covered by scarring. After Kell's capture and torture by the drow, he shifted beliefs from CG to CN, with an extreme hatred and revenge obsession for many Underworld creatures that borders on insanity. After his bloody, near-miraculous escape from the dark dungeons of the drow, he took to wearing a black mask and clothing made from an unknown leather in order to cover his features while prowling the tunnels close to Holoth.

Rogue 5, hp 20, Dex 17, Cha 7 or 14 (depending on his level of anger), 2 shortswords +1, +7 to hit, AC 16

A sudden aerial assault on the chains holding the trading gonjola snaps everyone to attention



The whole structure shakes as a flight of 6 drow sorcerers on cloaklers specifically target the massive chains with **lightning bolt** and **fireball** spells. Their dipping and diving give the cloaklers and wizards a +2 circumstance bonus to AC (21 and 14 respectively). They fly off after 2 rounds. Cloaklers, hp 25; drow, hp 21

A summoned large earth elemental, initially helpful, goes berserk, then splits like a black pudding when hit

The creature splits into two identical elementals, each with half of the original's current hit points (round down). An elemental with 10 hit points or fewer cannot be further split and dies if reduced to 0 hit points.

A loaded skildpadder returns, driverless and under attack by drow

The drow, unable to control the beast, have been content to torment the skildpadder (which bears many minor wounds). Once the six drow rangers (hp 20, shortbow +6 to hit; AC 15) are run off, either a Wild Empathy check or a DC 15 Handle Animal skill check is required to stop the skildpadder and lead it back to Embla. Otherwise it and its load disappear. Perhaps the PCs will find the load if they follow the charging creature, or maybe they will find someone or something else has stopped it.

As the party approaches Embla, dwarven dead rise up, and a dweorg monk/ranger needs help to defeat them

Delg of Balim's Door (an undead hunter monk/ranger) wears a short, braided beard and is calm and well spoken. The youngest of 3 brothers, Delg went to the nearby monastery and trained in the martial arts. His respect for life lead him to learn how to hunt and track "the defiled returned".

Monk 5/Ranger 3, Dex 16 Wis 16, 44 hp AC 17, **ghost touch** kama +1, +10 to hit

An ambassador of a traditional minor enemy turns up and offers to help -- for a price. "The enemy of my enemy..."

Shaomathot is the ambassador of (e.g.) a nearby colony of draaki trying to gain an audience with Mayor Stonetooth. A clan of (e.g.) gitwerc has been harassing his small village, but despite attempts at fighting and diplomacy, the war goes on.

A DC 20 Diplomacy check by the PCs will grease enough wheels for the Mayor to meet with Shaomathot

The GM can use this to introduce mercenaries or followers to the game. The price should be affordable but make an impact, and doesn't have to be monetary.

A greater invisible drow teleports in and out 3 times, trying to kidnap an important dweorg (50% chance for either Mayor Stonetooth or Maylorin Obsidianaxe)

When the Mayor meets with Maylorin Obsidianaxe for a "business lunch," a drow kidnapper attempts to grab either dweorg (though the Mayor is the preferred target). On the first two attempts, a bystander will be taken instead. On the third attempt, the drow will have a 1/3 chance of grabbing the Mayor, Maylorin, or the Mayor's assistant. A Diplomacy/ Bluff DC 10 check or an Intimidate DC 15 check will cause the dwarves to leave the area before the third attempt.

A cleric on a vigorous but misguided recruitment drive needs to be calmed down; many dwarves ought to be sent back to their jobs

Kurik Grandhelm is a righteous, usually soft-spoken dweorg warrior-priest (3/5). Not content to mind the forge, he seeks to defeat evil and protect goodness. He freely gives his limited healing ability. Kurik is enthusiastic about learning and sharing knowledge, and beating evil. He is recruiting for a journey into caverns far from home to "bring good" to the devils that have come from HELL to aid the drow.

A Diplomacy DC 15 check convinces Kurik that the people joining him are farmers and craftsfolk, not fit for war. A Diplomacy DC 18 check convinces the recruits to return home. A DC 22 check means Kurik will join the party if asked.

There is an outbreak of a virulent disease, spread by a returning sorcerer immune to the virus and the source of the long-term cure

Thrym Stonehealer (dweorg sorcerer 6) is obsessive about over-cleanliness and very defensive. He comes from a long line of healers; Thrym is the first in his lineage to be born without the gift. The dweorg considers his arcane ability to be a curse.

In fact, Thrym is undergoing a trial from his god. If he is cured – this takes a **heal** or higher level curative spell from someone Thrym has never met before – he becomes a cleric 6 with skills, feats and abilities optimised for that class, and follows the Healing domain. As GM, let Thrym thank the PCs as appropriate.

A fairly powerful demon appears and offers to help save Embla in exchange for a previously unimportant lawful NPC, with whom it is besotted

The outsider (of a CR equal to the party's average level -2) cannot be dissuaded from acquiring its charge.

The Emblan council can be convinced to give up the individual in question (a minor noble) with a DC 20 Diplomacy check, or a DC 22 Intimidate check (in which case the noble house's attitude toward the PCs becomes Indifferent)

The increased blacksmithing and weaponsmithing activity use more fire and heat, causing frequent outbreaks of brown mold. An imperiled dwarf need rescuing

Garrack Helmbreaker (dweorg smithkin fighter 4) is barrel-chested with green hair and skin. His past actions have shamed him in the eyes of his people, and worse, his father. He hopes to somehow make amends by trying his best to help dwarven causes, seeing such a chance in helping defeat the mold, but is in over his head.

Garrack is nearly unconscious from nonlethal cold. The brown mold has grown enough to wedge the door to his workshop closed. A DC 16 Strength check breaks down the door and the brown mold requires 20 points of cold damage to kill it.

A dwarven former paladin offers all the spoils as reward for a mission to find his wife

Goraz Gorak is a haunted, stoic, soul-searching ex-paladin with dead eyes. He is guilty of a great betrayal – his own wife. As attempted atonement, Goraz allowed himself to be captured by the drow and toiled as a mining slave for 100 years in the hope of hearing news of her. He didn't, and is dead inside, filled with self-loathing. After all those years, Goraz is broadly knowledgeable of Holoth and its denizens, but only looks forward to the release of death after his atonement is fulfilled.

Diplomacy DC 15 convinces Goraz that answering questions is a worthy cause.

A disguised drow is gathering allies and leaving the odd obscure message about buying information

Nightshade (e.g. fighter/sorcerer/arcane archer) is quiet, observant, careful, and likes to plan out her courses of action and alternate eventualities.

Working for a clandestine but benign organization that quietly shapes world events for the better of all, Nightshade, one of the few drow involved with and trusted by this group, is tasked to discover how House Gullion has gained the power to attempt an attack on Embla and (if rumors are true) an Upperworld assault.

This NPC can be any level the GM would like her to be – the PCs will never know the real her. Perhaps she doesn't exist...

An intelligent weapon (GM's choice) owned by a prominent dweorg starts to insist on being given to a PC, deriding its current owner and belittling his efforts

Reigar Ferral (a dweorg rogue 5 thug/enforcer) is an intimidating, crass opportunist. He never understood the affinity with mining shared by his kin, and looks to use his war hammer to loosen gems in their more refined form. He searches for the best situation to acquire wealth and fame with the least amount of effort, signing on to groups as muscle.

Str 19, Dex 16, Int 13, 30 hp, combat expertise, improved feint, bluff +9

A powerful weapon (GM's choice) belonging to a PC is revealed to be intelligent, but asks to be given to a prominent dweorg, one who is not on the best terms with the PCs

Kelios Mithrilhammer (dweorg fighter 3/ wizard 3) is a muscled weaponsmith that uses a light hammer, and keeps intricately braided brown hair. He does not usually advertise that he can cast magic and is extremely loyal and protective of his clan. Like the majority of the Mithrilhammers, he hails from Stoneholme but has clansfolk in Embla. Kelios has journeyed there to aid them in their fight.

Str 14, Int 14, 30 hp, light hammer +1
returning

A cleric's divination attempts draw the sudden attention of 3 ethereal filchers

Murga Wellfinder is a righteous, honest, brave dweorg cleric 8 that never shuts up. He is unable to hold positions elsewhere being so undiplomatic. Murga came to Embla as he "heard of trouble with evil in the region". He is a diviner following the Knowledge domain, with a full roster of divination spells when encountered – he tends to say what he sees.

Wis 17, Cha 7, 44 hp, wand of **detect magic** (30 charges)

Any scrying attempts draw the attention of a persistent drow oracle

Sh'al Rh'iin (drow oracle 7) is blind in his left eye, with scars along the left side, and a functioning desiccated left hand. After surviving in a sealed cave whilst looking for a lost lover, Sh'al Rh'iin now wants to let people know the price of seeking too much power, and the loss of their souls to the powerful of their worlds.

Int 17, Cha 16, 31 hp, AC 11, Diplomacy +12, Knowledge (history) +13, Knowledge (the planes) +13, Knowledge (religion) +13, Sense Motive +13

A half-drow ranger offers to lead a small group away for a fair price; may be a disguised aranea who has an equal chance of leading people to safety OR the drow

Javril Zabros (male half-drow ranger 5/ rogue 3) is focused, tall and more human than drow (something he is sensitive about). Javril has been working with the humans "on behalf of his father".

His great skill with disguises has EITHER enabled him to gain good intelligence (1d6+1 facts) for human

incursion into drow held areas OR he is a disguised aranea with poor intelligence, leading the PCs to a drow patrol.

Dex 15, Cha 14, 33 hp, Bluff +8, Disguise +8, Survival +7

Cracks start to appear in Embla's roof as a drow druid begins to cast targeted earth-moving spells. As the PCs approach the drow, the roof begins to bulge outwards, with debris falling

A DC 22 Spot/Perception check notices the growing fissures, and a DC 18 Knowledge (nature) check reveals the nature of the disturbance. Finding the wily but cowardly Taygia (drow druid 9) is difficult (Spot/ Perception DC 30), and once engaged in combat he will flee if reduced to 1/2 hit points or fewer.

Wis 20, 58 hp, AC 18, full compliment of earth-based spells at the start of the encounter, including two transmute rock to mud

Dweorg barbarian offers to lead a small group away for a "heavy price" of gems or items

Sharga Stonebridge (dweorg female barbarian 10) likes axes, killing drow, and loves trash talking, but HATES being shown up. She grew up a tomboy, always hanging out with her many brothers and learning all that they did. They often poked fun at Sharga for not being as skilled (which is why she hates that now), but she soon surpassed them in talent, and now constantly returns the favor. Her favorite recent pastime has been going out hunting drow.

Str 19, Con 18, 105 hp, AC 16, greataxe +2

A wild skildpadder mother faces down a drow hunter while her two young attempt to scare him



These three beasts (two of which have the young template) are squared off against an experienced Underworld hunter (drow ranger 9). The children flee at their mother's behest when she reaches 1/4 hit points and if not protected by the PCs, are captured by the dark elf.

Dex 18, Wis 15, 49 hp, AC 18, pair of hand crossbows +1

A greater invisible human rogue hides behind a rock from a shadow basilisk, which is surrounded by a "museum of adventurers"



Xanippe (a dual wielding rogue 6) is a happy-go-lucky, slightly manic explorer. She had been dominated and used by an unknown evil for a period of time, but is now free and wants to make up for "all the evil I've done" by helping adventurers (she recalls as much or little as the GM decides). Xanippe hopes for a heroic death; if the PCs discuss plans, she's off to do it without the final decision, as she's so keen to help and even die doing good.

Dex 15, Con 14, 33 hp, shortsword +1, bracers of armor +2

Two undead Underworld giants each clear rubble from a separate side tunnel, placing it in the other's tunnel, while a third watches on



These mindless creatures are continuing a task given to them by whomever animated the skeletons in the first place. They do not engage the PCs unless attacked, but the party may find the route behind them to be blocked for an indeterminate amount of time as one of the giant's stacks of boulders causes a cave-in.

For convenience, use the stats for a cloud giant skeleton if the PCs choose to fight.

An immense sudden rise (or drop) in the path finds a half-orc with very strong climb skills offering his services, for a price; your assistance with a job



Morval the Black Blade (rogue 5/assassin 2) is small for a half-orc, slick, and sly as a fox. A smaller and lesser known drow house has decided to make a move and have brought in outside help, this half-orc surface dweller known for his talents and discretion. Arriving in the Underworld, Morval got word to Holoth that he was available, but got no reply. Now he waits close to Embla, hoping to make an ally or two to exact revenge.

Climb +19 (Dex 16; Athletic; Climb +10, Use Rope +7; Climber's Kit; **rope of climbing** and **rope of entanglement**)

A hidden stairway leads to a small magical pool, home to a humanoid NPC that appears to have an extra zero to his age. He wants to swap places with a PC



Jurg the "Eternal Knight" (fighter 4/cleric 3) is of medium height and build, world-weary from years of duty. The Eternal Knight has been serving his god, king and country seemingly (to him) for forever. His endless service in the pursuit of evil, especially drow slavers, has left him feeling jaded and he looks forwards to the day that he is allowed to retire.

As GM, you can use this to introduce a "swap character" as required, have Jurg become part of the party if it reveals that it is after slavers OR use Jurg as a way to relate some of the drow history.

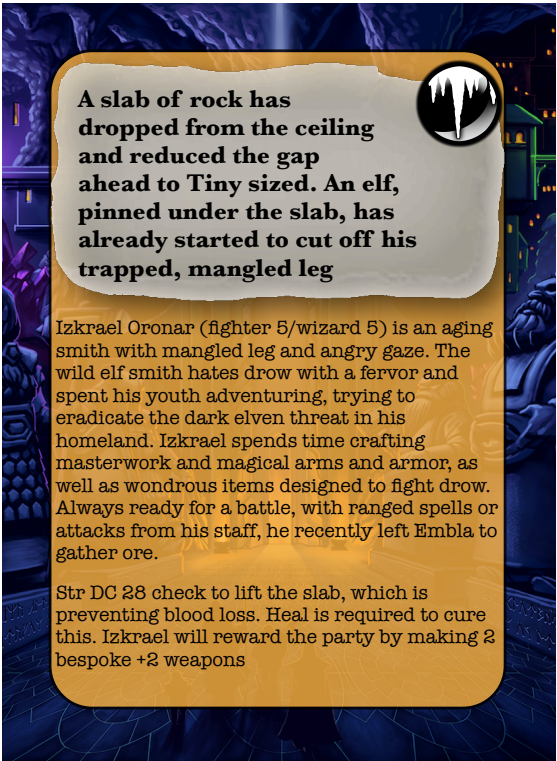
A steady decline leads to a massive bowl with Underworld vegetation, a druid, and 6 perfectly formed diminutive triceratops



Poraginnva (female svirfneblin druid 8) is a force of balance in the territory she calls home. She'll ask the PCs questions about their travel and if they've respected nature throughout, her young triceratops and magic might provide them with aid. Otherwise, the PCs will be asked to leave immediately (and may incur her wrath).

Wis 18, Cha 17, Handle Animal +14, Knowledge (nature) +14, Listen +15, Spot +15 OR Perception +15, Survival +15

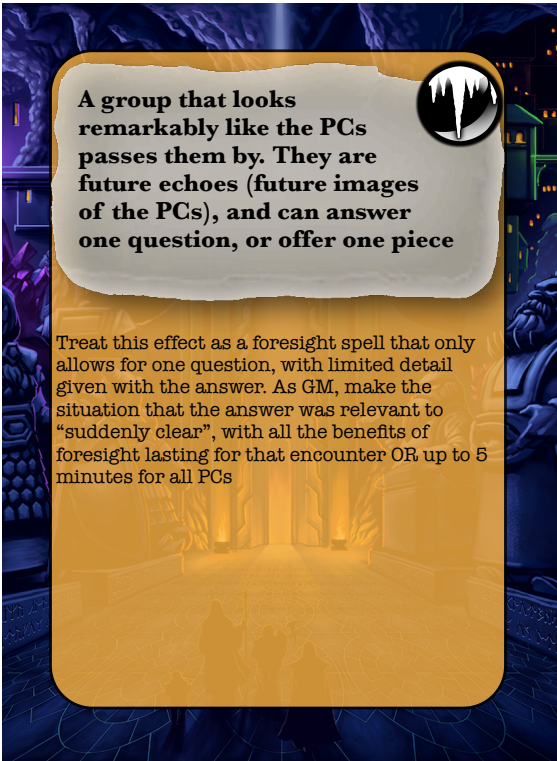
Triceratops Str 4, Dex 19, Con 15, 102 hp, AC 24, +13 to hit (gore), damage 1 hp



A slab of rock has dropped from the ceiling and reduced the gap ahead to Tiny sized. An elf, pinned under the slab, has already started to cut off his trapped, mangled leg

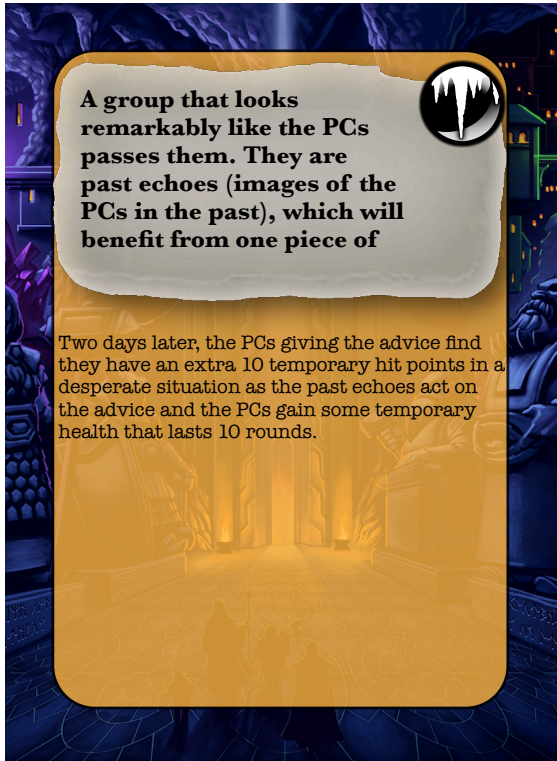
Izkrael Oronar (fighter 5/wizard 5) is an aging smith with mangled leg and angry gaze. The wild elf smith hates drow with a fervor and spent his youth adventuring, trying to eradicate the dark elven threat in his homeland. Izkrael spends time crafting masterwork and magical arms and armor, as well as wondrous items designed to fight drow. Always ready for a battle, with ranged spells or attacks from his staff, he recently left Embla to gather ore.

Str DC 28 check to lift the slab, which is preventing blood loss. Heal is required to cure this. Izkrael will reward the party by making 2 bespoke +2 weapons




A group that looks remarkably like the PCs passes them by. They are future echoes (future images of the PCs), and can answer one question, or offer one piece

Treat this effect as a foresight spell that only allows for one question, with limited detail given with the answer. As GM, make the situation that the answer was relevant to "suddenly clear", with all the benefits of foresight lasting for that encounter OR up to 5 minutes for all PCs



A group that looks remarkably like the PCs passes them. They are past echoes (images of the PCs in the past), which will benefit from one piece of

Two days later, the PCs giving the advice find they have an extra 10 temporary hit points in a desperate situation as the past echoes act on the advice and the PCs gain some temporary health that lasts 10 rounds.



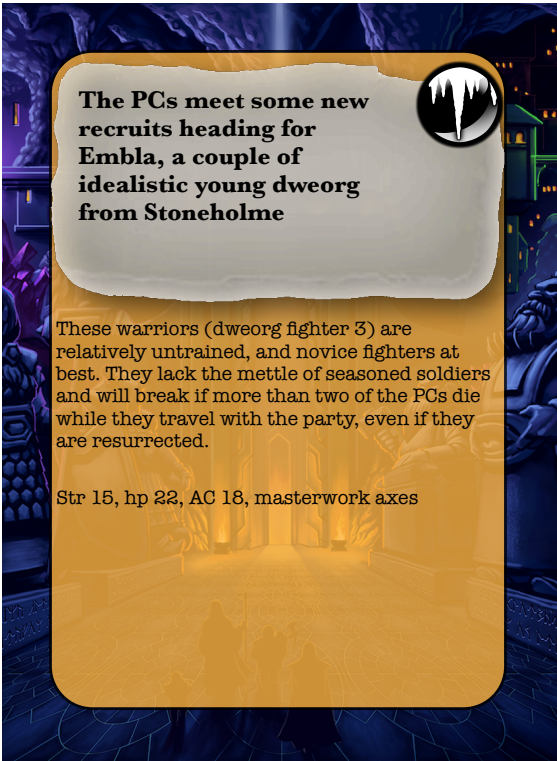
The PCs find an upward chimney. At 80 feet there is a trap and at 150 feet, a hermit. The trap resets for the trip back down

ACID ARROW TRAP CR 3

Type magic; **Search/Perception** DC 27; **Disable Device** DC 27; **Trigger** proximity (alarm); **Reset** none;

Effect spell effect (acid arrow, Atk +2 ranged touch, 2d4 acid damage for 4 rounds)

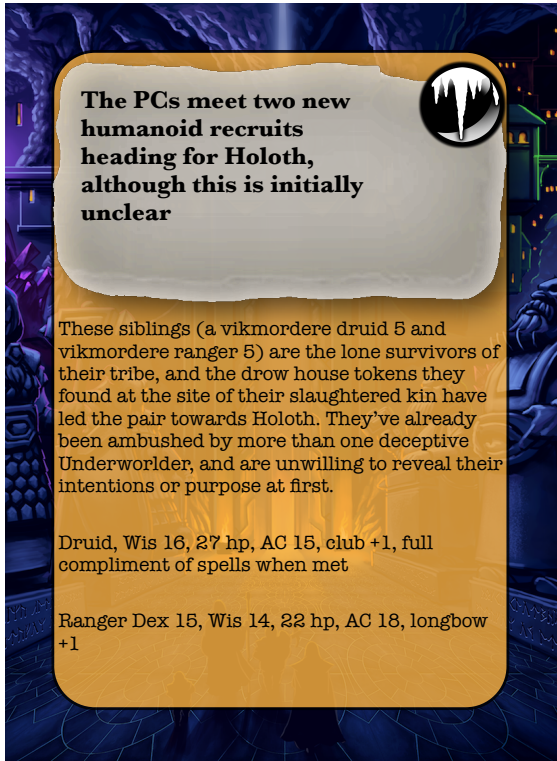
Zaiwolt (male halfling rogue 3/sorcerer 3) found this hideaway some time ago and has become paranoid, unwilling to venture back down to the endless caves of the Underworld after the capture of his allies by drow slavers. A DC 27 Diplomacy check convinces him to leave. Use him as you see fit, perhaps offering advice.



The PCs meet some new recruits heading for Embla, a couple of idealistic young dweorg from Stoneholme

These warriors (dweorg fighter 3) are relatively untrained, and novice fighters at best. They lack the mettle of seasoned soldiers and will break if more than two of the PCs die while they travel with the party, even if they are resurrected.

Str 15, hp 22, AC 18, masterwork axes



The PCs meet two new humanoid recruits heading for Holoth, although this is initially unclear

These siblings (a vikmordere druid 5 and vikmordere ranger 5) are the lone survivors of their tribe, and the drow house tokens they found at the site of their slaughtered kin have led the pair towards Holoth. They've already been ambushed by more than one deceptive Underworlder, and are unwilling to reveal their intentions or purpose at first.

Druid, Wis 16, 27 hp, AC 15, club +1, full compliment of spells when met

Ranger Dex 15, Wis 14, 22 hp, AC 18, longbow +1

The PCs encounter a **force field** covering mundane items set in holes in a wall. A slot at the top of the **force field** is big enough to accept items. An

The PCs see something they want behind the field. Nothing short of a wish or miracle damages the forcefield. If they place items worth just over the value of what they want into the slot at the top, what they want appears in the tray, which can now be opened. The items they have dropped into the slot then appear in the cut-out holes.



A **dweorg merchant** and her **skildpadder** rest by a stream

Gestry Bilgemallet (dweorg rogue 2/fighter 4) carries armor, and is happy to trade for similar items, making just a 10% profit. She will sell items for 5% more than is listed, and buy them for 5% less. The difference between these two is how she makes her profit (actually a little more than 10%). She will also carry out repairs for “cost plus 10%”. These are just about the best deals anywhere in the Underworld, but Gestry doesn’t mind, as she has found that people trust and respect her for it.

Str 13, Dex 14, Int 14, Cha 12, 29 hp, Appraise +7, Craft (armor) +11, Handle Animal +5, Use Magic Device +6



A **gnome merchant** and a **huge stag beetle** rest by a patch of **phosphorescent fungus**

Faddel Knotpocket (gnome expert 8/mage 3) carries some wondrous magical items, carries armor, and is happy to trade for similar items, making just a 20% profit. He will sell items for 10% more than is listed, and buy them for 10% less. The difference between these two is how she makes his profit (actually a little more than 20%). He will also carry out repairs for “cost plus 10%”. These are just about the best deals anywhere in the Underworld, but Faddel doesn’t mind, as he has found that people trust and respect him for it.

Dex 14, Int 14, Wis 13, Cha 12, 35hp, Appraise +12, Craft (wooden items) +16, Handle Animal +11, Use Magic Device



A **softwood door** is built into the tunnel wall, leading to, “your heart’s desire.” The creature on the other side of the door is **unexpected**, and insists on

All of this is a time-consuming illusion that disappears in 5d12 hours and requires a Will DC 22 check to resist, with a reroll allowed every 4 hours to overcome any previous failure



A **Lawful Good NPC** has been transformed into a **demon**, but can’t see it even when shown a **reflection**

Theiloran (LG zwerc monk 9) is totally unaware of her appearance and does not understand why she is continually attacked on sight. Of course, this has made her apprehensive and reticent to approach travelers but if aided, she will be willing to scout ahead of the adventurers until they reach a new settlement.

Dex 14, Int 14, Wis 16, 40 hp, **robes of opposite alignment and appearance** (as a **helm of opposite alignment**, but also changes appearance to look like something that is usually the new alignment)



The PCs find a **human** chained to a **huge rock**, dragging it along. He **refuses help**, becoming **defensive** if the PCs insist

When out of sight, they hear a scream; if they go back, they find him pinned under it; how it got there is a mystery. This is Arturio Volkar, a fighter 2/rogue 6. He’s clean-shaven with an imposing stature, trustworthy and a natural leader. Whilst willing to give new folks the benefit of the doubt, he’s been burned enough to take care. He ran a weekly poker game back home, open to those whom fellow soldiers vouched for. The rock is a forfeit from a devil that finally beat him. He must pull it for a year, or his loved ones will suffer.

Str 14, Dex 17, Cha 16, 32 hp. If seen shirtless, he as a **Flames** plaque from a **deck of many things** embedded in his back



A very powerful intelligent weapon rapidly dominates a party member and insists he goes looking for the creature that stole the spirit's body

The spirit is vague about what the body might look like, as all this happened several hundred years ago. There is equal chance it is a dwarf, dwarf, gnome or intelligent undead.

Rapier of Charismatic Authority +2 keen rapier (Intelligent minor artefact) CN, Int 18, Wis 10, Cha 18, Ego 21 Speech, telepathy, read all languages, read magic; 120 ft. darkvision, blindsense, hearing; 3 lesser powers - Bluff +14, Diplomacy +14, Intimidate +14 (10 ranks in each); 2 greater powers - **clairvoyance** 3/day and **detect thoughts** at will

The PCs meet an arcanist human searching for an intelligent weapon that a PC owns. It hasn't revealed its real nature since a spirit swap. The arcanist doesn't know about the swap, nor believes it when she told, but still insists on destroying it

Mayinilafay (May-ih-neel-a-fay), "Lady Silver Eyes", is a determined, charismatic sorceress 12 who smiles easily. Mistaken for dead and cast out along with corpses during a plague purge, the terrified and broken child was discovered by a passing couple who raised her as its own. She's part of a team that researches, recovers and "removes" lost items.

Int 14, Con 15, Cha 20, 54 hp, AC 16 (**ring of protection** +5), **robe of eyes**, **glove of storing**

An aware flesh golem cares for a nest of young rust monsters

The sentient construct was left here long ago to guard the nests of these creatures. There are 1d8+7 young rust monsters that will attack when they sense the PCs. If they fight back, the flesh golem engages the party as well. On becoming aware, the golem gained feats and skills, but lost its berserk feature.

Golem; Int 10, Handle Animal +12, Knowledge (dungeoneering) +15, Ride +1, Animal Affinity, Skill Focus (Handle Animal), Skill Focus (Knowledge [dungeoneering]) (PF: Toughness +9 hp) Rust monsters, small, 3d8 (13 hp), Ini +4, AC 20, (t15, ff16); antennae +1, bite -4; Fort +1, Ref +5, Will +4; Str 6, Dex 17, Con 11, Wis 12; Listen +6, Spot +6 OR Perception +6, Sense Motive +6

An enchanted NPC shows either the traits of mechanical being or mutating beast

This creature is actually two beings, merged together by chance as they traveled across the planes at exactly the same time and place. Every 1d4+4 rounds, it changes from a LN formian taskmaster to a CN chaos beast (or back).

Use the general stats for these 2 creatures, although the NPC appears as a humanoid (roll 1d6)

- 1 - bugbear
- 2 - human
- 3 - dwarf
- 4 - drow
- 5 - gnoll
- 6 - orc

The party meets a dweorg adventurer that has been "cursed" and is now permanently reduced

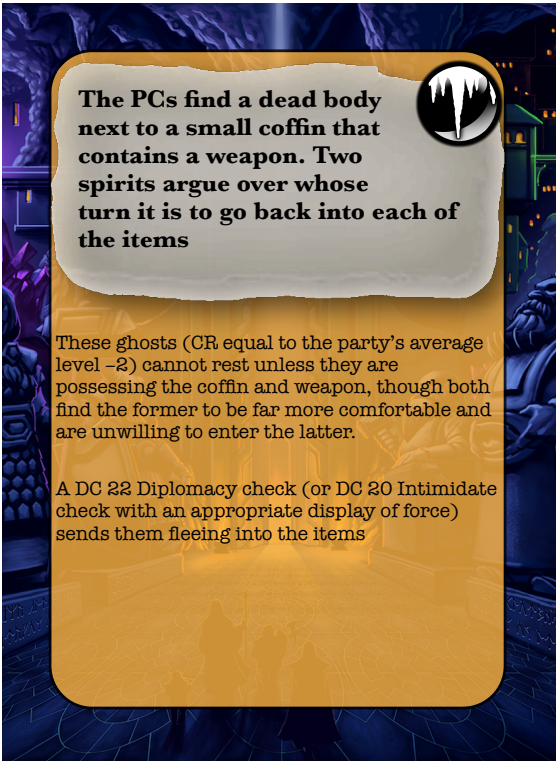
Vermo Irongrip is a veteran of the Long Road and knows many of the hazards common to the area. He is, however, very tired of being small sized and will reward anyone that can return him to his normal height with 1d8+1 facts about hazards along the way AND a greataxe +2. He originally accepted the reduce person and permanency when treasure hunting with a sorcerer called Mayinilafay (12th level)

Knowledge (dungeoneering) +9, (local) +9

A permanently silenced, grating is in the floor of a side chamber. A vertical 100 ft. steel tube ends in a lead cell imprisoning a restless human cleric, unsure of how she got there or how long she's been there

Sylvia (cleric 5) is curious, wishy-washy, calm, but good natured. Having wandered through many lives, she has a habit of writing journals and leaving them in different places, hoping to find them in her next life. Whilst willing to help out those in need, Sylvia's purpose for traveling with others is to find the "pieces of herself" that she has left scattered about, like a bizarre scavenger hunt.

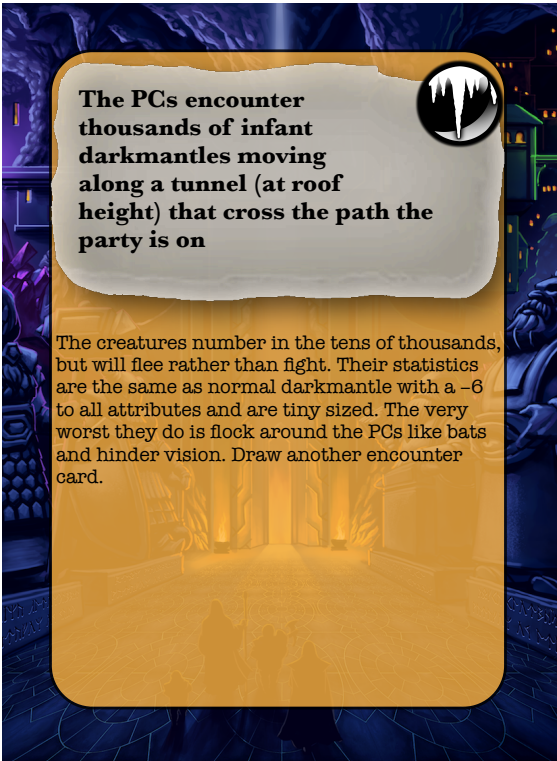
Travel domain, Wis 16, Cha 15, 27 hp, AC 17, banded mail +1, morning star +1, (both aligned to Travel domain followers)



The PCs find a dead body next to a small coffin that contains a weapon. Two spirits argue over whose turn it is to go back into each of the items

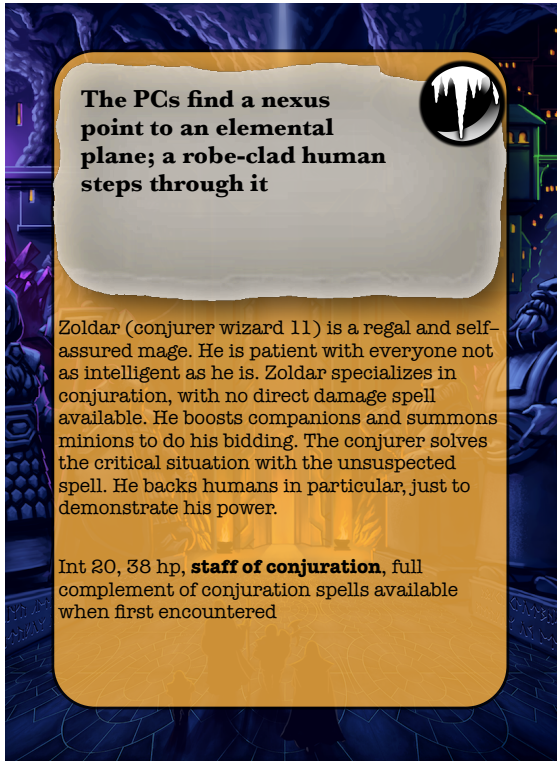
These ghosts (CR equal to the party's average level -2) cannot rest unless they are possessing the coffin and weapon, though both find the former to be far more comfortable and are unwilling to enter the latter.

A DC 22 Diplomacy check (or DC 20 Intimidate check with an appropriate display of force) sends them fleeing into the items



The PCs encounter thousands of infant darkmantles moving along a tunnel (at roof height) that cross the path the party is on

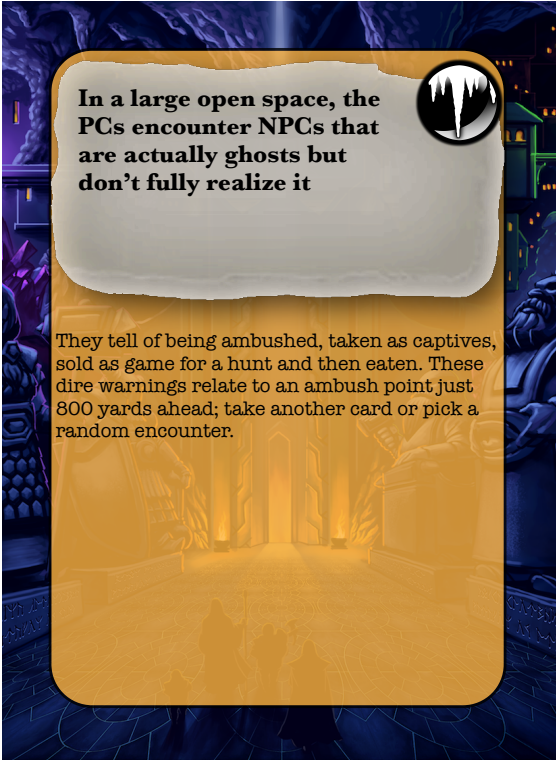
The creatures number in the tens of thousands, but will flee rather than fight. Their statistics are the same as normal darkmantle with a -6 to all attributes and are tiny sized. The very worst they do is flock around the PCs like bats and hinder vision. Draw another encounter card.



The PCs find a nexus point to an elemental plane; a robe-clad human steps through it

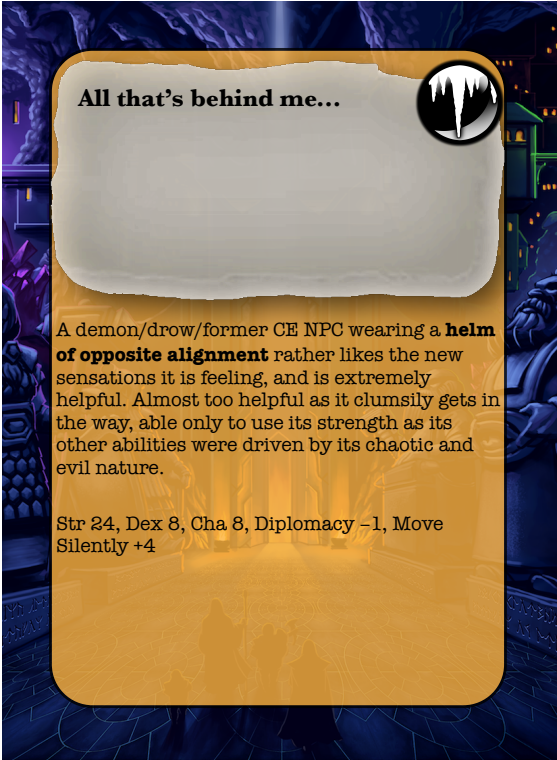
Zoldar (conjurer wizard 11) is a regal and self-assured mage. He is patient with everyone not as intelligent as he is. Zoldar specializes in conjuration, with no direct damage spell available. He boosts companions and summons minions to do his bidding. The conjurer solves the critical situation with the unsuspected spell. He backs humans in particular, just to demonstrate his power.

Int 20, 38 hp, **staff of conjuration**, full complement of conjuration spells available when first encountered



In a large open space, the PCs encounter NPCs that are actually ghosts but don't fully realize it

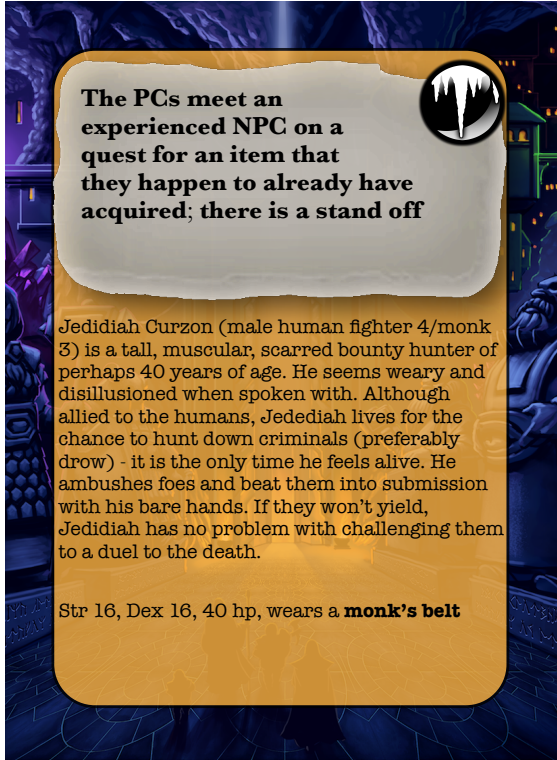
They tell of being ambushed, taken as captives, sold as game for a hunt and then eaten. These dire warnings relate to an ambush point just 800 yards ahead; take another card or pick a random encounter.



All that's behind me...

A demon/drow/former CE NPC wearing a **helm of opposite alignment** rather likes the new sensations it is feeling, and is extremely helpful. Almost too helpful as it clumsily gets in the way, able only to use its strength as its other abilities were driven by its chaotic and evil nature.

Str 24, Dex 8, Cha 8, Diplomacy -1, Move Silently +4



The PCs meet an experienced NPC on a quest for an item that they happen to already have acquired; there is a stand off

Jedidiah Curzon (male human fighter 4/monk 3) is a tall, muscular, scarred bounty hunter of perhaps 40 years of age. He seems weary and disillusioned when spoken with. Although allied to the humans, Jedidiah lives for the chance to hunt down criminals (preferably drow) - it is the only time he feels alive. He ambushes foes and beat them into submission with his bare hands. If they won't yield, Jedidiah has no problem with challenging them to a duel to the death.

Str 16, Dex 16, 40 hp, wears a **monk's belt**

On a long, steeply arched, narrow span across a deep ravine, the party meets an oncoming NPC just as it reaches the halfway point. His backpack is peppered with arrows



Kiet Darkhollow (human rogue 2/ wizard 3/ fighter 2/monk 2) is crafty, smart, and not above using dirty tricks. As mentally quick as he is lithe, Kiet blends abilities and experience into his own unique style. He pursues hidden knowledge, uses tricks and magic to end combat before it begins, avoids unnecessary death, and upholds laws to pursue good ends (albeit while fooling people). His opening words, despite another shower of arrows, are the embodiment of politeness. (Treat as a natural 20 Diplomacy roll for a total of 30; Cha 18)

A wrinkle in the rock is a ripple in time. A human steps through it, clearly terrified



Sorith Everlight (cleric 9) is an unkempt linguist that carries a shield shaped into unknown holy symbol. A wayfarer raised by a temple and named after a deity of travel, he now wanders worlds, traveling from temple to temple and offering assistance to those in need or seeking redemption. His study of language often leads him to odd acquaintances and allows him to assist even in the most unlikely encounters. But what he has just seen has panicked him!

Wis 19, Cha 16, 49 hp, breastplate +2, only a broken light mace as a weapon. Full complement of travel-based spells available when first met.

The PCs encounter a group of 4 “animals” dragging a dead gnome druid along on a makeshift sled. He reincarnated them all before he died, and now they need help



This is actually an adventuring party attempting to return to the surface. The reincarnated explorers are willing to offer what help they can for anyone that will aid their dead ally or return them to their normal forms (a zwerch stonemason, half-drow rogue, half-orc barbarian and human paladin)

The GM can use this to introduce mercenaries or followers to the game, or treat them as “swap characters”

A hidden NPC appears, grabs an item from a PC, then acrobatically tumbles away. She is the lure to draw the PCs over a pit trap where another desperate NPC waits



The thief is Herald, a female half-drow rogue 5; Dex 17, Acrobatics/Tumble +11 Sleight of Hand +13, 30 hp, AC 18. Her partner is Virsk, a githyanki fighter 2/rogue 3; he hides on the far end of the trap, poised to fire his weapon; Dex 15, Hide +10, longbow +4/+4 (1d8+2+2d6 sneak attack), 40 hp, AC 18

PIT TRAP CR 1

Type mechanical; **Perception** DC 20;

Disable Device DC 20 **Trigger** location; **Reset** manual

Effect 20-ft.-deep pit (2d6 falling damage); Reflex DC 20 avoids; multiple targets (all in a 10-ft.-square area)

Sliding natural walls begin to block routes and separate PCs



The caves themselves seem to turn against the adventurers, moving to cut them off from one another or force them down a treacherous path (with another Underworld Encounter card).

Seeing the first wall move before it shuts requires a Spot/Perception DC 18 check by someone with Stonecunning. Leaping through a gap between walls requires a Reflex DC 19 save; creatures that fail take 4d6 bludgeoning damage and are pinned until a wall moves again (10+1d20 mins) or they are broken out (hardness 8, 50 hit points). Repeat this at least 6 times, to shut one route and open another AND split the party. Stonecunning isn't required to see the second wall onwards slide shut.

A large but obvious trap confronts the PCs. The disabling point is a bit away, over the trap. Maybe the elf standing in the middle of the trap can help, despite currently being paralyzed




Amaranth Stargleam (elf rogue 3/wizard 5) is curious, stealthy, sarcastic and loyal. An accomplished adventurer, he filled the scout role in previous parties and is equipped for nearly any occasion. He came to offer his aid to the humans of the area, but ended up in Embla. As GM, use this to introduce an NPC or “swap character” as required.

PIT TRAP CR 7

Type mechanical; **Perception** DC 25;


Disable Device DC 25 **Trigger** location; **Reset** manual

Effect 100-ft.-deep pit (10d6 falling damage); Reflex DC 25 avoids; multiple targets (all in a 10-ft.-square area)

 The PCs come across a barely- alive humanoid caught in a trap, whose armor has temporarily spared her. Disabling it MAY kill her; triggering it WILL. Leaving her there means certain death or worse


Ariana Talindra (elf cleric 5) is a ranged undead hunter, adventurous, curious about humans, alluring and dedicated to her task as ambassador. She uses her skills to resolve undead problems and extend goodwill to organized trade, brokering alliances and deals for her kin.

Search DC 28, Disable Device DC 28 to release Ariana. She will reward the PCs with 5 Lvl 3 spells on a scroll and 2 potions of **cure serious wounds** each

 Two kobolds are chained together and suspended over a pit of green slime. As it moves towards where the rope is tethered, they argue over who is at fault for their predicament

Arcane sparks begin to fly between the twin kobolds (sorcerer 6) as they squabble about their situation. Braksi and Taksi are brothers that were exiled from their home for dozens of reasons they still argue over. If aided, they'll provide help to the party until the next time they rest (at which point they attempt to steal all the food they can before leaving quietly).

Dex 17, Cha 16, 18 hp, AC 14, full compliment of spells available at the start of the encounter

 The PCs come across a journal, ragged and torn, with only a few intact pages. The first page they read activates either a *sepia snake sigil* or a *symbol of sleep*


This songbook once belonged to a drow minstrel by the name of Kazerral Berlai. Some of the ballads are interesting, but there's nothing of great value or huge interest to this region of the Underworld. In the Upperworld, the songbook is worth 500+5d% gp.

SEPIA SNAKE SIGIL TRAP CR 4


Type magical; **Perception** DC 28;

Disable Device DC 28 **Trigger** visual; **Reset** none

Effect sepia snake sigil at CL 5, DC 14 Reflex Save negates


 A solid wooden box appears, with a hand-sized hole in it

A PC can reach into the hole and has a 50% chance of receiving a weapon of the same type they use with an additional +1 bonus but no other abilities or they are bitten by a black widow spider (injury; save Fort DC 17; frequency 1/round for 6 rounds; effect 1d3 Con and staggered; cure 2 saves).

 A herd of deep cattle is led through the Underworld by their caretaker

A funglet is bringing these creatures from one mushroom jungle to a budding fungal forest and cares more for their journey than its own. It is clearly exhausted and will reward the PCs with one boletann weapon (and sheathe) as well as enough provisions to last for 4 days for 4 people should they be willing to EITHER watch over his herd while he rests (9 hours) OR if the PCs magically revive him.

See the RotD Underworld Races guide for details of funglets and boletann weapons.

 A pair of mercenary CN elves approach the party; they haven't decided which side to fight on

These two hunters (CN elf fighter 4/ ranger 3) are devout followers of O'nael and seek to employ their abilities for the greatest possible gain.

With an appropriate amount of bribery (3,000 gp each) or DC 27 Intimidate check, they might become allies of the party. Otherwise, they betray them to the drow of Holoth at the first (profitable) opportunity.

Both Str 14, Dex 14, 35 hp, AC 16, 2 rapiers +1

A disheartened necromancer who gets undead (skeletal) versions of creatures when he casts *summon monster* spells of any level is sulking as he strikes out



Worlsk the dvergr is an inexperienced mage (wizard 6) driven from his home undercity by his fellow kin. Unable to summon living creatures, he wanders the Underworld seeking to master his powers and return home.

Int 17, Cha 7, 15 hp, Handle Animal -1

An elf monk and a dweorg bard fight beside a discarded helmet



The helmet has swapped their souls, and will do the same to the next two beings that touch it, and the next two, and so on. Resisting the effect requires a DC 20 Will check (the effect occurs when **two** targets fail their saves). Diplomacy DC 22 or Intimidate DC 25 stops the fight. If how the helm works is discovered, the souls can be swapped back. The elf rewards the party with a box of 10 light crossbow bolts +1; the dweorg gives a **whip feather token** reward.

Helm of Inopportune Alteration - swaps souls of those that touch it. Will DC 20 check from both people required to resist the effect. Strong transmutation; CL 12th; Craft Wondrous Item, creator must be 12th level; Price 4,000 gp; Weight 3 lb

A folded portable hole currently holds a bound-and-gagged human; a beautifully made bottle of air is incorporated into his gag



Racinante Opus (rogue 5) is a spry, crimson-haired, steady and curious master craftsman. He manages a shop of apprentice glass-blowers and glass-sculptors who make vials, bowls, fine sculptures of creatures, spyglasses, periscopes, and exquisite high-quality mirrors of any size. He was dumped here by the thugs of a shady client.

Dex 14, Int 15, 37 hp, masterwork glass-shaping equipment, Craft (glassware) +10, Use Magic Device +8

The PCs discover a partially sprung pit trap. The pit has been dug at a 45 degree angle, zig-zagging in 4 segments to a depth of 80 feet. A human voice can be heard from in the pit



Lolk Tradewind (rogue 6) is friendly, bearded, opportunistic and "cunningly honest". He appears to be a random race that isn't the viewer's if watched. Lolk will enter a town, quietly steal everything he can get his hands on, then disappear. He leaves lots of secret entrances and backways out of places he's visited.

Dex 17, Cha 15, 21 hp, dagger +1, **hat of disguise**

A human bard leads 3 destrachans that he has trained to "sing in harmony". The bard is deaf



Phinely Falone (bard 5) is good-humored, has an iron-clad memory, and loves drinking and wooing. He has a wealth of knowledge and is a handy person to seek out when in need of information. Phinely often turns the adventures of others into epic (if exaggerated and slightly off-key) songs, with his destrachans as backing.


Int 15, Con 12, Cha 17, 37 hp, Knowledge (arcana, dungeoneering, local, nature) +10 each, Perform +6 (includes a -5 penalty for current condition), Initiative -4

Ten underworld-dwelling pilgrims are headed to the shrine of a sun-based deity. They are heavily armed and, perhaps unknowingly, very threatening to behold




At first this group is stand-offish and will not reveal much about itself, save the destination of its journey. A Diplomacy DC 20 check makes the group helpful, while any Intimidate checks makes it unhelpful.

One is a 9th level cleric; the rest are an assortment of experts at various levels (GM's choice). The cleric is devout and won't be turned from "the path", but a conversation built on a Knowledge (religion or the planes) DC 22 check will lead to a swap - a scroll of **fire shield**, **heat metal** and **searing light** all cast at 9th level, in exchange for potions of a similar total level of spells (12 levels)


 Twenty surface-dwelling pilgrims are descending to the shrine of an earth-based deity. They are poorly equipped to face a strong aggressor

At first this group is stand-offish and will not reveal much about itself, save the destination of its journey. A Diplomacy DC 20 check makes the group helpful, while any Intimidate checks makes it unhelpful.

One is a 9th level cleric; the rest are an assortment of experts at various levels (GM's choice). The cleric is devout and won't be turned from "the path", but a conversation built on a Knowledge (religion or the planes) DC 22 check will lead to a swap- a scroll of **soften earth and stones**, **spike stones** and **stone shape** all cast at 9th level, in exchange for potions of a similar total level of spells (12 levels)


 Through a narrow cleft, the PCs discover a series of chambers containing small pools of alchemical substances

Throughout the chambers the party can find mercury, liquid lead, arsenic, strong acids and alkalis, sulfur, heavily over-salted water, and so on, along with the remains of an alchemist who carefully tried to produce the liquids. Stuck in the roof of the main chamber is a **flask of curses** seen with a Spot/Perception DC 25 check.

 The PCs find an ancient robed cleric, Cajo, by an even more archaic shrine, with a small flame burning in the center of it. The cleric asks for "something the PCs can spare"


Any PC that donates an item or gold is given an everburning torch extinguished by only a **wish** or **miracle**. The shrine is a **brazier of controlling fire elementals** that cannot be moved, whilst the elementals can't go more than 2 feet from the shrine. The flame of the torch is part of the heart of an elder fire elemental. Cajo is an ex-adventurer, but now spends time sharing his sun-god's word.

CL 20, Wis 24, Cha 22, 70 hp, AC 14, **rod of alertness**, **ring of natural armor +5**, **boots of teleportation** (all aligned to Sun domain followers only), full complement of light-based spells when first met.

 The PCs encounter an elf being menaced by an Underworld behir


Glidia Urade is a clever, silver tongued, stealthy, and knowledgeable explorer. The elf (PF alchemist 7/ 3.5E wizard 7) wants to help defeat the drow by using her knowledge of them, her talents, and disguising formulae to get close and spy on their forces. If the party shares these ideals and it gets her to Embla, she will brew 1d4+4 potions for it. The behir is a standard creature, but colored shadowy black. In 3.5E, Glidia is a specialist evoker with a raven familiar. Int 17, Appraise +8 (+10 alchemy), Craft (alchemy) +16, Decipher Script +15, Knowledge (arcane) +13, (nature) +13 Spellcraft +13; Brew Potion, Diligent, Scribe Scroll, Skill Focus (craft), Spell Focus

(evocation)

 Following a narrow path along an open drop, the PCs encounter two (permanently invisible) aerial runways that lead to a set of rooms in the wall on the other side of the gorge

Thaxzir, a dvergr (male ranger 8) uses this base to wage a constant war against creatures the PCs are either in favor of or against (50% chance of either, GM's choice). When encountered, he is returning from a fight physical evidence to present as bounty in Holoth or Embla, depending on his quarry. He will welcome help if friendly, or provide out-of-date information if unfriendly.

Str 14, Dex 17, Wis 14, 36 hp, Heal +16, Move Silently/Stealth +14, Survival +15, Use Rope +14, Self-Sufficient, AC 14 throwing axes +1 returning

 The PCs encounter a number of "dead" vidre, and a magic-casting human, who uses light and sound spells as his main weapons

Jacob Rem (sorcerer 7) is a slim, fun, charismatic, theatrical and good-natured art critic. Jacob tends to be upbeat and is fairly optimistic (but not in an annoying way). He believes that everyone should be able to live in peace, but isn't naive enough to think that only diplomacy will win this war. He's traveled some of the world, and seen both its wonders and its horrors. He wants encounters to be dealt with diplomatically first and foremost, before anyone starts drawing weapons.

Dex 16, Cha 18, 17 hp, AC 16, Diplomacy +6, **bracers of armour +3**, **robe of scintillating colors**. Full compliment of spells when first met.

Within a wall is a *magic mouth* that is only able to give correct information roughly 50% of the time. If one answer or statement is true, the next will be false



Depending on the reaction of the party, it tries to be either "more truthful" or "more untruthful" when answering, by carefully considering the question.

If the party uses Diplomacy, a DC 15 check influences the answer. Anything over this total is added to the 50% chance to be "more truthful" and taken from the chance to be "less truthful".

If the party uses Intimidation, a DC 15 check influences the answer. Anything over this total is added to the 50% chance to be "less truthful" and taken from the chance to be "more truthful".

On the edge of a huge cavern, a tower containing a taproom has been built into the wall at the end of the tunnel the PCs were using



Inside, they find Caden Lennus Dolin, who has been there for longer than he can remember. A human Innkeeper, appraiser, and expert, he is cheery and portly, but business comes first. He has put his days of adventuring behind him to focus on the taproom. He's happy to buy unique items from patrons and to pay top price. However he has a hidden agenda. He is the celestial version of Dolin. 200 feet away, across the cavern, an almost identical tower is built into the wall; the barman is the fiendish version of Caden. He informs the drow of what other valuables the adventurers have in hopes make a percentage of the take.

Str 16, Dex 15; hp 58; AC 16, +2 whip

A blade barrier traces an elliptical path around a cavern. Inside is a human that appears to have been trapped there for a long time, if the worn path around the blades is any indication



Marku the Nose (rogue 10) is a thin, dirty, jaded, and rough smuggler in search of riches and wealth. He came with a party of humans under the guise of a soldier, but when an opportunity arose to take their riches, Marku was off before the others could blink (their gold gone with him).

Dex 19, Cha 17, 45 hp, AC 18, Bluff +16, Sense Motive +15, **ring of mind shielding**, **sustaining spoon**

The PCs encounter a wounded humanoid shot through with a dozen hand crossbow bolts



She is barely alive, but clings to a weapon and a standard. Unfortunately both are cursed, but the humanoid isn't aware of this. Every 3 rounds the PCs stand there, another bolt appears (out of nowhere) and hits her. She can withstand 3 more bolts before dying. Even when healed, the bolts keep appearing until **remove curse** is cast on the weapon, the standard, and her.

Use this to introduce a "swap character" OR as a follower who the PCs can rally to when they need to regroup. In the latter case, make her a bard 7, Dex 14, Int 12, Cha 15, 24 hp, -2 cursed rapier, standard of arrow attraction

Swept Away



Passing a waterfall, the PCs hear (DC 12 Listen/Perception) a rush of water. The deluge bursts from the roof, bringing rocks onto them (3d6 damage, Reflex DC 15 for half). All within 40 ft. of the fall are subjected to a bull rush (+20 to opposed check/CMB). A successful bull rush means the PC is swept away for 1d4+4 rounds, taking 2d6 damage per round (Reflex DC 15 each round negates this). A Swim DC 20 each round gives +2 to the Reflex save.

Reach of the Damned (CR 10)



When passing through a long, narrow gap, the PCs release the spirits of a dozen former slaves. Each appears as shadowy, clawed arms extending from the rock to attack the party and sap their strength. The arms can reach right across the path. These manifestations cannot be damaged or destroyed, but each one attacks just once.

Incorporeal touch +11, 1d8 points of Strength damage, attacks are distributed evenly among the PCs.

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