

GRM7-1

“Gnome Friends”

A One-Round D&D[®] LIVING GREYHAWK[™] Gran March Regional Adventure

Version 0.9

by Andrew Garbade

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A young gnome was brought into Ander's Falls near death by a kindly merchant. The local clerics were able to heal him, and he revealed that his village had been ransacked by Mountaineers. A Captain of the Sixth is sending you to determine what really happened to their gnome friends. A Gran March regional adventure for APLs 2-12, and Part 1 of the *Homefront series*.

Note: This adventure will be of particular interest to Mountaineers, other members of the Gran March military, and members of the Gnome Meta-Org.

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

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For questions specific to this document and your region please e-mail your triad point of contact (POC) at pjf@cetlink.net. For LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2008.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in the *Appendices*.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

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at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

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

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them, and fight for them.

TIME UNITS AND UPKEEP

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

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

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

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

ADVENTURE BACKGROUND

Several years ago, a band of dwarven warriors were sent to Oerth from Malbolge, the sixth of the Nine Hells. They were to undertake typical missions, such as causing mayhem, stealing souls, and generally acting according to their hellish upbringing.

During their adventures, they became involved with a beholder who cajoled them into joining his growing humanoid army. With promises of wealth and power feeding their dark desires, the dwarves quickly agreed. Only later did they discover that the beholder wanted them not as soldiers in its army, but as test subjects for horrible arcane experiments. After most of their number had died, the dwarves managed to escape their captivity as the beholder's lair was invaded and destroyed by Gran March soldiers.

For almost two years, the dwarves wandered the Lortmils, struggling to find a way back to their home plane. They knew that their evil ways would cause them to be imprisoned, or even executed, if discovered by Gran March forces, so they stayed in the wilderness of the mountains. It was during

this time that a human man (Nolar Thotec) found them, and revealed to them the location of a special door – one that would lead them back to Malbolge. Naturally skeptical of such assistance, the man assured them that his revelation was not made from generosity.

His only request in providing the information was that the dwarves should leave the doorway open after they returned to their home. If they agreed, he would provide a key. The dwarves, after several more minutes of convincing, agreed to the arrangement. They were provided a map and directions, after which the man said a divine word and disappeared.

Following the map lead the dwarves to an abandoned cave entrance that had been covered by a series of illusions. Fearful to enter due to the possibility of magical alarms, the dwarves retreated back into the woods to consider their options. During their discussions, one noticed a group of gnome children playing near the cave. The leader of the band, a sorcerer named Dawon, followed them back to their village.

When he entered, he asked to speak to the elder in hopes of being allowed to enter the cave. Even though Dawon knew that he and his band could easily handle the village, he wanted to try and avoid the trouble of dealing with any magical traps that might be protecting the gate to Malbolge. The elder agreed to consider the request, and asked that Dawon come back the next day for a response.

Dawon returned the next day to find a group of gnomes ready with questions about his motives. While he was not entirely forthcoming about his knowledge of the doorway, he was truthful about his reasons for wanting access – he wanted to go home. During these exchanges, one of the gnomes stood up and pointed at Dawon, accusing him of having “evil intent and a heart as black as night!” Surprised by the charge, accurate though it was, Dawon sat in silence as the gnomes began to back away. The elder then refused his request, and ordered him out of the village.

When returning to the small camp he shared with his dwarves, Dawon was surprised to learn that the gnomes had followed him into the woods. He had not mentioned any of the other dwarves, so the gnomes were more surprised when they tried to ambush Dawon and ended up facing several

angry dwarven warriors instead of one lonely sorcerer.

After the attack, Dawon and his band quickly mobilized and raided the village, slaughtering everything in sight. They also raided the elder’s library, finding details about the wards protecting the caves, and destroying the library after they had what they needed.

As they attacked the village, however, the brave paladin who had leveled the accusation at Dawon ensured that his son escaped the chaos, heading into the night towards Ander’s Falls.

ADVENTURE SUMMARY

The characters are called by the military to investigate the attack on the gnome village. They are asked to find out what happened in the village, and ensure that any potential problems are dealt with appropriately.

The characters should discover enough information before leaving Ander’s Falls to cause them to be prepared for a fight with the dwarves. What they find, however, is a group of planar travelers who are striving to get home, and would be willing to parlay instead of fight. If the characters agree to allow the dwarves to travel to Malbolge, then the gate might be permanently shut, or even destroyed. If the dwarves are slain, however, the full truth behind their motives might be lost to the heroes.

INTRODUCTION

The characters receive invitations (and/or orders) arrive at the 6th Battle Headquarters in Ander’s Falls as soon as possible.

ENCOUNTER 1: A STRANGE REQUEST

The characters meet with Captain Garenti who provides the basic information about the mission, and answers more detailed questions the characters may have.

ENCOUNTER 2: OF PUDDING AND PATERNITY

The characters speak with Gil, the gnome boy who managed to escape the carnage. He may reveal that his father was a soldier of the village with a magic sword, as well as more detailed information about the dwarves.

ENCOUNTER 3: VILLAGE OF DEATH

The characters enter the village. Depending on their actions, they should find some documents pertaining to recent visits by a strange dwarf. Characters with sharp eyes may also notice tracks leading to a small campsite where the dwarves were ambushed by a group of militant gnomes.

Combat: The dead bodies in the village have attracted a number of undead to the area. The characters must destroy the undead before investigating the village.

ENCOUNTER 4: ABANDONED MINE

The cave entrance was formerly protected by several powerful wards, but only the traces of broken arcane runes are all that remain. The entrance has been boarded up, however, and another trap has been placed by the dwarves.

ENCOUNTER 5: DOWN BELOW

Character encounter a narrow bridge and a wide chasm they must cross to follow the infernal dwarves deeper into the mine. When they investigate the depths of the chasm they may find surprising evidence about their quarry.

ENCOUNTER 6: SAVIORS

The characters discover the dwarves who are getting ready to open the portal. Depending on the characters' actions, they can either fight the dwarves or allow them to leave.

ENCOUNTER 7: SINNERS

The characters have decided that allowing the dwarves to leave is too risky, or goes against their better judgment. They engage the dwarves in combat.

ENCOUNTER 8: SAVIORS

The characters have allowed the dwarves to leave, but there are vicious demons on the other side of the portal just waiting for signs of life. The characters have to defeat these intruders before the portal can be closed.

CONCLUSION A, B, C

The characters get a short epilogue covering their decisions and the potential long-term impact of their actions.

PREPARATION FOR PLAY

The infernal dwarves found in this adventure play a pivotal role in determining the outcome. These NPCs must put the characters in a situation where

they decide to kill the dwarves and leave the portal active, or allow the dwarves to flee but ensure the portal closes.

While arguments can be made to support either option, ultimately, it must be up to the characters to decide. The infernal dwarves are evil, but they are also anxious to get back to their hold in Malbolge, and will keep their word to close the portal.

One suggestion is for the judge to portray the dwarves as sympathetic NPCs, readily admitting that they committed evil acts, but always that such behavior was due to circumstances beyond their control. For example, if the gnomes had listened to their words and let them enter the caves, then had the temerity to ambush them, the infernal dwarves would not have had to slaughter them.

This is not the only option however, and judges are encouraged to get creative. As long as the characters – and not the judge – are the ones making the decisions, the event should accomplish its purpose.

INTRODUCTION

Military characters will receive **Player Handout #1**.

Veteran Characters will receive **Player Handout #2**,

Non-Military/Veteran Human or Half-Orc characters receive **Player Handout #3**. The identity of Gardener Faulks or why he would send such a message is left out of this game to avoid spoilers for the DM. He is an elderly human male who is Lawful/Good.

Other Non-Military/Veteran characters receive **Player Handout #4**.

The characters that follow the instructions continue the game. Otherwise provide ARs to those that don't attend.

The Characters find themselves in a room within the Headquarters building of the 6th Battle.

The players may use this time for character introductions.

Once the introductions are finished, proceed to Encounter One.

ENCOUNTER ONE: A STRANGE REQUEST

The door opens and the support specialist who led you to this room steps through. "The Captain would see you now. Will you please follow me?" The support specialist leads you down the hallway, through a thick oak door flanked by two stern-looking Mountaineers. The support specialist salutes the dwarves, then continues through. He continues another thirty feet before stopping at another door. He knocks twice, pauses, then opens it. Standing in the hallway, he motions you inside.

The support specialist declines any attempt at conversation, and does not know anything about what the Captain has in mind for his guests.

Sitting behind a large table is a brown-haired Oeridian man. He rises as you enter, motioning you to seats around the table.

"Greetings, and thank you for coming. I am Captain Garenti. Time is short, so I'll get to the point. A situation has developed in the northern Lortmils and I need some resourceful individuals to investigate. A young gnome named Gil Turleygoose was brought here by a merchant four days ago. Unfortunately, the lad was too terrified to even speak with us. We quickly summoned a local gnome priest to try and comfort the boy. He eventually calmed down enough to tell us what happened. According to him, a band of dwarves ransacked his village, destroying buildings and murdering everyone they encountered.

Normally, we would send a patrol to deal with the situation. Unfortunately, the dwarves who destroyed his village were all dressed as Mountaineers. The Apexmaster was immediately notified, and he has since accounted for all his troops, swearing that none of his soldiers were within 20 miles of the village in the last several weeks.

There are several other villages in the area, all at the outer edge of Gran March. Technically some of them might actually reside in Veluna, though all have sworn allegiance to Baron Cragmor. It is important to resolve the issue of

the Mountaineers before any of the villages decide that being Velunan is better than Gran March. With our Battles in Sterich, Bissel, Principality of Ulek and rebuilding Shibolet the last thing we have time for is to fight gnomes in rebellion..

You must head north to visit the village, look for any survivors, and determine the disposition of the dwarves. Use whatever means necessary to end the threat they pose to the region.

Of course any items of value found in the village must be preserved for the survivors or the deceased's relatives. Likewise loot found on the dwarves that may have come from the village will be given to survivors or heirs.

Support Specialist Shillen will have directions for you to the village.

Below are some sample questions and answers for the characters to ask Captain Garenti:

Can we speak with Gil?

Of course, I will have Support specialist Shillen show you the way after we finish.

The dwarves and gnomes probably would not react over this incident. Why is it being taken so seriously? The military is just overreacting again.

This is an isolated incident, and luckily seems to be one that can be handled quickly and professionally. If we can manage that, it proves to the local leaders that we are committed to respecting their way of life. And don't forget they were dressed as Mountaineers. There are several hundred active-duty soldiers, as well as a number of veterans, who would have something to say if their reputation got sullied by something like this. By taking this situation seriously, headquarters gets to make sure the Mountaineers, and the dwarves in Cragmor, know that their honor is important to Gran March.

If nothing else, there is a group of dwarves in the field dressed as Mountaineers. We need to find out who they are, where they got the uniforms, and what happened to the soldiers who wore them.

What happens if/when we discover what's really going on?

See if you can solve the problem yourselves. If you are unable or unwilling to take such actions, report back here as quickly as possible. Bring whatever evidence you deem necessary.

*Could the Mountaineer tabards be fakes?
It's possible. Our only account is from a young gnome after all.*

*Would it be possible to make fake tabards?
Certainly, there is nothing magical about the tabards. I would assume that the people doing so would be very foolish, however, to risk the wrath of the Mountaineers with such an act.*

*Have all the tabards been accounted for among the active duty forces?
Yes, all the Mountaineers' equipment has been checked by our quartermasters. We're certain nothing official is missing from the men.*

*What about people who never served in the Gran March military?
You will be compensated for your time.*

Support Specialist Shillen

If the support specialist is questioned by anyone of his own rank why they were sent to him, he will lie (bluff) and say he was told by an dwarven officer he didn't know to expect civilian advisors that the Captain was expecting. If caught in the lie (and he believes the person believes the lie), then he will admit that he was told to find some civilians willing to do a job.

To people who ask who outrank him (Corporal and above) he will say that he was told to find some civilians and they appeared to want to see him.

All APLs

Captain Arno Garenti: Male Human (Oeridian) Fighter2 Rogue 2 Hexblade6; hp 74. (Spellcraft +9; Sense Motive +8; Intimidate +9) [WILL +7, REFLEX +7, FORT +8] LN

Support Specialist Shillen: Male Human Oeridian Rogue8; hp 50. (Bluff +14; Sense Motive +15, Profession (Scribe) +7 [WILL +5, REFLEX +9, FORT +4] LN

ENCOUNTER TWO: OF PUDDING AND PATERNITY

You are shown to a small waiting room near the barracks of the 6th battle officer quarters. An elderly gnome woman wearing brown robes looks up from a book and smiles as you enter. "Hello children, how may old Rose help you?"

(Characters mention they want to speak to Gil)
Rose's face momentarily hardens, displaying strength that was a moment ago hidden beneath the wrinkles on her face. "That boy has been through a time, so I expect you to mind your manners. Understand?"

Characters may **Sense Motive DC 10** to learn that she is quite serious about this demand. It is expected that most characters would behave anyway, but Rose doesn't know that.

If the characters become rude or obnoxious in Gil's presence, Rose simply takes the boy by the hand and they leave the room.

Characters currently serving in the 6th Battle or Mountaineers recognize this woman as "Mother Rose", an elderly gnome who is renown for her dedication to her congregation (Ulaa), as well as her skill at making desserts. She can usually be found ministering to the local gnome communities in Ander's Falls. Other characters may have heard of her with a **Knowledge (local –Sheldomar Valley MR) DC 15** check.

Characters also receive the opportunity to make a **Knowledge (religion) check DC 10** in order to recognize the ruby centered mountain holy symbol of Ulaa on Rose's necklace.

All APLs

Support Specialist Shillen: Male Human Oeridian Rogue8; hp 50. (Bluff +14; Sense Motive +15, Profession (Scribe) +7) [WILL +9, REFLEX +4, FORT +10] LN

Mother Rose: Female gnome Clr9 of Ulaa; hp 53. (Diplomacy +12; Sense Motive +9; Intimidate +9) [WILL +9, REFLEX +4, FORT +10] NG

Gil Turleygoose: Male gnome Com1; hp 4. [WILL +1 REFLEX +3, FORT +3] LN

Assuming the characters make the reasonable promise to Rose that they will mind their manners, continue below:

Rose asks you to be seated before going into another room. She returns a few minutes later with a small gnome boy (equivalent in age to a 10 year old human boy). She sits down in her chair, then picks up the boy and places him in her lap.

Pointing at you, "These are the people that want to talk with you, Gil. Say hello."

The boy peers at you through slightly narrowed eyes before emphatically responding, "Can I have my pudding after that?"

Rose pats the boy on the head, "You know the rules, no pudding before dinner. Now say hello to the nice people."

Pursing his lips, the boy mutters, "Hello."

Rose smiles triumphantly at you, "Please go ahead, but only for a few minutes."

Can you tell us what happened?

"I was in my room when I heard shouting outside. My dad and I went out and saw dwarves running through the streets waving weapons. Dad grabbed his sword and told me to get out of town to try and find help."

How did you know the dwarves were Mountaineers?

I've seen their tabards before. These dwarves wore black tunics with the mountain in the center.

Is it possible they were just wearing the tunics, and not really Mountaineers?

I guess so.

Had you ever seen these dwarves before?

No, I had never seen them before.

Where had you seen Mountaineers?

I've seen them visit the village before. The last time was a few years ago during the war with all the monsters.

War with the experiments?

Yes, there was this evil demon that experimented on all these orcs and goblins, making them really mean and strong. Some came to our village, but my father and his militia were able to drive them away.

What happened to your dad?

I'm not sure. The last time I saw him he was gathering the militia troops and giving orders.

Orders? Was he a soldier?

He is a warrior of Gaerdal Ironhand! He is supposed to protect the village from people like those dwarves.

What about the rest of your family?

I don't know. The army says they are going to send some people to my village. I hope they find my four sisters.

Is there anything special about your village? Why do you think the dwarves would attack you?

We did not have anything valuable in the village. We had farmers and raised some sheep and pigs. We had some caves and mines too but some the elders said not to go in and they put spells on them to know when we went in them. One was all sealed up with magic.

What kind of magic?

I don't know much about magic, but I know they didn't use illusions. Some of our wizards actually made the stone grow together.

How many caves were around the village?

There were three or four small ones, and one large one. The small ones were full of water, and the elders were worried that some of us would fall in and get lost or drown. The larger one had metal tracks that went into it, but they were really rusty. The elders said that the wooden supports inside the cave were rotten, and there was a danger for a cave-in.

How long ago were these caves sealed?

They always had the magic spells on them, but the elders sealed them about a week ago.

How long have you known about the caves? How long were they open before the elders made the stone cover the entrance?

I've known about them ever since I can remember.

Did something happen to cause them to seal them?

I don't know. I figured they caught somebody trying to sneak inside.

How did you get here?

I don't remember everything. I just ran away from the village as fast as I could. I guess I fell asleep near the road. When I woke up, I was in a cart with a nice human.

Gil answers other questions as possible, but he doesn't know much more than what is provided above.

ENCOUNTER THREE: VILLAGE OF DEATH

Adjust the following text as needed depending on character behavior:

The journey to the village is uneventful, though without directions provided by the Support Specialist it would have been difficult to locate. Tracks lead back and forth throughout the small town, and several bodies can be seen lying near walls or in doorways. Strange noises echo periodically from behind one of the larger buildings.

The noises are coming from various undead who are feasting on bodies of dead villagers. The undead attack as soon as they sense the characters.

Depending on how the characters approach the sounds behind the buildings, will decide the range. If they sneak around the buildings, the range will be 20 feet; if they swing wide around the buildings it will be 60-80 feet.

APL 2 (EL 3)

Ghoul (3); hp 18 each; see *Monster Manual* page 118

APL 4 (EL 6)

Ghast (2); hp 37 each; see *Monster Manual* page 118
Ghoul (2); hp 18 each; see *Monster Manual* page 118

APL 6 (EL 7)

Ghast (4); hp 37 each; see *Monster Manual* page 118

APL 8 (EL 9)

Advanced Evolved Ghast (3); hp 74 each; see *Appendix 4*

APL 10 (EL 11)

Abyssal Ghoul (1); hp 144; see *Appendix 5*
Advanced Evolved Ghast (2); hp 74 each; see *Appendix 5*

APL 12 (EL 13)

Abyssal Ghoul (3); hp 144 each; see *Appendix 6*

Heal checks DC 15 reveal that bodies in the village have fatal injuries consistent with piercing and slashing weapons. **DC 20** confirms they died nearly a week ago. About half the corpses wear chainmail, while the rest are in leather smocks (commoner clothing).

Search checks DC 15 inside buildings indicate several blood stains on the ground that do not originate from the villagers. **Heal check DC 25** indicates that the blood is not from a typical humanoid. **Knowledge (nature) and (arcana) DC 25** reveals that the blood is not from any animal or magical beast. **Knowledge (the planes) DC 25** indicates that the blood seems consistent with that of outsiders..

Track check DC 10 is necessary to follow the blood stains out of the village toward the mine. The bloodstains on the ground have been mostly worn away, but blood smear on buildings, posts, rocks and other equipment sheltered from the elements can be tracked to the cave.

Search checks DC 20 also indicate that several humanoids wearing heavy boots entered the village at approximately the same time. These prints are also visible around the outsider blood trail leading toward the mine.

At some point during the characters' searches, provide them with Intelligence and Wisdom checks (or Spot, Search, etc). Essentially, characters who roll high results realize that a vast majority of the bodies they're finding are male adults. There are very few females or children.

Below are a variety of other items that characters may find if they search the village:

← The heavy booted tracks are easy to find and follow toward the mine (Search DC 10). It

requires a **Track DC 25** to follow the boot prints back to the campsite.

If the characters follow the tracks to the mine, proceed to **Encounter Four: Abandoned Mine**.

If the characters follow the tracks back to the dwarves' campsite, they discover a small trail that leads into the hills to a small fire and sleeping area. A crude map of the village is barely visible in the dirt at the campsite. A **Search check DC 15** allows the characters to find six gnome bodies neatly piled up near a tree. If the characters can make a **Profession (soldier) DC 10, Track DC 15, Survival DC 20**, or another similar skill **DC 20**, then the characters also discover the gnomes apparently ambushed the people around the campfire.

Heal check DC 15 reveals that all six gnome bodies are badly burned (from a *maximized fireball* spell), a **Spellcraft DC 18** check by the person who succeeded on the heal check can determine the damage was from a fireball spell.

If the PCs do a systematic search of the buildings in the village they will find a written village history inside a large one room building with many benches and no tables. Characters must be able to read gnomish (or use magic to understand it; i.e. *comprehend languages*)

There is a large book on a lectern inside the larger building where many gnomes lie outside the door. It seems to be an accounting ledger used to track ore shipments, but notes in the margins contain small notes about daily life and events.

Provide Player Handout #5

Bodies

The bodies have been feasted upon by animals and undead, however, it is clear that they had had their jaws removed shortly after death.

Checking Caves

It is possible the PCs will miss the clues leading to the abandoned mine. If they begin searching the hills for caves, most have been boarded up with no signs of tracks or that anything has gone within.

The smaller caves are water filled after 40 feet in. One large cave, the correct one, can be found with 2 hours of searching the area.

ENCOUNTER FOUR: ABANDONED MINE

Small hills dot the landscape, but an obvious doorway carved into the side of one attracts your attention. A large stone partially covers the open doorway. Part of the slab lies on the ground, somehow broken away from the piece covering the entrance.

Cursory examination of the stones reveal faintly inscribed runes and sigils, as if the rock had been reinforced with arcane and divine power. Detect Magic will find lingering traces of faint abjuration, conjuration and evocation magic.

Boot prints are clearly evident entering the mine, staying to the right of the mine car rails. **Search DC 5, Survival DC 5 to track.** There is a thin layer of rock dust over most things inside, which makes the tracks easy to find and track.

Mine Environment

Unless otherwise indicated, the mine is 10 feet wide and 10 feet high. The rails occupy the center five feet of the tunnel. The width and height are almost precisely uniform, indicating a high amount of craftsmanship in carving the mine.

Dwarves and gnomes who make a **Wisdom check DC 5**, and anyone who makes a **Knowledge (architecture and engineering) DC 10**, know the tunnel and rails were crafted by dwarven hands. Determining an exact date is extremely difficult, though some research (i.e. DC 5 higher than listed above) reveals that the mine hasn't been maintained in over two hundred years. Support timbers are spaced evenly throughout the mine every 20 feet. They are 10" square, set into the wall 3", supporting another 10" beam overhead. There are also numbers written on each set of timbers (these are merely identification numbers). The timbers are almost entirely covered with lichen and fungi, and most exhibit obvious signs of decay (rotting sections, discoloration, deterioration, etc).

The cave itself is safe from cave-ins due to the construction, though the poor shape of the supports may cause some characters to become

nervous. If any investigate the timbers, the judge is encouraged to exaggerate the danger presented by the rotting supports. That said, characters should not take any damage due to cursory examinations.

Water drips from the ceiling and through the walls in various places, gathering in puddles on the floor. These puddles are quite dark, though light shining in the tunnels creates multi-colored patterns within the water. This is due to the variety of minerals, organisms, and other various matter that has congregated in the pools over the past hundred years.

Lighting

There is no light inside the mine, so characters may need to bring their own. Torches and lanterns can be found in the village.

Development

Drinking water dripping from the ceiling or in the puddles results in nausea for 1 minute and 1 Con Damage at APLs 2-6; 1D3 at APLs 8-12 (no secondary effect) (**DC 20 Fort save**) unless it is cleansed (*purify food and water, bless water, etc.*). The nausea results from the various minerals, fungi, and other assorted organisms that have festered in the cave during the past hundred years..

Once the characters enter the mine, continue below:

The air is thick and humid inside the mine. Small puddles of water decorate the floor beneath rotting timbers and rusted mine car rails.

After the characters journey 100 feet into the mine, they run into heavy wooden boards that have been nailed into the supports across the opening. Though the wood is very old, the barrier was obviously erected very recently to cover nearly the entire width and height of the mineshaft. The infernal dwarves created this trap to discourage any who might follow them into the mine.

The infernal dwarves also crafted a trap on the side of the boards. There are several iron rods (found throughout the mine) that are placed vertically against the boards blocking the passage. On first glance, these rods might seem to simply be adding support to the boards to prevent them from being knocked down. A skilled individual,

however, can determine that these are actually part of a clever trap.

The rods stretch up to the ceiling and actually keep a large slab of rock from falling to the passage floor. Any movement of the rods (i.e. sundering the boards, using a crowbar to pry the nails out, attempting to break them with a strength check, etc) triggers the trap.

Characters may attempt an **Escape Artist check DC 20** to squeeze under or through openings between the boards. Characters that squeeze through the boards use the values in parentheses for Search and Disable Device. Failure to successfully escape artist through the boards sets off the trap with the character that failed in the trap. Small characters have a +4 size bonus to Escape Artist through the boards.

Characters searching for or attempting to disarm the trap from the west incur an additional +5 to the DC (the number in parentheses). This is because the boards almost completely cover the passage preventing effective searching and disarming. The ELs for this encounter take this additional challenge into account.

Dwarves may add stonecutting bonuses to their Search check.

Traps with centipede or spider venom on rock pieces require injury to take the poison damage.

APL 2 (EL 5)

FALLING SLAB OF ROCK TRAP CR 5

Description Boards and Rods are holding up the ceiling. Escape Artist DC 20 will give a better angle on trap to disarm and search.

Search DC 25 (20); **Type** Mechanical, touch trigger, all targets in 10'x10' area, no reset

Effect 2d6 falling rock (*Reflex DC 16; save for no damage*) & small centipede venom if damaged (*DC 11 Fort; D2 Dex primary, D2 Dex secondary*)

Disarm 25 (20)

APL 4 (EL 6)

FALLING SLAB OF ROCK TRAP CR 6

Description Boards and Rods are holding up the ceiling. Escape Artist DC 20 will give a better angle on trap to disarm and search.

Search DC 27 (22); **Type** Mechanical, touch trigger, all targets in 10'x10' area, no reset

Effect 4d6 falling rock (*Reflex DC 18; save for no damage*) & small centipede venom if damaged (*DC 11 Fort; D2 Dex primary, D2 Dex secondary*)

Disarm 27 (22)

APL 6 (EL 8)

FALLING SLAB OF ROCK TRAP CR 8

Description Boards and Rods are holding up the ceiling. Escape Artist DC 20 will give a better angle on trap to disarm and search.

Search DC 29 (24); **Type** Mechanical, touch trigger, all targets in 10'x10' area, no reset

Effect 6d6 falling rock (*Reflex DC 18; save for no damage*) & medium spider venom if damaged (*DC 14 Fort; D4Str primary, D4 Str secondary*)

Disarm 29 (24)

APL 8 (EL 10)

FALLING SLAB OF ROCK TRAP CR 10

Description Boards and Rods are holding up the ceiling. Escape Artist DC 20 will give a better angle on trap to disarm and search.

Search DC 31 (26); **Type** Mechanical, touch trigger, all targets in 10'x10' area, no reset

Effect 10d6 falling rock (*Reflex DC 18; save for no damage*)

Disarm 31 (26)

APL 10 (EL 12)

FALLING SLAB OF ROCK TRAP CR 12

Description Boards and Rods are holding up the ceiling. Escape Artist DC 20 will give a better angle on trap to disarm and search.

Search DC 33 (27); **Type** Mechanical, touch trigger, all targets in 10'x10' area, no reset

Effect 14d6 falling rock (*Reflex DC 20; save for no damage*)

Disarm 33 (27)

APL 12 (EL 14)

FALLING SLAB OF ROCK TRAP CR 14

Description Boards and Rods are holding up the ceiling. Escape Artist DC 20 will give a better angle on trap to disarm and search.

Search DC 35 (30); **Type** Mechanical, touch trigger, all targets in 10'x10' area, no reset

Effect 16d6 falling rock (*Reflex DC 22; save for no damage*)

Disarm 35 (30)

Development

If the slab of rock trap is triggered, it tears the rods away from the boards and opens the passage beyond the supports. The rock causes some blockage, but nothing that prevents the characters from continuing their exploration. Damage to the trap causes the trap to activate.

If the trap was activated, the dwarves are prepared for the characters at the beginning of **Encounter Six**.

After the characters move beyond the trap, continue to **Encounter Five**.

ENCOUNTER FIVE: DOWN BELOW

A yawning chasm opens before you, stretching far above and below the passage. A narrow wooden bridge spans the 40-foot opening, stretching to another passage on the other side. Far below, the gentle sound of trickling water echoes off the smooth walls.

The Bridge

If the characters investigate the bridge:

The bridge is only three feet wide, and seems to be in surprisingly good shape considering how old it appears. Mold and rot cover most of the surface, but despite these signs, it appears to be solidly constructed.

Characters who succeed at a **Knowledge (architecture and engineering)**, **Craft (woodworking)**, **Profession (carpenter)**, or **similar skills DC 15** believe the bridge will safely hold up to 500 lbs. **DC 25** recognizes some cleverly hidden reinforcements indicate it can hold up to 1,000 lbs.

More than 1,000 lbs causes the bridge to creak for two rounds before breaking in half. Anyone on the bridge when it breaks drops 80 feet into the chasm (causing 8d6 damage).

The Chasm

If the characters investigate the chasm:

The walls of the chasm are smooth and worn, with obvious signs of water erosion. The walls stretch away both up and down into darkness, though water moves along below you.

A torrential river once tore through this opening, and over several generations, worn the chasm down to its current depth. In addition, the water that used to flow into the caves has been steadily reduced by humanoids using it for irrigation on nearby farms. That has caused a reduction of water in the mine until it is a small trickle at the bottom of the chasm.

Climbing the walls of the chasm is difficult, though they are not slippery. It requires a **DC 20 climb check** to climb along the walls. There are no

obvious hand or footholds, nor are there any ledges or outcroppings.

The bottom of the chasm is 80 feet below the bridge, and has a shallow (1 ft) stream of water that flows to the south. The top of the chasm continues to narrow as it goes up, and actually opens into the hills above. It is 520 ft to the cave at the top of the chasm. The grate is obviously of dwarven quality and has been in the place for several hundred years.

Development

Ask the characters to make a **Spot check**. Any who succeed at **DC 8+APL** see something glittering far below in the water (if the characters are not carrying a light source for the mithril shield to reflect then the check is **DC 8 + 2xAPL** if their darkvision reaches that far). Making the DC by 5 allows the spotter to note a couple shiny objects. The difference in Spot checks by APL represents more or less debris covering the objects.

One of the dwarves fell from the bridge due to bats that swooped down upon him. His companions know that he disappeared, but do not know his whereabouts. The dwarf's body lies in the water on the bottom of the chasm.

Characters who get a good look at the body notice the following:

A dwarven body lies face-down in the water with its neck at an odd angle. The black tabard of a Mountaineer moves gently in the current.

Characters with **Heal**, **Knowledge (nature)**, **Knowledge (arcana)**, or **Knowledge (the planes)** may make **DC 15** checks to realize that the dwarf is not from the material plane (red eyes, hair that seems much more coarse than typical, small fangs and claws instead of teeth and fingernails). Evidence suggests fiendish heritage as opposed to celestial, but the body has been decomposing in water for several days, so identification with any certainty is nearly impossible, though **Knowledge (the planes)** results of **DC 25** or higher indicate the dwarf possesses traits from the infernal Nine Hells.

The dwarf is wearing a chainmail, he has a morning star +1, a short bow with 40 arrows, and a mithril light shield. He also has 50 gold pieces (Bissel coinage).

As the characters begin moving along the bridge, a swarm of bats erupts around them. The judge is encouraged to have some fun with this encounter, though it is just for flavor and nothing more. Still, the judge might want to start drawing a map, asking the players to place their characters on the bridge (be sure to draw it really narrow!).

That said, characters should not suffer any damage from this encounter. They may, however, be asked to roll some dice "just to see what might happen".

Once all the characters are safely across the chasm, continue to **Encounter Seven**.

ENCOUNTER SIX: SINNERS OR SAVIORS

The judge should adapt this box-text to the characters' actions. If the trap was activated in Encounter Four, the dwarves are ready for the characters behind rocks that offer cover in case of attack. They still try to parlay even if the trap was activated.

A group of dwarves is busily clearing rock away from the rock wall. Ahead of them is a shimmering image, as if a pool of water was suspended vertically on the wall. The image is dark brown with wispy white streaks that swirl around its surface.

The dwarves are clearing the rock away from a portal to the plane of Malbolge, the sixth layer of the Nine Hells. This is a dimension of crags, mountains, as well as home to demons and worse. Characters may make a **Knowledge (planes) check DC 15** to recognize the image as a portal to another plan, **DC 25** to know it leads to the Nine Hells, and **DC 35** to realize that it creates a gate between Oerth and Malbolge.

If the character gets at least a **DC 15**, then he knows that the portal is dormant and cannot currently be used. These are usually able to be opened from both sides, however, so there is no way to tell how long it will remain closed.

Depending on the characters' actions, the dwarves attempt to parlay if possible. If the characters agree to speak, the dwarves try to convince them to allow the portal to be used.

The dwarves actual plan is to activate the portal with their planar fork, use it to teleport home, then close it again, hoping that they can hide it and keep its existence a secret from other inhabitants of Malbolge. They plan to take several gnome villagers with them as slaves.

The dwarves, however, do not reveal that to the characters. They tell of how they learned of the gate some time ago and realized it was their best chance to return home, despite being asked to open it. When the gnomes refused their request, they decided to try another way through the magic wards. The gnomes, however, sent a group of warriors after the dwarves, trying to kill or drive them away. After being attacked with no provocation, the dwarves decided to just raid the village and take what they needed to get through the spells.

The dwarves currently hold 20 gnomes (all females and children) hostage behind an illusion. Dawon had a scroll of silent image that he used to create an illusory wall around them. He initially hoped to take them back to Malbolge as slaves, though he is willing to use them as bargaining chips with the characters. He is also more than willing to kill them if it becomes necessary, and is definitely capable of doing so without hesitation if the situation demands it.

If the characters asked about the identity of the man, they only knew his first name, Nolar.

These dwarves are evil, and definitely are guilty of slaughtering the gnomes in the village. They were attacked first, however, and apparently did not kill children or non-combatants.

Below are some sample questions and answers the judge might find useful:

Where are you from?

Our home is inside the Boulder Citadel of Malagarde, Countess of the Sixth.

Why did you come here?

We were sent to serve in the army of a powerful beholder. Our clan lord spoke, and we obeyed.

Why did you leave the army?

Some of our companions were being used in terrible arcane experiments. We knew that our clan lord would not have sent us there just to

be subjects in these profane acts, so we deserted during a battle.

Where did you get the tabards?

During our escape, we encountered several Mountaineers. We fought, and eventually won. To try and increase our chances of escape, we took their tunics.

So you're murderers?

Not at all. We were in the middle of a war underground. Do you expect us to simply stand around and wait for death?

What about the gnomes?

We attempted a peaceful exchange, but they wanted nothing to do with us. They even sent soldiers to ambush us!

That's no excuse to slaughter them!

We didn't slaughter anyone, but we did fight against anyone who stood in our way.

(Depending on the tone of the conversation, Dawon might dispel the illusory wall to reveal the captives to prove that he and the other dwarves aren't simply bloodthirsty murderers).

What will you do when you return home?

Go back to serving our Clan Lord and Malagarde, the Countess of the Sixth.

We could just dismiss you back home!

Not a chance. I know how that spell works, and I'm in no mood to end up on Mount Celestia.

Dawon is the only dwarf that speaks, and for the most part, he should tell the truth. He only wants to get himself and the other dwarves home at this point, and is willing to make just about any deal that achieves that goal, including turning over the tunics and prisoners.

The deal he hopes to make is for the characters to allow the dwarves to leave. If they agree to that, he provides them with the rod of negation that they can use on the portal. If they agree, he tells them it will take several minutes once he is through to begin the process of closing the gate; once the characters see powerful energy coursing across the surface, one of them should use the rod to permanently end the gate's existence.

Note: The Dwarves just want to get home. They will be OK with dropping their easily accessible

magic items (not armor) and going through the portal.

If the characters choose to fight against the dwarves, continue to **Encounter Eight: Sinners**.

If the characters choose to let the dwarves leave and close the portal, continue to **Encounter Nine: Saviors**.

Illusionary Wall

The *silent image* wall does not block area effect spells or physical objects. Any character who interacts with the wall gets a Will DC 11 saving throw to know its illusionary nature. Behind the wall, stacked together are 20 gnome females in an unconscious state.

Planar Travel

The characters could use the charged planar fork on Dawon's body to travel through the portal to Malbolge (without another spell), they are immediately accosted by the creatures at one APL higher than their APL (APL 12 receive twice APL 12) in Encounter Eight. If they do not escape, they receive Conclusion C and the corresponding item on the Adventure Record.

ENCOUNTER SEVEN: SINNERS (INSTEAD OF ENCOUNTER 8)

If the PCs fight the Dwarves they will not encounter the creatures of Encounter Eight (unless they go into the plane).

Tactics:

The warriors attempt to form a barrier between the characters and Dawon so that he can use his magic to the greatest effect.

If the characters set off the trap in Encounter Four, Dawon begins with *mage armor*, see *invisibility*, *resist energy (acid)* active (with ½ duration remaining on see *invisibility* and *resist energy* when Encounter Seven begins [only at those levels where Dawon has those spells]). If the characters do not attempt to move silently to the final room then Dawon will also have two minutes left on a *shield* spell. Dawon proceeds to try and take out opposing marshals, then spell casters

starting with arcane casters then moving to divine characters next.

If melee combat is causing problems, he can use *hypnotic pattern* on some of the warriors to try and gain some breathing room.

At higher levels, he should consider opening with *greater invisibility*, then follow that with *sculpted glitterdust*, *cone of cold*, or *wall of force*.

APL 2 (EL 4)

Fiendish Dwarf M Fighter1 (3); hp 9 each; see *Appendix 1*
Dawon, Fiendish Dwarf M Sorcerer3 (1); hp 9; see *Appendix 1*

APL 4 (EL 6)

Fiendish Dwarf M Fighter2 (3); hp 19 each; see *Appendix 2*
Dawon, Fiendish Dwarf M Sorcerer3 (1); hp 13; see *Appendix 2*

APL 6 (EL 9)

Fiendish Dwarf M Fighter4 (3); hp 38 each; see *Appendix 3*
Dawon, Fiendish Dwarf M Sorcerer5 (1); hp 22; see *Appendix 3*

APL 8 (EL 11)

Fiendish Dwarf M Fighter6 (3); hp 60 each; see *Appendix 4*
Dawon, Fiendish Dwarf M Sorcerer7 (1); hp 32; see *Appendix 4*

APL 10 (EL 13)

Fiendish Dwarf M Fighter7 (3); hp 67 each; see *Appendix 5*
Dawon, Fiendish Dwarf M Sorcerer9 (1); hp 41; see *Appendix 5*

APL 12 (EL 15)

Fiendish Dwarf M Fighter8 (3); hp 79 each; see *Appendix 6*
Dawon, Fiendish Dwarf M Sorcerer11 (1); hp 50; see *Appendix 6*

If the characters are victorious, continue to **Conclusion A** unless they decide to enter the portal.

If the characters are defeated, continue to **Conclusion C**.

ENCOUNTER EIGHT: SAVIORS (INSTEAD OF ENCOUNTER 7)

Please see the IMPORTANT JUDGE NOTE in Encounter Seven before proceeding.

Several minutes pass as the colors of the portal spin and swirl madly over its surface. Green energy crackles from one side to the other every few seconds, evidence of the power contained within the gate. A massive flash of energy flares into the room, and all the colors fade as the brown surface becomes black. The center of the portal ripples outward and nightmares emerge into the cavern.

The arc of energy that lances out from the portal functions as a *greater dispel magic* cast at 20th level. It affects anything within a 40 ft. radius of the portal.

Additionally, the walls surrounding the portal have been weakened over time from constant exposure to the planar energy and cannot withstand the magnitude of energy that is released. As a result, the walls of the cave literally crumble under the energy arc, widening the cave around the portal (effectively making the cave 100 ft. by 70 ft.).

Note also that when these creatures come out, the portal goes back to its previous dormant appearance.

Tactics: These creatures attempt to slaughter whatever stands in their way. Their usual fighting style is to surround one creature and attack until it is defeated before moving to the next.

The devils use their special abilities as early as possible in the combat.

APL 2 (EL 4)

Lemure (3); hp 12 each; see *Monster Manual* page 57

APL 4 (EL 6)

Spined Devil (1); hp 22; see *Appendix 2*
Lemure (3); hp 12 each; see *Monster Manual* page 57

APL 6 (EL 9)

Chain Devil (1); hp 60 ; see *Monster Manual* page 53

Bearded Devil (2); hp 50 each; see *Monster Manual* page 52

APL 8 (EL 11)

Bone Devil (1); hp 98; see *Monster Manual* page 52
Hellcat (2); hp 66 each; see *Monster Manual* page 54

APL 10 (EL 13)

Barbed Devil (1); hp 126 ; see *Monster Manual* page 51
Bone Devil (2); hp 98 each; see *Monster Manual* page 52

APL 12 (EL 15)

Ice Devil (1); hp 147; see *Monster Manual* page 56
Barbed Devil (2); hp 126 each; see *Monster Manual* page 51

If the characters are victorious, continue to **Conclusion B**.

If the characters are defeated, continue to **Conclusion C**.

CONCLUSION A

The dwarves have been defeated, but the cavern seems more oppressive now, as if something or someone had suddenly taken notice of your location.

But a moment later, the sensation passes and the cave is just as musty and dank as it was seconds before.

Even though the portal remains a threat to the region, it is currently inactive, and with help from Syrloch, can surely be made to stay that way. At least the evil dwarves who slaughtered the villagers have been dealt with in a suitable and permanent fashion.

Characters who receive Conclusion A earn the following Special rewards:

Favor of Baron Cragmor
Favor of Apexmaster Silveraxe
Mountaineer Favor of Apexmaster Silveraxe (Mountaineers only)
Favor of the Lortmil Gnomes

CONCLUSION B

Moments after the last demon disappears, the portal once again sends green arcs of energy around the room. Unlike last time, however, the portal's colors remain constant. After another few seconds, a large hole appears in the center of the portal. As if somebody were draining the gate of its energy, the entire portal suddenly winks out of existence with only the slight sound of air rushing to fill the remaining vacuum.

Though the dwarves were not made to pay for their crimes, they have at least moved on to another plane where they can no longer cause trouble for the Lortmils or Gran March. Still, it is a small price to pay for the security offered by having the threat of the portal handled in a permanent manner.

Characters who receive Conclusion B earn the following Special rewards:

Favor of Baron Cragmor
Special Favor of Baron Cragmor
Favor of Apexmaster Silveraxe
Mountaineer Favor of Apexmaster Silveraxe
(Mountaineers only)

CONCLUSION C

The oppressive heat causes you to stir, and you wake to thousands of voices, wailing in pain and sorrow. Looking around, you notice that you have been chained to a large stone. All about you, others are dragging their stones up a steep slope that has no top and no bottom. Startled screams shatter the void as another victim loses his footing and his rock tumbles down the slope, dragging him along with it.

You wonder how long you have been here, when a sharp crack echoes around your head. A rough hand grabs you by the hair and drags you to your feet. In a harsh voice through dripping mandibles, the demon orders, "Enough rest. Get back to work!" Against your will, you feel your legs gathering under you as you strain against the chain to begin another round of dragging your burden across the Hellish plane of Malbolge.

Characters who receive Conclusion C and Conclusion A (defeating the dwarves) have earned the following Special rewards:

Favor of Baron Cragmor
Favor of Apexmaster Silveraxe
Mountaineer Favor of Apexmaster Silveraxe
Favor of the Lortmil Gnomes
Scars of Malbolge

Characters who receive Conclusion C only have earned the following Special rewards:

Favor of Baron Cragmor
Favor of Apexmaster Silveraxe
Scars of Malbolge

ALL CONCLUSIONS

As promised the characters are paid a sum of gold representing the militaries finder's reward for the value of the gnome village goods found in and around the NPCs. This finder fee comes to 400 gold pieces per character.

The Gnome Village values are not provided. Characters may turn down this gold as inappropriate, but it is a reward they may accept.

Each Character that received Player Handout #3 or Player Handout #4 get an additional 50 gp from their respective benefactors for Conclusion A or B, and half that for Conclusion C alone. Military and Veteran characters do not get this extra gold.

EXPERIENCE POINT SUMMARY

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

Encounter Three

Defeating the Undead

APL 2: 90 xp.
APL 4: 180 xp.
APL 6: 210 xp.
APL 8: 270 xp.
APL 10: 330 xp.
APL 12: 390 xp.

Encounter Three

Discovering the Infernal Dwarves campsite and evidence of the villager ambush

- APL 2: 30 xp.
- APL 4: 45 xp.
- APL 6: 60 xp.
- APL 8: 75 xp.
- APL 10: 90 xp.
- APL 12: 105 xp.

Encounter Four

Getting Past the Trap (either bypass, disarm, or set off)

- APL 2: 150 xp.
- APL 4: 180xp.
- APL 6: 240 xp.
- APL 8: 300 xp.
- APL 10: 360 xp.
- APL 12: 420 xp.

Encounter Seven or Eight

Defeating the enemies

- APL 2: 120 xp.
- APL 4: 180 xp.
- APL 6: 270 xp.
- APL 8: 330 xp.
- APL 10: 390 xp.
- APL 12: 450 xp.

Discretionary Roleplaying Award

- APL 2: 60 xp.
- APL 4: 90 xp.
- APL 6: 120 xp.
- APL 8: 150 xp.
- APL 10: 180 xp.
- APL 12: 210 xp.

Total possible experience

- APL 2: 450 xp.
- APL 4: 675 xp.
- APL 6: 900 xp.
- APL 8: 1,125 xp.
- APL 10: 1,350 xp.
- APL 12: 1,575 xp.

TREASURE SUMMARY

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

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

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

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

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

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

Encounter 5:

ALL APLs: L: 96 gp, C: 50 gp, M: *morning star*+1 (192 gp).

Encounter 7:

APL 2: L: 130 gp, C: 300 gp, M: *cure moderate wounds potion* (25 gp), *broach of shielding* (125 gp).

APL 4: L: 181 gp, C: 0 gp, M: *dwarven waraxe +1* (192 gp), *dwarven waraxe +1* (192 gp), *dwarven waraxe +1* (192 gp), *cure moderate*

wounds potion (25 gp), broach of shielding (125 gp), wand of detect secret doors (62.5 gp)

APL 6: L: 74.5 gp, C: 0 gp, M: chainmail +1 (108 gp), chainmail +1 (108 gp), chainmail +1 (108 gp), dwarven waraxe +1 (192 gp), dwarven waraxe +1 (192 gp), dwarven waraxe +1 (192 gp), cure moderate wounds potion (25 gp), broach of shielding (125 gp), cloak of charisma +2 (333 gp)

APL 8: L: 74.5 gp, C: 0 gp, M: chainmail +1 (108 gp), chainmail +1 (108 gp), chainmail +1 (108 gp), dwarven waraxe +1 (192 gp), dwarven waraxe +1 (192 gp), dwarven waraxe +1 (192 gp), cure moderate wounds potion (25 gp), broach of shielding (125 gp), cloak of charisma +2 (333 gp), gauntlets of ogre power +2 (333 gp), gauntlets of ogre power +2 (333 gp), gauntlets of ogre power +2 (333 gp), ring of protection +1 (167 gp)

APL 10: L: 98.5 gp, C: 0 gp, M: full plate +1 (221 gp), full plate +1 (221 gp), full plate +1 (221 gp), dwarven waraxe +1 (192 gp), dwarven waraxe +1 (192 gp), dwarven waraxe +1 (192 gp), cure moderate wounds potion (25 gp), broach of shielding (125 gp), cloak of charisma +2 (333 gp), gauntlets of ogre power +2 (333 gp), gauntlets of ogre power +2 (333 gp), gauntlets of ogre power +2 (333 gp), ring of protection +1 (167 gp), potion of enlarge person (21 gp), potion of enlarge person (21 gp), potion of enlarge person (21 gp), vest of escape (433 gp)

APL 12: L: 98.5 gp, C: 0 gp, M: full plate +1 (221 gp), full plate +1 (221 gp), full plate +1 (221 gp), dwarven waraxe +1 (192 gp), dwarven waraxe +1 (192 gp), dwarven waraxe +1 (192 gp), cure moderate wounds potion (25 gp), broach of shielding (125 gp), cloak of charisma +2 (333 gp), gauntlets of ogre power +2 (333 gp), gauntlets of ogre power +2 (333 gp), gauntlets of ogre power +2 (333 gp), ring of protection +1 (167 gp), potion of enlarge person (21 gp), vest of

escape (433 gp), vest of resistance +2 (433 gp), vest of resistance +2 (433 gp), vest of resistance +2 (433 gp), lesser metamagic rod of empower (750 gp)

Conclusion:

ALL APLS: L: 0 gp, C: 250 gp, M: 0.

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 226 gp, C: 600 gp, M: 342 gp – Total: 1168 gp (450 gp).

APL 4: L: 227 gp, C: 300 gp, M: 980.5 gp – Total: 1557.5 gp (650 gp).

APL 6: L: 149 gp, C: 300 gp, M: 1575 gp – Total: 2204 gp (900 gp).

APL 8: L: 149 gp, C: 300 gp, M: 2816 gp – Total: 3265 gp (1,300 gp).

APL 10: L: 173 gp, C: 300 gp, M: 3651 gp – Total: 4124 gp (2,300 gp).

APL 12: L: 173 gp, C: 300 gp, M: 5763 gp – Total: 6236 gp (3,300 gp).

ITEMS FOR THE ADVENTURE RECORD

SPECIAL

Favor of Baron Cragmor

For assisting Gran March, you receive an influence point with Baron Cragmor. The Baron shows his appreciation further by providing high lifestyle for all games that begin or end in Barony Cragmor.

Special Favor of Baron Cragmor

For the next calendar year from the date of this AR, this character receives free luxury lifestyle instead of what they normally receives for all games that start and end in Barony Cragmor. Military characters may also transfer to his Baronial Pride (if there is space; check with Military POC).

Favor of the Axemaster Silveraxe

Apexmaster Silveraxe will recommend non-Mountaineer military characters for membership in the Mountaineers. Military and activated veteran characters also receive a commendation. In addition he uses his influence to allow the character to upgrade an existing magical weapon with the *keen* enhancement or any magic armor with the *improved slick* enhancement (regional access) [cross out the enhancement not chosen].

Mountaineer Favor of Axemaster Silveraxe

Axemaster Silveraxe will give a special gift to fellow members of the mountaineers. He gives his fellow members regional access to the deep hound (from Races of Stone) (4,000 gp). Characters may only have one deep hound at a time. In addition, members of the mountaineers need not cross off one enhancement on the Favor above (they have access to both).

- *Pearl of Power 3rd level* (Adventure, DMG)
- *Greatsword +1, Merciful* (Adventure; DMG)

APL 12 (all of APLs 2, 4, 6, 8, 10 plus the following):

- *Metamagic Rod of Lesser Empower* (Adventure, DMG)
- *Potion of Delay Death* (Adventure, SpC)

Favor of the Lortmil Gnomes

The gnomes of the area will teach the characters a special technique or spells they have learned. Characters may select either one of the spells OR one of the feats (from PHB2) and cross out the others. Members of the Lortmill Gnome meta-org have access to all of the spells and feats on this list: **Spells:** *stand* (PHB2), *close wounds* (SpC). **Feats:** Melee Evasion (PHB2), Hindering Opportunist (PHB2).

Scars of Malbolge

The character has spent several weeks as a slave on the plane of Malbolge. Luckily, a band of trumpet archons managed to rescue the character from eternal torment. While the archons managed to sunder the character's shackles, deep black scars remain on both wrists and ankles. These scars may only be healed with the consent of the scarred via *wish*, or *miracle*. The character loses 4 TUs in addition to the costs for this game.. The character learned something interesting while at Malbolge. This character may take levels in the Duskblade base class (from PHB2). If the he scars are removed, access to Duskblade is likewise removed (may take no more levels)

Item Access

APL 2:

- *Broach of Shielding* (Adventure, DMG)
- *Mithril Light Shield* (Adventure, DMG)

APL 4 (all of APL 2 plus the following):

- *Wand of Detect Secret Doors* (Adventure, DMG)
- *Darkwood Heavy Shield* (Adventure, DMG)

APL 6 (all of APLs 2, 4 plus the following):

- *Pearl of Power 2nd level* (Adventure, SPC)
- *Lens of Detection* (Adventure, DMG)

APL 8 (all of APLs 2, 4, 6 plus the following):

- *Vest of Escape* (Adventure, DMG)
- *Wand of Glitterdust* (Adventure, DMG)

APL 10 (all of APLs 2, 4, 6, 8 plus the following):

APPENDIX 1 – APL 2

ENCOUNTER 3

Ghoul See MM, pg. 118

ENCOUNTER 4

FALLING SLAB OF ROCK TRAP CR 5

Description Boards and Rods are holding up the ceiling. Escape Artist DC 20 will give a better angle on trap to disarm and search.

Search DC 25 (20); **Type** Mechanical, touch trigger, all targets in 10'x10' area, no reset

Effect 2d6 falling rock (*Reflex DC 16; save for no damage*) & small centipede venom if damaged (*DC 11 Fort; D2 Dex primary, D2 Dex secondary*)

Disarm 25 (20)

ENCOUNTER 7

3x Infernal Dwarf (CR 1 each; total EL 3)

Dawon, Infernal Dwarf Sorcerer 1 (EL 1)

Total EL 4

Infernal Dwarf (Fiendish Dwarf) CR 1

Dwarf Ftr 1

LE Medium Humanoid (extraplanar)

Init +1; **Senses** darkvision 60 ft.; Listen +0, Spot +0

Languages common, infernal

AC 17 (+5 armor, +1 shield, +1 Dex), touch 11, flat-footed 16;

hp 9 (1d10+3))

Resist cold 5, fire 5; SR 6

Fort +5, **Ref** +1, **Will** +1

Spd 20 ft. (4 squares)

Melee dwarven waraxe +4 melee (1d10+2/x3) or spiked gauntlet +3 melee (1d4+2/x2)

Ranged shortbow +2 (1d6/x3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grapple** +3

Special Atks smite good 1/day

Abilities Str 15, Dex 12, Con 16, Int 10, Wis 13, Cha 6

SA Dwarf traits, smite good

SQ Darkvision 60 ft., dwarf traits, resistance to cold 5, resistance to fire 5, SR 6

Feats Weapon Focus (dwarven waraxe), Quick Draw

Skills Climb +4, Intimidate +3, Jump +4

Possessions chainmail, light shield, dagger, dwarven waraxe, shortbow, 40 arrows, 75 gp (Bissel coinage)

Dawon (Fiendish Dwarf) CR 2

Dwarf Sor 2

LE Medium Humanoid (extraplanar)

Init +4; **Senses** darkvision 60 ft.; Listen +0, Spot +0

Languages common, infernal

AC 12 (+2 Dex), touch 12, flat-footed 10;

hp 9 (2 HD (2d4+4))

Resist cold 5, fire 5; SR 7

Fort +2, **Ref** +2, **Will** +3

Spd 20 ft. (4 squares)

Melee dagger +0 melee (1d4-1/x2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grapple** +0

Special Atks smite good 1/day

Sorcerer Spells Known (CL 2nd, 0% arcane spell failure, DC 11 + spell level):

1st (5/day) – *magic missile, shield*

0 (6/day) – *acid splash, dancing lights, detect magic, flare, mage hand*

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

SA Dwarf traits, smite good

SQ Darkvision 60 ft., dwarf traits, resistance to cold 5, resistance to fire 5, SR 7

Feats Improved Initiative

Skills Concentration +7, Knowledge (arcana) +3, Knowledge (planes) +4, Spellcraft +6

Possessions 4 daggers, robe, Broach of Shielding. Cure Moderate Wounds Potion, 75 gp (Bissel coinage)

ENCOUNTER 8

Lemure See MM, pg 57

APPENDIX 2 – APL 4

ENCOUNTER 3

1x Ghast See MM pg. 118
3x Ghoul See MM pg. 118

ENCOUNTER 4

FALLING SLAB OF ROCK TRAP CR 6

Description Boards and Rods are holding up the ceiling. Escape Artist DC 20 will give a better angle on trap to disarm and search.

Search DC 27 (22); **Type** Mechanical, touch trigger, all targets in 10'x10' area, no reset

Effect 4d6 falling rock (*Reflex DC 18; save for no damage*) & small centipede venom if damaged (*DC 11 Fort; D2 Dex primary, D2 Dex secondary*)

Disarm 27 (22)

ENCOUNTER 7

Infernal Dwarf (Fiendish Dwarf) (3) CR 2

Dwarf fighter 2

LE Medium Humanoid (extraplanar)

Init +4; **Senses** darkvision 60 ft.; Listen +1, Spot +1

Languages common, infernal

AC 17 (+5 armor, +1 shield, +1 Dex), touch 11, flat-footed 16;

hp 19 (2 HD (2d10+6))

Resist cold 5, fire 5; SR 7

Fort +6, **Ref** +1, **Will** +1

Speed 20 ft. (4 squares)

Melee dwarven waraxe +6 melee (1d10+3/x3) or spiked gauntlet +3 melee (1d4+2/x2)

Ranged shortbow +3 (1d6/x3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grapple** +4

Special Atks smite good 1/day

Abilities Str 15, Dex 12, Con 16, Int 10, Wis 13, Cha 6

SA Dwarf traits, smite good

SQ Darkvision 60 ft., dwarf traits, resistance to cold 5, resistance to fire 5, SR 7

Feats Blind-Fight, Improved Initiative, Weapon Focus (dwarven waraxe)

Skills Climb +4, Intimidate +4, Jump +5

Possessions chain mail, darkwood heavy shield, dwarven waraxe +1, shortbow, 40 arrows, dagger,

Dawon (Fiendish Dwarf) CR 3

Dwarf Sor 3

LE Medium Humanoid (extraplanar)

Init +4; **Senses** darkvision 60 ft.; Listen +0, Spot +0

Languages common, infernal

AC 12 (+2 Dex), touch 12, flat-footed 10;

hp 13 (3d4+6))

Resist cold 5, fire 5; SR 7

Fort +3, **Ref** +3, **Will** +3

Spd 20 ft. (4 squares)

Melee dagger +0 melee (1d4-1/x2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grapple** +0

Special Atks smite good 1/day

Sorcerer Spells Known (CL 2nd, 0% arcane spell failure, DC 11 + spell level):

1st (6/day) – *mage armor, magic missile, shield*

0 (6/day) – *acid splash, dancing lights, detect magic, flare, mage hand*

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

SA Dwarf traits, smite good

SQ Darkvision 60 ft., dwarf traits, resistance to cold 5, resistance to fire 5, SR 7

Feats Improved Initiative, skill focus: concentration

Skills Concentration +11, Knowledge (arcana) +4, Knowledge (planes) +4, Spellcraft +7

Possessions four daggers, robe, Broach of Shielding, Wand of Detect Secret Doors, Cure Moderate Wounds Potion.

ENCOUNTER 8

Spined Devil (Spinagon) CR 4

LE Small outsider (baatezu, evil, extraplanar, lawful)

Init +7; **Senses** see in darkness; Listen +7, Spot +7

Languages Celestial, Draconic, Infernal; telepathy 100 ft.

AC 24, touch 18, flat-footed 17 (+1 size, +7 Dex, +6 natural)

hp 22 (3d8+6); **DR** 5/magic

Immune fire, poison

Resist acid 10, cold 10; **SR** 12;

Fort +5, **Ref** +10, **Will** +4

Spd 20 ft. (4 squares), fly 120 ft. (average)

Melee talon +4 (1d3 plus 1d4 fire)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** -1

Atk Options Point Blank Shot, Precise Shot

Special Actions spines, *summon baatezu*

Spell-like Abilities (CL 5th):

3/day – *disguise self*, *produce flame* (+4
melee touch or +11 ranged touch)

1/day – *stinking cloud* (DC 14)

Abilities Str 10, Dex 25, Con 14, Int 8, Wis 13,
Cha 13

SA fiery spines and talons, spines, spell-like
abilities, *summon baatezu*

Feats Point Blank Shot, Precise Shot

Skills Bluff +7, Diplomacy +11, Disguise +1 (+3
acting), Hide +17, Intimidate +3, Listen +7, Move
Silently +13, Sense Motive +7, Spot +7

Lemure See MM, pg 57

APPENDIX 3 – APL 6

ENCOUNTER 3

Ghast See MM, pg. 118

ENCOUNTER 4

FALLING SLAB OF ROCK TRAP CR 8

Description Boards and Rods are holding up the ceiling. Escape Artist DC 20 will give a better angle on trap to disarm and search.

Search DC 29 (24); **Type** Mechanical, touch trigger, all targets in 10'x10' area, no reset

Effect 6d6 falling rock (*Reflex DC 18; save for no damage*) & medium spider venom if damaged (*DC 14 Fort; D4Str primary, D4 Str secondary*)

Disarm 29 (24)

ENCOUNTER 7

Infernal Dwarf (Fiendish Dwarf) (3) CR 5

Dwarf fighter 4

LE Medium Humanoid (extraplanar)

Init +5; **Senses** darkvision 60 ft.; Listen +1, Spot +1

Languages common, infernal

AC 20 (+7 armor, +2 shield, +1 Dex), touch 11, flat-footed 16;

hp 38 ((4d10+12))

Resist cold 5, fire 5; SR 9

Fort +7, **Ref** +2, **Will** +2

Speed 20 ft. (4 squares)

Melee dwarven waraxe +9 melee (1d10+6/x3) or spiked gauntlet +7 melee (1d4+3/x2)

Ranged shortbow +5 (1d6/x3) or javelin +5 (1d6+3/x2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grapple** +7

Special Atks smite good 1/day

Abilities Str 16, Dex 12, Con 16, Int 10, Wis 13, Cha 6

SA Dwarf traits, smite good

SQ Darkvision 60 ft., dwarf traits, resistance to cold 5, resistance to fire 5, SR 9

Feats Blind-Fight, Improved Initiative, Weapon Focus (dwarven waraxe), Weapon Specialization (dwarven waraxe)

Skills Climb +5, Intimidate +3, Jump +6

Possessions chain mail +1, darkwood heavy shield, dwarven waraxe +1, spiked gauntlet, shortbow, 40 arrows, 6 javelins

Dawon (Fiendish Dwarf)

CR 6

Dwarf Sor 5

LE Medium Humanoid (extraplanar)

Init +4; **Senses** darkvision 60 ft.; Listen +0, Spot +0

Languages common, infernal

AC 12 (+2 Dex), touch 12, flat-footed 10;

hp 22 (5d4+10)

Resist cold 5, fire 5; SR 10, DR 5/magic

Fort +3, **Ref** +3, **Will** +4

Spd 20 ft. (4 squares)

Melee dagger +1 melee (1d4-1/x2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grapple** +1

Special Atks smite good 1/day

Sorcerer Spells Known (CL 5th, 0% arcane spell failure, DC 13 + spell level):

2nd (5/day) – *glitterdust*, see *invisibility*

1st (6/day) – *mage armor*, *grease*, *magic missile*, *shield*

0 (6/day) – *acid splash*, *create water*, *dancing lights*, *detect magic*, *flare*, *mage hand*

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

SA Dwarf traits, smite good

SQ Darkvision 60 ft., dwarf traits, resistance to cold 5, resistance to fire 5, SR 10

Feats Improved Initiative, skill focus: concentration

Skills Concentration +13, Knowledge (arcana) +4, Knowledge (planes) +4, Spellcraft +9, Escape Artist +3

Possessions four daggers, robe, broach of shielding, potion of *cure moderate wounds*, cloak of charisma +2

ENCOUNTER 8

Chain Devil See MM, pg 53

Bearded Devil See MM, pg 52

APPENDIX 4 – APL 8

ENCOUNTER 3

Advanced Twice Evolved Ghast CR 6

CE Medium Undead

Init +8; **Senses** darkvision 60 ft; Listen +2, Spot +12

Languages common

AC 20 (+4 Dex, +6 natural) touch 14, flat-footed 16

hp 74 (8d12+3)

Fort +2, **Ref** +6, **Will** +8

Spd 30 ft. (6 squares)

Melee Bite +9 melee (1d8+5 plus paralysis) and claws +7/+7 melee (1d4+2 plus paralysis)

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +9

Special Atks Ghoul fever (DC 19), stench (DC 18), paralysis (DC 19), *haste* 1/day (CL 8), *see invisibility* 1/day (CL 8)

Abilities Str 20, Dex 18, Con –, Int 13, Wis 14, Cha 16

SQ Darkvision 60 ft., undead traits, fast healing 6

Feats Improved Initiative, Multiattack, Toughness

Skills Balance +11, Climb +14, Hide +13, Jump +14, Move Silently +12, Spot +12

Ghoul Fever (Su): Disease—bite, Fortitude DC 17, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

Paralysis (Ex): Those hit by a ghost's bite or claw attack must succeed on a DC 17 Fortitude save or be paralyzed for 1d4+1 rounds. Even elves can be affected by this paralysis. The save DC is Charisma-based.

Stench (Ex) The stink of death and corruption surrounding these creatures is overwhelming. Living creatures within 10 feet must succeed on a DC 17 Fortitude save or be sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected again by the same ghost's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from a sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. The save DC is Charisma-based.

Spell like abilities (Sp): Caster level of spell-like abilities is equal to hit dice.

ENCOUNTER 4

FALLING SLAB OF ROCK TRAP CR 10

Description Boards and Rods are holding up the ceiling. Escape Artist DC 20 will give a better angle on trap to disarm and search.

Search DC 31 (26); **Type** Mechanical, touch trigger, all targets in 10'x10' area, no reset

Effect 10d6 falling rock (*Reflex DC 18; save for no damage*)

Disarm 31 (26)

ENCOUNTER 7

Infernal Dwarf (Fiendish Dwarf) (3) CR 7

Dwarf fighter 6

LE Medium Humanoid (extraplanar)

Init +5; **Senses** darkvision 60 ft.; Listen +1, Spot +1

Languages common, infernal

AC 18 (+5 armor, +2 shield, +1 Dex), touch 11, flat-footed 17;

hp 60 ((6d10+18))

Resist resistance to cold 5, resistance to fire 5, SR 11

Fort +8, **Ref** +3, **Will** +3

Speed 20 ft. (4 squares)

Melee dwarven waraxe +12/+7 melee (1d10+7/x3)

Ranged shortbow +7/+2 (1d6/x3) or javelin +7/+2 (1d6+4/x2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +6; **Grapple** +8

Special Atks smite good 1/day

Abilities Str 18, Dex 12, Con 16, Int 10, Wis 13, Cha 6

SA Dwarf traits, smite good

SQ Darkvision 60 ft., dwarf traits,

Feats Blind-Fight, Improved Initiative, Weapon Focus (dwarven waraxe), Weapon Specialization (dwarven waraxe), Power Attack, Quick Draw

Skills Climb +6, Intimidate +3, Jump +7

Possessions chainmail +1, heavy shield, dwarven waraxe +1, gauntlets of strength +2, shortbow, 40 arrows, 6 javelins, one potion of *cure moderate wounds* (CL 3)

Dawon (Fiendish Dwarf) CR 8

Dwarf Sor 7

LE Medium Humanoid (extraplanar)

Init +4; **Senses** darkvision 60 ft.; Listen +0, Spot +0

Languages common, infernal

AC 13 (+2 Dex, +1 Deflection), touch 13, flat-footed 11;

17 (+2 Dex, +4 armor, +1 deflection) if warned by trap

hp 32 (7d4+14))

Resist cold 5, fire 5; SR 12, DR 5/magic

Fort +4, **Ref** +4, **Will** +6

Spd 20 ft. (4 squares)

Melee dagger +2 melee (1d4-1/x2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grapple** +2

Special Atks smite good 1/day

Sorcerer Spells Known (CL 5th, 0% arcane spell failure, DC 13 + spell level):

3rd (5/day) – *fireball*, *vampiric touch*

2nd (7/day) – *glitterdust*, *hypnotic pattern*, *see invisibility*

1st (7/day) – *enlarge person*, *mage armor*, *grease*, *magic missile*, *shield*

0 (6/day) – *acid splash*, *create water*, *dancing lights*, *detect magic*, *flare*, *mage hand*, *prestidigitation*

One less 2nd & 1st level spell if warned by trap

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

SA Dwarf traits, smite good

SQ Darkvision 60 ft., dwarf traits, resistance to cold 5, resistance to fire 5, SR 10

Feats Improved Initiative, Skill Focus: Concentration, Still Spell

Skills Concentration +15, Knowledge (arcana) +5, Knowledge (planes) +4, Spellcraft +10, Escape Artist +4

Possessions four daggers, robe, broach of shielding, potion of *cure moderate wounds*, cloak of charisma +2, ring of protection +1

ENCOUNTER 8

Bone Devil See MM, pp 52

Hellcat See MM, pp 54

APPENDIX 5 – APL 10

ENCOUNTER 3

Abyssal Ghoul **CR 10**

CE Medium Undead (Extraplanar)

Init +7; **Senses** blindsight 90 ft. *deathwatch*;
Listen +2, Spot +2

Languages common, abyssal

AC 27 (+3 Dex, +14 natural) touch 13, flat-footed 27

hp 144 (16d12)

Immunities electricity, undead immunities

Resist acid 20, cold 20, fire 20; SR 20;

Fort +5, **Ref** +10, **Will** +12

Spd 40 ft. (8 squares)

Melee Front claws +15/+15 melee (1d4+7 plus disease) and rear claws +13/+13 melee (2d4+3 plus disease)

Space 5 ft.; **Reach** 5 ft.

Base Atk +8; Grp +15

Atk Options Improved Grab, Wisdom Drain (1d6)

Special Atks disease, sneak attack +5d6

Abilities Str 25, Dex 16, Con –, Int 14, Wis 15, Cha 18

SQ Blindsight 90 ft., immune to electricity, resistance to acid, cold, fire 20, SR 20, uncanny dodge, undead traits

Feats Dodge, Improved Initiative, Lightning Reflexes, Mobility, Multiattack, Spring Attack

Skills Balance +20, Climb +20, Hide +20, Jump +23, Move Silently +20, Tumble +20

Disease (Ex): Any creature hit by an abyssal ghou's front claw or rear claws attack must succeed on a Fortitude save (DC 18) or contract demon fever. After an incubation period of 1 day, the disease deals 1d6 points of Constitution damage. Each day after contracting demon fever, the creature must succeed on another Fortitude save (DC 18) or take the same damage. Each time it is damaged by the disease, the creature must immediately succeed on another Fortitude save (DC 18) or 1 point of the Constitution damage taken becomes Constitution drain instead. After making a successful Fortitude save against the Constitution damage on each of two consecutive days, the creature recovers.

Improved Grab (Ex): If an abyssal ghou hits an opponent its own size or smaller with both front claws, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +15). If it

gets a hold, it can attempt to pin and use its Wisdom drain ability on its next grapple check. Alternatively, the abyssal ghou has the option to conduct the grapple normally, or simply use its front claws to hold the opponent (–20 penalty on grapple check, but the ghou is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals damage from both front claws.

Sneak Attack (Ex): Anytime an abyssal ghou's target is denied a Dexterity bonus, or when a target is flanked by an abyssal ghou, the ghou deals an additional 5d6 points of damage on a successful melee attack.

Wisdom Drain (Su): If an abyssal ghou successfully pins a living opponent, it can drain 1d6 points of Wisdom with its smoky tongue on the same action. Each round thereafter that the pin is maintained, the ghou automatically drains an additional 1d6 points of Wisdom. A creature reduced to 0 Wisdom by an abyssal ghou becomes unconscious until at least 1 point of Wisdom is restored.

Blindsight (Ex): An abyssal ghou is blind, but it maneuvers and fights as well as a sighted creature by using scent and vibration to ascertain its surroundings. This ability enables it to discern objects and creatures within 90 feet. An abyssal ghou usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight.

Deathwatch (Sp): This ability functions like the *deathwatch* spell, except that it is always active and an abyssal ghou always knows how near death all creatures within 90 feet of it are. Because of this knowledge, it often pauses to kill creatures near death (those with 3 or fewer hit points remaining) before moving on to attack healthier foes.

Uncanny Dodge (Ex): An abyssal ghou retains its Dexterity bonus to Armor Class even when flat-footed or struck by an invisible attacker. In addition, it cannot be flanked except by a rogue of 20th level or higher.

An abyssal ghou looks similar to a common ghou in that it is a warped humanoid figure with bestial features. Its skin is scaly and tough, and its fingers and toes end in fearsome e claws several inches in length. Its teeth are equally fearsome, and a too-long tongue dangles from its mouth, trailing into smoky incoporeality at its tip.

Sources: Fiend Folio

Advanced Twice Evolved Ghast CR 6**CE Medium Undead****Init** +8; **Senses** darkvision 60 ft; Listen +2, Spot +12**Languages** common**AC** 20 (+4 Dex, +6 natural) touch 14, flat-footed 16**hp** 58 (8 HD; 8d12+3)**Fort** +2, **Ref** +6, **Will** +8**Spd** 30 ft. (6 squares)**Melee** Bite +9 melee (1d8+5 plus paralysis) and claws +7/+7 melee (1d4+2 plus paralysis)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +4; **Grapple** +9**Special Atks** Ghoul fever (DC 19), stench (DC 18), paralysis (DC 19), *haste* 1/day (CL 8), *see invisibility* 1/day (CL 8)**Abilities** Str 20, Dex 18, Con –, Int 13, Wis 14, Cha 16**SQ** Darkvision 60 ft., undead traits, fast healing 6**Feats** Improved Initiative, Multiattack, Toughness**Skills** Balance +11, Climb +14, Hide +13, Jump +14, Move Silently +12, Spot +12 **Ghoul Fever** (Su): Disease—bite, Fortitude DC 15, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.**Ghoul Fever** (Su): Disease—bite, Fortitude DC 17, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.**Paralysis (Ex)**: Those hit by a ghost's bite or claw attack must succeed on a DC 17 Fortitude save or be paralyzed for 1d4+1 rounds. Even elves can be affected by this paralysis. The save DC is Charisma-based.**Stench** (Ex) The stink of death and corruption surrounding these creatures is overwhelming. Living creatures within 10 feet must succeed on a DC 17 Fortitude save or be sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected again by the same ghost's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from a sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. The save DC is Charisma-based.**Spell like abilities** (Sp): Caster level of spell-like abilities is equal to hit dice.**ENCOUNTER 4****FALLING SLAB OF ROCK TRAP****CR 12****Description** Boards and Rods are holding up the ceiling. Escape Artist DC 20 will give a better angle on trap to disarm and search.**Search** DC 33 (27); **Type** Mechanical, touch trigger, all targets in 10'x10' area, no reset**Effect** 14d6 falling rock (*Reflex* DC 20; *save for no damage*)**Disarm** 33 (27)**ENCOUNTER 7****Infernal Dwarf (Fiendish Dwarf) (3) CR 8**

Dwarf fighter 7

LE Medium Humanoid (extraplanar)

Init +5; **Senses** darkvision 60 ft.; Listen +1, Spot +1**Languages** common, infernal**AC** 20 (+9 armor, +1 Dex), touch 11, flat-footed 19;**hp** 67 ((7d10+21))**Resist** resistance to cold 5, resistance to fire 5, SR 12**Fort** +9, **Ref** +3, **Will** +3**Speed** 20 ft. (4 squares)**Melee** dwarven waraxe +13/+8 melee (1d10+9/x3)**Ranged** shortbow +8/+3 (1d6/x3) or javelin +8/+3 (1d6+4/x2)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +7; **Grapple** +11**Special Atks** smite good 1/day**Abilities** Str 18, Dex 12, Con 16, Int 10, Wis 13, Cha 6**SA** Dwarf traits, smite good**SQ** Darkvision 60 ft., dwarf traits,**Feats** Blind-Fight, Improved Initiative, Weapon Focus (dwarven waraxe), Weapon Specialization (dwarven waraxe), Power Attack, Quick Draw**Skills** Climb +8, Intimidate +3, Jump +9**Possessions** plate+1, dwarven waraxe +1, dwarven axe, gauntlets of strength +2, shortbow, 40 arrows, 6 javelins, one potion of *enlarge person* (CL 5), one potion of *cure moderate wounds***Dawon (Fiendish Dwarf)****CR 11**

Dwarf Sor 9

LE Medium Humanoid (extraplanar)

Init +6; **Senses** darkvision 60 ft.; Listen +0, Spot +0**Languages** common, infernal**AC** 13 (+2 Dex, +1 Deflection), touch 13, flat-footed 11;

17 (+2 Dex, +4 armor, +1 deflection) if warned by trap

hp 41 (9d4+18))

Resist cold 10, fire 10; SR 14, DR 5/magic, if warned has acid 20 from spell

Fort +5, Ref +5, Will +7

Spd 20 ft. (4 squares)

Melee dagger +3 melee (1d4-1/x2)

Range ranged touch attack +6

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grapple** +3

Special Atks smite good 1/day

Sorcerer Spells Known (CL 5th, 0% arcane spell failure, DC 13 + spell level):

4th (5/day) – *orb of force, greater invisibility*

3rd (7/day) – *dispel magic, fireball, lightning bolt*

2nd (7/day) – *glitterdust, scorching ray, see invisibility, resist energy*

1st (7/day) – *beneficial transposition, mage armor, magic missile, shield, grease*

0 (6/day) – *create water, dancing lights, detect magic, detect poison, flare, mage hand, mending, prestidigitation*

Two less 2nd & one 1st level spell if warned by trap

Abilities Str 9, Dex 14, Con 14, Int 13, Wis 10, Cha 16

SA Dwarf traits, smite good

SQ Darkvision 60 ft., dwarf traits, resistance to cold 5, resistance to fire 5, SR 10

Feats Improved Initiative, Skill Focus:

Concentration, Still Spell, Sculpt Spell

Skills Concentration +17, Knowledge (arcana) +5, Knowledge (planes) +4, Spellcraft +11, Escape Artist +10

Possessions four daggers, robe, broach of shielding, potion of *cure moderate wounds*, cloak of charisma +2, ring of protection +1, vest of escape

ENCOUNTER 8

Barbed Devil See MM, pg 51

Bone Devil See MM, pg 52

APPENDIX 6 – APL 12

ENCOUNTER 3

3x Abyssal Ghoul (CR 10 each; EL 13)

Total EL 13

Abyssal Ghoul CR 10

CE Medium Undead (Extraplanar)

Init +7; **Senses** blindsight 90 ft. *deathwatch*;
Listen +2, Spot +2

Languages common, abyssal

AC 27 (+3 Dex, +14 natural) touch 13, flat-footed 27

hp 104 (16 HD; 16d12)

Immunities electricity, undead immunities

Resist acid 20, cold 20, fire 20; SR 20;

Fort +5, **Ref** +10, **Will** +12

Spd 40 ft. (8 squares)

Melee Front claws +15/+15 melee (1d4+7 plus disease) and rear claws +13/+13 melee (2d4+3 plus disease)

Space 5 ft.; **Reach** 5 ft.

Base Atk +8; Grp +15

Atk Options Improved Grab, Wisdom Drain (1d6)

Special Atks disease, sneak attack +5d6

Abilities Str 25, Dex 16, Con –, Int 14, Wis 15, Cha 18

SQ Blindsight 90 ft., immune to electricity, resistance to acid, cold, fire 20, SR 20, uncanny dodge, undead traits

Feats Dodge, Improved Initiative, Lightning Reflexes, Mobility, Multiattack, Spring Attack

Skills Balance +20, Climb +20, Hide +20, Jump +23, Move Silently +20, Tumble +20

Disease (Ex): Any creature hit by an abyssal ghoul's front claw or rear claws attack must succeed on a Fortitude save (DC 18) or contract demon fever. After an incubation period of 1 day, the disease deals 1d6 points of Constitution damage. Each day after contracting demon fever, the creature must succeed on another Fortitude save (DC 18) or take the same damage. Each time it is damaged by the disease, the creature must immediately succeed on another Fortitude save (DC 18) or 1 point of the Constitution damage taken becomes Constitution drain instead. After making a successful Fortitude save against the Constitution damage on each of two consecutive days, the creature recovers.

Improved Grab (Ex): If an abyssal ghoul hits an opponent its own size or smaller with both front claws, it deals normal damage and attempts to

start a grapple as a free action without provoking an attack of opportunity (grapple bonus +15). If it gets a hold, it can attempt to pin and use its Wisdom drain ability on its next grapple check. Alternatively, the abyssal ghoul has the option to conduct the grapple normally, or simply use its front claws to hold the opponent (–20 penalty on grapple check, but the ghoul is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals damage from both front claws.

Sneak Attack (Ex): Anytime an abyssal ghoul's target is denied a Dexterity bonus, or when a target is flanked by an abyssal ghoul, the ghoul deals an additional 5d6 points of damage on a successful melee attack.

Wisdom Drain (Su): If an abyssal ghoul successfully pins a living opponent, it can drain 1d6 points of Wisdom with its smoky tongue on the same action. Each round thereafter that the pin is maintained, the ghoul automatically drains an additional 1d6 points of Wisdom. A creature reduced to 0 Wisdom by an abyssal ghoul becomes unconscious until at least 1 point of Wisdom is restored.

Blindsight (Ex): An abyssal ghoul is blind, but it maneuvers and fights as well as a sighted creature by using scent and vibration to ascertain its surroundings. This ability enables it to discern objects and creatures within 90 feet. An abyssal ghoul usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight.

Deathwatch (Sp): This ability functions like the *deathwatch* spell, except that it is always active and an abyssal ghoul always knows how near death all creatures within 90 feet of it are. Because of this knowledge, it often pauses to kill creatures near death (those with 3 or fewer hit points remaining) before moving on to attack healthier foes.

Uncanny Dodge (Ex): An abyssal ghoul retains its Dexterity bonus to Armor Class even when flat-footed or struck by an invisible attacker. In addition, it cannot be flanked except by a rogue of 20th level or higher.

An abyssal ghoul looks similar to a common ghoul in that it is a warped humanoid figure with bestial features. Its skin is scaly and tough, and its fingers and toes end in fearsome claws several inches in length. Its teeth are equally fearsome, and a

too-long tongue dangles from its mouth, trailing into smoky incoporeality at its tip.

Sources: Fiend Folio

ENCOUNTER 4

FALLING SLAB OF ROCK TRAP CR 14

Description Boards and Rods are holding up the ceiling. Escape Artist DC 20 will give a better angle on trap to disarm and search.

Search DC 35 (30); **Type** Mechanical, touch trigger, all targets in 10'x10' area, no reset

Effect 16d6 falling rock (*Reflex DC 22; save for no damage*)

Disarm 35 (30)

ENCOUNTER 7

Infernal Dwarf (Fiendish Dwarf) (3) CR 8

Dwarf fighter 8

LE Medium Humanoid (extraplanar)

Init +5; **Senses** darkvision 60 ft.; Listen +1, Spot +1

Languages common, infernal

AC 20 (+9 armor, +1 Dex), touch 11, flat-footed 19;

hp 79 ((8d10+24)

Resist resistance to cold 10, resistance to fire 10, SR 13, DR 5/magic

Fort +11, **Ref** +6, **Will** +6

Speed 20 ft. (4 squares)

Melee dwarven waraxe +14/+9 melee (1d12+9/19-20x3)

Ranged shortbow +9/+4 (1d6/x3) or javelin +9/+4 (1d6+4/x2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +8; **Grapple** +12

Special Atks smite good 1/day

Abilities Str 19, Dex 12, Con 16, Int 10, Wis 13, Cha 6

SA Dwarf traits, smite good

SQ Darkvision 60 ft., dwarf traits,

Feats, Blind-Fight, Improved Initiative, Weapon Focus (long axe), Weapon Specialization (long axe), Power Attack, Quick Draw, Improved Critical (Dwarven War Axe)

Skills Climb +8, Intimidate +3, Jump +9

Possessions plate+1, vest of resistance +2, dwarven waraxe, dwarven waraxe +1, gauntlets of strength +2, shortbow, 40 arrows, 8 javelins, two potion of *enlarge person* (CL 5), one potion of *cure moderate wounds* (CL 3)

Dawon (Fiendish Dwarf)

CR 11

Dwarf Sor 9

LE Medium Humanoid (extraplanar)

Init +6; **Senses** darkvision 60 ft.; Listen +0, Spot +0

Languages common, infernal

AC 13 (+2 Dex, +1 Deflection), touch 13, flat-footed 11;

17 (+2 Dex, +4 armor, +1 deflection) if warned by trap

hp 50 (11d4+22))

Resist cold 10, fire 10; SR 16, DR 10/magic, if warned has acid 30 from spell

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

Spd 20 ft. (4 squares)

Melee dagger +3 melee (1d4-1/x2)

Range ranged touch attack +6

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grapple** +3

Special Atks smite good 1/day

Sorcerer Spells Known (CL 5th, 0% arcane spell failure, DC 13 + spell level):

5th (4/day) – *wall of force*, *cone of cold*

4th (5/day) – *orb of force*, *greater invisibility*, *solid fog*

3rd (7/day) – *dispel magic*, *fireball*, *lightning bolt*, *haste*

2nd (7/day) – *glitterdust*, *scorching ray*, *see invisibility*, *resist energy*, *mirror image*

1st (7/day) – *beneficial transposition*, *mage armor*, *magic missile*, *shield*, *grease*

0 (6/day) – *create water*, *dancing lights*, *detect magic*, *detect poison*, *flare*, *mage hand*, *mending*, *prestidigitation*

Two less 2nd & one 1st level spell if warned by trap

Abilities Str 9, Dex 14, Con 14, Int 13, Wis 10, Cha 16

SA Dwarf traits, smite good

SQ Darkvision 60 ft., dwarf traits, resistance to cold 5, resistance to fire 5, SR 10

Feats Improved Initiative, Skill Focus: Concentration, Still Spell, Sculpt Spell

Skills Concentration +17, Knowledge (arcana) +5, Knowledge (planes) +4, Spellcraft +11, Escape Artist +10

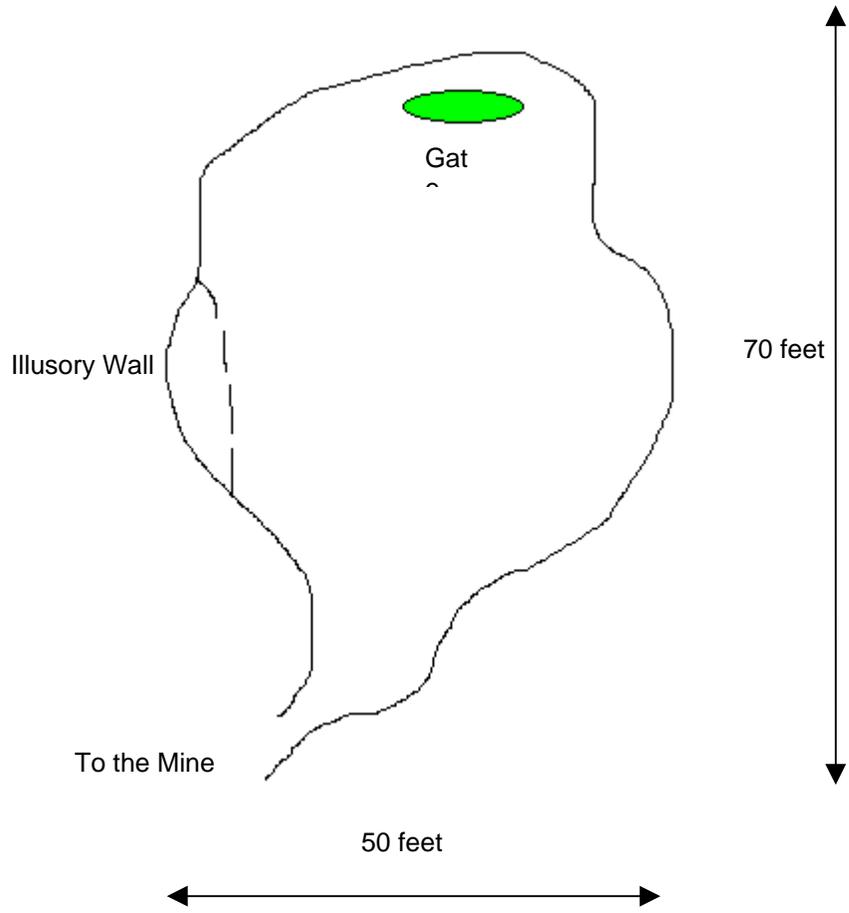
Possessions four daggers, robe, broach of shielding, potion of *cure moderate wounds*, cloak of charisma +2, ring of protection +1, vest of escape, metamagic rod of empower, lesser.

ENCOUNTER 8

1x Ice Devil MM pg 56

2x Barbed Devil MM pg 51

DM AID: MAP #1 – TITLE



DM AID: INFERNAL DWARVES

Infernal Dwarf Information

The antagonists in this adventure are created by placing the fiendish template on a normal dwarf. Both of these may be found in the Monster Manual for further reference. For story purposes, the dwarves in this adventure are referred to as infernal, not fiendish. Below is a physical description of the creatures.

The infernal dwarves in this adventure are from Malbolge, the 6th level of the Nine Hells (hence the “devilish” adjective of infernal rather than fiendish). They live with and serve The Hag Countess, ruler of the plane, where they continually work their craft on her boulder stronghold.

Physical Description

This creature resembles a dwarf, but could not pass for one in mixed company. Its hair and beard is thick and oily, and black as the deepest cave, and its skin is sallow gray, closer to the color of ash than the more common shades of stone and metal on typical dwarves. Eyes that glow orange peer from beneath a pronounced brow and narrow incisors protrude slightly outward from its mouth.

DM AID: NEW RULES

NEW SPELLS

Benign Transposition (Spell Compendium)

Conjuration (Teleportation)

Level: Sorcerer/wizard 1

Components: V

Casting Time: 1 standard action

Range: Medium (100 ft. +10 ft. per level)

Target: Two willing creatures up to Large Size

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

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

Orb of Force (Spell Compendium)

Conjuration (Creation) [Force]

Level: Sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. +10 ft. per level)

Effect: One orb of force

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You create a globe of force 3 inches across, which streaks from your palm towards your target. You must succeed on a ranged touch attack to hit the target. The orb deals 1D6 points of damage per caster level (maximum 10D6).

NEW MONSTER (FIENDISH CODEX II)

Spined Devil (Spinagon) CR 4

LE Small outsider (baatezu, evil, extraplanar, lawful)

Init +7; Senses see in darkness; Listen +7, Spot +7

Languages Celestial, Draconic, Infernal; telepathy 100 ft.

AC 24, touch 18, flat-footed 17 (+1 size, +7 Dex, +6 natural)

hp 19 (3 HD); **DR** 5/magic

Immune fire, poison

Resist acid 10, cold 10; **SR** 12;

Fort +5, **Ref** +10, **Will** +4

Spd 20 ft. (4 squares), fly 120 ft. (average)

Melee talon +4 (1d3 plus 1d4 fire)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** -1

Atk Options Point Blank Shot, Precise Shot

Special Actions spines, *summon baatezu*

Spell-like Abilities (CL 5th):

3/day – *disguise self*, *produce flame* (+4 melee touch or +11 ranged touch)

1/day – *stinking cloud* (DC 14)

Abilities Str 10, Dex 25, Con 14, Int 8, Wis 13, Cha 13

SA fiery spines and talons, spines, spell-like abilities, *summon baatezu*

Feats Point Blank Shot, Precise Shot

Skills Bluff +7, Diplomacy +11, Disguise +1 (+3 acting), Hide +17, Intimidate +3, Listen +7, Move Silently +13, Sense Motive +7, Spot +7

Fiery Spines and Talons (Su) A spinagon deals an extra 1d4 points of fire damage with its natural attacks

Spines (Ex) Each round, a spinagon can pluck a spine from its body and hurl it as a standard action. This is a ranged attack with a range of 60 feet and no range increment. Each round, the spinagon automatically regrows the lost spines. The spines cause intense, distracting pain in its target. A creature struck by a spine must succeed on a DC 13 Fortitude save or take a -2 penalty to AC and a -10-foot penalty to speed. This penalty lasts for 1 minute or until the target receives healing of any sort. The effects of multiple failed saves do not stack. The save DC is Constitution-based.

Summon Baatezu (Sp) Once per day, a spinagon can attempt to summon two spinagons with a 35% chance of success. This ability is the equivalent of a 3rd-level spell (CL 5th).

Reference: Fiendish Codex II: Tyrants of the Nine Hells, pg 136

PLAYER HANDOUT #1 – MILITARY CHARACTERS

Attention to Orders

You are temporarily detached from your current assignment and placed in the command of Captain Arno Garenti. When Captain Garenti releases you from this duty you will return to your original assignment.

Please report to the Headquarters Building of the Sixth Battle as soon as possible.

Apexmaster Silveraxe

PLAYER HANDOUT #2 – VETERAN CHARACTERS

Gran March has a need for your capabilities. You are hereby activated.

You are temporarily placed in the command of Captain Arno Garenti. When Captain Garenti releases you from this duty you will be deactivated.

Please report to the Headquarters Building of the Sixth Battle as soon as possible.

Apexmaster Silveraxe

PLAYER HANDOUT #3 – TYPE 1 NON-MILITARY/VETERAN CHARACTERS

While seeking the answer to a question more to my heart, my God showed me the havoc that dwarves seek to wreak upon our fair land. He also showed me your countenance and that with your aid, Evil will not succeed.

Please report to the Headquarters Building of the Sixth Battle as soon as possible. Speak to Support Specialist Shillen regarding your eagerness to serve. What resources I can muster, are yours.

I apologize in advance for any distasteful situations you may have to endure at the Sixth Battle Headquarters, but the fight against Evil often requires us to do things we might prefer not to complete.

Gardener Faulks

PLAYER HANDOUT #4 – TYPE 2 NON-MILITARY/VETERAN CHARACTERS

Greetings,

You have come to my attention, from mutual friends, as persons with problem-solving skills and attention to detail. I fear my family is in grave danger, and I would ask that you meet with Support Specialist Shillen at the Sixth Battle Headquarters if you are interested in protecting the innocent while making a profit.

I will make it worth your while to assist my family,

Marchrider Tambin Runningsparrow

PLAYER HANDOUT #5: NOTES ON THE LECTERN BOOK

(a date 12 days ago)

A strange mountaineer came to the village. If he hadn't been a Mountaineer I doubt we would have heard what he had to say. He asked to investigate the caves in the area. The elders said they would discuss his request.

(a date 10 days ago)

It has been two days since the odd mountaineer came to the village. Many discussions about the caves have resulted in no resolution. Some of the caves still have wards upon them, and it would be expensive to take them down and put them back up. Still it was not unexpected when the mountaineer returned to the village. He offered gold and gems if the elders would agree.

(a date 8 days ago)

The mountaineer has come two days in a row, each time offering more gold and gems. His urgency is odd. The elders have agreed to give him a decision tomorrow. They will invite Milian Turleygoose and other warriors of the village to attend.

(a date 7 days ago)

It was good that the elders waited. Milian Turleygoose was able to discern this mountaineer had an "evil heart." The elders turned down the mountaineer's request at that point. After the Mountaineer left, some of the warriors discussed following the Mountaineer back to his camp. Milian Turleygoose recommended they wait until they had more information, but the other dismissed his worries.

CRITICAL EVENT SUMMARY: GRM7-1 GNOME FRIENDS

For use only at StellarCon 2007 and Games played in March 2007.

1. Did the characters kill the fiendish dwarves?
Yes No Other (explain at bottom)
2. Did the characters use the portal to go to the other plane ?
Yes No

List character names of those who traveled through the portal?

3. Did the party bypass the trap without setting it off?
Yes No
4. Did the characters kill any of the gnome captives?
Yes No
5. Did any characters get the Scars of Malbolge?
Yes No

List character names here:

6. Did the characters find the body in the chasm?
Yes No
7. Did any character receive Player Handout #3?
Yes No

List character names here:

Notes: (Add anything that happened that might be considered out of the ordinary – Strange occurrences, results that may not fit the above, etc):