

Mint Collections

A Two-Round Dungeons & Dragons® Living Greyhawk™ Tuflik, Fals and Volverdyva Metaregional Adventure

by Lynn Register

Circle Reviewers: Tim Sech

Reviewers: Stephen Baker

Playtesters: Cary Bishop, Nick Cochran, John du Bois, Theron Martin, Ben Mazur, Robert Warehall and whole bunch of Canadians

Gold, Silver, Mithral, the bounty of the earth; however, when dwarven miners go missing while repairing an earthquake damaged mine, the Rockhammer dwarves and the Church of Rao seek outside help to investigate their disappearance. Do you have the wherewithal to delve the dark and save the mine, the mint and the dwarves that are its caretakers? A two-round underground adventure for heroic adventurers that starts in Veluna. Spoilers are possible for VEL7-01 *Beneath the Rock*. For characters level 4-15 (APLs 6-14). Special thanks to Brian Gilkison, Dave Kerscher, and Melanie Register.

Resources for this adventure [and the authors of those works] include *Complete Arcane* [Richard Baker], *Draconomicon* [Andy Collins, Skip Williams, James Wyatt], *Dungeonscape* [Jason Bulmahn & Rich Burlew], *Fiend Folio* [Eric Cagle, Jesse Decker, James Jacobs, Erik Mona, Matt Sernett, Chris Thomasson, James Wyatt], *Magic Item Compendium* [Andy Collins, Eytan Bernstein, Frank Brunner, Owen K.C. Stephens, John Snead], *Monster Manual II* [Ed Bonny, Jeff Grubb, Rich Redman, Skip Williams, Steve Winter], *Player's Handbook II* [David Noonan], *Races of the Dragon* [Gwendolyn F.M. Kestrel, Jennifer Clarke Wilkes, Kolja Raven Lique], *Savage Species* [David Eckelberry, Rich Redman, Jennifer Clarke Wilkes], *Slavers* [Sean K Reynolds & Chris Pramas], *Spell Compendium* [Matthew Sarnett].

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.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of Wizards of the Coast. To learn more about the Open Gaming License and the d20 SYSTEM license, please visit www.wizards.com/d20

This is an official RPGA® play document. To find out more about the RPGA and to learn more on how you can sanction and run DUNGEONS & DRAGONS game events of all sizes, visit our website at www.rpga.com.

DUNGEONS & DRAGONS, D&D, GREYHAWK, Living Greyhawk, D&D Rewards, RPGA, *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* are trademarks of Wizards of the Coast, Inc. in the US and other countries. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental. © 2005 Wizards of the Coast, Inc.

Visit the LIVING GREYHAWK website at www.rpga.com.

RPGA® SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA event 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 session Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the session 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, players 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 rule 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. Information on nonplayer characters (NPCs) and monsters appear in abbreviated

form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

Along with this adventure, you'll find a RPGA session 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). You need one copy of this for each participating player.

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), use the table below to determine the number of levels you add to the sum of step one. Animals with different CRs are determined separately using the chart below; then, take the highest CR animal (or animals), and add 2 (drop fractions). A single PC may only bring four or fewer animals of this type.

	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	5	6	7
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

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.

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

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character 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 2-round Meta-Regional adventure that starts in Veluna. In Region characters pay 2 Time Units out-of-region characters pay 4 Time Units.

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 that 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 DC 20 Survival check, 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

In VTF6-06 *The Earth Dragon Cometh*, the Blackthorn Orcs were successful in raising a second Dragonmount in the depths of the Gnarley Forest. They were more successful than they ever dreamed. Through the folly of adventurers, the Earth Dragon opened more than just a second Dragonmount to the surface. Even as the tremors of power created one fissure which went north following the Jewel to create the Blackthorn Dragonmount, a second more subtle (as subtle as an earthquake) followed the Handmaiden River under Celene and into the caverns underneath the Lortmil Mountains. With no magic gems to create a mount, a cavernous passageway was created, incomplete and unbeknownst to even her worshippers. Until now.

In times past an otherworldly dragon was marooned in the UnderOerth and was told to sleep until such time as its service was needed. Dread in his power, but out of favor at the time, Kharusurik bided his time and slept. Recently awakened by the divinely created tremors of earth, Kharusurik knew now was the time to rise again. Kharusurik sent out slaves to discover what had caused such a tremor. Shortly the kobolds returned with a single brown robed human escorted by several humanoids. Rofa, High Priestess of the Earth Dragon and her entourage were investigating the new rift.

Not always the most devoted of dragons, Kharusurik was cautious and took audience with the priestess. She extolled the virtues of following the Earth Dragon and the many wonders (treasure) that could be had... meanwhile Rofa sent her escorts further northward to see how far the rift actually went.

Cut to Veluna around the same time; during VEL6-08 *Heart's Lament*, adventurers were looking for a lost Raoan temple and a tremendous tremor rocked the landscape. This same tremor caused great damage and trapped dwarven miners, who were eventually rescued by intrepid adventurers (VEL7-01 *Beneath the Rock*). In the aftermath of VEL7-01, a cavernous opening is found in the vaults of the Rockhammer mines.

The Rockhammer mines are responsible for the mining of and minting of the silver, and to a lesser extent, gold and copper that Veluna uses as currency. This particular silver mine is of great importance. Having an unexplored underground access point to the riches of Veluna is a

huge security risk. The Rockhammers are still repairing the damage done by the recent earthquake and have posted several guards. Two teams of dwarven surveyors have been sent out, neither has yet to return.

With the mine still in disrepair and several teams of dwarven surveyors not accounted for, the Rockhammer clan, with the blessing of the Raoan and dwarven churches, seeks intrepid adventurers to seek out the missing surveyors and explore the underground passage. Rockhammers steeped in mineral trade elsewhere have also contacted various contacts to get help to get the mine restarted.

Unbeknownst to the Rockhammers and the Church of Rao, a group of duergar had established themselves in the large cavern that was created (it was previously there but not of the magnitude it now exists). Another vein of silver and mithral is laced in the cliff face that is now the new wall of the cavern. A particularly nasty duergar by the name Urlong Bollakk leads the slavers. Urlong was previously captured by Illithids and had since become “more.” He was released to become a procurer of upperside mundane objects. He magically disguises his new appearance and he typically keeps his “beard” in braids to help with the ruse.

Urlong sent out scouts to investigate the earthquake that rattled and expanded his little mining operation and was met with scouts coming from the other way from Rofa, the Earth Dragon priestess. The Earth Dragon escort, still interested in how far the rift goes also saw an opportunity with the duergar and expanding their power even further. A prosperous yet cautious trade was quickly set up, with gems and slaves coming from the Earth Dragon agents (via the gnarley) and silver and refined mithral coming from the duergar. A stronger alliance is possible given time for the trade agreement to mature.

Rofa has met with opposition with placating Kharusurik; the influx of precious metals is helping her to convince the otherworldly dragon to expand the Earth Dragon’s influence in this part of the world, especially if the Gnarley dragon proves to be an enemy. Kharusurik has yet to make a foray above ground but Rofa feels that another successful shipment of ore will tip the balance.

Author’s Note: I was inspired by a certain player to include Kharusurik in this adventure. His name shall remain unknown, but suffice it to say...he is to blame for that encounter (since I can’t have half-illithid rust monsters).

ADVENTURE SUMMARY

Introduction

There are three possible methods of introduction. PCs from the East get invited by the Church of Rao or the Rockhammers (if they’ve played VEL7-01 *Beneath a Rock*). PCs from the West are asked by the Mouqollad Consortium to investigate a trade problem originating in the country of Veluna with the Rockhammers being the point of contact.

Encounter One: Hole in the wall

The party is taken to the dwarves of Rockhammer, explained the situation and asked to investigate the missing dwarven surveyors/guardsman. Output of the mine has stopped at this point because of the constant disappearances and security risk to the mint.

Encounter Two: A Way Down

It is still unknown how far down the cavern goes. Pre-existing block and tackle exists for lowering to the base camp, but after that the adventurers have to proceed on their own. Flying is a possibility, until they get to the anti-magic area.

Encounter Three: Unnatural Hazards

Descriptions and a diary of surveyors are here as well as more climbing equipment. This warns of the anti-magic area and that lights were seen, but nothing was heard.

Encounter Four: Slaves, slavers and the smelter

The dwarves, being efficient miners, have created terraces of an open area strip mine except that it is underground. The last one hundred feet or so are giant 20ft tall steps, with stairs carved into the bedrock. The terraced area follows a large vein of intertwined mithral and silver, currently forty dwarves, humans, blackthorn orcs and a couple of pech work three shifts. Every shift duergar renew darkness and silence spells to keep the noise from being heard and seen from above. The lowest level is “ground” level and holds the living locations for slaves and slavers alike. The smelter is down river a bit and that is where Urlong Bollakk lairs.

Encounter Five: Leader of the pack

Depending on the stealthiness of the party, Urlong Bollakk is enjoying a meal, or is about to enjoy one.

Encounter Six: Do we stay or do we go now?

Urlong has a journal of transactions and that another shipment has already left and is due in one week. Another shipment is already being prepared (and might have left). The Journal mentions the Earth Dragon cult, Turrosh Mak’s lieutenant Rofa, and supplies that will

greatly aid the fight in the Gnarley and possibly further north...

Encounter Seven A: We're gonna need a bigger boat

On the way to the meeting point, the adventures meet some of the more aquatic denizens of the dark.

Encounter Seven B: And they said flying was safe

Having decided to fly there, the adventurers discover that the air above is occupied.

Encounter Eight: Pirates of the UnderOerth

The party discovers a method to catch the last shipment and has to deal with the crew of the barge transporting the raw metals and worked weapons.

Encounter Nine: Waypoint

According to a rather accurate map, they are nearing the rendezvous - it also warns of kobold watch posts. None of the kobolds have metal armor or weapons.

Encounter Ten: Servant of the Earth Dragon

Rofa is attempting to diplomacize Kharusurik; some snippets of conversation are possible to hear. It should be made clear that the dragon is about to decide to ally with the Earth Dragon and Turrosh Mak, especially if the PCs didn't catch the last shipment.

Conclusion: A Happy Ending

The slaves were saved and the last shipment was stopped and the dragon is dead...

Conclusion: A Sorta Happy Ending.

The slaves were saved and the Last shipment was stopped but the Dragon is still alive

Conclusion: We are outta here

Having saved the slaves the party decides to go back to the surface and not investigate the ore shipments.

Conclusion: Do you remember when you last Saved Ending

The last shipment wasn't stopped, the party had to flee and some of them are left behind as slaves. The dragon won and maybe took some of our stuff....

PREPARATION FOR PLAY

Discover if any character has "Fury of Clan Rockhammer" or "Displeasure of Clan Rockhammer" (both of these favors are from VEL7-01 *Beneath the Rock*), these characters will need to be hired by either the Church of Rao or the Mouqollad Consortium or will need to select a

different character to play this event as Clan Rockhammer will not willingly trust such a character.

NEW RULE ITEMS

Core adventures often utilize new rule items—including new classes, prestige classes, races, feats, spells, and equipment (including magic items)—that do not appear in any of the three core D&D books (*Player's Handbook*, *Dungeon Master's Guide*, or *Monster Manual*). The full write-up of any featured feats, spells, or equipment appears in Appendix 2. Information on featured classes, prestige classes, and races appears in the relevant creature's stat block. All the information required to run these characters is presented in this adventure. The DM should double-check that he fully understands any new rule items presented in this adventure before play begins.

INTRODUCTION

To get characters involved in this adventure there are three possible introductions to go through: Those that have played VEL7-01 *Beneath the Rock*, characters that are from western (non-Baklunish) lands and those from the East or those that have ties with the Mouqollad Consortium.

Player Handout 1 goes to characters that have successfully played VEL7-01 and don't have either the "Displeasure" or "Fury of Clan Rockhammer"

Player Handout 2 goes to characters from the eastern nations of the VTF and most other non-Baklunish regions

Player Handout 3 goes to Western VTF characters or those with Baklunish or Moquollad Consortium connections.

After the various handouts have been read, continue with the following.

Answering the plea for help and showing your writ to the dwarves topside, you find yourself escorted to the antechamber of the "Overseer of Mining Operations." Apparently others have heard the same call and wait as well.

This would be the opportunity for the party members to introduce themselves.

After almost a half an hour of waiting, a harried-looking dwarf, dark shadows clearly visible under his

eyes, wearily beckons for you to follow him into his office.

Although relatively non-descript in nature, the office is dominated by two artifacts - the stone desk behind which the dwarf takes a seat, and the immaculate suit of strange looking plate armor that "stands" behind him in a case against the wall. The dwarf motions for you to take seats on stone benches.

His voluminous white mustaches quiver as he speaks, "I thank ye fer coming with such little detail, it is Moradin's blessin' that there be those that still answer the call fer help. I be Nurent of Clan Rockhammer and, as ye may have guessed, I be the Overseer of Mining Operations in this 'ere quadrant."

As ye may or mayhap not know, dis region be stricken with an Oearthquake, at dat time da mine suffered great damage an' several miners were trapped within it's confines. Adventurers' such as yerselfs came to our aid an' recovered me brudders. De adventurers also discovered a blasted gray dwarf cleric and some skeletal beasties and dispatched them... Normally, dat be the end of de tale. But after some surveyin' an afore undiscovered tunnel was found.

This tunnel led to a large crevasse leading down into bowels of Dumathoin's reign. After some talk with da elders we sent a team of six hardy surveyors. Those dat be experienced with de rigors of underground hazards, be dey natural or unnatural if ye understand me meaning." Nurent pauses with a knowing look then continues. "Dey were to return in no less than a week. A week came an' went so we sent team two. It has now been ten days since dey used da contraption da first team built to go down into da depths."

"The elders prevented de next team from departing. Apparently, an elder asked Moradin for guidance, and He said:"

*"Darkness below and Light above
Send others to seek what ye love
Distant troubles have come to yer stead
Weighty Scales untipped bring threats ahead"*

"De elders figgered that 'others' meant non-Rockhammer, so we be hiring you. The Clan asks you to find our brudders and perhaps explore the reasons they didnah come back. We be payin' ye of course - (100x APL) crooks each."

Have ye any questions?

- **How many are missing?** – Fourteen. 10 males and 4 females, all dwarves. Six were in the first team and eight were in the second team. Most were handy with the axe and shield but two of the females were divine worshippers of Ulaa and one male was a divine worshipper of Dumathoin. The first team also took a part time sage and caster of arcane magic. The second team had an additional cleric and more muscle.
- **Do you have supplies that we'll need?** – We can also offer an "underground package." This includes 100 ft silk rope, climber's kit, 20 pitons, hammer, 5 sunrods, 3 waterskins (full), flint & tinder, six torches, six flasks of oil, 2 weeks iron rations, a bull's-eye lantern, a bedroll and backpack each. Any unused items from this package will need to be returned." In addition, they can offer mundane gear up to 500gp in value.
- **How long are we going to be gone?** – He cocks an eyebrow, "Til ye find them?"
- **What if they are all dead?** – "Please return their remains or proof that dey be dead."
- **What's this contraption you mentioned before?** – "Some sort of Elevator, looks like it could take a horse! The cleric of the first team was overheard as saying it was an "engineering marvel" (rolls his eyes)
- **Is this the only way in?** – "As far as we know udderwise we'd try dat way eh?"
- **Have you tried divinations?** – "The only answer we got was that ditty I mentioned earlier. All of the other attempts were either blocked or unclear." (Divinations are met with "unclear".)
- **Divinations were blocked?** – "Apparently. Don't know much about that stuff. Dumathoin sometimes requires "hands on" before giving up his secrets."
- **How has this affected output of the mine?** – Uh, dat be close to state secret, but we've stopped production until the security of that mine has been guaranteed. We can't exactly say things are gravy if we have missing surveyors and stuff. The worker bees get a little antsy and I need them to concentrate on breaking rock than whether or not they are safe...

After the party has asked all the questions they have and have resupplied (if needed) they are lead to the entrance to the tunnel. A wall of iron has been crafted and is guarded by several dwarven guards.

Treasure: The PCs can gain the following treasure here:

APL 6: Loot 0 gp; Coin 600 gp; Magic 0 gp; Total 600 gp.

APL 8: Loot 0 gp; Coin 800 gp; Magic 0 gp; Total 600 gp.

APL 10: Loot 0 gp; Coin 1000 gp; Magic 0 gp; Total 1000 gp.

APL 12: Loot 0 gp; Coin 1200 gp; Magic 0 gp; Total 1200 gp.

APL 14: Loot 0 gp; Coin 1400 gp; Magic 0 gp; Total 1400 gp.

1: HOLE IN THE WALL

Once again, dwarven escorts lead you into the mines. Repairs are obvious, but activity is no where to be found. After almost thirty minutes of walking, the tunnel opens up into a large chamber lit by everburning torches and supported by three thick columns leading down the middle. The chamber must be over one hundred feet long and over fifty feet wide. Walking across the chamber, bones of long dead creatures can be seen partially excavated from the columns. Reaching the end of the large room a partially hidden crack in the back wall can be found. Covering most of the crack is an impromptu door created out of iron. Over a half a dozen dwarven warriors stand around listening for movement and staying alert. They see your escort and stiffen in response.

As Nurent takes out a large key and sticks it in the door, he asks for the warriors to open it and let the adventurers through.

As the warriors open the door for your entrance, Nurent calls out, "May Moradin protect you and may Dumathoin give up his secrets." With that said the warriors shut the door with an ominous "Doom!" Your light source is the only comfort in the abjectly dark corridor.

Iron Door: 3 in. thick; hardness 10; hp 90; AC 5; Break DC 31.

The crack leads through the rock of the mountain and ends in an even darker hole in the "wall". Two strange looking rods with rope coming from them lead up to a pulley system that is attached to a five foot by ten foot

long platform. A crack can be seen and any dropped light source bounces off the sides of the crevasse and quickly disappears from view.

Attached to the sides of the hole are two spools of rope that detect as magical. They are in fact *spools of endless rope*. The ropes are strung through the pulleys and it doesn't take a rocket scientist to figure out how to go down. The pulleys are well oiled and the wood is new so going down is a relatively quiet. The five foot "crack" goes down for 150 feet and leads to a ledge that is half-way down.

If they feel like they can't trust the elevator, it is a DC 10 Climb check for the walls in the chimney, but DC 20 in the 10 foot gap above the ledge.

Treasure: The PCs can gain the following treasure here:

All APLs: Loot 0 gp; Coin 0 gp; Magic (*spool of endless rope*, (116 gp each); Total 232 gp.

2: A WAY DOWN

After 150 feet down the elevator stops at a landing that opens into a much larger cavern. The ten foot by thirty foot ledge overlooks more darkness and moisture is in the air but not a sound but your own breathing can be heard. Only feet away several tents have been pitched and the remnants of a campsite is scattered about. The tents have been collapsed and equipment is strewn about carelessly.

A casual search turns up no bodies and the appearance that the campsite was tossed. A more intense Search finds more facts...

DC 10 Enough two-man tents for 10 people.

DC 12 Everything with value has been taken (the tents have been rent or otherwise damaged).

DC 15 You've found blood splatters, but from the size of the droplets the blow wasn't fatal in the least.

DC 17 Amongst the remains of the campfire, you find a broken holy symbol. (DC 15 Knowledge (Religion), DC 10 for dwarves: Dumathoin).

DC 20 Hidden amongst a tent slightly separated from the others you discover the remnants of a surveyor's tool.

DC 25 In the same tent underneath a stone that apparently has been stone shaped out of the ledge is a small ledger (see **Player Handout 4**)

3: UNNATURAL HAZARDS

The next encounter depends on how much information the party found from searching the ledge. (if any) Things can go badly very fast if they ignore the warning from the ledge.

Sunken into the wall at the locations marked on the DM Map are central eyes of beholders, which have been hidden behind just 1 inch of stone-shaped rock. They should be very hard to find without benefit of magic (see below). There are enough beholder eyes to cover any aerial approach to the mining area below. Beneath the anti-magic zone created by these eyes are two rods, each with *blacklight* and *silence* on them, which have to be activated every 9 hours. The *blacklight* overlaps with the anti-magic zone but can't penetrate it so it looks like a wall of darkness. Although not categorically a trap it can be disarmed or disabled. The base climb check for the dungeon wall is DC 15; (with a knotted rope this would go to a DC 5). Removing them from the wall will destroy what magic they have left.

All APLs

Anti-Magic field: CR 7; magic device; 60ft cone(s); Automatic Reset (1 min); Search DC 30+APL to discover the stoneshaped area; 1 in of stone HP 15; hardness 8; Disable Device DC 31.

If characters are flying, levitating or using any other magical means of moving down, they hit the anti-magic field when they are about 80ft above the cavern floor (8d6 fall if they hit ground, or 4d6 fall if they fall into the river). If the character hits the river, they need to make a DC 15 Swim check to stay afloat because the water is rough. After that it gets difficult, because the slaver guards notice the splash and attempt to capture the fallen adventurer. To get back on land there is 10 ft of gravel and detritus at the shoreline, which requires 4 squares of movement and adds +5 to the DC of all Tumble and Balance checks.

4: SLAVERS, SLAVES AND A SMELTER

The darkness suddenly parts, and twenty feet below are three similar sized terraces cut into the rock, which descends down to a fast moving underground river. Sounds of rushing water, hammer and pick blows, as well as the crack of a whip, are heard.

At this time you should roll Spot and Listen checks for the duergar guards - they are considered distracted (-5 to

checks), but the guard leader (the mage) is not. Have the party members make Hide and Move Silently checks. Also, depending on the party's method of descent, you might get the opportunity to roll the duergar' Spot checks earlier if they dropped a rope down. Remember the penalties for distance and the size of the rope (1" across and the length of the rope dropped, roughly give it a +4+8 for size) (refer to pg 314 *Monster Manual*).

Below you, on each of the top two terraces, three dwarven slaves toil against the rock. Each set of three is watched over by a single grey skinned dwarf. At the bottom terrace, another dark dwarf overlooks both the slaves the water and sits near a rope bridge. Beneath the bridge a fifty foot wide river flows quickly. Across the river another rail car and three other entrances can be seen. Rail car tracks have a stop near the middle entrance, and then go around the corner out of sight.

The slaves are all chained together with mithral foot irons (the chains are ten feet long) that are similar to *shackles of silence* (unlike the shackles these emanate a 5' radius *silence*), and each slave wears a set of mithral shackles which gives him just enough leeway to swing his pick or hammer. Raw ore is put in a rail car and emptied to the terrace below. After two hours, the bottom floor is cleared of debris which is then roped over to the smelter. He (they) then take in the raw ore for smelting.

Mithral Foot Iron/ Silenced Shackles: 1 in. thick; hardness 15; hp 30; Break DC 33; Open lock 30.

Creatures: Duergar slaver guards are malicious, but know that their continued existence is contingent on their slaves' production. They will not hesitate to beat the slaves they have, and are always willing to take on more. Their first option will be to take more slaves and use non-lethal/subdual options.

NOTE: Urlong has *dominated* at least one of the slaves, when the party has attacked the terrace guards, Urlong will know through his link with the *dominated* slave. If the party takes the newly freed slaves across the bridge, one will "fall" in the water or some other delaying tactic... Urlong will also telepathically tell his other followers to take Dumathoin's Bane and the loaded cargo and leave (see Encounter 5).

APL 6 (EL 8)

Balthur & Morikas: male duergar ranger 2/ monk 2; hp 30 each; Appendix 1.

Ovgen: male duergar evoker 4; hp 20; Appendix 1.

APL 8 (EL 10)

Balthur & Morikas: male duergar ranger 3/ monk 3; hp 45 each; Appendix 1.

Ovgen: male duergar evoker 6; hp 40; Appendix 1.

APL 10 (EL 12)

Balthur & Morikas: male duergar ranger 4/ monk 4; hp 66 each; Appendix 1.

Ovgen: male duergar evoker 8; hp 50; Appendix 1.

APL 12 (EL 14)

Balthur & Morikas: male duergar ranger 5/ monk 5; hp 78 each; Appendix 1.

Ovgen: male duergar evoker 9/argent savant 1; hp 62; Appendix 1.

APL 14 (EL 15)

Balthur & Morikas: male duergar ranger 6/ monk 6; hp 99 each; Appendix 1.

Ovgen: male duergar evoker 9/argent savant 3; hp 72; Appendix 1.

Rope Bridge: 2 in. thick ropes; hardness 0; hp 4; Break DC 25; 1 in. thick wooden planks; hardness 5; hp 10 Break DC 18. Anchor point: 1 foot thick rock posts; hardness 8; hp 90. Three ropes secure each side to each of the four anchor points, so two ropes must be cut in order for the bridge to lose structural integrity.

Tactics: The duergar will attempt to use non-lethal damage and the mage will attempt to segregate the party. In addition, (if possible) they will attempt to pin and shackle a PC. If the tide turns against the duergar, they will attempt to flee and cut the bridge. If they can get across the bridge, the second team will flee to the boat and take off with the last shipment of ore. The other slavers will attempt to use the other slaves as a means to buy their freedom. They are evil not stupid. The added complication of the *silence* is an interesting dilemma. Once the shackles have been shut, the *silence* effect kicks in (5' radius). Impose a -5 penalty to Climb checks and a -10 penalty to grapple checks to anyone that is shackled.

Troubleshooting: This encounter can turn ugly if the other side of the river is warned. If the party decided to drop rocks or a torch (to see how deep it is), roll Spot and Listen checks for the guards. The base DC for a rock/pebble is DC 5 + distance for a Listen check, but DC 13 + distance for a Spot check (assuming the duergar is within his darkvision range). If the party drops a torch, consider the guards warned as there is no appreciable light where they are mining. *If the PC's retreat to heal their wounds (and/or obtain a heal for someone being*

feeble-minded), bump the APL encounter level once when they return (at APL 14 double the creatures of the encounter). Any captured PCs will be found in the larder that is in the leader's quarters. They have one day before Bollakk decides to eat his new captive and the other dwarf female is dead. This "bump" will continue until they finish the first half of the adventure. The concept here is that the bad guys have been warned and therefore their defenses are even better, but still gives the players a chance to complete the mission.

Treasure: The PCs can gain the following treasure here:

APL 6: Loot 402 gp; Coin 350 gp; Magic 4050 gp 3 *potions of barkskin* +3 (50 gp each), 2 *potions of bulls strength* (25gp each), 3 *cloaks of resistance* +1 (166gp each), 4 *universal solvent* (16gp each), 2 *everlasting rations* (58gp each), *potion of cure moderate wounds* (25gp), 6 *scrolls of mage armor* (2gp each), *scroll of eagle's splendor* (12gp), *scroll of see invisibility* (12gp), *scroll of battering ram* (12gp), *scroll of expeditious retreat* (2gp), *pearl of power* 1st level (83gp), 2 *boots of stomping* (50gp each), spellbook (19gp), 5 *shackles of silence* (579gp each); Total 4802gp.

APL 8: Loot 377 gp; Coin 350 gp; Magic 4536 gp 2 *potions of barkskin* +4 (75 gp each), *potion of barkskin* +3 (50gp), 2 *potions of bulls strength* (50gp each), 2 *nunchaku* +1 (192gp each), 3 *cloaks of resistance* +1 (166gp each), 4 *universal solvent* (16gp each), 2 *everlasting rations* (58gp each), *potion of cure moderate wounds* (25gp), 3 *scrolls of greater mage armor* (31gp each), *scroll of eagle's splendor* (12gp), *scroll of see invisibility* (12gp), *scroll of battering ram* (12gp), *scroll of expeditious retreat* (2gp), *pearl of power* 1st level (83gp), 2 *boots of stomping* (50gp each), spellbook (40gp), 5 *shackles of silence* (579gp each); Total 5269gp.

APL 10: Loot 377 gp; Coin 350 gp; Magic 6534 gp 2 *potions of barkskin* +4 (75 gp each), *potion of barkskin* +3 (50gp), 2 *potions of bulls strength* (50gp each), 2 *nunchaku* +1 (192gp each), 3 *cloaks of resistance* +1 (166gp each), 2 *gloves of dexterity* +2 (333gp each), 2 *periapt of wisdom* +2 (333gp each), *amulet of health* +2 (333gp), *headband of intellect* +2 (333gp), 4 *universal solvent* (16gp each), 2 *everlasting rations* (58gp each), *potion of cure moderate wounds* (25gp), 3 *scrolls of greater mage armor* (31gp each), *scroll of eagle's splendor* (12gp), *scroll of see invisibility* (12gp), *scroll of battering ram* (12gp), *scroll of expeditious retreat* (2gp), *pearl of power* 1st level (83gp), 2 *boots of stomping* (50gp each), spellbook (69gp), 5 *shackles of silence* (579gp each); Total 7261 gp.

APL 12: Loot 377 gp; Coin 350 gp; Magic 9827 gp 3 *rings of protections* +2 (667gp each), 2 *potions of barkskin* +4 (75 gp each), *potion of barkskin* +3 (50gp), 2 *potions of bulls strength* (50gp each), 4 *nunchaku* +1

(192gp each), 3 *cloaks of resistance +1* (166gp each), 2 *gloves of dexterity +2* (333gp each), 2 *periapt of wisdom +2* (333gp each), *amulet of health +2* (333gp), *headband of intellect +2* (333gp), 4 *universal solvent* (16gp each), 2 *everlasting rations* (58gp each), *potion of cure moderate wounds* (25gp), 3 *scrolls of greater mage armor* (31gp each), *scroll of eagle's splendor* (12gp), *scroll of see invisibility* (12gp), *scroll of battering ram* (12gp), *scroll of expeditious retreat* (2gp), *scroll of wall of force* (94 gp), *pearl of power 3rd level* (750gp), 2 *boots of stomping* (50gp each), spellbook (87gp), 5 *shackles of silence* (579gp each); Total 10554 gp.

APL 14: Loot 377 gp; Coin 350 gp; Magic 13384 gp; 3 *rings of protections +2* (667gp each), 3 *potions of barkskin +4* (75 gp each), 2 *potions of bulls strength* (50gp each), 4 *nunchaku +1* (192gp each), 3 *cloaks of resistance +1* (166gp each), 2 *gloves of dexterity +2* (333gp each), 2 *periapt of wisdom +4* (1333gp each), 2 *rapidstrike bracers* (258gp each) *amulet of health +2* (333gp), *headband of intellect +4* (1333gp), 4 *universal solvent* (16gp each), 2 *everlasting rations* (58gp each), *potion of cure moderate wounds* (25gp), 3 *scrolls of greater mage armor* (31gp each), *scroll of eagle's splendor* (12gp), *scroll of see invisibility* (12gp), *scroll of battering ram* (12gp), *scroll of expeditious retreat* (2gp), *scroll of wall of force* (94 gp), *pearl of power 3rd level* (750gp), 2 *boots of stomping* (50gp each), spellbook (103gp), 5 *shackles of silence* (579gp each); Total 14111 gp.

Entrance A: This leads to the slavers and slave quarters, six other slaves are here, two wear silenced shackles. There is a room that has the off duty (exactly the same stats) slavers that work the second shift. Located in the apartments of the duergar are sets of keys for the shackles.

Entrance B: This leads to the smelter.

Read the following as they approach the middle entrance.

A railcar is parked next to the wall close to the middle entrance. A heavy-looking closed metal door seems to be where raw ore is dumped.

If they open the ore door read the following: (A DC 22 Strength check)

Opening the heavy iron door, a blast of heat hits your faces - apparently the smelt is active.

Once they decide to enter the second entrance read the following.

After following a short 10ft high and 20 ft long corridor that goes steeply goes down another large

iron door blocks further progress. The sound of pounding metal and the occasional flash can be seen from the crack beneath the door. The heat in the corridor is almost unbearable.

The door has been barred shut as Aldorgar does not wish to be surprised by interlopers. If someone decides to bust the door down and fails, Aldorgar will cast *invisibility* and then *enlarge person* and begin to buff himself.

Barred Iron Door: 2 in. thick; hardness 10, hp 60; Break DC 32; Open lock 30.

Opening the door reveals a large room at least 50ft square, but implements of the forge and molds lie everywhere. If Aldorgar is not invisible: ***A tall (for a dwarf) grey skinned dwarf with a spiky looking white and reddish beard eyes you angrily.***

Contained herein are all the trappings of a forge and smelter. There is a feed chute that can be triggered from inside, and is fed from the hopper outside. Water comes in from the river and goes out further down stream. All the tools needed to perform such work are present. Also molds are present and at any time 2d6+3 are in various stages of cooling. This area is the domain of one who thinks he can backstab Urlong not knowing that he has already been found out. He will however attack any human he sees on sight and call them very bad names in infernal.

APL 6 (EL 7)

Aldorgar: male half-fiend durzagon cleric 3; hp 72; Appendix 1.

APL 8 (EL 9)

Aldorgar: male half-fiend durzagon cleric 5; hp 90; Appendix 1.

APL 10 (EL 11)

Aldorgar: male half-fiend durzagon cleric 7; hp 108; Appendix 1.

APL 12 (EL 13)

Aldorgar: male half-fiend durzagon cleric 9; hp 126; Appendix 1.

APL 14 (EL 15)

Aldorgar: male half-fiend durzagon cleric 11; hp 144; Appendix 1.

Treasure: The PCs can gain the following treasure here:

APL 6: Loot 54 gp; Magic 166 *cloak of resistance +1* (83gp), *replenishing skin* (83gp); Total 220 gp.

APL 8: Loot 54 gp; Magic 554 *cloak of resistance* +1 (83gp), *replenishing skin* (83gp) +1 called *plate armor* (388gp); Total 608 gp.

APL 10: Loot 221 gp; Magic 804 *cloak of resistance* +1 (83gp), *replenishing skin* (83gp) +1 called *plate armor* (388gp) *metamagic rod of silence, lesser* (250gp) ; Total 1025 gp.

APL 12: Loot 221 gp; Magic 1741 *cloak of resistance* +1 (83gp), *replenishing skin* (83gp) +1 called *plate armor* (388gp) *metamagic rod of silence, lesser* (250gp) *bottle of air* (604gp), *periapt of wisdom* +2 (333gp); Total 1962 gp.

APL 14: Loot 221 gp; Magic 3074 *cloak of resistance* +1 (83gp), *replenishing skin* (83gp) +1 called *plate armor* (388gp) *metamagic rod of silence, lesser* (250gp) *bottle of air* (604gp), *periapt of wisdom* +4 (1333gp) *gauntlets of ogre power* (333gp); Total 3295 gp.

Entrance C: leads to Urlong's personal apartments. (see below)

5: LEADER OF THE PACK

Another five foot corridor stretches into the darkness. After sixty feet it dead ends. Looking up a five foot shaft extends up into the bowels of the mountains. No ladder rope or other means of ascending is plainly visible.

NOTE: *The following encounter may include offensive material to some younger players. Be aware of your audience when running this encounter.*

The shaft is 60' tall and the antechamber is 40 tall in the center and thirty feet tall along the edges. Urlong doesn't need any method of ascension because at all APLs he has the ability to *levitate*. In the meantime Urlong has been preparing for the arrival of the party members. Urlong constantly wears a *hat of disguise* and to aid him in his disguise he keeps his "beard" in four braids. Urlong's apartment has three sections - an antechamber, a "larder", and his private quarters.

APL 6 (EL 9)

Urlong Bollakk: male half-illithid duergar enchanter 5; hp 40+10; Appendix 1.

APL 8 (EL 11)

Urlong Bollakk: male half-illithid duergar enchanter 5/blood magus 2; hp 55+12; Appendix 1.

APL 10 (EL 13)

Urlong Bollakk: male half-illithid duergar enchanter 5/blood magus 2/ fatespinner 2; hp 77+14; Appendix 1.

APL 12 (EL 15)

Urlong Bollakk: male half-illithid duergar enchanter 5/ blood magus 3/ fatespinner 3; hp 91+15; Appendix 1.

APL 14 (EL 17)

Urlong Bollakk: male half-illithid duergar enchanter 5/blood magus 4/ fatespinner 4; hp 119+15; Appendix 1.

Tactics:

If Urlong gets a warning from one of his dominated slaves, he will greet the party members by *enlarging* himself, and turning *invisible*. Urlong only has one shot with his *mind blast*, so he will attempt to use various methods to lower the PCs' possible resistance to his power and/or segregate the party before using it. He will also telepathically warn Aldorgar.

The entry corridor opens in the middle of the antechamber, and arranged in a shelf (all looking inward) is Urlong's collection of pristine skulls of the different races that he's dined on...a partial list: troll, hill giant, duergar, dwarf, human, elf, halfling, gnome, kobold. His latest victim still sits in the feeding chair. A circular table has a hole in the middle - a chair is located in the center of the table with manacle placements for arms and legs. The table has a leaf that extends out so that the "victim" can be seated.

A stone, blood-covered table is the only major piece of furniture and it has a single macabre adornment. A female dwarven head is sticking up a hole in the table that has been apparently designed for that singular purpose. The female's head has lolled to the side, blood matting her braids. Her glazed eyes tell you that the hole in her forehead was fatal.

The larder still is occupied by the other female dwarf who is unconscious.

Treasure: The PCs can gain the following treasure here:

APL 6: Loot 57 gp; Coin 8gp; Magic 330; *hat of disguise* (150gp), *potion of cure moderate wounds* (25 gp), 3 *scrolls of greater mage armor* (31 gp each), *scroll of see invisibility* (12 gp), 3 *scrolls of true strike* (2 gp each), spellbook (32gp); Total 395 gp.

APL 8: Loot 57 gp; Coin 8gp; Magic 1084gp; *mask of lies* (375gp), *tunic of steady spellcasting* (208gp), *cloak of resistance* +2 (333gp), *headband of intellect* +2 (333gp), *potion of cure moderate wounds* (25 gp), 3 *scrolls of greater mage armor* (31 gp each), *scroll of see invisibility*

(12 gp), 3 scrolls of true strike (2 gp each), spellbook (32gp); Total 1149 gp.

APL 10: Loot 57 gp; Coin 8gp; Magic 1475gp; mask of lies (375gp), tunic of steady spellcasting (208gp), headband of intellect +2 (333gp), cloak of resistance +2 (333gp) potion of cure moderate wounds (25 gp), 3 scrolls of greater mage armor (31 gp each), scroll of see invisibility (12 gp), 3 scrolls of true strike (2 gp each), spellbook (90gp); Total 1540 gp.

APL 12: Loot 57 gp; Coin 8gp; Magic 1915gp; mask of lies (375gp), tunic of steady spellcasting (208gp), headband of intellect +2 (333gp), cloak of resistance +3 (750 gp), potion of cure moderate wounds (25 gp), 3 scrolls of greater mage armor (31 gp each), scroll of see invisibility (12 gp), 3 scrolls of true strike (2 gp each), spellbook (113gp); Total 1980 gp.

APL 14: Loot 57 gp; Coin 8gp; Magic 5671gp; mask of lies (375gp), tunic of steady spellcasting (208gp), headband of intellect +4 (1333gp), cloak of resistance +3 (750 gp), rod of empower (2708 gp), potion of cure moderate wounds (25 gp), 3 scrolls of greater mage armor (31 gp each), scroll of see invisibility (12 gp), 3 scrolls of true strike (2 gp each), spellbook (161gp); Total 5736 gp.

6: DO WE STAY OR DO WE GO NOW?

After the opulence of the ante-chamber the bedroom is simplicity in itself. A pallet and desk and simple stool in front of the desk are the only objects in the room. The pallet is constructed of bones of different types and covered with various leather-like patches. The desk is made of organic material but it isn't any kind of wood you've ever seen. Papers cover the desk.

The desk is covered with various maps and other correspondence. Please refer to **Player's Handout 5**. A DC 17 Knowledge (Nature) check identifies that the desk (and stool) are constructed of a giant species of mushroom. The name "Kharusurik" appears to be Draconic in nature but it doesn't translate into anything meaningful without a follow-up DC 25 Knowledge (Arcana) check, which deciphers the Draconic elements of "red" "iron" and "slaughter". If the skill checker has Draconic as a known language, the DC is 15. There is no Bardic Knowledge check for this information, as he was marooned from the outer planes without ever having to deal with humans.

What the players do at this point will determine if they do a single round event or a two round event. If done in order, this would be the halfway point of the adventure.

A secret door can be found here and leads to the "dock". A DC 20 Search check will find the door. It is a chute/ramp and doesn't require the action to open (think doggie door); although, if used in this manner, the subject takes 1d6 nonlethal damage from the blow.

If the party decides to go back to the surface and call it quits go to Conclusion: We are out of Here.

7A: WE'RE GONNA NEED A BIGGER BOAT

Rounding a bend along the river, a boat comes into view and the rail track ends. Above the end of the track is a wooden crane with block and tackle and a net for loading the boat. The boat has no oars or sails but a wheel like contraption is attached to the end of the ship. Inscribed on the dock side of the ship some lettering can be seen. There appears to be two gangplanks but only one ship is present.

If the viewer can read Undercommon it reads

Laduguer's Pleasure

A DC 10 Profession (Sailor or Navigator), Craft (Shipmaking) or DC 15 Knowledge (Engineering) or DC 20 Knowledge (Core) identifies the ship as a theurgeme. A theurgeme is a ship powered by either one or two paddlewheels and only requires a wheelman to operate. This particular ship is slightly smaller than the usual specimens and appears to be made of a strange wood. The texture of the boat is slightly rubbery and can be "healed" by healing and holes can be "plugged" by the mushrooms that make up the railing. Simply take a mushroom from the railing and place the head of the mushroom in the hole and it seals the hole (growing together). A slashing weapon will need to be used to clear the other end of the mushroom. This is not intuitively obvious but for those that go below decks can see several circles where the hull had been fixed previously. A DC 20 Spot/Search check (much like finding a secret door) will find a repaired section of the ship.

Next to the wheel is a pillar with the speed level. Full, Half, Quarter, Dock and Stop.

NOTE: The ship is run by magic. If the lever is dialed to Stop, it will run through a lower speed each round until Stop is reached (i.e. if the current speed of the ship is Half and is then dialed to Stop, the next round it will slow to Quarter speed. The next round it will slow to

Dock speed, and then on the third round it will Stop and maintain position (even against the current). Likewise, it will take four full rounds to reach maximum speed. (not including the current) of 4mph or 40' a round. Traveling with the 2 mph current allows the ship to go 6mph or 60' a round. Each tick represents 10' of movement and the current is always 2 mph (or 20' extra movement). Lastly it is a DC 8 Profession (Sailor) check to guide the ship. Unless the ship is in danger the wheelman can take 10, (a player may not take 10 if he does not have Profession (Sailor) but can still attempt the roll). Once per day, a DC 5 Profession (Sailor) must be attempted or the ship will flounder...this only serves to slow them down or attract additional encounters (see below). Refer to the Appendix or *Stormwrack* pg 87 for guidance on Profession (Sailor) checks.

Laduguer's Pleasure: Colossal vehicle; Seaworthiness +2; Shiphandling +2; Speed propeller 40ft (good); Overall AC -3; Hull Sections 21 (sink 6 sections); Section hp 120 (hardness 4); Section AC 3; Ram 3d6; Space 55ft by 15ft.; Height 10ft (draft 10ft); Complement 30; Watch 1; Cargo 75 Tons; Cost 65,000gp.

From the maps acquired it is approximately 290 miles from the party's current location to the rendezvous. Going full speed (including the current) it will take just over two days to get there.

At the half way point, local denizens are attracted to the passage of the ship. If the party stops and rests, the attack will be while they rest. If they don't rest, then roll a d4 and it will represent the six hour period after a 12 hour 'delay' in which the attack takes place (for example, if they left at 6am day 1: 1 = 6pm -12 midnight first day; 2 = 12 midnight to 6 am second day; 3 - 6 am to 12noon second day; and 4 - 12noon to 6pm second day). This will give them an arrival time with the rendezvous at about 8am-10am.

Tactics: (If stopped) the chuul(s) will attack from below and come through the hull. If the aboleth is involved, he will send the chuuls in through the hull and support from a distance. Give the party members DC 5 Listen checks for the chuuls coming through the hull (-1 for every 30' under water for and -5 for every intervening barrier including the hull itself, and (if the listener is on deck) an additional -5 penalty because of the sound of the water hitting the boat if the ship is in motion). If the attack is while the boat is on the move, then the chuuls will climb up the sides and the aboleth will support from a distance (it can keep up with the boat moving maximum speed). If appropriate, and the opportunity presents itself the chuuls/aboleth will attempt to disable

the ship to make it easier for the aquatic creatures to attack.

APL 6 (EL 7)

Chuul: large aberration; hp 99; See *Monster Manual* pg 35.

APL 8 (EL 9)

Chuul (2): large aberration; hp 99 each; See *Monster Manual* pg 35.

APL 10 (EL 11)

Advanced Chuul (3): large aberration; hp 144 each; See Appendix 1.

APL 12 (EL 13)

Aboleth Wizard 5: huge aberration; hp 126; See Appendix 1

Advanced Chuul (2): large aberration; hp 144 each; See Appendix 1.

APL 14 (EL 15)

Advance Aboleth Wizard 5: gargantuan aberration; hp 237 See Appendix 1.

Advanced Chuul (4): large aberration; hp 144 each; See Appendix 1.

7B: AND THEY SAID FLYING WAS SAFE

If for some reason they pick a different method of travel either through divining a place to teleport to via the map or through some method of overland flight. The following creature(s) are attracted to their presence.

APL 6 (EL 7)

Monstrous Spider, Huge (2): huge vermin; hp 60 each; See *Monster Manual* pg 289.

APL 8 (EL 9)

Monstrous Spider, Huge (4): huge vermin; hp 60 each; See *Monster Manual* pg 289.

APL 10 (EL 11)

Monstrous Spider, Colossal: colossal vermin; hp 240 each; See *Monster Manual* pg 289.

APL 12 (EL 13)

Monstrous Spider, Colossal (2): colossal vermin; hp 240 each; See *Monster Manual* pg 289.

APL 14 (EL 15)

Tunnel Terror: huge aberration; hp 176; See Appendix 1.

Given the nature of the creatures, the spiders will come from the ceiling or the Tunnel Terror will put itself in such a way that the party will travel through or rest nearby.

8: PIRATES OF UNDEROERTH

Traveling hard, another ship comes into view. Similar in style as the one you currently possess, it also has lettering on its stern but has two paddlewheels. You also notice it has something else that your ship does not have, a ballista.

The lettering says in undercommon Dumathoin's Bane. Use the same statistics for the slaver team (see Encounter 4), but also include 3 normal duergar that man the ballista and act as the wheelman.

All APLs

Duergar (3): male warrior duergar; hp 13; See *Monster Manual*/pg 91

The duergar slavers' names are Olrak and Urnirak and the mage's name is Gilrah in this encounter.

This encounter should only happen if the party figures out a way to significantly increase the speed of the boat. However, it is here in case it does. Two duergar man the ballista and one guides the ship as the monks use crossbows and the wizard uses his spells. *Wall of force* will be his first choice (where appropriate).

The width of the river stays around 50ft across.

If the party actually encounters the Dumathoin's Bane, then skip the trap and kobolds from encounter 9.

9: WAYPOINT

Having traveled the dangers of the underoerth, you have landed at the location on the map that is marked as the rendezvous. There is a stone dock and a ship is present. <modify this if they caught up to the Dumathoin's Bane> The ship is deserted and is riding high in the water. Your arrival here has also discovered the end of the large cavern that you have been traveling. In place of the large cavern a single ten foot exit continues south, and the river that you've been following disappears under your pier.

A search of the other ship will recover evidence that mithral and silver had been on the trip and possibly that six medium sized people were on board. A DC 21 Track check warns that 9 creatures and a large vehicle went south as well.

The walls close in uncomfortably after the days spent in the large cavern. Remnants of an earthquake are very evident as rubble is strewn everywhere. After two hours of travel, dodging detritus in the passageway, several bodies are found on the trail. From your vantage point, they appear to be duergar though the bodies are partially covered in gravel and stone. Behind the bodies the trail continues onward.

At this point draw out the map, for the bodies are trapped.

APL 6 (EL 7)

Camouflaged Pit Trap: CR 4; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 40ft deep (4d6, fall) multiple targets (first target in each of two adjacent 5ft squares); Search DC 25; Disable Device 17

Rot Grub Swarm: diminutive vermin (swarm); hp 72; see Appendix 1

APL 8 (EL 9)

Camouflaged Pit Trap: CR 4; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 40ft deep (4d6, fall) multiple targets (first target in each of two adjacent 5ft squares); Search DC 25; Disable Device 17

Rot Grub Swarm: diminutive vermin (swarm); hp 72; see Appendix 1

Arunsthyr & Sveargix: male kobold ranger 5; hp 30; see Appendix 1.

Dire Weasel Companion(2): medium animal; hp 18; see *Monster Manual*/pg 65.

APL 10 (EL 11)

Wide-Mouth Pit Trap: CR 6; mechanical; location trigger; manual reset; DC 25 Reflex save avoids; 40ft deep (4d6, fall) multiple targets (all targets within a 10ft by 10ft area); Search DC 26; Disable Device 25.

Rot Grub Swarm: diminutive vermin (swarm); hp 72; see Appendix 1

Kobold Archers (2): male kobold ranger 8; hp 54; see Appendix 1.

Advanced Dire Weasel Companion(2): medium animal; hp 30, see Appendix 1.

APL 12 (EL 13)

Wide-Mouth Pit Trap: CR 8; mechanical; location trigger; manual reset; DC 25 Reflex save avoids; 70ft deep

(7d6, fall) multiple targets(all targets within a 10ft by 10ft area); Search DC 26; Disable Device 25.

Rot Grub Swarms (2): diminutive vermin (swarm); hp 54 each; see appendix 1

Kobold Archers (2): male kobold ranger 10; hp 68; see appendix 1.

Advanced Dire Weasel Companion(2): medium animal; hp 30, see appendix 1.

APL 14 (EL 15)

Wide-Mouth Pit Trap: CR 10; mechanical; location trigger; manual reset; DC 30 Reflex save avoids; 70ft deep (7d6, fall) multiple targets (all targets within a 10ft by 10ft area); Search DC 30; Disable Device 25.

Rot Grub Swarms (4): diminutive vermin (swarm); hp 72 each; see Appendix 1

Kobold Archers (2): male kobold ranger 12; hp 81; see Appendix 1.

Advanced Dire Weasel Companion(2): medium animal; hp 42, see Appendix 1.

Tactics: Hopefully the trap catches some of the adventurers, but even if they make the Reflex save the rot grub swarms do have a climb speed (it is a DC 20 Climb check to get out of the pit). The swarms can take 10 and make it out slowly. The pit goes across the entire corridor and (except for at APL 6) the kobolds have been hiding in the walls waiting for the party members to trigger the trap. (The shape of the corridor has been shaped to provide cover and the kobolds will attempt to snipe (*Player's Handbook* pg 76). At higher APLs they will put *dust of disappearance* on the arrows. The kobolds will also take advantage of the debris field. If the party discovers the trap and is able to disarm it (and the party doesn't make the DC 25 Search check to find their secret rooms), they will not attack, but will follow the party and help the dragon at the end.

Treasure: The PCs can gain the following treasure here:

APL 8: Loot 530 gp; Magic 200; 2 *potions of cats grace* (25 gp each), *potion of cure moderate wounds* (25 gp); Total 730 gp.

APL 10: Loot 696 gp; Magic 1375gp; 2 *amulets of health +2* (333gp each), 2 *dust of disappearance* (292 gp each), 2 *potions of cats grace* (25 gp each), *potion of cure moderate wounds*(25 gp); Total 2071 gp.

APL 12: Loot 696 gp; Magic 2766; 2 *amulets of health +2* (333gp each), 2 *dust of disappearance* (292 gp each), 2 *rings of force shield* (708 gp each) 2 *potions of cats grace* (25 gp each), *potion of cure moderate wounds* (25 gp); Total 3462 gp

APL 14: Loot 1197 gp; Magic 8766; 2 *amulets of health +2* (333gp each), 2 *dust of disappearance* (292 gp each), 2 *rings of force shield* (708 gp each) 2 *gloves of*

dexterity +6 (3000gp each), 2 *potions of cure moderate wounds*(25 gp); Total 9963 gp

10: SERVANT OF THE EARTH DRAGON

The natural stone corridor slants at an obvious angle upward towards the surface. The corridor becomes even narrower and the heat surprisingly rises. Another mile passes and the passageway once again opens up into a vast lit chamber immense stalactites stretching towards the cavern floor. Stalagmites attempt to mate with them and occasional meet in tremendous columns of limestone.

Pause here to see the party's response...<this would be their chance to say we'd like to buff etc> otherwise continue with:

Scintillating colors reflect off of the pillars from a nearby water source... yet as you take this all in, a medium-sized humanoid in brown robes speaks to a dragon of some sort. She places her hand on his chest touching something that seems to be affixed to his scales. She points upward and then towards the section of cavern where you stand. The dragon nods, reverently touches his claw to his chest, and the humanoid disappears. The dragon sniffs the air, turns in your direction and bellows a challenge as he takes wing.

At this point you should ask for initiative.

If the players decided to interrupt boxed text and send a scout of some sort of scry (such as *prying eyes*) insert the following:

A large natural chamber comes into view, lit softly by unseen sources, rainbows of colors reflecting on columns of stone from a nearby water source. Two creatures appear to be in conversation a humanoid in robes and a strange looking two headed dragon-like creature.

(if draconic is understood continue with the following)

Kharusurik, the Earth Dragon has awoken you for a task. That task is now at hand! Complete it and be free of your banishment. Adventurers approach even now to stop the spread of our reign, they must not live! Take with you the blessing of the Earth Dragon and see that their bones litter this cave! A voice of metal grinding on metal replies,

As you wish mistress...and then surprisingly the dragon looks right at <you, the sensor>. Apparently the jig is up...

The distance between the dragon's location and the PCs is 100ft, and the ceiling height varies between 50ft at the edges to 200ft in the center. The servant of the earth dragon has given the dragon a *greater glyph symbol* and informed him that it is the blessing of his deity. If he "succeeds in his trial" he will be released from his servitude. In actuality it has been imbued with a *death throes* spell. He does not know or realize this (he ain't too smart). If he dies or is knocked unconscious, then he will explode, causing force damage to everything within 20', no save, no SR. At APL 6-8 the damage is 9d6, at APL 10-12 the damage is 11d6, and at APL 14 it is 13d6.

NOTE: This is Kharusurik and specific tactics NEED to be followed. At APL 6 and 8 he WILL NOT use his rusting breath he will use his line of acid. DON'T FORGET THE DEATH THROES IF/WHEN THE DRAGON IS DEFEATED! IT IS VERY IMPORTANT TO THE CONCLUSION. This event will happen even if the dragon is subdued.

APL 6 (EL 10)

Kharusurik Two-headed Rust Dragon: medium dragon outsider; hp 169; see Appendix 1.

APL 8 (EL 12)

Kharusurik Two-headed Rust Dragon: large dragon outsider; hp 216; see Appendix 1.

APL 10 (EL 14)

Kharusurik Two-headed Rust Dragon: large dragon outsider; hp 255; see Appendix 1.

APL 12 (EL 16)

Kharusurik Two-headed Rust Dragon: huge dragon outsider; hp 311; see Appendix 1.

APL 14 (EL 18)

Kharusurik Two-headed Rust Dragon: huge dragon outsider; hp 371; see Appendix 1.

Treasure: The PCs can gain the following treasure here:

All APL Lots of mithral and silver see AR.

CONCLUSION: A HAPPY ENDING

Time seems to stop as the dragon wails his death rattle. Strangely, the dragon's body, and in particular an amulet embedded in his chest, begins to glow. Just as you take in this scene, cracks appear in the scales of the dragon, and emanate from the amulet. His body begins to quiver and expand – suddenly, collapsing on itself, the dragon explodes in a gory mass of scales, bones and viscera. The sheer force of the explosion shatters the nearby columns that support the ceiling, and in response, the entire cavern begins to tremble and quake. It appears as if the dragon's death will bring an end to his refuge as well.

At this point ask the players what they want to do. If they respond with anything other than we leave or some form of that, continue on with the following.

Moments after the dragon's death, and before the last fragments of the support columns have had a chance to fall, the ceiling of the cavern sunders and collapses, burying the exit that the humanoid used as an escape. Where did it lead? Even as this question forms, beams of sunlight/moonlight stream in from the gaping wound in the earth that was created by the sudden destruction of the dragon's refuge.

The party will discover themselves in the pass between the County of Ulek and Celene...

CONCLUSION: A SORTA HAPPY ENDING

Having saved the slaves from servitude, and discovering that shipments of mithral and silver are going to agents of the Earth Dragon and allies of Turrosh Mak you've decided to bid a strategic retreat and report the findings. What will this mean for Veluna and the other nations that lie along the underwater highway?

CONCLUSION: WE ARE OUT OF HERE

Having saved the slaves from servitude, you've decided to bid a strategic retreat and return the slaves to the surface and their families. The dwarves and their families are overjoyed about their return to the surface. However, you and your employers can only wonder where the mithral and silver that freed slaves

had mined went. The dwarves continue to watch for duergar and have closed the mine until more information can be discovered.

CONCLUSION: DO YOU REMEMBER WHEN YOU LAST SAVED?

Servitude is your only existence now, hopefully you'll avoid attention and not be the next meal of the duergar slave master. The chance of escape is remote, but while alive hope still clings to your spirit, for now you grab the pick and silently hammer at the rock....

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.

4(a): Slavers (monks & mage)

Defeat the slavers and free the prisoners

APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP
APL 14	480 XP

4(b): Slavers (smelter)

Defeat the smelter

APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP
APL 14	450 XP

5: Leader of the Pack

Defeat Urlong and recover the journal

APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP
APL 14	510 XP

7: We're Gonna Need a Bigger Boat

Defeat the denizens of the deep

APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP

APL 14	450 XP
--------	--------

9: Waypoint

Defeat the trap (and rear guard)

APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP
APL 14	450 XP

10: Servant of the Earth Dragon

Defeat Kharusurik and recover the mithral

APL 6	360 XP
APL 8	420 XP
APL 10	480 XP
APL 12	540 XP
APL 14	600 XP

Story Award

Each Slave saved (total of 13):	each/max
APL 6	15/150XP
APL 8	20/195 XP
APL 10	25/240 XP
APL 12	30/285 XP
APL 14	35/330 XP

Discretionary roleplaying award

APL 6	150 XP
APL 8	195 XP
APL 10	240 XP
APL 12	285 XP
APL 14	330 XP

Total Possible Experience

APL 6	1,800 XP
APL 8	2,250 XP
APL 10	2,700 XP
APL 12	3,150 XP
APL 14	3,600 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.

Loot = Looted gear from enemy; Coin = Coin, Gems, Jewelry, and other valuables; Magic = Magic Items. Do not list a category if the PCs find no treasure belonging to it. For example if the PCs find no coins or gems do not list "Coin" in the treasure summary. To calculate the amount of gold each PC gets from selling an item divide its full market price by 12.

Treasure Cap

APL 6: 1800gp
APL 8: 2600gp
APL 10: 4600gp
APL 12: 6600gp
APL 14: 13200gp

Total Possible Treasure

APL 6: 6249gp
APL 8: 8788gp
APL 10: 13129gp
APL 12: 19390gp
APL 14: 34737gp

ADVENTURE RECORD ITEMS

Favor of the Mint: In return for making every effort to safeguard the currency mine, the Vale of Luna is grateful.

They will cover up to 3500 gp of the material cost of a raise dead or resurrection spell for you and arrange for a spellcaster. If you must use this AR favor in an adventure set outside the VTF, you must expend an extra 2 TU.

* Everyone who takes on the task and defeats the half-illithid gets this.

Enmity of the Earth Dragon

* Everyone who reaches the end gets this.

Rockhammer Hoard: The Rockhammer clan is grateful for having safeguarded their mines and (possibly) retrieved back a great supply of mithral and silver. They offer to do one of the following for you (circle one):

- 1) At a cost of 4 TU (8 TU if you are not from the VTF), you may double your gp gained in this adventure by working with agents of the Rockhammers to distribute the hoard;
- 2) You may replace any and all of your equipment that was lost or destroyed, without cost. It appears in the beginning of (APL divided by 3) adventures. For example, if you were APL 6, two adventures from now it appears for you at the beginning of the adventure. In the interim, the Rockhammers offer you "loaner" steel arms and armor of masterwork quality (but no greater than you lost) as temporary items until your replacements arrive;
- 3) You can arrange to have one item crafted of mithral, including dwarvencraft (RoS) items, Any Access, with a reduction of up to 3000 gp for the material (but not reducing the cost of material below 0 gp). Void this favor once used.

* Everyone who defeats the dragon gets this. If they are defeated by the dragon, they gain 2) only.

Arcana: Clan Rockhammer provides spells from the recovered books. You may scribe any of these into your spellbook at the conclusion of this adventure, at standard cost, or add them to your list of (possible) known spells (as applicable to your class) (all SpC):

5th—*blast of flame**, *prismatic ray**
4th—*acid breath*, *resistance (greater)*
3rd—*anticipate teleportation**, *chain missile*, *dragonskin*
*greater mage armor**, *ice knife*, *ray of exhaustion*
2nd—*battering ram**, *fireburst*, *force ladder**, *slapping hand**

* Defeating the head slaver and recovering his spell book grants this favor.

Mind Games (Ex): If you expend 2 TU immediately on this AR, you gain a permanent unnamed +2 on all will saves vs. all Illithid spell-like and supernatural abilities.

* Anyone subject to the half-illithids mindblast, whether they succeeded or not, gains this (or can spend the TU).

Slave: You are out of play pending critical events.

* Anyone caught and still captive at the end of the adventure gains this.

Welcome to the Family!: You have performed a noble act on behalf of the dwarves of Clan Rockhammer. This fulfills the special requirement of the stoneblessed (dwarf) prestige class (Races of Stone). You still must meet the other requirements for the prestige class. If you are a dwarf, you are also extended the status of honorary member of Clan Rockhammer. You may waive the residency requirements for joining the 'Dwarves of Veluna' and 'Church of Mordinsammen' meta-organizations.

APPENDIX 1: APL 6

4: SLAVERS, SLAVES AND A SMELTER

BALTHUR & MORIKAS

CR 5

Male duergar ranger 2/ monk 2

LE Med humanoid (duergar)

Init +5; **Senses** Darkvision 120ft, Listen +3, Spot +8

Languages Common, Dwarven, Undercommon

AC 17, touch 13, flat-footed 16

(+1 Dex, +2 class, +4 armor (mage armor $\frac{1}{2}$))

hp 30 (4 HD);

Immune paralysis, phantasms, poison

Resist evasion;

Fort +9, **Ref** +8, **Will** +6 (+2 vs spells & spell-like)

Weakness Light Sensitivity

Speed 20 ft. (4 squares), base movement 20 ft;

Melee masterwork nunchaku +8 (1d6+3) or

2 masterwork nunchaku +6 (1d6 +3) or

3 masterwork nunchaku +4 (1d6+3) or

unarmed strike +6 (1d6+3)

Ranged masterwork light crossbow +5 (1d8/19-20)

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

Base Atk +3; **Grp** +10

Atk Options flurry of blows, two weapon fighting

Special Actions track, grapple with shackles

Combat Gear *potion of barkskin* +3, *potion of bull's strength*

Spell-Like Abilities (CL 8th):

1/day—*enlarge person*, *invisibility*

$\frac{1}{2}$ Already cast

Abilities Str 16, Dex 12, Con 15, Int 10, Wis 14, Cha 4

SA flurry of blows

Feats Combat Reflexes, Favored Enemy (dwarf), Improved Grapple, Improved Initiative, Improved Unarmed Strike, Track, Two-Weapon Fighting, Weapon Focus (nunchaku)

Skills Climb +6, Hide +6, Jump +6, Listen +3, Move Silently +10, Spot +8, Survival +6, Tumble +8

Possessions combat gear plus +1 *cloak of resistance*, 2 *vials of universal solvent*, *everlasting rations*, 2 tanglefoot bags, masterwork light crossbow with 20 bolts, net, extra set of mithral manacles (*shackles of silence*), *boots of stomping* * hairy knuckles

* see Appendix 2: New Rules Item

OVGEN

CR 5

Male duergar evoker 4

LE Med humanoid (duergar)

Init +2; **Senses** Darkvision 120ft, Listen +3, Spot +3

Languages Common, Draconic, Dwarven, Giant, Infernal, Undercommon

AC 16, touch 12, flat-footed 14

(+2 Dex, +4 armor (mage armor $\frac{1}{2}$))

hp 20 (4 HD);

Immune paralysis, phantasms, poison

Fort +3, **Ref** +3 **Will** +5(+2 vs spells & spell-like)

Weakness Light Sensitivity

Speed 20 ft. (4 squares), base movement 20 ft.;

Melee masterwork dagger +2 (1d4 -1)

Ranged masterwork light crossbow +5 (1d8/19-20)

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

Base Atk +2; **Grp** +1

Atk Options

Special Actions

Combat Gear *potion of barkskin* +3, *potion of cure moderate wounds*, 6 *scrolls of mage armor*, *scroll of eagle's splendor*, *scroll of see invisible*, *scroll of battering ram*, *scroll of expeditious retreat*

Wizard Spells Prepared (CL 4th):

2nd— *glitterdust* (DC 15), *scorching ray* (+4 ranged touch), *shatter*, (DC16), *slapping hand*^b,

1st— *color spray* (DC 14), *grease* (DC 14), *mage armor*ⁱ, *magic missile*^b, *ray of clumsiness**

0— *detect magic*, *flare*, *message*, *ray of frost*

$\frac{1}{2}$ Already cast

Spell-Like Abilities (CL 8th):

1/day—*enlarge person*, *invisibility*

$\frac{1}{2}$ Already cast

Abilities Str 8, Dex 14, Con 15, Int 16, Wis 12, Cha 6

SQ toad familiar, share spells

Feats Alertness (if familiar within 5 ft), Skill Focus (Concentration), Scribe Scroll, Spell Focus (evocation)

Skills Concentration +12, Decipher Script +4, Knowledge (arcane) +10, Knowledge (dungeoneering) +8, Knowledge (engineering) +6, Knowledge (planes) +6, Profession (slaver) +2, Spellcraft +12,

Possessions combat gear plus *pearl of power* 1st levelⁱ, bag of pork rinds (spell component for grease), masterwork dagger, masterwork light crossbow, 20 bolts, 4 scroll tubes, unbrow, whip,

Spellbook (barred schools Enchantment and Necromancy) spells prepared plus 0—all; 1st— *animate rope*, *burning hands*, *mount*, *Tenser's floating disk*; 2nd— *arcane lock*, *flaming sphere*, *force ladder* *

* see Appendix 2: New Rules Item

ALDORGAR

CR 7

Male half-fiend, durzagon cleric 3

LE Med outsider (durzagon)

Init +4; **Senses** Darkvision 120ft, Listen +15, Spot +15

Languages Draconic, Dwarven, Infernal, Orc, Undercommon

AC 13, touch 10, flat-footed 13

(+0 Dex, +2 Leather Apron, +1 Natural)

hp 72 (8 HD); **DR** 5/magic

Immune paralysis, phantasms, poison

Resist acid 10, cold 10, electricity 10, fire 10; **SR** 18

Fort +12, **Ref** +6 **Will** +12(+2 vs spells & spell-like)

Weakness Light Sensitivity

Speed 30 ft. (6 squares), base movement 30 ft.;
Melee masterwork maul +10/+5 (1d10 +3 /x3) two-handed or
Melee 2 claws +9 (1d6 +2) and bite +4 (1d6+1) and beard +4 (1d3+1 plus poison)
Ranged masterwork light crossbow +8 (1d8/19-20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +7; **Grp** +9
Atk Options power attack, +1 on attack rolls against orcs and goblinoids
Special Actions Beard, poison, spell-like abilities
Combat Gear *potion of cure moderate wounds*
Cleric Spells Prepared (CL 3th):
 2nd— *bulls strength*, *detect thoughts*^D, *silence*,
 1st— *command*^D, *deathwatch*, *divine favor*, *shield of faith*
 0— *create water* x 3, *detect magic*
D: Domain spell. Deity: Laduguer. Domains: Domination, Mind
 ‡ Already cast
Spell-Like Abilities (CL 16th):
 3/day—*darkness*
 1/day—*desecrate*, *enlarge person*, *invisibility*, *unholy blight* (DC11 + spell level)

Abilities Str 15, Dex 10, Con 18, Int 14, Wis 18, Cha 12
SQ +4 dodge bonus against giants, stonecunning
Feats Alertness^b, Exotic Weapon Proficiency (maul), Improved Initiative, Power Attack
Skills Appraise +12, Concentration +10, Craft (metalworking) +13, Craft (stoneworking) +10, Diplomacy +11, Heal +12, Knowledge (religion) +8, Listen +15, Move Silently +12, Search +10, Sense Motive +12, Spellcraft +8, Spot +15,
Possessions combat gear plus, masterwork light crossbow, 20 bolts and a *replenishing skin*^{*}, +1 *cloak of resistance*

Beard (Ex) If a durzagon hits a single opponent with both claw attacks, it automatically hits with its beard as well
Poison (Ex) A durzagon's poison (Fortitude save DC 18) is a sulfuric fluid delivered with each successful beard attack. The initial damage is 1d4 points of Strength damage, and the secondary damage is 1d2 points of Strength damage.
Skills A durzagon gains a +4 racial bonus on Move Silently checks and +1 racial bonus on Listen and Spot checks.
^{*} see Appendix 2: New Rules Item

5 LEADER OF THE PACK

URLONG BOLLAKK

CR 9

Male half-illithid duergar wizard 5
 LE Med aberration (humanoid)
Init +6; **Senses** Darkvision 120ft, Listen +3, Spot +1
Languages Common, Draconic, Dwarven, Giant, Goblin, Infernal, Orc, Undercommon

AC 19, touch 12, flat-footed 17
 (+2 Dex, +6 armor (greater mage armor¹), +1 natural)

hp 40+10 (false life scroll) (5 HD);
SR 15
Immune paralysis, phantasms, poison
Fort +3, **Ref** +3 **Will** +5(+2 vs spells & spell-like)
Weakness Light Sensitivity

Speed 20 ft. (4 squares), base movement 20 ft.;
Melee masterwork dagger +3 (1d4) or
Melee 4 tentacles +2 (1d4 plus improved grab)
Space 5 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** +2
Atk Options mind blast, improved grab
Special Actions extract, psionics
Combat Gear *potion of cure moderate wounds*, 3 *scrolls of greater mage armor*, *scroll of false life* (5th level caster) *scroll of see invisible*, 3 *scrolls of true strike*
Wizard Spells Prepared (CL 5th):
 3rd— *lightning bolt*, (DC 18), *ray of exhaustion*
 2nd— *coercive burning hands*, *web* (DC 17), *touch of idiocy*
 1st—*grease* (DC 16), *shield*, *magic missile*, *ray of enfeeblement*, *coercive ray of frost*
 0— *detect magic*, *flare*, *message*, *ray of frost*
 ‡ Already cast
Spell-Like Abilities (CL 10th):
 1/day—*enlarge person*, *invisibility*
 ‡ Already cast

Abilities Str 10, Dex 14, Con 15, Int 20, Wis 12, Cha 12
SQ telepathy 100ft
Feats Coercive Spell*, Improved Initiative, Scribe Scroll, Toughness
Skills Concentration +10, Disguise +17, Knowledge (arcane) +13, Knowledge (dungeoneering) +8, Knowledge (engineering) +8, Knowledge (planes) +8, Listen +3, Profession (gambler) +6, Spellcraft +15,
Possessions combat gear plus *hat of disguise*, disguise kit, masterwork dagger, masterwork light crossbow, 20 bolts, 4 scroll tubes, hungry look in his eyes
Spellbook spells prepared plus 0—all; 1st—*animate rope*, *expeditious retreat*, *fog cloud*, *mount*, *Tenser's floating disk*; 2nd— *arcane lock*, *cat's grace*, *false life*, *flaming sphere*, *Tasha's hideous laughter* 3rd— *arcane sight*, *fly*, *gust of wind*
Mind Blast (Sp) A half-illithid can use this attack once per day. It is a cone 40 feet long. Anyone caught in this cone must succeed on a Will save (DC 18) or be stunned for 1d4 rounds.

Improved Grab (Ex) If a half-illithid hits an opponent that is its own size or smaller with a tentacle attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it attaches the tentacle to the opponent's head. After a successful grab, the half-illithid can try to attach its remaining tentacles with a single grapple check. The opponent can escape with a single successful grapple check or Escape Artist check, but the half-illithid gets a +2 circumstance bonus for every

tentacle that was attached at the beginning of the opponents turn.

Extract (Ex) A half-illithid that successfully maintains its hold with all four tentacles for 1 full round automatically extracts the opponent's brain at the beginning of its next turn instantly killing that creature

Psionics (Sp) (CL 8th)

3/day—*Detect thoughts, suggestion, levitate*

Telepathy (Su) A half-illithid can communicate with any creature within 100 feet that has a language

* see Appendix 2: New Rules Item

9 WAYPOINT

ROT GRUB SWARM

CR 6

N Diminutive vermin (swarm)

Init +2; **Senses** darkvision 60ft., Listen +0, Spot +0

AC 16, touch 16, flat-footed 14

(+4 Size, +2 Dex)

hp 72 (12 HD);

Immune weapon damage

Fort +8, **Ref** +6 **Will** +4 **Speed** 10 ft. (2 squares), climb 10 ft.;

Space 10 ft.; **Reach** 0 ft.

Base Atk +9; **Grp** –

Atk Options distraction

Special Actions death hazard, swarm (3d6 plus infestation)

Abilities Str 1, Dex 14, Con 10, Int –, Wis 10, Cha 3

SQ swarm traits, vermin traits

Skills Climb +10, Hide +14, Listen +0, Spot +0

Distraction (Ex) Any living creature that begins its turn with a rot grub swarm in its space must succeed on a DC 18 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based and includes a +2 racial bonus

Infestation (Ex) Any living creature that takes damage from a rot grub swarm might also become infested with rot grubs each round. A creature must make a successful DC 18 Reflex save to dodge the swarming grubs or bat them aside. The rot grubs infesting the creature burrow into its flesh. An infested creature takes 1d6 points of damage per round, plus an additional 1d6 points of damage for each failed Reflex save against a rot grub swarm's attack. A successful DC 16 Fortitude save halves this damage. After 2d4 rounds the sated rot grubs crawl away. A rot grub infestation can be removed with a successful DC 20 Heal check, though this check (whether successful or not) deals 1d6 points of damage to the infested target. Alternatively, a rot grub infestation can be destroyed by *remove disease* or any other effect that halts or counters a disease. Such spells destroy all the rot grubs inhabiting the target.

Medium or larger creatures that die from rot grub infestation spawn a new rot grub swarm within 2d4 days. Burning or otherwise destroying the body prevents this. Casting *raise dead* to restore a creature killed by a rot grub swarm does not

destroy the rot grubs inside, but casting *remove disease* or a similar spell in the round afterward removes the grubs normally. *Resurrection* and *true resurrection* destroy the rot grubs when cast.

Death Hazard (Ex) Upon destroying a rot grub swarm, 1d6 rot grubs remain, spread throughout the space inhabited by the swarm. These rot grubs behave as the hazard. Destroying these remaining rot grubs does not provide any additional experience..

Skills A rot grub swarm has a +8 racial bonus on Move Silently checks, and adds its Dexterity modifier instead of its Strength modifier on Climb checks. A rot grub swarm can always choose to take 10 on a Climb check, even if rushed or threatened.

*A rot grub swarm has a +8 racial bonus on Hide checks while inside a corpse of at least Medium size. A rot grub swarm can enter and leave a corpse as part of a single move action

10 SERVANT OF THE EARTH DRAGON

KHARUSURIK

CR 10

Male young two-headed rust dragon

LE Medium dragon (extraplanar)

Init +4; **Senses** Blindsense 60ft, Darkvision 120ft, Listen +20, Spot +20

Languages Draconic

AC 23, touch 10, flat-footed 23

(+13 natural)

hp 169 (15 HD); **DR** 5/magic (10/magic to metal items)

Immune paralysis, sleep **SR** 16

Fort +11, **Ref** +8 **Will** +8

Speed 60 ft. (12 squares), fly 150 ft (poor) burrow 45 ft. ;

Melee bite +19 (1d8+3) or

Melee 2 bites +19 (1d8+3) and 2 claws +16 (1d6+1) and 2 wings +16 (1d4 +1) and bite +11 (1d8+3)

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

Base Atk +15; **Grp** +18

Atk Options breath weapon, rusting bite (DC 20)

Abilities Str 17, Dex 10, Con 17, Int 6, Wis 11, Cha 6

SA breath weapon (60ft line of acid) 6d4 (DC 20)

Feats Combat Reflexes, Hover, Improved Initiative Multiattack, Power Attack, Rapidstrike* (bite) Weapon Focus (bite) Wingover

Skills Diplomacy +1, Knowledge (planes) +1, Listen +20, Search +16, Sense Motive +3, Spot +20

Frightful Presence (Ex) The ability takes effect automatically whenever the dragon attacks, charges or flies overhead. Creatures within a radius of 90ft are subject to the effect if they have fewer HD than the dragon. A potentially affected creature that succeeds on a Will save (DC 15) remains immune to that dragon's frightful presence for 24 hours. On a failure, creatures with 4 or less HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds.

Breath Weapon (Su) 60 ft line, damage 6d4 acid or 30ft cone. A rust dragon has two breath weapons: a line of acid or a cone of reddish-brown liquid that instantly corrodes and destroys any metal it touches. Attended and magical metals receive Reflex saves to avoid this effect, but any metal is susceptible; iron, steel, silver, gold, even mithral and adamantite

Metal Resistance (Ex) A rust dragon is resistant to attacks from metal weapons. Against weapons whose damage dealing part is metal (a blade, metal point, arrow head, or even mace head), a rust dragon has damage reduction equal to what a rust dragon two age categories older than itself has.

Rusting Bite (Ex) A rust dragon that makes a successful bite attack causes metal armor worn by the target creature to corrode, falling to pieces and becoming useless immediately. A dragon can also use its bite attack to target a weapon or other metal object of course. The size of the object is immaterial a full suit of armor rusts away as quickly as a sword. Magic metal items are allowed Reflex saves against a DC equal to the dragon's breath weapon save DC.

. * see Appendix 2: New Rules Item

4: SLAVERS, SLAVES AND A SMELTER

BALTHUR & MORIKAS CR 7

Male duergar ranger 3/ monk 3

LE Med humanoid (duergar)

Init +5; **Senses** Darkvision 120ft, Listen +3, Spot +12

Languages Common, Dwarven, Undercommon

AC 19, touch 13, flat-footed 18

(+1 Dex, +2 class, +6 armor (greater mage armor $\frac{1}{2}$))

hp 45 (6 HD);

Immune paralysis, phantasms, poison

Resist evasion;

Fort +9, **Ref** +8, **Will** +7 (+2 vs spells & effects, +4 vs enchantment spells and effects)

Weakness Light Sensitivity

Speed 30 ft. (6 squares), base movement 30 ft;

Melee +1 *nunchaku* +10 (1d6+4) or

2 +1 *nunchaku* +8 (1d6 +4) or

2 +1 *nunchaku* +6 (1d6+4) and masterwork *nunchaku* +6 (1d6+3) or unarmed strike +8 (1d6+3)

Ranged masterwork light crossbow +7 (1d8/19-20)

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

Base Atk +5; **Grp** +12

Atk Options flurry of blows, two weapon fighting

Special Actions track, grapple with shackles

Combat Gear *potion of barkskin* +4, *potion of bull's strength*

Spell-Like Abilities (CL 12th):

1/day—*enlarge person*, *invisibility*

$\frac{1}{2}$ Already cast

Abilities Str 16, Dex 12, Con 15, Int 10, Wis 14, Cha 4

SA flurry of blows

Feats Combat Reflexes, Endurance, Favored Enemy (dwarf), Improved Grapple, Improved Initiative, Improved Unarmed Strike, Leap of the Heavens*, Track, Two-Weapon Fighting, Weapon Focus (nunchaku)

Skills Climb +6, Hide +6, Jump +16, Listen +3, Move Silently +10, Spot +12, Survival +6, Tumble +10

Possessions combat gear plus +1 *cloak of resistance*, 2 *vials of universal solvent*, *everlasting rations**, 2 tanglefoot bags, masterwork light crossbow with 20 bolts, net, extra set of *mithral manacles* (*Shackles of Silence*), *boots of stomping**, hairy knuckles

* see Appendix 2: New Rules Item

OVGEN

CR 7

Male duergar evoker 6

LE Med humanoid (duergar)

Init +2; **Senses** Darkvision 120ft, Listen +3, Spot +3

Languages Common, Draconic, Dwarven, Giant, Infernal, Terran, Undercommon

AC 18, touch 12, flat-footed 14

(+2 Dex, +6 armor (greater mage armor $\frac{1}{2}$))

hp 30 (6 HD);

Immune paralysis, phantasms, poison

Fort +4, **Ref** +4 **Will** +6(+2 vs spells & spell-like)

Weakness Light Sensitivity

Speed 20 ft. (4 squares), base movement 20 ft.;

Melee masterwork dagger +3 (1d4 -1)

Ranged masterwork light crossbow +6 (1d8/19-20)

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

Base Atk +3; **Grp** +2

Combat Gear *potion of barkskin* +3, 2 *potions of cure moderate wounds*, ~~6~~3 *scrolls of greater mage armor**, *scroll of eagle's splendor*, *scroll of see invisible*, *scroll of battering ram**, *scroll of expeditious retreat*

Wizard Spells Prepared (CL 6th)

3rd— *chain missile*^b, *fly*, *haste*, *lightning bolt* (DC 17)

2nd— *glitterdust* (DC 15), *fireburst* (DC16), *scorching ray* (+5 *ranged touch*), *shatter* (DC16), *slapping hand*^b

1st— *color spray* (DC 14), *grease* (DC 14), *shield*, *magic missile*^b, *ray of clumsiness**

0— *detect magic*, *flare*, *message*, *ray of frost*

$\frac{1}{2}$ Already cast

Spell-Like Abilities (CL 12th):

1/day—*enlarge person*, *invisibility*

$\frac{1}{2}$ Already cast

Abilities Str 8, Dex 14, Con 15, Int 16, Wis 12, Cha 8

SQ toad familiar, share spells

Feats Alertness (if familiar within 5 ft), Skill Focus (Concentration), Scribe Scroll, Silent Spell, Spell Focus (evocation) Still Spell

Skills Concentration +19, Decipher Script +4, Knowledge (arcane) +12, Knowledge (dungeoneering) +8, Knowledge (engineering) +7, Knowledge (planes) +7, Profession (slaver) +2, Spellcraft +14,

Possessions combat gear plus *pearl of power* 1st level, *tunic of steady spellcasting**, bag of pork rinds (spell component for grease), masterwork dagger, masterwork light crossbow, 20 bolts, 4 scroll tubes, unbrow, whip,

Spellbook (barred schools Enchantment and Necromancy) spells prepared plus 0—all; 1st— *animate rope*, *burning hands*, *detect secret doors*, *mount*, *Tenser's floating disk*; 2nd— *arcane lock*, *darkness*, *detect thoughts*, *flaming sphere*, *force ladder**; 3rd— *gaseous form*, *dragonskin**

* see Appendix 2: New Rules Item

ALDORGAR

CR 9

Male half-fiend, durzagon cleric 5

LE Medium outsider (durzagon)

Init +4; **Senses** Darkvision 120ft, Listen +15, Spot +15

Languages Draconic, Dwarven, Infernal, Orc, Undercommon

AC 14/23, touch 10, flat-footed 14/23

(+0 Dex, +2 Leather Apron or +9 called plate armor +1, +2 Natural)
hp 90 (10 HD); **DR** 5/magic
Immune paralysis, phantasms, poison
Resist acid 10, cold 10, electricity 10, fire 10; **SR** 20
Fort +13, **Ref** +6 **Will** +13(+2 vs spells & spell-like)
Weakness Light Sensitivity

Speed 30 ft. (6 squares), base movement 30 ft.;
Melee masterwork maul +11/+6 (1d10 +3 /x3) two-handed or
 2 claws +10 (1d6 +2) and bite +5 (1d6+1) and beard +5 (1d3+1 plus poison)
Ranged masterwork light crossbow +9 (1d8/19-20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +8; **Grp** +10
Atk Options power attack, +1 on attack rolls against orcs and goblinoids
Special Actions Beard, poison, spell-like abilities
Combat Gear *potion of cure moderate*, 3 *vials of acid*
Cleric Spells Prepared (CL 5th):
 3rd— *bestow curse*, *blindness*, *suggestion* ^D
 (DC 17)
 2nd— *bulls strength*, *detect thoughts* ^D, *hold person* (DC 16), *silence*,
 1st— *cause fear* (DC 15), *command* ^D,
deathwatch, *divine favor*, *shield of faith*
 0— *create water* x 3, *detect magic*, *mending*
D: Domain spell. Deity: Laduguer. Domains:
 Domination, Mind
 ‡ Already cast
Spell-Like Abilities (CL 20th):
 3/day—*darkness*
 1/day—*desecrate*, *enlarge person*, *invisibility*,
unholy blight (DC11 + spell level)

Abilities Str 15, Dex 10, Con 18, Int 14, Wis 18, Cha 12
SQ +4 dodge bonus against giants, stonecunning
Feats Alertness ^b, Exotic Weapon Proficiency (maul), Improved Initiative, Improved Natural Armor, Power Attack
Skills Appraise +12, Concentration +12, Craft (metalworking) +13, Craft (stoneworking) +10, Diplomacy +11, Heal +12, Knowledge (religion) +10, Listen +15, Move Silently +12, Search +10, Sense Motive +12, Spellcraft +10, Spot +15,
Possessions combat gear plus, masterwork light crossbow, 20 bolts and a *replenishing skin**, +1 *cloak of resistance*

Beard (Ex) If a durzagon hits a single opponent with both claw attacks, it automatically hits with its beard as well
Poison (Ex) A durzagon's poison (Fortitude save DC 19) is a sulfuric fluid delivered with each successful beard attack. The initial damage is 1d4 points of Strength damage, and the secondary damage is 1d2 points of Strength damage.
Skills A durzagon gains a +4 racial bonus on Move Silently checks and +1 racial bonus on Listen and Spot checks.

* see Appendix 2: New Rules Item

5 LEADER OF THE PACK

URLONG BOLLAKK

CR 11

Male half-illithid duergar wizard 5/ blood magus 2
 LE Med aberration (humanoid)
Init +6; **Senses** Darkvision 120ft, Listen +3, Spot +1
Languages Common, Draconic, Dwarven, Giant, Goblin, Infernal, Orc, Undercommon

AC 19, touch 12, flat-footed 17
 (+2 Dex, +6 armor (greater mage armor [†]), +1 natural)

hp 55+12 (false life scroll) (7 HD);

SR 17

Immune paralysis, phantasms, poison

Fort +8, **Ref** +3 **Will** +5(+2 vs spells & spell-like)

Weakness Light Sensitivity

Speed 20 ft. (4 squares), base movement 20 ft.;

Melee masterwork dagger +4 (1d4) or
 4 tentacles +3 (1d4 plus improved grab)

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

Base Atk +3; **Grp** +3

Atk Options mind blast, improved grab

Special Actions extract, psionics

Combat Gear *potion of cure moderate wounds*, 3 *scrolls of greater mage armor*, *scroll of false life* (7th level caster) [†], *scroll of see invisible*, 3 *scrolls of true strike*, *Scarification spells: dimension door, invisibility, expeditious retreat*

Wizard Spells Prepared (CL 7th):

4th— *crushing despair* (DC 20), *coercive fireball*, (DC 19)

3rd— *anticipate teleportation** [†], *lightning bolt*, (DC 19), *ray of exhaustion**

2nd— *coercive burning hands*, *web* (DC 18), *coercive magic missile*, *Tasha's hideous laughter* (DC 18), *touch of idiocy*

1st—*color spray* (DC 17), *grease* (DC 17), *shield*, *magic missile*, *ray of enfeeblement*, *coercive ray of frost*

0— *detect magic*, *flare*, *message*, *ray of frost*

‡ Already cast

Spell-Like Abilities (CL 14th):

1/day—*enlarge person*, *invisibility*

‡ Already cast

Abilities Str 10, Dex 14, Con 15, Int 22, Wis 12, Cha 12

SQ telepathy 100ft, blood component, durable casting, stanch, scarification

Feats Coercive Spell*, Great Fortitude, Improved Initiative, Scribe Scroll, Toughness

Skills Bluff +7, Concentration +17, Disguise +20, Knowledge (arcane) +16, Knowledge (dungeoneering) +9, Knowledge (engineering) +9, Knowledge (planes) +9, Listen +3, Profession (gambler) +6, Spellcraft +16,

Possessions combat gear plus *mask of lies*, *tunic of steady spellcasting**, disguise kit, masterwork dagger, *headband of intellect* +2, masterwork light crossbow, 20 bolts, 4 scroll tubes, hungry look in his eyes

Spellbook spells prepared plus 0—all; 1st—*animate rope, expeditious retreat, fog cloud, mount, Tenser's floating disk*; 2nd—*arcane lock, cat's grace, false life, flaming sphere, fog cloud, invisibility, see invisibility* 3rd—*arcane sight, fly, greater mage armor, gust of wind* 4th—*dimension door, enervation*

Mind Blast (Sp) A half-illithid can use this attack once per day. It is a cone 40 feet long. Anyone caught in this cone must succeed on a Will save (DC 19) or be stunned for 1d4 rounds.

Improved Grab (Ex) If a half-illithid hits an opponent that is its own size or smaller with a tentacle attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it attaches the tentacle to the opponent's head. After a successful grab, the half-illithid can try to attach its remaining tentacles with a single grapple check. The opponent can escape with a single successful grapple check or Escape Artist check, but the half-illithid gets a +2 circumstance bonus for every tentacle that was attached at the beginning of the opponents turn.

Extract (Ex) A half-illithid that successfully maintains its hold with all four tentacles for 1 full round automatically extracts the opponent's brain at the beginning of its next turn instantly killing that creature

Psionics (Sp) (CL 8th)

3/day—Detect thoughts, suggestion, levitate

Telepathy (Su) A half-illithid can communicate with any creature within 100 feet that has a language

Blood Component (Su) A blood magus can substituted a drop of his own blood for a spell's material components, if any, and in so doing increase the spell's power. The pinprick or minor knife cut to draw the requisite blood is a free action (just like using material components) that becomes a normal part of casting the spell. Using this ability deals 1 point of damage to the blood magus but raises the spell's caster level by 1. Damage reduction, if the character has any doesn't apply to this damage.

If a spell has a costly material component (greater than 1 gp), the component must still be provided. If a spell has no material component, a blood magus can still use this ability to enhance a spell if he desires.

Durable Casting (Ex) A blood magus has a knack for being able to concentrate on casting spells and maintaining them despite taking damage while doing so. For the purpose of making a Concentration check to cast, concentrate on, or direct a spell when he might be distracted by damage, a blood magus subtracts his level from any hit point damage dealt to him by an attack that strikes him during the action (or whenever he is subject to a source of continuous damage, such as *Melf's acid arrow*). A blood magus still takes all the damage dealt to him, but the damage is less

likely to affect his ability to cast, concentrate on, or direct spells successfully.

For example, a 1st-level blood magus can "ignore" 1 point of damage from each source that damages him while casting a spell for the purpose of determining the DC of his Concentration check to cast successfully. If struck for 5 points of damage while casting a spell, he must make a Concentration check to successfully cast, but the DC is only 10 +4 (damage dealt minus 1) + the spell's level. A 5th-level blood magus could ignore up to 5 points of damage dealt from each source that damage him during casting (and thus wouldn't have to make a Concentration check if struck for 5 points of damage or less

Because of this ability damage a blood magus takes from using his blood component and bloodseeking spell special abilities never requires him to makes a Concentration check to finish the spell he is casting.

Staunch (Ex) A blood magus automatically becomes stable when his hit points drop below 0. He still dies if he reaches -10 hit points or lower.

Scarification (Ex) Beginning at 2nd level, a blood magus can inscribe spells on his own skin for later use. This process involves deeply scratching the skin (which deals no damage but often leaves scars). The scratches remain fresh until the inscribed spell is cast, at which time the wound heals normally. Effectively, a blood magus gains the Scribe Scroll feat (see page 99 of the PHB) using an alternative medium

All rules, XP costs, and expenses that apply to Scribe Scroll also apply to this ability. Likewise "reading" a scar follows the same rules as reading a scroll, but only a blood magus can decipher his own scars. One's own skin leaves a limited amount of room to easily inscribe and "read" magical scars. Thus, a blood magus can have only six of these scars at any one time.

* see Appendix 2: New Rules Item

9 WAYPOINT

ROT GRUB SWARM

CR 6

N Diminutive vermin (swarm)

Init +2; **Senses** darkvision 60ft., Listen +0, Spot +0

AC 16, touch 16, flat-footed 14

(+4 Size, +2 Dex)

hp 72 (12 HD);

Immune weapon damage

Fort +8, **Ref** +6 **Will** +4 **Speed** 10 ft. (2 squares), climb 10 ft.;

Space 10 ft.; **Reach** 0 ft.

Base Atk +9; **Grp** –

Atk Options distraction

Special Actions death hazard, swarm (3d6 plus infestation)

Abilities Str 1, Dex 14, Con 10, Int –, Wis 10, Cha 3

SQ swarm traits, vermin traits

Skills Climb +10, Hide +14, Listen +0, Spot +0

Distraction (Ex) Any living creature that begins its turn with a rot grub swarm in its space must succeed on a DC 18 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based and includes a +2 racial bonus

Infestation (Ex) Any living creature that takes damage from a rot grub swarm might also become infested with rot grubs each round. A creature must make a successful DC 18 Reflex save to dodge the swarming grubs or bat them aside. The rot grubs infesting the creature burrow into its flesh. An infested creature takes 1d6 points of damage per round, plus an additional 1d6 points of damage for each failed Reflex save against a rot grub swarm's attack. A successful DC 16 Fortitude save halves this damage. After 2d4 rounds the sated rot grubs crawl away. A rot grub infestation can be removed with a successful DC 20 Heal check, though this check (whether successful or not) deals 1d6 points of damage to the infested target. Alternatively, a rot grub infestation can be destroyed by *remove disease* or any other effect that halts or counters a disease. Such spells destroy all the rot grubs inhabiting the target.

Medium or larger creatures that die from rot grub infestation spawn a new rot grub swarm within 2d4 days. Burning or otherwise destroying the body prevents this. Casting *raise dead* to restore a creature killed by a rot grub swarm does not destroy the rot grubs inside, but casting *remove disease* or a similar spell in the round afterward removes the grubs normally. *Resurrection* and *true resurrection* destroy the rot grubs when cast.

Death Hazard (Ex) Upon destroying a rot grub swarm, 1d6 rot grubs remain, spread throughout the space inhabited by the swarm. These rot grubs behave as the hazard. Destroying these remaining rot grubs does not provide any additional experience..

Skills A rot grub swarm has a +8 racial bonus on Move Silently checks, and adds its Dexterity modifier instead of its Strength modifier on Climb checks. A rot grub swarm can always choose to take 10 on a Climb check, even if rushed or threatened.

*A rot grub swarm has a +8 racial bonus on Hide checks while inside a corpse of at least Medium size. A rot grub swarm can enter and leave a corpse as part of a single move action

ARUNSTHYR & SVEARGIX CR 5

Male kobold ranger 5

LE Small humanoid (kobold)

Init +4; **Senses** darkvision 60ft, Listen +7, Spot +8

Languages Draconic, Undercommon

AC 19, touch 14, flat-footed 15

(+1 Size, +4 Dex, +3 wildwood* chain shirt, +1 natural)

hp 30 (5 HD);

Fort +4, **Ref** +8, **Will** +2

Weakness Light Sensitivity

Speed 30 ft. (6 squares), base movement 30 ft;

Melee masterwork club +6 (1d4)

Ranged +1 *small longbow* +12 (1d6+1/x3) or
+1 *small longbow* +10/+10 (1d6+1/x3)

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

Base Atk +5; **Grp** +1

Atk Options point blank shot, rapid shot,
serpentstongue* arrows

Special Actions track

Combat Gear 20 regular arrows, 20 serpentstongue*
arrows, *potion of cat's grace*, *potion of cure*
moderate wounds

Ranger Spells Prepared (CL 2th)

1st— *accelerated movement**

Abilities Str 10, Dex 18, Con 10, Int 10, Wis 13, Cha 8

SA rapid shot

SQ dire weasel animal companion, wild empathy
Favored Enemy (gnome) +6, Favored Enemy
(dwarf) +3*

Feats Endurance^B, * Point Blank Shot, Rapid Shot^B,
Track^B, Weapon Focus (longbow)

Skills Craft (trapmaking) +7, Hide +16, Knowledge
(dungeoneering) +5, Knowledge (nature) +1, Listen
+7, Move Silently +9, Search +3, Spot +8, Survival
+8 (+10 underground)

Possessions combat gear plus,

Kobold Favored Enemy (Ex) A kobold ranger who takes the 1st level racial substitution gains the normal ranger favored enemy bonus on checks and damage rolls, but the skill affected by the bonus are Hide, Listen, Move Silently, Spot and Survival instead of those given for the standard ranger

If a kobold ranger selects fey, humanoid (dwarf), or humanoid (gnome) as her favored enemy, she gains a +3 bonus against such the chosen creature type instead of the standard +2. Bonuses against such creature also increase by 3 every time the kobold ranger gains a new favored enemy, instead of the standard +2 increase.

This substitution feature replaces but is otherwise identical to the standard ranger's favored enemy class feature.

Dire Weasel Companion (Ex) A kobold ranger who takes the 4th level racial substitution level gains a dire weasel animal companion. This ability, functions like the druid's animal companion ability, treating the kobold ranger's effective druid level as half her ranger level, instead of half her ranger level -3. A kobold ranger cannot select from an alternative list of animal companions; she is restricted to choosing a dire weasel as her animal companion.

This substitution feature replaces the standard ranger's animal companion class feature.

A kobold ranger who takes this substitution level gains Track as a bonus feat and the wild empathy ability just as a standard ranger does.

Kobold Ranger Spells A kobold ranger who takes the 4th level racial substitution level replaces certain

spells on her ranger spell list with kobold alternatives. For 1st level ranger spells, *steal size* replaces *entangle*.

Skills A kobold character has a +2 racial bonus on Craft (trapmaking), Profession (miner) and Search checks.

10 SERVANT OF THE EARTH DRAGON

KHARUSURIK

CR 12

Male juvenile two-headed rust dragon

LE Large dragon (extraplanar)

Init +4; **Senses** Blindsight 60ft, Darkvision 120ft, Listen +23, Spot +23

Languages Draconic

AC 25, touch 9, flat-footed 25
(-1 size, +16 natural)

hp 216 (18 HD); **DR** 5/magic (10/magic to metal items)

Immune paralysis, sleep **SR** 18

Fort +13, **Ref** +9 **Will** +9

Speed 60 ft. (12 squares), fly 150 ft (poor) burrow 45 ft. ;

Melee bite +23 (2d6+5) or
2 bites +23 (2d6+5) 2 claws +20 (1d8+2) and 2
wings +21 (1d6 +2) and tail +20 (1d8+7) and bite
+15 (2d6+5)

Space 10 ft.; **Reach** 5 ft. (10ft with bite)

Base Atk +18; **Grp** +27

Atk Options breath weapon, rusting bite (DC 23)

Abilities Str 20,, Dex 10, Con 19, Int 8, Wis 11, Cha 8

SA breath weapon (80ft line of acid) 8d4 (DC 23)

Feats Cleave, Combat Reflexes, Hover, Improved Initiative Multiattack, Power Attack, Rapidstrike* (bite) Weapon Focus (bite) Wingover

Skills Diplomacy +5, Knowledge (planes) +2, Listen +23 , Search +20, Sense Motive +6, Spot +23

Frightful Presence (Ex) The ability takes effect automatically whenever the dragon attacks, charges or flies overhead. Creatures within a radius of 120ft are subject to the effect if they have fewer HD than the dragon. A potentially affected creature that succeeds on a Will save (DC 18) remains immune to that dragon's frightful presence for 24 hours. On a failure, creatures with 4 or less HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds.

Breath Weapon (Su) 80 ft line, damage 8d4 acid or 40ft cone. A rust dragon has two breath weapons: a line of acid or a cone of reddish-brown liquid that instantly corrodes and destroys any metal it touches. Attended and magical metals receive Reflex saves to avoid this effect, but any metal is susceptible; iron, steel, silver, gold, even mithral and adamantite

Metal Resistance (Ex) A rust dragon is resistant to attacks from metal weapons. Against weapons whose damage dealing part is metal (a blade, metal point, arrow head, or even mace head), a rust dragon has damage reduction equal to what a

rust dragon two age categories older than itself has.

Rusting Bite (Ex) A rust dragon that makes a successful bite attack causes metal armor worn by the target creature to corrode, falling to pieces and becoming useless immediately. A dragon can also use its bite attack to target a weapon or other metal object of course. The size of the object is immaterial a full suit of armor rusts away as quickly as a sword. Magic metal items are allowed Reflex saves against a DC equal to the dragon's breath weapon save DC.

* see Appendix 2: New Rules Item

4: SLAVERS, SLAVES AND A SMELTER**BALTHUR & MORIKAS****CR 9**

Male duergar ranger 4/ monk 4

LE Med humanoid (duergar)

Init +6; **Senses** Darkvision 120ft, Listen +3, Spot +15**Languages** Common, Dwarven, Undercommon**AC** 21, touch 15, flat-footed 19(+2 Dex, +3 class, +6 armor (*greater mage armor* ‡))**hp** 66 (8 HD);**Immune** paralysis, phantasms, poison**Resist** evasion**Fort** +12, **Ref** +11, **Will** +9 (+2 vs spells & effects, +4 vs enchantment spells and effects)**Weakness** Light Sensitivity**Speed** 30 ft. (6 squares), base movement 30 ft;**Melee** +1 nunchaku +12 (1d6+4) or

2 +1 nunchaku +10 (1d6 +4) and masterwork nunchaku +5 or

3 +1 nunchaku +8 (1d6+4) and masterwork nunchaku +3 (1d6+3) or
unarmed strike +10 (1d8+3) etc**Ranged** masterwork light crossbow +10 (1d8/19-20)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +7; **Grp** +14**Atk Options** flurry of blows, two weapon fighting**Special Actions** track, grapple with shackles**Combat Gear** *potion of barkskin* +4, *potion of bull's strength***Ranger Spells Prepared** (CL 2th)1st— *accelerated movement****Spell-Like Abilities** (CL 16th):1/day—*enlarge person*, *invisibility*

‡ Already cast

Abilities Str 16, Dex 14, Con 16, Int 10, Wis 16, Cha 4**SA:** flurry of blows, *ki* strike (magic)**SQ** slow fall 20ft, Favored Enemy (dwarf),**Feats** Combat Reflexes, Endurance, Improved

Grapple, Improved Initiative, Improved Unarmed Strike, Leap of the Heavens*, Track, Two-Weapon Fighting, Weapon Focus (nunchaku)

Skills Climb +8, Hide +7, Jump +18, Listen +3, Move Silently +11, Spot +15, Survival +9, Tumble +13**Possessions** combat gear plus +1 *cloak of resistance*, *gloves of dexterity* +2, *periapt of wisdom* +2, 2 *vials of universal solvent*, *everlasting rations**, 2 tanglefoot bags, masterwork light crossbow with 20 bolts, net, extra set of mithral manacles (*Shackles of Silence*), *boots of stomping**, hairy knuckles

* see Appendix 2: New Rules Item

OVGEN**CR 9**

Male duergar evoker 8

LE Med humanoid (duergar)

Init +2; **Senses** Darkvision 120ft, Listen +3, Spot +3**Languages** Aquan, Common, Draconic, Dwarven, Giant, Infernal, Terran, Undercommon**AC** 18, touch 12, flat-footed 16(+2 Dex, +6 armor (*greater mage armor* ‡))**hp** 50 (8 HD);**Immune** paralysis, phantasms, poison**Fort** +6, **Ref** +4 **Will** +7(+2 vs spells & spell-like)**Weakness** Light Sensitivity**Speed** 20 ft. (4 squares), base movement 20 ft.;**Melee** masterwork dagger +4 (1d4 -1)**Ranged** masterwork light crossbow +7 (1d8/19-20)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +4; **Grp** +3**Atk Options****Special Actions****Combat Gear** *potion of barkskin* +3, 2 *potions of cure moderate wounds*, 6 3 *scrolls of greater mage armor**, *scroll of eagle's splendor*, *scroll of see invisible*, *scroll of battering ram**, *scroll of expeditious retreat***Wizard Spells Prepared** (CL 8th)4th— *dimension door*, *Otiluke's resilient sphere*^b (DC 19), *stoneskin*, *wall of ice* (DC 19)3rd— *chain missile*^b, *fly*, (silent, still) *grease*, *haste*, *lightning bolt*2nd— *glitterdust* (DC 16), *fireburst* (DC 17), *scorching ray* (+6 *ranged touch*), *shatter*, (DC 17), *slapping hand*^b,1st— *color spray* (DC 15), *grease* (DC 15), *shield*, *magic missile*^b, *ray of clumsiness*, *truestrike*0— *detect magic*, *flare*, *message*, *ray of frost*

‡ Already cast

Spell-Like Abilities (CL 16th):1/day—*enlarge person*, *invisibility*

‡ Already cast

Abilities Str 8, Dex 14, Con 18, Int 18, Wis 12, Cha 6**SQ** toad familiar, share spells, speak with other toads**Feats** Alertness (if familiar within 5 ft), Skill Focus (Concentration), Scribe Scroll, Silent Spell, Spell Focus (evocation) Still Spell**Skills** Concentration +23, Decipher Script +5, Knowledge (arcane) +15, Knowledge (dungeoneering) +9, Knowledge (engineering) +8, Knowledge (planes) +8, Profession (slaver) +2, Spellcraft +17,**Possessions** combat gear plus *pearl of power* 1st level[†], *amulet of health* +2, *headband of intellect* +2, *tunic of steady spellcasting**, bag of pork rinds (spell component for grease), masterwork dagger, masterwork light crossbow, 20 bolts, 4 scroll tubes, unbrow, 3 sets (minimum) of *stoneskin* spell components, whip,**Spellbook** (barred schools Enchantment and Necromancy) spells prepared plus 0—all; 1st—*animate rope*, *burning hands*, *detect secret doors*, *erase*, *mount*, *Tenser's floating disk*; 2nd—*arcane lock*, *blur*, *darkness*, *detect thoughts*, *flaming sphere*, *force ladder**, 3rd—*gaseous form*,

*dragonskin**, *Leomund's tiny hut*; 4th –*fire shield, stone shape*

* see Appendix 2: New Rules Item

ALDORGAR

CR 11

Male half-fiend, durzagon cleric 7

LE Med outsider (durzagon)

Init +4; **Senses** Darkvision 120ft, Listen +17, Spot +17

Languages Draconic, Dwarven, Infernal, Orc, Undercommon

AC 14/23, touch 10, flat-footed 14/23

(+0 Dex, +2 Leather Apron or +9 called plate armor +1, +2 Natural)

hp 108 (12 HD); **DR** 5/magic

Immune paralysis, phantasms, poison

Resist acid 10, cold 10, electricity 10, fire 10; **SR** 22

Fort +14, **Ref** +7 **Will** +14(+2 vs spells & spell-like)

Weakness Light Sensitivity

Speed 30 ft. (6 squares), base movement 30 ft.;

Melee +1 *maul* +14/+9 (1d10 +3 /19-20 x3) two-handed or
2 claws +13 (1d6 +2) and bite +8 (1d6+1) and
beard +8 (1d3+1 plus poison)

Ranged masterwork light crossbow +11 (1d8/19-20)

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

Base Atk +10; **Grp** +13

Atk Options power attack, +1 on attack rolls against
orcs and goblinoids

Special Actions Beard, poison, spell-like abilities

Combat Gear *potion of cure moderate*, 3 *vials of acid*

Cleric Spells Prepared (CL 7th):

4th— *air walk*, *dominate person*^D (DC 18),
freedom of movement

3rd— *bestow curse*, *blindness*, *dispel magic*,
suggestion^D (DC 17)

2nd— *bears endurance*, *bulls strength*, *detect
thoughts*^D, *hold person* (DC 16), *silence*

1st— *cause fear* (DC 15), *command*^D,
deathwatch, *divine favor*, *shield of faith*, *vigor**,
lesser

0— *create water* x 4, *detect magic*, *mending*

D: Domain spell. Deity: Laduguer. Domains:

Domination, Mind

‡ Already cast

Spell-Like Abilities (CL 24th):

3/day— *darkness*

1/day— *desecrate*, *enlarge person*, *invisibility*,
unholy blight (DC11 + spell level)

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

SQ +4 dodge bonus against giants, stonecunning

Feats Alertness^b, Exotic Weapon Proficiency

(maul), Improved Critical (maul), Improved Initiative,
Improved Natural Armor, Power Attack

Skills Appraise +12, Concentration +14, Craft

(metalworking) +15, Craft (stoneworking) +10,
Diplomacy +11, Heal +12, Knowledge (religion)
+10, Listen +17, Move Silently +12, Search +10,
Sense Motive +12, Spellcraft +10, Spot +17,

Possessions combat gear plus, *metamagic rod of
silence, lesser*, masterwork light crossbow, 20 bolts
and a *replenishing skin**, +1 *cloak of resistance*

Beard (Ex) If a durzagon hits a single opponent with
both claw attacks, it automatically hits with its
beard as well

Poison (Ex) A durzagon's poison (Fortitude save DC
20) is a sulfuric fluid delivered with each successful
beard attack. The initial damage is 1d4 points of
Strength damage, and the secondary damage is
1d2 points of Strength damage.

Skills A durzagon gains a +4 racial bonus on Move
Silently checks and +1 racial bonus on Listen and
Spot checks.

* see Appendix 2: New Rules Item

5 LEADER OF THE PACK

URLONG BOLLAKK

CR 13

Male half-illithid duergar wizard 5/ blood magus
2/fatespinner 2

LE Med aberration (humanoid)

Init +6; **Senses** Darkvision 120ft, Listen +3, Spot +1

Languages Common, Draconic, Dwarven, Giant,
Goblin, Infernal, Orc, Undercommon

AC 19, touch 12, flat-footed 17

(+2 Dex, +6 armor (*greater mage armor*¹), +1
natural)

hp 77+14 (false life scroll) (9 HD);

SR 19

Immune paralysis, phantasms, poison

Fort +11, **Ref** +5, **Will** +10(+2 vs spells & spell-like)

Weakness Light Sensitivity

Speed 20 ft. (4 squares), base movement 20 ft.;

Melee masterwork dagger +5 (1d4) or

Melee 4 tentacles +3 (1d4 plus improved grab)

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

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

Atk Options mind blast, improved grab

Special Actions extract, psionics, spin fate, fickle
finger of fate

Combat Gear *potion of cure serious wounds*, 3

*scrolls of greater mage armor**, *scroll of false life*

(9th level caster)¹, *scroll of see invisible*, 3 *scrolls*

of true strike, *Scarification spells: dimension door*,
cat's grace, *invisibility*, *expeditious retreat*

Wizard Spells Prepared (CL 9th):

5th— *feblemind* (DC 22), *mind fog*, (DC 22

4th— *crushing despair* (DC 21), *dimension door*,
coercive fireball, (DC 19)

3rd— *anticipate teleportation**¹, *hold person* (DC
20), *lightning bolt*, (DC 19), *ray of exhaustion*

2nd— *coercive burning hands*, *cat's grace*, *web*
(DC 18), *coercive magic missile*, *Tasha's hideous
laughter*(DC 19), *touch of idiocy*

1st— *color spray* (DC 17), *grease* (DC 17), *shield*,
magic missile, *ray of enfeeblement*, *coercive ray
of frost*

0— *detect magic*, *flare*, *message*, *ray of frost*

‡ Already cast

Spell-Like Abilities (CL 18):

1/day—*enlarge person*, *invisibility*

‡ Already cast

Abilities Str 10, Dex 14, Con 16, Int 22, Wis 12, Cha 12

SQ Telepathy 100ft, blood component, durable casting, stanch, scarification

Feats Coercive Spell*, Great Fortitude, Improved Initiative, Scribe Scroll, Spell Focus (enchantment), Toughness

Skills Bluff +9, Concentration +19, Disguise +21, Knowledge (arcane) +18, Knowledge (dungeoneering) +9, Knowledge (engineering) +9, Knowledge (planes) +9, Listen +3, Profession (gambler) +6, Spellcraft +18,

Possessions combat gear plus *headband of intellect* +2, *cloak of resistance* +2, *mask of lies*, *tunic of steady spellcasting*, disguise kit, masterwork dagger, masterwork light crossbow, 20 bolts, 4 scroll tubes, hungry look in his eyes

Spellbook spells prepared plus 0—all; 1st—*animate rope*, *expeditious retreat*, *fog cloud*, *mount*, *Tenser's floating disk*; 2nd—*arcane lock*, *cat's grace*, *false life*, *flaming sphere*, *fog cloud*, *invisibility*, *see invisibility* 3rd—*arcane sight*, *deep slumber*, *fly*, *greater mage armor**, *gust of wind* 4th—*confusion*, *enervation*, *stoneskin* 5th—*cone of cold*, *hold monster*

Mind Blast (Sp) A half-illithid can use this attack once per day. It is a cone 40 feet long. Anyone caught in this cone must succeed on a Will save (DC 19) or be stunned for 1d4 rounds.

Improved Grab (Ex) If a half-illithid hits an opponent that is its own size or smaller with a tentacle attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it attaches the tentacle to the opponent's head. After a successful grab, the half-illithid can try to attach its remaining tentacles with a single grapple check. The opponent can escape with a single successful grapple check or Escape Artist check, but the half-illithid gets a +2 circumstance bonus for every tentacle that was attached at the beginning of the opponents turn.

Extract (Ex) A half-illithid that successfully maintains its hold with all four tentacles for 1 full round automatically extracts the opponent's brain at the beginning of its next turn instantly killing that creature

Psionics (Sp) (CL 8th)

3/day—Detect thoughts, suggestion, levitate

Telepathy (Su) A half-illithid can communicate with any creature within 100 feet that has a language

Blood Component (Su) A blood magus can substituted a drop of his own blood for a spell's material components, if any, and in so doing increase the spell's power. The pinprick or minor knife cut to draw the requisite blood is a free action (just like using material components) that becomes a normal part of casting the spell. Using this ability

deals 1 point of damage to the blood magus but raises the spell's caster level by 1. Damage reduction, if the character has any doesn't apply to this damage.

If a spell has a costly material component (greater than 1 gp), the component must still be provided. If a spell has no material component, a blood magus can still use this ability to enhance a spell if he desires.

Durable Casting (Ex) A blood magus has a knack for being able to concentrate on casting spells and maintaining them despite taking damage while doing so. For the purpose of making a Concentration check to cast, concentrate on, or direct a spell when he might be distracted by damage, a blood magus subtracts his level from any hit point damage dealt to him by an attack that strikes him during the action (or whenever he is subject to a source of continuous damage, such as *Melf's acid arrow*). A blood magus still takes all the damage dealt to him, but the damage is less likely to affect his ability to cast, concentrate on, or direct spells successfully.

For example, a 1st-level blood magus can "ignore" 1 point of damage from each source that damages him while casting a spell for the purpose of determining the DC of his Concentration check to cast successfully. If struck for 5 points of damage while casting a spell, he must make a Concentration check to successfully cast, but the DC is only 10 +4 (damage dealt minus 1) + the spell's level. A 5th-level blood magus could ignore up to 5 points of damage dealt from each source that damage him during casting (and thus wouldn't have to make a Concentration check if struck for 5 points of damage or less

Because of this ability damage a blood magus takes from using his blood component and bloodseeking spell special abilities never requires him to makes a Concentration check to finish the spell he is casting.

Staunch (Ex) A blood magus automatically becomes stable when his hit points drop below 0. He still dies if he reaches -10 hit points or lower.

Scarification (Ex) Beginning at 2nd level, a blood magus can inscribe spells on his own skin for later use. This process involves deeply scratching the skin (which deals no damage but often leaves scars). The scratches remain fresh until the inscribed spell is cast, at which time the wound heals normally. Effectively, a blood magus gains the Scribe Scroll feat (see page 99 of the PHB) using an alternative medium

All rules, XP costs, and expenses that apply to Scribe Scroll also apply to this ability. Likewise "reading" a scar follows the same rules as reading a scroll, but only a blood magus can decipher his own scars. One's own skin leaves a limited amount of room to easily inscribe and "read" magical scars. Thus, a blood magus can have only six of these scars at any one time.

Spin Fate (Ex) A mage of many fates understands that “chance” is not as random as many believe it to be, and he can adjust the probability of certain events by applying a force that fatespinners refer to as “spin.” Each day, a fatespinner can use a number of points of spin equal to his fatespinner class level

As a free action, a fatespinner can use stored spin to boost the save DC of a spell he casts, adding some or all his spin to the DC, on a point-for-point basis. For instance, a 5th level wizard/3rd level fatespinner casting fireball could choose to boost the DC of the spell by 1, 2, or 3 points. Once he uses up his spin for the day, his ability to tinker with probability in this fashion is also exhausted for the day

A fatespinner’s spin is replenished whenever the character successfully regains his spells for the day (whether through rest, preparation, or prayer).

Fickle Finger of Fate (Ex) On reaching 2nd level, a fatespinner gains the ability to affect the luck of others. Once per day as an immediate action, he can force any other creature—friend or enemy—to reroll a roll that it has just made. A fatespinner must have line of sight to the creature to be affected. That creature must abide by the result of the reroll, whether it’s higher or lower than the original roll

* see Appendix 2: New Rules Item

7A WE’RE GONNA NEED A BIGGER BOAT

ADVANCED CHUUL CR 8

CE Large aberration (aquatic, advanced)

Init +7; **Senses** Darkvision 60ft, Listen +13, Spot +13

Languages Undercommon

AC 22, touch 12, flat-footed 19

(-1 Size, +3 Dex, +10 natural)

hp 144 (16 HD);

Immune poison

Fort +10, **Ref** +8 **Will** +12

Weakness Light Sensitivity

Speed 30 ft. (6 squares), swim 20 ft.;

Melee claw +17 (2d6+5 plus improved grab) or

Melee 2 claws +17 (2d6+5 plus improved grab)

Space 10 ft.; **Reach** 5 ft.

Base Atk +12; **Grp** +21

Atk Options blind fight, combat reflexes, improved grab

Special Actions extract, psionics

Abilities Str 20, Dex 16, Con 20, Int 10, Wis 14, Cha 5

SA Constrict 3d6+5, improved grab, paralytic tentacles

SQ Amphibious

Feats Ability Focus (paralytic poison), Alertness, Blind-Fight, Combat Reflexes, Improved Initiative

Skills Hide +13, Listen +13, Spot +13, Swim +13

Constrict (Ex) On a successful grapple check, a chuul deals 3d6+5 points of damage

Improved Grab (Ex) To use this ability, a chuul must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict or on its next turn transfer a grabbed opponent to its tentacles

Paralytic Tentacles (Ex) A chuul can transfer grabbed victims from a claw to its tentacles as a move action. The tentacles grapple with the same strength as the claw but deal no damage. However, they exude a paralytic secretion. Anyone held in the tentacles must succeed on a DC 23 Fortitude save each round on the chuul’s turn or be paralyzed for 6 rounds. The save DC is Constitution based. While held in the tentacles, paralyzed or not, a victim automatically takes 1d8+2 points of damage each round from the creature’s mandibles.

Amphibious (Ex) Although chuuls are aquatic, they can survive indefinitely on land.

Skills A chuul has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

9 WAYPOINT

ROT GRUB SWARM CR 6

N Diminutive vermin (swarm)

Init +2; **Senses** darkvision 60ft., Listen +0, Spot +0

AC 16, touch 16, flat-footed 14

(+4 Size, +2 Dex)

hp 72 (12 HD);

Immune weapon damage

Fort +8, **Ref** +6 **Will** +4

Speed 10 ft. (2 squares), climb 10 ft.;

Space 10 ft.; **Reach** 0 ft.

Base Atk +9; **Grp** –

Atk Options distraction

Special Actions death hazard, swarm (3d6 plus infestation)

Abilities Str 1, Dex 14, Con 10, Int –, Wis 10, Cha 3

SQ swarm traits, vermin traits

Skills Climb +10, Hide +14, Listen +0, Spot +0

Distraction (Ex) Any living creature that begins its turn with a rot grub swarm in its space must succeed on a DC 18 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based and includes a +2 racial bonus

Infestation (Ex) Any living creature that takes damage from a rot grub swarm might also become infested with rot grubs each round. A creature must make a successful DC 18 Reflex save to dodge the swarming grubs or bat them aside. The rot grubs infesting the creature burrow into its flesh. An infested creature takes 1d6 points of damage

per round, plus an additional 1d6 points of damage for each failed Reflex save against a rot grub swarm's attack. A successful DC 16 Fortitude save halves this damage. After 2d4 rounds the sated rot grubs crawl away. A rot grub infestation can be removed with a successful DC 20 Heal check, though this check (whether successful or not) deals 1d6 points of damage to the infested target. Alternatively, a rot grub infestation can be destroyed by *remove disease* or any other effect that halts or counters a disease. Such spells destroy all the rot grubs inhabiting the target.

Medium or larger creatures that die from rot grub infestation spawn a new rot grub swarm within 2d4 days. Burning or otherwise destroying the body prevents this. Casting *raise dead* to restore a creature killed by a rot grub swarm does not destroy the rot grubs inside, but casting *remove disease* or a similar spell in the round afterward removes the grubs normally. *Resurrection* and *true resurrection* destroy the rot grubs when cast.

Death Hazard (Ex) Upon destroying a rot grub swarm, 1d6 rot grubs remain, spread throughout the space inhabited by the swarm. These rot grubs behave as the hazard. Destroying these remaining rot grubs does not provide any additional experience..

Skills A rot grub swarm has a +8 racial bonus on Move Silently checks, and adds its Dexterity modifier instead of its Strength modifier on Climb checks. A rot grub swarm can always choose to take 10 on a Climb check, even if rushed or threatened.

*A rot grub swarm has a +8 racial bonus on Hide checks while inside a corpse of at least Medium size. A rot grub swarm can enter and leave a corpse as part of a single move action

ARUNSTHYR & SVEARGIX CR 8

Male kobold ranger 8

LE Small humanoid (kobold)

Init +4; **Senses** darkvision 60ft, Listen +11, Spot +12

Languages Draconic, Undercommon

AC 20, touch 14, flat-footed 16

(+1 Size, +4 Dex, +4 *wildwood* chain shirt* +1, +1 natural)

hp 54 (8 HD);

Fort +7, **Ref** +10, **Will** +6

Weakness Light Sensitivity

Speed 40 ft. (8 squares), base movement 30 ft;

Melee masterwork club +10 (1d4)

Ranged +1 *small longbow* +15 (1d6+1/x3) or

Ranged +1 *small longbow* +11 (1d6+1/x3) or +1d6+1/x3)

Ranged +1 *small longbow* +15/+10 (1d6+1/x3) or

Ranged +1 *small longbow* +13/+13/+8 (1d6+1/x3) or

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

Base Atk +8; **Grp** +4

Atk Options many shot, point blank shot, rapid shot, serpentstongue* arrows

Special Actions subterranean stride, track, swift tracker

Combat Gear 20 regular arrows, 20 serpentstongue* arrows, , *dust of disappearance*, *potion of cat's grace*, *potion of cure moderate wounds*

Ranger Spells Prepared (CL 2th)

1st— *camouflage*¹, *longstrider*

2nd— *soften earth and stone*

\ Already cast

Abilities Str 10, Dex 18, Con 12, Int 10, Wis 14, Cha 8

SA rapid shot, many shot

SQ dire weasel animal companion, wild empathy
Favored Enemy (gnome) +6, Favored Enemy (dwarf) +3

Feats Endurance^B, Iron Will, Many Shot^B, Point Blank Shot, Rapid Shot^B, Track^B, Weapon Focus (longbow)

Skills Craft (trapmaking) +7, Hide +29, Knowledge (dungeoneering) +5, Knowledge (nature) +1, Listen +11, Move Silently +13, Search +3, Spot +12, Survival +11 (+13 underground)

Possessions combat gear plus, *amulet of health* +2, +1 *small longbow*, +1 *wildwood* chain shirt*

Kobold Favored Enemy (Ex) A kobold ranger who takes the 1st level racial substitution gains the normal ranger favored enemy bonus on checks and damage rolls, but the skill affected by the bonus are Hide, Listen, Move Silently, Spot and Survival instead of those given for the standard ranger

If a kobold ranger selects fey, humanoid (dwarf), or humanoid (gnome) as her favored enemy, she gains a +3 bonus against such the chosen creature type instead of the standard +2. Bonuses against such creature also increase by 3 every time the kobold ranger gains a new favored enemy, instead of the standard +2 increase.

This substitution feature replaces but is otherwise identical to the standard ranger's favored enemy class feature.

Dire Weasel Companion (Ex) A kobold ranger who takes the 4th level racial substitution level gains a dire weasel animal companion. This ability, functions like the druid's animal companion ability, treating the kobold ranger's effective druid level as half her ranger level, instead of half her ranger level -3. A kobold ranger cannot select from an alternative list of animal companions; she is restricted to choosing a dire weasel as her animal companion.

This substitution feature replaces the standard ranger's animal companion class feature.

A kobold ranger who takes this substitution level gains Track as a bonus feat and the wild empathy ability just as a standard ranger does.

Kobold Ranger Spells A kobold ranger who takes the 4th level racial substitution level replaces certain spells on her ranger spell list with kobold alternatives. For 1st level ranger spells, *steal size* replaces *entangle*. A kobold ranger also

exchanges the 2nd-level ranger spells *speak with plants* and *spike growth* for *local tremor* and *soften earth and stone*.

Subterranean Stride A kobold ranger who takes the 7th level racial substitution level can move across dense rubble or natural stone floors at her normal speed, ignoring any effects related to terrain. However, a rock surface that is enchanted or magically manipulated to impede motion still affects her.

This substitution feature replaces the standard ranger's woodland stride class feature

Skills A kobold character has a +2 racial bonus on Craft (trapmaking), Profession (miner) and Search checks.

Dire Weasel

N Medium animal (augmented)

Init +4; **Senses** low-light 60ft, Listen +3, Spot +8

AC 22, touch 15, flat-footed 17

(+5 Dex, +3 wildwood* chain shirt, +4 natural)

hp 30 (5 HD);

Fort +4, **Ref** +9, **Will** +5

Resist evasion

Weakness Light Sensitivity

Speed 40 ft. (8 squares), base movement 30 ft;

Melee bite +8 (1d6+4)

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

Base Atk +3; **Grp** +6

Atk Options attach,

Special Actions blood drain

Abilities Str 16, Dex 20, Con 10, Int 2, Wis 12, Cha 11

SA attach, blood drain

SQ scent, link, share spells, evasion

Feats Alertness, Stealthy, Weapon Finesse^B

Skills Hide +9, Listen +3, Move Silently +9, Spot +5

Attach (Ex) A dire weasel that hits with his bite attack latches onto the opponent's body with its powerful jaws. An attached dire weasel loses its Dexterity bonus to AC and thus has an AC of 17

An attached dire weasel can be struck with a weapon or grappled itself. To remove an attached dire weasel through grappling the opponent must achieve a pin against the creature.

Blood Drain (Ex) A dire weasel drains blood for 1d5 points of Constitution damage each round it remains attached.

10 SERVANT OF THE EARTH DRAGON

KHARUSURIK

CR 14

Male young adult two-headed rust dragon

LE Large dragon (extraplanar)

Init +4; **Senses** Blindsight 60ft, Darkvision 120ft,

Listen +25, Spot +25

Languages Draconic

AC 28, touch 9, flat-footed 28

(-1 size, +19 natural)

hp 255 (20 HD); **DR** 10/magic (15/magic to metal items)

Immune paralysis, sleep **SR** 20

Fort +16, **Ref** +11 **Will** +11

Speed 60 ft. (12 squares), fly 150 ft (poor) burrow 45 ft. ;

Melee bite +27 (2d6+5) or

Melee 2 bites +27 (2d6+7) 2 claws +24 (1d8+3) and 2 wings +24 (1d6 +3) and tail +24 (1d8+10) and bite +19 (2d6+7)

Space 10 ft.; **Reach** 5 ft (10ft with bite).

Base Atk +20; **Grp** +31

Atk Options breath weapon, rusting bite (DC 25)

Abilities Str 24,, Dex 10, Con 21, Int 8, Wis 11, Cha 8

SA breath weapon (80ft line of acid) 10d4 (DC 25) or (40 ft cone of corroding liquid) (DC 25 to avoid)

Feats Cleave, Combat Reflexes, Hover, Improved Initiative, Multiattack, Power Attack, Rapidstrike *(bite) Weapon Focus (bite), Wingover

Skills Diplomacy +5, Intimidate +4, Knowledge (planes) +2, Listen +25, Search +21, Sense Motive +6, Spot +25

Frightful Presence (Ex) The ability takes effect automatically whenever the dragon attacks, charges or flies overhead. Creatures within a radius of 150ft are subject to the effect if they have fewer HD than the dragon. A potentially affected creature that succeeds on a Will save (DC 19) remains immune to that dragon's frightful presence for 24 hours. On a failure, creatures with 4 or less HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds.

Breath Weapon (Su) 80 ft line, damage 10d4 acid or 40ft cone. A rust dragon has two breath weapons: a line of acid or a cone of reddish-brown liquid that instantly corrodes and destroys any metal it touches. Attended and magical metals receive Reflex saves to avoid this effect, but any metal is susceptible; iron, steel, silver, gold, even mithral and adamantite

Metal Resistance (Ex) A rust dragon is resistant to attacks from metal weapons. Against weapons whose damage dealing part is metal (a blade, metal point, arrow head, or even mace head), a rust dragon has damage reduction equal to what a rust dragon two age categories older than itself has.

Rusting Bite (Ex) A rust dragon that makes a successful bite attack causes metal armor worn by the target creature to corrode, falling to pieces and becoming useless immediately. A dragon can also use its bite attack to target a weapon or other metal object of course. The size of the object is immaterial a full suit of armor rusts away as quickly as a sword. Magic metal items are allowed Reflex saves against a DC equal to the dragon's breath weapon save DC.

* see Appendix 2: New Rules Item

4: SLAVERS, SLAVES AND A SMELTER**BALTHUR & MORIKAS****CR 11**

Male duergar ranger 5/ monk 5

LE Med humanoid (duergar)

Init +6; **Senses** Darkvision 120ft, Listen +3, Spot +17**Languages** Common, Dwarven, Undercommon**AC** 24, touch 18, flat-footed 22(+2 Dex, +4 class, +6 armor (*greater mage armor* $\frac{1}{2}$)+2 deflection)**hp** 78 (10 HD);**Immune** mundane diseases, paralysis, phantasms, poison**Resist** evasion**Fort** +12, **Ref** +11, **Will** +9 (+2 vs spells & effects, +4 vs enchantment spells and effects)**Weakness** Light Sensitivity**Speed** 30 ft. (6 squares), base movement 30 ft;**Melee** +1 *nunchaku* +13 (1d6+4) or**Melee** 2 +1 *nunchaku* +11 (1d6 +4) and +1 *nunchaku* +6 (1d6 +4) or**Melee** 3 +1 *nunchaku* +9 (1d6+4) and +4 *nunchaku* +1 (1d6+4) or**Melee** unarmed strike +11 (1d8+3) etc**Ranged** masterwork light crossbow +11 (1d8/19-20)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +8; **Grp** +15**Atk Options** flurry of blows, two weapon fighting**Special Actions** track, grapple with shackles**Combat Gear** *potion of barkskin* +4, *potion of bull's strength***Ranger Spells Prepared** (CL 2th)1st— *accelerated movement****Spell-Like Abilities** (CL 16th):1/day—*enlarge person*, *invisibility* $\frac{1}{2}$ Already cast**Abilities** Str 16, Dex 14, Con 16, Int 10, Wis 16, Cha 4**SA:** flurry of blows, *ki* strike (magic)**SQ** slow fall 20ft, Favored Enemy (dwarf+4), Favored Enemy (human+2)**Feats** Combat Reflexes, Earth' Embrace, Endurance, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Leap of the Heavens*, Track, Two-Weapon Fighting, Weapon Focus (*nunchaku*)**Skills** Climb +9, Hide +9, Jump +20, Listen +3, Move Silently +11, Spot +17, Survival +10, Tumble +15**Possessions** combat gear plus +1 *cloak of resistance*, *gloves of dexterity* +2, *periapt of wisdom* +2, +2 *ring of protection*, 2 *vials of universal solvent*, *everlasting rations**, 2 tanglefoot bags, masterwork light crossbow with 20 bolts, net, extra set of mithral manacles (*Shackles of Silence*), *boots of stomping**, hairy knuckles

* see Appendix 2: New Rules Item

OVGEN**CR 11**

Male duergar evoker 9/argent savant 1

LE Med humanoid (duergar)

Init +2; **Senses** Darkvision 120ft, Listen +3, Spot +3**Languages** Aquan, Common, Draconic, Dwarven, Giant, Infernal, Terran, Undercommon**AC** 18, touch 12, flat-footed 16(+2 Dex, +6 armor (*greater mage armor* $\frac{1}{2}$))**hp** 62 (10 HD);**Immune** paralysis, phantasms, poison**Fort** +7, **Ref** +5 **Will** +9(+2 vs spells & spell-like)**Weakness** Light Sensitivity**Speed** 20 ft. (4 squares), base movement 20 ft.;**Melee** masterwork dagger +4 (1d4 -1)**Ranged** masterwork light crossbow +7 (1d8/19-20)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +4; **Grp** +3**Atk Options****Special Actions****Combat Gear** *potion of barkskin* +4, 2 *potions of cure moderate wounds*, 3 *scrolls of greater mage armor**, *scroll of eagle's splendor*, *scroll of see invisible*, *scroll of battering ram**, *scroll of expeditious retreat*, *scroll of wall of force***Wizard Spells Prepared** (CL 9th)5th— *prismatic ray** (DC 21), *wall of force*^b4th— *dimension door*, *Otiluke's resilient sphere*^b (DC 20), *stoneskin*, *wall of ice* (DC 20)3rd— *chain missile*^b, *fly*, *greater mage armor**ⁱ, *haste*, *lightning bolt*2nd— *glitterdust* (DC 16), *fireburst* (DC18), *still magic missile*, *scorching ray* (+5 *ranged touch*), *shatter*, (DC18), *slapping hand*^b,1st— *color spray* (DC 15), *grease* (DC 15), *shield*, *magic missile*^b, *ray of clumsiness*, *truestike*0— *detect magic*, *flare*, *message*, *ray of frost* $\frac{1}{2}$ Already cast**Spell-Like Abilities** (CL 20th):1/day—*enlarge person*, *invisibility* $\frac{1}{2}$ Already cast**Abilities** Str 8, Dex 14, Con 18, Int 18, Wis 12, Cha 6**SQ** toad familiar, share spells, speak with other toads**Feats** Alertness (if familiar within 5 ft), Greater Spell Focus (evocation), Skill Focus (Concentration), Scribe Scroll, Silent Spell, Spell Focus (evocation) Still Spell**Skills** Concentration +25, Decipher Script

+5, Knowledge (arcane) +17, Knowledge

(dungeoneering) +9, Knowledge (engineering) +9,

Knowledge (geography) +8, Knowledge (planes)

+9, Profession (slaver) +2, Spellcraft +17,

Possessions combat gear plus *pearl of power* 3rd levelⁱ, *amulet of health* +2, *headband of intellect*+2, +2 *ring of protection*, *tunic of steady**spellcasting**, bag of pork rinds (spell component for grease), masterwork dagger, masterwork lightcrossbow, 20 bolts, 4 scroll tubes, unbrow, 3 sets (minimum) of *stoneskin* spell components, whip,**Spellbook** (barred schools Enchantment and Necromancy) spells prepared plus 0—all; 1st—

animate rope, burning hands, detect secret doors, erase, mount, Tenser's floating disk; 2nd – arcane lock, blur, darkness, detect thoughts, flaming sphere, force ladder^{}; 3rd – gaseous form, dragonskin^{*}, Leomund's tiny hut; 4th – fire shield, stone shape 5th – cone of cold, teleport*

Force Specialization An argent savant gains a +2 competence bonus on attack rolls made with her force spells. She also adds a +1 bonus to each die of damage dealt by spells she casts with the force descriptor. If the force spell doesn't deal damage expressed by dice, she adds only a +1 bonus to the total damage dealt.

* see Appendix 2: New Rules Item

ALDORGAR

CR 13

Male half-fiend, durzagon cleric 9

LE Med outsider (durzagon)

Init +4; **Senses** Darkvision 120ft, Listen +17, Spot +17

Languages Draconic, Dwarven, Infernal, Orc, Undercommon

AC 14/23, touch 10, flat-footed 14/21

(+0 Dex, +2 Leather Apron or +9 *called plate armor* +1, +2 Natural)

hp 126 (14 HD); **DR** 5/magic

Immune paralysis, phantasms, poison

Resist acid 10, cold 10, electricity 10, fire 10; **SR** 24

Fort +17, **Ref** +10 **Will** +18(+2 vs spells & spell-like)

Weakness Light Sensitivity

Speed 30 ft. (6 squares), base movement 30 ft.;

Melee +1 *maul* +15/+10/+5 (1d10 +3 /19-20 x3) two-handed or

Melee 2 claws +14 (1d6 +2) and bite +9 (1d6+1) and beard +9 (1d3+1 plus poison)

Ranged masterwork light crossbow +12 (1d8/19-20)

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

Base Atk +11; **Grp** +14

Atk Options power attack, +1 on attack rolls against orcs and goblinoids

Special Actions Beard, poison, spell-like abilities

Combat Gear *potion of cure moderate*, 3 *vials of acid*

Cleric Spells Prepared (CL 9th):

5th—*flame strike* (DC 20), *greater command*^D (DC 20), *slay living*

4th—*air walk*, *dominate person*^D (DC 19), *freedom of movement*, *resistance*, *greater*^I

3rd—*bestow curse*, *blindness*, *dispel magic*, *magic vestment*, *suggestion*^D (DC 18)

2nd—*bears endurance*, *bulls strength*, *detect thoughts*^D, *hold person* (DC 17), *shatter*, *silence*,

1st—*cause fear* (DC 16), *command*, *command*^D, *deathwatch*, *divine favor*, *shield of faith*, *vigor*^{*}, *lesser*

0—*create water* x 4, *detect magic*, *mending*

D: Domain spell. Deity: Laduguer. Domains:

Domination, Mind

‡ Already cast

Spell-Like Abilities (CL 28th):

3/day—*darkness*

1/day—*desecrate*, *enlarge person*, *invisibility*, *unholy blight* (DC11 + spell level)

Abilities Str 16, Dex 10, Con 18, Int 14, Wis 20, Cha 12

SQ +4 dodge bonus against giants, stonecunning

Feats Alertness^b, Exotic Weapon Proficiency (maul), Improved Critical (maul), Improved Initiative, Improved Natural Armor, Power Attack

Skills Appraise +12, Concentration +16, Craft (metalworking) +15, Craft (stoneworking) +10, Diplomacy +11, Heal +15, Knowledge (religion) +10, Listen +20, Move Silently +12, Search +10, Sense Motive +13, Spellcraft +10, Spot +20,

Possessions combat gear plus, *bottle of air*, *periapt of wisdom* +2, *metamagic rod of silence*, *lesser*, masterwork light crossbow, 20 bolts and a *replenishing skin*+1 *cloak of resistance*, +1 *maul*, +1 *called* plate armor*

Beard (Ex) If a durzagon hits a single opponent with both claw attacks, it automatically hits with its beard as well

Poison (Ex) A durzagon's poison (Fortitude save DC 21) is a sulfuric fluid delivered with each successful beard attack. The initial damage is 1d4 points of Strength damage, and the secondary damage is 1d2 points of Strength damage.

Skills A durzagon gains a +4 racial bonus on Move Silently checks and +1 racial bonus on Listen and Spot checks.

* see Appendix 2: New Rules Item

5 LEADER OF THE PACK

URLONG BOLLAKK

CR 15

Male half-illithid duergar wizard 5/ blood magus 3/fatespinner 3

LE Med aberration (humanoid)

Init +6; **Senses** Darkvision 120ft, Listen +3, Spot +1

Languages Common, Draconic, Dwarven, Giant, Goblin, Infernal, Orc, Undercommon

AC 19, touch 12, flat-footed 17

(+2 Dex, +6 armor (greater mage armor^I), +1 natural)

hp 91+15 (false life scroll) (11 HD); **DR** 10/adamantine

SR 21

Immune paralysis, phantasms, poison

Fort +13, **Ref** +8 **Will** +12(+2 vs spells & spell-like)

Weakness Light Sensitivity

Speed 20 ft. (4 squares), base movement 20 ft.;

Melee masterwork dagger +5 (1d4) or

Melee 4 tentacles +4 (1d4 plus improved grab)

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

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

Atk Options mind blast, improved grab

Special Actions extract, psionics, spin fate, fickle finger of fate

Combat Gear *potion of cure serious wounds*, 3 *scrolls of greater mage armor*^{*}, *scroll of false life* (11th level caster)^I, *scroll of see invisible*, 3 *scrolls*

of true strike, Scarification spells: dimension door, cat's grace, invisibility, expeditious retreat

Wizard Spells Prepared (CL 11th):

6th— acid fog (DC 22), dispel magic, greater
5th— coercive blast of flame* (DC 21), feeblemind (DC 22), mind fog, (DC 22)
4th— crushing despair (DC 21), dimension door, coercive fireball (DC 19), stonewall[†],
3rd— anticipate teleportation*[†], hold person (DC 20), lightning bolt (DC 19), ray of exhaustion
2nd— coercive burning hands, cat's grace, web (DC 18), coercive magic missile, Tasha's hideous laughter (DC 19), touch of idiocy
1st—color spray (DC 17), grease (DC 17), shield, magic missile, ray of enfeeblement, coercive ray of frost
0— detect magic, flare, message, ray of frost

† Already cast

Spell-Like Abilities (CL 18):

1/day—enlarge person, invisibility

† Already cast

Abilities Str 10, Dex 14, Con 16, Int 22, Wis 12, Cha 12

SQ Telepathy 100ft, blood component, durable casting, stanch, scarification

Feats Coercive Spell,* Great Fortitude, Improved Initiative, Scribe Scroll, Spell Focus (enchantment), Toughness

Skills Bluff +9, Concentration +21, Disguise +21, Knowledge (arcane) +20, Knowledge (dungeoneering) +13, Knowledge (engineering) +13, Knowledge (planes) +9, Listen +3, Profession (gambler) +6, Spellcraft +20,

Possessions combat gear plus headband of intellect +2, cloak of resistance +3, mask of lies*, tunic of steady spellcasting*, disguise kit, masterwork dagger, masterwork light crossbow, 20 bolts, 4 scroll tubes, hungry look in his eyes

Spellbook spells prepared plus 0—all; 1st—animate rope, expeditious retreat, fog cloud, mount, Tenser's floating disk; 2nd— arcane lock, cat's grace, false life, flaming sphere, fog cloud, invisibility, see invisibility 3rd— arcane sight, deep slumber, fly, greater mage armor, gust of wind 4th— confusion, enervation, stonewall 5th— cone of cold, hold monster 6th— symbol of persuasion

Mind Blast (Sp) A half-illithid can use this attack once per day. It is a cone 40 feet long. Anyone caught in this cone must succeed on a Will save (DC 19) or be stunned for 1d4 rounds.

Improved Grab (Ex) If a half-illithid hits an opponent that is its own size or smaller with a tentacle attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it attaches the tentacle to the opponent's head. After a successful grab, the half-illithid can try to attach its remaining tentacles with a single grapple check. The opponent can escape with a single successful grapple check or Escape Artist check, but the half-illithid gets a +2 circumstance bonus for every

tentacle that was attached at the beginning of the opponents turn.

Extract (Ex) A half-illithid that successfully maintains its hold with all four tentacles for 1 full round automatically extracts the opponent's brain at the beginning of its next turn instantly killing that creature

Psionics (Sp) (CL 8th)

3/day—Detect thoughts, suggestion, levitate

Telepathy (Su) A half-illithid can communicate with any creature within 100 feet that has a language

Blood Component (Su) A blood magus can substituted a drop of his own blood for a spell's material components, if any, and in so doing increase the spell's power. The pinprick or minor knife cut to draw the requisite blood is a free action (just like using material components) that becomes a normal part of casting the spell. Using this ability deals 1 point of damage to the blood magus but raises the spell's caster level by 1. Damage reduction, if the character has any doesn't apply to this damage.

If a spell has a costly material component (greater than 1 gp), the component must still be provided. If a spell has no material component, a blood magus can still use this ability to enhance a spell if he desires.

Durable Casting (Ex) A blood magus has a knack for being able to concentrate on casting spells and maintaining them despite taking damage while doing so. For the purpose of making a Concentration check to cast, concentrate on, or direct a spell when he might be distracted by damage, a blood magus subtracts his level from any hit point damage dealt to him by an attack that strikes him during the action (or whenever he is subject to a source of continuous damage, such as *Melf's acid arrow*). A blood magus still takes all the damage dealt to him, but the damage is less likely to affect his ability to cast, concentrate on, or direct spells successfully.

For example, a 1st-level blood magus can "ignore" 1 point of damage from each source that damages him while casting a spell for the purpose of determining the DC of his Concentration check to cast successfully. If struck for 5 points of damage while casting a spell, he must make a Concentration check to successfully cast, but the DC is only 10 +4 (damage dealt minus 1) + the spell's level. A 5th-level blood magus could ignore up to 5 points of damage dealt from each source that damage him during casting (and thus wouldn't have to make a Concentration check if struck for 5 points of damage or less

Because of this ability damage a blood magus takes from using his blood component and bloodseeking spell special abilities never requires him to makes a Concentration check to finish the spell he is casting.

Staunch (Ex) A blood magus automatically becomes stable when his hit points drop below 0. He still dies if he reaches -10 hit points or lower.

Scarification (Ex) Beginning at 2nd level, a blood magus can inscribe spells on his own skin for later use. This process involves deeply scratching the skin (which deals no damage but often leaves scars). The scratches remain fresh until the inscribed spell is cast, at which time the wound heals normally. Effectively, a blood magus gains the Scribe Scroll feat (see page 99 of the PHB) using an alternative medium

All rules, XP costs, and expenses that apply to Scribe Scroll also apply to this ability. Likewise “reading” a scar follows the same rules as reading a scroll, but only a blood magus can decipher his own scars. One’s own skin leaves a limited amount of room to easily inscribe and “read” magical scars. Thus, a blood magus can have only six of these scars at any one time.

Death Knell (Sp) At 3rd level and higher, a blood magus has the ability to use *death knell* as the spell once per day.

Spin Fate (Ex) A mage of many fates understands that “chance” is not as random as many believe it to be, and he can adjust the probability of certain events by applying a force that fatespinners refer to as “spin.” Each day, a fatespinner can use a number of points of spin equal to his fatespinner class level

As a free action, a fatespinner can use stored spin to boost the save DC of a spell he casts, adding some or all his spin to the DC, on a point-for-point basis. For instance, a 5th level wizard/3rd level fatespinner casting fireball could choose to boost the DC of the spell by 1, 2, or 3 points. Once he uses up his spin for the day, his ability to tinker with probability in this fashion is also exhausted for the day

A fatespinner’s spin is replenished whenever the character successfully regains his spells for the day (whether through rest, preparation, or prayer).

Fickle Finger of Fate (Ex) On reaching 2nd level, a fatespinner gains the ability to affect the luck of others. Once per day as an immediate action, he can force any other creature—friend or enemy—to reroll a roll that it has just made. A fatespinner must have line of sight to the creature to be affected. That creature must abide by the result of the reroll, whether it’s higher or lower than the original roll

Spin Destiny (Ex) Beginning at 3rd level, a fatespinner more clearly comprehends the matrix of reality and can use accumulated spin to adjust other random events. The method is identical to increasing a spell’s save DC, but the fatespinner can now add spin to any skill check, attack roll, or saving throw that he attempts on a point-for-point basis. However, the spin utilized comes from the same limited reservoir of karma storage that allows him to adjust the DC of his spells. He must apply the bonus before making the roll

* see Appendix 2: New Rules Item

7A WE’RE GONNA NEED A BIGGER BOAT

ABOLETH MAGE

CR 12

LE Huge aberration (aquatic) wizard 5

Init +1; **Senses** Darkvision 60ft, Listen +16, Spot +16

Languages Aquan, Undercommon

AC 22, touch 11, flat-footed 19

(-2 Size, +3 Dex, +4 armor, +7 natural)

hp 126 (13 HD);

Immune poison

Fort +10, **Ref** +8 **Will** +15

Speed 10 ft. (2 squares), swim 60 ft.;

Melee claw +14 (1d6+8 plus slime) or

Melee 4 tentacles +14 (1d6+8 plus slime)

Space 15 ft.; **Reach** 10 ft.

Base Atk +8; **Grp** +24

Atk Options

Special Actions psionics

Abilities Str 27, Dex 16, Con 24, Int 20, Wis 16, Cha 14

SA Enslave, Psionics, Slime, Spells

SQ Amphibious, Mucus Cloud

Feats Alertness, Combat Casting, Iron Will, Lightning Reflexes, Scribe Scroll, Spell Focus (illusion)

Skills Concentration +23, Decipher Script +13, Knowledge (arcane) +21, Knowledge (engineering) +13, Knowledge (history) +13, Knowledge (local core) +13 Listen +16, Spellcraft +13, Spot +16, Swim +8

Wizard Spells Prepared (CL 5th):

3th— *fly*, *slow* (DC 18)

2nd— *gust of wind*, *scorching ray* (+9 ranged touch), *web* (DC 17)

1st— *color spray* (DC 16), *mage armor*[†], *magic missile*, *ray of enfeeblement*, *shocking grasp*

0— *detect magic*, *flare*, *message*, *ray of frost*

† Already cast

Spell-Like Abilities (CL 16th):

At Will—*hypnotic pattern* (DC 14), *illusionary wall* (DC 16) *persistence image* (DC 17), *programmed image* (DC 17), *project image* (DC 19), *veil* (DC 18)

† Already cast

Enslave (Su) Three times per day, an aboleth can attempt to enslave any one living creature within 30 feet. The target must succeed on a DC 14 Will save or be affected as though by a *dominate person* spell (caster level 16th). An enslaved creature obeys the aboleth’s telepathic commands until freed by *remove curse*, and can attempt a new Will save every 24 hours to break free. The control is also broken if the aboleth dies or travels more than 1 mile from its slave. The save DC is Charisma based.

Slime (Ex) A blow from an aboleth’s tentacle can cause a terrible affliction. A creature hit by a tentacles must succeed on a DC 21 Fortitude save or begin to transform over the next 1d4+1 minutes, the skin gradually becoming a clear, slimy

membrane An afflicted creature must remain moistened with cool, free water or take 1d12 points of damage every 10 minutes. The slime reduces the creature's natural armor bonus by 1 (but never to less than 0). The save DC is Constitution based.

A *remove disease* spell cast before the transformation is complete will restore an afflicted creature to normal. Afterward, however only a *heal* or *mass heal* spell can reverse the affliction.

Mucus Cloud (Ex) An aboleth underwater surrounds itself with a viscous cloud of mucus roughly 1 foot thick. Any creature coming into contact with and inhaling this substance must succeed on a DC 21 Fortitude save or lose the ability to breathe air for the next 3 hours. An affected creature suffocates in 2d6 minutes if removed from the water. Renewed contact with the mucus cloud and failing another Fortitude save continues the effect for another 3 hours. The save DC is Constitution based.

Skills An aboleth has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

ADVANCED CHUUL CR 8

CE Large aberration (aquatic, advanced)

Init +7; **Senses** Darkvision 60ft., Listen +13, Spot +13
Languages Undercommon

AC 22, touch 12, flat-footed 19
(-1 Size, +3 Dex, +10 natural)

hp 144 (16 HD);

Immune poison

Fort +10, **Ref** +8 **Will** +12

Weakness Light Sensitivity

Speed 30 ft. (6 squares), swim 20 ft.;

Melee claw +17 (2d6+5 plus improved grab) or

Melee 2 claws +17 (2d6+5 plus improved grab)

Space 10 ft.; **Reach** 5 ft.

Base Atk +12; **Grp** +21

Atk Options blind fight, combat reflexes, improved grab

Special Actions extract, psionics

Abilities Str 20, Dex 16, Con 20, Int 10, Wis 14, Cha 5

SA Constrict 3d6+5, improved grab, paralytic tentacles

SQ Amphibious

Feats Ability Focus (paralytic poison), Alertness, Blind-Fight, Combat Reflexes, Improved Initiative

Skills Hide +13, Listen +13, Spot +13, Swim +13

Constrict (Ex) On a successful grapple check, a chuul deals 3d6+5 points of damage

Improved Grab (Ex) To use this ability, a chuul must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it

establishes a hold and can constrict or on its next turn transfer a grabbed opponent to its tentacles

Paralytic Tentacles (Ex) A chuul can transfer grabbed victims from a claw to its tentacles as a move action. The tentacles grapple with the same strength as the claw but deal no damage. However, they exude a paralytic secretion. Anyone held in the tentacles must succeed on a DC 23 Fortitude save each round on the chuul's turn or be paralyzed for 6 rounds. The save DC is Constitution based. While held in the tentacles, paralyzed or not, a victim automatically takes 1d8+2 points of damage each round from the creature's mandibles.

Amphibious (Ex) Although chuuls are aquatic, they can survive indefinitely on land.

Skills A chuul has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

9 WAYPOINT

ROT GRUB SWARM

CR 6

N Diminutive vermin (swarm)

Init +2; **Senses** darkvision 60ft., Listen +0, Spot +0

AC 16, touch 16, flat-footed 14

(+4 Size, +2 Dex)

hp 72 (12 HD);

Immune weapon damage

Fort +8, **Ref** +6 **Will** +4 **Speed** 10 ft. (2 squares), climb 10 ft.;

Space 10 ft.; **Reach** 0 ft.

Base Atk +9; **Grp** –

Atk Options distraction

Special Actions death hazard, swarm (3d6 plus infestation)

Abilities Str 1, Dex 14, Con 10, Int –, Wis 10, Cha 3

SQ swarm traits, vermin traits

Skills Climb +10, Hide +14, Listen +0, Spot +0

Distraction (Ex) Any living creature that begins its turn with a rot grub swarm in its space must succeed on a DC 18 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based and includes a +2 racial bonus

Infestation (Ex) Any living creature that takes damage from a rot grub swarm might also become infested with rot grubs each round. A creature must make a successful DC 18 Reflex save to dodge the swarming grubs or bat them aside. The rot grubs infesting the creature burrow into its flesh. An infested creature takes 1d6 points of damage per round, plus an additional 1d6 points of damage for each failed Reflex save against a rot grub swarm's attack. A successful DC 16 Fortitude save halves this damage. After 2d4 rounds the sated rot grubs crawl away. A rot grub infestation can be removed with a successful DC 20 Heal check, though this check (whether successful or

not) deals 1d6 points of damage to the infested target. Alternatively, a rot grub infestation can be destroyed by *remove disease* or any other effect that halts or counters a disease. Such spells destroy all the rot grubs inhabiting the target.

Medium or larger creatures that die from rot grub infestation spawn a new rot grub swarm within 2d4 days. Burning or otherwise destroying the body prevents this. Casting *raise dead* to restore a creature killed by a rot grub swarm does not destroy the rot grubs inside, but casting *remove disease* or a similar spell in the round afterward removes the grubs normally. *Resurrection* and *true resurrection* destroy the rot grubs when cast.

Death Hazard (Ex) Upon destroying a rot grub swarm, 1d6 rot grubs remain, spread throughout the space inhabited by the swarm. These rot grubs behave as the hazard. Destroying these remaining rot grubs does not provide any additional experience..

Skills A rot grub swarm has a +8 racial bonus on Move Silently checks, and adds its Dexterity modifier instead of its Strength modifier on Climb checks. A rot grub swarm can always choose to take 10 on a Climb check, even if rushed or threatened.

*A rot grub swarm has a +8 racial bonus on Hide checks while inside a corpse of at least Medium size. A rot grub swarm can enter and leave a corpse as part of a single move action

ARUNSTHYR & SVEARGIX CR 10

Male kobold ranger 10

LE Small humanoid (kobold)

Init +8; **Senses** darkvision 60ft, Listen +11, Spot +12

Languages Draconic, Undercommon

AC 22, touch 14, flat-footed 18

(+1 Size, +4 Dex, +4 wildwood* chain shirt +1, +1 natural, +2 shield)

hp 68 (10 HD);

Resist evasion

Fort +8, **Ref** +11, **Will** +7

Weakness Light Sensitivity

Speed 40 ft. (8 squares), base movement 30 ft;

Melee masterwork club +12 (1d4)

Ranged +1 *small longbow* +17 (1d6+1/x3) or

Ranged +1 *small longbow* +13

(1d6+1/x3)+(1d6+1/x3) or

Ranged +1 *small longbow* +17/+12 (1d6+1/x3) or

Ranged +1 *small longbow* +15/+15/+10 (1d6+1/x3) or

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

Base Atk +10; **Grp** +6

Atk Options many shot, point blank shot, rapid shot, serpentstongue* arrows

Special Actions subterranean stride, track, swift tracker

Combat Gear 20 regular arrows, 20

serpentstongue*arrows, *dust of disappearance*, *potion of cat's grace*, *potion of cure moderate wounds*

Ranger Spells Prepared (CL 4th)

1st—*camouflage**[†], *longstrider*

2nd—*hold animal*, *soften earth and stone*

✓ Already cast

Abilities Str 10, Dex 18, Con 12, Int 10, Wis 14, Cha 8

SA rapid shot, many shot

SQ dire weasel animal companion, wild empathy, Favored Enemy (gnome) +9, Favored Enemy (dwarf) +6, Favored Enemy (aberrations) +2,

Feats Endurance^B, Improved Initiative, Iron Will, Many Shot^B, Point Blank Shot, Rapid Shot^B, Track^B, Weapon Focus (longbow)

Skills Craft (trapmaking) +7, Hide +31, Knowledge (dungeoneering) +5, Knowledge (nature) +1, Listen +13, Move Silently +15, Search +5, Spot +14, Survival +13 (+15 underground)

Possessions combat gear plus, *ring of force shield*, *amulet of health* +2, +1 *small longbow*

Kobold Favored Enemy (Ex) A kobold ranger who takes the 1st level racial substitution gains the normal ranger favored enemy bonus on checks and damage rolls, but the skill affected by the bonus are Hide, Listen, Move Silently, Spot and Survival instead of those given for the standard ranger

If a kobold ranger selects fey, humanoid (dwarf), or humanoid (gnome) as her favored enemy, she gains a +3 bonus against such the chosen creature type instead of the standard +2. Bonuses against such creature also increase by 3 every time the kobold ranger gains a new favored enemy, instead of the standard +2 increase.

This substitution feature replaces but is otherwise identical to the standard ranger's favored enemy class feature.

Dire Weasel Companion (Ex) A kobold ranger who takes the 4th level racial substitution level gains a dire weasel animal companion. This ability, functions like the druid's animal companion ability, treating the kobold ranger's effective druid level as half her ranger level, instead of half her ranger level -3. A kobold ranger cannot select from an alternative list of animal companions; she is restricted to choosing a dire weasel as her animal companion.

This substitution feature replaces the standard ranger's animal companion class feature.

A kobold ranger who takes this substitution level gains Track as a bonus feat and the wild empathy ability just as a standard ranger does.

Kobold Ranger Spells A kobold ranger who takes the 4th level racial substitution level replaces certain spells on her ranger spell list with kobold alternatives. For 1st level ranger spells, *steal size* replaces *entangle*. A kobold ranger also exchanges the 2nd-level ranger spells *speak with plants* and *spike growth* for *local tremor* and *soften earth and stone*.

Subterranean Stride A kobold ranger who takes the 7th level racial substitution level can move across

dense rubble or natural stone floors at her normal speed, ignoring any effects related to terrain. However, a rock surface that is enchanted or magically manipulated to impede motion still affects her.

This substitution feature replaces the standard ranger's woodland stride class feature

Skills A kobold character has a +2 racial bonus on Craft (trapmaking), Profession (miner) and Search checks.

Dire Weasel

N Medium animal (augmented)

Init +4; **Senses** low-light 60ft, Listen +3, Spot +8

AC 22, touch 15, flat-footed 17

(+5 Dex, +3 wildwood* chain shirt, +4 natural)

hp 30 (5 HD);

Fort +4, **Ref** +9, **Will** +5

Resist evasion

Weakness Light Sensitivity

Speed 40 ft. (8 squares), base movement 30 ft;

Melee bite +8 (1d6+4)

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

Base Atk +3; **Grp** +6

Atk Options attach,

Special Actions blood drain

Abilities Str 16, Dex 20, Con 10, Int 2, Wis 12, Cha 11

SA attach, blood drain

SQ scent, link, share spells, evasion

Feats Alertness, Stealthy, Weapon Finesse^B

Skills Hide +9, Listen +3, Move Silently +9, Spot +5

Attach (Ex) A dire weasel that hits with his bite attack latches onto the opponent's body with its powerful jaws. An attached dire weasel loses its Dexterity bonus to AC and thus has an AC of 17

An attached dire weasel can be struck with a weapon or grappled itself. To remove an attached dire weasel through grappling the opponent must achieve a pin against the creature.

Blood Drain (Ex) A dire weasel drains blood for 1d5 points of Constitution damage each round it remains attached.

10 SERVANT OF THE EARTH DRAGON

KHARUSURIK

CR 16

Male adult two-headed rust dragon

LE Huge dragon (extraplanar)

Init +4; **Senses** Blindsight 60ft, Darkvision 120ft,

Listen +25, Spot +25

Languages Draconic

AC 30, touch 8, flat-footed 30

(-2 size, +22 natural)

hp 311 (23 HD); **DR** 10/magic (15/magic to metal items)

Immune paralysis, sleep **SR** 23

Fort +18, **Ref** +12 **Will** +12

Speed 60 ft. (12 squares), fly 150 ft (poor) burrow 45 ft, ;

Melee bite +33 (3d8+8) or

Melee 2 bites +33 (2d8+9) 2 claws +28 (2d6+4) and 2 wings +28 (1d8 +4) and tail +28 (2d6+13) and bite +23 (2d8+9) and bite +18 (2d8+9) and bite +13 (2d8 +9)

Space 15 ft.; **Reach** 10 ft (15ft with bite).

Base Atk +23; **Grp** +40

Atk Options breath weapon, rusting bite (DC 27)

Spell-like abilities (CL 6th)

3/day—*wall of iron*

Abilities Str 28,, Dex 10, Con 23, Int 10, Wis 11, Cha 10

SA breath weapon (80ft line of acid) 12d4 (DC 27) or (40 ft cone of corroding liquid) (DC 27 to avoid)

Feats Cleave, Combat Reflexes, Hover, Improved Initiative, Improved Rapidstrike* (bite), Multiattack, Power Attack, Rapidstrike* (bite), Weapon Focus (bite) Wingover

Skills Diplomacy +6, Intimidate +5, Knowledge (planes) +3, Listen +28, Search +26, Sense Motive +8, Spot +28

Frightful Presence (Ex) The ability takes effect automatically whenever the dragon attacks, charges or flies overhead. Creatures within a radius of 180ft are subject to the effect if they have fewer HD than the dragon. A potentially affected creature that succeeds on a Will save (DC 21) remains immune to that dragon's frightful presence for 24 hours. On a failure, creatures with 4 or less HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds.

Breath Weapon (Su) 100 ft line, damage 12d4 acid or 50ft cone. A rust dragon has two breath weapons: a line of acid or a cone of reddish-brown liquid that instantly corrodes and destroys any metal it touches. Attended and magical metals receive Reflex saves to avoid this effect, but any metal is susceptible; iron, steel, silver, gold, even mithral and adamantite

Metal Resistance (Ex) A rust dragon is resistant to attacks from metal weapons. Against weapons whose damage dealing part is metal (a blade, metal point, arrow head, or even mace head), a rust dragon has damage reduction equal to what a rust dragon two age categories older than itself has.

Rusting Bite (Ex) A rust dragon that makes a successful bite attack causes metal armor worn by the target creature to corrode, falling to pieces and becoming useless immediately. A dragon can also use its bite attack to target a weapon or other metal object of course. The size of the object is immaterial a full suit of armor rusts away as quickly as a sword. Magic metal items are allowed Reflex saves against a DC equal to the dragon's breath weapon save DC.

* see Appendix 2: New Rules Item

4: SLAVERS, SLAVES AND A SMELTER

BALTHUR & MORIKAS**CR 13**

Male duergar ranger 6 monk 6

LE Med humanoid (duergar)

Init +6; **Senses** Darkvision 120ft, Listen +3, Spot +19**Languages** Common, Dwarven, Undercommon**AC** 27, touch 19, flat-footed 25(+2 Dex, +5 class, +8 armor (*greater mage armor** ‡)+2 deflection)**hp** 99 (12 HD);**Immune** mundane diseases, paralysis, phantasms, poison**Resist** evasion**Fort** +14, **Ref** +13, **Will** +12 (+2 vs spells & effects, +4 vs enchantment spells and effects)**Weakness** Light Sensitivity**Speed** 40 ft. (6 squares), base movement 40 ft;**Melee** +1 *nunchaku* +15 (1d6+4) or**Melee** 2 +1 *nunchaku* +13 (1d6 +4) and +1 *nunchaku* +6 (1d6 +4) and +1 *nunchaku* +1 (1d6+4) or**Melee** 3 +1 *nunchaku* +11 (1d6+4) and +1 *nunchaku* +6 (1d6+4) and +1 *nunchaku* +1 (1d6+4) or**Melee** unarmed strike +13 (1d8+3) etc**Ranged** masterwork light crossbow +13 (1d8/19-20)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +10; **Grp** +17**Atk Options** flurry of blows, two weapon defense, two weapon fighting**Special Actions** *rapidstrike bracers*, track, grapple with shackles**Combat Gear** *potion of barkskin* +4, *potion of bull's strength***Ranger Spells Prepared** (CL 2th)1st—*accelerated movement**, *jump***Spell-Like Abilities** (CL 16th):1/day—*enlarge person*, *invisibility*

‡ Already cast

Abilities Str 16, Dex 14, Con 17, Int 10, Wis 18, Cha 4**SA:** flurry of blows, *ki* strike (magic)**SQ** slow fall 30ft, Favored Enemy (dwarf+4), Favored Enemy (human+2),**Feats** Combat Reflexes, Earth' Embrace*, Endurance, Improved Grapple, Improved Initiative, Improved Trip, Improved Two-Weapon Fighting, Improved Unarmed Strike, Leap of the Heavens*, Track, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (*nunchaku*)**Skills** Climb +9, Hide +11, Jump +22, Listen +3, Move Silently +13, Spot +19, Survival +10, Tumble +17**Possessions** combat gear plus +1 *cloak of resistance*, *gloves of dexterity* +2, *periapt of wisdom* +4, *rapidstrike bracers**, +2 *ring of protection*, 2 *vials of universal solvent*, *everlasting rations**, 2 tanglefoot bags, masterwork light crossbow with 20 bolts, net, extra set of mithral manacles (*Shackles of Silence*), *boots of stomping**, hairy knuckles

* see Appendix 2: New Rules Item

OVGEN**CR 13**

Male duergar evoker 9/argent savant 3

LE Med humanoid (duergar)

Init +2; **Senses** Darkvision 120ft, Listen +3, Spot +3**Languages** Aquan, Common, Draconic, Dwarven, Giant, Infernal, Terran, Undercommon**AC** 20, touch 12, flat-footed 18(+2 Dex, +8 armor (*greater mage armor** ‡))**hp** 72 (12 HD);**Immune** paralysis, phantasms, poison**Fort** +8, **Ref** +6 **Will** +10(+2 vs spells & spell-like)**Weakness** Light Sensitivity**Speed** 20 ft. (4 squares), base movement 20 ft.;**Melee** masterwork dagger +5 (1d4 -1)**Ranged** masterwork light crossbow +8 (1d8/19-20)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +5; **Grp** +4**Atk Options****Special Actions****Combat Gear** *potion of barkskin* +4, 2 *potions of cure moderate wounds*, 3 *scrolls of greater mage armor**, *scroll of eagle's splendor*, *scroll of see invisible*, *scroll of battering ram**, *scroll of expeditious retreat*, *scroll of wall of force***Wizard Spells Prepared** (CL 11th)6th—*disintegrate*, *Otiluke's freezing sphere*^b5th—*prismatic ray** (DC 21), *quicken truestrike*, *wall of force*^b4th—*dimension door*, *Otiluke's resilient sphere*^b (DC 20), *stoneskin*, *wall of ice* (DC 20)3rd—*chain missile**^b, *dragonskin**, *fly*, *greater mage armor*ⁱ, *haste*, *lightning bolt*2nd—*glitterdust* (DC 17), *fireburst* (DC 19), *still magic missile*, *scorching ray* (+5 *ranged touch*), *shatter*, (DC 18), *slapping hand**^b,1st—*color spray* (DC 16), *grease* (DC 16), *shield*, *magic missile*^b, *ray of clumsiness**, *truestrike*0—*detect magic*, *flare*, *message*, *ray of frost*

‡ Already cast

Spell-Like Abilities (CL 24th):1/day—*enlarge person*, *invisibility*

‡ Already cast

Abilities Str 9, Dex 14, Con 18, Int 20, Wis 12, Cha 6**SQ** toad familiar, share spells, speak with other toads**Feats** Alertness (if familiar within 5 ft), Greater Spell Focus (evocation), Quicken Spell, Skill Focus (Concentration), Scribe Scroll, Silent Spell, Spell Focus (evocation) Still Spell**Skills** Concentration +27, Decipher Script +5, Knowledge (arcane) +19, Knowledge (dungeoneering) +10, Knowledge (engineering) +10, Knowledge (geography) +8, Knowledge (planes) +9, Profession (slaver) +2, Spellcraft +21,**Possessions** combat gear plus *pearl of power* 3rd levelⁱ, *amulet of health* +2, *headband of intellect* +4, +2 *ring of protection*, *tunic of steady*

*spellcasting**, bag of pork rinds (spell component for grease), masterwork dagger, masterwork light crossbow, 20 bolts, 4 scroll tubes, unbrow, 3 sets (minimum) of *stoneskin* spell components, whip,

Spellbook (barred schools Enchantment and Necromancy) spells prepared plus 0—all; 1st—*animate rope, burning hands, detect secret doors, erase, mount, Tenser's floating disk*; 2nd—*arcane lock, blur, darkness, detect thoughts, flaming sphere, force ladder**; 3rd—*gaseous form, dragonskin**, *Leomund's tiny hut*; 4th—*fire shield, stone shape* 5th—*cone of cold, teleport*

Force Specialization An argent savant gains a +2 competence bonus on attack rolls made with her force spells. She also adds a +1 bonus to each die of damage dealt by spells she casts with the force descriptor. If the force spell doesn't deal damage expressed by dice, she adds only a +1 bonus to the total damage dealt.

Force Armor (Ex) At 2nd level and higher, an argent savant gains more benefit from defensive force spells than other character. If she casts a force spell that provides an armor bonus or a shield bonus to Armor Class, she increases the spell's normal armor bonus by 2. For example, mage armor normally adds an armor bonus of +4 to the caster's AC but an argent savant with this ability who casts mage armor adds an armor bonus of +6 to her AC

Enduring Force (Ex) Force spells cast by an argent savant of 3rd level or higher linger longer than normal, and they are more difficult to counter or dispel. The duration of a force spell cast by the savant is doubled, as if the Extend Spell feat had been applied to it. However, the spell's level and casting time are unchanged. The same restrictions that apply to extended spells apply to spells affected by enduring force. In addition, the DC required to counter or dispel the argent savant's force spells increases by 4.

* see Appendix 2: New Rules Item

ALDORGAR

CR 15

Male half-fiend, durzagon cleric 11

LE Med outsider (durzagon)

Init +4; **Senses** Darkvision 120ft, Listen +23, Spot +23

Languages Draconic, Dwarven, Infernal, Orc, Undercommon

AC 14/23, touch 10, flat-footed 14/21 (+0 Dex, +2 Leather Apron or +9 called plate armor +1, +2 Natural)

hp 144 (16 HD); **DR** 5/magic

Immune paralysis, phantasms, poison

Resist acid 10, cold 10, electricity 10, fire 10; **SR** 26

Fort +18, **Ref** +10 **Will** +20(+2 vs spells & spell-like)

Weakness Light Sensitivity

Speed 30 ft. (6 squares), base movement 30 ft.;

Melee +1 *maul* +18/+13/+8 (1d10 +6 /19-20 x3) two-handed or

Melee 2 claws +17 (1d6 +4) and bite +12 (1d6+2) and beard +12 (1d3+2 plus poison)

Ranged masterwork light crossbow +14 (1d8/19-20)

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

Base Atk +13; **Grp** +17

Atk Options power attack, +1 on attack rolls against orcs and goblinoids

Special Actions Beard, poison, spell-like abilities

Combat Gear *potion of cure moderate*, 3 vials of acid

Cleric Spells Prepared (CL 11th):

6th—*harm* (DC 22), *heal*, *geas*^D (DC 22)

5th—*flame strike* (DC 21), *greater command*^D (DC 21), *slay living*

4th—*air walk, dominate person*^D (DC 20), *freedom of movement, resistance, greater*^I

3rd—*bestow curse, blindness, cure serious wounds, dispel magic, magic vestment, suggestion*^D (DC 19)

2nd—*bears endurance, bulls strength, detect thoughts*^D, *hold person* (DC 18), *shatter, silence*,

1st—*cause fear* (DC 17), *command, command*^D, *cure light wounds, deathwatch, divine favor, shield of faith, vigor**, *lesser*

0—*create water x 4, detect magic, mending*

D: Domain spell. Deity: Laduguer. Domains: Domination, Mind

† Already cast

Spell-Like Abilities (CL 32nd):

3/day—*darkness*

1/day—*desecrate, enlarge person, invisibility, unholy blight* (DC11 + spell level)

Abilities Str 19, Dex 10, Con 18, Int 14, Wis 22, Cha 12

SQ +4 dodge bonus against giants, stonecunning

Feats Alertness^b, Cleave, Exotic Weapon Proficiency (maul), Improved Critical (maul), Improved Initiative, Improved Natural Armor, Power Attack

Skills Appraise +12, Concentration +18, Craft (metalworking) +19, Craft (stoneworking) +10, Diplomacy +11, Heal +16, Knowledge (religion) +10, Listen +23, Move Silently +12, Search +10, Sense Motive +14, Spellcraft +10, Spot +23,

Possessions combat gear plus, *gloves of ogre power* +2, *bottle of air, periapt of wisdom* +4, *metamagic rod of silence, lesser*, masterwork light crossbow, 20 bolts and a *replenishing skin**, +1 *cloak of resistance*, +1 *maul*

Beard (Ex) If a durzagon hits a single opponent with both claw attacks, it automatically hits with its beard as well

Poison (Ex) A durzagon's poison (Fortitude save DC 21) is a sulfuric fluid delivered with each successful beard attack. The initial damage is 1d4 points of Strength damage, and the secondary damage is 1d2 points of Strength damage.

Skills A durzagon gains a +4 racial bonus on Move Silently checks and +1 racial bonus on Listen and Spot checks.

* see Appendix 2: New Rules Item

5 LEADER OF THE PACK

URLONG BOLLAKK

CR 17

Male half-illithid duergar wizard 5/ blood magus
4/fatespinner 4

LE Med aberration (humanoid)

Init +6; **Senses** Darkvision 120ft, Listen +3, Spot +1

Languages Common, Draconic, Dwarven, Giant,
Goblin, Infernal, Orc, Undercommon

AC 19, touch 12, flat-footed 17

(+2 Dex, +6 armor (*greater mage armor*[†]), +1 natural)

hp 119 +15 (false life scroll) (13 HD); **DR**
10/adamantine

SR 23

Immune paralysis, phantasms, poison

Fort +15, **Ref** +8 **Will** +13(+2 vs spells & spell-like)

Weakness Light Sensitivity

Speed 20 ft. (4 squares), base movement 20 ft.;

Melee masterwork dagger +7 (1d4) or

Melee 4 tentacles +6 (1d4 plus improved grab)

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

Base Atk +6; **Grp** +6

Atk Options mind blast, improved grab

Special Actions extract, psionics, spin fate, fickle
finger of fate, blood draught, spin destiny, deny
fate, resist fate

Combat Gear *potion of cure serious wounds*, 3
*scrolls of greater mage armor**, *scroll of false life*
(13th level caster)[†], *scroll of see invisible*, 3 *scrolls*
of true strike, *Scarification spells: dimension door*,
cat's grace, *improved invisibility*, *expeditious retreat*

Wizard Spells Prepared (CL 13th):

7th— *coercive chain lightning* (DC 22), *forcecage*

6th— *acid fog* (DC 22), *coercive cone of cold* (DC
22), *dispel magic*, *greater*

5th— *coercive blast of flame** (DC 21), *feeblemind*
(DC 24), *mind fog*, (DC 24) *coercive phantasmal*
killer (DC 21)

4th— *coercive acid breath* (DC 20), *crushing*
despair (DC 23), *dimension door*, *coercive fireball*
(DC 20), *stoneskin*[†],

3rd— *anticipate teleportation*[†], *coercive ice knife*,
DC 20), *greater mage armor*[†], *hold person* (DC
22), *lightning bolt*, (DC 20), *ray of exhaustion*

2nd— *coercive burning hands*, *glitterdust*, *web* (DC
19), *coercive magic missile*, *Tasha's hideous*
laughter (DC 21), *touch of idiocy*

1st— *color spray* (DC 18), *grease* (DC 18), *shield*,
magic missile, *ray of enfeeblement*, *coercive ray*
of frost

0— *detect magic*, *flare*, *message*, *ray of frost*

† Already cast

Spell-Like Abilities (CL 18):

1/day— *enlarge person*, *invisibility*

† Already cast

Abilities Str 10, Dex 14, Con 18, Int 24, Wis 12, Cha
12

SQ Telepathy 100ft, blood component, durable
casting, stanch, scarification, spin destiny, blood
draught, deny fate, resist fate

Feats Coercive Spell*, Great Fortitude, Greater Spell
Focus (enchantment), Improved Initiative, Scribe
Scroll, Spell Focus (enchantment), Toughness

Skills Bluff +9, Concentration +23, Disguise
+22, Knowledge (arcane) +23, Knowledge
(dungeoneering) +14, Knowledge (engineering)
+14, Knowledge (planes) +14, Listen +3,
Profession (gambler) +6, Spellcraft +25,

Possessions combat gear plus *amulet of health* +2,
headband of intellect +4, *cloak of resistance* +3,
mask of lies, *rod of empower*, *lesser tunic of steady*
*spellcasting**, disguise kit, masterwork dagger,
masterwork light crossbow, 20 bolts, 4 scroll tubes,
hungry look in his eyes

Spellbook spells prepared plus 0—all; 1st—*animate*
rope, *expeditious retreat*, *fog cloud*, *mount*,
Tenser's floating disk; 2nd— *arcane lock*, *cat's*
grace, *false life*, *flaming sphere*, *fog cloud*,
invisibility, *see invisibility* 3rd— *arcane sight*, *deep*
slumber, *fly*, *gust of wind* 4th— *bestow curse*,
charm monster, *confusion*, *enervation*, *stoneskin*
5th— *cone of cold*, *hold monster*, *symbol of sleep*
6th— *flesh to stone*, *symbol of persuasion* 7th— *hold*
person, *mass*

Mind Blast (Sp) A half-illithid can use this attack once
per day. It is a cone 40 feet long. Anyone caught
in this cone must succeed on a Will save (DC 20)
or be stunned for 1d4 rounds.

Improved Grab (Ex) If a half-illithid hits an opponent
that is its own size or smaller with a tentacle attack,
it deals normal damage and attempts to start a
grapple as a free action without provoking an
attack of opportunity. If it gets a hold, it attaches
the tentacle to the opponent's head. After a
successful grab, the half-illithid can try to attach its
remaining tentacles with a single grapple check.
The opponent can escape with a single successful
grapple check or Escape Artist check, but the half-
illithid gets a +2 circumstance bonus for every
tentacle that was attached at the beginning of the
opponents turn.

Extract (Ex) A half-illithid that successfully maintains
its hold with all four tentacles for 1 full round
automatically extracts the opponent's brain at the
beginning of its next turn instantly killing that
creature

Psionics (Sp) (CL 8th)

3/day—Detect thoughts, suggestion, levitate

Telepathy (Su) A half-illithid can communicate with
any creature within 100 feet that has a language

Blood Component (Su) A blood magus can
substituted a drop of his own blood for a spell's
material components, if any, and in so doing
increase the spell's power. The pinprick or minor
knife cut to draw the requisite blood is a free action
(just like using material components) that becomes
a normal part of casting the spell. Using this ability
deals 1 point of damage to the blood magus but

raises the spell's caster level by 1. Damage reduction, if the character has any doesn't apply to this damage.

If a spell has a costly material component (greater than 1 gp), the component must still be provided. If a spell has no material component, a blood magus can still use this ability to enhance a spell if he desires.

Durable Casting (Ex) A blood magus has a knack for being able to concentrate on casting spells and maintaining them despite taking damage while doing so. For the purpose of making a Concentration check to cast, concentrate on, or direct a spell when he might be distracted by damage, a blood magus subtracts his level from any hit point damage dealt to him by an attack that strikes him during the action (or whenever he is subject to a source of continuous damage, such as *Melf's acid arrow*). A blood magus still takes all the damage dealt to him, but the damage is less likely to affect his ability to cast, concentrate on, or direct spells successfully.

For example, a 1st-level blood magus can "ignore" 1 point of damage from each source that damages him while casting a spell for the purpose of determining the DC of his Concentration check to cast successfully. If struck for 5 points of damage while casting a spell, he must make a Concentration check to successfully cast, but the DC is only 10 +4 (damage dealt minus 1) + the spell's level. A 5th-level blood magus could ignore up to 5 points of damage dealt from each source that damage him during casting (and thus wouldn't have to make a Concentration check if struck for 5 points of damage or less).

Because of this ability damage a blood magus takes from using his blood component and bloodseeking spell special abilities never requires him to make a Concentration check to finish the spell he is casting.

Staunch (Ex) A blood magus automatically becomes stable when his hit points drop below 0. He still dies if he reaches -10 hit points or lower.

Scarification (Ex) Beginning at 2nd level, a blood magus can inscribe spells on his own skin for later use. This process involves deeply scratching the skin (which deals no damage but often leaves scars). The scratches remain fresh until the inscribed spell is cast, at which time the wound heals normally. Effectively, a blood magus gains the Scribe Scroll feat (see page 99 of the PHB) using an alternative medium.

All rules, XP costs, and expenses that apply to Scribe Scroll also apply to this ability. Likewise "reading" a scar follows the same rules as reading a scroll, but only a blood magus can decipher his own scars. One's own skin leaves a limited amount of room to easily inscribe and "read" magical scars. Thus, a blood magus can have only six of these scars at any one time.

Death Knell (Sp) At 3rd level and higher, a blood magus has the ability to use *death knell* as the spell once per day.

Spin Fate (Ex) A mage of many fates understands that "chance" is not as random as many believe it to be, and he can adjust the probability of certain events by applying a force that fatespinners refer to as "spin." Each day, a fatespinner can use a number of points of spin equal to his fatespinner class level.

As a free action, a fatespinner can use stored spin to boost the save DC of a spell he casts, adding some or all his spin to the DC, on a point-for-point basis. For instance, a 5th level wizard/3rd level fatespinner casting fireball could choose to boost the DC of the spell by 1, 2, or 3 points. Once he uses up his spin for the day, his ability to tinker with probability in this fashion is also exhausted for the day.

A fatespinner's spin is replenished whenever the character successfully regains his spells for the day (whether through rest, preparation, or prayer).

Fickle Finger of Fate (Ex) On reaching 2nd level, a fatespinner gains the ability to affect the luck of others. Once per day as an immediate action, he can force any other creature—friend or enemy—to reroll a roll that it has just made. A fatespinner must have line of sight to the creature to be affected. That creature must abide by the result of the reroll, whether it's higher or lower than the original roll.

Spin Destiny (Ex) Beginning at 3rd level, a fatespinner more clearly comprehends the matrix of reality and can use accumulated spin to adjust other random events. The method is identical to increasing a spell's save DC, but the fatespinner can now add spin to any skill check, attack roll, or saving throw that he attempts on a point-for-point basis. However, the spin utilized comes from the same limited reservoir of karma storage that allows him to adjust the DC of his spells. He must apply the bonus before making the roll.

* see Appendix 2: New Rules Item

7A WE'RE GONNA NEED A BIGGER BOAT

ADVANCED ABOLETH MAGE CR 14

LE Huge aberration (aquatic) wizard 5

Init +1; **Senses** Darkvision 60ft, Listen +24, Spot +24

Languages Aquan, Undercommon

AC 23, touch 11, flat-footed 20

(-2 Size, +3 Dex, +4 armor, +8 natural)

hp 237 (21 HD);

Immune poison

Fort +14, **Ref** +11 **Will** +19

Speed 10 ft. (2 squares), swim 60 ft.;

Melee claw +20 (1d6+8 plus slime) or

Melee 4 tentacles +20 (1d6+8 plus slime)

Space 15 ft.; **Reach** 10 ft.

Base Atk +14; **Grp** +30

Atk Options

Special Actions psionics

Abilities Str 27, Dex 16, Con 26, Int 20, Wis 16, Cha 14

SA Enslave, Psionics, Slime, Spells

SQ Amphibious, Mucus Cloud

Feats Ability Focus (enslave), Alertness, Combat Casting, Greater Spell Focus (illusion), Improved Natural Armor, Iron Will, Lightning Reflexes, Scribe Scroll, Spell Focus (illusion)

Skills Concentration +32, Decipher Script +13, Knowledge (arcane) +21, Knowledge (engineering) +13, Knowledge (history) +13, Knowledge (local core) +21 Listen +24, Spellcraft +21, Spot +24, Swim +16

Wizard Spells Prepared (CL 5th):

3th— *fly, slow* (DC 18)

2nd— *gust of wind, scorching ray* (+17 ranged touch), *web* (DC 17)

1st— *color spray* (DC 16), *mage armor*¹, *magic missile, ray of enfeeblement, shocking grasp*

0— *detect magic, flare, message, ray of frost*

† Already cast

Spell-Like Abilities (CL 32nd):

At Will—*hypnotic pattern* (DC 14), *illusionary wall* (DC 16) *persistence image* (DC 17), *programmed image* (DC 17), *project image* (DC 19), *veil* (DC 18)

† Already cast

Enslave (Su) Three times per day, an aboleth can attempt to enslave any one living creature within 30 feet. The target must succeed on a DC 21 Will save or be affected as though by a *dominate person* spell (caster level 16th). An enslaved creature obeys the aboleth's telepathic commands until freed by *remove curse*, and can attempt a new Will save every 24 hours to break free. The control is also broken if the aboleth dies or travels more than 1 mile from its slave. The save DC is Charisma based.

Slime (Ex) A blow from an aboleth's tentacle can cause a terrible affliction. A creature hit by a tentacles must succeed on a DC 21 Fortitude save or begin to transform over the next 1d4+1 minutes, the skin gradually becoming a clear, slimy membrane. An afflicted creature must remain moistened with cool, free water or take 1d12 points of damage every 10 minutes. The slime reduces the creature's natural armor bonus by 1 (but never to less than 0). The save DC is Constitution based.

A *remove disease* spell cast before the transformation is complete will restore an afflicted creature to normal. Afterward, however only a *heal* or *mass heal* spell can reverse the affliction.

Mucus Cloud (Ex) An aboleth underwater surrounds itself with a viscous cloud of mucus roughly 1 foot thick. Any creature coming into contact with and inhaling this substance must succeed on a DC 26 Fortitude save or lose the ability to breathe air for the next 3 hours. An affected creature suffocates

in 2d6 minutes if removed from the water.

Renewed contact with the mucus cloud and failing another Fortitude save continues the effect for another 3 hours. The save DC is Constitution based.

Skills An aboleth has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided a swim in a straight line.

ADVANCED CHUUL

CR 8

CE Large aberration (aquatic, advanced)

Init +7; **Senses** Darkvision 60ft, Listen +13, Spot +13
Languages Undercommon

AC 22, touch 12, flat-footed 19

(-1 Size, +3 Dex, +10 natural)

hp 144 (16 HD);

Immune poison

Fort +10, **Ref** +8 **Will** +12

Weakness Light Sensitivity

Speed 30 ft. (6 squares), swim 20 ft.;

Melee claw +17 (2d6+5 plus improved grab) or

Melee 2 claws +17 (2d6+5 plus improved grab)

Space 10 ft.; **Reach** 5 ft.

Base Atk +12; **Grp** +21

Atk Options blind fight, combat reflexes, improved grab

Special Actions extract, psionics

Abilities Str 20, Dex 16, Con 20, Int 10, Wis 14, Cha 5

SA Constrict 3d6+5, improved grab, paralytic tentacles

SQ Amphibious

Feats Ability Focus (paralytic poison), Alertness, Blind-Fight, Combat Reflexes, Improved Initiative

Skills Hide +13, Listen +13, Spot +13, Swim +13

Constrict (Ex) On a successful grapple check, a chuul deals 3d6+5 points of damage

Improved Grab (Ex) To use this ability, a chuul must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict or on its next turn transfer a grabbed opponent to its tentacles

Paralytic Tentacles (Ex) A chuul can transfer grabbed victims from a claw to its tentacles as a move action. The tentacles grapple with the same strength as the claw but deal no damage. However, they exude a paralytic secretion. Anyone held in the tentacles must succeed on a DC 23 Fortitude save each round on the chuul's turn or be paralyzed for 6 rounds. The save DC is Constitution based. While held in the tentacles, paralyzed or not, a victim automatically takes 1d8+2 points of damage each round from the creature's mandibles.

Amphibious (Ex) Although chuuls are aquatic, they can survive indefinitely on land.

Skills A chuul has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

7B AND THEY SAID FLYING WAS SAFE TUNNEL TERROR CR 15

NE Huge aberration

Init +6; **Senses** Darkvision 60ft, Tremorsense 60ft, Listen +11, Spot +11

AC 18, touch 10, flat-footed 16
(-2 Size, +2 Dex, +8 natural)

hp 126 (18 HD);

Immune poison

Fort +13, **Ref** +10 **Will** +12

Speed 20 ft. (4 squares), climb 10 ft.;

Melee tentacles slap +20 (1d8+9) or

Melee 2 tentacles +20 (1d8+9)

Space 15 ft.; **Reach** 10 ft.

Base Atk +8; **Grp** +24

Atk Options Power attack, constriction,

Special Actions psionics

Abilities Str 28 Dex 15 Con 20 Int 11 Wis 13, Cha 16

SA Engulf, psionics, suffocating constriction (1d8+13)

SQ Camouflage

Feats Alertness, Great Fortitude, Improved Initiative, Lightning Reflexes, Power Attack, Skill Focus (hide), Skill Focus (Move Silently)

Skills Climb +17, Hide +10, Listen +11, Move Silently +12, Spot +16

Spell-Like Abilities (CL 12th):

At Will—*arcane eye*, *bull's strength*, *cat's grace*, *bears endurance*, *prying eyes*, *stone shape*, *telekinesis*, *wall of stone*

Engulf (Ex) A tunnel terror can engulf on Large or smaller foe that has stepped into its body by making a successful grapple attempt against its foe. This move does not provoke an attack of opportunity. Engulfed victims are entangled and automatically take damage from suffocating constriction (see below). If the tunnel terror gets a hold, it is free to use its tentacles to strike at other targets while it constricts. Attacks made on an engulfing tunnel terror deal half their damage to the monster and half to the trapped victim.

Suffocating Constriction (Ex) An Engulfed creature takes 1d8+13 points of bludgeoning damage, has no air to breathe, and begins to suffocate.

Camouflage (Su): Since a tunnel terror looks like part of the tunnel when at rest, it takes a successful Spot check (DC 20) to notice it before it attacks. Dwarves can use stonecunning to notice a tunnel terror.

Tremorsense (Ex): Tunnel terrors can automatically sense the location of anything within 60' that is in contact with the ground.

Skills: Tunnel terrors have a +8 racial bonus to Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

9 WAYPOINT

ROT GRUB SWARM CR 6

N Diminutive vermin (swarm)

Init +2; **Senses** darkvision 60ft., Listen +0, Spot +0

AC 16, touch 16, flat-footed 14
(+4 Size, +2 Dex)

hp 72 (12 HD);

Immune weapon damage

Fort +8, **Ref** +6 **Will** +4 **Speed** 10 ft. (2 squares), climb 10 ft.;

Space 10 ft.; **Reach** 0 ft.

Base Atk +9; **Grp** –

Atk Options distraction

Special Actions death hazard, swarm (3d6 plus infestation)

Abilities Str 1, Dex 14, Con 10, Int –, Wis 10, Cha 3
SQ swarm traits, vermin traits

Skills Climb +10, Hide +14, Listen +0, Spot +0

Distraction (Ex) Any living creature that begins its turn with a rot grub swarm in its space must succeed on a DC 18 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based and includes a +2 racial bonus

Infestation (Ex) Any living creature that takes damage from a rot grub swarm might also become infested with rot grubs each round. A creature must make a successful DC 18 Reflex save to dodge the swarming grubs or bat them aside. The rot grubs infesting the creature burrow into its flesh. An infested creature takes 1d6 points of damage per round, plus an additional 1d6 points of damage for each failed Reflex save against a rot grub swarm's attack. A successful DC 16 Fortitude save halves this damage. After 2d4 rounds the sated rot grubs crawl away. A rot grub infestation can be removed with a successful DC 20 Heal check, though this check (whether successful or not) deals 1d6 points of damage to the infested target. Alternatively, a rot grub infestation can be destroyed by *remove disease* or any other effect that halts or counters a disease. Such spells destroy all the rot grubs inhabiting the target.

Medium or larger creatures that die from rot grub infestation spawn a new rot grub swarm within 2d4 days. Burning or otherwise destroying the body prevents this. Casting *raise dead* to restore a creature killed by a rot grub swarm does not destroy the rot grubs inside, but casting *remove disease* or a similar spell in the round afterward removes the grubs normally. *Resurrection* and *true resurrection* destroy the rot grubs when cast.

Death Hazard (Ex) Upon destroying a rot grub swarm, 1d6 rot grubs remain, spread throughout the space inhabited by the swarm. These rot grubs behave as the hazard. Destroying these remaining

rot grubs does not provide any additional experience..

Skills A rot grub swarm has a +8 racial bonus on Move Silently checks, and adds its Dexterity modifier instead of its Strength modifier on Climb checks. A rot grub swarm can always choose to take 10 on a Climb check, even if rushed or threatened.

*A rot grub swarm has a +8 racial bonus on Hide checks while inside a corpse of at least Medium size. A rot grub swarm can enter and leave a corpse as part of a single move action

ARUNSTHYR & SVEARGIX CR 10

Male kobold ranger 12

LE Small humanoid (kobold)

Init +8; **Senses** darkvision 60ft, Listen +11, Spot +12

Languages Draconic, Undercommon

AC 24, touch 16, flat-footed 19

(+1 Size, +5 Dex, +5 wildwood* chain shirt +2, +1 natural, +2 shield)

hp 81 (12 HD);

Resist evasion

Fort +9, **Ref** +15, **Will** +8

Weakness Light Sensitivity

Speed 40 ft. (8 squares), base movement 30 ft;

Melee +1 club +14 (1d4+1)

Ranged +1 *small longbow* +21 (1d6+1/x3) or

Ranged +1 *small longbow* +17

(1d6+1/x3)+(1d6+1/x3)+(1d6+1/x3) or

Ranged +1 *small longbow* +21+16/+11 (1d6+1/x3) or

Ranged +1 *small longbow* +19/+19+14/+9
(1d6+1/x3)

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

Base Atk +12; **Grp** +8

Atk Options many shot, point blank shot, rapid shot, serpentstongue* arrows, woodland archer

Special Actions subterranean stride, track, swift tracker

Combat Gear 40 regular arrows, 20 serpentstongue* arrows, *amulet of health* +2, *dust of disappearance*, *potion of cat's grace*, *potion of cure moderate wounds*

Ranger Spells Prepared (CL 6th)

1st—*camouflage**[†], *longstrider*

2nd—*hold animal*, *soften earth and stone*

3rd—*Arrowstorm*

✎ Already cast

Abilities Str 10, Dex 24, Con 12, Int 10, Wis 14, Cha 8

SA rapid shot, many shot

SQ dire weasel animal companion, wild empathy, Favored Enemy (gnome) +9* Favored Enemy (dwarf) +6*, Favored Enemy (aberrations) +2,

Feats Endurance^B, Improved Initiative, Improved Precise Shot, Iron Will, Many Shot^B, Point Blank Shot, Rapid Shot^B, Track^B, Weapon Focus (longbow), Woodland Archer*

Skills Craft (trapmaking) +7, Hide +35, Knowledge (dungeoneering) +5, Knowledge (nature) +1, Listen

+17, Move Silently +19, Search +5, Spot +16, Survival +15 (+17 underground)

Possessions combat gear plus, *gloves of dexterity* +6, *ring of force shield*, +1 *small longbow*

Kobold Favored Enemy (Ex) A kobold ranger who takes the 1st level racial substitution gains the normal ranger favored enemy bonus on checks and damage rolls, but the skill affected by the bonus are Hide, Listen, Move Silently, Spot and Survival instead of those given for the standard ranger

If a kobold ranger selects fey, humanoid (dwarf), or humanoid (gnome) as her favored enemy, she gains a +3 bonus against such the chosen creature type instead of the standard +2. Bonuses against such creature also increase by 3 every time the kobold ranger gains a new favored enemy, instead of the standard +2 increase.

This substitution feature replaces but is otherwise identical to the standard ranger's favored enemy class feature.

Dire Weasel Companion (Ex) A kobold ranger who takes the 4th level racial substitution level gains a dire weasel animal companion. This ability, functions like the druid's animal companion ability, treating the kobold ranger's effective druid level as half her ranger level, instead of half her ranger level -3. A kobold ranger cannot select from an alternative list of animal companions; she is restricted to choosing a dire weasel as her animal companion.

This substitution feature replaces the standard ranger's animal companion class feature.

A kobold ranger who takes this substitution level gains Track as a bonus feat and the wild empathy ability just as a standard ranger does.

Kobold Ranger Spells A kobold ranger who takes the 4th level racial substitution level replaces certain spells on her ranger spell list with kobold alternatives. For 1st level ranger spells, *steal size* replaces *entangle*. A kobold ranger also exchanges the 2nd-level ranger spells *speak with plants* and *spike growth* for *local tremor* and *soften earth and stone*.

Subterranean Stride A kobold ranger who takes the 7th level racial substitution level can move across dense rubble or natural stone floors at her normal speed, ignoring any effects related to terrain. However, a rock surface that is enchanted or magically manipulated to impede motion still affects her.

This substitution feature replaces the standard ranger's woodland stride class feature

Skills A kobold character has a +2 racial bonus on Craft (trapmaking), Profession (miner) and Search checks.

* see Appendix 2: New Rules Item

Dire Weasel

N Medium animal (augmented)

Init +4; **Senses** low-light 60ft, Listen +3, Spot +8

AC 24, touch 15, flat-footed 19
(+5 Dex, +3 wildwood* chain shirt, +6 natural)
hp 42 (7 HD);

Fort +5, **Ref** +10, **Will** +6

Resist evasion

Weakness Light Sensitivity

Speed 40 ft. (8 squares), base movement 30 ft;

Melee bite +11 (1d6+4)

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

Base Atk +5; **Grp** +8

Atk Options attach

Special Actions blood drain

Abilities Str 17, Dex 21, Con 10, Int 2, Wis 12, Cha 11

SA attach, blood drain

SQ scent, link, share spells, evasion, devotion

Feats Alertness, Stealthy, Weapon Finesse^B,
Weapon Focus (bite)

Skills Hide +10, Listen +3, Move Silently +10, Spot +5

Attach (Ex) A dire weasel that hits with his bite attack latches onto the opponent's body with its powerful jaws. An attached dire weasel loses its Dexterity bonus to AC and thus has an AC of 19

An attached dire weasel can be struck with a weapon or grappled itself. To remove an attached dire weasel through grappling the opponent must achieve a pin against the creature.

Blood Drain (Ex) A dire weasel drains blood for 1d5 points of Constitution damage each round it remains attached.

10 SERVANT OF THE EARTH DRAGON

KHARUSURIK

CR 16

Male mature adult two-headed rust dragon

LE Huge dragon (extraplanar)

Init +4; **Senses** Blindsight 60ft, Darkvision 120ft,
Listen +25, Spot +25

Languages Draconic

AC 33, touch 8, flat-footed 30

(-2 size, +25 natural)

hp 371 (26 HD); **DR** 15/magic (20/magic to metal items)

Immune paralysis, sleep **SR** 25

Fort +20, **Ref** +14 **Will** +15

Speed 60 ft. (12 squares), fly 150 ft (poor) burrow 45 ft. ;

Melee bite +36 (3d8+8) or

Melee 2 bites +36 (2d8+9) 2 claws +31 (2d6+4) and
2 wings +31 (1d8 +4) and tail +31 (2d6+13) and
bite +26 (2d8+9) and bite +21 (2d8+9) and bite +16
(2d8 +9)

Space 15 ft.; **Reach** 10 ft (15ft with bite).

Base Atk +26; **Grp** +42

Atk Options breath weapon, rusting bite (DC 30)

Spell-like abilities (CL 7th)

3/day—*wall of iron*

Abilities Str 30,, Dex 10, Con 24, Int 12, Wis 13, Cha 12

SA breath weapon (80ft line of acid) 14d4 (DC 30) or
(40 ft cone of corroding liquid) (DC 30 to avoid)

Feats Cleave, Combat Reflexes, Hover, Improved Initiative, Improved Natural Attack (bite), Multiattack, Power Attack, Rapidstrike* (bite), Rapidstrike* (claw), Weapon Focus (bite) Wingover

Skills Diplomacy +10, Intimidate +9, Knowledge (planes) +4, Listen +32, Search +30, Sense Motive +12, Spot +32

Frightful Presence (Ex) The ability takes effect automatically whenever the dragon attacks, charges or flies overhead. Creatures within a radius of 210ft are subject to the effect if they have fewer HD than the dragon. A potentially affected creature that succeeds on a Will save (DC 24) remains immune to that dragon's frightful presence for 24 hours. On a failure, creatures with 4 or less HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds.

Breath Weapon (Su) 100 ft line, damage 14d4 acid or 50ft cone. A rust dragon has two breath weapons: a line of acid or a cone of reddish-brown liquid that instantly corrodes and destroys any metal it touches. Attended and magical metals receive Reflex saves to avoid this effect, but any metal is susceptible; iron, steel, silver, gold, even mithral and adamantite

Metal Resistance (Ex) A rust dragon is resistant to attacks from metal weapons. Against weapons whose damage dealing part is metal (a blade, metal point, arrow head, or even mace head), a rust dragon has damage reduction equal to what a rust dragon two age categories older than itself has.

Rusting Bite (Ex) A rust dragon that makes a successful bite attack causes metal armor worn by the target creature to corrode, falling to pieces and becoming useless immediately. A dragon can also use its bite attack to target a weapon or other metal object of course. The size of the object is immaterial a full suit of armor rusts away as quickly as a sword. Magic metal items are allowed Reflex saves against a DC equal to the dragon's breath weapon save DC.

* see Appendix 2: New Rules Item

APPENDIX 2: NEW RULES ITEMS

FEATS

Coercive Spell [Metamagic]

Living foes damaged by your spell become more pliable and vulnerable to your commands.

Benefits: You can alter a spell that deals damage to foes so that any living creature dealt damage by the spell takes a -2 penalty on Will saves for 3 rounds.

Penalties from multiple coercive spells do not stack. A coercive spell uses up a spell slot one level higher than the spell's actual level.

Source: *Drow of the Underdark* pg 47

Improved Rapidstrike [Monstrous]

You can multiple attacks with a natural weapon.

Prerequisites: Dex 9, one more pairs of natural weapons, aberration, dragon, elemental, magical beast, or plant type, base attack bonus +15, rapidstrike.

Benefit: If you have a pair of natural weapons, such as two claws, two wings, or two slams, you can make two or more extra attacks with one of those weapons the first at a -5 penalty and the second and subsequent attacks at an additional -5 but never more than four extra attacks. Creatures with multiple limbs qualify for this feat as well, so a creature with three arms and three claw attacks qualifies for this feat.

Normal: Without this feat, you attack once with each natural weapon.

Special: You can take this feat once for each pair of natural weapons you have. For example, a large true dragon has one bite, two claws, two wings, and one tail attacks. The dragon can take this feat twice, once for its claws and once for its wings.

Source: *Draconomicon* pg 70

Leap of the Heavens

Your excellent athletic ability and superior conditioning allow you to make near-superhuman leaps.

Prerequisites: Jump 4 ranks.

Benefit: When making a Jump check, the DC for the check doesn't double if you fail to move 20 feet in a straight line prior to jumping. If you do move 20 feet in a straight line before attempting a jump, you gain a +5 competence bonus on your check.

Normal: All Jump checks require a 20-foot running start to avoid doubling the DC for the check.

Source: *Players Handbook II* pg 80

Rapidstrike [Monstrous]

You can attack more than once with a natural weapon.

Prerequisites: Dex 9, one or more pairs of natural weapons, aberration, dragon, elemental, magical beast, or plant type, base attack bonus +10.

Benefit: If you have a pair of natural weapons, such as two claws, two wings, or two slams, you can make one extra attack with one of those weapons at a -5 penalty. A creature with multiple limbs qualifies for this feat as well, such as a creature with three arms and three claw attacks.

Normal: Without this feat, you attack once with each natural weapon.

Special: You can take this feat once for each pair of natural weapons you have. For example, a Large dragon has one bite, two claws, two wings, and one tail attacks. The dragon can take this feat twice, once for its claws and once for its wings.

Source: *Draconomicon* pg 73

SKILLS

Profession (sailor) As presented in *Stormwrack* pg 87-88)

This skill covers a broad variety of tasks and training, ranging from routine jobs such as steering, setting sails, and dropping and raising anchor to smart shiphandling, tactical maneuver, and handling a ship in a storm.

Characters with only 1 or 2 ranks in Profession (sailor) are simple deckhands—competent to work as part of a crew and handle jobs such as reefing sails, manning the helm under the direction of a commander, and generally make themselves useful.

Characters with 3 to 7 ranks in Profession (sailor) are petty officers, officers, or technical experts such as boatswains.

Characters with 8 or more ranks in Profession (sailor) are expert shiphandlers. They know how sails should be set for current winds. They can handle tricky tasks of piloting such as crossing a river bar. And they are skilled at tactical maneuvers in battle such as executing or avoiding a ramming attack, bringing a ship alongside for boarding, and using the weather gauge ability to remain at range, rake an enemy's bow or stern or fall away from action.

Check: Steering a ship in good weather condition with sufficient crew requires no skill check. However, adverse conditions might require you to make skill checks every round, minute, or hour to keep your ship on course and out of danger.

Foundering Your vessel is at risk of foundering when you are in high winds, heavy seas or rough surf. Check for foundering once per day or once per hour in

high winds or storms, or once per minute in heavy surf. Add your vessel's seaworthiness modifier to foundering checks.

Foundering in strong winds or heavy surf	DC 5
Foundering in severe winds	DC 10
Foundering in windstorm/gale or heavy surf	DC 15
Foundering in hurricane or very heavy surf	DC 20
Foundering in dire gale	DC 28

If you fail a foundering check, your ship begins to sink.

Steering in Fast Currents: Handling a vessel in fast-moving waters requires a Profession (sailor) check modified by your vessel's shiphandling modifier. Check once per round. If you fail to steer a vessel through rough waters or vigorous currents, your speed falls to zero and you are simply swept along with the current, unable to turn or avoid obstacles until you regain control.

Steer in vigorous current	DC 8
Steer in dangerous current	DC 18
Steer in irresistible current	DC 28

MAGIC ITEMS

Boots of Stomping (As presented in *Magic Item Compendium* pg 78)

When you stomp your feet and activate *boots of stomping*, you generate a 15-foot long cone-shaped burst of psychokinetic force that travels along the ground, toppling creatures and loose objects. The shock wave affects only creatures standing on the ground within the area. Creatures that fail a DC 13 Reflex save are thrown to the ground, prone and take 1d4 nonlethal damage.

Boots of stomping function three times per day.

Caster Level: 3rd; Prerequisites: Craft Wondrous Item, *sonic blast*; Price: 600 gp; Weight: 1 lb; Cost to Create: 300 gp +24 XP, 1 day.

Everlasting Rations (As presented in *Magic Item Compendium* pg 160)

This pouch contains enough trail rations to feed a Medium creature for one day. Every morning at sunrise, the pouch magically creates another day's worth of rations.

Caster Level: 5th; Prerequisites: Craft Wondrous Item, *create food and water*; Price: 350 gp; Weight: 2 lb; Cost to Create: 175 gp +14 XP, 1 day.

Mask of Lies (As presented in *Magic Item Compendium* pg 115)

While wearing this mask, you gain a +5 competence bonus on Bluff checks and your alignment is disguised

as if by an *undetectable alignment* spell. This is a continuous effect and requires no activation. When you activate the mask, you can alter your appearance as if by a *disguise self* spell. This ability functions three times per day.

Caster Level: 5th; Prerequisites: Craft Wondrous Item, *disguise self*, *undetectable alignment*; Price: 4,500 gp; Weight: 1 lb; Cost to Create: 2,250 gp +180 XP, 5 days.

Replenishing Skin (As presented in *Magic Item Compendium* pg 173)

Whenever a *replenishing skin* becomes empty, it slowly refills with cool, pure water over a period of 1d4 hours.

Caster Level: 3rd; Prerequisites: Craft Wondrous item, *create water*; Price: 1,000 gp; Weight: 4 lb; Cost to Create: 500 gp +40 XP, 1 day.

Spool of Endless Rope (As presented in *Magic Item Compendium* pg 186)

A *spool of endless rope* holds an unlimited amount of the finest silk rope. To use a *spool of endless rope*, you feed out as little or as much rope as desired, up to a maximum of 500 feet at any one time. When you are finished with the rope, you can simply wind it back onto the spool. (Feeding out or rewinding requires 1 full round action per 50 feet of rope.) The rope can't be entirely separated from the spool, though it can be cut or broken like a normal silk rope. Any portion of rope cut away from the spool disappears instantly. Rope from a *spool of endless rope* can be spliced or knotted together with another rope (including one from a second *spool of endless rope*), but it can't be wound back into the spool while so attached.

Caster Level: 9th; Prerequisites: Craft Wondrous Item, *Leomund's secret chest*; Price: 1,400 gp; Weight: 1 lb; Cost to Create: 700 gp +56 XP, 2 days.

Tunic of Steady Spellcasting (As presented in *Magic Item Compendium* pg 144)

You gain a +5 competence bonus on Concentration checks. Despite the name, the tunic's bonus applies on all Concentration checks, not just those made to cast spells.

Caster Level: 3rd; Prerequisites: Craft Wondrous Item, *bear's endurance*; Price: 2,500 gp; Weight: 1 lb; Cost to Create: 1,250 gp +100 XP, 3 days.

MUNDANE EQUIPMENT

Ballista (As presented in *Stormwrack* pg 103)

As described on page 99 of DMG the ballista is a Huge heavy crossbow fixed in place. The ballista is a direct-fire weapon; due to its size a Medium creature takes a -4 penalty on attack rolls when firing a ballista, and a small creature takes a -6 penalty. The ballista takes up a space 5 ft across and weighs 400lbs. A ballista deals half damage to an enemy vessel.

Reload: Full-round action and DC 10 Strength check to wind to half-cock; Full-round action and DC Strength check to wind from half-cock to full-cock; full-round action to load bolt. Normal rate of fire is one shot per 4 rounds.

(Damage 3d8 19-20x2 range increment 120ft)

Serpentstongue Arrows (As presented in *Races of the Wild*)

Arrows aren't very useful for attacking objects, so the elves developed the serpentstongue arrow, which has a forked point with sharp edges on the tips and inside of the prongs. A skilled archer can neatly sever a rope or leather strap with a serpentstongue arrow.

A serpentstongue arrow deals both piercing and slashing damage, and it deals full damage (rather than the usual half damage) to objects with a hardness of 5 or less.

Wildwood (As presented in *Races of the Wild*)

The rare *saelas* tree (*saelas* is an Elven word that translates as "wildwood" in Common) produces wood with a peculiar set of qualities. Not only is it extraordinary flexible for days after harvesting, but items crafted of wildwood regrow after being damaged. At the hands of an armorsmith also skilled in woodworking, wildwood can be crafter into lightweight armor nearly as strong as steel. It is prized by druids, who can wear it without sacrificing their class abilities.

Wildwood armor provides 1 less points of armor bonus than ordinary armor of the same sort. However, the armor's maximum Dex bonus increases by 1, its armor check penalty is reduced by 1 (minimum 0), and its arcane spell failure chance is reduced by 5%. In addition, the wearer of a suit of wildwood armor can ignore its armor check penalty on Hide checks made in areas of undergrowth or heavy undergrowth.

Armor made from wildwood weighs three-quarters as much as the same item made from metal. Armor not primarily made of metal is not meaningfully affected by being partially made from wildwood.

As long as it is exposed to sunlight for at least 1 hour per day, a suit of wildwood armor naturally "heals" 1 points of damage every 24 hours. If it is left to soak in at least one gallon water while exposed to sunlight for 8 hours, it heals 5 points of damage.

Armor made from wildwood is always of masterwork quality (the masterwork cost is included in the armor's given cost). Wildwood armor costs double what ordinary masterwork armor of the same costs, but it takes no longer to make than masterwork armor of that sort. For each Craft (armorsmithing) check required to create a suit of wildwood armor, a Craft (woodworking) check against the same DC is also required (though the same character need not make both checks).

Wildwood has 10 hit points per inch of thickness and hardness 6.

SPELLS

Unless noted all spells listed here are from the *Spell Compendium*

Accelerated Movement

Level: Bard 1, ranger 1, sorcerer/wizard 1

Components: S, M

Casting Time: 1 swift action

Target: Personal

Duration: 1 round/level (D)

While this spell is in effect, you can move at your normal speed when using Balance, Climb, Hide, Move Silently, and Tumble without taking any penalty on your check. This spell does not affect the penalty for using these skills while running or charging.

Material Component: A dead cockroach.

Anticipate Teleportation

Level: Sorcerer/wizard 3

Components: V, S, F

Casting Time: 10 minutes

Range: One willing creature touched

Area: 5-ft. /level radius emanation from touched creature

Duration: 24 hours

Saving Throw: None

Spell Resistance: No

The subject of the spell is surrounded with an invisible aura that anticipates and delays the teleportation of any creature into the spell's area. Any teleportation spell or effect (including all spells with the teleportation descriptor) can be anticipated, making the spell's recipient instantly aware of the exact

location where the teleporting creature will arrive (subject to the restrictions below), the creature's size, and how many other creatures (and their sizes) are arriving with the teleporting creature. The spell also delays the arrival of the teleporting creature by 1 round (so that it arrives on its initiative count immediately before its next turn), generally giving the recipient of the spell and anyone else made aware of the information 1 round to act or ready actions. The teleporting creature does not perceive this delay.

Since a teleporting creature doesn't necessarily arrive at the precise location it intends, the spell also functions against a creature that arrives in range even though its intended destination was elsewhere. For a creature that intends to teleport into range but inadvertently arrives outside the spell's area, the spell gives the recipient awareness that a creature has attempted to teleport into range and delays the creature as normal, but doesn't give any awareness as to the actual location of its imminent arrival.

The spell has no effect on creatures attempting to teleport away from the spell's area, although if their destination is within the area, the spell will affect their reentry as normal.

Focus: A tiny hourglass of platinum and crystal costing at least 500 gp, which must be carried or worn by the spell's recipient while the spell is in effect.

Battering Ram

Level: Sorcerer/wizard 2

Components: V, S, F

Casting Time: 1 standard action

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

Target: One object or creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You create a ramlike force that can strike with considerable power. The force can target a creature or an object. The force deals 1d6 points of damage to the subject. If the subject is a creature, this attack initiates a bull rush (as a Medium creature with Strength 30, for a +10 bonus on the bull rush attempt.) If the subject is a movable object, such as a door, you can make a strength check (with a +10 bonus) to attempt to force open the door.

Focus: A piece of carved ram's horn.

Blast of Flame

Level: Sorcerer/wizard 4

Components: V, S, F

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

Flames fill the area, dealing 1d6 points of fire damage per caster level (maximum 10d6) to any creature in the area that fails its saving throw.

Material Component: A bit of wick soaked in oil.

Camouflage

Level: Druid 1, ranger 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level

Throughout the duration of the spell, your coloration changes instantly to match the background of any new environment you enter, with no effort on your part. This effect grants you a +10 circumstance bonus on Hide checks.

Chain Missile

Level: Sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

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

Target: One creature, plus one more creature/2 levels (each of which must be within 30 ft. of the primary target)

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Missiles of magical energy dart from your fingertip to unerringly strike a creature. The missiles strike one creature initially, then spring to other targets. Each missile deals 1d4+1 points of force damage. One missile strikes the primary target per two caster levels, to a maximum of ten missiles (dealing 10d4+10 points of damage). After the missiles strike, they ricochet to a number of targets up to the number of missiles created by the spell. Each secondary target takes 1d4+1 points of damage, as if struck by a single *magic missile*. You choose secondary targets as you like, but they must all be within 30 feet of the primary target, and no secondary target can be struck more than once. You can choose to affect fewer secondary targets than the maximum (to avoid allies in the area, for example). Missiles without a secondary target do not ricochet off the primary target.

Spells, magic items, and abilities that protect against *magic missile* (such as *shield* spell or a *brooch of shielding*) also protect against this spell. If the primary target has that sort of protection, the spell has no effect against it but still springs to all secondary

targets. (A *brooch of shielding* loses a number of charges equal to the number of missiles hitting the creature—up to ten missiles.) If spell resistance causes the spell to fail to harm the primary target, the spell fails and missiles do not ricochet to additional targets.

The missiles strike unerringly, even if the targets are in melee or have anything less than total cover or concealment. You cannot single out specific parts of a creature to strike. This spell cannot target or damage inanimate objects.

Dragonskin

Level: Sorcerer/wizard 3

Components: S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level

Your skin toughens and becomes scaly like that of a chromatic dragon, of a color that you select. You gain an enhancement bonus to natural armor equal to +1 per two levels (to a maximum of +5 at 10th level), as well as energy resistance 10 against the type of energy appropriate to the color you select: acid (black or green), cold (white), electricity (blue), or fire (red). Your energy resistance increases to 20 at 10th level.

Material Component: A dragon's scale.

Special: Sorcerers cast this spell at +1 caster level.

Force Ladder

Level: Sorcerer/wizard 2

Components: V, S, F

Casting Time: 1 standard action

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

Effect: One ladder of force up to 60 ft. long

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

You create an immobile transparent ladder made of force. The ladder is 2 feet wide and anywhere from 10 to 60 feet long, with rungs spaced 1 foot apart. The ladder functions as a normal ladder and can support any weight. It can be destroyed by anything that destroys a *wall of force*.

Focus: A miniature silver ladder (50 gp).

Prismatic Ray

Level: Sorcerer/wizard 5

Components: V, S

Casting Time: 1 standard action

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

Effect: Ray

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: Yes

You must succeed on a ranged touch attack the ray to strike a target. On a successful attack, a creature with 6 Hit Dice or fewer is blinded for 2d4 rounds by the *prismatic ray* in addition to suffering a randomly determined effect:

Ray of Clumsiness

Level: Sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

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

Effect: Ray

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes

You must succeed on a ranged touch attack with the ray to strike a target. The energy of the ray stiffens the subject's muscles and joints, making it more difficult for the subject to move. The subject takes a penalty to Dexterity equal to 1d6+1 per two caster levels (maximum penalty 1d6+5, minimum Dexterity 1).

Resistance, Greater

Level: Bard 4, cleric 4, druid 4, sorcerer/wizard 4

Duration: 24 hours

This spell functions like *resistance* (PH 272) except as noted here. You grant the subject a +3 resistance bonus on saves.

Slapping Hand

Level: Sorcerer/wizard 2

Components: V, S, F

Casting Time: 1 standard action

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

Effect: One Tiny Hand

Duration: Instantaneous

Saving Throw: None; see text

Spell Resistance: Yes

This spell distracts the subject, causing it to immediately provoke attacks of opportunity from creatures threatening its space. The spell allows no saving throw, but a slapped creature can negate the effect with a DC 20 Concentration check.

Focus: A leather glove.

Vigor, Lesser

Level: cleric 1, druid 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 10 rounds + 1 round/level (max 15 rounds)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject gains fast healing 1, enabling it to head 1 hit point per round until the spell ends and automatically becoming stabilized if it begins dying from hit point loss during that time. *Lesser vigor* does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow or attach lost body parts.

The effects of multiple *vigor* spells do not stack; only the highest-level effect applies.

Kobold Ranger Substitution (As presented in the *Races of the Dragon*)

Kobold rangers are not deterred by their size, forging lifelong relationships with their preferred dire weasel companions, who more than make up for their masters' physical shortcomings. A kobold ranger is a sentinel for her tribe, riding the fringes of her lands in search of enemies and threats. Nothing slows a kobold ranger in pursuit of prey.

Hit Die: d8

Requirements

To take a kobold ranger substitution level, a character must be a kobold about to take her 1st, 4th, or 7th level of ranger.

Class Skills

Kobold ranger substitution levels have the class skills of the standard ranger class.

Skill Points at Each Level: 6 + Int modifier (or four times this number as a beginning character)

Class features

All the following are class features of the kobold ranger racial substitution levels.

Kobold Favored Enemy (Ex): A kobold ranger who takes the 1st-level racial substitution level gains the normal ranger favored enemy bonus on checks and damage rolls, but the skills affected by the bonus are Hide, Listen, Move Silently, Spot, and Survival instead of those given for the standard ranger.

If a kobold ranger selects fey, humanoid (dwarf), or humanoid (gnome) as her favored enemy, she gains a +3 bonus against the chosen creature type instead of the standard +2. Bonuses against such creatures also

increase by 3 every time the kobold ranger gains a new favored enemy, instead of the standard +2 increase.

This substitution feature replaces but is otherwise identical to the standard ranger's favored enemy class feature (PH 47)

Dire Weasel Companion (Ex): a kobold ranger who takes the 4th-level racial substitution level gains a dire weasel animal companion. This ability functions like the druid's animal companion ability, treating the kobold ranger's effective druid level as half her ranger level, instead of half her ranger level -3. A kobold ranger cannot select from an alternative list of animal companions; she is restricted to choosing a dire weasel as her animal companion.

This substitution feature replaces the standard ranger's animal companion class feature.

A kobold ranger who takes this substitution level gains Track as a bonus feat and the wild empathy ability (PH 47), just as a standard ranger does.

Kobold Ranger Spells: A kobold ranger who takes the 4th-level racial substitution level replaces certain spells on her ranger spell list with kobold alternatives. For 1st-level ranger spells, *steal size** replaces *entangle*. A kobold ranger also exchanges 2nd-level ranger spells *speak with plants* and *spike growth* for *local tremor** and *soften earth* and *stone*. She replaces the 3rd-level ranger spells *command plants*, *diminish plants*, *plant growth*, and *tree shape* with *meld into stone*, *spike stones*, and *stoneskin*. *Stone tell* replaces the 4th-level ranger spell *tree stride*.

*New spells described in Chapter 7.

Subterranean Stride (Ex): A kobold ranger who takes the 7th-level racial substitution level can move across dense rubble or natural stone floors at her normal speed, ignoring any effects related to terrain (DMG 60). However, a rock surface that is enchanted or magically manipulated to impede motion still affects her.

This substitution feature replaces the standard ranger's woodland stride class feature.

Half-Fiend Durzagon (As presented in the *Monster Manual II*)

Medium-Size Outsider (Evil, Lawful)

Hit Dice: 5d8+10 (32 hp)

Initiative: +6

Speed: 30 ft.

AC:	13 (+2 Dex, +1 natural), touch 12, flat-footed 11
Attacks:	2 claws +7 melee and bite +2 melee and beard +2 melee
Damage:	Claw 1d6+2, bite 1d6+1, beard 1d3+1 plus poison
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Beard, poison, spell-like abilities
Special Qualities:	Acid resistance 0, cold resistance 0, darkvision 120 ft., DR 5/magic, duergar traits, electricity resistance 0, fire resistance 0, immunities, light sensitivity, outsider traits, SR 15
Saves:	Fort +6, Ref +6, Will +4
Abilities:	Str 15, Dex 14, Con 15, Int 14, Wis 11, Cha 8
Skills:	Appraise +10, Diplomacy +11, Listen +11, Move Silently +14, Search +10, Sense Motive +8, Spot +11, Intimidate +1, Craft Metal +7, Stone +10
Feats:	Alertness (B), Improved Initiative, Power Attack
Climate/Terrain:	Any underground
Organization:	Solitary, team (1 plus 2-4 duergar), squad (1 plus 11-20 duergar), or clan (1 plus 30-100 duergar)
Challenge Rating:	4
Treasure:	Double standard
Alignment:	Usually lawful evil
Advancement:	By character class

A durzagon is the result of secret crossbreeding between a devil and unsuspecting duergar. From time to time, powerful devils disguised as gray dwarves infiltrate duergar society, seeking out the best mates to bear durzagon children. Most duergar are unaware that they have attracted the attention of diabolical forces. The birth of a half-fiend durzagon is cause for much celebration in the infernal realms.

A durzagon is slightly taller and leaner than a gray dwarf, usually reaching a height of about 5 feet. The half-fiend is bald but sports a wiry, gray beard tinged with red streaks. Its rust-colored skin radiates a

palpable heat, and its fingers end in wickedly sharp claws.

Durzagons speak dwarven and Undercommon. Those who learn of the diabolic ancestry also speak Infernal.

Combat

Though durzagons relish physical combat, they usually prefer to use spell-like abilities from behind the protection of duergar guards. In melee, durzagons show no fear; they would rather fight to the death than submit to an enemy.

Beard (Ex): If a durzagon hits a single opponent with both claw attacks, it automatically hits with its beard as well.

Poison (Ex): A durzagon's poison (Fortitude save DC 14) is a sulfuric fluid delivered with each successful beard attack. The initial damage is 1d4 points of Strength damage, and the secondary damage is 1d2 points of Strength drain.

Spell-Like Abilities: 3/day—darkness, 1/day—desecrate, enlarge (self only), invisibility, unholy blight. Caster level 10th; save DC 9 + spell level.

Duergar Traits: A durzagon gains +1 bonus on attack rolls against orcs and goblinoids, a +2 bonus on Will saves against spells and spell-like abilities, and a +4 dodge bonus against giants. It also has a stonecunning (+2 racial bonus on check to notice unusual stonework; intuit depth.

Immunities (Ex): a durzagon is immune to paralysis, phantasms, and poisons.

Light Sensitivity: Exposure to bright light (such as sunlight or a daylight spell) imposes a -2 circumstance penalty on a durzagon's attack rolls.

Outsider Traits: A durzagon cannot be raised or resurrected.

Skills: A durzagon gains a +4 racial bonus on Move Silently checks and a +1 racial bonus on Listen and Spot checks.

Durzagon Society

Durzagons almost always hold leadership positions in duergar society, and large duergar city may have several durzagon residents. The gray dwarves revere these creatures as powerful leaders. Durzagons go to

great lengths to keep the knowledge of their powers a secret from their enemies and their allies.

Durzagon Characters

A durzagon's favored class is cleric. Like duergar, most durzagon's worship cruel dwarven deity, Laduguer. Durzagon clerics can choose two of the following domains: Evil, Law, Magic, and Protection.

A durzagon PC's effective character level (ECL) is equal to its class level +7; thus, a 1st level durzagon cleric has an ECL of 8 and is the equivalent of a 8th-level character.

Half-Illithid Template (As presented in the *Fiend Folio*)

"Half-illithid" is an inherited template that can be added to any humanoid other than a human (referred to hereafter as the base creature). The creature's type changes to aberration. It uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: Change to d8.

AC: Natural armor improves by +1.

Attacks: A half-illithid loses its bite attack (if the base creature has one), but gains four tentacle attacks, in addition to the base creature's attacks (except for a bite).

Damage: If the base creature does not have tentacle attacks, use the appropriate damage value based on the half-illithid's size (see the table below.) Otherwise, use the value from the table or the base creature's damage, whichever is greater.

Special Attacks: A half-illithid retains all the special attacks of the base creature. It gains the mind flayer special attacks of *mind black*, improved grab, and extract, and may also have psionic power.

Mind Black (Sp): A half-illithid can use this attack once per day. It is a cone 40 feet long. Anyone caught in this cone must succeed on a Will save (DC 13 + half-illithid's Int modifier) or be stunned for 1d4 rounds.

Improved Grab (Ex): If a half-illithid hits an opponent that is its own size or smaller with a tentacle attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it attaches the tentacle to the opponent's head. After a successful grab, the half-illithid can try to attach its remaining tentacles with a single grapple check. The opponent can escape with a single successful grapple check or Escape Artist check,

but the half-illithid gets a +2 circumstance bonus for every tentacle that was attached at the beginning of the opponent's turn.

Extract (Ex): A half-illithid that successfully maintains its hold with all four tentacles for 1 full round automatically extracts the opponent's brain at the beginning of its next turn, instantly killing that creature.

Psionics (Sp): A half-illithid with Intelligence or Wisdom of 8 or higher (after the ability score adjustments noted below) gains psionic abilities. These abilities are as spells cast by an 8th-level sorcerer (save DC 13 + spell level). The table below lists the abilities available according to the Hit Dice of the half-illithid. These abilities are cumulative; a half-illithid with 3 HD can use *detect thoughts* as well as *suggestion*.

Special Qualities: A half-illithid has all the special qualities of the base creature and also gains the qualities noted below.

Darkvision (Ex): A half-illithid has darkvision with a range of 60 feet (or as the case creature, whichever is better).

Spell Resistance (Ex): A half-illithid has spell resistance equal to 10 + its HD.

Telepathy (Su): A half-illithid can communicate with any creature within 100 feet that has a language.

Abilities: Increase from the base creature and any underground.

Organization: Same as the base creature (to a maximum of about 10 creatures) or cult (6-10 plus 3-5 mind flayers).

Challenge Rating: Same as the base creature +3.

Alignment: Usually evil (any).

Level Adjustment: +5

Half-Illithid Characters

Half-illithid humanoids often have a character class. Their favored class is sorcerer. (If you are using the *Psionics Handbook*, their favored class is psion instead.)

Multiheaded Creature (As presented in the *Savage Species*)

"Multiheaded" is an inherited template that can be added to any corporeal creatures that has a discernible head (hereafter referred to as the base creature.) A multiheaded creature has all the base creature's

characteristics except as noted here. A multiheaded creature speaks any languages the base creature does.

Size and Type: Animals that have this template become magical beasts, but otherwise type is unchanged. All additional heads are like that of the base creature.

Limit on Additional Heads: The number of heads possible for a multiheaded creature is based on the base creature's size.

Hit Dice: Each additional head adds 2 HD to the base creature's total.

Attacks: A base creature with a bite, gore, or tongue attack gains one additional such attack for each additional head. This additional attack has the same attack bonus as its counterpart in the base creature. The base attack bonus increases for additional Hit Dice as appropriate for the creature's type.

Damage: The damage bonus for an extra natural attack gained by the addition of a head is the Strength modifier for a primary attack, or ½ the Strength modifier for a secondary attack.

Special Attacks: If the base creature has a breath weapon, the extra heads also have breath weapons. All weapons activate on the same round but can aim in different directions. This rule also applies if the base creature has a spit, spray, ray, or cone attack, so long as that attack comes from the head. A multiheaded creature does not gain extra gaze attacks, fear auras, and the life for its additional heads.

A multiheaded creature that can use weapons gain the Superior Two-Weapon Fighting or Superior Multiweapon Fighting ability (see below), as applicable. A multiheaded creature that has only natural attacks instead gains the Improved Multiattack feat as a bonus feat if it has any secondary attacks available at all, even if it does not have three or more natural weapons.

Superior Two-Weapon Fighting or Superior Multiweapon Fight (Ex): Because each head controls one arm (or analogous weapon-using limb), a multiheaded creature has not penalty on attack rolls for attacking with multiple weapons, and the number of attacks and the damage bonus for each weapon are calculated as though the weapon were held in a primary hand.

AC: Natural armor bonus increases by +1 per additional head.

Special Qualities: Multiheaded creatures have dark vision to a range of 90 feet. Having a redundant head makes a creature more able to survive otherwise lethal attacks. Thus, a *vorpil blade* would have to remove all heads to have its usual effect. Severing a head requires hitting the creature's neck (same AC as creature) with a slashing weapon and dealing damage equal to the multiheaded creature's original hit point total divided by the original number of heads. (The player must declare an attack against the neck just before making the attack roll.) The severed head dies, and a natural reflex seals the neck shut to prevent future blood loss. The creature can no longer attack with the severed head but takes no other penalties. A severed head cannot regrow naturally.

Abilities: Con +2 per additional head.

Skills: Each additional head a creature has gives it a cumulative +2 racial bonus on Listen, Search, and Spot checks. The creature gains additional skill points for its extra Hit Dice as normal for its type.

Feats: A multiheaded creature gains Improved Initiative and Combat Reflexes as bonus feats, provided that it does not already have them. The creature also gains additional feats for its extra Hit Dice as appropriate for its type.

Organization: Solitary.

Challenge Rating: The multiheaded creature's Challenge Rating depends upon how many additional heads it has and on any head-based special attacks, as given on the table below.

Level Adjustment: A multiheaded creature's level adjustment depends on the number of heads it has, as given on the table below. These figures assume that the base creature has sufficient Intelligence to be a player character.

Rust Dragon (As presented in the *Draconomicon*)

Dragon (Extraplanar)

Environment: Infernal Battlefield of Acheron

Organization: Solitary (1 dragon, any age), clutch (1d4+1 wyrmlings, very young, young, or juveniles or young adults), family (pair of mature adults and 1d4+1 offspring)

Challenge Rating: Wyrmling 3; very young 4; young 6; juvenile 8; young adult 11; adult 13; mature adult 15; old 16; very old 17; ancient 19; wyrm 20; great wyrm 22

Treasure: Triple standard

Alignment: always lawful evil or lawful neutral

Level adjustment: Wyrmling +4; very young +4; young +5; others—

Native to the Infernal Battlefield of Acheron, rust dragons are creatures of tarnished metal, embodying forces of decay and corruption. Some Material Plane sages posit some connection between these fiendish monstrosities and the relatively innocuous rust monster, but the rational mind correctly sees those claims as the ravings of deranged lunatics.

Rust dragons bear a strong resemblance to the metallic dragons of the Material Plane, but appear covered in rust, tarnish, or verdigris. Though some rust dragons resemble copper dragons and other silver or brass, individual rust dragons' abilities do not differ. Their scales appear pitted and lined with corrosive color, and the membranes of their wings are very thin and iridescent.

On their native plane of Acheron, rust dragons have an ample food supply in the endless iron cubes the size of continents floating in the void. When drawn to the Material Plane, rust dragons seek out veins of metal in underground caverns making them particularly loathed by miners.

Rust dragons feed on corroded metal, but enjoy fresh meat (particularly vermin) to cleanse the palate between ores.

Combat

Rust dragons are not the furious forces of nature that pyroclastic dragons are, nor are they violently insane like howling dragons. Rather, they are simply hungry, and they attack carefully with their goal clearly fixed in mind. They do not tolerate too much interference in pursuit of that goal, and readily break off from combat if a meal proves to be more trouble than it's worth.

Young and older rust dragons' natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Breath Weapon (Su): A rust dragon has two breath weapons: a line of acid or a cone of reddish-brown liquid that instantly corrodes and destroys any metal it touches. Attended and magical metals receive reflex saves to avoid this effect, but any metal is susceptible: iron, steel, silver, gold, even mithral and adamantine.

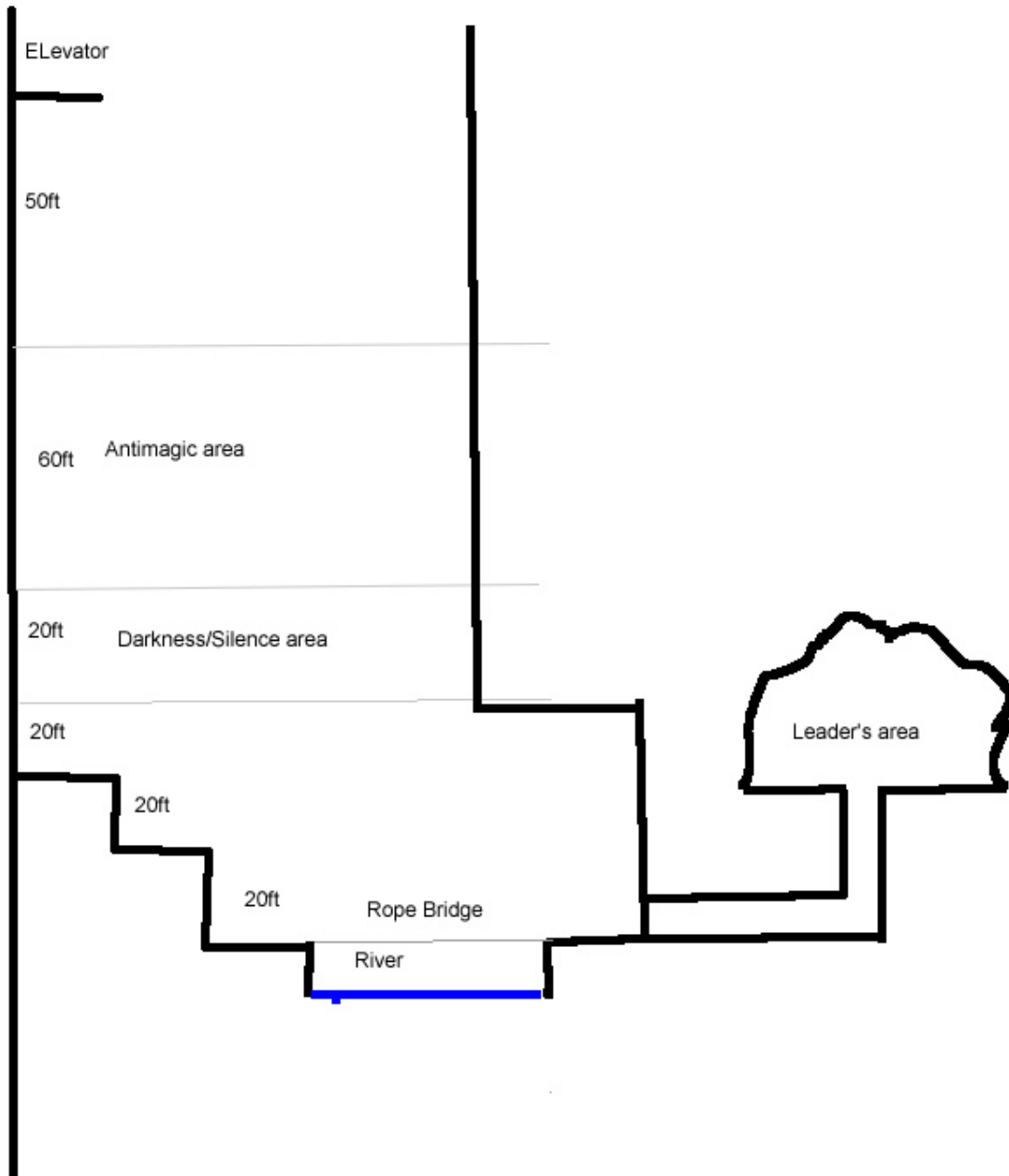
Metal Resistance (Ex): A rust dragon is resistant to attacks from metal weapons. Against weapons whose damage-dealing part is metal (a blade, metal point, arrowhead, or even mace head), a rust dragon has damage reduction equal to what a rust dragon two age categories older than itself has. Wurm and great wurm rust dragons have damage reduction 20/magic and 10/chaotic against metal weapons, and lesser weapons corrode when used against them (see Rusting Scales, below).

Rusting Bites (Ex): A rust dragon that makes a successful bite attack causes metal armor worn by the target creature to corrode, falling to pieces and becoming useless immediately. A dragon can also use its bite attack to target a weapon or other metal object, of course. The size of the object is immaterial—a full suit of armor rusts away as quickly as a sword. Magic metal items are allowed Reflex saves against a DC equal to the dragon's breath weapon save DC.

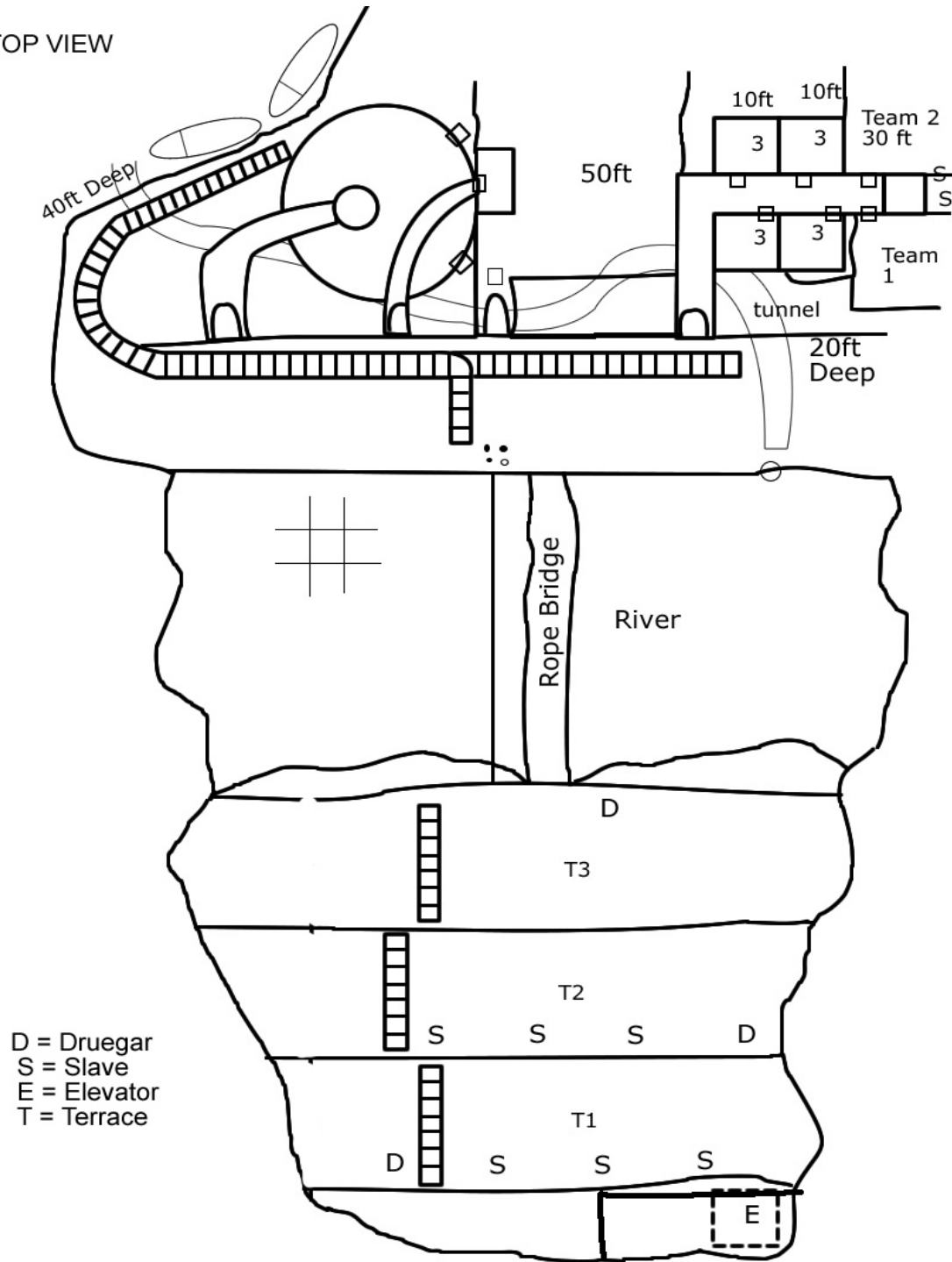
Rusting Scales (Ex): A metal weapon with less than a +5 enhancement bonus that hits a wurm or great wurm rust dragon corrodes and is destroyed immediately, with no saving throw. A +5 weapon deals damage normally, but then must succeed on a Reflex save (DC equal to the dragon's breath weapon save DC) or rust away.

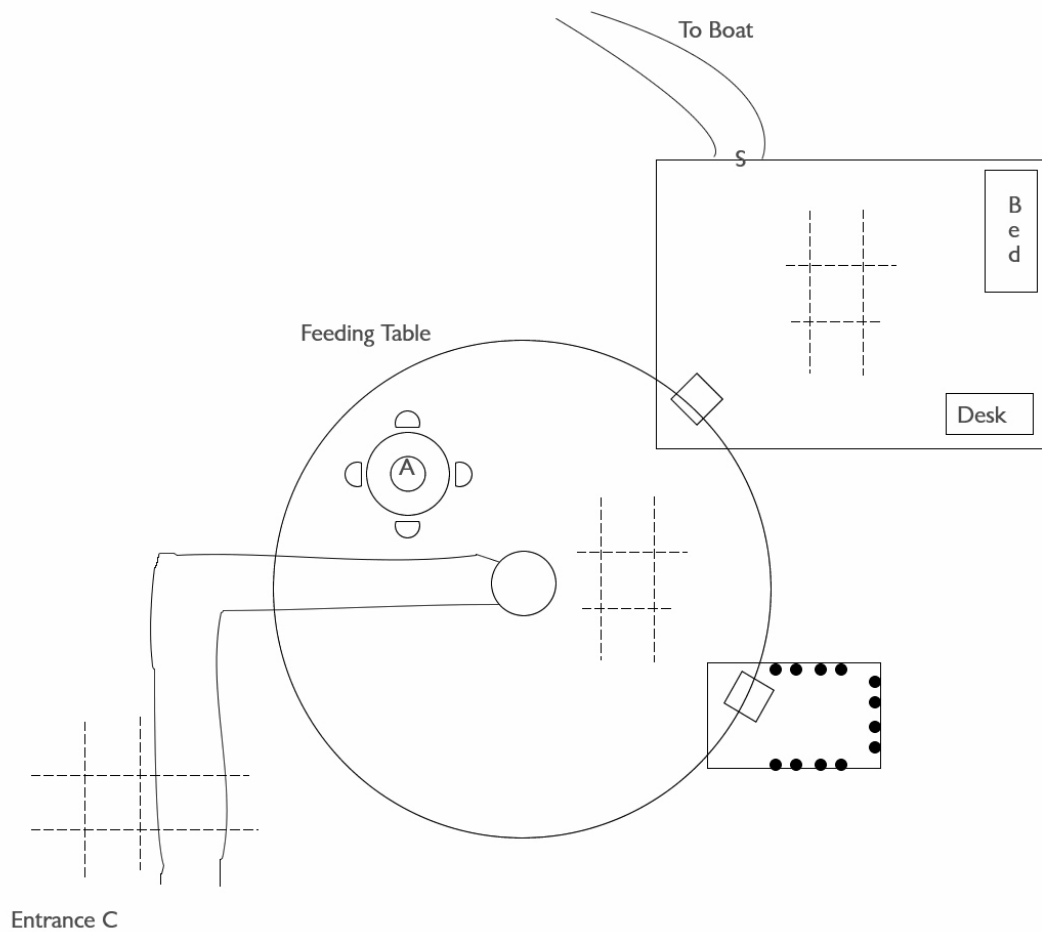
Spell-Like Abilities: 3/day—*wall of iron*; 1/day—*acid fog*, *repel metal* or *stone*.

SIDE VIEW

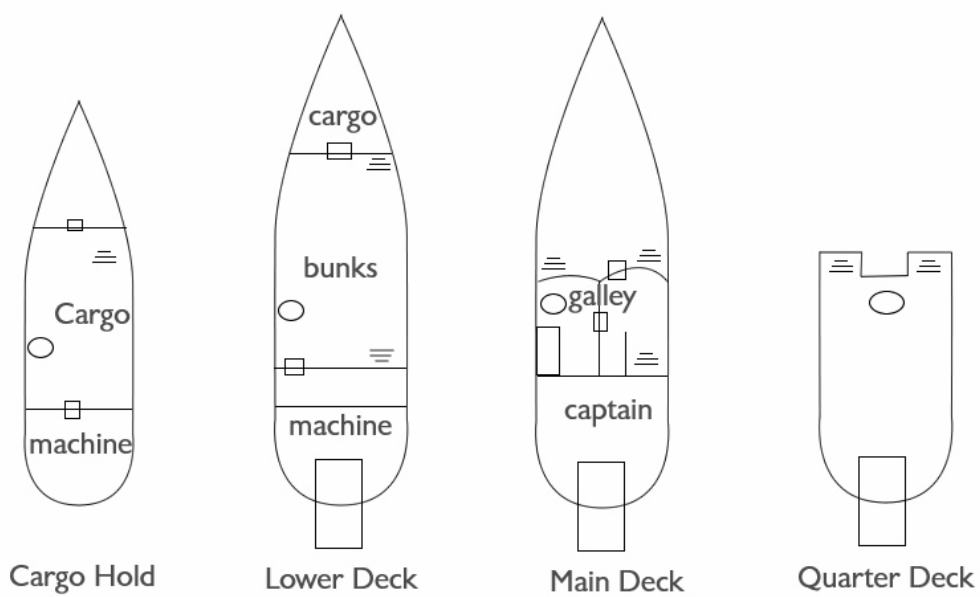


TOP VIEW

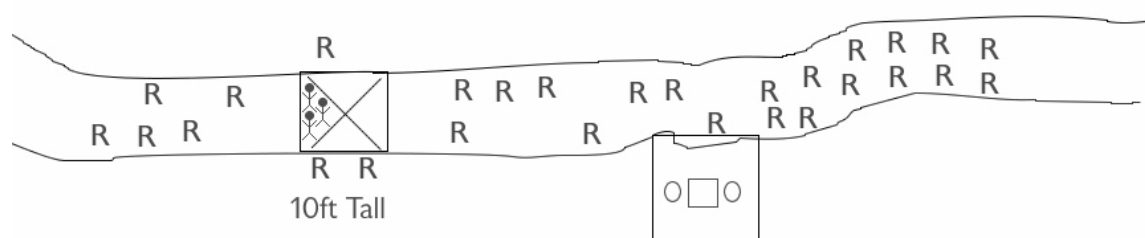




Encounter 5/6



Encounter 7



Rubble

Encounter 9

Honored Adventurer,

The recent repairs to our mine have been partially successful. Once again we thank you for your involvement in saving our hardy miners. However, a large tunnel opening has been discovered in the bottom of the mine. We have sent two teams of surveyors to discover the security risk of the tunnel and neither team has returned. We continue with repairs and need specialists to aid our clan and recover our missing surveyors and complete the investigation of the rift in our mines. Our brothers are of the greatest concern and we will pay for your services handsomely. Assemble others you can trust and meet us at Clan Rockhammer Mine Operations for the mission briefing.

Best Regards

Nurent Rockhammer

Overseer Mine #11

PLAYER HANDOUT 2

Peace, Reason and Serenity find you this day,

I write this letter in hopes of soliciting your assistance in a grave matter for the state of Vesuna. Words of your resourcefulness have reached us and we hope to hire you in the recovery of some of our dwarven brothers that have been lost underground. Due to the nature of the situation more information will be provided should you be interested. Please present this letter to Nurent Rockhammer at Mining Operations in Tan Rockhammer. Brother Rockhammer will inform you fully of the situation and terms of payment.

*Peace be upon you
Bishop Aniel Morlin
Vaskurs Diocese*

PLAYER HANDOUT 3

Dear Sir/Mistress,

Servants of the Mouqellad Consortium have noticed a severe interruption of the silver products coming from the east. Vesuna is a major producer of said products and although their dealings with the East are through third parties, we'd like to establish some much needed goodwill. We've arranged for safe passage and proper paperwork to travel to Glan Rockhammer so that you can offer your assistance. This letter of introduction will also grant you an audience with Nurent Rockhammer Overseer of Mine #11. We wish you success and profit.

*Best Regards
Elaine*

PLAYER HANDOUT 4

Dwarven Ledger: (Timed with the first team also written in dwarven)

17th Reaping: Construction of the elevator was speedy and uncomplicated. The spools of endless rope are proving to be invaluable; must add them to the standard spelunking kit. Everyone is taught the word of recall.

18th Reaping: During 2nd watch some rhythmic pounding was heard for a few moments and then went away. The team is almost ready to go forward, but Ulgar wants to recon further down first.

19th Reaping: It was fortunate the Ulgar was tied off, about fifty feet below our ledge there is a magic dead area. Grunloda was able to revive him. After talking to Ulgar he said there is a darkness field that he fell through and he could see terraces but his sight is better than anyone else's in the group. He still said he didn't hear anything which is strange, there was movement so he knows something is down there.

20th Reaping: Ulgar recovered quickly with Grunloda's help and wants to press forward and find out how big the cavern is... After an hour we attempt to pull him back and the rope only has a rock tied to it. We've sent the platform back up, in an attempt to minimize the threat to the mine. Someone knows we are here.

In a different handwriting (but also written in dwarven):

27th Reaping: Found empty shelf but discovered this ledger hidden under a stoneshaped piece. almost missed it. Read the ledger Identified the writing as Veit's. Considering our location compromised...double watches and no fire.

PLAYER HANDOUT 5

The following is written in undercommon. There are more entries, here are the more interesting ones...

CY495 Slave team decimated, only survivor try to find way back to home. Had to use potion of gaseous form and got lost. Have enough supplies for several days to try and get back.

NO ENTRIES

CY532 Returned from my captivity, they have changed me and given me purpose. I didn't expect the hunger. The HUNGER.

Various details of the differing tastes of humanoid and vermin brain matter. Apparently he developed a taste for female dwarf brain matter

CY565 Aldorgar avoided being a meal by offering his services, his clerical powers could be useful.

CY568 Avoided Earth Temple so called recruitment drive.

CY582 Turrosh Mak and his Warlord take some of some dwarven country, Malevolence asks and receives what help I can give.

CY584 Malevolence no longer needs my assistance and have given me his leave. Some of the most interesting meals.

CY589 Wander north into the Lortmils

CY592 Find a decent lair and use the local help to start to dig it out.

CY596 Had to repair the forge when an Oerthquake struck. Aldrogar almost became a snack when the water source became an underground river. Wonder of wonders! The quake exposed a vein of silver and mithral mere feet from my home...time to start living in style. Dulsamatir wants to investigate where the crack goes. He takes a slave team with him. He doesn't come back; no great loss.

CY597 Silly kobold becomes a snack when a boat comes up the river. It wasn't his idea the Earth Dragon Cleric offered him as a piece offering. She offers more slaves and gems if we trade her some silver and mithral it doesn't even have to be refined; raw ingots will be what she requires. She says that I can make "requests" for different types of slaves as long as the silver and mithral continue to go downstream.

CY597 Take the first trip with 5 ingots of mithral and silver. Rofa offers me 10 slaves of various races and 5000gp in gems. Rofa and I have a long talk over a meal. She tells me she's part of a vanguard and that the Oerthquake wasn't a quake at all. It was the power of her goddess. The Earth Dragon had raised a new "Dragonmount" in some forest topside apparently this new passageway and new river was a pleasant side effect and could lead to new conquests for Turrosh Mak and his followers. As a supplier of mithral I have almost guaranteed a source of interesting meals. I told Rofa I thought that there might be at least several exits to the surface. Rofa seemed very intrigued by this information.

CY597 Confirmation of a surface exit... Six mountain dwarves have shown up "exploring" From my questioning I find out where Dulsamatir had gone. Laduguer is tormenting him now. Stupid fossil fetish of his was his downfall. When Rofa hears that the trade lines are threatened she reinforces our defenses and creates a boat easier to control and repair. Mushrooms, who knew that they could be so useful...The mushroom men taste very bland...but their spores make interesting spices. We put the newly acquired dwarves to work.

CY597 A second team of dwarves show up. We put them to work too..and they brought dinner. The divine female caster was especially tasty. Can't wait to find out what the barbarian tastes like.

Rofa tells me that with one more (maybe two) shipments she can take care of my dwarven problem; someone named Kharusurik. The shipment should be ready to go any time.

CRITICAL EVENT QUESTIONS

1. Was anyone captured?

Yes? __ No __

PC Name, Character Name, APL played, home region

2. How many slaves were freed? _____

3. Did the party encounter Urlong Bollakk? _____

4. Did the party find the dwarf's journal in the rock shelf?

Yes? __ No __

5. Did the party find the half-illithid journal?

Yes? __ No __

6. Did the party investigate the second ship/shipment to the earth dragon cult?

Yes? __ No __

7. Did the party encounter the dragon?

Yes? __ No __

8. Was the dragon defeated and the cavern destroyed?

Yes? __ No __

9. Anything else of note that should be recorded?

Please send these responses to poc@veluna.net