

CORS5-02



MINES OF THE EYE

Higher-Level Version (APLs 10-16)

A One-Round D&D[®] LIVING GREYHAWK[™] Core Special Adventure

Version 1.0

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Deep below the Abbor-Alz the duergar are stirring. Rumors are rife of a fell compact between the duergar's mysterious leader, a being known only as "Father Eye" and the perfidious Rary, monarch of the Bright Lands. What evil purpose is served by this alliance is unknown, but assuredly it serves some goal in Rary's greater design. The paladin Karistyne has determined that Rary's scheme must be stymied. So the call has gone out for doughty adventurers to eradicate this growing threat.

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

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For questions specific to this document please e-mail your Circle point of contact (POC) at creighton@greyworks.fsworld.co.uk for LIVING GREYHAWK campaign questions email rpgahq@wizards.com

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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.

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This adventure retires from RPGA-sanctioned play on December 31, 2006.

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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 further than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

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

Throughout this adventure, text in *bold italics* provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

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

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars, paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up 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 one-round Core Special adventure, set in the Bright Lands. Characters native to the Bright Lands pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep 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 scenario.

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 Survival check (DC 20), the character heals 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 the past several months, there have been an unusual number of sightings of duergar in the Abbor-Alz, close to the Hardby Pass. From the barbarians of those lands, there come tales of great battles beneath the hills. On its own, this would be nothing strange for such wild lands, were it not for a chilling discovery several years before.

Some time ago, a company beholden to the paladin Karistyne discovered the battered and scorched bodies of a Baklunish man and a Tiger Nomad woman washed up along the banks of the Storm Run. The Bakluni had a set of scrolls and notebooks on him. It took Karistyne's folk some time to decipher them, but they revealed that the man was He Chak, an apprentice to Rary the Traitor. His master had sent him to liaise with and lend aid to the ruler of the duergar hold, somewhere in the Abbor-Alz near the Hardby Pass called the Mines of the Eye. The reason for Rary's interest in the duergar was unclear from He Chak's writings. However, since that time, there have been more and more attacks by duergar bearing the blazon of a single baleful eye on their armor.

The Mines of the Eye: The only duergar stronghold of any significance in this part of the Abbor-Alz, the Mines of the Eye are unusual when compared to most duergar holds. The undisputed ruler of the mines is Father Eye, a beholder of some power. Though his motives are unknown, he took control of the duergar over a decade ago. Since then, the dark dwur have grown

steadily in power, fending off attacks by enemies above- and belowground, and expanding their influence.

This has in part been due to the determination of the duergar, who see the Abbor-Alz as part of their ancient birthright. However, it is also due to the alliance between Father Eye and another recent and enigmatic arrival to the Bright Desert: Rary the Traitor.

Rary has provided Father Eye with magical aid to fend off his rivals in the Underdark—both his own kind and a loose alliance of illithids, who dwell deep beneath the hills. Several of the Traitor's apprentices, including the ill-fated He Chak, have dwelt within the Mines, lending their assistance and knowledge to Father Eye, as well as reporting back to their master on the goings on in the mines.

In return, Rary has asked for little—until now. The traitor archmage has taken a sudden interest in a place known as the Pits of Azak-Zil. In 198 CY, when the Great Kingdom was at its height, a great comet the color of blood stained the skies over Rauxes. Selvor the Younger, the overking's astronomer, prophesied that it heralded "wealth, strife, and a living death," and the coming of the Age of Great Sorrow. For his troubles, he was banished from the Imperial Court, but many remembered his prophecy as Aerdy fell into decay, decadence and despotism in the years and centuries that followed.

The Great Comet itself was forgotten, until in 514 CY as dwur sage named Jemrek Longsight pronounced that the comet had almost certainly fallen to Oerth in the western Abbor-Alz. After years of searching, Clan Ironforge, one of the wealthiest of the dwur clans of Irongate, discovered the site and the vast fortune in pure mithril and starsteel that formed the remains of the comet. Naming the site Azak-Zil (Pureheart), the Ironforge's wealth eclipsed that of princes and potentates for a few short years. Then all contact with Azak-Zil was lost. After several expeditions to discover what had happened vanished, the Ironforge reluctantly abandoned their great fortune as lost. Since then, the Pits of Azak-Zil have had a fell and haunted reputation. Few go there and fewer still return.

Yet, now Rary the Traitor has turned his attentions there. In repayment for the help he has given Father Eye against his enemies in the Underdark, Rary has asked Father Eye, through his apprentice Turav, to send an expedition of duergar to occupy Azak-Zil and reopen the mine there. Given the wealth of the site, the duergar have needed little persuasion. For the past several months, the duergar have been preparing their expedition—sending out scouting parties and raiding the hillmen of the Abbor-Alz for slaves. It is this activity that has the Lady Karistyne so worried.

Given that the servants of the Traitor seem to be stirring to some unknown purpose in the Bright Lands, Karistyne greatly desires to know what passes in the Mines of the Eye and why Rary has taken such an interest in the doings of the duergar there. To that end, she has sent out word, summoning certain brave freeswords and heroes to her stronghold high in the western Abbor-Alz.

ADVENTURE SUMMARY

CORS5-02 Mines of the Eye is split into low level and high level paths. The synopsis below details the likely progress of the high level PCs as they move through the adventure. If the players or the DM require to break play at any point it is recommended that this is done during one of the three interludes, as these provide natural breaks between the various elements of the adventure.

Introduction: The PCs meet Karistyne and receive their assignments. They have the opportunity to ask questions and to meet their guide.

Interlude 1: Through the Hills: The PCs leave Castle Karistyne and travel through the Abbor-Alz to the sinkhole, which gives them access to Underdark.

Encounter 1: Sinkhole: The PCs enter Underdark and begin their trek.

Encounter 2: Underdark: The PCs begin their trek through Underdark.

Encounter 3: Blind Hunters: The PCs encounter a pack of destrachan hunting through the lightless corridors of Underdark.

Encounter 4: Silent Death: The PCs fall prey to a pair of hunting illithids.

Encounter 5: Escapees!: The PCs come across a small group of slaves who have escaped from the duergars' clutches. Unfortunately, although they escaped the duergar, some other denizen of Underdark has slain (and devoured parts of) them.

Interlude 2: Through Underdark: The PCs journey deeper into Underdark.

Encounter 6: Dark Gate: The PCs come across the outer defenses of the duergar's mines and must win through to continue their mission.

Interlude 3: Halls of the Gray Ones: The PCs travel deeper into the mines of the duergar. While they will not face any combat challenges during this time, they may come across several duergar noncombatants.

Encounter 7: From the Shadows: The PCs battle a duergar assassin who uses living slaves as protection against the PCs' attacks.

Encounter 8: Trolls of the Wastes: The PCs face the final elite guards of Father Eye. This combat takes place in one of two areas dependant on the alert status of the trolls. For information on wasteland trolls, see Appendix 5: New Rules Items.

Encounter 9: Trap of the Eye: The PCs encounter Father Eye's pit trap.

Encounter 10: The Traitor's Emissary: The PCs find some papers of import relating to an agreement between Father Eye and Rary.

Encounter 11: Father Eye: Finally, the PCs confront Father Eye in his lair.

PREPARATION FOR PLAY

Before play commences the DM should review this module carefully. Many of the monsters herein are extremely dangerous and have many powerful abilities

that require careful adjudication. In addition the DM should review the following sections:

- Illumination
- Duergar Tactics
- High-Level Play

HIGH-LEVEL PLAY

At this level of play it is highly likely that the PCs will have access to powerful spells. Many of these spells could assist them in either getting closer to the mines quickly or in gaining valuable information about the challenges they will face.

Travel Spells: A significant part of the PCs' journey takes place through the arid hills of the Abbor-Alz. However, if the PCs have access to such spells as *teleport*, they can significantly cut down their travel time. Their guide, the gnomish woman Shamil, can give them a description of the sinkhole detailed in Encounter 1: Sinkhole. Unfortunately, she has only been to the location once and so for the purposes of teleporting the spellcaster is deemed to have only seen the location once.

Shamil cannot accurately detail any location in Underdark or in the mines of the duergar. While imprisoned she was in a constant state of terror and sleep deprivation and so was not paying lots of attention to her surroundings. While escaping she was simply trying to survive and did not take a lot of time studying the passageways and chambers through which she fled.

Information Spells: Clever PCs will seek to learn more about Father Eye and his minions. Use the notes below to dispense this information. If the PCs use a spell not listed below, improvise the information they gain using the below as a guide.

Commune: This spell answers a number of questions with yes-or-no answers. In general, give out completely factual answers to any question given. For example, if the PCs ask if Father Eye is a beholder, answer "yes." (Do not give out any other information regarding his exact status at APLs 14 and 16 unless the PCs specifically ask if he is a half-fiend. Answering "yes" to whether he is more powerful than a normal beholder is a legitimate answer, though.)

Contact Other Plane: Use the notes for *commune* as guidance when answering questions asked through a *contact other plane*. Remember however that these answers will be more abrupt and evasive than those listed above, as those answering resent such contact. Also, do not forget to check to see if the PC suffers any ill effects for casting this spell.

Discern Location: It is highly unlikely that this spell locate find Father Eye. Remember, the caster must have actually seen Father Eye or have an item he once owned. However, if the casting of *discern location* follows directly on from a successful *scrying* or *greater scrying*, the PCs can be successful in locating Father Eye.

Divination: If the PCs cast this spell and ask any general questions about the duergar mines or the threats they will face, read the following: "*A long walk through*

eternal dark you must take before breaching the dark wall.”

If they ask specifically about Father Eye, read the following: *“His gaze is death. Beware the long fall.”* Using these two answers as examples answer any other questions the PCs may pose.

Legend Lore: Unless the PCs gain detailed knowledge from some other source, treat the PCs as only knowing rumors relating to Father Eye. Thus, the casting time for this spell would be 2d6 weeks and therefore cannot be completed in time. If the PCs somehow get such information and they ask about Father Eye, relate the following: *“Great avarice and evil waits in the dark. Driven from its home, a dark compact has been entered into that will forever change the face of the Flanaess.”*

If the PCs ask about the Mines, relate the following: *“Cut long ago, the dark places of the hills yet teem with the dark ones. Indefatigable in their purpose soon they will seek a greater wealth.”*

Use these notes for *vision* as well.

Scrying: At all APLs, Father Eye has a good Will save, which may defeat this spell. At APLs 14 and 16, the spellcaster must also beat his spell resistance. If the caster is successful, he will locate Father Eye while he lurks within his chambers. Father Eye is hanging motionless in mid-air studying the patterned ceiling.

Use these notes for *greater scrying* as well.

ILLUMINATION

Much of the action within this module takes place deep within the trackless wastes of the Underdark. As such, illumination, or its lack, is of crucial importance to the PCs. Before play commences the DM should review the rules on illumination and their effects in combat.

For ease of reference these rules are summarized below.

There are three basic levels of illumination: bright light, shadowy illumination, and darkness.

Bright Light: All individuals with visual organs can see clearly in areas of bright light. A creature cannot hide in an area of bright light unless it is invisible or has cover.

Shadowy Illumination: In areas of shadowy illumination individuals can see dimly. Individuals in such areas have concealment. A creature in an area of shadowy illumination can make a Hide check to conceal itself.

Concealment gives the subject of a successful attack a 20% miss chance.

Darkness: In areas of darkness, creatures without darkvision are effectively blinded.

Blinded characters cannot see. A blinded character takes a –2 penalty to Armor Class, loses his Dexterity bonus to AC (if any), moves at half speed, and takes a –4 penalty on Search checks and on most Strength- and Dexterity-based skill checks. All checks and activities that rely on vision (such as reading and Spot checks) automatically fail. All opponents are considered to have total concealment (50% miss chance) to the blinded character.

Low-light Vision: Characters with low-light vision double the effective radius of low light and shadowy illumination.

Darkvision: Characters with darkvision can see lit areas normally as well as dark areas within 60 feet. It is impossible to hide within 60 feet of a character with darkvision unless the individual attempting to hide is invisible or has cover.

DUERGAR TACTICS

Duergar are skilled warriors well versed in the art of fighting underground, often preferring to strike from ambush. While doughty warriors, they prefer hit-and-run tactics, making use of their innate talents as much as possible.

All duergar possess two spell-like abilities that they rely on in combat. *Invisibility* allows a duergar to close with opponents and to attack with the element of surprise. *Enlarge person* gives a duergar greater size and strength, allowing him to deal more damage in combat. All duergar stat blocks include detailed information on the affects of these two spells.

Duergar also possess darkvision out to a range of 120 feet. This allows them to lurk in the darkness beyond the extent of an opponent’s vision. In such cases, duergar continually harass interlopers with missile fire. Duergar crossbowmen are trained to shoot and move in such situations, making it harder for enemy spellcasters and archers to keep track of them.

MAPS

Play within this adventure takes place over several different maps. Maps are organized by subject and appendix. Thus, Appendix 6 contains relevant Abbor-Alz maps. Appendix 7 contains all required Underdark maps. Finally, Appendix 8 contains all relevant maps relating to the Mines of the Eye.

THE UNDERDARK

Appendix 7: Maps of Underdark depicts several typical Underdark areas for use during this adventure.

In addition a copy of Shamil’s maps is provided so that the DM may plot the PCs’ progress. If the players wander off the areas detailed on the map the DM should improvise a continuing network of caverns and tunnels. Remember that the map provided by Shamil shows only the areas which she explored. Feel free to include other passageways and chambers as desired.

MINES OF THE EYE

There are three maps of the mines for use during this adventure.

Mine Map 1 depicts Encounter 6: Dark Gate and its surrounds. Use this map when the PCs reach this area.

Mine Map 2 depicts the general area in which the PCs encounter the assassin detailed in Encounter 7: From the Shadows.

Mine Map 3 details the final set of encounters around Father Eye's inner chambers. Use this map for Encounter 8: Trolls of the Wastes, Encounter 9: Guardians of the Eye, Encounter 10: The Traitor's Emissary and Encounter 11: Father Eye.

FIGURES

It is recommended that the following miniatures are available when playing this adventure.

- ❖ 4 × Destrachan (Aberrations; Encounter 3: Blind Hunters).
- ❖ 2 × Mind Flayers (H; Encounter 4: Silent Death).
- ❖ 6 × Duergar (Archfiends; Encounter 6: Dark Gate).
- ❖ 1 × Dwarf Sergeant (Giants of Legend; Encounter 6: Dark Gate).
- ❖ 1 × Nebin, Gnome Illusionist (Harbinger; Encounter 6: Dark Gate).
- ❖ 1 × Dwarf Caver (Deathkneel; Encounter 7: From the Shadows).
- ❖ 10 × Human Commoner (Harbinger; Encounter 5: Escapees! and Encounter 7: From the Shadows).
- ❖ 4 × Troll (Harbinger; Encounter 9: Trolls of the Wastes).
- ❖ 1 × Stone Golem (Giants of Legend; Encounter 11: Father Eye).
- ❖ 1 × Beholder (Deathkneel; Encounter 11: Father Eye).

INTRODUCTION

Read aloud or paraphrase the following:

A hot summer sun beats down on the courtyard of Castle Karistyne. The shade of a spreading oak tree, its roots fed by the same spring that waters the great castle provides you with some relief from the heat of the afternoon. Around you, warriors in azure and gold, the colors of the famed Lady Karistyne, paladin and wyrmslayer, pace the walls and five square towers of the castle that bears her name. Behind looms the citadel itself, its white granite stones shimmering in the sun, a bastion of safety and peace in the wild hills of the Abbor-Alz.

Horns ring out from the gatehouse to welcome home a returning patrol. As they march in good order beneath the gate arch, the warriors, caked in dust, raise a lively song that belies the weariness of their steps.

At this point allow the PCs to react and introduce themselves in character. They might wonder why they have come to Castle Karistyne. If the PCs have played any of the previous adventures in the *Blight on Bright Sands* series (*CORS-06 Blood on Bright Sands* or *CORS-09*

Gateway to the Bright Sands), they may already be acquainted with the castle and its mistress. In this case, having found the PCs to be competent and skilled, the Lady Karistyne has called upon the services once more—asking them to attend her in her stronghold, but, curiously without giving a reason why.

If only some or none of the PCs have played the *Blight on Bright Sands* adventures, then they have heard, in Hardby or Greyhawk City, that the Lady Karistyne is looking for skilled war companies to undertake certain tasks in the wilds of the Abbor-Alz.

Once the PCs have been introduced to each other and their reasons for being in Castle Karistyne, proceed to read aloud or paraphrase the following:

As the patrol files past, the voices echoing from the walls, a young warrior in a tabard emblazoned with the Sword and Bolts of the Lady Karistyne approaches and clears his throat nervously.

"Sirs, the Lady would speak with you now ... in the Great Hall, if it please you."

Allow the PCs to respond and, assuming they follow the soldier into the great hall, read aloud or paraphrase the following:

The Great Hall is easily one hundred feet long and forty feet wide. Sunlight slants through three great stained-glass windows, casting patches of color across the flagstones. In the centre of the opposite wall stands a wide fireplace. Banners hang from the ceiling and the walls are decked with trophies. Most imposing however, is the collection of trophy heads mounted on the wall behind the top table. Among the heads of manticores, wyverns, hippogriffs and other more mundane animals, three stand out: the heads of two blue dragons and one red.

Karistyne is seated at the far end of the table, poring over a map. She is dressed in white robes emblazoned with her coat of arms—a golden sword surrounded by an azure wave, flanked by two silver lightning bolts. Her muddy blonde hair is tied back in a ponytail. Beside her stands a hulking man in a leather jerkin, with black hair and a close-cropped beard. He looks up and bids you approach with a wave of his hand.

"Good sirs, thank you for your patience," the lady paladin says, fixing you with an unflinching gaze. "Please be seated while I explain why I have summoned you here so ... enigmatically."

As you take your seats, the door at the end of the hall opens once more. Four people enter—two human, a man and a woman and two half-elves, male and female. From their hard looks and grim expressions, you can tell that they are seasoned campaigners all. The man wears a broadsword at his hip, the woman a longblade and dagger. Both wear leather jerkins. The half-elves are

dressed in loose pantaloons and green tunics. The female bears a broach of a foaming wave upon her breast.

"I should introduce you," says Karistyne. "This is the Fellowship of the Sapphire Song, your companions in this task."

◆ **Karistyne**, female human Pal15—Heironeous, Lady of Castle Karistyne.

Appearance: Karistyne is a soft-spoken woman in her late thirties, of mixed blood, though with pronounced Oeridian heritage. She is well built, with a tanned complexion and blonde hair. When not expecting battle, the lady of the Abbor-Alz favors white robes emblazoned with her coat of arms—a golden sword surrounded by an azure wave flanked by two silver lightning bolts. The lightning bolts symbolize her devotion to Heironeous, the Archpaladin.

Character: As a servant of Heironeous, Karistyne views it as her sacred duty to drive evil from the Abbor-Alz and ensure the safety of the good folk of the hills. She is renowned as a wyrmslayer and is rumored to have slain a total of seven wyrms with the aid of her war company.

Though she does not raise her voice often, Karistyne is intense and forceful, with seemingly inexhaustible reserves of energy and willpower. She can sometimes come across as quite arrogant in this assertion, and she brooks no interference in achieving her goals. She detests the Free City of Greyhawk, seeing the Oligarchy as weak and corrupt. However, she has great respect for the Mountaineer Militia of Greyhawk.

Karistyne is renowned for her tolerance and is a friend to most good-aligned faiths. She believes herself to be bound by ancient codes of hospitality. No one in need is ever turned away from her castle gates, but if possible, she tries to personally *detect evil* upon visiting guests during an audience. Any bearing the taint of evil are either sent away or detained at the lady's pleasure.

◆ **Aeron Marander**, LG male human (Oeridian) Ftr 13, Seneschal of Castle Karistyne.

Appearance: Aeron is in his early thirties, though the lines that years of sun, travel and many hard battles have left make him look older. Of Oeridian blood and Nyronese birth, he wears his black hair and beard short cropped. Heavily built and standing nearly six and a half feet tall, Aeron cuts an impressive figure, especially when clad in his magical full plate armor. A devoted follower of Heironeous, he wields a great axe.

Character: Aeron is one of Karistyne's oldest and most loyal followers. A supremely competent seneschal, he is also an able battle leader, capable of inspiring loyalty and devotion in his men. Aeron is a no-nonsense man, direct to the point of rudeness, for which he does not apologize. Despite his appearance as a bruiser, Aeron is well educated. But while he appreciates learning, he values practical knowledge rather than arcane lore. Equally, he values practical thinkers, rather than scholars, but prefers both to boors and fools. Better to think your

way out of trouble, rather than cut your way out—though he is well able to do either.

Read aloud or paraphrase the following:

Karistyne stands and paces as she speaks:

"Something is stirring in the Abbor-Alz. Many disquieting rumors have reached us of late. Duergar—dark dwarves—have been seen oft in the hills south of here. Their once-rare raids upon the Abbor-Alz hillfolk have become more frequent. Hundreds of the hillfolk have been carried off as slaves into Underdark. The hillmen speak in awed tones of battles beneath the Oerth. The Hardby Pass, never safe, has become so perilous that even the boldest traders will not risk travel to Ul Bakak.

"Events such as these would not normally be worthy of note in this wilderlands, if it were not for something we discovered several years ago. Some of my people found the bodies of a Baklunish man and a Tiger Nomad woman on the banks of the Storm Run. The man, it appears was a mage named He Chak—an apprentice to no less a personage than the Archmage Rary, known justly as the Traitor. From papers we found on his body, he had been sent by his master to liaise with and spy upon someone he named "Father Eye," the ruler of a duergar hold in the hills called the Mines of the Eye.

"Now, we know that the servants of the Traitor are stirring to some unknown end in the Bright Lands. Surely, given the connection between Rary and this "Father Eye," this sudden restlessness of the duergar is more than mere happenstance.

"I want to know what is happening in the Mines of the Eye, and I would like you to find out for me. Will you help us?"

Allow the PCs to consider this and answer. If any of the PCs waver or show doubt, Karistyne asks them to consider what could happen to the surrounding realms if the machinations of the Traitor are not foiled. She says that if they consider themselves heroes, then they cannot in good conscience stand by and allow evil to flourish. If any of the PCs still refuse, she looks hurt and disappointed and tells them that they can leave if they so wish.

Assuming that the PCs do accept the mission, Karistyne introduces the bearded man as Aeron Marander, her seneschal. Read aloud or paraphrase the following:

Marander unfurls a map of the Abbor-Alz on the table before you.

"As the lady has said, we need to know what is happening in the Mines of the Eye; what the duergar are doing, and why the Traitor is taking such an interest in them. From what we know of the Mines, they are well guarded, and gaining entry is unlikely to be an easy

task—especially the inner chambers of this Father Eye. However, we've devised a plan of attack that we believe should work.

"You will enter the Mines via the tunnels and passages that run beneath the hills. Your goal is to discover what you can of the machinations of Father Eye and the Traitor. This will be no easy task. The Inner Mines are home to hundreds of duergar. You will have some help, though. The Fellowship of the Sapphire Song will provide a distraction for you which, if it works, should draw the main duergar force out of the inner chambers. It's best that you remain ignorant of the exact details of each other's goals—lest any of you be captured and tortured. It is enough for you to know that the success of this enterprise depends on you winning through to the inner mines and discovering what we need to know. Do you have any questions?"

It's likely that the PCs have questions at this point. The answers to the most likely are shown below:

Q: What's in it for us?

A: Marander: *"If fighting the good fight is not enough for you, then the dark dwur have plunder aplenty to fill your pockets.*

Q: How do we find the Mines?

A: Marander: *"Each war company will have its own guide, who will be able to lead you to where you need to go. I will introduce them to you when we are finished here."*

Q: What aid can you give us?

A: Marander: *"Obviously we have some maps of the hills. For the mines themselves, your guides are your best bet. In addition, we have within the castle a number of specialized artisans whose wares might interest you."*

(The PCs are able to purchase any item from Chapter 6 of the *Players Handbook* within the 200 gp limit for Castle Karistyne.)

Q: How long do we have to perform this deed?

A: Marander: *"The other war company will be in position in three days. You need to be ready to act by then. After that, matters will take as long as they take, as the Archpaladin wills. I have gifted the Fellowship of the Sapphire Song with a magical scroll containing a sending spell. When they are ready to attack, they will contact you."*

Q: When do we leave?

A: Marander: *"Dusk this evening, at the earliest. We know that the Traitor has eyes everywhere, and that some of them watch this place, so it's better that you slip out under the cover of night. Once you are away from the castle, you can travel by day."*

Q: What exactly are we looking for?

A: Marander: *"Anything that can tell us more about what is going on—papers, overheard conversations—any clues you can find."*

Q: What do you know of Father Eye?

A: Marander: *"Nothing, except that he is not a duergar. But he must wield great power to dominate the dark dwur as he does."*

Neither Karistyne nor Marander offers coin. If the PCs refuse to aid them otherwise, Aeron says they are free to go and the adventure is over.

If the PCs have horses or other mounts, Aeron advises the PCs to go on foot. Duergar scouts patrol the Abbor-Alz, and it would be a colossal blunder for the plan to be ruined because the duergar chanced upon the PCs' mounts and raised the alarm. The PCs *could* ride their mounts only partway, walking the rest of the way, but Aeron feels quite strongly that the risk of ruining the plan far outweighs the convenience of taking mounts. (Flying mounts are even more problematic, as Curadhil cannot ride any flying beast, and keeps his eyes tightly shut if forced to ride one—making him useless as a guide.)

The Guide: Once the PCs have finished asking their questions and purchased what equipment they need, Aeron introduces them to their guide. Read aloud or paraphrase the following:

☞ **Shamil, female gnome War1:** hp 6, see Appendix 1-5.

Appearance: Clad in a chain shirt, Shamil stands a little over 3 feet in height. Her skin is darkly tanned and her hair is fair. Her eyes are a deep blue.

Character: Shamil is a brave woman who has escaped the clutches of the duergar because she was quick witted enough to act as circumstances demanded. She does not however like placing herself in physical danger and shies away from combat wherever possible. She is a knowledgeable guide to the portions of the Underdark on her map; she does not want to wander from its course, however, as she sees this as an unnecessary risk to the mission.

Shamil's Fate: It is highly likely that Shamil will be slain during the party's journey through the Underdark. If this occurs the PCs will have to rely on her map to get them to the mines.

The PCs most likely have questions for Shamil. Some of the likely ones are listed below.

Q: How do we get to the mines?

A: *I will guide you to a sinkhole buried two days or so journey to the west. Once there we will have to descend into Underdark. Through those tunnels we will eventually come to the lower gate of the duergar.*

Q: What dangers did you see in Underdark?

A: *Very little. I was very lucky. I know though that the duergar are warring with enemies who lurk in the halls of Underdark.*

Q: How is the duergar gate defended?

A: *The gate itself is a sturdy affair, with several locks and bars keeping invaders out. The gate is set into a wall that completely blocks off the passageway. This passageway is studded with arrow slits. These are guarded by elite warriors.*

Q: How did you manage to escape?

A: *When I escaped I was considerably malnourished. This allowed me to squeeze through one of the arrow slits.*

Once the PCs have concluded any business they have at Karistyne Castle proceed to Interlude 1: Through the Hills. For more information regards Karistyne Castle, refer to Karistyne Castle at a Glance.

INTERLUDE 1: THROUGH THE HILLS

This interlude continues directly on from the Introduction. Read aloud the following:

The cool of night has descended over the parched peaks of the Abbor-Alz, giving much needed respite from Pelor's radiance.

With dusk, the preparations for your departure are complete. For the main you wait quietly; checking your gear or speaking softly to your companions.

After a few minutes, your patron joins you. Clad in white robes, to your eyes she almost seems to shine as the gloom gathers about her.

"My friends, you are about to embark on a dangerous journey from which I fear not all of you will return. My heart and resolve are strengthened by the knowledge that brave souls yet stand between the Traitor and his perfidious goals. While we yet draw breath and remain vigilant he cannot succeed. Know you that your deeds this night are being watched by those greater than any present here. With their guidance, and your strength, I am confident of success. Will you join with me in prayer and fellowship?"

If one or more of the PCs give their assent, continue:

"Then gather around, friends, and I will beg the Archpaladin to bless us this night with his divine wisdom."

Karistyne falls silent as she gathers herself in moment of silent devotion. When she begins to speak again, her voice is firmer and more joyous than before.

"Lord, bless these, your weapons, as they begin their long journey. Keep your light about them when darkness surrounds them, and give them the strength to overcome their enemies. In battle make them pure of heart and valorous of deed. In victory make them

merciful and give them the strength of conviction to carry out your will."

As she finishes the prayer, Karistyne motions to her followers and they open a small sally port in the outer wall. Beyond the walls, the Abbor-Alz are bathed in the soft light of Celene. Naught is left to do but to shoulder your packs and begin your journey.

A DC 10 Knowledge (religion) check indicates that the PC knows that "the Archpaladin" is a title given to Heironeous, the lawful good intermediate Oeridian god of chivalry, justice, honor, war, daring, and valor.

The Journey: Use the information presented below to improvise the PCs' journey from Karistyne Castle to the Sinkhole detailed in Encounter 1. The details of this journey of course depend on the actions of the PCs. No matter the party composition or base speed, the journey takes the best part two days. The PCs arrives at the sinkhole just as evening falls assuming they do not stop for any extended period of time.

The random encounter table below lists several random, but inconsequential, encounters that the DM may utilize if he wishes to break up the journey from Karistyne Castle to the sinkhole detailed in Encounter 1. The DM should however not use all of the following. In convention play these encounters would significantly impact on game time as, they would reduce the player's available time in the Underdark and the Inner Mines.

D%	Random Encounter
01-18	A small rockslide blocks the way ahead. Crossing it is safe, but time consuming.
19-44	Old tracks of a large group of humanoids that passed through this area over a week ago.
45	A burnt-out campfire with ashes scattered about. It is at least a week old.
46	A shattered arrow.
47	A small stream nestled deep in a rocky water course. The water is fresh and relatively cool. The PCs can refill their water skins.
48	A hippogriff passes high overhead. It does not notice the PCs.
49	The PCs realize they are passing through a steep, narrow valley perfect for an ambush. Nothing befalls them, however.
50	A length of rope lies haphazardly at the bottom of a cliff. Investigation reveals that one end was cut.
51-76	The sounds of combat echo through the hills. The PCs cannot find the combat before the sounds quickly fade.

77 The body of a slain hillman. Except for his bloodstained clothes, the corpse has been comprehensively looted. Animals have worried the corpse, indicating it has been here for some time. Two arrows still protrude from his back.

78 A single, tall pine tree spreads its branches over a small pool, nestled against a sheer cliff. If the PCs reach this area at night, several small animals are drinking at the pool.

79 Birds nestle high in a pockmarked cliff. The PCs hear the sounds of bird song long before they reach this area.

80 A small cave is set at the base of a cliff. The pathway passes right in front of the cave. The cave is roughly ten feet wide and forty feet long and unoccupied. At the rear of the cave are a number of gnawed bones. Spoor and animal tracks are scattered about the area. A DC 10 Knowledge (nature) check identifies these as belonging to a mountain lion.

81 A torn piece of cloth blows along the track in a slight breeze.

82-100 Rocks clatter down from above, for no apparent reason.

The Abbor-Alz: The Abbor-Alz lie in a great horseshoe of rugged hills that buttress the margins of the Bright Desert. In the main, this range consists of rocky and granitic hills. However, in the west the hills rise to form a small mountain range that links the Abbor-Alz to the Cairn Hills to the north. In many places the hills are so broken and rough that mounted travel or the movement of large bodies of men is impossible.

Portions of the range are claimed by several powers, most notably the Duchy of Urnst and the Domain of Greyhawk. Small enclaves of dwarves and gnomes also dwell amongst the rocky peaks, as do wild human hillmen who drive off outsiders with little mercy.

Many predators also hunt amongst the peaks and deep valleys of the hills. Hippogriff, ogres and hill giants are frequently encountered, as are bandits, brigands, and roving bands of humanoid raiders.

Once play opportunities have been exhausted in this section, proceed to Encounter 1: Sinkhole.

ENCOUNTER 1: SINKHOLE

This is the first encounter set in Underdark. Here, the PCs are guided to a sinkhole that gives access to some of the tunnels running beneath the Abbor-Alz.

Ahead of you a large sinkhole, perhaps twenty feet across, lies at the centre of a small depression. There is little vegetation around the area of collapse, although an uprooted pine tree lies haphazardly across one part of the collapsed area.

Assuming the PCs traveled on foot to this point the journey to the sinkhole has taken roughly two days. In this case, after the PCs enter Underdark, they are unable to rest if they want to enter the mines during the diversionary attack on the upper mines. If the PCs used magic such as teleport to reach this place they are two days ahead of the Sapphire Song. Thus, they can either rest here, or rest later before they enter the duergar mines.

Shamil relates to the PCs that the distance from the sinkhole to the mines is about 25 miles. This is the only way Shamil knows that the PCs can access the tunnels of Underdark, if they wish to reach the Mines of the Eye quickly.

The uprooted pine tree still holds enough strength in its desiccated trunk to bear the weight of a rope and rappelling PC. In total, the tree can hold 350 pounds of weight. If more than 350 pounds of weight are supported by the tree, the PCs hear the tree warping and cracking after one round of climbing. Two rounds after the tree starts cracking, the trunk shatters. Any PC still climbing on the rope at that time falls to the cavern floor below.

The area around the sinkhole is generally safe—the collapse is an ancient one. Although dry soil and small rocks shift beneath a PC's feet no further falls occur.

When a PC is in a position to see the cavern below the sinkhole, read the following (adjusting the text to account for the time of day):

Rays of sunlight illuminate some of the cavern below. Beneath the sinkhole, the cave's floor is covered in rubble—no doubt created when the roof caved in. Lichens, mosses, and fungi grow in profusion there.

The floor of the cavern is 80 feet below the level of the sinkhole.

There are no foes in this area for the PCs to encounter. Once all the PCs have reach the cavern floor and have made any preparations they deem necessary, they can begin their explorations.

ENCOUNTER 2: UNDERDARK

A significant part of this adventure takes place in Underdark. Certain characteristics of the tunnels, passageways and chambers that the PCs journey through are relatively standard. For the DM's ease, these characteristics are listed here. The DM should use these in any given encounter area unless the description of that area specifically states otherwise.

CHARACTERISTIC OF UNDERDARK

Primary Passageways

Primary passageways are the largest passageways of Underdark. They are also the most used, and it is here that PCs are most likely to encounter other travelers.

Generally these corridors are between 20 and 30 feet wide. Ceiling height varies between twenty and fifty feet.

Movement through these areas is generally unimpeded by rubble or other obstructions.

The walls and ceiling of these areas are generally unworked stone. Thus, the walls can be traversed with DC 20 Climb checks. Moving across the ceilings requires DC 25 Climb checks.

Secondary Passageways

Generally these corridors are between 10 and 20 feet wide. Ceiling height varies between 15 and 40 feet.

There is a 30% chance that any given portion of this type of tunnel is strewn with rubble and other detritus. In these areas the passageway counts as difficult terrain. Each square of movement in these tunnels costs 2 squares of movement. Running and charging in these areas is impossible.

The walls and ceiling of these areas are generally unworked stone. Thus, the walls can be traversed with DC 20 Climb checks. Moving across the ceilings requires DC 25 Climb checks.

Tertiary Passageways

Tertiary passageways are little used by the denizens of Underdark. Many of the larger predators cannot traverse these areas though and so in some cases smaller creatures lurk within.

Generally these corridors are between 5 and 10 feet wide. Ceiling height varies between 8 and 25 feet.

These passageways are littered with rubble and obstructions, and so count as difficult terrain. Each square of movement in these tunnels costs 2 squares of movement. Running and charging in these areas is impossible.

The walls and ceiling of these areas are generally unworked stone. Such walls can be traversed with DC 20 Climb checks. Moving across the ceilings requires DC 25 Climb checks.

Caverns

Many caverns and galleries exist in Underdark. A cavern's size is generally dependant on the size of the largest passageways entering it. The ceilings of such caverns are up to twice the maximum height of the largest passageway's ceiling height. The size of the cavern varies enormously.

Many side caverns are accessible from the passageways of Underdark. Generally these conform to the size of the passageway from which they are accessible. They are never however wider than twice the width of the cavern from which they issue.

Travel

As well as having the services of a guide the PCs have been given a copy of a map made by Shamil during her escape. This map, while incomplete, gives a good impression of the general area. It also provides valuable insights into how to get to duergar-held tunnels. It is presented as Player's Handout 1.

However, the PCs are free to travel to the mines in any way they see fit. They may take the quickest and most direct route if they wish, or they may instead prefer to wander through some of the less well traveled tunnels. The exact route taken by the PCs is ultimately up to them.

Guide

Initially Shamil leads the party through the Underdark. However it is highly likely that at some point she will be killed. In this juncture the PCs will be forced to follow her map.

Encounters

Several encounters befall the PCs as they travel to duergar mines. These encounters are:

- Encounter 3: Blind Hunters
- Encounter 4: Silent Death
- Encounter 5: Escapees!

These encounters can take place in any order. Randomly determine the order in which they occur by rolling a d6 before play commences: Several game hours should elapse between encounters.

D6 Order

1-2	Encounter 3, Encounter 4, Encounter 5
3-4	Encounter 4, Encounter 5, Encounter 3
5-6	Encounter 5, Encounter 3, Encounter 4

Once the PCs have played through all of these encounters continue to Interlude 2: Through Underdark.

ENCOUNTER 3: BLIND HUNTERS

Location: A corridor.

Figures: Destrachan (2-4).

In this encounter the PCs may surprise, or be surprised by, a pack of hunting destrachan. As the encounter opens the destrachan are moving quietly down a corridor in search of prey. If the combat map used has multiple corridors, randomly determine down which corridor the destrachan and PCs are moving.

If the destrachan become aware of the PCs before the PCs become aware of the destrachan read the following:

The tunnels of Underdark twist and turn as they lead you deeper into a confusing network of galleries, caverns, corridors and natural chambers. All is silent in this dark, seemingly timeless and isolated world.

Suddenly, and without any warning, a several large creatures burst out of the darkness. Vaguely reptilian there large, powerful body ends in a mostly featureless head dominated by large ear structures and gaping, toothless mouths.

If the PCs become aware of the destrachan before the destrachan become aware of the PCs, read the following:

The tunnels of Underdark twist and turn as they lead you deeper into a confusing network of galleries, caverns, corridors and natural chambers. All is silent in this dark, seemingly timeless and isolated world.

Suddenly ahead of you, you hear a sound that you immediately identify as being out of place: a barely perceptible sound of a rock shifting under the weight of someone or something lurking in the stygian darkness.

Allow the PCs to take whatever actions they deem necessary. Assuming they hide or ready weapons and spells continue:

Several large creatures are padding down the tunnel towards you. Vaguely reptilian, their large, powerful bodies end in a mostly featureless head dominated by large ear structures and gaping, toothless mouths. They do not appear to have noticed you yet.

APL 10 (EL 10)

➤ **Destrachan (2):** hp 60; see Appendix 1.

APL 12 (EL 12)

➤ **Destrachan (4):** hp 60; see Appendix 2.

APL 14 (EL 14)

➤ **Advanced (Large) 16 HD Destrachan (4):** hp 120; see Appendix 3.

APL 16 (EL 16)

➤ **Advanced (Huge) 20 HD Destrachan (4):** hp 195; see Appendix 4.

Tactics: The tactics of these creatures depends on whether they are aware or unaware of the PCs when combat breaks out.

Aware: Use these tactics if the destrachan become aware of the PCs before the PCs become aware of the destrachan.

If the destrachan are aware of the PCs they set up an ambush, preferably using a section of the tunnel which allows them to attack from multiple directions. They prefer hit and run tactics, and seek to draw party members away from the main group.

At almost all times they prefer to use their destructive harmonic attacks instead of their claws. They only change to using their claws when a foe is near death. At the beginning of combat they attempt to use their harmonic attacks to destroy a PC's main weapon. Once

they have achieved this (or have failed twice), they change their ability to cause damage to their foe.

Unaware: Use these tactics if the PCs become aware of the destrachan before the destrachan become aware of the PCs.

If the destrachans are surprised (even if the PCs are too), their first instinct is to flee. If successful in this, they start stalking the party with the goal of attacking them as described above. If they are unable to flee, the destrachans fight—but with an eye to breaking off the combat as soon as possible. If severely injured while doing this, they do not return.

Treasure: The destrachan carry no treasure.

ENCOUNTER 4: SILENT DEATH

Location: A chamber.

Figures: Mind flayer (2).

In this encounter the PCs may surprise, or be surprised by, a pair of mind flayers prowling Underdark, hunting for victims. As the encounter opens, the mind flayers are lurking in a passageway, awaiting passing prey. Here they have contrived to set up an ambush. Whether they have this ambush in place or not depends on whether they become aware of the PCs before the PCs become aware of them.

If the PCs become aware of the mind flayers before the mind flayers become aware of the PCs read the following:

Ahead of you the passageway widens out into a largish, irregularly-shaped chamber roughly forty feet wide and sixty feet long. The ceiling of this place is fifty feet high in places. Lurking, almost indistinguishable from the surrounding rock formations, to one side of the passageway are two humanoid figures. The creatures' heads look like four-tentacled octopi.

If the mind flayers become aware of the PCs before the PCs become aware of the mind flayers read the following:

Ahead of you the passageway widens out into a largish irregularly-shaped chamber roughly forty foot in width and sixty feet long. The ceiling of this place is in places fifty feet high. Roughly in the centre of the cavern, sprawled on the floor, is the body of a human male. He appears to be dead or unconscious. He is dressed in ragged clothes that you recognize as those worn by the Flan tribes of the Bright Lands.

APL 10 (EL 10)

➤ **Oobyl and Hrustrboard, Mind Flayers (2):** hp 54; see Appendix 1.

APL 12 (EL 12)

➤ **Hrustrboard, Mind Flayer Ftr1/Sor1 (1):** hp 67; see Appendix 2.

➤ **Oobyl, Mind Flayer Mnk2 (1):** hp 69; see Appendix 2.

APL 14 (EL 14)

➤ **Hrustrboard, Mind Flayer Ftr2/Sor2 (1):** hp 80; see Appendix 2.

➤ **Oobyl, Mind Flayer Mnk2/Clr2—Ilsensine (1):** hp 84; see Appendix 2.

APL 16 (EL 16)

➤ **Hrustrboard, Mind Flayer Ftr2/Sor4 (1):** hp 87; see Appendix 2.

➤ **Oobyl, Mind Flayer Mnk2/Clr4—Ilsensine (1):** hp 99; see Appendix 2.

Tactics: The tactics of these creatures depends on whether they are aware or unaware of the PCs when combat breaks out. Note however that both mind flayers are extremely intelligent and do not sacrifice their own lives needlessly. If a mind flayer is reduced to less than 20 hp, it flees as soon as possible. Dependant on the tactical situation, his companion may immediately follow suit, unless of course he is about to subdue a victim.

Unaware: Use these tactics if the PCs become aware of the mind flayers before the mind flayers become aware of the PCs.

If the mind flayers are ambushed by the PCs they try a couple of mind blasts, but flee if they don't stun at least half of the party. If their foes seem susceptible to these attacks the mind flayers attempt to carry off several victims (as described below).

Aware: Use these tactics if the mind flayers become aware of the PCs before the PCs become aware of the mind flayers.

In this situation, the mind flayers have set up an ambush for the PCs. Oobyl uses his hat of *disguise* to appear as a human nomad male lying face down in the corridor. Hrustrboard lurks above in the darkness with the aid of his *cloak of elvenkind*. Prior to setting this trap, they pre-cast as many of their defensive spells as possible on each other.

When a PC moves up to investigate the body Oobyl uses his *mind blast* ability on that unfortunate while Hrustrboard aims his own *mind blast* at his "rescuer's" companions. The mind flayers continue to attack until they each have a stunned victim. They then use their *plane shift* ability to escape the other PCs. Once safely away they dine on their victims. Refer to the *Monster Manual* for more information on mind flayer tactics but modify these as necessary to take into account these individuals' equipment.

Treasure: The mind flayers carry several items of value:

APL 10: Magic: *hat of disguise* (150 gp), *ring of protection +1* (2) (167 gp), *cloak of resistance +1* (83 gp), *cloak of elvenkind* (208 gp), *bracers of armor +1* (83 gp).

APL 12: Magic: *hat of disguise* (150 gp), *ring of protection +1* (2) (167 gp), *cloak of resistance +1* (83 gp), *cloak of elvenkind* (208 gp), *bracers of armor +1* (83 gp).

APL 14: Magic: *hat of disguise* (150 gp), *ring of protection +1* (2) (167 gp), *cloak of resistance +1* (83 gp), *cloak of elvenkind* (208 gp), *bracers of armor +1* (83 gp), *boots of speed* (1000 gp), *amulet of mighty fists +1* (500 gp), *staff of fire* (14,200 gp).

APL 16: Magic: *hat of disguise* (150 gp), *ring of protection +1* (2) (167 gp), *cloak of resistance +1* (83 gp), *cloak of elvenkind* (208 gp), *bracers of armor +1* (83 gp), *boots of speed* (1000 gp), *amulet of mighty fists +1* (500 gp), *staff of fire* (14,200 gp).

Detect Magic Results: *hat of disguise* (faint illusion), *ring of protection +1* (faint abjuration), *cloak of resistance +1* (faint abjuration), *cloak of elvenkind* (faint illusion), *bracers of armor +1* (moderate conjuration), *boots of speed* (moderate transmutation), *amulet of mighty fists +1* (faint evocation), *staff of fire* (moderate evocation).

Development: Once the PCs have defeated the mind flayers, they are able to continue their explorations of Underdark. If the PCs drove off the mind flayers (but didn't slay them), they do not return; there is easier prey to be found elsewhere.

Plane Shift: PCs carried off by the mind flayers via their *plane shift* ability are likely to be slain. If this occurs their body cannot be recovered unless the PCs have some way to track and retrieve it.

Either mind flayer fleeing the battle uses *plane shift* to travel to the ethereal plane so that it can monitor its foes while eating the brain of its victim. Note, due to the limitations of plane shift, it is highly unlikely that any transported PC has to contend with both mind flayers.

Any PC who is transported to the ethereal plane but survives the ensuing combat wanders lost for some time. Unless that individual possesses items or abilities that enable return to the Prime Material plane his adventure is over. However, he eventually finds his own way home. Such individuals must spend an additional 6 TUs and 1,000 gp to simulate this wandering.

ENCOUNTER 5: ESCAPEES!

Location: Any in Underdark.

Figures: Human commoner (3).

The PCs come across the bodies of several slaves who escaped from the duergar mines during the confusion brought about by the assault on the Upper Mines.

By the time the PCs reach this area the escapees have been dead for at least an hour. Randomly determine the cause of death and then refer to the relevant read-aloud section:

D%	Cause of Death
01-51	Mind Flayers

SLAIN BY MIND FLAYERS

Read aloud the following:

There are three human corpses scattered about the area. All are dressed in a similar fashion, wearing little but rags. All bear the signs of forced labor, malnutrition, and frequent beatings.

However, it is the cause of death that really attracts your attention: Each of the corpses has had the top of its head peeled away. Its brain is missing.

An expended torch lies on the floor, not far from one of the unfortunate's out-stretched hands.

SLAIN BY DESTRACHAN

There are three human corpses scattered about the area. All are dressed in a similar fashion, wearing little but rags. All also bear the signs of forced labor, malnutrition, and frequent beatings.

However, it is the cause of death that really attracts your attention: Each of the corpses has been savaged by a monster possessing huge jaws and great strength.

An expended torch lies on the floor, not far from one of the unfortunate's out-stretched hands

Treasure: There is no treasure here.

INTERLUDE 2: THROUGH UNDERDARK

During this interlude the PCs travel deep into the maze of tunnels that honeycomb the Abbor-Alz. In effect this interlude begins when PCs leave the sinkhole chamber in Encounter 1: Sinkhole, and finishes when they begin Encounter 6: Dark Gate.

Describe to the PCs their journey in general terms. Remember that the PCs should either be led by Shamil, or at least user her map.

If time permits you may intersperse Encounters 2-5 with a selection of random encounters from the chart below. The Dm should feel free to insert he deems necessary. However, the DM should not allow these encounters to overly slow down game play.

D%	Random Encounter
01-18	Sounds of mining or tapping coming from a random direction (if applicable).
19-44	A patch of faintly luminescent fungi.
45	Small puddle of stagnant water.
46	Broken dagger hilt.
47	Stubbed-out torch.
48	A smoky smell hanging in the air.
49	A slight draft moving downward.
50	Deep fissures in the ceiling. Area appears unstable. (It isn't).
51-76	Bones or remains of a small humanoid (01-55% duergar, 56-85% derro, 85%-100 deep gnome). No equipment.
77	Cracked hammer head.

78	Large patch of dried blood. Very old.
79	Corroded length of chain.
80	Small pile of stones erected as some kind of waymarker or boundary stone.
81	Ashes from a camp fire.
82	Deep scratches on the wall as if from some giant claw.
83-100	An area of (harmless) mold.

While some of these encounters may prompt the PCs to search the area for more clues, there is nothing else to be discovered.

Development: At the end of this interlude the PCs discover Dark Gate. If the PCs reached the sinkhole in Encounter 1: Sinkhole by magic, then they may rest here before proceeding. However, if they traveled on foot to the sinkhole, they do not have a chance to rest. Read the text below as they approach this area.

As the PCs approach Dark Gate, or make preparations to rest (see above) they are contacted via a *sending spell* by the Sapphire Song. The sending spell is directed at the party leader (or at an obviously good-aligned cleric or paladin). Read the following:

Suddenly you feel a consciousness touch your own. It is Larrenden, a member of the Sapphire Song. "My friends, we have been discovered and must start our attack now. Hurry!"

If the PC wishes to respond, allow him to do so. Beyond a quick reply, there is no time for other conversation.

ENCOUNTER 6: DARK GATE

Location: Mines Map 1.

Figures: Duergar (6), Dwarf Sergeant (1) and Nebin, Gnome Illusionist (1).

In this encounter the PCs have reached the outer fringes of the duergars' holdings. This entrance is heavily fortified and the PCs must break through these defenses in order to reach the mine's interior.

The range at which the PCs become aware of the duergar's fortification varies, depending on the PC's light source and race. Individuals with darkvision become aware of the wall while still 60 feet away. PCs with low-light vision notice it before those relying on a light source.

The natural passageway which you have been following suddenly widens out to over sixty feet in width while the ceiling drops to only twenty feet in height. The floor here is smoother than before and shows signs of being worked.

Ahead of you a stone wall of obviously skilled construction completely blocks any further progress.

The center of the wall is dominated by a single stone gate. To either side of this, the walls are pierced by

many arrow slits. A second row of arrow slits sits above the first layer.

Directly in front of the wall hangs a shimmering emerald barrier of obvious magical origin. It extends all the way across the cavern.

All is quiet here.

This area is heavily fortified and is protected by a small detachment of duergar guards. Due to the ongoing alert in the upper mines, many of the guards have been called away to bolster the defenses there. Only a small force remains to guard this gate.

A successful DC 28 Spellcraft check enables a PC to correctly identify the emerald barrier as that created by a *dimensional lock* spell. This area has been heavily warded by the duergar to prevent illithid hunting parties from breaching their defenses. Much of the area is protected by a *dimensional lock* spell added to an *unhallow* spell. The *unhallow* spell is centered ten feet behind the gate; thus, both effects extend twenty feet beyond the wall (the wall is ten feet thick). Whilst in this area all the duergar are protected by a *magic circle against good*. (This has not been factored into their stat blocks).

SURPRISE?

It is unlikely that the PCs can surprise the duergar manning this stronghold. However, it is likely that the alert duergar defenders spot the approach of the PCs. Duergar possess darkvision out to a range of 120 feet meaning that unless approaching PCs have some other means of cover (or are invisible), the duergar automatically spot them.

If the duergar spot the PCs, they take a series of actions, beginning with quietly closing the doors to their arrow slits (to prevent the spread of enemy spell effects). The spellcasters begin to cast defensive spells, starting with those of the longest duration first. Once the PCs get within 60 feet of the gates, the defenders attack. The fighters fire their crossbows while the spellcasters use their most devastating offensive spells.

It is possible, however, that the PCs notice the fortifications before the defenders notice the PCs. In this case, the PCs are able to act first. Until the duergar become aware of the PCs' approach, they merely quietly observe the tunnel.

For more information on the duergar tactics refer to the Combat section below.

FEATURES OF DARK GATE

Hewn Stone Wall: This wall is well constructed and solid. It is 10 feet thick and completely blocks the corridor. In places where it is not pierced by an arrow slit it is considered a solid barrier and thus blocks a spell's line of effect. In squares pierced by an arrow slit the wall is not considered a solid object and thus does not block line of effects.

◆ **Hewn Stone Wall:** 6 ft.; hardness 8; hp 1,080; AC 2; DC 50 Break; DC 25 Climb.

Arrow Slits: Arrow slits give individuals sheltering behind them a high degree of cover. Thus they grant a +4 bonus to Reflex saves and a +8 bonus to AC against attacks that originate or burst out from a point on the other side of the cover. Small-sized characters can squeeze through an arrow slit with a successful DC 30 Escape Artist check. Individuals of Tiny or smaller size can automatically move through a square containing an arrow slit as if they were moving through difficult terrain.

There are two rows of arrow slits here, one above another. The second set is reached by a stone stair and walkway both of which are ten feet wide.

There are two arrow slits either side of the gate and a further five arrow slits above it.

Stone Gate: This ten-foot wide gate is secured by two bars and a good padlock. The padlock can only be accessed from the inside; any attempt to pick the lock from the outside automatically fails. PCs attempting to open the gate with a *knock* spell require two such spells to open the door.

The two bars can be raised by pulling up a large lever to the left-hand side of the gateway.

Directly above the gate is a murder hole. Treat this as an arrow slit.

◆ **Stone Gate:** 4 in.; hardness 8; hp 60; AC 8; DC 28 Break; DC 30 Open Lock.

Portcullis: The portcullis is a sturdy affair that allows individuals with ranged or reach weapons to strike through it. Individuals fighting from behind the portcullis gain the benefits of cover (+2 on Reflex saves and +4 to AC).

The portcullis can be raised by pulling up a small lever to the left-hand side of the gateway. This lever is located next to the one used to raise and lower the two bars.

◆ **Iron Portcullis:** 2 in.; hardness 10; hp 60; AC 8; DC 25 Lift; DC 28 Break.

Breaking through the Dark Gate: It is likely that the PCs attempt to break through the gate (or its surrounding walls) through the use of destructive spells. Some spells like *passwall* or *stone shape* are obviously suited to this. Chapter 9: Adventuring in the *Player's Handbook* contains extensive rules on breaking objects both with weapons and with destructive spells. The DM should refer to that chapter during play in this area.


Due to the duergar-constructed fortifications and the warding spells sheltering the PCs' opponents, this encounter has a +1 EL.

COMBAT




APL 10 (EL 11)

◆ **Duergar Ftr3 (6):** hp 27; see Appendix 1.




◆ **Duergar Clr5—Laduguer (1):** hp 41; see Appendix 1.

1.  **Duergar Wiz (Evoker) 5 (1):** hp 25; see Appendix




APL 12 (EL 13)

1.  **Duergar Ftr5 (6):** hp 45; see Appendix 2.
 **Duergar Clr7—Laduguer (1):** hp 57; see Appendix
2.  **Duergar Wiz (Evoker) 7 (1):** hp 35; see Appendix

APL 14 (EL 15)

3.  **Duergar Ftr7 (6):** hp 62; see Appendix 3.
 **Duergar Clr9—Laduguer (1):** hp 73; see Appendix
3.  **Duergar Wiz (Evoker) 9 (1):** hp 45; see Appendix

APL 16 (EL 17)

4.  **Duergar Ftr9 (6):** hp 88; see Appendix 4.
 **Duergar Clr11—Laduguer (1):** hp 89; see Appendix 4.
 **Duergar Wiz (Evoker) 11 (1):** hp 55; see Appendix

Tactics: The tactics of these duergar depend on whether they are aware or unaware of the PCs when combat breaks out. The duergar here do not use their spell-like abilities until melee combat ensues.

Aware: Use these tactics if the duergar become aware of the PCs before the PCs become aware of the duergar.

Once they become aware of the PCs the duergar warriors quietly close the door to the arrow slit chambers to minimize the effects from enemy spells. They then prepare to fire their heavy repeating crossbows at any attackers. Once ranged combat begins the duergar shoot as often as possible. At APLs 14 and 16, the duergar possess the rapid shot feat, allowing an additional shot every round in which they take a full attack. The defenders keep up a steady missile fire until either the PCs have broken down the stone gate or have in some way breached the duergars' defenses. If this occurs most of the defending duergar move to engage any PCs attempting to break down the portcullis or who have already successfully breached the defenses.

At least one warrior and the spellcasters however remain at their positions to attack any visible opponents lingering beyond the wall.

Spellcasters spend the time before combat casting as many defensive spells as possible. Once combat breaks out they unleash their most violent and destructive spells first. If a spellcaster casts a spell that gives their position away (*cone of cold*, for example), they immediately attempt to move to a different arrow slit, so that their enemies have a harder time targeting them. (A duergar wizard warded by *lesser globe of invulnerability* trusts to this spell to keep him safe, instead.)

Unaware: Use these tactics if the PCs become aware of the duergar before the duergar become aware of the PCs.

In this instance the duergar do not have time to shut the doors to their arrow slit chamber making them more vulnerable to large area of affect spells.

In addition, the duergar spellcasters are not fully protected and so spend the first couple of rounds preparing their most powerful protective magic.

Obviously in this instance, the actions of the PCs may force the duergar to deviate from this plan.

Treasure: The only treasure that the PCs find in this location is that carried by the duergar. All of the suits of armor and shields of the duergar are emblazoned with a single great eye.

APL 10: Loot 824 gp; Coin 16 gp, Magic *potion of cure moderate wounds* (7) (25 gp each), *oil of magic weapon* (6) (4 gp each), *potion of cure light wounds* (4 gp), *scroll of sanctuary* (2 gp), *scroll of silence* (13 gp), *wand of command* (25 gp), *cloak of resistance +1* (83 gp), *ring of protection +1* (2) (167 gp each), *wand of magic missiles* (25 gp), *wand of glitterdust* (38 gp), *bracers of armor +1* (83 gp).

APL 12: Loot 724 gp; Coin 24 gp, Magic *potion of cure moderate wounds* (7) (25 gp each), *oil of magic weapon* (6) (4 gp each), *potion of cure light wounds* (4 gp), *scroll of sanctuary* (2 gp), *scroll of silence* (13 gp), *wand of command* (25 gp), *cloak of resistance +1* (83 gp), *ring of protection +1* (2) (167 gp each), *wand of magic missiles* (25 gp), *wand of glitterdust* (38 gp), *bracers of armor +1* (83 gp), *amulet of natural armor +1* (8) (167 gp each), *potion of blur* (25 gp), *potion of protection from arrows (magic)* (25 gp).

APL 14: Loot 372 gp; Coin 36 gp, Magic *potion of cure moderate wounds* (7) (25 gp each), *oil of magic weapon* (6) (4 gp each), *potion of cure light wounds* (4 gp), *scroll of sanctuary* (2 gp), *scroll of silence* (13 gp), *wand of command* (25 gp), *ring of protection +1* (2) (167 gp each), *wand of magic missiles* (25 gp), *wand of glitterdust* (38 gp), *bracers of armor +2* (333 gp), *amulet of natural armor +1* (8) (167 gp each), *potion of blur* (25 gp), *potion of protection from arrows (magic)* (25 gp), *+1 breastplate* (6) (113 gp), *+1 heavy repeating crossbow* (6) (225 gp), *cloak of resistance +2* (333 gp), *ring of counterspells* (333 gp).

APL 16: Loot 31 gp; Coin 48 gp, Magic *potion of cure moderate wounds* (7) (25 gp each), *oil of magic weapon* (6) (4 gp each), *potion of cure light wounds* (4 gp), *scroll of sanctuary* (2 gp), *scroll of silence* (13 gp), *wand of command* (25 gp), *ring of protection +1* (2) (167 gp each), *wand of magic missiles* (25 gp), *wand of glitterdust* (38 gp), *bracers of armor +2* (333 gp), *amulet of natural armor +1* (8) (167 gp each), *potion of blur* (25 gp), *potion of protection from arrows (magic)* (25 gp), *+1 breastplate* (6) (113 gp), *+1 heavy repeating crossbow* (8) (225 gp), *cloak of resistance +2* (333 gp), *ring of counterspells* (333 gp), *+1 heavy steel shield* (6) (98 gp), *+1 warhammer* (6) (193 gp), *brooch of shielding* (6) (125 gp), *perlept of Wisdom +2* (333 gp), *dusty rose ioun stone* (417 gp), *headband of intellect +2* (333 gp).

Detect Magic Results: *potion of cure moderate wounds* (faint conjuration), *oil of magic weapon* (faint

transmutation), *potion of cure light wounds* (faint conjuration), *scroll of sanctuary* (faint abjuration), *scroll of silence* (faint illusion), *wand of command* (faint enchantment), *ring of protection +1* (faint abjuration), *wand of magic missiles faint evocation*, *wand of glitterdust* (faint conjuration), *bracers of armor +2* (moderate conjuration), *bracers of armor +2* (moderate conjuration), *amulet of natural armor +1* (faint transmutation), *potion of blur* (faint illusion), *potion of protection from arrows (magic)* (faint abjuration), *+1 breastplate* (faint abjuration), *+1 heavy repeating crossbow* (faint evocation), *cloak of resistance +2* (faint abjuration), *ring of counterspells* (moderate evocation), *+1 heavy steel shield* (faint abjuration), *+1 warhammer* (faint evocation), *brooch of shielding* (faint abjuration), *peridot of Wisdom +2* (moderate transmutation), *dusty rose ioun stone* (moderate abjuration), *headband of intellect +2* (moderate transmutation).

Development: The PCs must breach these defenses to continue their assault on the duergar stronghold. If it appears that the PCs are on the verge of breaking through, the most severely wounded duergar attempts to break away from combat to warn the rest of the complex of this assault. Once the PCs have broken through entirely, the surviving duergar attempt an ordered withdrawal deeper into the mines. Any survivors appear again in Encounter 9: Trolls of the Wastes.

Once the PCs defeat all the duergar here they may continue deeper into the Inner Mines. Following the corridor onwards, they come to a “T” junction.

To the right, the PCs hear the sounds of combat and the clash of arms. If the PCs choose to go in this direction they observe a large mustering chamber full of duergar preparing to march off to the outer mines. Attacking here is a foolish proposition, due to the sheer weight of numbers of duergar. If the PCs consider attacking here, the DM should make it clear that the battle would be too costly, both in terms of time spent, and resources wasted.

If the PCs insist on continuing here, a solid mass of duergar overwhelms them. There is no question of victory—the PCs are quickly overwhelmed by weight of numbers, captured, and used as slaves of Father Eye. The PCs can escape, but at the cost of 13 TU. During their escape, they are able to make off with treasure and equipment equal to half of their total gp worth when captured. They also carry the mark of the whips of the Mines of the Eye on their backs.

The rest of the mines lie to the left of the “T” junction. Once they proceed that way, continue to Encounter 7: From the Shadows.

ENCOUNTER 7: FROM THE SHADOWS

Location: Mines Map 2.

Figures: Dwarf Caver (1) and Human Commoner (10).

In this encounter the PCs enter an area full of recently released slaves. But hiding amongst them is a

highly skilled duergar assassin who plans to use the confusion created by the slaves milling around to attack the party.

In a bid to slow down the invaders, the assassin released several score of slaves from their pens, but locked them into this area. When several of them tried to escape by unbarring the door, he slew them. The rest now mill around, afraid and confused.

The door to this area is barred from the inside. Read the following:

Further progress is barred by a firmly shut stone door.

❖ **Barred Stone Door:** 4 in.; hardness 8; hp 60; AC 9; DC 28 Break.

Once the PCs have broken down the door, read the following:

The door finally gives way before your assault. The chamber beyond is quite large and is lit by a few sputtering torches.

It is occupied by several score of ragged and emaciated humans who have the look of slaves about them. Immediately before the door lie two bodies. Both are human males and both have been slain by single, precise blows to their vital organs.

At the sight of you, the survivors surge forward, a mix of hope, desperation and terror on their faces.

The PCs' immediate dilemma is how to react to this seething mass of humanity. Many of the slaves are hysterical with fear of a “devil killer,” and reasoning with them does little good for the first couple of minutes. If the PCs allow them to, the majority immediately flee, casting fearful looks behind them and screaming about the killer. But ten of the slaves are either catatonic from fear (because of their long incarceration) or have realized that fleeing into the duergar mines means certain death. These individuals linger in the room. Of the ten, six are catatonic and four are lucid.

The catatonic slaves do nothing but stare into space. PCs can lead them about; they are quite docile, but they provide no information.

The lucid slaves have quite a lot of information they can impart to the PCs if they are questioned:

- ❖ They have been enslaved here for between one and four years. Some of the others have been here so long that their minds have snapped. Most are members of Flan tribes living in the foothills of the Abbor-Alz.
- ❖ They are forced to do much of the menial labor in the mines.
- ❖ They are normally kept in the slave pens.
- ❖ About an hour ago a single duergar warrior came and unlocked them all. He then disappeared.
- ❖ When some of the braver slaves tried to escape, the duergar warrior appeared—literally out of

thin air—and killed them. (This refers to the dead slaves in front of the door).

- ❖ (If duergar escaped from Dark Gate). A short while ago some duergar passed through this area. They hammered on the door and the warrior again appeared and let them through. He then re-barred the door and disappeared.
- ❖ They have heard rumors that the duergar are led by some terrible monster, but they have never seen it.
- ❖ They just want to escape, but they realize that to do so without the PCs would be suicide.

COMBAT

APL 10 (EL 10)

☞ Duergar Rgr2/Rog5/Ass1/Shd1 (1): hp 69; see Appendix 1.

APL 12 (EL 12)

☞ Duergar Rgr2/Rog7/Ass1/Shd1 (1): hp 83; see Appendix 2.

APL 14 (EL 14)

☞ Duergar Rgr2/Rog9/Ass1/Shd1 (1): hp 97; see Appendix 3.

APL 16 (EL 16)

☞ Duergar Rgr2/Rog11/Ass1/Shd1 (1): hp 111; see Appendix 4.

Tactics: The assassin here works alone. He is a supremely skilled individual who delights in taunting and terrifying his prey before killing them. He is gambling that the presence of large numbers of noncombatants discourages his foes from using any destructive area of affect spells.

He prefers to strike against those who appear to be lightly protected; particularly those who he suspects have magical methods of pinpointing his location.

The assassin employs hit and run tactics, using his hide in plain sight and death attack to confound and terrorize the party. He strikes to paralyze as he wants prisoners to torture. If he is reduced below half hit points, however, he begins to strike to kill.

Treasure: The only treasure here is that carried by the duergar assassin. The studded leather armor of the assassin is emblazoned with a single great eye.

APL 10: Magic: +1 studded leather armor (98 gp), +1 short sword (193 gp), ring of protection +1 (167 gp), cloak of protection +1 (83 gp), potion of cure moderate wounds (2) (25 gp each), slippers of spider climbing (400 gp).

APL 12: Magic: +1 studded leather armor (98 gp), +1 short sword (193 gp), ring of protection +1 (167 gp), cloak of protection +1 (83 gp), potion of cure moderate wounds (2) (25 gp each), slippers of spider climbing (400 gp).

APL 14: Magic: +1 studded leather armor (98 gp), +1 short sword (193 gp), ring of protection +1 (167 gp), cloak of protection +3 (750 gp), potion of cure moderate

wounds (2) (25 gp each), slippers of spider climbing (400 gp), ring of shooting stars (4,167 gp).

APL 16: Magic: +2 studded leather armor (348 gp), +1 short sword (193 gp), ring of protection +1 (167 gp), cloak of protection +3 (750 gp), potion of cure moderate wounds (2) (25 gp each), slippers of spider climbing (400 gp), ring of shooting stars (4,167 gp), bag of holding (type II) (417 gp).

Detect Magic Results: +1 studded leather armor (faint abjuration), +1 short sword (faint evocation), ring of protection +1 (faint abjuration), cloak of protection +1 (faint abjuration), potion of cure moderate wounds (2) (faint conjuration), slippers of spider climbing (faint transmutation), cloak of protection +1 (faint abjuration), ring of shooting stars (strong evocation), +2 studded leather armor (faint abjuration), bag of holding (type II) (moderate conjuration).

Development: Once the PCs have dealt with the assassin they are free to continue onwards. However, several slaves have probably survived the battle. The more lucid slaves realize they require the PCs' aid to escape, and ask for such. This could cause problems for any lawful good individuals or those following a good-aligned god whose areas of concern include protection.

After the PCs exit this area run them through Interlude 3: Halls of the Gray Ones.

INTERLUDE 3: HALLS OF THE GRAY ONES

During this interlude the PCs travel deeper into the duergars' stronghold. They do not encounter any serious resistance whilst moving through this area; most of the warriors are in the outer mines. Only women and children are still in this area, most of whom have barricaded themselves into their chambers.

Describe in general terms the journey deeper into the mines. No combat should take place during this interlude, and so a formal map is not provided.

The PCs can interact with some of the inhabitants of the mines if they so choose.

FEATURES OF THE MINES

A significant part of this adventure takes place in the duergars' mines. Certain characteristics of the tunnels, passageways and chambers that the PCs journey through are relatively standard. For the DM's ease these characteristics are listed here. The DM should use these in any given encounter area unless the description of that area specifically states otherwise.

Doors: All duergar rooms are protected by stone doors fitted with a bar on the inside.

☛ **Barred Stone Door:** 4 in.; hardness 8; hp 60; AC 9; DC 28 Break.

Walls: The walls of the inner mines are hewn from the stone of the Abbor-Alz and are well finished.

▣ **Hewn Stone Wall:** 6 ft.; hardness 8; hp 1,080; AC 2; DC 50 Break; DC 25 Climb.

Corridors: Corridors in the inner mines are rather larger than those of the outer mines, due to Father Eye's desire to be able to travel about his domain so that he can keep an eye on his minions.

Corridors are generally ten feet wide and ten feet high.

Chambers: Chambers are of a variety of sizes. Treat them as corridors in regard of physical characteristics except size.

DUERGAR LIVING QUARTERS

These areas are used by a single family. In all cases the PCs encounter only women and children.

♣ **Duergar woman (1):** hp 9; see *Monster Manual*.

♣ **Duergar Children (1-2):** Com1; hp 4.

Slaying these individuals is an easy task. PCs receive no XP for this. In addition, slaying helpless creatures of any alignment is an evil act, and should be noted as such on a PC's AR.

SLAVE PENS

These areas are used by the duergar to keep their slaves secure when they are not working in the mines. In general, the conditions in such areas are squalid. Straw, body waste, scraps of clothes, bones and other unidentifiable things are all found here.

These pens are unoccupied; the occupants are detailed in Encounter 7: From the Shadows.

Development: After the PCs have had an opportunity to explore several living quarters and slave pens continue on to Encounter 8: Trap of the Eye telling them they travel through many empty halls, corridors and chambers.

ENCOUNTER 8: TROLLS OF THE WASTES

Location: Area 3; Mines Map 3.

Figures: Troll (4).

The PCs finally enter Father Eye's inner chambers, but must still contend with his final guardians before winning through to his personal chambers. The guards are obviously trolls, but are not of the type common throughout the Flanaess.

If the trolls have been alerted to the presence of the PCs, this encounter takes place in Area 1. If they have not been alerted to the PCs' presence, it takes place in Area 3.

If any of the duergar previously encountered escaped the PCs' assault, the trolls are aware of the PCs' approach and are lying in wait in Area 2. Any surviving duergar from previous encounters have regrouped here and join the trolls in this battle.

But if the PCs disposed of all their opponents the trolls are unaware of the PCs' presence.

AREA 1: THE MAIN CORRIDOR

Location: Area 1; Mines Map 3.

The exact circumstances of combat in this area depend on whether the PCs surprise the trolls or the trolls surprise the PCs.

Tactics: When alerted to the presence of intruders, the wasteland trolls lurk out of sight in alcoves and side corridors. When the first PC passes (or detects) the first troll, it springs out to attack, followed a round later by the others (and any duergar who have joined them). The trolls wade into the PCs, while the duergar move to block the exit, in an attempt to trap the PCs in with the trolls.

Individual trolls seek to get in amongst the party so that they can use their great reach to advantage. They do not fear warriors as they know their innate regeneration abilities keep them relatively safe. Spellcasters are their prime targets, however—particularly those who demonstrate the ability to hurl potent offensive magic.

AREA 3: THE TROLLS' CHAMBER

Location: Area 3; Mines Map 3.

Depending on the trolls' state of alert this room may or may not be occupied. The trolls are here if they are unaware of the PCs.

If the trolls are unaware of the PCs' approach they have made no special preparations. Once the trolls notice the PCs they charge their foe with reckless abandon. The trolls do not fight well as a group, although each is a formidable warrior in its own right.

Individual trolls seek to get in amongst the party so that they can use their great reach to advantage. They do not fear warriors as they know their innate regeneration abilities keep them relatively safe. Spellcasters are their prime targets, however—particularly those who demonstrate the ability to hurl potent offensive magic.

Read the following aloud:

You have discovered a large room once luxuriously furnished. Now, however it is a shambles. The marble floor is pitted and coated with filth. Battered and smashed furniture is heaped against the room's walls while the central area is relatively clear. Several small piles of rubble dot the central area of the chamber.

The far wall is pierced by two archways that seem to lead deeper into a suite of rooms that lies beyond. Sounds of eating and argument emanate from within.

If the PCs do not encounter the trolls here read the following:

You have discovered a large room once luxuriously furnished. Now, however it is a shambles. Battered and smashed furniture is heaped against the room's walls while the central area is relatively clear. Several small piles of rubble dot the central area of the chamber.

The far wall is pierced by two archways that seem to lead deeper into a suite of rooms that lies beyond.

The trolls store some treasure here, which the PCs can loot:

APL 10: Coin 50 gp.

APL 12: Coin 100 gp

APL 14: Coin 150 gp

APL 16: Coin 200 gp.

COMBAT

APL 10 (EL 10)

➤ **Wasteland trolls, Bbn1 (3):** hp 89, see Appendix 1.

APL 12 (EL 12)

➤ **Wasteland trolls, Bbn2 (4):** hp 100, see Appendix 2.

APL 14 (EL 14)

➤ **Wasteland trolls, Bbn4 (4):** hp 127, see Appendix 3.

APL 16 (EL 16)

➤ **Wasteland trolls, Bbn6 (4):** hp 164, see Appendix 4.

Treasure: The trolls each carry some treasure which the PCs can loot.

APL 10: Loot: 29 gp.

APL 12: Magic: *+1 breastplate* (6) (113 gp each), *potion of shield of faith +2*(6) (4 gp each).

APL 14: *+1 breastplate* (6) (113 gp each), *potion of shield of faith +2*(6) (4 gp each).

APL 16: *+1 breastplate* (6) (113 gp each), *potion of shield of faith +4*(6) (50 gp each).

Detect Magic Results: *+1 breastplate* (faint abjuration), *potion of shield of faith +2* (faint abjuration), *potion of shield of faith +4* (moderate abjuration).

ENCOUNTER 9: TRAP OF THE EYE

Location: Area 2; Mines Map 3.

Figures: None.

Having slain or otherwise avoided Father Eye's troll bodyguards in Encounter 8: Trolls of the Wastes, the PCs reach the very doors of Father Eye's private chamber.

Before they can confront the sinister leader of the duergar they must defeat his final line of defenses.

This is the largest area you have yet discovered. It is a place of luxury: a hallway roughly 120 feet long and thirty feet wide. It is floored in brightly polished black and white-veined green marble.

The walls are hidden by rich silken tapestries embroidered with precious metals. White marble columns stand along each wall, forming a processional leading to a large ornate set of double doors.

The doors are flanked by two huge marble statues of duergar warriors. These warriors wear full plate armor and have massive warhammers at their hips. Their faces are obscured by full helms. Both stand with their arms above their heads, as if supporting the ceiling.

Another double door pierces the corner to your right. Set midway along the opposite wall is another (normal-sized) door.

The whole area is lit by several smokeless lamps hung from the ceilings on great wrought-iron chains.

TRAP

This area is trapped, although the trap is less obvious than perhaps the PCs are expecting. This area was set up so that invaders would assume that either the statues were trapped or that they would animate to attack any interlopers.

In reality, it is the floor in front of the doors that is trapped. A well-hidden trap extends in front of the doors and the statues, out to a distance of 15 feet. Assuming a PC has at least a 20-foot run up, he can clear the pit on a successful DC 15 Jump check. (This DC is doubled if the PC does not have a 20-foot run up). If a PC failed his Jump check by 5 or less he can make a DC 15 Reflex check to grab the far side of the pit as he falls. In this situation, getting up requires a DC 15 Climb check and a move action.

The pit automatically opens once the first individual weighing more than 50 lbs. steps into the trapped area. Individuals failing a DC 22 Reflex save falls to the bottom of the pit.

Father Eye created this pit himself using his *disintegrate* ray. As a consequence the walls of the pit are extremely smooth. However over time those trapped below have attempted to climb out and several parts of the walls have had crude foot and hand holds cut into them. These are little more than scrapes in the rock but in places extend all the way up the pit. Climbing out is hard, but not impossible, requiring the requisite amount of successful DC 25 Climb checks.

To confuse invaders the duergar statues have both been the subject of a *Nystul's magic aura* spell. Each statue now radiates moderate abjuration magic as if a *greater glyph of warding* has been placed upon it.

All APLs

➤ **Well-Camouflaged Pit Trap:** CR 8; mechanical; location trigger; automatic reset [1 minute]; DC 22 Reflex save avoids; 100 ft. deep (10d6, fall); Search DC 27; Disable Device DC 24.

Once a PC has reached the bottom of the pit (by either falling or climbing) read the following:

The bottom of the pit is made of hard, unforgiving stone. Its walls are very smooth and must have been crafted with magic of some sort. The pit is wider at its base than at its top, being perhaps forty feet square. Against the far wall, under the overhang, you can barely make out what appears to be a pool of brackish, stagnant water.

A successful DC 15 Search check indicates that the PC has found an area of wall which has had hand- and foot-holds cut into it.

Treasure: There is no treasure to be found here.

Development: Play here depends on whether the PCs set off the trap or not. If they set off the trap, Father Eye is aware of their approach and takes appropriate precautions (see Encounter 11: Father Eye for more information).

If they do not set off the pit trap, they are able to advance without alerting Father Eye. In this situation make a note of how long the trap is disarmed (if it is disarmed). When combat breaks out with Father Eye he uses his *telekinesis* eye ray to maneuver individuals over the pit hoping to drop them in. More information can be found regarding this tactic in Encounter 11: Father Eye.

ENCOUNTER 10: THE TRAITOR'S EMISSARY

This encounter area consists of two chambers normally occupied by Rary's emissary to Father Eye. Due to the fighting, this area is currently unoccupied; Turav is defending the outer mines and attempting to discover who is assaulting his master's ally.

AREA 4

Location: Area 1; Mines Map 3.

This area is the bedchamber of Turav, Rary's emissary to Father Eye.

This area is obviously a bedchamber. It is luxuriously appointed, complete with a huge bed, large writing desk and a crystal chandelier set in the centre of the ceiling.

Marble columns surround the room. The floor is of dark-veined marble.

Beyond the fine furnishings there is little of interest here. The desk contains some papers that the PCs should be interested in.

These papers prove that Rary and Father Eye have entered into a compact. In return for Rary's aid in destroying a predatory group of mind flayers and some of his old beholder rivals, Father Eye has agreed to send an expedition to Azak-Zil. This expedition has the goal of securing and re-opening the mines. Rary believes that the site contains mithral and thinaun purer than any found in the Flanaess. He requires these for a ritual he is preparing.

AREA 5

Location: Area 5; Mines Map 3.

This room is a library and study area. Read the following:

This room is a library and study area. Bookcases cover every available inch of wall space. In one corner is a wrought-iron stand; it is empty.

Treasure: The bookcases hold a large number of books relating to arcane and esoteric subjects. While fascinating there are too many to check in detail. Many of them are bulky and are of little value. The treasure total below assumes that the PCs take only the choicest and most portable items.

ALL APLs: Loot 100 gp.

ENCOUNTER 11: FATHER EYE

Location: Area 6; Mines Map 3.

Figures: Beholder (1) and Stone Golem (1).

This chamber is the final encounter of this adventure. Within, the PCs confront Father Eye and discover his true nature.

The room beyond is certainly one of the most bizarre you have ever seen. White columns line the walls and the roof is painted with a representation of stars and moons.

Directly in front of you stands a large human-shaped stone statue graven with a complex series of runes inlaid with precious metals.

Behind the statue hovers a beholder, its huge central eye firmly fixed upon you.

At APLs 14 and 16 add:

This beholder is of a different ilk to its kin. Its eyes glow a fiendish dark red and its body is coated in a sheath of fine scales. Small wickedly clawed hands protrude from its head.

At APL 10 the runic guardian is not yet animated, although a statue that can become the runic guardian is present.

At APLs 10 and 12, the PCs enter the chamber while Father Eye is awaiting news of the battle. Although he is slightly more alert than he would normally be he has not taken any particular precautions beyond those listed below.

At APLs 14 and 16, the PCs enter the chamber an assassination attempt has just been made on Father Eye. Although he was initially awaiting word of the battle's developments, a good outsider (an astral deva polymorphed into the form of a duergar) entered the chamber and tried to slay him. Father Eye dispatched his opponent, but was forced to use his *blasphemy* ability to do so. (The astral deva failed its saving throw and was banished to its home plane). Thus, during this combat Father Eye continually rants and raves about angelic assassins, which may confuse the PCs.

(At APLs 10 and 12 this event took place a day ago and Father Eye fought off his assailant using his eye stalk powers.)

Aware/Unaware?: Father Eye is aware of the PCs' approach if he makes a successful Listen check while they are on the opposite side of the door. If he becomes aware of them, go to Aware, below. Depending on the number of rounds the PCs take to bypass the pit, Father Eye has some or all of the protective spells on his runic guardian cast upon himself.

To hear the PCs on the opposite side of the pit, Father Eye must make a Listen Check with a -7 circumstance modifier (due to distance and obstructions). The DC for the check is dependant on the PCs actions (refer to the *Player's Handbook* for more information).

COMBAT

APL 10 (EL 13)

➤ **Father Eye, beholder male;** hp 93; see Appendix 1.

APL 12 (EL 15)

➤ **Father Eye, advanced 15 HD (Large) beholder male;** hp 135; see Appendix 2.

➤ **Runic Guardian (1):** hp 150; see Appendix 2 and Appendix 5: New Rules Items.

APL 14 (EL 17)

➤ **Father Eye, half-fiendish beholder male;** hp 107; see Appendix 3.

➤ **Advanced 25 HD (Large) Runic Guardian (1):** hp 210; see Appendix 3 and Appendix 5: New Rules Items.

APL 16 (EL 19)

➤ **Father Eye, advanced 15 HD (Large) half-fiendish beholder male;** hp 156; see Appendix 4.

➤ **Advanced 25 HD (Large) Runic Guardian (1):** hp 210; see Appendix 4 and Appendix 5: New Rules Items.

General Tactics: Father Eye is an old, extremely cunning, and experienced combatant who has slain countless foes. He is incredibly well-versed in tactics and should be run as a very intelligent foe.

He delights in destroying or incapacitating foes with his eye rays. He is quite specific over who he targets with each type of ray.

Father Eye targets fighter types with the following rays: *charm monster*, *charm person*, *fear*, *inflict moderate wounds*, *sleep*, *slow* and *telekinesis*. These all require a Will save and in the past Father Eye has observed that fighter types often tend to fall under the effects of these eyes.

Father Eye targets spellcasters and stealthy thief types with the following rays: *disintegrate*, *finger of death* and *flesh to stone*. All require a Fortitude save, which Father Eye has observed these individuals often fail.

Unless he appears to be on the verge of victory, Father Eye does not leave his chamber, preferring instead to bottle his foes up in the doorway. Similarly the runic guardian stays within the room unless specifically

ordered to leave by Father Eye. If the runic guardian is slain, Father Eye attempts to bring as many of his eyes to bear on his foe as possible. His eye ray tactics are listed above. If any foe gets past his guardian and into the room, Father Eye targets that foe with as many effective eye rays as possible.

Father Eye is not stupid. If the combat is going against him and it seems that he may be slain, he attempts to flee.

Aware: Use these tactics if Father Eye becomes aware of the PCs before the PCs become aware of Father Eye.

If Father Eye is aware of the PCs' approach he directs his runic guardian to begin casting defensive spells upon his person (except at APL 10), in the following order: *protection from energy (fire)*, *protection from energy (electivity)*, *resist energy (cold)*, *mirror image* and *shield*.

As soon as the PCs seem to be imminently breaking in, Father Eye focuses his main eye on the door and awaits them. At APL 16 he also activates his *ring of blinking* at this time.

Initially Father Eye focuses his main eye on the main door, bathing the whole area in an *antimagic field*. He makes certain to keep the runic guardian in this area and stays behind it so that he benefits from its guard ability (and cover). The runic guardian attacks anyone who enters the room. The DM should note that the runic guardian's adamantine damage reduction is an extraordinary ability, and as such is not affected by Father Eye's *antimagic field*. (This is covered in more depth in the *Monster Manual* errata).

If Father Eye is injured during this time he shuts off his main eye and activates the runic guardian's *shield master* ability while attacking with as many eye rays as possible.

Unaware: Use these tactics if the PCs enter this area before Father Eye becomes aware of their presence.

If Father Eye is unaware of the PCs approach the PCs catch him off-guard. Thus, he has not instructed his guardian to cast protective spells upon him. Instead he immediately orders his minion to attack, and keeps the doorway and his guardian in the area of affect of his central eye. The DM should note that the runic guardian's adamantine damage reduction is an extraordinary ability and as such is not affected by Father Eye's *antimagic field*.

If any foe gets past his guardian and into the room, Father Eye targets that foe with as many effective eye rays as possible.

Treasure: Father Eye carries a small amount of treasure upon his person in the form of a headband crafted from cold iron. This headband is keyed to the runic guardian and allows him to control it.

APL 10: Loot: 100 gp.

APL 12: Loot: 100 gp.

APL 14: Loot: 100 gp.

APL 16: Loot: 100 gp; *Magic ring of blinking* (2,250 gp).

Detect Magic Results: *ring of blinking* (moderate transmutation.)

Development: Two secret doors are hidden in the roof of this area. The first is Father Eye's escape route and leads to Underdark. The second opens into a small treasure chamber. Once the PCs have finished the explorations of the mines proceed to the Conclusion.

AREA 7: ESCAPE ROUTE

Location: Not shown on map.

A DC 25 Spot or Search check is required to find this secret door. It leads to a long winding passageway that slants sharply up and then downwards.

At the end of the passageway is another secret door that opens into Underdark. This door requires another DC 25 Spot or Search check to discover.

Next to this door is a lever, which, when pulled, causes a cave-in that blocks the passageway. (If any PC is caught in the passageway at this time, they are assumed to be just beyond the collapsed area).

AREA 8: TREASURE CHAMBER

Location: Not shown on map.

This area contains some of Father Eye's personal treasures. Read or paraphrase the following:

This small chamber is only 10 feet wide by 10 feet long. It is empty except for a shelf at its far end. Atop the shelf are a small pile of metal-bound books. Below the books are several sacks.

Treasure: Here can be found the personal writings of Father Eye. The sacks contain a selection of jewels taken from the duergar mines.

APL 10: Loot: 350 gp.

APL 12: Loot: 1,683 gp.

APL 14: Loot: 1,683 gp.

APL 16: Loot: 1,683 gp.

Any PC who wishes to keep one of these books (and who pays 200 gp) gets the following AR entry.

📖 **Writings of the Father:** This PC has found and kept a book written by the beholder, Father Eye. Its pages contain information about his kin and the tunnels under the Abbor-Alz. In addition, the book speaks of an abandoned mine buried deep in the desert and infested by undead.

A PC who peruses this work for 10 minutes gains a +2 insight bonus on skill checks relating to beholders for the next 10 minutes. In addition the information in this book may be of use in the future.

Cost: 200 gp.

CONCLUSION

Once the PCs have finished the explorations of the mine play through the conclusion.

Read the following:

You break out into the open, the clear sky over your head instead of an oppressive weight of stone. Underdark and its terrors are finally behind you. The road home lies before you and the Mines of the Eye behind.

Several days' hard travel later and you gaze upon the proud granite towers of Castle Karistyne, glinting in the sunlight. As you draw near, horn blasts echo from the walls and a small guard of horsemen ride out to escort you into the courtyard. As you enter, the Lady Karistyne, resplendent in her armor and a long gold-trimmed blue cloak, salutes you from the battlements above the gate.

The lady descends to greet you in the courtyard: "You have returned. What tidings from the Mines? Had you success?" she asks eagerly.

The success of the mission depends on how the PCs performed. The PCs should now relate to Karistyne all that they saw and found in the Mines of the Eye. If time is short play here can be truncated.

In either case, the PCs are feted by Karistyne and her folk and treated to one of the prodigious feasts for which the lady paladin is renowned. In the midst of the feasting, Karistyne calls the PCs up one by one in front of the assembled revelers and recounts each of their deeds.

If at any point the PCs mention Father Eye's ranting about angelic assassins, Karistyne tells the PCs the following:

"Ah. That is what happened to that poor soul. One who shares my intent to destroy Rary summoned such a servant to slay Father Eye. We had hoped he had succeeded but we now know he failed."

If the PCs ask who this other individual is Karistyne says nothing else but the following:

"One who has good cause to hate the Traitor. One who has felt the treachery of one he once thought of as a friend. He waits in the shadows, but soon he will emerge to destroy his foe and when he does, I will be at his side."

SUCCESS!

The PCs are deemed to be successful in their mission if they either slay Father Eye or find Turav's writings in Area 4.

Turav's writings prove that Rary and Father Eye have entered into a compact and that Rary desires to obtain deposits of purest mithral and thinaun said to lie at Azak-Zil.

If Father Eye himself was slain the expedition he was planning fails, and Rary does not obtain these metals.

If the PCs were successful in either slaying Father Eye or forcing him to flee, the PCs get access to the following favor. In this instance it is assumed that once their leader was dealt with, the duergar no longer resisted the PCs, simply fleeing before them. In the subsequent

lull, the PCs found several small caches of precious metals.

♣ **Precious Metals Found:** During the assault on the Mines of the Eye several small caches of precious metals were found and carried away. The PC may in the future purchase any one of the options listed below:

Adamantine: The PC may purchase any one metal weapon or suit of armor listed in the *Player's Handbook* as an adamantine item. This favor may not be used to upgrade an existing weapon. Alternatively, this favor may be used to replace one part of a double weapon.

Mithral: The PC may purchase any one metal suit of armor or shield listed in the *Player's Handbook* as a mithral item. This favor may not be used to upgrade an existing weapon.

FAILURE

The PCs have failed in their mission if they did not either slay Father Eye or recover Turav's writings. If this happens Karistyne discovers no information about Rary and Father Eye's pact. As a direct result of the PCs' failure the Sapphire Song were overwhelmed by duergar reinforcements and they do not return.

The End

CAMPAIGN CONSEQUENCES

CORS5-02 Mines of the Eye is part of the *Blight on Bright Sands* trilogy. As such events within this module will directly relate to subsequent modules. If you ran this module at Origins 2005 please email the answers to the below questions to creighton@greyworks.fsworld.co.uk.

1. Was Father Eye slain?
2. Did the PCs find the Writings of the Father?
3. Did the PCs slay any noncombatant duergar?
4. Did the PCs recover the writings of Turav?

EXPERIENCE POINT SUMMARY

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

Encounter 3: Blind Hunters

Slay or drive off the destrachan.

APL10	300 XP
APL 12	360 XP
APL 14	420 XP
APL 16	480 XP

Encounter 4: Silent Death

Slay or drive off the mind flayers.

APL10	300 XP
APL 12	360 XP
APL 14	420 XP
APL 16	480 XP

Encounter 6: Dark Gate

Defeat the duergar guards and gain access to the mines.

APL10	330 XP
APL 12	390 XP
APL 14	450 XP
APL 16	510 XP

Encounter 7: From the Shadows

Slay the duergar assassin

APL10	300 XP
APL 12	360 XP
APL 14	420 XP
APL 16	480 XP

Encounter 8: Trap of the Eye

"Experience" the pit trap

APL10	240 XP
APL 12	240 XP
APL 14	240 XP
APL 16	240 XP

Encounter 9: Trolls of the Wastes

Slay or drive off the mind flayers.

APL10	300 XP
APL 12	360 XP
APL 14	420 XP
APL 16	480 XP

Encounter 11: Father Eye

Slaying Father Eye

APL10	390 XP
APL 12	450 XP
APL 14	510 XP

APL 16 570 XP

Discretionary roleplaying award

APL 10	540 XP
APL 12	630 XP
APL 14	720 XP
APL 16	810 XP

Total possible experience:

APL 10	2,700 XP
APL 12	3,150 XP
APL 14	3,600 XP
APL 16	4,050 XP

TREASURE SUMMARY

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

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

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

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

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

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

Maximum Treasure

APL 10: 4,600 gp

APL 12: 6,600 gp

APL 14: 13,200 gp

APL16: 19,800 gp

Encounter 4: Silent Death

APL 10: Magic: *hat of disguise* (150 gp), *ring of protection +1* (2) (167 gp), *cloak of resistance +1* (83 gp), *cloak of elvenkind* (208 gp), *bracers of armor +1* (83 gp).

APL 12: Magic: *hat of disguise* (150 gp), *ring of protection +1* (2) (167 gp), *cloak of resistance +1* (83 gp), *cloak of elvenkind* (208 gp), *bracers of armor +1* (83 gp).

APL 14: Magic: *hat of disguise* (150 gp), *ring of protection +1* (2) (167 gp), *cloak of resistance +1* (83 gp), *cloak of elvenkind* (208 gp), *bracers of armor +1* (83 gp), *boots of speed* (1000 gp), *amulet of mighty fists +1* (500 gp), *staff of fire* (14,200 gp).

APL 16: Magic: *hat of disguise* (150 gp), *ring of protection +1* (2) (167 gp), *cloak of resistance +1* (83 gp), *cloak of elvenkind* (208 gp), *bracers of armor +1* (83 gp), *boots of speed* (1000 gp), *amulet of mighty fists +1* (500 gp), *staff of fire* (14,200 gp).

Encounter 6: Dark Gate

APL 10: Loot 824 gp; Coin 16 gp, Magic *potion of cure moderate wounds* (7) (25 gp each), *oil of magic weapon* (6) (4 gp each), *potion of cure light wounds* (4 gp), *scroll of sanctuary* (2 gp), *scroll of silence* (13 gp), *wand of command* (25 gp), *cloak of resistance +1* (83 gp), *ring of protection +1* (2) (167 gp each), *wand of magic missiles* (25 gp), *wand of glitterdust* (38 gp), *bracers of armor +1* (83 gp).

APL 12: Loot 724 gp; Coin 24 gp, Magic *potion of cure moderate wounds* (7) (25 gp each), *oil of magic weapon* (6) (4 gp each), *potion of cure light wounds* (4 gp), *scroll of sanctuary* (2 gp), *scroll of silence* (13 gp), *wand of command* (25 gp), *cloak of resistance +1* (83 gp), *ring of protection +1* (2) (167 gp each), *wand of magic missiles* (25 gp), *wand of glitterdust* (38 gp), *bracers of armor +1* (83 gp), *amulet of natural armor +1* (8) (167 gp each), *potion of blur* (25 gp), *potion of protection from arrows (magic)* (25 gp).

APL 14: Loot 372 gp; Coin 36 gp, Magic *potion of cure moderate wounds* (7) (25 gp each), *oil of magic weapon* (6) (4 gp each), *potion of cure light wounds* (4 gp), *scroll of sanctuary* (2 gp), *scroll of silence* (13 gp), *wand of command* (25 gp), *ring of protection +1* (2) (167 gp each), *wand of magic missiles* (25 gp), *wand of glitterdust* (38 gp), *bracers of armor +2* (333 gp), *amulet of natural armor +1* (8) (167 gp each), *potion of blur* (25 gp), *potion of protection from arrows (magic)* (25 gp), *+1 breastplate* (6) (113 gp), *+1 heavy repeating crossbow* (6) (225 gp), *cloak of resistance +2* (333 gp), *ring of counterspells* (333 gp).

APL 16: Loot 31 gp; Coin 48 gp, Magic *potion of cure moderate wounds* (7) (25 gp each), *oil of magic weapon* (6) (4 gp each), *potion of cure light wounds* (4 gp), *scroll of sanctuary* (2 gp), *scroll of silence* (13 gp), *wand of*

command (25 gp), *ring of protection +1* (2) (167 gp each), *wand of magic missiles* (25 gp), *wand of glitterdust* (38 gp), *bracers of armor +2* (333 gp), *amulet of natural armor +1* (8) (167 gp each), *potion of blur* (25 gp), *potion of protection from arrows (magic)* (25 gp), *+1 breastplate* (6) (113 gp), *+1 heavy repeating crossbow* (8) (225 gp), *cloak of resistance +2* (333 gp), *ring of counterspells* (333 gp), *+1 heavy steel shield* (6) (98 gp), *+1 warhammer* (6) (193 gp), *brooch of shielding* (6) (125 gp), *periapt of Wisdom +2* (333 gp), *dusty rose ioun stone* (417 gp), *headband of intellect +2* (333 gp).

Encounter 9: Trolls of the Wastes

APL 10: Loot: 29 gp.

APL 12: Magic: *+1 breastplate* (6) (113 gp each), *potion of shield of faith +2* (6) (4 gp each).

APL 14: *+1 breastplate* (6) (113 gp each), *potion of shield of faith +2* (6) (4 gp each).

APL 16: *+1 breastplate* (6) (113 gp each), *potion of shield of faith +4* (6) (50 gp each).

Area 3: The Trolls' Chamber

APL 10: Coin 50 gp.

APL 12: Coin 100 gp

APL 14: Coin 150 gp

APL 16: Coin 200 gp.

Encounter 10: The Traitor's Emissary

ALL APLs: Loot 100 gp.

Encounter 11: Father Eye

APL 10: Loot: 100 gp.

APL 12: Loot: 100 gp.

APL 14: Loot: 100 gp.

APL 16: Loot: 100 gp; Magic: *ring of blinking* (2,250 gp).

Detect Magic Results: *ring of blinking* (moderate transmutation.)

Area 8: Treasure Chamber

APL 10: Loot: 350 gp.

APL 12: Loot 1,683 gp.

APL 14: Loot 1,683 gp.

APL 16: Loot 1,683 gp.

Any PC who wishes to keep one of these books (and who pays 200 gp) gets the following AR entry.

Writings of the Father: This PC has found and kept a book written by the beholder, Father Eye. Its pages contain information about his kin and the tunnels under the Abbor-Alz. In addition, the book speaks of an abandoned mine buried deep in the desert and infested by undead.

A PC who peruses this work for 10 minutes gains a +2 insight bonus on skill checks relating to beholders for the next 10 minutes. In addition the information in this book may be of use in the future.

Cost: 200 gp.

Special

◆ **Writings of the Father:** This PC has found and kept a book written by the beholder, Father Eye. Its pages contain information about his kin and the tunnels under the Abbor-Alz. In addition, the book speaks of an abandoned mine buried deep in the desert and infested by undead.

A PC who peruses this work for 10 minutes gains a +2 insight bonus on skill checks relating to beholders for the next 10 minutes. In addition the information in this book may be of use in the future.

Cost: 200 gp.

◆ **Precious Metals Found:** During the assault on the Mines of the Eye several small caches of precious metals were found and carried away. The PC may in the future purchase any one of the options listed below:

Adamantine: The PC may purchase any one metal weapon or suit of armor listed in the *Player's Handbook* as an adamantine item. This favor may not be used to upgrade an existing weapon. Alternatively, this favor may be used to replace one part of a double weapon.

Mithral: The PC may purchase any one metal suit of armor or shield listed in the *Player's Handbook* as a mithral item. This favor may not be used to upgrade an existing weapon.

Ring of blinking (Core; 27,000 gp; DMG).

ITEMS FOR THE ADVENTURE RECORD

Item Access

APL 10:

Wand of command (20 charges) (Adventure; 300 gp; DMG).

Wand of glitterdust (5 charges) (Adventure; 450 gp; DMG).

Hat of disguise (Any; 1,800 gp; DMG).

Cloak of elvenkind (Any; 2,500 gp; DMG).

Slippers of spider climbing (Core; 4,800 gp; DMG)

Writings of the Father (Adventure; 200 gp; see above).

APL 12: (all of APL 10 plus the following):

APL 14: (all of APLs 10-12 plus the following):

Bracers of armor +2 (Core; 4,000 gp; DMG).

Cloak of resistance +2 (Core; 4,000 gp; DMG).

Cloak of resistance +3 (Core; 9,000 gp; DMG).

Ring of counterspells (Core; 4,000 gp; DMG).

Ring of shooting stars (Adventure; 50,000 gp; DMG).

Boots of speed (Any; 12,000 gp; DMG).

Amulet of mighty fists +1 (Any; 6,000 gp; DMG).

Staff of fire (40 charges) (Adventure; 14,200 gp; DMG).

APL 16: (all of APLs 10-14 plus the following):

+2 studded leather armor (Any; 4,175 gp; DMG).

Bag of holding (type II) (Adventure; 5,000 gp; DMG).

Broach of shielding (Any; 1,500 gp; DMG).

Dusty rose ioun stone (Core; 5,000 gp; DMG).

Pearl of power (2nd level) (Any; 4,000 gp; DMG).

APPENDIX 1: APL 10

INTRODUCTION

☞ **Shamil, female gnome War 1:** CR 1/2; Small Humanoid; HD 1d8+5; hp 9; Init +0; AC 16, touch 11, flat-footed 16; Base Atk +1; Grp -3; Atk +2 melee (1d6/19-20, longsword); Full Atk +2 melee (1d6/19-20, longsword); SQ Gnome traits; AL NG; SV Fort +4, Ref +0, Will -1; Str 11, Dex 11, Con 14, Int 10, Wis 9, Cha 8.

Skills and Feats: Hide +3, Listen +1, Spot +1; Toughness.

Possessions: Chain shirt, light wooden shield, longsword.

ENCOUNTER 3: BLIND HUNTERS

☞ **Destrachan:** hp 60; see *Monster Manual* p. 49.

ENCOUNTER 4: SILENT DEATH

☞ **Oobyl, Mind Flayer:** hp 54; see *Monster Manual* p. 187.

Possessions: Hat of disguise, ring of protection +1, cloak of resistance +1.

☞ **Hrustrboard, Mind Flayer:** hp 54; see *Monster Manual* p. 187.

Possessions: cloak of elvenkind, bracers of armor +1, ring of protection +1.

ENCOUNTER 6: DARK GATE

☞ **Duergar Warrior (Crossbowman): male duergar Ftr 3:** CR 4; Medium humanoid; HD 3d10+6; hp 27; Init +2; Spd 20 ft.; AC 17, touch 12, flat-footed 15; Base Atk +3; Grp +5; Atk +6 melee (1d8+2/×3, masterwork warhammer) or +7 ranged (1d10/19-20, masterwork heavy repeating crossbow); Full Atk +6 melee (1d8+2/×3, masterwork warhammer) or +7 ranged (1d10/19-20, masterwork heavy repeating crossbow); SQ Spell-like abilities, immunity to paralysis, phantasms and poisons, +2 bonus on saving throws against spells and spell-like abilities, light sensitivity, darkvision 120 ft.; AL LE; SV Fort +5, Ref +3, Will +1; Str 14, Dex 15, Con 15, Int 12, Wis 10, Cha 4.

Skills and Feats: Climb +2, Jump +2, Listen +2, Move Silently +5, Spot +2; Exotic Weapon Proficiency (heavy repeating crossbow), Point Blank Shot, Precise Shot, Weapon Focus (heavy repeating crossbow).

Languages: Common, Dwarven, Undercommon.

Light Sensitivity (Ex): Duergar are dazzled in bright sunlight or within the radius of a *daylight* spell. While dazzled, duergar are unable to see well and suffer a -1 penalty on attack rolls, Search checks and Spot checks.

Immunities (Ex): Duergar are immune to paralysis, phantasms and poison. In addition they receive a +2 racial bonus to all saving throws against spells and spell-like abilities.

Skill Bonuses: Duergar receive a +4 racial bonus to Move Silently and a +1 racial bonus on Listen and Spot checks (already added).

Spell-Like Abilities: 1/day—*enlarge person* and *invisibility* as a wizard of twice the duergar's class level (minimum caster level 3rd); these abilities affect only the duergar and whatever it carries. *Enlarge person:* Duration 1 min./level; Effects: increase to Large size, +2 size bonus to Strength, -2 size penalty to Dex, -1 penalty to attack rolls and AC, all equipment becomes large (weapons do more damage: warhammer = 2d6, heavy repeating crossbow not affected). *Invisibility:* Duration 1 min./level.

Possessions: Masterwork chainmail, masterwork warhammer, masterwork heavy repeating crossbow, 4 bolt cases (20 bolts total), *potion of cure moderate wounds*, *oil of magic weapon*.

Power-Up Suite (*Enlarge Person*)—Init +1; AC 15, touch 10, flat-footed 14; Grp +10; Atk and Full Atk +6 melee (2d6+3/×3, masterwork warhammer) or +5 ranged (1d10/19-20, masterwork heavy repeating crossbow); Face/Reach 10 ft./10 ft.; SV Ref +2; Str 16, Dex 13; Skills: Move Silently +4.

☞ **Duergar Cleric: male duergar Clr 5—Laduguer:** CR 6; Medium humanoid; HD 5d8+15; hp 41; Init -1; Spd 20 ft.; AC 21, touch 11, flat-footed 21; Base Atk +3; Grp +4; Atk +5 melee (1d8+1/×3, masterwork warhammer) or +2 ranged (1d8/19-20, light crossbow); Full Atk +5 melee (1d8+1/×3, masterwork warhammer) or +2 ranged (1d8/19-20, light crossbow); SA Spells, rebuke undead; SQ Spell-like abilities, immunity to paralysis, phantasms and poisons, +2 bonus on saving throws against spells and spell-like abilities, light sensitivity, darkvision 120 ft.; AL LE; SV Fort +8, Ref +1, Will +8; Str 12, Dex 8, Con 16, Int 10, Wis 16, Cha 9.

Skills and Feats: Concentration +9, Diplomacy +1, Knowledge (religion) +2, Listen +4, Move Silently -5, Spellcraft +6, Spot +4; Combat Casting, Martial Weapon Proficiency (warhammer).

Languages: Common, Dwarven, Undercommon.

Light Sensitivity (Ex): Duergar are dazzled in bright sunlight or within the radius of a *daylight* spell. While dazzled, duergar are unable to see well and suffer a -1 penalty on attack rolls, Search checks and Spot checks.

Immunities (Ex): Duergar are immune to paralysis, phantasms and poison. In addition they receive a +2 racial bonus to all saving throws against spells and spell-like abilities.

Skill Bonuses: Duergar receive a +4 racial bonus to Move Silently and a +1 racial bonus on Listen and Spot checks (already added).

Spell-Like Abilities: 1/day—*enlarge person* and *invisibility* as a wizard of twice the duergar's class level (minimum caster level 3rd); these abilities affect only the duergar and whatever it carries. *Enlarge person:* Duration 1 min./level; Effects: increase to Large size,

+2 size bonus to Strength, -2 size penalty to Dex, -1 penalty to attack rolls and AC, all equipment becomes large (warhammer = 2d6, light crossbow not affected). *Invisibility*. Duration 1 min./level.

Spells Prepared: (5/4+1/3+1/2+1; base DC = 13 + spell level): 0—*cure minor wounds*, *detect magic*, *guidance*, *resistance*, *virtue*, 1st—*bane*, *bles*, *cause fear*, *magic stone*^D, *shield of faith*; 2nd—*hold person* (2), *owl's wisdom*, *soften earth and stone*^D; 3rd—*cure serious wounds*, *dispel magic*, *protection from energy*^D.

^DDomain Spell. Domains: Earth (3 + Cha modifier daily use, turn or destroy air elementals, rebuke, command or bolster earth creatures as an evil cleric rebukes undead); Protection (protective ward: resistance bonus equal to cleric level on next saving throw).

Possessions. Full plate, heavy steel shield, masterwork warhammer, light crossbow, 10 bolts, *potion of cure light wounds*, *scroll of sanctuary*, *scroll of silence*, *wand of command* (20 charges), *cloak of resistance +1*, *ring of protection +1*.

Power-Up Suite (*Enlarge Person*)—Init -2; AC 19, touch 9, flat-footed 19; Grp +9; Atk and Full Atk Atk +5 melee (2d6+1/×3, masterwork warhammer) or +0 ranged (1d8/19-20, light crossbow); Face/Reach 10 ft./10 ft.; SV Ref +0; Str 14, Dex 6; Skills: Move Silently -6.

☞ **Duergar Wizard: male duergar Wiz (Evoker) 5**: CR 6; Medium humanoid; HD 5d4+15; hp 25; Init +1; Spd 20 ft.; AC 13, touch 12, flat-footed 12; Base Atk +2, Grp +1; Base Atk +1 melee (1d4+1/19-20, dagger); Full Atk +1 melee (1d4+1/19-20, dagger); SA Spells; SQ Spell-like abilities, immunity to paralysis, phantasms and poisons, +2 bonus on saving throws against spells and spell-like abilities, light sensitivity, darkvision 120 ft., summon familiar; AL LE; SV Fort +4, Ref +2, Will +4; Str 8, Dex 13, Con 16, Int 16, Wis 10, Cha 8.

Skills and Feats. Concentration +11, Decipher Script +10, Knowledge (arcana) +11, Knowledge (dungeoneering) +11, Listen +1, Move Silently +5, Spellcraft +13, Spot +1; Craft Wand, Scribe Scroll, Spell Focus (Conjuration), Spell Focus (Evocation).

Languages. Common, Dwarven, Undercommon.

Light Sensitivity (Ex): Duergar are dazzled in bright sunlight or within the radius of a *daylight* spell. While dazzled, duergar are unable to see well and suffer a -1 penalty on attack rolls, Search checks and Spot checks.

Immunities (Ex): Duergar are immune to paralysis, phantasms and poison. In addition they receive a +2 racial bonus to all saving throws against spells and spell-like abilities.

Skill Bonuses: Duergar receive a +4 racial bonus to Move Silently and a +1 racial bonus on Listen and Spot checks (already added).

Spell-Like Abilities. 1/day—*enlarge person* and *invisibility* as a wizard of twice the duergar's class level (minimum caster level 3rd); these abilities affect only the duergar and whatever it carries. *Enlarge person*:

Duration 1 min./level; Effects: increase to Large size, +2 size bonus to Strength, -2 size penalty to Dex, -1 penalty to attack rolls and AC, all equipment becomes large (dagger = 1d6). *Invisibility*. Duration 1 min./level.

Memorized Spells: (5/5/4/3; base DC = 13 + spell level): 0—*acid splash*, *detect magic*, *flare*^E, *light*^E, *ray of frost*^E; 1st—*burning hands*^E, *color spray*, *expeditious retreat*, *mage armor*, *shield*; 2nd—*fox's cunning*, *flaming sphere*^E, *mirror image*, *web*^C; 3rd—*stinking cloud*^F, *fireball*^E, *wind wall*^F.

^E. Evocation spell. DC = 14 + spell level. Barred Schools: Enchantment, Necromancy.

^C. Conjuration spell DC = 14 + spell level.

Possessions. Dagger, *wand of magic missile* (20 charges), *ring of protection +1*, *wand of glitterdust* (5 charges), *bracers of armor +1*, *potion of cure moderate wounds*.

Power-Up Suite (*Enlarge Person*)—Init +0; AC 11, touch 10, flat-footed 11; Grp +6; Atk and Full Atk +1 melee (1d6/19-20, dagger); Face/Reach 10 ft./10 ft.; SV Ref +1; Str 10, Dex 11; Skills: Move Silently +4.

ENCOUNTER 7: FROM THE SHADOWS

☞ **Duergar Rogue: male duergar Rog 5/Rgr 2/Assassin 1/Shadowdancer 1**: CR 10; Medium Humanoid; HD 5d6+15 plus 2d10+6 plus 1d6+3 plus 1d8+3; hp 69; Init +3; Spd 30 ft.; AC 18, touch 14, flat-footed 18; Base Atk +5; Grp +6; Atk +7 melee (1d6+2/19-20 plus poison [DC 18 Fort, 1d6 Str/1d6 Str], *+1 short sword*), +6 melee (1d4+1/19-20, dagger) or +8 ranged (1d8/19-20, light crossbow); Full Atk +7 melee (1d6+2/19-20 plus poison [DC 18 Fort, 1d6 Str/1d6 Str], *+1 short sword*) or +5 melee (1d6+2/19-20 plus poison [DC 18 Fort, 1d6 Str/1d6 Str], *+1 short sword*) and +4 melee (1d4+1/19-20, dagger) or +8 ranged (1d8/19-20, light crossbow); SA Sneak attack +4d6, favored enemy (human), combat style (two-weapon combat), death attack, poison use; SQ trapfinding, spell-like abilities, immunity to paralysis, phantasms and poisons, +2 bonus on saving throws against spells and spell-like abilities, light sensitivity, darkvision 120 ft., evasion, trap sense +1, uncanny dodge, wild empathy, spells, hide in plain sight; AL LE; SV Fort +5, Ref +11, Will +4; Str 12, Dex 16, Con 16, Int 13, Wis 10, Cha 4.

Skills and Feats. Balance +6, Climb +7, Disable Device +8, Disguise +1, Escape Artist +6, Hide +15, Jump +9, Listen +8, Move Silently +19, Open Lock +8, Perform (dance) +8, Search +4, Spot +7, Survival +5, Tumble +14, Use Rope +7; Combat Reflexes, Dodge, Iron Will, Mobility, Track.

Languages. Common, Dwarven, Undercommon.

Favored Enemy (human) (Ex): +2 bonus on Bluff, Listen, Sense Motive, Spot and Survival checks against humans. +2 bonus on weapon damage rolls against humans.

Combat Style (Two-Weapon Combat) (Ex): Has Two-Weapon Fighting feat when wearing light or no armor.

Death Attack (Ex): If an assassin studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (assassin's choice). While studying the victim, the assassin can undertake other actions so long as his attention stays focused on the target and the target does not detect the assassin or recognize the assassin as an enemy. If the victim of such an attack fails a Fortitude save (DC 10 + the assassin's class level + the assassin's Int modifier) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6 rounds plus 1 round per level of the assassin. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the assassin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds. If a death attack is attempted and fails (the victim makes her save) or if the assassin does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

Hide in Plain Sight (Su): A shadowdancer can use the Hide skill even while being observed. As long as she is within 10 feet of some sort of shadow, a shadowdancer can hide herself from view in the open without anything to actually hide behind. She cannot, however, hide in her own shadow.

Light Sensitivity (Ex): Duergar are dazzled in bright sunlight or within the radius of a *daylight* spell. While dazzled, duergar are unable to see well and suffer a -1 penalty on attack rolls, Search checks and Spot checks.

Immunities (Ex): Duergar are immune to paralysis, phantasms and poison. In addition they receive a +2 racial bonus to all saving throws against spells and spell-like abilities.

Skill Bonuses: Duergar receive a +4 racial bonus to Move Silently and a +1 racial bonus on Listen and Spot checks (already added).

Spell-Like Abilities: 1/day—*enlarge person* and *invisibility* as a wizard of twice the duergar's class level (minimum caster level 3rd); these abilities affect only the duergar and whatever it carries. *Enlarge person:* Duration 1 min./level; Effects: increase to Large size, +2 size bonus to Strength, -2 size penalty to Dex, -1 penalty to attack rolls and AC, all equipment becomes large (short sword = 1d8, dagger = 1d6, light not affected). *Invisibility:* Duration 1 min./level.

Spells Known (1; base DC = 11 + spell level): 1st—*disguise self*, *true strike*.

Possessions: +1 studded leather armor, +1 short sword, dagger, light crossbow, 10 bolts, vial of large scorpion venom poison (3), *ring of protection +1*, *cloak of resistance +1*, *potion of cure moderate wounds* (2), *slippers of spider climbing*.

Power-Up Suite (Enlarge Person)—Init +2; AC 16, touch 12, flat-footed 17; Grp +11; Atk and Full Atk +7 melee (1d8+3/19-20 plus poison [DC 18 Fort, 1d6

Str/1d6 Str], +1 *short sword*), +6 melee (1d6+2/ 19-20, dagger) or +8 ranged (1d8/19-20, light crossbow); Face/Reach 10 ft./10 ft.; SV Ref +10; Str 14, Dex 14; Skills: Balance +5, Escape Artist +5, Hide +14, Move Silently +18, Open Lock +7, Tumble +13, Use Rope +6.

ENCOUNTER 8: TROLLS OF THE WASTES

➤ **Wasteland Troll:** hp 92; see Appendix 5.
Possessions: Masterwork breastplate.

ENCOUNTER 11: FATHER EYE

➤ **Father Eye, male beholder:** hp 93, see *Monster Manual* p 26

APPENDIX 2: APL 12

INTRODUCTION

☞ **Shamil, female gnome War 1:** CR 1/2; Small humanoid (gnome); HD 1d8+5; hp 9; Init +0; AC 16, touch 11, flat-footed 16; Base Atk +1; Grp -3; Atk +2 melee (1d6/19-20, longsword); Full Atk +2 melee (1d6/19-20, longsword); SQ Gnome traits; AL NG; SV Fort +4, Ref +0, Will -1; Str 11, Dex 11, Con 14, Int 10, Wis 9, Cha 8.

Skills and Feats: Hide +3, Listen +1, Spot +1; Toughness.

Possessions: Chain shirt, light wooden shield, longsword.

ENCOUNTER 3: BLIND HUNTERS

☞ **Destrachan:** hp 60; see *Monster Manual* p. 49.

ENCOUNTER 4: SILENT DEATH

☞ **Oobyl, Mind Flayer Mnk 2:** CR 10; Medium aberration; HD 8d8+8 plus 2d8+2; hp 69; Init +6; Spd 30 ft.; AC 16, touch 13, flat-footed 14; Base Atk +7; Grp +12; Atk +10 melee (1d4+1, tentacle) or +9 melee (1d6+1, unarmed strike); Full Atk +10 melee (1d4+1, 8 tentacles) or +9 melee (1d6+1, 2 unarmed strikes); SA Mind blast, psionics, improved grab, extract, flurry of blows (-1/-1), unarmed strike; SQ Spell resistance 25, telepathy 100 ft., evasion; AL LE; SV Fort +7, Ref +8, Will +13; Str 12, Dex 14, Con 12, Int 19, Wis 17, Cha 17.

Skills and Feats: Bluff +11, Concentration +13, Diplomacy +7, Disguise +3 (+5 acting), Escape Artist +7, Hide +11, Intimidate +9, Knowledge (dungeoneering) +12, Listen +13, Move Silently +11, Sense Motive +7, Spot +11, Tumble +7; Combat Casting, Combat Reflexes, Deflect Arrows, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Weapon Finesse, Weapon Focus (tentacle).

Mind Blast (Sp): This psionics attack is a cone 60 feet long. Anyone caught in this cone must succeed on a DC 17 Will save or be stunned for 3d4 rounds. Mind flayers often hunt using this power and then drag off one or two of their stunned victims to feed upon. The save DC is Charisma-based. This ability is equivalent of a 4th-level spell.

Psionics (Sp): At will—*charm monster* (DC 17), *detect thoughts* (DC 15), *levitate, plane shift, suggestion* (DC 16). Effective caster level 8th. The save DCs are Charisma-based.

Improved Grab (Ex): To use this ability a mind flayer must hit a Small, Medium or Large creature with its tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and attached the tentacle to the opponent's head. A mind flayer can grab a Huge or larger creature but only if it can somehow reach the foe's head. If a mind flayer begins its turn with at least one tentacle attached, it can try to attach its remaining tentacles

with a single grapple check. The opponent can escape with a single successful grapple check or an Escape Artist check, but the mind flayer gets a +2 circumstance bonus for every tentacle that was attached at the beginning of the opponent's turn.

Extract (Ex): A mind flayer that begins its turn with all four tentacles attached and that makes a successful grapple check automatically extracts the opponent's brain, instantly killing that creature. This power is useless against constructs, elementals, oozes, plants, and undead. It is not instantly fatal to foes with multiple heads, such as ettins and hydras.

Possessions: *Hat of disguise, ring of protection +1, cloak of resistance +1.*

☞ **Hrustrboard, Mind Flayer Ftr 1/Sor 1:** CR 10; Medium aberration; HD 8d8+8 plus 1d10+1 plus 1d4+1; hp 67; Init +6; Spd 30 ft.; AC 17, touch 13, flat-footed 15; Base Atk +7; Grp +8; Atk +10 melee (1d4+1, tentacle); Full Atk +10 melee (1d4+1, 8 tentacles); SA Mind blast, psionics, improved grab, extract; SQ Spell resistance 25, telepathy 100 ft.; AL LE; SV Fort +5, Ref +4, Will +11; Str 12, Dex 14, Con 12, Int 19, Wis 17, Cha 17.

Skills and Feats: Bluff +11, Concentration +12, Diplomacy +7, Disguise +3 (+5 acting), Hide +15, Intimidate +10, Jump +5, Knowledge (dungeoneering) +12, Knowledge (arcana) +7, Listen +12, Move Silently +10, Sense Motive +7, Spellcraft +5, Spot +11, Swim +2; Combat Casting, Improved Initiative, Weapon Finesse, Weapon Focus (tentacle).

Mind Blast (Sp): This psionics attack is a cone 60 feet long. Anyone caught in this cone must succeed on a DC 17 Will save or be stunned for 3d4 rounds. Mind flayers often hunt using this power and then drag off one or two of their stunned victims to feed upon. The save DC is Charisma-based. This ability is equivalent of a 4th-level spell.

Psionics (Sp): At will—*charm monster* (DC 17), *detect thoughts* (DC 15), *levitate, plane shift, suggestion* (DC 16). Effective caster level 8th. The save DCs are Charisma-based.

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

Extract (Ex): A mind flayer that begins its turn with all four tentacles attached and that makes a successful grapple check automatically extracts the opponent's brain, instantly killing that creature. This power is useless against constructs, elementals, oozes, plants, and undead. It is not instantly fatal to foes with multiple heads, such as ettins and hydras.

Spells Known (5/4; base DC = 13 + spell level): 0—*dancing lights, detect magic, ghost sound, prestidigitation*; 1st—*mage armor, shield*.

Possessions: *cloak of elvenkind, bracers of armor +1, ring of protection +1*.

ENCOUNTER 6: DARK GATE

☞ **Duergar Warrior (Crossbowman): male duergar Ftr 5:** CR 6; Medium humanoid (dwarf); HD 5d10+10; hp 45; Init +3; Spd 20 ft.; AC 21, touch 13, flat-footed 18 (AC 19, touch 13, flat-footed 16 when using crossbow); Base Atk +5; Grp +7; Atk +8 melee (1d8+2/×3, masterwork warhammer) or +10 ranged (1d10+2/19-20, masterwork heavy repeating crossbow); Full Atk +8 melee (1d8+2/×3, masterwork warhammer) or +10 ranged (1d10+2/19-20, masterwork heavy repeating crossbow); SQ Spell-like abilities, immunity to paralysis, phantasms and poisons, +2 bonus on saving throws against spells and spell-like abilities, light sensitivity, darkvision 120 ft.; AL LE; SV Fort +6, Ref +4, Will +1; Str 14, Dex 16, Con 15, Int 12, Wis 10, Cha 4.

Skills and Feats: Climb +6, Jump +5, Listen +3, Move Silently +10, Spot +2; Exotic Weapon Proficiency (heavy repeating crossbow), Point Blank Shot, Precise Shot, Weapon Focus (heavy repeating crossbow), Weapon Specialization (repeating heavy crossbow).

Languages: Common, Dwarven, Undercommon.

Light Sensitivity (Ex): Duergar are dazzled in bright sunlight or within the radius of a *daylight* spell. While dazzled, duergar are unable to see well and suffer a -1 penalty on attack rolls, Search checks and Spot checks.

Immunities (Ex): Duergar are immune to paralysis, phantasms and poison. In addition they receive a +2 racial bonus to all saving throws against spells and spell-like abilities.

Skill Bonuses: Duergar receive a +4 racial bonus to Move Silently and a +1 racial bonus on Listen and Spot checks (already added).

Spell-Like Abilities: 1/day—*enlarge person* and *invisibility* as a wizard of twice the duergar's class level (minimum caster level 3rd); these abilities affect only the duergar and whatever it carries. *Enlarge person:* Duration 1 min./level; Effects: increase to Large size, +2 size bonus to Strength, -2 size penalty to Dex, -1 penalty to attack rolls and AC, all equipment becomes large (weapons do more damage: warhammer = 2d6, heavy repeating crossbow not affected). *Invisibility:* Duration 1 min./level.

Possessions: Masterwork breastplate, heavy steel shield, masterwork warhammer, masterwork heavy repeating crossbow, 4 bolt cases (20 bolts total), *potion*

of cure moderate wounds, oil of magic weapon, amulet of natural armor +1.

Power-Up Suite (Enlarge Person)—Init +2; AC 19, touch 11, flat-footed 13 (AC 17, touch 11, flat-footed 11 when using crossbow); Grp +12; Atk and Full Atk +8 melee (2d6+3/×3, masterwork warhammer) or +8 ranged (1d10+2/19-20, masterwork heavy repeating crossbow); Face/Reach 10 ft./10 ft.; SV Ref +3; Str 16, Dex 14; Skills: Move Silently +9.

☞ **Duergar Cleric: male duergar Clr 7—Laduguer:** CR 8; Medium humanoid (dwarf); HD 7d8+21; hp 57; Init -1; Spd 20 ft.; AC 22, touch 10, flat-footed 22; Base Atk +5; Grp +6; Atk +7 melee (1d8+1/×3, masterwork warhammer) or +4 ranged (1d8/19-20, light crossbow); Full Atk +7 melee (1d8+1/×3, masterwork warhammer) or +4 ranged (1d8/19-20, light crossbow); SA Spells, rebuke undead; SQ Spell-like abilities, immunity to paralysis, phantasms and poisons, +2 bonus on saving throws against spells and spell-like abilities, light sensitivity, darkvision 120 ft.; AL LE; SV Fort +9, Ref +4, Will +9; Str 12, Dex 8, Con 16, Int 10, Wis 16, Cha 9.

Skills and Feats: Concentration +11, Diplomacy +0, Knowledge (religion) +6, Listen +4, Move Silently -4, Spellcraft +5, Spot +4; Combat Casting, Lightning Reflexes, Martial Weapon Proficiency (warhammer).

Languages: Common, Dwarven, Undercommon.

Light Sensitivity (Ex): Duergar are dazzled in bright sunlight or within the radius of a *daylight* spell. While dazzled, duergar are unable to see well and suffer a -1 penalty on attack rolls, Search checks and Spot checks.

Immunities (Ex): Duergar are immune to paralysis, phantasms and poison. In addition they receive a +2 racial bonus to all saving throws against spells and spell-like abilities.

Skill Bonuses: Duergar receive a +4 racial bonus to Move Silently and a +1 racial bonus on Listen and Spot checks (already added).

Spell-Like Abilities: 1/day—*enlarge person* and *invisibility* as a wizard of twice the duergar's class level (minimum caster level 3rd); these abilities affect only the duergar and whatever it carries. *Enlarge person:* Duration 1 min./level; Effects: increase to Large size, +2 size bonus to Strength, -2 size penalty to Dex, -1 penalty to attack rolls and AC, all equipment becomes large (warhammer = 2d6, light crossbow not affected). *Invisibility:* Duration 1 min./level.

Spells Prepared: (6/5+1/4+1/3+1/1+1; base DC = 13 + spell level): 0—*cure minor wounds, detect magic, guidance, light, resistance, virtue*, 1st—*bane, bless, cause fear, deathwatch, magic stone^D, shield of faith*; 2nd—*hold person (2), owl's wisdom, soften earth and stone^D, sound burst*; 3rd—*blindness/deafness, cure serious wounds, dispel magic, protection from energy^D*; 4th—*poison, spike stones^D*.

^DDomain Spell. Domains: Earth (3 + Cha modifier daily use, turn or destroy air elementals, rebuke, command or bolster earth creatures as an evil cleric rebukes undead); Protection (protective ward:

resistance bonus equal to cleric level on next saving throw).

Possessions: +1 full plate, heavy steel shield, masterwork warhammer, light crossbow, 10 bolts, *potion of cure light wounds*, *scroll of sanctuary*, *scroll of silence*, *wand of command* (20 charges), *cloak of resistance +1*, *ring of protection +1*, *amulet of natural armor +1*.

Power-Up Suite (Enlarge Person)—Init -2; AC 20, touch 8, flat-footed 20; Grp +11; Atk and Full Atk +7 melee (2d6+2/×3, masterwork warhammer) or +2 ranged (1d8/19-20, light crossbow); Face/Reach 10 ft./10 ft.; SV Ref +3; Str 14, Dex 6; Skills: Move Silently -5.

☞ **Duergar Wizard: male duergar Wiz (Evoker) 7:** CR 8; Medium humanoid (dwarf); HD 7d4+21; hp 35; Init +1; Spd 20 ft.; AC 14, touch 12, flat-footed 13; Base Atk +3, Grp +2; Atk +2 melee (1d4-1/19-20, dagger); Full Atk +2 melee (1d4-1/19-20, dagger); SA Spells; SQ Spell-like abilities, immunity to paralysis, phantasms and poisons, +2 bonus on saving throws against spells and spell-like abilities, light sensitivity, darkvision 120 ft., summon familiar; AL LE; SV Fort +5, Ref +3, Will +5; Str 8, Dex 13, Con 16, Int 16, Wis 10, Cha 8.

Skills and Feats: Concentration +14, Decipher Script +7, Knowledge (arcana) +14, Knowledge (dungeoneering) +14, Listen +2, Move Silently +5, Spellcraft +16, Spot +2; Combat Casting, Craft Wand, Scribe Scroll, Spell Focus (Conjuration), Spell Focus (Evocation).

Languages: Common, Dwarven, Undercommon.

Light Sensitivity (Ex): Duergar are dazzled in bright sunlight or within the radius of a *daylight* spell. While dazzled, duergar are unable to see well and suffer a -1 penalty on attack rolls, Search checks and Spot checks.

Immunities (Ex): Duergar are immune to paralysis, phantasms and poison. In addition they receive a +2 racial bonus to all saving throws against spells and spell-like abilities.

Skill Bonuses: Duergar receive a +4 racial bonus to Move Silently and a +1 racial bonus on Listen and Spot checks (already added).

Spell-Like Abilities: 1/day—*enlarge person* and *invisibility* as a wizard of twice the duergar's class level (minimum caster level 3rd); these abilities affect only the duergar and whatever it carries. *Enlarge person:* Duration 1 min./level; Effects: increase to Large size, +2 size bonus to Strength, -2 size penalty to Dex, -1 penalty to attack rolls and AC, all equipment becomes large (dagger = 1d6). *Invisibility:* Duration 1 min./level.

Memorized Spells: (5/6/5/4/2; base DC = 13 + spell level): 0—*acid splash*, *detect magic*, *flare*^E, *light*^E, *ray of frost*^E; 1st—*burning hands*^E, *color spray*, *expeditious retreat*, *mage armor*, *magic missile*^E, *shield*, 2nd—*fox's cunning*, *flaming sphere*^E, *mirror image*, *scorching ray*^E, *web*^C; 3rd—*dispel magic*, *stinking cloud*^E, *fireball*^E, *wind wall*^E; 4th—*Evard's black tentacles*^C, *lesser globe of invulnerability*.

^E: Evocation spell DC = 14 + spell level. Barred Schools: Enchantment, Necromancy.

^C: Conjuration spell DC = 14 + spell level.

Possessions: Dagger, *wand of magic missile* (20 charges), *ring of protection +1*, *wand of glitterdust* (5 charges), *bracers of armor +1*, *potion of cure moderate wounds*, *potion of blur*, *potion of protection from arrows (magic)*, *amulet of natural armor +1*.

Power-Up Suite (Enlarge Person)—Init +0; AC 12, touch 10, flat-footed 12; Grp +7; Atk and Full Atk +2 melee (1d6/19-20, dagger); Face/Reach 10 ft./10 ft.; SV Ref +2; Str 10, Dex 11; Skills: Move Silently +4.

ENCOUNTER 7: FROM THE SHADOWS

☞ **Duergar Rogue: male duergar Rog 7/Rgr 2/Assassin 1/Shadowdancer 1:** CR 12; Medium humanoid (dwarf); HD 7d6+21 plus 2d10+6 plus 1d6+3 plus 1d8+3; hp 83; Init +3; Spd 30 ft.; AC 18, touch 14, flat-footed 18; Base Atk +7/+2; Grp +8; Atk +9 melee (1d6+2/19-20 plus poison [DC 18 Fort, 1d6 Str/1d6 Str], +1 *short sword*), +8 melee (1d4+1/ 19-20, dagger) or +10 ranged (1d8/19-20, light crossbow); Full Atk +9/+4 melee (1d6+2/19-20 plus poison [DC 18 Fort, 1d6 Str/1d6 Str], +1 *short sword*) or +7/+2 melee (1d6+2/19-20 plus poison [DC 18 Fort, 1d6 Str/1d6 Str], +1 *short sword*) and +6 melee (1d4+1/ 19-20, dagger) or +10 ranged (1d8/19-20, light crossbow); SA Sneak attack +5d6, favored enemy (human), combat style (two-weapon combat), death attack, poison use; SQ trapfinding, spell-like abilities, immunity to paralysis, phantasms and poisons, +2 bonus on saving throws against spells and spell-like abilities, light sensitivity, darkvision 120 ft., evasion, trap sense +2, uncanny dodge, wild empathy, spells, hide in plain sight; AL LE; SV Fort +5, Ref +11, Will +4; Str 12, Dex 17, Con 16, Int 13, Wis 10, Cha 4.

Skills and Feats: Balance +8, Climb +9, Disable Device +10, Disguise +1, Escape Artist +8, Hide +17, Jump +11, Listen +8, Move Silently +21, Open Lock +10, Perform (dance) +8, Search +4, Spot +7, Survival +5, Tumble +16, Use Rope +7; Combat Reflexes, Dodge, Iron Will, Mobility, Track

Languages: Common, Dwarven, Undercommon.

Favored Enemy (human) (Ex): +2 bonus on Bluff, Listen, Sense Motive, Spot and Survival checks against humans. +2 bonus on weapon damage rolls against humans.

Combat Style (Two-Weapon Combat) (Ex): Has Two-Weapon Fighting feat when wearing light or no armor.

Death Attack (Ex): If an assassin studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (assassin's choice). While studying the victim, the assassin can undertake other actions so long as his attention stays focused on the target and the target does not detect the assassin or recognize the assassin as an enemy. If the victim of such an attack fails a Fortitude save (DC 10 + the

assassin's class level + the assassin's Int modifier) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6 rounds plus 1 round per level of the assassin. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the assassin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds. If a death attack is attempted and fails (the victim makes her save) or if the assassin does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

Hide in Plain Sight (Su): A shadowdancer can use the Hide skill even while being observed. As long as she is within 10 feet of some sort of shadow, a shadowdancer can hide herself from view in the open without anything to actually hide behind. She cannot, however, hide in her own shadow.

Light Sensitivity (Ex): Duergar are dazzled in bright sunlight or within the radius of a *daylight* spell. While dazzled, duergar are unable to see well and suffer a -1 penalty on attack rolls, Search checks and Spot checks.

Immunities (Ex): Duergar are immune to paralysis, phantasms and poison. In addition they receive a +2 racial bonus to all saving throws against spells and spell-like abilities.

Skill Bonuses: Duergar receive a +4 racial bonus to Move Silently and a +1 racial bonus on Listen and Spot checks (already added).

Spell-Like Abilities: 1/day—*enlarge person* and *invisibility* as a wizard of twice the duergar's class level (minimum caster level 3rd); these abilities affect only the duergar and whatever it carries. *Enlarge person:* Duration 1 min./level; Effects: increase to Large size, +2 size bonus to Strength, -2 size penalty to Dex, -1 penalty to attack rolls and AC, all equipment becomes large (short sword = 1d8, dagger = 1d6, light crossbow not affected). *Invisibility:* Duration 1 min./level.

Spells Known (1; base DC = 11 + spell level): 1st—*disguise self, true strike.*

Possessions: +1 *studded leather armor, +1 short sword, dagger, light crossbow, 10 bolts, vial of large scorpion venom poison (3), ring of protection +1, cloak of resistance +1, potion of cure moderate wounds (2), slippers of spider climbing.*

Power-Up Suite (Enlarge Person)—Init +2; AC 16, touch 12, flat-footed 17; Grp +13; Atk +9 melee (1d8+3/19-20 plus poison [DC 18 Fort, 1d6 Str/1d6 Str], +1 *short sword*), +8 melee (1d6+2/ 19-20, dagger) or +8 ranged (1d8/19-20, light crossbow); Full Atk +9/+4 melee (1d8+3/19-20 plus poison [DC 18 Fort, 1d6 Str/1d6 Str], +1 *short sword*) or +7/+2 melee (1d8+3/19-20 plus poison [DC 18 Fort, 1d6 Str/1d6 Str], +1 *short sword*) and +6 melee (1d6+2/ 19-20, dagger) or +8 ranged (1d8/19-20, light crossbow); Face/Reach 10 ft./10 ft.; SV Ref +10; Str 14, Dex 15; Skills: Balance +7, Escape Artist +7, Hide +16, Move Silently +20, Open Lock +9, Tumble +15, Use Rope +6.

ENCOUNTER 8: TROLLS OF THE WASTES

➤ **Wasteland Troll Bbn 1:** CR 8; Large giant; HD 8d8+56 plus 1d12+7; hp 111; Init +0; Spd 40 ft.; AC 23, touch 9, flat-footed 23; Base Atk +7; Grp +18; Atk +14 melee (1d6+7, claw) or +13 melee (2d8+10, greatclub); Full Atk +14 melee (1d6+7, 2 claws) and +9 melee (1d8+3, bite) or +13/+8 (2d8+10, greatclub) and +9 melee (1d8+3, bite); Space/Reach 10 ft./10 ft.; SA Rend 2d6+9, rage 1/day; SQ Darkvision 90 ft., low-light vision, light sensitivity, regeneration 5, scent, fast movement; SV Fort +16, Ref +4, Will +4; Str 25, Dex 11, Con 24, Int 5, Wis 10, Cha 8.

Skills and Feats: Climb +4, Listen +8, Spot +7; Alertness, Weapon Focus (claw).

Languages: Giant.

Rend (Ex): If a wasteland troll hits with both claw attacks, it latches onto its opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Rage (Ex): +4 to Str, +4 to Con, +2 on Will saves, -2 to AC for number of rounds equal to 3+ (new) Constitution modifier.

Light Sensitivity (Ex): A wasteland troll is dazzled by bright sunlight or the glare of a *daylight* spell.

In addition, a wasteland troll exposed to sunlight or its equivalent is treated as though it was *slowed*. It can take only a single move action or standar action each turn, but not both (nor can it take full-round actions). It also takes a -1 penalty on attack rolls, AC, and Reflex saves, and moves at half its normal speed.

Regeneration (Ex): Acid or water deals normal damage to a wasteland troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Possessions: +1 *breastplate, potion of shield of faith +2.*

Power-Up Suite (Rage)—hp 129; AC 21, touch 7, flat-footed 21; Grp +11; Atk +16 melee (1d6+9, claw) or +15 melee (2d8+12, greatclub); Full Atk +16 melee (1d6+9, 2 claws) and +11 melee (1d8+5, bite) or +15/+10 (2d8+12, greatclub) and +11 melee (1d8+5, bite); SV Fort +18, Ref +2, Will +4; Str 29, Con 28.

ENCOUNTER 11: FATHER EYE

➤ **Father Eye: advanced 15 HD beholder male:** CR 14; Large aberration; HD 15d8+60; hp 135; Init +6; Spd 5 ft., fly 20 ft. (good); AC 27, touch 11, flat-footed 25; Base Atk +9; Grp +13; Atk +11 ranged touch (variable effect, eye ray) and +4 melee (2d4, bite); Full Atk +11 ranged touch (variable effect, eye ray) and +4 melee (2d4, bite); Space/Reach 10 ft./5 ft.; SA Eye rays; SQ All-around vision, antimagic cone, darkvision 60 ft., flight; AL LE;

SV Fort +11, Ref +7, Will +12; Str 10, Dex 14, Con 18, Int 17, Wis 15, Cha 16.

Skills and Feats: Hide +16, Knowledge (arcana) +21, Listen +22, Search +25, Spot +26, Survival +2 (+4 following tracks); Alertness^B, Flyby Attack, Great Fortitude, Improved Natural Armor, Improved Initiative, Iron Will, Weapon Focus (ray).

Eye Rays (Su): Each of a beholder's small eyes can produce a magical ray once per round as a free action. During a single round, a creature can aim only three eye rays at targets in any one 90-degree arc (up, forward, backward, left, right, or down). The remaining eyes must aim at targets in other arcs, or not at all. A beholder can tilt and pan its body each round to change which rays it can bring to bear in any given arc.

Each eye's effect resembles a spell (caster level 13th), but follows the rules for a ray (see Aiming a Spell, page 175 of the *Player's Handbook*). Each eye ray has a range of 150 feet and a save DC of 20. This save DC is Charisma-based.

Charm Monster: The target must succeed on a Will save or be affected as though by the spell. Beholders use this ray to confuse the opposition usually employing it early in a fight. The beholder generally instructs a *charmed* target to either restrain a comrade or step aside.

Charm Person: The target must succeed on a Will save or be affected as though by the spell. The beholder uses this ray in the same manner as the *charm monster* ray.

Disintegrate: The target must succeed on a Fortitude save or be affected as though by the spell. The beholder likes to use this ray on any foe it considers a real threat.

Fear: This works like the spell, except that it targets one creature. The target must succeed on a Will save or be affected as though by the spell. Beholders like to use this ray against warriors and other powerful creatures early in a fight, to break up the opposition.

Finger of Death: The target must succeed on a Fortitude save or be slain as though by the spell. The target takes 3d6+13 points of damage if its saving throw succeeds. Beholders use this ray to eliminate dangerous foes quickly.

Flesh to Stone: The target must succeed on a Fortitude save or be affected as though by the spell. Beholders like to aim this ray at enemy spellcasters. They also like to use this ray on any creature whose appearance they find interesting. (After the fight, the beholder takes the statue to its lair as decoration).

Inflict Moderate Wounds: This spell works like the spell, causing 2d8+10 points of damage (Will half).

Sleep: This works like the spell, except that it affects one creature with any number of Hit Dice (Will negates). Beholders like to use this ray against warriors and other physically powerful creatures. They know their foes can quickly awaken the sleepers, but they also know that doing so takes time and can delay an effective counterattack.

Slow: This works like the spell, except that it affects one creature. The target can make a Will save to negate the effect. Beholders often use this ray against the same creature targeted by their *disintegrate*, *flesh to stone* or *finger of death* ray. If one of the former rays fails to eliminate the foe this ray might at least hamper it.

Telekinesis: A beholder can move objects or creatures that weigh up to 325 pounds, as though with a *telekinesis* spell. Creatures can resist the effect with a successful Will save.

Antimagic Cone (Su): A beholder's central eye continually produces a 150-foot cone of antimagic. This functions just like *antimagic field* (caster level 13th). All magical and supernatural powers and effects within the cone are suppressed – even the beholder's own eye rays. Once each round, during its turn, the beholder decides whether the antimagic cone is active or not (the beholder deactivates the cone by shutting its central eye).

All-Around Vision (Ex): Beholders are exceptionally alert and circumspect. Their many eyes give them a +4 racial bonus on Spot and Search checks, and they can't be flanked.

Flight (Ex): A beholder's body is naturally buoyant. This buoyancy allows it to fly at a speed of 20 feet. This buoyancy also grants it a permanent *feather fall* effect (as the spell) with personal range.

➤ **Runic Guardian:** CR 10; Large construct; HD 17d10+30; hp 150; Init +1; Spd 30 ft.; AC 28, touch 10, flat-footed 27; Base Atk +12; Grp +19; Atk +18 melee (2d8+10 plus stunning strike, slam); Full Atk +18 melee (2d8+10 plus stunning strike, 2 slams); Space/Reach 10 ft./ 10 ft.; SA Runic spells, stunning strike; SQ construct traits, DR 10/adamantine, fast healing 10, find master, guard, shield master, teleport without error; AL N; SV Fort +5, Ref +6, Will +5; Str 24, Dex 13, Con —, Int —, Wis 11, Cha 1. *Skills and Feats:* None.

Runic Spells (Sp): A runic guardian can hold up to six spells. These spells must be cast into its body it is created. One spell can be placed on the runic guardian's head, one on each limb, and one on its torso. The table below gives the maximum level of spell that each of its body parts can hold. Alternatively, the entire guardian can accommodate a single inscribed spell of 6th or 7th level, but this covers its whole body.

Head: *shield* (CL 16th).

Arms: mirror image (CL 16th), resist energy (cold) (CL 16th).

Legs: protection from energy (fire) (CL 16th), protection from energy (electricity) (CL 16th).

Torso: *break enchantment* (CL 16th). This spell is discharged if Father Eye is successfully subjected to a hostile enchantment, m alteration, curse or petrification effect.

Each of these spells is usable once per day as a spell-like ability. The runic guardian discharges a spell

either when directly commanded to do so or when a predetermined situation arises.

Stunning Strike (Ex): Any creature hit by a runic guardian's slam attack must make a successful DC 25 Fortitude save or be stunned for one round. Creatures immune to critical hits cannot be stunned.

Construct Traits: Immune to mind affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. Not subject to critical hits, non-lethal damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot be raised, resurrected, or heal itself, but may be "healed" through repair.

Fast Healing (Ex): A runic guardian regains lost hit points at the rate of 10 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow the runic guardian to re-grow or reattach lost body parts.

Find Master (Su): The runic guardian can find the piece of jewelry that connects it to its master and can teleport to that spot when called. (Should the master call the construct and then remove the jewelry, the runic guardian finds only the jewelry upon its arrival.) This ability functions even across planar boundaries.

Guard (Ex): The runic guardian blocks blows when within 5 feet of its master, granting the master a +4 deflection bonus to AC.

Shield Master (Sp): The runic guardian's master, when in possession of the keyed piece of jewelry, can activate this defensive ability when within 150 feet of the construct. *Shield master* transfers three fourths of the damage that would otherwise be dealt to the master to the runic guardian instead. This ability otherwise functions like the *shield other* spell (caster level 25th), except that it provides no AC or saving throw bonuses.

Teleport without Error (Sp): 1/day (The guardian normally uses this to answer a call from its master.

APPENDIX 3: APL 14

INTRODUCTION

☞ **Shamil, female gnome War 1:** CR 1/2; Small humanoid (gnome); HD 1d8+5; hp 9; Init +0; AC 16, touch 11, flat-footed 16; Base Atk +1; Grp -3; Atk +2 melee (1d6/19-20, longsword); Full Atk +2 melee (1d6/19-20, longsword); SQ Gnome traits; AL NG; SV Fort +4, Ref +0, Will -1; Str 11, Dex 11, Con 14, Int 10, Wis 9, Cha 8.

Skills and Feats: Hide +3, Listen +1, Spot +1; Toughness.

Possessions: Chain shirt, light wooden shield, longsword.

ENCOUNTER 3: BLIND HUNTERS

☞ **Advanced Destrachan:** CR 10; Large aberration; HD 16d8+48; hp 120; Init +5; Spd 30 ft.; AC 19, touch 10, flat-footed 18; Base Atk +9; Grp +17; Atk +13 melee (1d8+5, claw); Full Atk +13 melee (1d8+5, 2 claws); Space/Reach 10 ft./5 ft.; SA Destructive harmonics; SQ Blindsight 100 ft., immunities, protection from sonics; SV Fort +8, Ref +8, Will +15; Str 20, Dex 12, Con 16, Int 12, Wis 18, Cha 12.

Skills and Feats: Hide +16, Listen +33, Move Silently +15, Survival +9; Ability Focus (destructive harmonics), Dodge, Improved Initiative, Improved Natural Armor, Improved Natural Attack (claw), Lightning Reflexes.

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

Flesh: Disrupting tissue and rending bone, this attack deals 4d6 points of damage to all within the area (Reflex DC 21 half).

Nerves: A destrachan can focus its harmonics to knock out foes rather than slay them. This attack deals 6d6 points of nonlethal damage to all within the area (Reflex DC 21 half).

Material: When using this form of harmonics, a destrachan chooses wood, stone, metal, or glass. All objects made of that material within the area must succeed on a DC 21 Fortitude save or shatter. Objects (or portions of objects) that have up to 30 hit points are potentially affected by this attack.

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

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

Protection from Sonics (Ex): While they can be affected by loud noises and sonic spells (such as *ghost sound* or *silence*), destrachans are less vulnerable to sonic attacks (+4 circumstance bonus on all saves) because they can protect their ears. A destrachan

whose sense of hearing is impaired is effectively blinded, and all targets are treated as having total concealment.

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

Possessions: None.

ENCOUNTER 4: SILENT DEATH

☞ **Oobyl, Mind Flayer Mnk 2/Clr 2—Ilsensine:** CR 12; Medium aberration; HD 8d8+8 plus 2d8+2 plus 2d8+2; hp 84; Init +6; Spd 30 ft.; AC 16, touch 13, flat-footed 14; Base Atk +8; Grp +13; Atk +12 melee (1d4+2, tentacle) or +11 melee (1d6+1, unarmed strike); Full Atk +12 melee (1d4+2, 8 tentacles) or +11 melee (1d6+2, 2 unarmed strikes); SA Mind blast, psionics, improved grab, extract, flurry of blows (-1/-1), unarmed strike; SQ Spell resistance 25, telepathy 100 ft., evasion, rebuke undead; AL LE; SV Fort +10, Ref +10, Will +16; Str 12, Dex 14, Con 12, Int 19, Wis 17, Cha 18.

Skills and Feats: Bluff +11, Concentration +15, Diplomacy +7, Disguise +3 (+5 acting), Escape Artist +7, Hide +11, Intimidate +9, Knowledge (dungeoneering) +12, Knowledge (the planes) +9, Listen +13, Move Silently +11, Sense Motive +7, Spellcraft +9, Spot +11, Tumble +7; Combat Casting, Combat Reflexes, Deflect Arrows, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Lightning Reflexes, Weapon Finesse, Weapon Focus (tentacle).

Mind Blast (Sp): This psionics attack is a cone 60 feet long. Anyone caught in this cone must succeed on a DC 18 Will save or be stunned for 3d4 rounds. Mind flayers often hunt using this power and then drag off one or two of their stunned victims to feed upon. The save DC is Charisma-based. This ability is equivalent of a 4th-level spell.

Psionics (Sp): At will—*charm monster* (DC 18), *detect thoughts* (DC 16), *levitate, plane shift, suggestion* (DC 17). Effective caster level 8th. The save DCs are Charisma-based.

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

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

power is useless against constructs, elementals, oozes, plants, and undead. It is not instantly fatal to foes with multiple heads, such as ettins and hydras.

Spells Memorized (4/3+1; base DC =13 + spell level): 0—*cure minor wounds, guidance, virtue* (2); 1st—*bless, comprehend languages, entropic shield, protection from good*^D,

^DDomain Spell: Evil (cast evil spells at +1 caster level), Knowledge (cast divination spells at +1 caster level).

Possessions. Hat of disguise, ring of protection +1, cloak of resistance +1, boots of speed, amulet of mighty fists +1.

➤ **Hrustrboard, Mind Flayer Ftr 2/Sor 2:** CR 12; Medium aberration; HD 8d8+8 plus 2d10+2 plus 2d4+2; hp 80; Init +6; Spd 30 ft.; AC 17, touch 13, flat-footed 15; Base Atk +9; Grp +14; Atk +12 melee (1d4+1, tentacle); Full Atk +12 melee (1d4+1, 8 tentacles); SA Mind blast, psionics, improved grab, extract; SQ Spell resistance 25, telepathy 100 ft.; AL LE; SV Fort +6, Ref +4, Will +12; Str 12, Dex 14, Con 12, Int 19, Wis 17, Cha 18.

Skills and Feats. Bluff +11, Concentration +14, Diplomacy +7, Disguise +3 (+5 acting), Hide +15, Intimidate +10, Jump +6, Knowledge (dungeoneering) +12, Knowledge (arcana) +11, Listen +12, Move Silently +11, Sense Motive +7, Spellcraft +9, Spot +11, Swim +2; Combat Casting, Improved Grapple, Improved Initiative, Spell Penetration, Weapon Finesse, Weapon Focus (tentacle).

Mind Blast (Sp): This psionics attack is a cone 60 feet long. Anyone caught in this cone must succeed on a DC 17 Will save or be stunned for 3d4 rounds. Mind flayers often hunt using this power and then drag off one or two of their stunned victims to feed upon. The save DC is Charisma-based. This ability is equivalent of a 4th-level spell.

Psionics (Sp): At will—*charm monster* (DC 18), *detect thoughts* (DC 16), *levitate, plane shift, suggestion* (DC 17). Effective caster level 8th. The save DCs are Charisma-based.

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

Extract (Ex): A mind flayer that begins its turn with all four tentacles attached and that makes a successful grapple check automatically extracts the

opponent's brain, instantly killing that creature. This power is useless against constructs, elementals, oozes, plants, and undead. It is not instantly fatal to foes with multiple heads, such as ettins and hydras.

Spells Known (6/5; base DC = 13 + spell level): 0—*dancing lights, detect magic, ghost sound, prestidigitation, touch of fatigue*, 1st—*mage armor, shield*.

Possessions. cloak of elvenkind, bracers of armor +1, ring of protection +1, staff of fire (40 charges).

ENCOUNTER 6: DARK GATE

☠ **Duergar Warrior (Crossbowman): male duergar Ftr 7:** CR 8; Medium humanoid; HD 7d10+14; hp 62; Init +3; Spd 20 ft.; AC 22, touch 13, flat-footed 19 (AC 20, touch 13, flat-footed 17 when using crossbow); Base Atk +7/+2; Grp +9; Atk +10 melee (1d8+2/×3, masterwork warhammer) or +12 ranged (1d10+3/19-20, +1 *heavy repeating crossbow*); Full Atk +10/+5 melee (1d8+2/×3, masterwork warhammer) or +12/+7 ranged (1d10+3/19-20, +1 *heavy repeating crossbow*); SQ Spell-like abilities, immunity to paralysis, phantasms and poisons, +2 bonus on saving throws against spells and spell-like abilities, light sensitivity, darkvision 120 ft.; AL LE; SV Fort +7, Ref +7, Will +2; Str 14, Dex 16, Con 15, Int 12, Wis 10, Cha 4.

Skills and Feats. Climb +8, Jump +7, Listen +3, Move Silently +14, Spot +2; Exotic Weapon Proficiency (heavy repeating crossbow), Lightning Reflexes, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (heavy repeating crossbow), Weapon Specialization (repeating heavy crossbow).

Languages. Common, Dwarven, Undercommon.

Light Sensitivity (Ex): Duergar are dazzled in bright sunlight or within the radius of a *daylight* spell. While dazzled, duergar are unable to see well and suffer a -1 penalty on attack rolls, Search checks and Spot checks.

Immunities (Ex): Duergar are immune to paralysis, phantasms and poison. In addition they receive a +2 racial bonus to all saving throws against spells and spell-like abilities.

Skill Bonuses: Duergar receive a +4 racial bonus to Move Silently and a +1 racial bonus on Listen and Spot checks (already added).

Spell-Like Abilities. 1/day—*enlarge person* and *invisibility* as a wizard of twice the duergar's class level (minimum caster level 3rd); these abilities affect only the duergar and whatever it carries. *Enlarge person:* Duration 1 min./level; Effects: increase to Large size, +2 size bonus to Strength, -2 size penalty to Dex, -1 penalty to attack rolls and AC, all equipment becomes large (weapons do more damage: warhammer = 2d6, heavy repeating crossbow not affected). *Invisibility:* Duration 1 min./level.

Possessions. +1 breastplate, heavy steel shield, masterwork warhammer, +1 heavy repeating crossbow, 4 bolt cases (20 bolts total), potion of cure moderate wounds, oil of magic weapon, amulet of natural armor +1.

Power-Up Suite (Enlarge Person)—Init +2; AC 20, touch 11, flat-footed 18 (AC 18, touch 11, flat-footed 16 when using crossbow); Grp +14; Atk +10 melee (2d6+3/×3, masterwork warhammer) or +10 ranged (1d10+3/19-20, +1 heavy repeating crossbow); Full Atk +10/+5 melee (2d6+3/×3, masterwork warhammer) or +10/+5 ranged (1d10+3/19-20, +1 heavy repeating crossbow); Face/Reach 10 ft./10 ft.; SV Ref +6; Str 16, Dex 14; Skills: Move Silently +13.

☞ **Duergar Cleric: male duergar Clr 9—Laduguer:** CR 10; Medium humanoid; HD 9d8+27; hp 73; Init -1; Spd 20 ft.; AC 23, touch 10, flat-footed 23; Base Atk +6/+1; Grp +7; Atk +9 melee (1d8+1/×3, masterwork warhammer) or +5 ranged (1d8/19-20, light crossbow); Full Atk +9/+4 melee (1d8+1/×3, masterwork warhammer) or +5 ranged (1d8/19-20, light crossbow); SA Spells, rebuke undead; SQ Spell-like abilities, immunity to paralysis, phantasms and poisons, +2 bonus on saving throws against spells and spell-like abilities, light sensitivity, darkvision 120 ft.; AL LE; SV Fort +11, Ref +6, Will +11; Str 12, Dex 8, Con 16, Int 10, Wis 17, Cha 9.

Skills and Feats: Concentration +13, Diplomacy +0, Knowledge (religion) +7, Listen +4, Move Silently -4, Spellcraft +6, Spot +4; Combat Casting, Lightning Reflexes, Weapon Focus (warhammer), Martial Weapon Proficiency (warhammer).

Languages: Common, Dwarven, Undercommon.

Light Sensitivity (Ex): Duergar are dazzled in bright sunlight or within the radius of a *daylight* spell. While dazzled, duergar are unable to see well and suffer a -1 penalty on attack rolls, Search checks and Spot checks.

Immunities (Ex): Duergar are immune to paralysis, phantasms and poison. In addition they receive a +2 racial bonus to all saving throws against spells and spell-like abilities.

Skill Bonuses: Duergar receive a +4 racial bonus to Move Silently and a +1 racial bonus on Listen and Spot checks (already added).

Spell-Like Abilities: 1/day—*enlarge person* and *invisibility* as a wizard of twice the duergar's class level (minimum caster level 3rd); these abilities affect only the duergar and whatever it carries. *Enlarge person:* Duration 1 min./level; Effects: increase to Large size, +2 size bonus to Strength, -2 size penalty to Dex, -1 penalty to attack rolls and AC, all equipment becomes large (warhammer = 2d6, light crossbow not affected). *Invisibility:* Duration 1 min./level.

Spells Prepared: (6/5+1/5+1/4+1/2+1/1+1; base DC = 13 + spell level): 0—*cure minor wounds*, *detect magic*, *guidance*, *light*, *resistance*, *virtue*, 1st—*bane*, *bless*, *cause fear*, *deathwatch*, *magic stone*^D, *shield of faith*; 2nd—*hold person* (2), *owl's wisdom*, *soften earth and stone*^D, *sound burst* (2); 3rd—*blindness/deafness*, *cure serious wounds*, *dispel magic*, *protection from energy*^D, *searing light*; 4th—*freedom of movement*, *poison*, *spike stones*^D; 5th—*spell resistance*, *wall of stone*^D.

^DDomain Spell. Domains: Earth (3 + Cha modifier daily use, turn or destroy air elementals, rebuke, command or bolster earth creatures as an evil cleric rebukes undead); Protection (protective ward: resistance bonus equal to cleric level on next saving throw).

Possessions: +1 full plate, +1 heavy steel shield, masterwork warhammer, light crossbow, 10 bolts, *potion of cure light wounds*, *scroll of sanctuary*, *scroll of silence*, *wand of command* (20 charges), *cloak of resistance* +2, *ring of protection* +1, *amulet of natural armor* +1.

Power-Up Suite (Enlarge Person)—Init -2; AC 23, touch 10, flat-footed 23; Grp +16; Atk +9 melee (2d6+2/×3, masterwork warhammer) or +3 ranged (1d8/19-20, light crossbow); Full Atk +9/+4 melee (2d6+2/×3, masterwork warhammer) or +3 ranged (1d8/19-20, light crossbow); Face/Reach 10 ft./10 ft.; SV Ref +5; Str 14, Dex 6; Skills: Move Silently -5.

☞ **Duergar Wizard: male duergar Wiz (Evoker) 9:** CR 10; Medium humanoid; HD 9d4+27; hp 45; Init +1; Spd 20 ft.; AC 15, touch 12, flat-footed 14; Base Atk +4, Grp +3; Atk +3 melee (1d4-1/19-20, dagger); Full Atk +3 melee (1d4-1/19-20, dagger); SA Spells; SQ Spell-like abilities, immunity to paralysis, phantasms and poisons, +2 bonus on saving throws against spells and spell-like abilities, light sensitivity, darkvision 120 ft., summon familiar; AL LE; SV Fort +6, Ref +6, Will +6; Str 8, Dex 13, Con 16, Int 17, Wis 10, Cha 8.

Skills and Feats: Concentration +16, Decipher Script +9, Knowledge (arcana) +16, Knowledge (dungeoneering) +14, Listen +2, Move Silently +7, Spellcraft +18, Spot +2; Combat Casting, Craft Wand, Lightning Reflexes, Scribe Scroll, Spell Focus (conjuraton), Spell Focus (evocation).

Languages: Common, Dwarven, Undercommon.

Light Sensitivity (Ex): Duergar are dazzled in bright sunlight or within the radius of a *daylight* spell. While dazzled, duergar are unable to see well and suffer a -1 penalty on attack rolls, Search checks and Spot checks.

Immunities (Ex): Duergar are immune to paralysis, phantasms and poison. In addition they receive a +2 racial bonus to all saving throws against spells and spell-like abilities.

Skill Bonuses: Duergar receive a +4 racial bonus to Move Silently and a +1 racial bonus on Listen and Spot checks (already added).

Spell-Like Abilities: 1/day—*enlarge person* and *invisibility* as a wizard of twice the duergar's class level (minimum caster level 3rd); these abilities affect only the duergar and whatever it carries. *Enlarge person:* Duration 1 min./level; Effects: increase to Large size, +2 size bonus to Strength, -2 size penalty to Dex, -1 penalty to attack rolls and AC, all equipment becomes large (dagger = 1d6). *Invisibility:* Duration 1 min./level.

Memorized Spells: (5/6/6/5/3/2; base DC = 13 + spell level): 0—*acid splash*, *detect magic*, *flare*^E, *light*^E, *ray of frost*^E; 1st—*burning hands*^E, *color spray*,

expeditious retreat, mage armor, magic missile^E, shield, 2nd—fox's cunning, flaming sphere^E, mirror image, scorching ray^E (2), web^C; 3rd—dispel magic, displacement, stinking cloud^C, fireball^E, wind wall^F; 4th—Evard's black tentacles^C, lesser globe of invulnerability, wall of ice^E; 5th—baleful polymorph, cone of cold^F.

^E: Evocation spell DC = 14 + spell level. Barred Schools: Enchantment, Necromancy.

^C: Conjunction spell DC = 14 + spell level.

Possessions. Dagger, *wand of magic missile* (20 charges), *ring of protection +1*, *wand of glitterdust* (5 charges), *bracers of armor +2*, *potion of cure moderate wounds*, *potion of blur*, *potion of protection from arrows (magic)*, *amulet of natural armor +1*, *ring of counterspells (feeblemind)*.

Power-Up Suite (Enlarge Person)—Init +0; AC 15, touch 12, flat-footed 14; Grp +8; Atk and Full Atk +3 melee (1d6/19-20, dagger); Face/Reach 10 ft./10 ft.; SV Ref +5; Str 10, Dex 11; Skills: Move Silently +6.

ENCOUNTER 7: FROM THE SHADOWS

☛ **Duergar Rogue: male duergar Rog 9/Rgr 2/Assassin 1/Shadowdancer 1**: CR 14; Medium Humanoid; HD 9d6+27 plus 2d10+6 plus 1d6+3 plus 1d8+3; hp 97; Init +4; Spd 30 ft.; AC 19, touch 15, flat-footed 19; Base Atk +8/+3; Grp +9; Atk +10 melee (1d6+2/19-20 plus poison [DC 24 Fort, 1d6 Str/2d6 Str], *+1 short sword*), +9 melee (1d4+1/ 19-20, dagger) or +12 ranged (1d8/19-20, light crossbow); Full Atk +10/+5 melee (1d6+2/19-20 plus poison [DC 24 Fort, 1d6 Str/2d6 Str], *+1 short sword*) or +8/+3 melee (1d6+2/19-20 plus poison [DC 24 Fort, 1d6 Str/2d6 Str], *+1 short sword*) and +7 melee (1d4+1/ 19-20, dagger) or +12 ranged (1d8/19-20, light crossbow); SA Sneak attack +6d6, favored enemy (human), combat style (two-weapon combat), death attack, poison use; SQ trapfinding, spell-like abilities, immunity to paralysis, phantasms and poisons, +2 bonus on saving throws against spells and spell-like abilities, light sensitivity, darkvision 120 ft., evasion, trap sense +3, improved uncanny dodge, wild empathy, spells, hide in plain sight; AL LE; SV Fort +8, Ref +15, Will +7; Str 12, Dex 18, Con 16, Int 13, Wis 10, Cha 4.

Skills and Feats. Balance +11, Climb +11, Disable Device +13, Disguise +1, Escape Artist +11, Hide +20, Jump +13, Listen +8, Move Silently +24, Open Lock +13, Perform (dance) +9, Search +4, Spot +7, Survival +5, Tumble +19, Use Rope +8; Combat Reflexes, Dodge, Iron Will, Mobility, Spring Attack, Track.

Languages: Common, Dwarven, Undercommon.

Favored Enemy (human) (Ex): +2 bonus on Bluff, Listen, Sense Motive, Spot and Survival checks against humans. +2 bonus on weapon damage rolls against humans.

Combat Style (Two-Weapon Combat) (Ex): Has Two-Weapon Fighting feat when wearing light or no armor.

Death Attack (Ex): If an assassin studies his victim for 3 rounds and then makes a sneak attack with a

melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (assassin's choice). While studying the victim, the assassin can undertake other actions so long as his attention stays focused on the target and the target does not detect the assassin or recognize the assassin as an enemy. If the victim of such an attack fails a Fortitude save (DC 10 + the assassin's class level + the assassin's Int modifier) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6 rounds plus 1 round per level of the assassin. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the assassin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds. If a death attack is attempted and fails (the victim makes her save) or if the assassin does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

Hide in Plain Sight (Su): A shadowdancer can use the Hide skill even while being observed. As long as she is within 10 feet of some sort of shadow, a shadowdancer can hide herself from view in the open without anything to actually hide behind. She cannot, however, hide in her own shadow.

Light Sensitivity (Ex): Duergar are dazzled in bright sunlight or within the radius of a *daylight* spell. While dazzled, duergar are unable to see well and suffer a -1 penalty on attack rolls, Search checks and Spot checks.

Immunities (Ex): Duergar are immune to paralysis, phantasms and poison. In addition they receive a +2 racial bonus to all saving throws against spells and spell-like abilities.

Skill Bonuses: Duergar receive a +4 racial bonus to Move Silently and a +1 racial bonus on Listen and Spot checks (already added).

Spell-Like Abilities: 1/day—*enlarge person* and *invisibility* as a wizard of twice the duergar's class level (minimum caster level 3rd); these abilities affect only the duergar and whatever it carries. *Enlarge person*: Duration 1 min./level; Effects: increase to Large size, +2 size bonus to Strength, -2 size penalty to Dex, -1 penalty to attack rolls and AC, all equipment becomes large (short sword = 1d8, dagger = 1d6, not affected). *Invisibility*: Duration 1 min./level.

Spells Known (1; base DC = 11 + spell level): 1st—*disguise self, true strike*.

Possessions. *+1 studded leather armor, +1 short sword, dagger, light crossbow, 10 bolts, vial of purple worm poison (3), ring of protection +1, cloak of resistance +3, potion of cure moderate wounds (2), slippers of spider climbing, ring of shooting stars*.

Power-Up Suite (Enlarge Person)—Init +3; AC 17, touch 13, flat-footed 18; Grp +14; Atk +10 melee (1d8+3/19-20 plus poison [DC 24 Fort, 1d6 Str/2d6 Str], *+1 short sword*), +9 melee (1d6+2/ 19-20, dagger) or +10 ranged (1d8/19-20, light crossbow); Full Atk

+10/+5 melee (1d8+3/19-20 plus poison [DC 24 Fort, 1d6 Str/2d6 Str], +1 *short sword*) or +8/+3 melee (1d8+3/19-20 plus poison [DC 24 Fort, 1d6 Str/2d6 Str], +1 *short sword*) and +7 melee (1d6+2/ 19-20, dagger) or +10 ranged (1d8/19-20, light crossbow); Face/Reach 10 ft./10 ft.; SV Ref +13; Str 14, Dex 16; Skills: Balance +10, Escape Artist +10, Hide +19, Move Silently +23, Open Lock +12, Tumble +18, Use Rope +7.

ENCOUNTER 8: TROLLS OF THE WASTES

➤ **Wasteland Troll Bbn 3:** CR 10; Large giant; HD 8d8+56 plus 3d12+21; hp 138; Init +0; Spd 40 ft.; AC 23, touch 9, flat-footed 23; Base Atk +9; Grp +20; Atk +16 melee (1d6+7, claw) or +15melee (2d8+10, greatclub); Full Atk +16 melee (1d6+7, 2 claws) and +11 melee (1d8+3, bite) or +15/+10 (2d8+10, greatclub) and +11 melee (1d8+3, bite); Space/Reach 10 ft./10 ft.; SA Rend 2d6+9, rage 1/day; SQ Darkvision 90 ft., low-light vision, light sensitivity, regeneration 5, scent, fast movement, uncanny dodge, trap sense +1; SV Fort +17, Ref +5, Will +5; Str 25, Dex 11, Con 24, Int 5, Wis 10, Cha 8.

Skills and Feats: Climb +6, Listen +8, Spot +7; Alertness, Power Attack, Weapon Focus (claw).

Languages: Giant.

Rend (Ex): If a wasteland troll hits with both claw attacks, it latches onto its opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Rage (Ex): +4 to Str, +4 to Con, +2 on Will saves, –2 to AC for number of rounds equal to 3+ (new) Constitution modifier.

Light Sensitivity (Ex): A wasteland troll is dazzled by bright sunlight or the glare of a *daylight* spell.

In addition, a wasteland troll exposed to sunlight or its equivalent is treated as though it was *slowed*. It can take only a single move action or standar action each turn, but not both (nor can it take full-round actions). It also takes a –1 penalty on attack rolls, AC, and Reflex saves, and moves at half its normal speed.

Regeneration (Ex): Acid or water deals normal damage to a wasteland troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Possessions: +1 *breastplate*, *potion of shield of faith* +2.

Power-Up Suite (Rage)—hp 160; AC 21, touch 7, flat-footed 21; Grp +13; Atk +18 melee (1d6+9, claw) or +17 melee (2d8+12, greatclub); Full Atk +18 melee (1d6+9, 2 claws) and +13 melee (1d8+5, bite) or +17/+12 (2d8+12, greatclub) and +13 melee (1d8+5, bite); SV Fort +19, Ref +2, Will +7; Str 29, Con 28.

ENCOUNTER 11: FATHER EYE

➤ **Father Eye: half-fiendish beholder male:** CR 16; Large outsider; HD 11d8+55; hp 107; Init +8; Spd 5 ft., fly 20 ft. (good); AC 29, touch 13, flat-footed 25; Base Atk +8; Grp +14; Atk +9 ranged touch (variable effect, eye ray) and +7 melee (2d4, bite) or +7 melee (1d8+2, claw); Full Atk +14 ranged touch (variable effect, eye ray) and +7 melee (2d4, bite) and +7 melee (1d8+2, 2 claws); Space/Reach 10 ft./5 ft.; SA Eye rays, spell-like abilities; SQ All-around vision, antimagic cone, darkvision 60 ft., flight, smite good, spell-like abilities, immunity to poison, acid resistance 10, cold resistance 10, electricity resistance 10, fire resistance 10, DR 5/magic, spell resistance 21; AL LE; SV Fort +12, Ref +11, Will +13; Str 14, Dex 18, Con 20, Int 21, Wis 15, Cha 17.

Skills and Feats: Bluff +10, Concentration +12, Decipher Script +12, Hide +18, Knowledge (arcana) +19, Knowledge (dungeoneering) +12, Intimidate +12, Listen +18, Search +19, Sense Motive +9, Spellcraft +14, Spot +18, Survival +16 (+18 following tracks); Alertness^B, Flyby Attack, Great Fortitude, Improved Initiative, Iron Will.

Eye Rays (Su): Each of a beholder's small eyes can produce a magical ray once per round as a free action. During a single round, a creature can aim only three eye rays at targets in any one 90-degree arc (up, forward, backward, left, right, or down). The remaining eyes must aim at targets in other arcs, or not at all. A beholder can tilt and pan its body each round to change which rays it can bring to bear in any given arc.

Each eye's effect resembles a spell (caster level 13th), but follows the rules for a ray (see *Aiming a Spell*, page 175 of the *Player's Handbook*). Each eye ray has a range of 150 feet and a save DC of 18. This save DC is Charisma-based.

Charm Monster: The target must succeed on a Will save or be affected as though by the spell. Beholders use this ray to confuse the opposition usually employing it early in a fight. The beholder generally instructs a *charmed* target to either restrain a comrade or step aside.

Charm Person: The target must succeed on a Will save or be affected as though by the spell. The beholder uses this ray in the same manner as the *charm monster* ray.

Disintegrate: The target must succeed on a Fortitude save or be affected as though by the spell. The beholder likes to use this ray on any foe it considers a real threat.

Fear: This works like the spell, except that it targets one creature. The target must succeed on a Will save or be affected as though by the spell. Beholders like to use this ray against warriors and other powerful creatures early in a fight, to break up the opposition.

Finger of Death: The target must succeed on a Fortitude save or be slain as though by the spell. The target takes 3d6+13 points of damage if its saving throw succeeds. Beholders use this ray to eliminate dangerous foes quickly.

Flesh to Stone. The target must succeed on a Fortitude save or be affected as though by the spell. Beholders like to aim this ray at enemy spellcasters. They also like to use this ray on any creature whose appearance they find interesting. (After the fight, the beholder takes the statue to its lair as decoration).

Inflict Moderate Wounds. This spell works like the spell, causing 2d8+10 points of damage (Will half).

Sleep. This works like the spell, except that it affects one creature with any number of Hit Dice (Will negates). Beholders like to use this ray against warriors and other physically powerful creatures. They know their foes can quickly awaken the sleepers, but they also know that doing so takes time and can delay an effective counterattack.

Slow. This works like the spell, except that it affects one creature. The target can make a Will save to negate the effect. Beholders often use this ray against the same creature targeted by their *disintegrate*, *flesh to stone*, or *finger of death* ray. If one of the former rays fails to eliminate the foe this ray might at least hamper it.

Telekinesis. A beholder can move objects or creatures that weigh up to 325 pounds, as though with a *telekinesis* spell. Creatures can resist the effect with a successful Will save.

Antimagic Cone (Su): A beholder's central eye continually produces a 150-foot cone of antimagic. This functions just like *antimagic field* (caster level 13th). All magical and supernatural powers and effects within the cone are suppressed—even the beholder's own eye rays. Once each round, during its turn, the beholder decides whether the antimagic cone is active or not (the beholder deactivates the cone by shutting its central eye).

Smite Good (Su): Once per day Father Eye can make a normal melee attack dealing an extra 11 hp of damage.

Spell-Like Abilities: CL 11th; *darkness* 3/day, *desecrate*, *unholy blight* (DC 17 Will save), *poison* (DC 17 Fortitude save) 3/day, *contagion* (DC 16 Fortitude save), *blasphemy* (DC 20 Will save).

All-Around Vision (Ex): Beholders are exceptionally alert and circumspect. Their many eyes give them a +4 racial bonus on Spot and Search checks, and they can't be flanked.

Flight (Ex): A beholder's body is naturally buoyant. This buoyancy allows it to fly at a speed of 20 feet. This buoyancy also grants it a permanent *feather fall* effect (as the spell) with personal range.

Possessions: Cold iron headband (controls runic guardian).

➤ **Advanced Runic Guardian:** CR 12; Large construct; HD 25d10+30; hp 210; Init +1; Spd 30 ft.; AC 28, touch 10, flat-footed 27; Base Atk +13/+8; Grp +20; Atk +19 melee (2d8+10 plus stunning strike, slam); Full Atk +19 melee (2d8+10 plus stunning strike, 2 slams) and +14 melee (2d8+10 plus stunning strike, slams); Space/Reach 10 ft./ 10 ft.; SA Runic spells, stunning

strike; SQ construct traits, DR 10/adamantine, fast healing 10, find master, guard, shield master, teleport without error; AL N; SV Fort +6, Ref +7, Will +6; Str 24, Dex 13, Con —, Int —, Wis 11, Cha 1.

Skills and Feats: None.

Runic Spells (Sp): A runic guardian can hold up to six spells. These spells must be cast into its body it is created. One spell can be placed on the runic guardian's head, one on each limb, and one on its torso. The table below gives the maximum level of spell that each of its body parts can hold. Alternatively, the entire guardian can accommodate a single inscribed spell of 6th or 7th level, but this covers its whole body.

Head: *shield* (CL 16th)

Arms: mirror image (CL 16th), resist energy (cold) (CL 16th)

Legs: protection from energy (fire) (CL 16th), protection from energy (electricity) (CL 16th).

Torso: *break enchantment* (CL 16th). This spell is discharged if Father Eye is successfully subjected to a hostile enchantment, m alteration, curse or petrification effect.

Each of these spells is usable once per day as a spell-like ability. The runic guardian discharges a spell either when directly commanded to do so or when a predetermined situation arises.

Stunning Strike (Ex): Any creature hit by a runic guardian's slam attack must make a successful DC 25 Fortitude save or be stunned for one round. Creatures immune to critical hits cannot be stunned.

Construct Traits: Immune to mind affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. Not subject to critical hits, non-lethal damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot be raised, resurrected, or heal itself, but may be "healed" through repair

Fast Healing (Ex): A runic guardian regains lost hit points at the rate of 10 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow the runic guardian to re-grow or reattach lost body parts.

Find Master (Su): The runic guardian can find the piece of jewelry that connects it to its master and can teleport to that spot when called. (Should the master call the construct and then remove the jewelry, the runic guardian finds only the jewelry upon its arrival.) This ability functions even across planar boundaries.

Guard (Ex): The runic guardian blocks blows within 5 feet of its master, granting the master a +4 deflection bonus to AC.

Shield master (Sp): The runic guardian's master, when in possession of the keyed piece of jewelry, can activate this defensive ability when within 150 feet of the construct. *Shield master* transfers three fourths of the damage that would otherwise be dealt to the master to the runic guardian instead. This ability otherwise functions like the *shield other* spell (caster level 25th), except that it provides no AC or saving throw bonuses.

Teleport without Error (Sp): 1/day (The guardian normally uses this to answer a call from its master.

APPENDIX 4: APL 16

INTRODUCTION

☞ **Shamil, female gnome War 1:** CR 1/2; Small Humanoid; HD 1d8+5; hp 9; Init +0; AC 16, touch 11, flat-footed 16; Base Atk +1; Grp -3; Atk +2 melee (1d6/19-20, longsword); Full Atk +2 melee (1d6/19-20, longsword); SQ Gnome traits; AL NG; SV Fort +4, Ref +0, Will -1; Str 11, Dex 11, Con 14, Int 10, Wis 9, Cha 8.

Skills and Feats: Hide +3, Listen +1, Spot +1; Toughness.

Possessions: Chain shirt, light wooden shield, longsword.

ENCOUNTER 3: BLIND HUNTERS

☞ **Advanced Destrachan:** CR 12; Huge aberration; HD 20d8+100; hp 195; Init +5; Spd 30 ft.; AC 20, touch 10, flat-footed 20; Base Atk +12; Grp +24; Atk +21 melee (2d6+9, claw); Full Atk +21 melee (2d6+9, 2 claws); Space/Reach 15 ft./10 ft.; SA Destructive harmonics; SQ Blindsight 100 ft., immunities, protection from sonics; SV Fort +11, Ref +8, Will +17; Str 28, Dex 10, Con 21, Int 12, Wis 18, Cha 12.

Skills and Feats: Hide +20, Listen +33, Move Silently +19, Survival +13; Ability Focus (destructive harmonics), Dodge, Improved Initiative, Improved Natural Armor, Improved Natural Attack (claw), Lightning Reflexes, Weapon Focus (claw).

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

Flesh: Disrupting tissue and rending bone, this attack deals 4d6 points of damage to all within the area (Reflex DC 21 half).

Nerves: A destrachan can focus its harmonics to knock out foes rather than slay them. This attack deals 6d6 points of nonlethal damage to all within the area (Reflex DC 21 half).

Material: When using this form of harmonics, a destrachan chooses wood, stone, metal, or glass. All objects made of that material within the area must succeed on a DC 21 Fortitude save or shatter. Objects (or portions of objects) that have up to 30 hit points are potentially affected by this attack.

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

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

Protection from Sonics (Ex): While they can be affected by loud noises and sonic spells (such as *ghost sound* or *silence*), destrachans are less vulnerable to sonic attacks (+4 circumstance bonus on all saves) because they can protect their ears. A destrachan

whose sense of hearing is impaired is effectively blinded, and all targets are treated as having total concealment.

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

Possessions: None.

ENCOUNTER 4: SILENT DEATH

☞ **Oobyl, Mind Flayer Mnk 2/Clr 4—Ilsensine:** CR 14; Medium aberration; HD 8d8+8 plus 2d8+2 plus 4d8+4; hp 99; Init +6; Spd 30 ft.; AC 16, touch 13, flat-footed 14; Base Atk +10; Grp +15; Atk +14 melee (1d4+2, tentacle) or +13 melee (1d6+1, unarmed strike); Full Atk +14 melee (1d4+2, 8 tentacles) or +13 melee (1d6+2, 2 unarmed strikes); SA Mind blast, psionics, improved grab, extract, flurry of blows (-1/-1), unarmed strike; SQ Spell resistance 25, telepathy 100 ft., evasion, rebuke undead; AL LE; SV Fort +11, Ref +11, Will +17; Str 12, Dex 14, Con 12, Int 19, Wis 17, Cha 18.

Skills and Feats: Bluff +11, Concentration +16, Diplomacy +7, Disguise +3 (+5 acting), Escape Artist +7, Hide +12, Intimidate +9, Knowledge (dungeoneering) +12, Knowledge (the planes) +9, Knowledge (religion) +9, Listen +13, Move Silently +12, Sense Motive +7, Spellcraft +9, Spot +11, Tumble +11; Combat Casting, Combat Reflexes, Deflect Arrows, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Lighting Reflexes, Weapon Finesse, Weapon Focus (tentacle).

Mind Blast (Sp): This psionics attack is a cone 60 feet long. Anyone caught in this cone must succeed on a DC 18 Will save or be stunned for 3d4 rounds. Mind flayers often hunt using this power and then drag off one or two of their stunned victims to feed upon. The save DC is Charisma-based. This ability is equivalent of a 4th-level spell.

Psionics (Sp): At will—*charm monster* (DC 18), *detect thoughts* (DC 16), *levitate, plane shift, suggestion* (DC 17). Effective caster level 8th. The save DCs are Charisma-based.

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

Extract (Ex): A mind flayer that begins its turn with all four tentacles attached and that makes a successful grapple check automatically extracts the

opponent's brain, instantly killing that creature. This power is useless against constructs, elementals, oozes, plants, and undead. It is not instantly fatal to foes with multiple heads, such as ettins and hydras.

Spells Memorized (5/4+1/3+1; base DC = 13 + spell level): 0—*cure minor wounds, guidance, read magic, virtue* (2); 1st—*bless, cure light wounds, comprehend languages, entropic shield, protection from good*^D; 2nd—*aid, desecrate*^D, *hold person* (2).

^DDomain Spell: Evil (cast evil spells at +1 caster level), Knowledge (cast divination spells at +1 caster level).

Possessions: *Hat of disguise, ring of protection +1, cloak of resistance +1, boots of speed, amulet of mighty fists +1*.

➤ **Hrusrboad, Mind Flayer** Ftr 2/Sor 4: CR 14; Medium aberration; HD 8d8+8 plus 2d10+2 plus 4d4+4; hp 87; Init +6; Spd 30 ft.; AC 17, touch 13, flat-footed 15; Base Atk +10; Grp +15; Atk +13 melee (1d4+1, tentacle); Full Atk +13 melee (1d4+1, 8 tentacles); SA Mind blast, psionics, improved grab, extract; SQ Spell resistance 25, telepathy 100 ft.; AL LE; SV Fort +7, Ref +5, Will +13; Str 12, Dex 14, Con 12, Int 19, Wis 17, Cha 18.

Skills and Feats: Bluff +13, Concentration +16, Diplomacy +7, Disguise +3 (+5 acting), Hide +17, Intimidate +11, Jump +6, Knowledge (dungeoneering) +12, Knowledge (arcana) +11, Listen +12, Move Silently +12, Sense Motive +7, Spellcraft +11, Spot +11, Swim +2; Combat Casting, Improved Grapple, Improved Initiative, Spell Penetration, Weapon Finesse, Weapon Focus (tentacle).

Mind Blast (Sp): This psionics attack is a cone 60 feet long. Anyone caught in this cone must succeed on a DC 17 Will save or be stunned for 3d4 rounds. Mind flayers often hunt using this power and then drag off one or two of their stunned victims to feed upon. The save DC is Charisma-based. This ability is equivalent of a 4th-level spell.

Psionics (Sp): At will—*charm monster* (DC 18), *detect thoughts* (DC 16), *levitate, plane shift, suggestion* (DC 17). Effective caster level 8th. The save DCs are Charisma-based.

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

Extract (Ex): A mind flayer that begins its turn with all four tentacles attached and that makes a successful grapple check automatically extracts the opponent's brain, instantly killing that creature. This power is useless against constructs, elementals, oozes, plants, and undead. It is not instantly fatal to foes with multiple heads, such as ettins and hydras.

Spells Known (6/7/4; base DC = 13 + spell level): 0—*dancing lights, daze, detect magic, ghost sound, prestidigitation, touch of fatigue*, 1st—*mage armor, shield, true strike*; 2nd—*mirror image*.

Possessions: *cloak of elvenkind, bracers of armor +1, ring of protection +1, staff of fire* (40 charges).

ENCOUNTER 6: DARK GATE

➤ **Duergar Warrior (Crossbowman)**: male duergar Ftr 9: CR 10; Medium humanoid; HD 9d10+27; hp 88; Init +3; Spd 20 ft.; AC 23, touch 13, flat-footed 20 (AC 21, touch 13, flat-footed 18 when using crossbow); Base Atk +9/+4; Grp +11; Atk +13 melee (1d8+3/×3, +1 warhammer) or +15 ranged (1d10+3/17-20, +1 heavy repeating crossbow); Full Atk +13/+8 melee (1d8+3/×3, +1 warhammer) or +15/+10 ranged (1d10+3/17-20, +1 heavy repeating crossbow); SQ Spell-like abilities, immunity to paralysis, phantasms and poisons, +2 bonus on saving throws against spells and spell-like abilities, light sensitivity, darkvision 120 ft.; AL LE; SV Fort +9, Ref +8, Will +3; Str 14, Dex 16, Con 16, Int 12, Wis 10, Cha 4.

Skills and Feats: Climb +6, Jump +4, Listen +5, Move Silently +12, Spot +3; Exotic Weapon Proficiency (heavy repeating crossbow), Greater Weapon Focus (heavy repeating crossbow), Improved Critical (heavy repeating crossbow), Lightning Reflexes, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (heavy repeating crossbow), Weapon Specialization (repeating heavy crossbow).

Languages: Common, Dwarven, Undercommon.

Light Sensitivity (Ex): Duergar are dazzled in bright sunlight or within the radius of a *daylight* spell. While dazzled, duergar are unable to see well and suffer a -1 penalty on attack rolls, Search checks and Spot checks.

Immunities (Ex): Duergar are immune to paralysis, phantasms and poison. In addition they receive a +2 racial bonus to all saving throws against spells and spell-like abilities.

Skill Bonuses: Duergar receive a +4 racial bonus to Move Silently and a +1 racial bonus on Listen and Spot checks (already added).

Spell-Like Abilities: 1/day—*enlarge person* and *invisibility* as a wizard of twice the duergar's class level (minimum caster level 3rd); these abilities affect only the duergar and whatever it carries. *Enlarge person*: Duration 1 min./level; Effects: increase to Large size, +2 size bonus to Strength, -2 size penalty to Dex, -1 penalty to attack rolls and AC, all equipment becomes large (weapons do more damage: warhammer = 2d6, heavy repeating crossbow not affected). *Invisibility*: Duration 1 min./level.

Possessions. +1 breastplate, +1 heavy steel shield, +1 warhammer, +1 heavy repeating crossbow, 4 bolt cases (20 bolts total), *potion of cure moderate wounds*, *oil of magic weapon*, *amulet of natural armor* +1, *broach of shielding*.

Power-Up Suite (Enlarge Person)—Init +2; AC 23, touch 13, flat-footed 20 (AC 21, touch 13, flat-footed 18 when using crossbow); Grp +16; Atk +13 melee (2d6+4/×3, +1 warhammer) or +13 ranged (1d10+3/17-20, +1 heavy repeating crossbow); Full Atk +13/+8 melee (2d6+4/×3, +1 warhammer) or +13/+8 ranged (1d10+3/17-20, +1 heavy repeating crossbow); Face/Reach 10 ft./10 ft.; SV Ref +6; Str 16, Dex 14; Skills: Move Silently +11.

☞ **Duergar Cleric: male duergar Clr 11—Laduguer:** CR 12; Medium humanoid; HD 11d8+33; hp 89; Init -1; Spd 20 ft.; AC 24, touch 11, flat-footed 24; Base Atk +8/+3; Grp +9; Atk +11 melee (1d8+1/×3, masterwork warhammer) or +7 ranged (1d8/19-20, light crossbow); Full Atk +11/+6 melee (1d8+1/×3, masterwork warhammer) or +7 ranged (1d8/19-20, light crossbow); SA Spells, rebuke undead; SQ Spell-like abilities, immunity to paralysis, phantasms and poisons, +2 bonus on saving throws against spells and spell-like abilities, light sensitivity, darkvision 120 ft.; AL LE; SV Fort +12, Ref +6, Will +13; Str 12, Dex 8, Con 16, Int 10, Wis 19, Cha 9.

Skills and Feats. Concentration +15, Diplomacy +0, Knowledge (religion) +7, Listen +4, Move Silently -4, Spellcraft +8, Spot +4; Combat Casting, Lightning Reflexes, Weapon Focus (warhammer), Martial Weapon Proficiency (warhammer).

Languages. Common, Dwarven, Undercommon.

Light Sensitivity (Ex): Duergar are dazzled in bright sunlight or within the radius of a *daylight* spell. While dazzled, duergar are unable to see well and suffer a -1 penalty on attack rolls, Search checks and Spot checks.

Immunities (Ex): Duergar are immune to paralysis, phantasms and poison. In addition they receive a +2 racial bonus to all saving throws against spells and spell-like abilities.

Skill Bonuses. Duergar receive a +4 racial bonus to Move Silently and a +1 racial bonus on Listen and Spot checks (already added).

Spell-Like Abilities. 1/day—*enlarge person* and *invisibility* as a wizard of twice the duergar's class level (minimum caster level 3rd); these abilities affect only the duergar and whatever it carries. *Enlarge person:* Duration 1 min./level; Effects: increase to Large size, +2 size bonus to Strength, -2 size penalty to Dex, -1 penalty to attack rolls and AC, all equipment becomes large (warhammer = 2d6, light crossbow not affected). *Invisibility:* Duration 1 min./level.

Spells Prepared. (6/5+1/5+1/5+1/4+1/2+1/1+1; base DC = 14 + spell level): 0—*cure minor wounds*, *detect magic*, *guidance*, *light*, *resistance*, *virtue*, 1st—*bane*, *bless*, *cause fear*, *deathwatch*, *magic stone*^D, *shield of faith*; 2nd—*hold person* (2), *owl's wisdom*,

soften earth and stone^D, *sound burst* (2); 3rd—*blindness/deafness*, *cure serious wounds*, *dispel magic*, *protection from energy*^D, *searing light* (2); 4th—*cure critical wounds* (2), *freedom of movement*, *poison*, *spike stones*^D; 5th—*flame strike*, *spell resistance*, *wall of stone*^D; 6th—*harm*, *stoneskin*^D.

^DDomain Spell. Domains: Earth (3 + Cha modifier daily use, turn or destroy air elementals, rebuke, command or bolster earth creatures as an evil cleric rebukes undead); Protection (protective ward: resistance bonus equal to cleric level on next saving throw).

Possessions. +1 full plate, +1 heavy steel shield, masterwork warhammer, light crossbow, 10 bolts, *potion of cure light wounds*, *scroll of sanctuary*, *scroll of silence*, *wand of command* (20 charges), *cloak of resistance* +2, *ring of protection* +1, *amulet of natural armor* +1, *periapt of Wisdom* +2, *dusty rose ioun stone*.

Power-Up Suite (Enlarge Person)—Init -2; AC 22, touch 9, flat-footed 22; Grp +15; Atk +11 melee (2d6+2/×3, masterwork warhammer) or +5 ranged (1d8/19-20, light crossbow); Full Atk +11/+6 melee (2d6+2/×3, masterwork warhammer) or +5 ranged (1d8/19-20, light crossbow); Face/Reach 10 ft./10 ft.; SV Ref +5; Str 14, Dex 6; Skills: Move Silently -5.

☞ **Duergar Wizard: male duergar Wiz (Evoker) 11:** CR 12 Medium humanoid; HD 11d4+33; hp 55; Init +1; Spd 20 ft.; AC 15, touch 12, flat-footed 14; Base Atk +5, Grp +4; Base Atk +4 melee (1d4+1/19-20, dagger); Full Atk +4 melee (1d4+1/19-20, dagger); SA Spells; SQ Spell-like abilities, immunity to paralysis, phantasms and poisons, +2 bonus on saving throws against spells and spell-like abilities, light sensitivity, darkvision 120 ft., summon familiar, contingency effect (*fly*); AL LE; SV Fort +6, Ref +6, Will +7; Str 8, Dex 13, Con 16, Int 18, Wis 10, Cha 8.

Skills and Feats. Concentration +18, Decipher Script +11, Knowledge (arcana) +18, Knowledge (dungeoneering) +16, Listen +3, Move Silently +7, Spellcraft +20, Spot +3; Combat Casting, Craft Wand, Heighten Spell, Lightning Reflexes, Scribe Scroll, Spell Focus (conjunction), Spell Focus (evocation).

Languages. Common, Dwarven, Undercommon.

Light Sensitivity (Ex): Duergar are dazzled in bright sunlight or within the radius of a *daylight* spell. While dazzled, duergar are unable to see well and suffer a -1 penalty on attack rolls, Search checks and Spot checks.

Immunities (Ex): Duergar are immune to paralysis, phantasms and poison. In addition they receive a +2 racial bonus to all saving throws against spells and spell-like abilities.

Skill Bonuses. Duergar receive a +4 racial bonus to Move Silently and a +1 racial bonus on Listen and Spot checks (already added).

Spell-Like Abilities. 1/day—*enlarge person* and *invisibility* as a wizard of twice the duergar's class level (minimum caster level 3rd); these abilities affect only the duergar and whatever it carries. *Enlarge person:*

Duration 1 min./level; Effects: increase to Large size, +2 size bonus to Strength, -2 size penalty to Dex, -1 penalty to attack rolls and AC, all equipment becomes large (dagger = 1d6). *Invisibility*: Duration 1 min./level.

Memorized Spells: (5/6/6/6/4/3/2; base DC = 13 + spell level): 0—*acid splash*, *detect magic*, *flare*^E, *light*^F, *ray of frost*^F; 1st—*burning hands*^F, *color spray*, *expeditious retreat*, *mage armor*, *magic missile*^E, *shield*; 2nd—*flaming sphere*^E, *mirror image*, *resist energy*, *scorching ray*^E (2), *web*^C; 3rd—*dispel magic*, *displacement*, *stinking cloud*^F, *fireball*^F (2), *wind wall*^F; 4th—*dimension door*, *lesser globe of invulnerability*, *ice storm*^E, *wall of ice*^E; 5th—*baleful polymorph*, *cone of cold*^F, *Heightened Evard's black tentacles*^C; 6th—*chain lightning*^F, *Otiluke's freezing sphere*^E.

^E: Evocation spell DC = 15 + spell level. Barred Schools: Enchantment, Necromancy.

^C: Conjuraton spell DC = 15 + spell level.

Contingency Effect: *Fly*; when struck by an effect that denies the wizard his mobility, i.e. *hold person*.

Possessions: Dagger, *wand of magic missile* (20 charges), *ring of protection +1*, *wand of glitterdust* (5 charges), *bracers of armor +2*, *potion of cure moderate wounds*, *potion of blur*, *potion of protection from arrows (magic)*, *amulet of natural armor +1*, *ring of counterspells (feeblemind)*, *pearl of power (2nd level)*, *headband of intellect +2*.

Power-Up Suite (Enlarge Person)—Init +0; AC 13, touch 10, flat-footed 13; Grp +9; Atk and Full Atk +3 melee (1d6/19-20, dagger); Full Atk +3 melee (1d6/19-20, dagger); Face/Reach 10 ft./10 ft.; SV Ref +5; Str 10, Dex 11; Skills: Move Silently +6.

ENCOUNTER 7: FROM THE SHADOWS

☠ Duergar Rogue: male duergar Rog 11/Rgr 2/Assassin 1/Shadowdancer 1: CR 16; Medium Humanoid; HD 11d6+33 plus 2d10+6 plus 1d6+3 plus 1d8+3; hp 111; Init +4; Spd 30 ft.; AC 20, touch 15, flat-footed 20; Base Atk +10/+5; Grp +11; Atk +12 melee (1d6+2/19-20 plus poison [DC 24 Fort, 1d6 Str/2d6 Str], *+1 short sword*), +11 melee (1d4+1/ 19-20, dagger) or +14 ranged (1d8/19-20, light crossbow); Full Atk +12/+7 melee (1d6+2/19-20 plus poison [DC 24 Fort, 1d6 Str/2d6 Str], *+1 short sword*) or +10/+5 melee (1d6+2/19-20 plus poison [DC 24 Fort, 1d6 Str/2d6 Str], *+1 short sword*) and +9 melee (1d4+1/ 19-20, dagger) or +14 ranged (1d8/19-20, light crossbow); SA Sneak attack +7d6, favored enemy (human), combat style (two-weapon combat), death attack, poison use; SQ trapfinding, spell-like abilities, immunity to paralysis, phantasms and poisons, +2 bonus on saving throws against spells and spell-like abilities, light sensitivity, darkvision 120 ft., improved evasion, trap sense +3, improved uncanny dodge, wild empathy, spells, hide in plain sight; AL LE; SV Fort +10, Ref +16, Will +7; Str 12, Dex 18, Con 16, Int 13, Wis 10, Cha 4.

Skills and Feats: Balance +13, Climb +13, Disable Device +15, Disguise +1, Escape Artist +13, Hide +22, Jump +15, Listen +8, Move Silently +26, Open Lock

+15, Perform (dance) +9, Search +4, Spot +7, Survival +5, Tumble +21, Use Rope +8; Combat Reflexes, Dodge, Great Fortitude, Iron Will, Mobility, Spring Attack, Track.

Languages: Common, Dwarven, Undercommon.

Favored Enemy (human) (Ex): +2 bonus on Bluff, Listen, Sense Motive, Spot and Survival checks against humans. +2 bonus on weapon damage rolls against humans.

Combat Style (Two-Weapon Combat) (Ex): Has Two-Weapon Fighting feat when wearing light or no armor.

Death Attack (Ex): If an assassin studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (assassin's choice). While studying the victim, the assassin can undertake other actions so long as his attention stays focused on the target and the target does not detect the assassin or recognize the assassin as an enemy. If the victim of such an attack fails a Fortitude save (DC 10 + the assassin's class level + the assassin's Int modifier) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6 rounds plus 1 round per level of the assassin. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the assassin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds. If a death attack is attempted and fails (the victim makes her save) or if the assassin does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

Hide in Plain Sight (Su): A shadowdancer can use the Hide skill even while being observed. As long as she is within 10 feet of some sort of shadow, a shadowdancer can hide herself from view in the open without anything to actually hide behind. She cannot, however, hide in her own shadow.

Light Sensitivity (Ex): Duergar are dazzled in bright sunlight or within the radius of a *daylight* spell. While dazzled, duergar are unable to see well and suffer a -1 penalty on attack rolls, Search checks and Spot checks.

Immunities (Ex): Duergar are immune to paralysis, phantasms and poison. In addition they receive a +2 racial bonus to all saving throws against spells and spell-like abilities.

Skill Bonuses: Duergar receive a +4 racial bonus to Move Silently and a +1 racial bonus on Listen and Spot checks (already added).

Spell-Like Abilities: 1/day—*enlarge person* and *invisibility* as a wizard of twice the duergar's class level (minimum caster level 3rd); these abilities affect only the duergar and whatever it carries. *Enlarge person*: Duration 1 min./level; Effects: increase to Large size, +2 size bonus to Strength, -2 size penalty to Dex, -1 penalty to attack rolls and AC, all equipment becomes

large (short sword = 1d8, dagger = 1d6, light crossbow not affected). *Invisibility*: Duration 1 min./level.

Spells Known (1; base DC = 11 + spell level): 1st—*disguise self*, *true strike*.

Possessions: +2 studded leather armor, +1 short sword, dagger, light crossbow, 10 bolts, vial of purple worm poison (3), *ring of protection +1*, *cloak of resistance +3*, *potion of cure moderate wounds* (2), *slippers of spider climbing*, *ring of shooting stars*, *bag of holding* (type II).

Power-Up Suite (Enlarge Person)—Init +3; AC 18, touch 13, flat-footed 19; Grp +16; Atk +12 melee (1d8+3/19-20 plus poison [DC 24 Fort, 1d6 Str/2d6 Str], +1 short sword), +11 melee (1d6+2/ 19-20, dagger) or +12 ranged (1d8/19-20, light crossbow); Full Atk +12/+7 melee (1d8+3/19-20 plus poison [DC 24 Fort, 1d6 Str/2d6 Str], +1 short sword) or +10/+5 melee (1d8+3/19-20 plus poison [DC 24 Fort, 1d6 Str/2d6 Str], +1 short sword) and +9 melee (1d6+2/ 19-20, dagger) or +12 ranged (1d8/19-20, light crossbow); Face/Reach 10 ft./10 ft.; SV Ref +15; Str 14, Dex 16; Skills: Balance +12, Escape Artist +12, Hide +21, Move Silently +25, Open Lock +14, Tumble +20, Use Rope +7.

ENCOUNTER 8: TROLLS OF THE WASTES

➤ **Wasteland Troll Bbn 5**: CR 13; Large giant; HD 8d8+56 plus 5d12+35; hp 165; Init +0; Spd 40 ft.; AC 23, touch 9, flat-footed 23; Base Atk +11; Grp +23; Atk +19 melee (1d6+8, claw) or +18 melee (2d8+11, greatclub); Full Atk +19 melee (1d6+8, 2 claws) and +14 melee (1d8+4, bite) or +18/+13 (2d8+11, greatclub) and +14 melee (1d8+4, bite); Space/Reach 10 ft./10 ft.; SA Rend 2d6+10, rage 2/day; SQ Darkvision 90 ft., low-light vision, light sensitivity, regeneration 5, scent, fast movement, improved uncanny dodge, trap sense +1; SV Fort +18, Ref +5, Will +5; Str 26, Dex 11, Con 24, Int 5, Wis 10, Cha 8.

Skills and Feats: Climb +11, Listen +8, Spot +7; Alertness, Power Attack, Weapon Focus (claw).

Languages: Giant.

Rend (Ex): If a wasteland troll hits with both claw attacks, it latches onto its opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Rage (Ex): +4 to Str, +4 to Con, +2 on Will saves, –2 to AC for number of rounds equal to 3+ (new) Constitution modifier.

Light Sensitivity (Ex): A wasteland troll is dazzled by bright sunlight or the glare of a *daylight* spell.

In addition, a wasteland troll exposed to sunlight or its equivalent is treated as though it was *slowed*. It can take only a single move action or standar action each turn, but not both (nor can it take full-round actions). It also takes a –1 penalty on attack rolls, AC, and Reflex saves, and moves at half its normal speed.

Regeneration (Ex): Acid or water deals normal damage to a wasteland troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The

creature can reattach the severed member instantly by holding it to the stump.

Possessions: +1 breastplate, *potion of shield of faith* +2.

Power-Up Suite (Rage)—hp 191; AC 21, touch 7, flat-footed 21; Grp +16; Atk +21 melee (1d6+10, claw) or +20 melee (2d8+13, greatclub); Full Atk +21 melee (1d6+10, 2 claws) and +16 melee (1d8+6, bite) or +20/+15 (2d8+13, greatclub) and +16 melee (1d8+4, bite); SV Fort +20, Ref +5, Will +7; Str 30, Con 28.

ENCOUNTER 11: FATHER EYE

➤ **Father Eye: half-fiendish beholder male**: CR 18; Large Outsider; HD 16d8+80; hp 156; Init +8; Spd 5 ft., fly 20 ft. (good); AC 29, touch 13, flat-footed 25; Base Atk +16; Grp +24; Atk +19 ranged touch (variable effect, eye ray) and +12 melee (2d4, bite) or +12 melee (1d8+2, claw); Full Atk +19 ranged touch (variable effect, eye ray) and +12 melee (2d4, bite) and +12 melee (1d8+2, 2 claws); Space/Reach 10 ft./5 ft.; SA Eye rays, spell-like abilities; SQ All-around vision, antimagic cone, darkvision 60 ft., flight, smite good, spell-like abilities, immunity to poison, acid resistance 10, cold resistance 10, electricity resistance 10, fire resistance 10, DR 10/magic, spell resistance 25; AL LE; SV Fort +15, Ref +14, Will +16; Str 14, Dex 18, Con 21, Int 21, Wis 15, Cha 19.

Skills and Feats: Bluff +15, Concentration +17, Decipher Script +17, Hide +22, Knowledge (arcana) +24, Knowledge (dungeoneering) +17, Intimidate +17, Listen +22, Search +24, Sense Motive +14, Spellcraft +19, Spot +22, Survival +20 (+18 following tracks), Use Magic Device +8; Ability Focus (*disintegrate*), Ability Focus (*telekinesis*), Alertness^B, Flyby Attack, Great Fortitude, Improved Initiative, Iron Will.

Eye Rays (Su): Each of a beholder's small eyes can produce a magical ray once per round as a free action. During a single round, a creature can aim only three eye rays at targets in any one 90-degree arc (up, forward, backward, left, right, or down). The remaining eyes must aim at targets in other arcs, or not at all. A beholder can tilt and pan its body each round to change which rays it can bring to bear in any given arc.

Each eye's effect resembles a spell (caster level 13th), but follows the rules for a ray (see *Aiming a Spell*, page 175 of the *Player's Handbook*). Each eye ray has a range of 150 feet and a save DC of 22. For the *telekinesis* and *disintegrate* eye stalks the DC is 24 because of Father Eye's Ability Focus feats. This save DC is Charisma-based.

Charm Monster: The target must succeed on a Will save or be affected as though by the spell. Beholders use this ray to confuse the opposition usually employing it early in a fight. The beholder generally instructs a *charmed* target to either restrain a comrade or step aside.

Charm Person: The target must succeed on a Will save or be affected as though by the spell. The beholder

uses this ray in the same manner as the *charm monster* ray.

Disintegrate. The target must succeed on a Fortitude save or be affected as though by the spell. The beholder likes to use this ray on any foe it considers a real threat.

Fear: This works like the spell, except that it targets one creature. The target must succeed on a Will save or be affected as though by the spell. Beholders like to use this ray against warriors and other powerful creatures early in a fight, to break up the opposition.

Finger of Death: The target must succeed on a Fortitude save or be slain as though by the spell. The target takes 3d6+13 points of damage if its saving throw succeeds. Beholders use this ray to eliminate dangerous foes quickly.

Flesh to Stone. The target must succeed on a Fortitude save or be affected as though by the spell. Beholders like to aim this ray at enemy spellcasters. They also like to use this ray on any creature whose appearance they find interesting. (After the fight, the beholder takes the statue to its lair as decoration).

Inflict Moderate Wounds. This spell works like the spell, causing 2d8+10 points of damage (Will half).

Sleep. This works like the spell, except that it affects one creature with any number of Hit Dice (Will negates). Beholders like to use this ray against warriors and other physically powerful creatures. They know their foes can quickly awaken the sleepers, but they also know that doing so takes time and can delay an effective counterattack.

Slow. This works like the spell, except that it affects one creature. The target can make a Will save to negate the effect. Beholders often use this ray against the same creature targeted by their *disintegrate*, *flesh to stone*, or *finger of death* ray. If one of the former rays fails to eliminate the foe this ray might at least hamper it.

Telekinesis. A beholder can move objects or creatures that weigh up to 325 pounds, as though with a *telekinesis* spell. Creatures can resist the effect with a successful Will save.

Antimagic Cone (Su): A beholder's central eye continually produces a 150-foot cone of antimagic. This functions just like *antimagic field* (caster level 13th). All magical and supernatural powers and effects within the cone are suppressed—even the beholder's own eye rays. Once each round, during its turn, the beholder decides whether the antimagic cone is active or not (the beholder deactivates the cone by shutting its central eye).

Smite Good (Su): Once per day Father Eye can make a normal melee attack dealing an extra 16 hp of damage.

Spell-Like Abilities: CL 16th; *darkness* 3/day, *desecrate*, *unholy blight* (DC 18 Will save), *poison* (DC 18 Fortitude save) 3/day, *contagion* (DC 17 Fortitude save), *blasphemy* (DC 21 Will save), *unholy aura* (DC 22 Fortitude save), *unhallow*, *horrid wilting* (DC 22 Fortitude save).

All-Around Vision (Ex): Beholders are exceptionally alert and circumspect. Their many eyes give them a +4 racial bonus on Spot and Search checks, and they can't be flanked.

Flight (Ex): A beholder's body is naturally buoyant. This buoyancy allows it to fly at a speed of 20 feet. This buoyancy also grants it a permanent *feather fall* effect (as the spell) with personal range.

Possessions: Cold iron headband (controls runic guardian), *ring of blinking*.

➤ **Advanced Runic Guardian:** CR 12; Large construct; HD 25d10+30; hp 210; Init +1; Spd 30 ft.; AC 28, touch 10, flat-footed 27; Base Atk +13/+8; Grp +20; Atk +19 melee (2d8+10 plus stunning strike, slam); Full Atk +19 melee (2d8+10 plus stunning strike, 2 slams) and +14 melee (2d8+10 plus stunning strike, slams); Space/Reach 10 ft./ 10 ft.; SA Runic spells, stunning strike; SQ construct traits, DR 10/adamantine, fast healing 10, find master, guard, shield master, teleport without error; AL N; SV Fort +6, Ref +7, Will +6; Str 24, Dex 13, Con —, Int —, Wis 11, Cha 1.

Skills and Feats: None.

Runic Spells (Sp): A runic guardian can hold up to six spells. These spells must be cast into its body it is created. One spell can be placed on the runic guardian's head, one on each limb, and one on its torso. The table below gives the maximum level of spell that each of its body parts can hold. Alternatively, the entire guardian can accommodate a single inscribed spell of 6th or 7th level, but this covers its whole body.

Head: *shield* (CL 16th)

Arms: mirror image (CL 16th), resist energy (cold) (CL 16th)

Legs: protection from energy (fire) (CL 16th), protection from energy (electricity) (CL 16th).

Torso: *break enchantment* (CL 16th). This spell is discharged if Father Eye is successfully subjected to a hostile enchantment, alteration, curse or petrification effect.

Each of these spells is usable once per day as a spell-like ability. The runic guardian discharges a spell either when directly commanded to do so or when a predetermined situation arises.

Stunning Strike (Ex): Any creature hit by a runic guardian's slam attack must make a successful DC 25 Fortitude save or be stunned for one round. Creatures immune to critical hits cannot be stunned.

Construct Traits: Immune to mind affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. Not subject to critical hits, non-lethal damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot be raised, resurrected, or heal itself, but may be "healed" through repair

Fast Healing (Ex): A runic guardian regains lost hit points at the rate of 10 per round. Fast healing does not restore hit points lost from starvation, thirst, or

suffocation, and it does not allow the runic guardian to re-grow or reattach lost body parts.

Find Master (Su): The runic guardian can find the piece of jewelry that connects it to its master and can teleport to that spot when called. (Should the master call the construct and then remove the jewelry, the runic guardian finds only the jewelry upon its arrival.) This ability functions even across planar boundaries.

Guard (Ex): The runic guardian blocks blows when within 5 feet of its master, granting the master a +4 deflection bonus to AC.

Shield master (Sp): The runic guardian's master, when in possession of the keyed piece of jewelry, can activate this defensive ability when within 150 feet of the construct. *Shield master* transfers three fourths of the damage that would otherwise be dealt to the master to the runic guardian instead. This ability otherwise functions like the *shield other* spell (caster level 25th), except that it provides no AC or saving throw bonuses.

Teleport without Error (Sp): 1/day (The guardian normally uses this to answer a call from its master.

WASTELAND TROLL

Originally presented in *Sandstorm*.

Large Giant

Hit Dice: 8d8+56 (92 hp)

Initiative: +0

Speed: 30 ft. (6 squares)

AC: 17 (-1 size, +8 natural), touch 9, flat-footed 17

Base Attack/Grapple: +6/+17

Attacks: Claw +13 melee (1d6+7) or greatclub +12 melee (2d8+10)

Full Attack: 2 claws +13 melee (1d6+7) and bite +8 melee (1d8+3) or greatclub +12/+7 (2d8+10) and bite +8 melee (1d8+3)

Space/Reach: 10 ft./10 ft.

Special Attacks: Rend 2d6+10

Special Qualities: Darkvision 90 ft., light sensitivity, low-light vision, regeneration 5, scent

Saves: Fort +14, Ref +4, Will +4

Abilities: Str 25, Dex 11, Con 24, Int 5, Wis 10, Cha 8

Skills: Listen +8, Spot +7

Feats: Alertness, Iron Will, Weapon Focus (claw)

Climate/Terrain: Warm hills and mountains

Organization: Solitary or tomb (2-4)

Challenge Rating: 7

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

Level Adjustment: +5

Larger, more powerful versions of the common troll, wasteland trolls prowl the mountains and badlands of the deserts. The bane of caravans and nomads, they fearlessly attack anything that might be edible.

Wasteland trolls differ from ordinary trolls chiefly in that sunlight dazzles their eyes and makes them sluggish. Otherwise, they are just as ravenous and brutal as other varieties. Whenever possible, they set up their lairs near settlements, then prey upon the inhabitants night after night until they have devoured every living creature. Because they hunt under the cover of darkness, their prey might not even realize the nature of the threat until it's too late.

Unlike ordinary trolls, wasteland trolls are not agile, though they make up for this lack with sheer strength. They walk upright but dangle their arms at their sides—often dragging their greatclubs along the ground behind them.

An average wasteland troll stands just over 10 feet tall and weighs over 600 pounds. Females are virtually indistinguishable from males.

Wasteland trolls speak Giant.

Combat

Wasteland trolls are no more subtle about combat than their more common relatives. They charge opponents with no regard for their own safety—or, for that

APPENDIX 5: NEW RULE ITEMS

matter, combat tactics. Though vulnerable to fire, they merely seek to avoid it and continue attacking.

Light Sensitivity (Ex): A wasteland troll is dazzled by bright sunlight or the glare of a *daylight* spell.

In addition, a wasteland troll exposed to sunlight or its equivalent is treated as though it was *slowed*. It can take only a single move action or standard action each turn, but not both (nor can it take full-round actions). It also takes a -1 penalty on attack rolls, AC, and Reflex saves, and moves at half its normal speed.

Regeneration (Ex): Fire and acid deal normal damage to a wasteland troll.

If a wasteland troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Rend: If a wasteland troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals 2d6+10 points of damage.

RUNIC GUARDIAN

As presented in *Monster Manual 2*

Large Construct

Hit Dice: 17d10+30 (123 hp)

Initiative: +1

Speed: 30 ft

Armor Class: 28 (-1 Size, +1 Dex, +18 natural), touch 10, flat-footed 27

Base Attack/Grapple: +12/+19

Attack: Slam +18 melee (2d8+10 plus stunning strike)

Full Attack: 2 Slams +18 melee (2d8+10 plus stunning strike)

Space/Reach: 10 ft/10 ft

Special Attacks: Runic spells, stunning strike

Special Qualities: Construct traits, DR 10/adamantine, Fast healing 10, Find master, Guard, Shield Master, Teleport without Error

Saves: Fort +5; Ref +6; Will +5

Abilities: Str 24, Dex 13, Con -, Int -, Wis 11, Cha 1.

Skills: —

Feats: —

Environment: Any

Organization: Solitary

Challenge Rating: 10

Treasure: None

Alignment: Always Neutral

Advancement: 18-25 HD (Large); 26-51 HD (Huge)

Runic Spells (Sp): A runic guardian can hold up to six spells. These spells must be cast into its body it is created. One spell can be placed on the runic guardian's head, one on each limb, and one on its torso. The table below gives the maximum level of spell that each of its body parts can hold. Alternatively, the entire guardian can accommodate a single inscribed spell of 6th or 7th level, but this covers its whole body.

Body Part Highest Level Spell .

Head	1st
Each Arm	2nd
Each Leg	3rd
Torso	5th

Each of these spells is usable once per day as a spell-like ability. The runic guardian discharges a spell either when directly commanded to do so or when a predetermined situation arises.

Stunning Strike (Ex): Any creature hit by a runic guardian's slam attack must make a successful Fortitude save (DC 25) or be stunned for one round. Creatures immune to critical hits cannot be stunned.

Construct Traits: Immune to mind affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. Not subject to critical hits, non-lethal damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot be raised, resurrected, or heal itself, but may be "healed" through repair.

Fast Healing (Ex): A runic guardian regains lost hit points at the rate of 10 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow the runic guardian to regrow or reattach lost body parts.

Find Master (Su): The runic guardian can find the piece of jewelry that connects it to its master and can teleport to that spot when called. (Should the master call the construct and then remove the jewelry, the runic guardian finds only the jewelry upon its arrival.) This ability functions even across planar boundaries.

Guard (Ex): The runic guardian blocks blows when within 5' of its master, granting the master a +4 deflection bonus to AC.

Shield master (Sp): The runic guardian's master, when in possession of the keyed piece of jewelry, can activate this defensive ability when within 150' of the construct. *Shield master* transfers three fourths of the damage that would otherwise be dealt to the master to the runic guardian instead. This ability otherwise functions like the *shield other* spell (caster level 25th), except that it provides no AC or saving throw bonuses.

Teleport without Error (Sp): 1/day (The guardian normally uses this to answer a call from its master.

Runic guardians are constructs similar to shield guardians (see the *Monster Manual*), but with far superior physical and magical capabilities. Runic guardians are especially popular among dwarves and giants, though spellcasters of all races find them useful.

A runic guardian is a massive, human-shaped figure made of stone, steel, and lead. Its hands and arms are constructed of hollow stone and filled with lead for a more deadly punch. Carved, magic runes inlaid with precious metals adorn its head, limbs, and

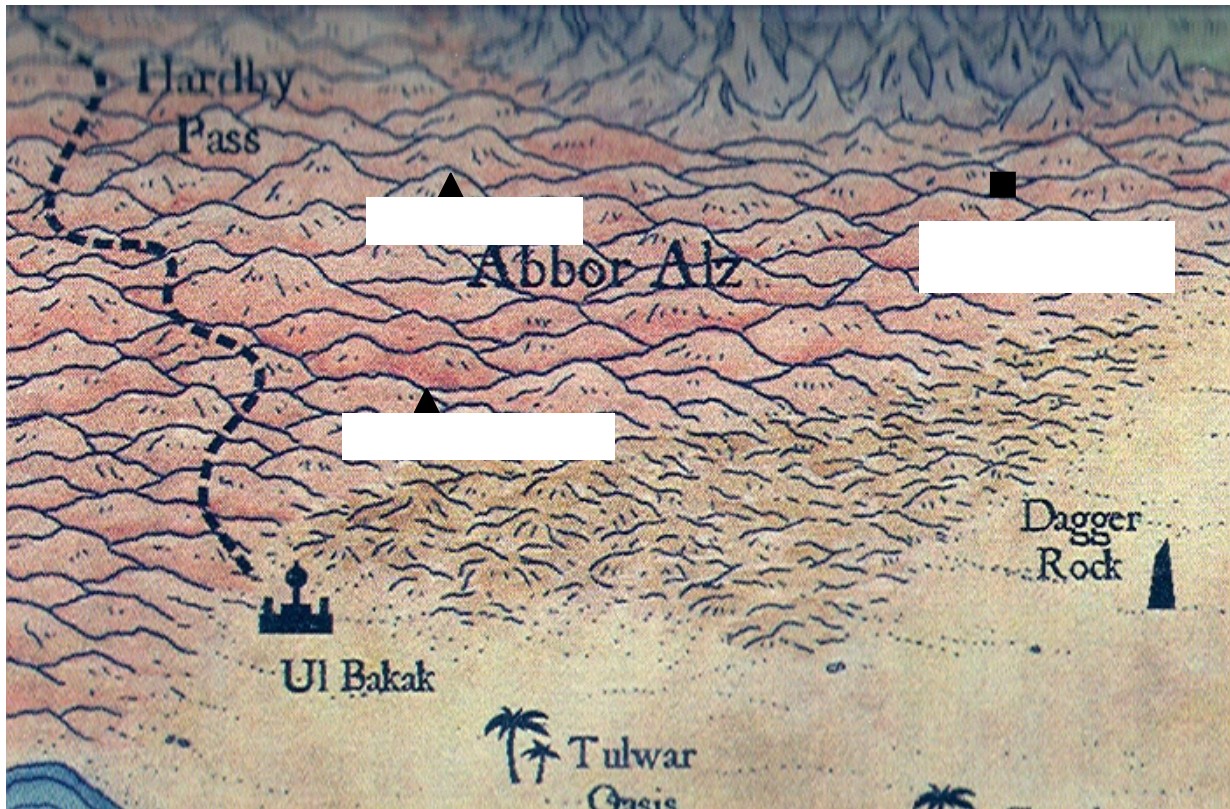
torso. Whenever a runic guardian casts a spell, these runes flare up into a variety of brilliant colors.

A runic guardian serves one master that is designated at the time of its creation, and no other. The construct is keyed to a specific, unique piece of jewelry (normally a ring or amulet) worn by its master and made at the time of creation. The master can use this piece of jewelry to call the runic guardian to his or her side from any distance, or even from another plane. A runic guardian knows whether or not the bearer of its jewelry is really its master, and it slays any pretenders outright.

COMBAT

In battle, a runic guardian protects its master by casting predetermined defensive spells upon him or her, then pounding away at foes with its leaden fists. Runic guardians equipped with offensive spells use them only when directly commanded to do so. A runic guardian is instantly aware of its master's death, whether or not it was present at the time. When the master's death occurs, the construct immediately goes on a rampage, attacking all creatures within sight. Possession of its jewelry in such a circumstance gains the bearer neither control over the construct nor safety from its attacks. The runic guardian does not stop until destroyed.

APPENDIX 6: THE ABBOR-ALZ

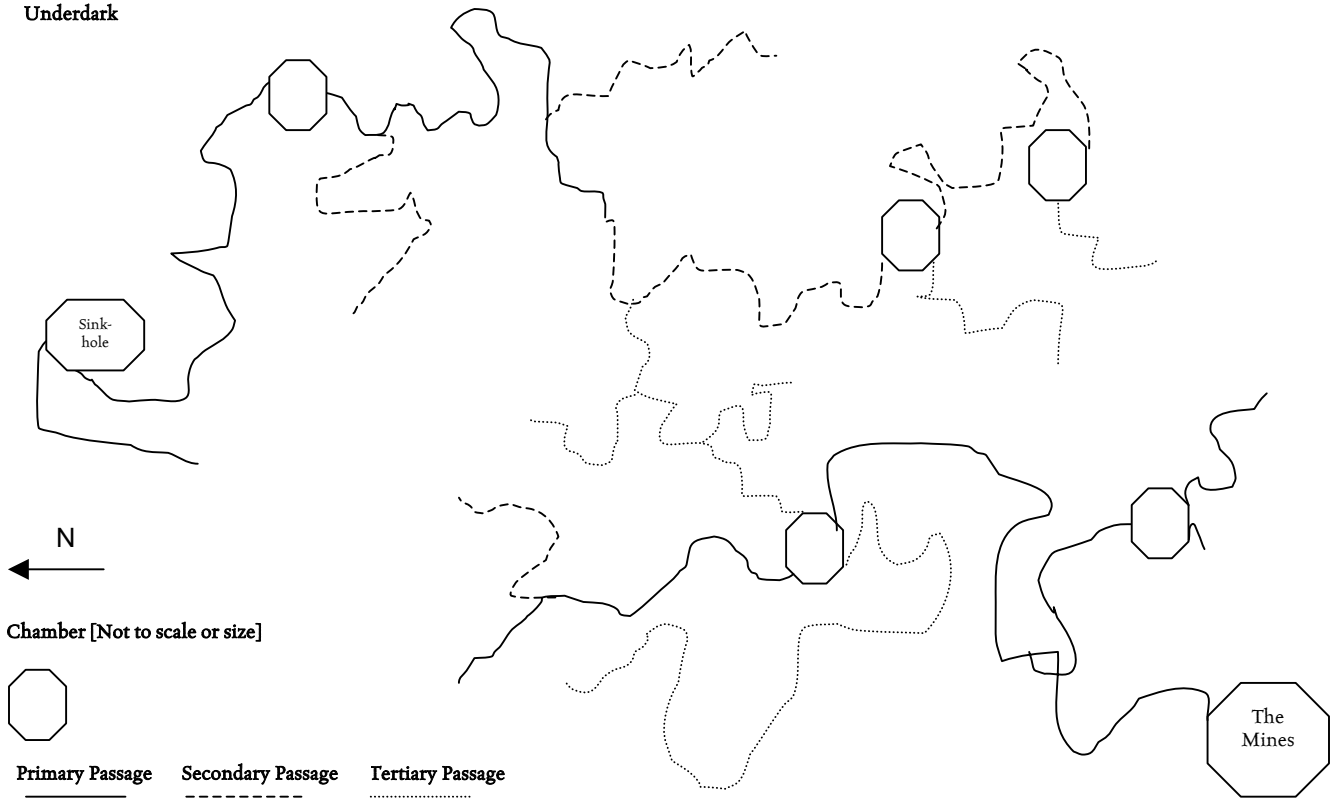


30 miles

APPENDIX 7: UNDERDARK MAPS

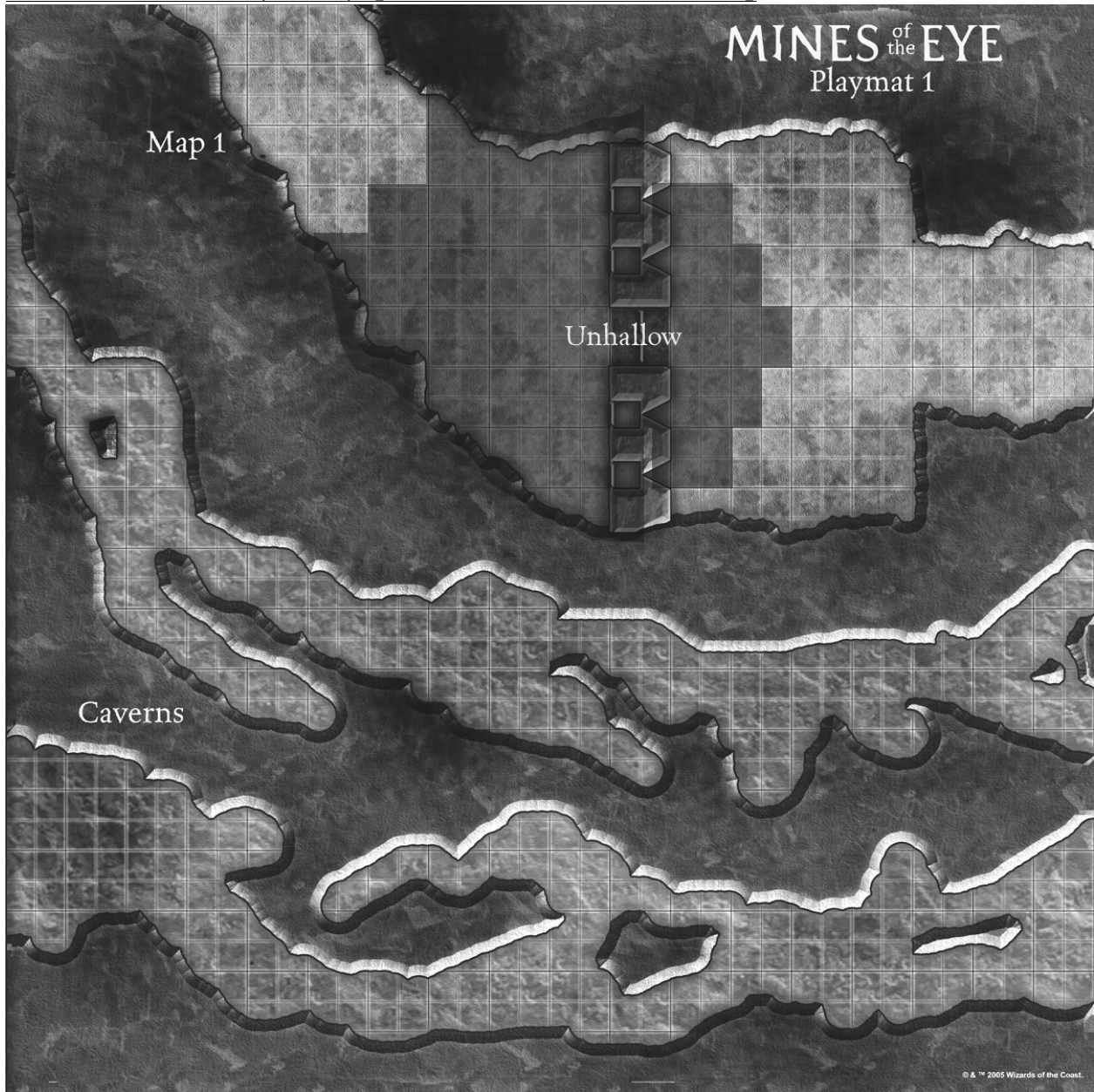
SHAMIL'S ROUGH AREA MAP

Underdark



APPENDIX 8: MINES OF THE EYE MAPS

MINES PLAYMAT 1 (MAP 1): [ENCOUNTER 6: DARK GATE]



MINES PLAYMAT 2: (MAPS 2 AND 3) [ENCOUNTER 7 AND 8]



KARISTYNE CASTLE AT A GLANCE

🏰Karistyne Castle (small castle): Conventional; AL LG; 200 gp; Assets 1,740 gp; Population Mixed (human 78, half-elf 7, elf 2.)

Authority Figures: Karistyne (LG human female Pal15—Heironeous).

Important Characters: Aaron Marander (LG human male Ftr13 Caralin Arvendis (LG half-elf male Ftr3/Clr7—Labelas Enoreth); Helena Stanmaer (LG human female Clr12—Fharlanghn); Shianne Stormhanded (LG female human Wiz(E)15; Gasharin Hefloranis (LG elf male Ftr9; Ambara (LG human female).

Faiths: Fharlanghn, Heironeous, Labelas Enoreth.

Karistyne's Castle sits upon a great plateau nestled below some of the highest peaks of the Abbor Alz. This well-fortified and defended five-towered castle is home to the paladin Karistyne and her loyal companions.

In addition to the plethora of highly skilled adventurers who make the castle their home, the castle is well defended. Forty well-equipped and motivated men-at-arms are to be found here along with almost two dozen specialists.

Karistyne herself is an extremely devout follower of Heironeous. She believes it is her duty to root out and destroy any and all evil creatures lairing in the Abbor-Alz. In this she has generally been very successful. No fewer than seven dragons have fallen before the combined might of Karistyne and her comrades. As a result, they are generally considered to be incredibly wealthy and extremely well-equipped.

Rulership and Law: Karistyne rules her castle and the territory within a 10-mile radius of it. Technically, this part of the Abbor-Alz falls into that territory claimed by the Free City of Greyhawk. However, a tacit agreement exists between the paladin and the Mountaineer Militia granting the lands to her, in return for her aid against the denizens of the Abbor Alz.

Trade and Commerce: The folk of Karistyne's Castle do not partake in any industry; they are too busy defending their home and slaying evil creatures. Much trade is carried on with the hillmen of Marstefel. From them, the garrison gets fresh meat and a powerful local wine made from bitter berries. Most other trade goods come here by way of the Duchy of Urnst or the Domain of Greyhawk. Historically, no trade is carried out with the denizens of the Bright Desert; with the rise to power of Rary the Traitor this is doubly true.

Rumors and Whispers: Generally the inhabitants of Karistyne Castle are well disciplined and do not engage in idle gossiping. However, several of the guards claim to have seen a great winged beast flying high above the citadel on moonless nights. A few others (if sufficiently in their cups) may speak of seeing a mysterious cloaked

stranger in earnest conversation with Karistyne. No one has seen this person enter or leave the castle; magic is suspected. Rumors also circulate amongst the garrison of alliance with Hardby.

NPC Spellcasting: Although Karistyne is a relatively small settlement, PCs can call upon spell casting services not normally found in a place of this size. The PCs can call upon either Caralin Arvendis, Helena Stanmaer or Shianne Stormhanded to cast spells on their behalf. In these instances all applicable normal rules from the *LIVING GREYHAWK Campaign Sourcebook* and the *Player's Handbook* apply.

PLAYER'S HANDOUT 1: SHAMIL'S MAP OF UNDERDARK

Underdark

