

TUS2-05



BETTER OFF FORGOTTEN

A One-Round D&D[®] LIVING GREYHAWK[®]
Tusmit Regional Adventure

Version 1

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RPGA HQ reviewers: Christopher Lindsay and Stephen Radney-MacFarland

You've helped the people of northern Dihl once before, but that was only the tip of the iceberg. Now, the Pasha's officials need you to explore what lies beneath the mighty Yatil Mountains. It is necessary that at least one player has participated in TUS2-02 *The Hills Are Alive*. Part 2 of the Secret of the Yatils series

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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This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

First, print this scenario. This scenario was created to support double-sided printing, but printing it single sided works as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before running the event. Familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *DUNGEON MASTER's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It's also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. You cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for both the players and the DM to keep track of who is playing what character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. But, as the DM, you can bar the use of even Core Rulebooks during certain times of play. For example, usually the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end

of the adventure. You should review all of these statistics before the game starts to refresh your memory of the creatures' abilities.

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1-No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

2-Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the DMs are performing, or the game master wants feedback on his or her own performance.

3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK adventure. As a LIVING™ adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site (www.wizards.com/rpga), and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK Gazetteer.

LIVING GREYHAWK LEVELS OF PLAY

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

1) Determine the character level for each character participating in the adventure.

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 and 1/6 0	0	0	1	
1/3 and 1/2 0	0	1	1	
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.

4) If you are running a table of six characters, add one to that average.

By following these four steps, you have determined the modified APL. Throughout this adventure, APLs categorize the level of challenge that the characters 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 you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that

either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see DUNGEON MASTER'S Guide Chapter 2: Characters) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to join them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in Tusmit. All characters playing in region pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp. Characters playing out of region pay double these amounts.

ADVENTURE SUMMARY AND BACKGROUND

Over one thousand years ago when the dwur were at their peak under the Crystallist Mountains, their reach extended far to the north where they established a network of tunnels, passages, and outdoor routes throughout the Yatil Mountains. Through the use of this transportation network, the dwur were able to mine the riches of the Yatils and further extend their influence to the north and east until the tragic events of -422 CY/2237 BH.

In what was to become known as the Invoked Devastation, the Suloise Mages of Power unleashed terrible magical energies upon their hated enemies the Baklunish. In response, the remaining Baklunish mages and priests retaliated by bringing down the Rain of Colorless Fire upon their hated Suel foes. Both human empires were reduced to dust, while untold numbers of people were killed or worse.

Forgotten by most are the destruction of the dwur halls beneath the Crystalmist, and the loss of thousands of dwur lives. When the Invoked Devastation occurred it sent shock waves through the ancient mountains, destroying the home kingdom of the dwur.

It didn't take long for word of this tragedy to reach the dwur of the Yatils, who earnestly rushed back to help the survivors. Not all of the dwur returned to the Crystalmist though. Several clans stayed behind to continue mining and protect their newly acquired lands.

As the years wore on, contact between the Crystalmist dwur and those of the Yatils dwindled, until contact broke off entirely around 100 CY. By that time the Yatil dwarves had developed a civilization of their own, thriving from the mineral resources at their disposal. One day, the resourceful leader of the Dekkar clan approached his king asking for permission to take his clan beyond the easternmost limits of their new kingdom and extend their mining network in the hopes of finding new, richer ores.

The king agreed, giving the Dekkar his blessing. For several generations the Dekkar expanded the dwur kingdom across the Yatils, finding rich ores all along the way. Eventually the Dekkar, much like their forefathers, established a kingdom of their own far across the Yatils at the turn of the fifth century CY. Communication between the two kingdoms became more and more infrequent until the Witch of Perrenland's uprising near the end of the fifth century CY, when communication ceased.

No one knows what happened to the Dekkar and their descendants, but certain sages and dwur elders know that the dwur kingdom of the western Yatils eventually broke down into scattered clans, and the extensive transportation network of the Yatils was abandoned or so it seemed.

It is now 592 CY/3251 BH, and something stirs below the Yatils. Wicked derro, never before seen in Dihn, have begun creeping out of the ancient dwur passages to "open hunt" in the sheikdom. Frightened locals have begged the Pasha for help, but nothing has been forthcoming. For unknown reasons, the Pasha continues to neglect his northern sheikdoms.

Nonetheless, the Pasha did issue a bounty several months ago to locate the culprits who were kidnapping children and stealing livestock in Dihn. An intrepid band of adventurers answered the call and located the missing children, but the culprits were not responsible for the missing livestock. Now that the derro have increased their raiding, it has become clear that they are the ones responsible for the missing livestock.

Unbeknownst to the Pasha, one of his advisors believes he has learned how to bypass the magically bound doors within the complex where the children were found. The advisor has requested an audience with the heroes who found the children so that he may commission them to determine what lies beyond the door, and deal with the derro.

But, it seems the derro have already taken action and killed most of Naitae's flock and taken the survivors away, just a few days before the characters arrive at the aerie.

The characters are mysteriously summoned to meet with one of the Pasha's advisors at a tavern in a small village outside of Sefmur. To the characters surprise the advisor turns out to be a priestess of Istus, who seeks their help in finishing something they started several months ago.

Some, if not all of the characters were involved in solving the mystery behind the abducted children of Dihn, but now it seems the Pasha wants the characters to assist Naitae the druid in eliminating the derro who have been plaguing the countryside. If the characters agree, they are briefed and told to head for Reijah, disguised as mercenary guards accompanying a group of miners headed for Dihn. In addition the advisor provides the characters with the means of penetrating the magically sealed doors within the aerie. Once in Reijah they are to meet with their contact for further instructions.

If the characters refuse, the scenario ends with possible repercussions to the characters.

In Reijah they meet with their contact, the constable Durn, who further briefs them, and gives them a whistle, which summons Naitae and her flock when they arrive at the aerie. Unfortunately, an assassin, who has been hired to prevent them from reaching their destination, has followed the characters, and attempts to kill them.

When the characters arrive at the aerie they blow their whistle, but no one answers it. Stranded, the characters have to find another way into the aerie. Once inside they discover it to be abandoned, showing signs of struggle. Several aarakocra corpses are found in a chamber, and they might reveal some useful information if the characters can communicate with the dead.

Eventually, the characters locate the doors and penetrate them, and come to a rope bridge guarded by derro sentinels. Once the derro are overcome, the characters find an elevator-like device in a deep shaft, but are unable to operate it. A door in this room leads to the derro living quarters, and prison room, where Naitae and the surviving members of her flock are held. A derro cleric and savant must be overcome in order to free the prisoners.

Naitae is alive, and has urgent news that must be delivered to the Pasha as quickly as possible, and asks the characters to help bring her back to Reijah. The characters are also likely to find some hidden documents revealing the intent of the derro, as well as an old map showing a series of tunnels and pathways connecting Tusmit with Perrenland.

The ramifications of these findings are significant if they are brought to the attention of the responsible authorities, and open a bevy of adventuring opportunities for the future.

INTRODUCTION

A mysterious summons of unknown intent from one of the Pasha's advisors has brought you and your companions to the village of Pand'or, just northwest of the magnificent metropolis of Sefmur.

Why you are here, you do not know, but it must be urgent if one of the Pasha's advisors called for you, so you anxiously await his arrival in the drab, yet comforting Peacock Tavern. Your companions patiently sit with you in silent contemplation.

Allow the characters to adjust and introduce themselves to each other if they haven't done so already.

Time seems to slip on by as you sit there waiting for what must be hours. During this time your patience dwindles and you approach almost every man of wealthy appearance who steps through the door, but alas none are the advisor. Now you sit here feeling like a fool as you listen to your companions grumble and curse Istus for this foul trick, when suddenly, you hear a commanding yet reassuring voice from behind you.

"[Insert character name], I apologize for being late, but the Pasha is a busy man, and he makes sure his servants are kept busy as well."

Turning around you are surprised to see, a woman?

ENCOUNTER 1: A MYSTERIOUS MEETING

"Ah, you are surprised to learn the Pasha keeps women in such a station. Well, much is changing across the Flanaess, including our rights. Enough. I did not summon you here to discuss equality and rights."

Pulling her flowing gray silk robe around her, she elegantly slides into a seat at the head of the table. As an apology for her tardiness, the advisor waves her hand, summoning a waitress and orders a round of drinks, paying with coins taken from a money pouch hidden away inside her robe,

Once the characters settle back down and finish their drinks the advisor continues:

"I could not inform you of the reason of this meeting, because I could not risk letting the information I am about to entrust in you reach the eyes and ears of those who should not know.

I know who you are and I know what you have already done for your homeland. Several months ago, children and animals began to disappear in some of the northern Sheikdoms, and you [insert names of those who played TUS2-02 Hills Are Alive] succeeded in locating the missing children, for which the Pasha is grateful. You also learned a degenerate race of subterranean abominations to be the cause of the missing animals. It is this latter issue which brings us all together today."

Read the following if the characters have one of the stone necklaces indicated on the Hills Are Alive Adventure Certificate:

"Since your discovery, His Majesty and his Ministers have negotiated the release of the children under the condition we help the mistress of the Aerie and her flock eliminate these albino degenerates. The only problem has been discovering a method to bypass the magically sealed doors in her home. That is where [insert name of person with stone necklace] come in.

You see, my research has led me to believe the stone necklace you found on one of their corpses allows these creatures to open or bypass the sealed doors. Therefore, I ask you lend me the necklace so I may inspect it and determine if my assumptions are correct."

If the characters willingly hand over the necklace she asks them to meet her at her estate in Sefmur in two days from now.

Read the following if the characters no longer have the stone necklace or never found it in the first place:

"Since your discovery, His Majesty and his Ministers have negotiated the release of the children under the condition we help the mistress of the Aerie and her flock eliminate these albino degenerates. The only problem has been discovering a method to bypass the magically sealed doors in her home. That is where His Majesty needs your help.

You see, my research has led me to believe I have discovered the means to open or bypass the sealed doors. But, to be certain I must ask you some questions since you were there."

For nearly an hour, the advisor asks you a barrage of seemingly endless and meaningless questions until she has heard enough and asks you to meet her at her estate in Sefmur in two days so she can ponder these answers. With that she pays for another round and departs.

If the characters refuse, she looks at them with a look that would frighten most grown men and 'graciously' offers them 25 gp each as a rental fee if they have a necklace. If they still refuse at this point, the advisor calls in a group of the Guard, which has been waiting outside the tavern and arrests them under the charge of treason thus ending the scenario. Any character(s) arrested for treason are to be tortured and killed as per Tusmit laws (see regional Laws and Punishments document), but allow the character(s) to make a Diplomacy check (DC 30). Failure means they are tortured and killed, while success lessens the severity of the punishment to a year of imprisonment (52 TU carried over to the next year, if necessary).

ALL APLS (EL 10)

🗡️ **Members of the Guard (6):** Male human Ftr4; hp 36, 36, 36, 36, 36; see Appendix I.

🗡️ **Captain of the Guard:** Male human Ftr7; hp 60; see Appendix I.

In either case, the advisor has no time to answer any questions the characters may have at this time, stating:

"I will answer your questions when we meet again in two days."

Until the day of the meeting the characters can either stay in Pand'or or travel to Sefmur. Either way, nothing occurs, and the characters are unlikely to do anything besides resting and preparing for their mission.

ENCOUNTER 2: ANSWERS REVEALED

The last day and a half has been extremely long, and you are even more anxious now than you were when you awaited the advisor in the Peacock Tavern. Luckily, your second meeting with the advisor is only an hour or so away, so you decide to walk through the streets of the magnificent capital of Tusmit as you make your way to the meeting. Merchants haggling goods abound of course, but there is an unusual amount of soldiery in the city these days, which you guess must be a result of the inexplicable Twin Towers beyond the walls of the city. As you immerse yourselves in debate about the origin of the towers you gradually make your way through the Religious Quarter of Sefmur where the advisor resides.

Following the directions provided, you arrive in front of what looks like a temple. As you stand there discussing whether or not you've gotten lost, an elderly Baklunish woman calls you by name from the top of the steps leading into what must be the advisor's estate.

Characters making a successful Knowledge (religion) check (DC 10) can tell the symbols are those of Istus.

If the characters climb the stairs, the woman, who is obviously blind leads the party into the estate where she asks them to leave any weapons at the front. If the characters refuse she does not permit them to go any further, and uses all of the spells at her disposal to prevent them from doing so. If the characters start a fight, the advisor arrives in two rounds, followed by six members of the Guard on the following round. Otherwise, the woman leads the party down the hall where the advisor awaits them in a finely decorated and furnished study. The advisor does not enter combat, instead opting to ask for a cease in hostilities. If combat persists she easily escapes and summons more members of the Guard. Six more members of the Guard arrive in four rounds.

Anyone being caught trying to attack the advisor, or her aide are arrested and sentenced for treason, following the same guidelines presented in *Encounter 1*. Furthermore, if any of the Guard, and/or the advisor and her aide are harmed, the guilty individual(s) also be punished for assault and/or manslaughter according to the rules laid out in the regional laws and punishment document.

ALL APLS (EL 10)

➤ **Members of the Guard (6):** Male human Ftr4; hp 36; see Appendix I.

➤ **Martha, blind priestess of Istus:** Female human Clr6 (Istus); hp 33; see Appendix I.

The blind woman gracefully leads you into what is obviously a study, but a study much larger than most homes. Shelf upon shelf of books lines the walls, tables and desks are scattered throughout the room upon which lie ancient tomes, scrolls and maps, while other items of curiosity fill the room. Looking about

the room in awe you hardly notice the advisor sitting at a desk cluttered with books and scrolls.

Looking up she greets you:

"Welcome to my home. Please, make yourselves comfortable. Perhaps you would enjoy some refreshments, no?" At that, the advisor turns to the blind woman. "Martha. Bring some nectar and fruit for my guests." Bowing, the blind woman turns and leaves the room.

"I hope the directions I gave you were clear. Now, I must apologize for my abruptness the other night, but time was of the essence, and I feared I was being followed or unruly types were eavesdropping. Allow me to introduce myself. I am Lara El'Anir, Advisor to His Majesty, and Priestess of the Lady of Our Fate. Let us discuss the matter at hand, for I have learned much since our first meeting."

Read the following if the characters handed over the stone necklace:

"It is as I suspected. The necklace you found holds the key; in fact it is the key to opening those doors. My research tells me this necklace is of ancient dwur craftsmanship, dating almost as far back as the Twin Cataclysms. Furthermore, divinations have revealed there is magic in the necklace, which allows its user to open the doors, granted the correct words are spoken to activate its power. I am certain I have deciphered these words and commands from comparing the etchings in the stone to ancient dwur manuscripts, which means I am nearly ready to send you off on your way.

I will need one more evening to finalize my research, and then I will write the instructions on a piece of parchment, which I will safely enclose within a scroll tube with my own seal for safekeeping. Meanwhile, I have prepared accommodations for you to spend the evening. I urge you to remain indoors until your departure because this mission must remain clandestine, but if you need any supplies Martha can send servants to procure them provided you supply the coin, of course.

Now, if there is nothing else, I will return to my research, and bid you a good evening."

Read the following if the characters do not have the stone necklace:

"The last few days have been tiring, but fruitful. Through divination and research I am certain I have discovered the means to open the doors within the complex. Ancient dwur magic dating back to the time of the Twin Cataclysms prevents the unwanted from progressing any further. It is a powerful enchantment, which explains why you or the mistress of the Aerie couldn't open it. But, I have found the proper series of counter spells to open the doors, which means I am nearly ready to send you off on your way.

I will need one more evening to finalize my research, and then I will prepare the counter spells, which I will safely enclose within a scroll tube with my own seal for safekeeping. Meanwhile, I have prepared accommodations for you to spend the evening. I urge you to remain indoors until your departure because this mission must be clandestine, but if you need any supplies Martha can send servants to procure them provided you supply the coin, of course.

Now, if there is nothing else, I will return to my research, and bid you a good evening."

Being in the capital in the service of the Advisor allows characters to purchase anything from Table 7-7 to Table 7-9 from the *Player's Handbook* at 80% of the listed cost.

Characters are likely to have several questions by this point, especially those who have played TUS2-02 *The Hills Are Alive*. The following bits on information can be learned if the right questions are asked:

- The children have been returned to their families.
- The Mouqollad Consortium has denied all involvement in the egg-poaching incident.
- The derro are highly resistant to magic.
- Naitae has been in touch with representatives from the Pasha's court.
- Naitae's aerie complex seems to be part of an ancient dwur civilization, which has long since vanished.
- The magic barring of the doors is some powerful variation of *hold portal* and *arcane lock*.
- She knows nothing special about the Twin Towers outside of Sefmur, or at least claims ignorance.
- The characters must leave tomorrow morning with a group of miners heading for Reijah to replace the current work crews.
- Either a divine or arcane spellcaster is required to operate the spells provided by the advisor in the case the characters do not have a necklace. The spells on the scrolls are high level *dispel magic* and *knock* spells specifically designed to deal with the doors.

Early the next morning, before dawn, Martha awakens the characters and brings them to the study where breakfast and the advisor await them.

"Good morning. I hope your rest was peaceful. I have made the final preparations. You will be leaving in an hour with a group of miners, and you will be acting as mercenaries guarding the troupe. You will speak to no one of your true purpose, and do well to protect this scroll tube; it holds the means to your success.

Your destination is the community of Reijah in Dihn, where your contact will be the constable Durn who will give you further instructions. That is all I can tell you at this time.

May Istus smile upon you," says the advisor as she hands over the scroll tube.

The advisor has nothing else to offer beyond what is already listed above, and she urges them to hurry up before the miners leave without them.

ENCOUNTER 3: RETURN TO REIJAH

For nearly two weeks you accompany the miners, keeping to well-traveled routes as you make your way North toward the distant Sheikdom of Dihn. In fact, the voyage is rather dull,

except for some amusing tales of undead roaming through the sheikdoms of Suvii and Keruz.

Everyone knows there are no undead in Tusmit. Ha! They must be referring to Ketite barmaids you think, recalling the tales of the ugly barmaids from Ket as told to you by your companions.

Your trip sees you cross the southern Sehla Hills, making your way across the Sheikdom of Marimar, and into Dihn. There are now only a few more hours until you reach the mining community of Reijah, which was nearly deserted when last you visited it. You do not look forward to spending your time with several haggard old men older than most elves, but if this is what must be done, than so be it.

When Reijah comes within site you are shocked to see it brimming with life under the midday sun. It is completely revitalized!

After the characters solved the local mystery and the children were returned, many of the local citizens returned, as did many newcomers in search of work in the local mines. The current population is now over 200 residents.

Locating the constable is simple. Those who remember where his office is can simply walk there or if the characters do not recall its location any person within the town can inform them if a simple Diplomacy check (DC 5) is made.

Proceed with the following when the characters find the constable in his office:

Several guardsmen seem to size you up as you pass them at the entrance to the constable's office building, but they do nothing else but stare.

The building is quaint and comfortable, and a young blond woman asks you to sit down because the constable is busy. Obliging, you sit and wait patiently for several minutes until a door behind the woman opens to reveal a smiling Baklunish man in his mid-thirties, who welcomes you into his office.

Characters having met the constable before recognize him, as he likewise recognizes them. Durn looks healthy and happy, a sharp contrast from his stressed and tired demeanor of several months prior.

"Ah, please make yourselves comfortable" gestures the constable, pointing to a lush divan.

The constable introduces himself to any characters he might not know, and thanks any characters that helped out in TUS2-02 *The Hills Are Alive*.

"As you must have seen, things are looking much better in these parts since the children were returned to us, and the local bandits were dealt with, but something else stirs. That is why you are here isn't it? Of course it is" Durn says with a slight chuckle.

"Priestess El'Anir told me you would be coming to help us. Now, it is of utmost urgency that you maintain your cover as mercenary guards, and try to avoid interaction with any locals who might recognize you. Do you understand?"

Good then, and now on to the matter at hand. Since the return of the children several months ago, we have been working

in unison with Naitae and her flock to get to the bottom of the raids conducted by those blasted albino cave dwellers who have been stealing livestock from the communities near the aerie. Alas, we have had some success in protecting the local populace, but we cannot bypass those accursed doors, beyond which must be the passage to their lair.

According to Priestess El'Anir, you carry the means to open those doors, and have been commissioned to find and destroy those creatures, which suits me fine. My job is to make sure you get into the aerie safely, and so I will."

As the constable finishes his sentence he reaches over to a small box on his desk, opens the lid, and withdraws a small wooden whistle, which he places in front of you.

"We have been given several whistles just like this to summon members of Naitae's flock to bring us into the aerie when we need to meet with her. All you need to do when you arrive at the aerie is to blow the whistle three times and wait a few moments after which several members of the flock will meet you and carry you off to meet with Naitae."

If asked about the whistle Durn tells the characters it imitates the sounds of the members of her flock, and is not magical. If asked about the members of Naitae's flock, by those who have not encountered them previously, he refers to them as bird people.

"Here is a map (Map 1) showing the region and the location of the aerie. You are to leave tomorrow at first light accompanying miners headed for the mining community of Silver Current, which has been recently rebuilt. Once there, your 'job' is over, and you are to secretly head for the Aerie to help Naitae.

I have several items of use you might want to take with you on your mission. Some are free and some are not. It is the best I can offer."

The following items are available for free:

- 2 potions of cure light wounds

In addition the characters may choose to purchase any of the following at a slightly reduced price:

- potion of jump – 40 gp
- masterwork arrows (10) – 5 gp each

"Now, I have made arrangements for you to stay the night at the Reijah Inn" he says handing over a single key. "May Istus smile on you and Fharlanghn guide your steps."

At this point the characters may have questions, but the constable only knows the following useful bits of information:

- He met Naitae several times. She is a beautiful and friendly half-elf, but the safety of her flock is the most important thing to her.
- Local silver and gold mines are working at nearly full efficiency once again, and fewer hardened criminals are working them.

- If asked, the constable informs them the ground level entrance to the aerie has been sealed and blocked to prevent the albino humanoids from using it. Durn does not refer to the albino dwur as derro.
- The albino dwur are still managing to harass the countryside and steal livestock, but an increased militia presence has prevented the albino dwur from doing any more damage.
- Why all the secrecy? The Pasha fears his rivals are in league with the albino dwurfolk.

ENCOUNTER 4: SLEEP TIGHT, DON'T LET THE ASSASSIN BITE

Your room is in the Reijah Inn, which has apparently been renovated recently by the look of things; a second floor has been added over half of the much older looking first floor.

According to Durn, the key he gave you belongs to a room on this second floor. Casually walking through the tavern of the inn you make your way up the stairs to your room, which lies at the backside of the second floor. Looking around to make sure no one has followed you, you insert the key, unlock the door, and enter your room.

The sight before you is disappointing after the accommodations you've witnessed in Durn's office and the advisor's estate. Despite the rather large size of the room, the only features are two wooden single beds, a small desk with a wooden washing basin and candle upon it, and a beaten rug covering the middle of the floor. A brass holy symbol of Al'Akbar is nailed to the wall beside a shuttered window.

The window can be barred from the inside as can the door to the room by means of sliding a wooden bar across each. The window looks over the backside of the first floor.

Characters may also wish to spend some time in the common room of the tavern below, but stress the importance of not being recognized, which is not much of an issue to any PCs who did not play TUS2-02 *The Hills Are Alive*. Whether or not the characters are recognized matters little because a rather unwelcome guest plans to visit them during the night.

Proceed with the following if the characters visit the common room:

*The common room is filled with patrons, of which most are local miners and militia, but a few dwurfolk sit together at a table, while a hobniz and noniz sit together at another table beside a table where three elderly Baklunish men (who are recognizable to characters who met them in *The Hills Are Alive* as Ben M'ar, Ariseb Elnur, and Saddhim Tash) sit and argue.*

Several young women run about attending to the needs and unruly advances of their clientele, while young boys clear tables and pick up trash from the floor.

The following is a brief description of the patrons, with a label indicating where they are sitting in the inn according to Map 2.:

(A) Rusetl Rabbittail and Dreeble Wuchamakalit are visitors on vacation from the Banner Hills South of Tusmit

☛ **Rusetl Rabbittail:** Male halfling Com1.

☛ **Dreeble Wuchamakalit:** Female gnome Com 1.

(B) The three old Baklunish men are Ben M'ar (a stubborn old elder of the village), Ariseb Elnur (a middle-age bitter man with one eye who is grateful his grandson was returned to him when the local children were freed), and Saddhim Tash (a drunken middle-age man who distrusts strangers).

The three men have nothing useful to say, and complain about the youth of today, and how worthless they are, among other things.

☛ **Ben M'ar:** Male human Com3.

☛ **Ariseb Elnur:** Male human Com1.

☛ **Saddhim Tash:** Male human Com1.

(C) The dwarfolk are hill dwarves from the Sehla Hills come to prospect the local hills for mithral and gold. Badjor, Ulik, and Tarnk do not take kindly to non-dwarves, and require a Diplomacy check (DC 20) to even start a conversation with them. Dwarves can start a conversation with them, but require a Diplomacy check (DC 10) to do so if in the presence of any non-dwarves. Regardless of race, the characters can learn nothing of interest from the Dwarves.

☛ **Badjor, Ulik, and Tarnk:** Male dwarves War1.

(D) An important NPC is currently in the common room when the characters arrive. The individual in question is Lydia Palewind, who is an assassin hired to kill the characters. Lydia sits alone at a table sipping at warm cider, while discretely observing the characters since she knows who they are, assessing their strength. Lydia is an average looking Suel woman in her mid-twenties with fair skin and light brown hair, wearing traveling clothes. If for any reason she is approached by the characters, she explains she has traveled far from Perrenland to see the Twin Towers of Sefmur, and pretends to be rather fond of the Baklunish if they figure out she is Suel and confront her. She is not armed, having stashed her gear in a safe hiding place outside town, and does not antagonize the characters at this time nor give them her true name. An opposed Sense Motive check is required against Lydia's Bluff check to sense she is hiding something from the characters.

If the characters seek out the innkeeper they learn that the former proprietor Kalif-ban Armish no longer owns the establishment, having sold it shortly before the children returned, and subsequent resurgence of the local economy. The new owner, a mixed Baklunish/Oeridian

man in his late 20s by the name of Vidiv Tellen, is quick to point out what a brilliant business move it was to purchase the inn, when in fact he just got lucky. Desperate, Kalif-ban sold his establishment for much less than he had paid for it himself, in the hopes of cutting his losses before it was too late. The economic resurgence gave Vidiv the means to build the second floor to accommodate the greater number of travelers passing through.

If the characters talk to any strangers or are incognito when talking to an acquaintance, the DM should make a Gather Info check (DC 10). Success means the NPC tells them a group of ruffians were in a few hours ago asking about recent mercenary arrivals. If the characters are recognized by an acquaintance, the NPC offers this info without making a Gather Info check.

Later that night when the characters are presumably sleeping or meditating, a Suel assassin has made her way onto the roof of the first floor and is preparing to kill the characters in their sleep.

APL 4 (EL 6)

☛ **Lydia Palewind:** Female human Rog2/Clr3/Asn1 (Wee Jas); hp 29; see Appendix I.

APL 6 (EL 8)

☛ **Lydia Palewind:** Female human Rog2/Clr3/Asn3 (Wee Jas); hp 41; see Appendix I.

APL 8 (EL 10)

☛ **Lydia Palewind:** Female human Rog2/Clr3/Asn5 (Wee Jas); hp 49; see Appendix I.

Tactics (All APLs):

The assassin Lydia wears a dark blue outfit covered by a voluminous charcoal cloak. Even her face is almost entirely concealed by a tight-fitting mask dark blue mask, making her almost invisible in the darkness.

The assassin has *spider climb* already cast (4 minutes gone), then casts the following spells in sequence: *resistance*, *guidance*, *virtue*, and *silence*. Make sure to track how much time expires before the assassin actually engages the characters.

Then she climbs the 6-ft. distance up the wall as silently as possible until she reaches the window to the characters' room. Next, she searches the window for any traps and locks, attempting to disable and unlock any she might find. If the assassin had the opportunity to observe the character(s) in the common room, she attempts to strike down any obvious spell casters first and then focuses her efforts on any warrior types. If she did not observe them, she makes a judgment call based on the situation within the room. If the *silence* expires and/or anyone comes to investigate the commotion Lydia attempts to flee out the window and across the rooftop. Remember, if the *silence* spell is in effect, and/or the characters are still sleeping, they are considered flat-

footed, thus susceptible to the sneak attack bonus, and are likely to be unarmored.

In combat, the assassin employs her death touch power against the most vulnerable appearing opponent. Next, she attempts to cut as many of her opponents as possible, in the hopes of poisoning them. The assassin's goal is to take as many out as quickly as possible. If it looks like the poison is not working or if the characters have an upper hand, the assassin flees through the window across the rooftop.

If the characters do not spend the night here and/or depart during the night, the assassin follows them until they leave the town outskirts and stages an ambush along their route.

Barring the shutters results in the window being treated as a simple wooden door (stuck) for purposes of opening it.

☛ **Simple Wooden Window (stuck):** Thickness 1 in., Hardness 5; hp 5; Break (DC 13).

Barring the door makes it equivalent to a good wooden door (stuck).

☛ **Good Wooden Door (stuck):** Thickness 1 1/2 in., Hardness 5; hp 15; Break (DC 16).

Breaking the window results in a -2 circumstance penalty to the assassin's Move Silently check if the *silence* has expired.

If captured alive, the characters discover her to be the woman from the common room, assuming they saw her or met her prior to the assassination attempt. Lydia does not divulge any more than the following:

- She has been hired to kill you, "obviously" she adds.
- She would kill the Baklunish among them even if she weren't being paid.
- She gladly welcomes death if the characters threaten her.
- Even though she has failed, death will claim them.

The only way to obtain anything else from her requires the use of magic. If the characters somehow use magic to make her more willing to talk they can learn the following:

- She is an 'asahey' (sister) member of the Scarlet Brotherhood.
- Her name is Lydia Palewind, a priestess of Wee Jas.
- Her employer hired her to prevent the characters from defeating the Derro. She has not met her employer, having dealt with him through intermediaries.

If the characters somehow manage to read her mind, they learn little more of interest beyond personal background. DMs are encouraged to make things up.

Searching her body reveals a crimson skull holy symbol hanging around her neck, which can be identified as the symbol of Wee Jas by a successful Knowledge-Religion (DC 10) check, and she wears a red blouse under her outfit.

ENCOUNTER 5: IS ANYBODY OUT THERE?

Stepping out of the forest you find yourself at the base of a cliff after slipping away undetected from Silver Current nearly a day ago. High above you somewhere is the aerie of Naitae and her flock. Surprisingly, there is little mist or cloud cover in the sky today, allowing you to see a cave entrance about 50 ft. above a pile of boulders at the base of the cliff face.

Have each character make a Spot check (DC 30, DC 35 at night without darkvision or low-light vision). Read the following if any character is successful.

About 250 feet further above you can barely make out another opening in the cliff face.

At this point the characters are likely to blow their whistle. No one comes. The inhabitants of the aerie have either been killed or taken away. Wait for the characters to blow the whistle a few times and stall before telling them their efforts seem to be futile. Characters should then realize something is amiss and attempt to enter the aerie on their own.

Some characters may have been here before, and might look for the ground level entrance. A successful Search check (DC 22) reveals the stone door's location, but Naitae and her flock have caved in the entire 30 ft. long tunnel beyond. Removing the debris is possible, although improbable, and dangerous, even if a spell like *passwall* is used, because of the unstable condition of the ceiling. A successful Knowledge (architecture and engineering) check (DC 20), or a successful Craft (stonemason) check (DC 20) reveals the dangerous nature of the passage. Remember a dwarf can make such a check by merely being within 10 ft. of the passage, and receives a +2 racial bonus to the checks due to *stonecunning*.

Removing the rubble from the entrance to this tunnel counts as a 5 ft. by 5 ft. area for the purposes of clearing debris. Refer to the *DUNGEON MASTER'S Guide* under Cave-Ins and Collapses for more details on the rules governing this situation. The door itself is made of stone and is dwarf-size.

☛ **Stone Door (stuck):** Thickness 4 in., Hardness 8; hp 60; Break (DC 28).

Note: A *soften earth and stone* spell reduces the hardness to 0 and the difficulty to break to 10.

Furthermore, characters must clear out the entire 30 ft. length of the tunnel following the same rate of removal

as dictated by the *DUNGEON MASTER'S Guide*. Clearing each 5 ft. by 5 ft. area of rubble and debris within the passage risks the chance of further cave-in. Roll a check (DC 15) modified by the following cumulative modifiers:

- +2 if one of the 'diggers' is a dwarf.
- +1 if any of the 'diggers' has Wilderness Lore.
- +1 if any of the 'diggers' has Knowledge (architecture and engineering).
- +1 if any of the 'diggers' has Craft (stonemasonry).

Failure means the ceiling collapses further. Consult the section on Cave-Ins and Collapses in the *DUNGEON MASTER'S Guide* for more information regarding damage, bury zones, and slide zones.

Removing all of the debris from the entranceway reveals etchings (Search DC 5) on the walls, which can be identified as dwarven runes by any character that is literate in dwarven. Furthermore, those literate in dwarven can make a Knowledge (religion) check (DC 10) to identify the runes as a minor prayer to Berronar Truesilver, the dwarven goddess of safety and home. Dwarves know this without making any checks.

Another stone door identical to the exterior one is located at the end of the passageway. The only difference is the presence of runes around the doorframe similar to those found near the first door.

Another obvious option is climbing the cliff to reach one of the two openings. The first opening is nearly 50 ft. above, while the second one is nearly 300 ft. above. Characters without any other means are forced to climb the walls, requiring a successful Climb check (DC 25) without ropes and such. Remember characters can only move one-half their speed as a miscellaneous full-round action for each successful Climb check. Characters may opt to move even slower at one-fourth their speed as a miscellaneous move-equivalent action, or faster at their regular rate suffering a –5 penalty to their Climb checks. In the case of the latter, characters are required to make two such checks each round, with each successful check resulting in moving half the characters' full movement as a move-equivalent action.

Failing a Climb check means the character has made no progress while any check failing by 5 or more means the character falls from the height already attained, suffering 1d6 points of damage upon contact for every ten feet of distance fallen.

More information regarding the Climb skill and climb checks can be found in *Chapter 4: Skills of the Player's Handbook*, while more information regarding the rules governing falling are covered in *Chapter 4: Adventures of the DUNGEON MASTER'S Guide*.

ENCOUNTER 6: IS THERE ANYBODY IN HERE?

Once the characters realize something has gone amiss they might attempt to find tracks and follow them, but it requires a Wilderness Lore check (DC 30), because it has been several days since the derro have passed through and they have made efforts to cover their trail.

Read the following regardless of which entrance the characters have come in through.

You are now inside, although it feels more like a tomb than an aerie. Silence greets you, while your only other hosts seem to be debris and refuse.

Go to the appropriate location from here.

AREA 1

This old 30-foot by 30-foot former guardroom looks to have been recently defaced by the looks of things. Graffiti is scribbled all over the four large pillars supporting the ceiling, as well as the stone cistern in the center of the room, and debris is scattered across the floor.

The debris consists of rotted remains from old weapon racks, but more recent debris in the form of feathers and some small bones, and pieces of weapons can be found with a successful Search check (DC 8).

The graffiti is written in both Undercommon and Dwarven, and says many vile things about surface dwellers in general and surface dwarves in particular. Aarakocra blood was used to write the graffiti, and a successful Heal check (DC 10) reveals the graffiti to be written in blood.

The water within the cistern is slimy, but looks to have been disturbed recently. Investigating the contents reveals a partially putrefied aarakocra head.

A secret rotating door along the western wall is made to look like the rest of the wall. It can be detected with a successful Search check (DC 20). Reduce the Search check DC to 10 if the character has already found this door in TUS2-02 *The Hills Are Alive*, but wait for the characters to state their knowledge of this door. Behind the secret door is a stairway carved out of the natural stone rising sharply to the next level of the aerie.

AREA 2

This opening leads to a dark cavern. By the amount of bones and other litter on the floor it's obvious a large predator made use of this cavern recently or still does.

The bones are those of small to medium-sizes animals. A hippogriff made its lair here, until it was driven off by the derro.

A low, narrow tunnel opening about 3 1/2 ft. high can be found behind some boulders with a successful Search check (DC 12) at the back of the cavern. Small or smaller creatures can move through the opening without

penalty, but creatures of medium-size or larger must make an Escape Artist check (DC 30) to enter. Medium-size or larger creatures can only move up to half of their speed for each successful check as a full-round action, while a failure means no progress has been made. Medium-size or larger creatures can move at their full speed as a full-round action once they reach the spot indicated by an X on the map, because the ceiling rises to 7 ft. at that point. Only small piercing weapons or smaller can be used within the tunnel.

AREA 3

Have the characters make a Listen check (DC 5) to hear the buzzing of flies as they approach this room.

Before you is a scene of pure destruction and carnage; remains from a battle, including several corpses, cover the floor, in addition to pieces of stone broken away from what appears to have once been a tall statue in the center of the room. Obscene graffiti covers all of the walls and visible floor, and the shattered remains of stone pedestals lie heaped as though in silent defeat in each of the room's four corners. By the smell in this room and the flies buzzing around, you can guess the corpses are relatively fresh.

The statue used to be a representation of Berronar Truesilver, but it was destroyed by the derro when they attacked the aerie. What remains is little more than a foot in height, and it requires a successful Knowledge (religion) check (DC 25) to make it out now. The graffiti is the same as in Area 1.

The corpses are the rotting remains of three aarakocra who were killed recently and left to rot by the derro. Investigating the corpses reveals the following depending on the results of a Heal check:

DC 10	The corpses are less than a week old.
DC 15	Several slashing and piercing weapons wounded the creatures.
DC 20	Evidence of poison is present.

Speak with dead works if cast upon the corpses. The deceased aarakocra forgo their saving throw to resist the spell if the character played TUS2-02 *The Hills Are Alive*. Characters can learn the following from the corpses:

- They were attacked and killed just over four days ago by derro.
- Naitae and some other aarakocra were captured.
- Some of the derro could cast spells.
- The derro numbered at least ten.

Casting the spell on the corpses or searching them causes several monstrous scorpions, which are burrowing in the corpses, to emerge and attack. Characters are surprised unless they roll an opposed Spot check against the Hide checks of the monstrous scorpions. Being ravenous the scorpions do not flee.

APL 4 (EL 2)

🐛 **Tiny Monstrous Scorpions** (8): hp 4, 4, 4, 4, 4, 4, 4, 4; see *Monster Manual*.

APL 6 (EL 4)

🐛 **Small Monstrous Scorpions** (8): hp 6, 6, 6, 6, 6, 6, 6, 6; see *Monster Manual*.

APL 8 (EL 6)

🐛 **Medium-size Monstrous Scorpions** (8): hp 13, 13, 13, 13, 13, 13, 13, 13; see *Monster Manual*.

Tactics (All APLs): The scorpions try to swarm their victim(s), flanking to attack whenever possible.

AREA 4

This is the hallway leading to your goal; the barred doors beyond which you expect to find your quarry, and hopefully the absent residents of the aerie.

Off ahead in the darkness you can see the great stone double doors, nearly 10 ft. high and 15 ft. wide. Nervously, you make your way toward the doors recalling the advisor's instructions as you notice more of the vile graffiti covering most of the etchings on the walls.

Most of the etchings deal with popular dwarven mythology and culture, but some of the etchings speak of a clan of dwarfolk from the far eastern side of the Yatils. The latter information can only be gained by a successful Knowledge (history) or Knowledge (local) check (DC 35), while the former is easily known with a similar check (DC 10).

Read the following once the players reach the doors:

Finally, the doors are before you. Dwarven runes are engraved into the doors' thin silver frame, and a circular obsidian depression is placed where the two doors meet, about 3 ft. above the cold stone floor. According to the advisor, the information and instructions she has given you will activate the magic sealed in the runes and open the doors for you.

Characters might want to try to use other means to open or bypass the doors, but nothing works, regardless of their approach. Even spells such as *teleport*, *dimension door*, and *passwall* fail to bypass the door or get through the adjacent walls.

Read the following once the characters use the instructions provided by the advisor.

Breaking the advisor's seal, you carefully remove the scroll and unroll the parchment, and then begin reading the instructions written upon them.

Select the appropriate text from below depending on whether or not the characters have one of the obsidian necklaces.

After a few moments the runes upon the necklace begin to shine a dim yellow light, and an instant later the runes around the doors shine the same color, until finally the circular indentation in the doors glows the brightest. According to the advisor's instructions the next step is to insert the necklace into the depression, and so you do, albeit reluctantly. Like a sword in its scabbard, the necklace fits perfectly, and the door slowly swings backward into the darkness beyond. As the doors open the light from the runes fade.

Closing the doors seals them magically once again, but the same process can reopen them, since the door is identical on both sides, but it only glows on the side with the necklace. Opening the doors with the necklace(s) is treated as a standard action.

You begin to read the words, which will activate the spells, praying to Istus you won't make a mistake. Fortunately, you seem to be gesturing and reading the arcane words properly because the doors begin to shine brightly as a barely audible humming resounds from them. Suddenly the runes around the door glow with an almost blinding light, and then go out almost as suddenly as you finish reading the last words.

The spells provided by the advisor in fact unlock the doors and dispel the magic, allowing the characters to simply push them open. Treat each door as a stone door with the following characteristics if the magic is dispelled.

Stone Door: Thickness 6 in., Hardness 8; hp 100; Break (DC 28).

Note: A *soften earth and stone* spell reduces the hardness to 0 and the difficulty to break to 10.

AREAS 5 AND 6

Both of these stone rooms show signs of struggle and combat. Various bits of weapons and other mundane items can be found. The wooden door between Area 5 and Area 6 is broken, and hangs from its hinges.

AREA 7

Read the following if the characters enter the aerie via this entrance:

You stand on a ledge near the summit of this mountain in what was probably used as a launching pad of sorts by Naitae and her flock, but there doesn't seem to be anyone around at the moment.

If not, read the following:

The air is fresher here and a strong wind blows through because of an opening in the far wall. You realize this room must be where Naitae and her flock take flight from when they need to leave the aerie. Walking over to the ledge you are impressed by the view; you can see the entire Aure Valley from here!

AREA 8

The wooden door to this room lies broken upon the floor. Inside the room matters are even worse; plants have been uprooted from the soil and left to die, and the remains of the former occupant have been ransacked. A shaft of sunlight shining down from an opening in the ceiling nearly 100 ft. above the floor seems out of place in such a scene of devastation.

This was Naitae's room, but it was ransacked by the derro. Nothing of interest or value is left, and the remains consist of bits and pieces of pottery, and some wooden utensils. Characters may enter the aerie via the hole in the ceiling, but make it difficult for them to find it if they fly or otherwise make it to the summit and search for an entrance. Have them make a Search check (DC 10) to find it, but it takes them 2-5 hours to do so, unless they are extremely resourceful.

ENCOUNTER 7: DERRO EVERYWHERE

Walking through the doors and beyond into the unknown exhilarates you, yet rattles your nerves. You feel as though no man has walked this path in centuries. The hallway beyond the doors is much like the one you were just in except for the presence of large columns, nearly 5 ft. in diameter and well over 20 ft. high, arranged in an offsetting pattern every 5 ft.

Have the characters make a Listen check (DC 5). Failure means the character(s) can hear voices up ahead, while success results in the character(s) in hearing what is said assuming the character(s) understands dwarven. Read the following if the characters can hear and understand the derro:

"I can't wait to tear another one of those bird people apart," mutters one voice.

"Yeah, well I'd rather cut that half-breed wench, 'cuz I heard their blood can make you live forever" replies another voice.

The derro continue to discuss the prisoners, and how they would torture them if they had the opportunity.

AREA 9

A rope bridge with wooden planks has been erected here to cover a chasm created by some tectonic activity from ages gone by. The ceiling is low, only 15 ft. above the floor, considering the depth of the chasm. Two derro guards are stationed here on the far side of the chasm, and they are rather lax in their duty, since no one has been able to bypass the double doors, until now that is.

Give characters a +2 circumstance bonus to Hide and Move Silently checks because the derro are busy talking to each other and are not paying much attention to anything else. The bridge is old, but sturdy, although it begins to creak and moan if more than 250 lbs. are on it. There is a cumulative 1% chance per pound exceeding

250 that the bridge breaks. If the bridge breaks, all those on it are sent plummeting down into the chasm. The chasm is 150 ft. deep, with another 10 t. of water at the bottom. Anyone falling the full distance into the water suffers 2d3 points of subdual damage, and 11d6 points of normal damage.

APL 4 (EL 3)

👉 **Derro Hunter:** Male derro Ftr1; hp 14; see Appendix I.

👉 **Derro Hunter:** Male derro Ftr2; hp 21; see Appendix I.

APL 6 (EL 5)

👉 **Derro Hunter:** Male derro Ftr2; hp 21; see Appendix I.

👉 **Derro Hunter:** Male derro Ftr4; hp 39; see Appendix I.

APL 8 (EL 7)

👉 **Derro Hunter:** Male derro Ftr4; hp 39; see Appendix I.

👉 **Derro Hunter:** Male derro Ftr6; hp 55; see Appendix I.

Tactics: The derro are shocked to see anyone here besides other derro, and do not raise the alarm in their first round because of their bewilderment. Characters have an opportunity to overcome the derro without giving themselves away. Once the derro regains their composure they yell out to their companions down the hall, and proceed to cut the bridge's fasteners if possible in an attempt to prevent the characters from crossing the chasm. Next, they open fire with their crossbows.

If the derro are successful in breaking the fasteners, requiring either a Strength check (DC 23) check or 2 hit points worth of slashing or piercing damage, the bridge falls from their side causing anyone on it to lose their footing and make a Reflex save (DC 15) to grab onto the bridge. Anyone trying to make this check must have their hands free, which means characters must have at least one hand free to do so. Apply a circumstance penalty of -2 if the character has only one hand free. Allow the characters to 'drop' anything from their hands before they make their check. Characters must make Climb checks (DC 20) to make their way back up onto the ledge. Any characters hanging from the bridge are considered flat-footed, and are the primary target of the derro.

AREA 10

A series of stone steps lead down 10 ft. into an octagonal chamber.

A square protrusion rises about a foot above the stone floor, amid several piles of straw. Centered within it is a circular stone platform attached to several pulleys, winches, chains and other mechanisms hanging from the ceiling. Surrounding the platform are several piles of hay that look like they have been slept upon.

The platform is an elevator leading further down into the depths below, and it is attended to by two derro.

APL 4 (EL 2)

👉 **Derro Hunter:** Male derro Ftr1; hp 14; see Appendix I.

👉 **Derro:** CR 1; Medium-size humanoid (dwarf); hp 9; see Appendix I.

APL 6 (EL 4)

👉 **Derro Hunters (2):** Male derro Ftr2; hp 21, 21; see Appendix I.

APL 8 (EL 6)

👉 **Derro Hunters (2):** Male derro Ftr4; hp 39, 39; see Appendix I.

Tactics (All APLs): If the sentries from Area 9 raise the alarm, one of the derro from here rush to help them, while the other runs to Area 11 to alert the savant and cleric, locking the door behind it.

If the derro are confronted in this chamber, derro with the key to the door along the west wall attempt to throw it down the shaft through one of the gaps between the platform and the protrusion if the characters seem to have the upper hand. In addition, they shout out, thus alerting their leaders from Area 11.

Development: If the characters defeat the derro and try to operate the mechanism, or otherwise dally here, have them hear cries of pain coming from beyond the door. If they insist on remaining have the characters 'accidentally' break something, thus sending the platform crashing downwards into the shaft making all kinds of noise until it gets stuck about 75 ft. down.

👉 **Stone Door (locked):** Thickness 4 in., Hardness 8; hp 60; Break (DC 28); Locked (DC 25).

Note: A *soften earth and stone* spell reduces the hardness to 0 and the difficulty to break to 10.

AREA 11

By the looks of things this room serves the purpose of temple, living quarters, and sacrificial chamber.

A table, three chairs, two cots, and a stone altar are in the room. Upon the altar are several blood-soaked feathers and bones, and a large black candle. This is in fact a minor shrine used by two derro, a savant and a cleric, who are in charge of maintaining guard over the entrance to their realm below.

APL 4 (EL 5)

👉 **Derro Savant:** Female derro Sor5; hp 21; see Appendix I.

👉 **Derro Priest:** Male derro Clr1 (Diirinka); hp 10; see Appendix I.

APL 6 (EL 7)

🔥 **Derro Savant:** Female derro Sor6; hp 25; see Appendix I.

🔥 **Derro Priest:** Male derro Clr4 (Diirinka); hp 31; see Appendix I.

APL 8 (EL 9)

🔥 **Derro Savant:** Female derro Sor8; hp 33; see Appendix I.

🔥 **Derro Priest:** Male derro Clr6 (Diirinka); hp 45; see Appendix I.

Tactics (All APLs):

If one of the guards from Area 10 managed to get here, he attempts to engage the characters in combat to free up the leaders for spellcasting by hiding behind the cots. Given enough time, the derro put both cots in the hallway, just outside the archway to this chamber and use it for cover (1/4 cover). The derro have readied actions in anticipation of the characters coming through the door.

APL 4

If given enough warning the savant has cast the following spells on herself in sequence: *mage armor*, *protection from good*, and *mirror image*, while the cleric casts the following if given enough time: *entropic shield*, *protection from good*, *virtue*, *guidance*, and *resistance*.

In combat, the cleric drinks the *potion of enlarge*, and attempts to batter the characters, using *random action* at an opportune moment. Preferring to remain out of melee, the savant stays back casting *web* and *hypnotism* if the characters are close together, otherwise she peppers the characters with *magic missile* and *ray of frost* spells.

APL 6

Same as APL 4, except the savant uses the *scroll of blur* at the first opportunity if she hasn't used it prior to combat, but after casting the other spells. The savant also prefers to cast *hold person* before *magic missile* and *ray of frost* spells. Meanwhile, the cleric attempts to cast *aid* before combat, and cast *monster summoning I* during the first round of combat to keep the characters occupied.

APL 8

Same as APL 6, except the savant also casts *shield* before combat if possible, and casts *confusion* on the characters in the first round of combat. The cleric casts *magic vestment* upon his chainmail in the first round of combat, if he hasn't had the opportunity to do so prior.

Development:

Closer inspection of the altar reveals (Search DC 25) a hidden compartment at the base of the altar. Remember dwarves get a +2 racial bonus to this check due to stonecunning. The compartment is both locked (Open Lock DC 20), and trapped.

Traps:

APL 4 AND 6 (EL 2)

🔥 **Flame Jet:** CR 2; 1-ft.-wide, 50 ft.-long stream of flame (3d6); Reflex save (DC 13) avoids; Search (DC 25); Disable Device (DC 26).

Note: The trap is set off as soon as someone opens the compartment.

APL 8 (EL 4)

🔥 **Globe of Cold:** CR 4; 20-ft.-radius sphere or hemisphere (5d6); Reflex save (DC 15) avoids; Search (DC 27); Disable Device (DC 25).

Inside are six silver and two gold ingots, several ancient pieces of parchment written in dwarven discussing the imprisonment of an ancient derro deity. A Knowledge (religion) (DC 25) check is required to realize the deity in question is Diirinka, an insane derro deity, long thought trapped somewhere in the Abyss. A small diary, also written in dwarven, reveals if read, that the derro believe they have found the portal to their imprisoned master somewhere in the tunnels below. Finally a crude map shows a rather extensive series of tunnels connecting the Western margin of the Yatils in Tusmit with the Eastern margins in Perrenland.

Treasure:

APL 4: Six silver ingots worth 10 gp each, and two gold ingots worth 20 gp each.

APL 6: Six silver ingots worth 20 gp each, and two gold ingots worth 40 gp each.

APL 8: Six silver ingots worth 30 gp each, and two gold ingots worth 50 gp each.

AREA 12

If the characters were drawn here because of cries of pain they hear the cries coming from behind the door to this room. If not, the characters can make a Listen check (DC 10) to hear groaning.

🔥 **Stone Door (locked):** Thickness 4 in., Hardness 8; hp 60; Break (DC 28); Locked (DC 25).

Note: A *soften earth and stone* spell reduces the hardness to 0 and the difficulty to break to 10.

Inside the characters find Naitae and the two surviving members of her flock. All are beaten, and barely conscious. If magical healing or a Heal check (DC 15) is made to help Naitae she is able to tell the characters that they have to get them out of here as soon as possible, because a war band is likely arrive shortly to see what all of the commotion is about. If characters dally they hear the shouts of many more derro coming from below the elevator. Make it clear it is time to leave. Move on to the Conclusion at this time.

CONCLUSION

If the characters have rescued Naitae and her flock they head for Reijah because Naitae stresses how urgent it is that she speaks with him. Furthermore, characters having recovered the documents hidden in the altar have very important information to hand over to the constable or other authority figure. Regardless, of whom the characters contact, they are hailed as heroes.

If the characters decide to see the advisor they are further rewarded as follows. Having had more time to study the inscriptions from the stone necklaces, the advisor has learned that they can be used to invoke a *knock* spell. If the characters did not have a necklace at the beginning of the scenario but found one or more during the course of the scenario, the advisor asks to study one overnight. If the characters accept, she tells them about its hidden power. Furthermore, the advisor informs the characters that the Sheik of Dihn expresses his gratitude, and offers each character a pin with his emblem upon it, which provides free accommodations within the Sheikdom of Dihn until CY 595. Finally, the advisor rewards the characters with coin and valuables.

Treasure:

APL 4: 500 gp in mixed coins

APL 6: 800 gp in mixed coins and a ruby (200 gp).

APL 8: 900 gp in mixed coins and a ruby (200 gp).

Read the following if the characters sought out the advisor at the end, and be certain to edit anything inappropriate:

You have fulfilled your duty honorably and saved some lives, but you wonder what lurks below the elevator at the bottom of that shaft in the derro lair. Have you really dealt with those albino beasts? It doesn't seem so according to Naitae. As you ponder these questions, the advisor speaks to you:

"Once again, I must thank you for helping protect your homeland, but I fear there is more to come, and we may be in need of your skills once more. According to the documents you brought back, and what the druid told me, I fear something else lurks below the Yatils. I pray Istus I am wrong." With that, the advisor wishes you off.

The End

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 to each character.

Encounter 4: Sleep Tight, Don't Let the Assassin Bite

Defeat Lydia Palewind.

APL 4	180 xp
APL 6	240 xp
APL 8	270 xp

Encounter 6: Is Anybody In Here?

Defeat the scorpions in Area 3.

APL 4	60 xp
APL 6	120 xp
APL 8	150 xp

Encounter 7: Derro Everywhere

Area 9

Defeat the derro sentries.

APL 4	90 xp
APL 6	150 xp
APL 8	210 xp

Area 10

Defeat the derro guards.

APL 4	60 xp
APL 6	120 xp
APL 8	180 xp

Area 11

Defeat the derro savant and cleric.

APL 4	150 xp
APL 6	210 xp
APL 8	270 xp

Disable the trap

APL 4	60 xp
APL 6	60 xp
APL 8	120 xp

Total possible experience

APL 4	600 xp
APL 6	900 xp
APL 8	1200 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 treasurer.

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 minute 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 (that is, 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 piece 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 treasures from each encounter add it up and that is 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.

TREASURE KEY:

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

Encounter 3: Return to Reijah

Accept the potions of cure light wounds.

APL 4: L: 0 gp; C: 0 gp; M: 2 *potions of cure light wounds* (Value 15 gp per character).

APL 6: L: 0 gp; C: 0 gp; M: 2 *potions of cure light wounds* (Value 15 gp per character).

APL 8: L: 0 gp; C: 0 gp; M: 2 *potions of cure light wounds* (Value 15 gp per character).

Encounter 4: Sleep Tight, Don't Let the Assassin Bite

Defeat Lydia Palewind and strip her of her gear.

APL 4: L: 19 gp; C: 21 gp; M: 0

APL 6: L: 2 gp; C: 26 gp; M: +1 *studded leather armor* (Value 176 gp per character).

APL 8: L: 1 gp; C: 36 gp; M: +1 *studded leather armor* (Value 176 gp per character); +1 *short sword* (Value 347 gp per character).

Encounter 7: Derro Everywhere

Area 9

Defeat the derro sentries and strip them of their gear.

APL 4: L: 81 gp; C: 0 gp; M: 0

APL 6: L: 81 gp; C: 0 gp; M: 0

APL 8: L: 81 gp; C: 0 gp; M: 0

Area 10

Defeat the derro guards and strip them of their gear.

APL 4: L: 81 gp; C: 0 gp; M: 0

APL 6: L: 81 gp; C: 0 gp; M: 0

APL 8: L: 81 gp; C: 0 gp; M: 0

Area 11

Defeat the derro savant and cleric and strip them of their gear.

APL 4: L: 23 gp; C: 0 gp; M: *potion of cure moderate wounds* (Value 45 gp per character); *potion of enlarge* (5th) (Value 38 gp per character); 2 *obsidian stone necklaces* (Value 180 gp per character).

APL 6: L: 53 gp; C: 0 gp; M: *potion of cure moderate wounds* (Value 45 gp per character); *potion of enlarge* (5th) (Value 38 gp per character); *scroll of blur* (Value 25 gp per character); 2 *obsidian stone necklaces* (Value 180 gp per character).

APL 8: L: 53 gp; C: 0 gp; M: *potion of cure moderate wounds* (Value 45 gp per character); *potion of enlarge* (5th) (Value 38 gp per character); *scroll of blur* (Value 25 gp per character); *ring of protection* +1 (Value 300 gp per character); +1 *small steel shield* (Value 174 gp per character); 2 *obsidian stone necklaces* (Value 180 gp per character).

Area 11 (Trap)

Defeat the trap and take the loot.

APL 4: L: 0 gp; C: 20 gp; M: 0

APL 6: L: 0 gp; C: 40 gp; M: 0

APL 8: L: 0 gp; C: 56 gp; M: 0

Conclusion

Get reward from the advisor.

APL 4: L: 0 gp; C: 100 gp; M: 0

APL 6: L: 0 gp; C: 200 gp; M: 0

APL 8: L: 0 gp; C: 220 gp; M: 0

Total Possible Treasure

APL 4: 600 gp

APL 6: 962 gp

APL 8: 1823 gp

Sheik's Gratitude

This pin provides its bearer with free Adventurer's Standard Upkeep when traveling within the Sheikdom of Dihl until the beginning of 595CY. This benefit may not be extended beyond the original recipient nor can it be traded.

APPENDIX I: NPCS

ENCOUNTER 1: A MYSTERIOUS MEETING

➤ **Members of the Guard (6):** Male human Ftr4; CR 4; Medium-size humanoid (human); HD 4d10+8; hp 36; Init +5; Spd 20 ft.; AC 15 (touch 11, flat-footed 14); Atk +7 melee (1d6+3/18-20, scimitar) or +5 ranged (1d6/x3, shortbow); AL LN; SV Fort +6, Ref +2, Will +1; Str 16, Dex 13, Con 14, Int 10, Wis 10, Cha 12.

Skills and Feats: Climb +8, Jump +8, Ride +8; Cleave, Great Cleave, Improved Initiative, Mounted Combat, Power Attack, Ride-By Attack.

Possessions: shortbow, 20 arrows, masterwork hide armor, scimitar, buckler.

➤ **Captain of the Guard:** Male human Ftr7; CR 7; Medium-size humanoid (human); HD 7d10+14; hp 60; Init +6; Spd 20 ft.; AC 16 (touch 12, flat-footed 14); Atk +12/+7 (1d6+3/18-20, scimitar) or +9/+4 ranged (1d6/x3, shortbow); AL LN; SV Fort +7, Ref +4, Will +2; Str 17, Dex 14, Con 15, Int 11, Wis 10, Cha 13.

Skills and Feats: Climb +11, Jump +11, Ride +12; Cleave, Combat Reflexes, Great Cleave, Improved Initiative, Mounted Combat, Power Attack, Ride-By Attack, Weapon Focus (scimitar).

Possessions: shortbow, 20 arrows, masterwork hide armor, masterwork scimitar, buckler.

ENCOUNTER 2: ANSWERS REVEALED

➤ **Members of the Guard (6):** Male human Ftr4; CR 4; Medium-size humanoid (human); HD 4d10+8; hp 36; Init +5; Spd 20 ft.; AC 15 (touch 11, flat-footed 14); Atk +7 melee (1d6+3/18-20, scimitar) or +5 ranged (1d6/x3, shortbow); AL LN; SV Fort +6, Ref +2, Will +1; Str 16, Dex 13, Con 14, Int 10, Wis 10, Cha 12.

Skills and Feats: Climb +8, Jump +8, Ride +8; Cleave, Great Cleave, Improved Initiative, Mounted Combat, Power Attack, Ride-By Attack.

Possessions: shortbow, 20 arrows, masterwork hide armor, scimitar, buckler.

➤ **Martha, blind priestess of Istus:** Female human Clr6 (Istus); CR 6; Medium-size humanoid (human); HD 6d8; hp 33; Init +2; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Atk +3 melee (1d4-1/19-20, dagger) or +4 ranged (1d4-1/19-20, dagger); SA Spells, turn undead; AL N; SV Fort +5, Ref +2, Will +8; Str 8, Dex 11, Con 10, Int 15, Wis 16, Cha 13.

Skills and Feats: Concentration +9, Diplomacy +8, Knowledge (arcane) +9, Knowledge (history) +9, Knowledge (religion) +9, Spellcraft +12; Blind-Fight, Improved Initiative, Skill Focus (spellcraft), Spell Focus (divination).

Possessions: bronze holy symbol of Istus, dagger.

Spells Prepared: (5/4+1/4+1/3+1; base DC = 13 + spell level); 0 – cure minor wounds, detect magic, detect poison, guidance (2); 1st – bless, entropic shield*, obscuring

mist (2), shield of faith; 2nd – calm emotions, darkness, detect thoughts*, enthrall, zone of truth; 3rd – bestow curse, blindness/deafness, clairaudience/clairvoyance*, deeper darkness.

*Domain spell. Domains: Knowledge (All Knowledge skills are class skills. You cast divinations at +1 caster level); Luck (You gain the power of good fortune, which is usable once per day. This extraordinary ability allows you to reroll one roll that you have just made. You must take the result of the reroll, even if it's worse than the original roll).

ENCOUNTER 4: SLEEP TIGHT, DON'T LET THE ASSASSIN BITE

APL 4 (EL 6)

➤ **Lydia Palewind:** Female human Rog2/Clr3/Asn1 (Wee Jas); CR 6; Medium-size humanoid (human); HD 3d6+3d8; hp 29; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +3 melee (1d6 plus poison/19-20, shortsword) or +3 melee (1d4 plus poison/19-20, dagger) or +6 ranged (1d4 plus poison, dart) or +6 ranged (1d4 plus poison/19-20, dagger); SA Sneak attack, spells, rebuke undead, death attack, poison use; SQ Evasion; AL LE; SV Fort +3, Ref +9, Will +4; Str 11, Dex 16, Con 11, Int 14, Wis 12, Cha 14.

Skills and Feats: Balance +8, Bluff +8, Climb +6, Disable Device +7, Disguise +7, Hide +12, Jump +5, Knowledge (religion) +5, Move Silently +12, Open Lock +10, Search +8, Tumble +8; Ambidexterity, Blind-Fight, Improved Initiative, Two-Weapon Fighting.

Possessions: dagger (poisoned), short sword (poisoned), masterwork studded leather armor, 8 darts (poisoned), pouch containing 12 sp; 4 cp; 1 pp; and a small gold ingot (100 gp), and a piece of paper with description of the characters and instructions to kill them.

Poison (medium-size spider venom): Injury (DC 14); Initial damage (1d4 Str); Secondary damage (1d6 Str).

Assassin Spells Prepared (1; base DC = 12 + spell level): 1st – spider climb.

Cleric Spells Prepared (4/3+1/1+1; base DC = 11 + spell level): 0 – guidance, inflict minor wounds, resistance, virtue; 1st – bane, cause fear*, cure light wounds, doom; 2nd – death knell*, silence.

*Domain spell. Domains: Death (You may use a death touch once per day. Your death touch is a spell-like ability that is a death effect. You must succeed at a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per your cleric level. If the total at least equals the creature's current hit points, it dies.); Magic (Use scrolls, wands, and other devices with spell completion or spell trigger activation as a wizard of one-half your cleric level (at least 1st-level). For the purpose of using a scroll or other magic device, if you are also a wizard, actual wizard levels and these effective wizard levels stack).

APL 6 (EL 8)

➤ **Lydia Palewind:** Female human Rog2/Clr3/Asn3 (Wee Jas); CR 8; Medium-size humanoid (human); HD 5d6+3d8; hp 41; Init +7; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atk +6 melee (1d6+1 plus poison/19-20, shortsword) or +6 melee (1d4+1 plus poison/19-20, dagger) or +8 ranged (1d4+1 plus poison, dart) or +8 ranged (1d4+1 plus poison/19-20, dagger); SA Sneak attack, spells, rebuke undead, death attack, poison use, +1 save vs. poison, uncanny dodge (Dex bonus to AC); SQ Evasion; AL LE; SV Fort +4, Ref +10, Will +5; Str 12, Dex 16, Con 11, Int 14, Wis 12, Cha 14.

Skills and Feats: Balance +9, Bluff +9, Climb +8, Disable Device +8, Disguise +8, Hide +14, Jump +7, Knowledge (religion) +5, Move Silently +14, Open Lock +11, Search +9, Tumble +11; Ambidexterity, Blind-Fight, Improved Initiative, Two-Weapon Fighting.

Possessions: dagger (poisoned), short sword (poisoned), +1 studded leather armor, 8 darts (poisoned), pouch containing 12 sp; 4 cp; 1 pp; and a small gold ingot (125 gp), and a piece of paper with description of the characters and instructions to kill them.

Poison (medium-size spider venom): Injury (DC 14); Initial damage (1d4 Str); Secondary damage (1d6 Str).

Assassin Spells Prepared (2/1; base DC = 12 + spell level): 1st – obscuring mist, spider climb; 2nd – pass without trace.

Cleric Spells Prepared (4/3+1/1+1; base DC = 11 + spell level): 0 – guidance, inflict minor wounds, resistance, virtue; 1st – bane, cause fear*, cure light wounds, doom; 2nd – death knell*, silence.

*Domain spell. Domains: Death (You may use a death touch once per day. Your death touch is a spell-like ability that is a death effect. You must succeed at a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per your cleric level. If the total at least equals the creature's current hit points, it dies.); Magic (Use scrolls, wands, and other devices with spell completion or spell trigger activation as a wizard of one-half your cleric level (at least 1st-level). For the purpose of using a scroll or other magic device, if you are also a wizard, actual wizard levels and these effective wizard levels stack).

APL 8 (EL 10)

➤ **Lydia Palewind:** Female human Rog2/Clr3/Asn5 (Wee Jas); CR 10; Medium-size humanoid (human); HD 7d6+3d8; hp 49; Init +7; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atk +10/+5 melee (1d6+2 plus poison/19-20, shortsword) or +7/+2 melee (1d4+1 plus poison/19-20, dagger) or +9/+4 ranged (1d4+1 plus poison, dart) or +9/+4 ranged (1d4+1 plus poison/19-20, dagger); SA Sneak attack, spells, rebuke undead, death attack, poison use, +2 save vs. poison, uncanny dodge (Dex bonus to AC, can't be flanked); SQ Evasion; AL LE; SV Fort +4, Ref +11, Will +5; Str 12, Dex 16, Con 11, Int 14, Wis 12, Cha 14.

Skills and Feats: Balance +10, Bluff +10, Climb +9, Disable Device +9, Disguise +9, Hide +16, Jump +8,

Knowledge (religion) +5, Move Silently +16, Open Lock +12, Search +10, Tumble +13; Ambidexterity, Blind-Fight, Improved Initiative, Two-Weapon Fighting, Weapon Finesse (short sword).

Possessions: dagger (poisoned), +1 short sword (poisoned), +1 studded leather armor, 8 darts (poisoned), pouch containing 12 sp; 4 cp; 1 pp; and a small gold ingot (175 gp), and a piece of paper with description of the characters and instructions to kill them.

Poison (giant wasp poison): Injury (DC 18); Initial damage (1d6 Dex); Secondary damage (1d6 Dex).

Assassin Spells Prepared (2/2; base DC = 12 + spell level): 1st – obscuring mist, spider climb; 2nd – pass without trace, undetectable alignment.

Cleric Spells Prepared (4/3+1/1+1; base DC = 11 + spell level): 0 – guidance, inflict minor wounds, resistance, virtue; 1st – bane, cause fear*, cure light wounds, doom; 2nd – death knell*, silence.

*Domain spell. Domains: Death (You may use a death touch once per day. Your death touch is a spell-like ability that is a death effect. You must succeed at a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per your cleric level. If the total at least equals the creature's current hit points, it dies.); Magic (Use scrolls, wands, and other devices with spell completion or spell trigger activation as a wizard of one-half your cleric level (at least 1st-level). For the purpose of using a scroll or other magic device, if you are also a wizard, actual wizard levels and these effective wizard levels stack).

ENCOUNTER 7: DERRO EVERYWHERE

AREA 9

APL 4 (EL 3)

➤ **Derro Hunter:** Male derro Ftr1; CR 1; Medium-size humanoid (dwarf); HD 1d10+4; hp 14; Init +2; Spd 15 ft.; AC 17 (touch 12, flat-footed 15); Atk +2 melee (1d8+1/x3, shortspear) or +3 ranged (1d8+1/x3, shortspear) or +3 ranged (1d8 plus poison/19-20, repeating crossbow); SA Poison; SQ Darkvision 30 ft., sunlight vulnerability, stonecunning, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus to attack rolls against orcs and goblinoids, +4 dodge bonus against giants; SR 18; AL CE; SV Fort +3, Ref +2, Will +0; Str 12, Dex 14, Con 13, Int 10, Wis 10, Cha 6.

Skills and Feats: Climb +0, Jump +0; Blind-Fight, Exotic Weapon Proficiency (repeating crossbow), Toughness.

Possessions: chainmail, repeating crossbow, 10 bolts (poisoned), shortspear.

Poison (greenblood oil): Injury DC 13; Initial damage (1 Con); Secondary damage (1d2 Con).

➤ **Derro Hunter:** Male derro Ftr2; CR 2; Medium-size humanoid (dwarf); HD 2d10+5; hp 21; Init +2; Spd 15 ft.; AC 17 (touch 12, flat-footed 15); Atk +3 melee (1d8+1/x3, shortspear) or +4 ranged (1d8+1/x3, shortspear) or +4 ranged (1d8 plus poison/19-20,

repeating crossbow); SA Poison; SQ Darkvision 30 ft., sunlight vulnerability, stonecunning, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus to attack rolls against orcs and goblinoids, +4 dodge bonus against giants; SR 18; AL CE; SV Fort +4, Ref +2, Will +0; Str 12, Dex 14, Con 13, Int 10, Wis 10, Cha 6.

Skills and Feats: Climb +1, Jump +1; Blind-Fight, Dodge, Exotic Weapon Proficiency (repeating crossbow), Toughness.

Possessions: chainmail, repeating crossbow, 10 bolts (poisoned), shortspear.

Poison (greenblood oil): Injury DC 13; Initial damage (1 Con); Secondary damage (1d2 Con).

APL 6 (EL 5)

☛**Derro Hunter:** Male derro Ftr2; CR 2; Medium-size humanoid (dwarf); HD 2d10+5; hp 21; Init +2; Spd 15 ft.; AC 17 (touch 12, flat-footed 15); Atk +3 melee (1d8+1/x3, shortspear) or +4 ranged (1d8+1/x3, shortspear) or +4 ranged (1d8 plus poison/19-20, repeating crossbow); SA Poison; SQ Darkvision 30 ft., sunlight vulnerability, stonecunning, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus to attack rolls against orcs and goblinoids, +4 dodge bonus against giants; SR 18; AL CE; SV Fort +4, Ref +2, Will +0; Str 12, Dex 14, Con 13, Int 10, Wis 10, Cha 6.

Skills and Feats: Climb +1, Jump +1; Blind-Fight, Dodge, Exotic Weapon Proficiency (repeating crossbow), Toughness.

Possessions: chainmail, repeating crossbow, 10 bolts (poisoned), shortspear.

Poison (greenblood oil): Injury DC 13; Initial damage (1 Con); Secondary damage (1d2 Con).

☛**Derro Hunter:** Male derro Ftr4; CR 4; Medium-size humanoid (dwarf); HD 4d10+11; hp 39; Init +2; Spd 15 ft.; AC 17 (touch 12, flat-footed 15); Atk +5 melee (1d8+1/x3, shortspear) or +6 ranged (1d8+1/x3, shortspear) or +6 ranged (1d8 plus poison/19-20, repeating crossbow); SA Poison; SQ Darkvision 30 ft., sunlight vulnerability, stonecunning, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus to attack rolls against orcs and goblinoids, +4 dodge bonus against giants; SR 18; AL CE; SV Fort +6, Ref +3, Will +1; Str 12, Dex 14, Con 14, Int 10, Wis 10, Cha 6.

Skills and Feats: Climb +3, Jump +3; Blind-Fight, Dodge, Exotic Weapon Proficiency (repeating crossbow), Mobility, Spring Attack, Toughness.

Possessions: chainmail, repeating crossbow, 10 bolts (poisoned), shortspear.

Poison (greenblood oil): Injury DC 13; Initial damage (1 Con); Secondary damage (1d2 Con).

APL 8 (EL 7)

☛**Derro Hunter:** Male derro Ftr4; CR 4; Medium-size humanoid (dwarf); HD 4d10+11; hp 39; Init +2; Spd 15 ft.; AC 17 (touch 12, flat-footed 15); Atk +5 melee

(1d8+1/x3, shortspear) or +6 ranged (1d8+1/x3, shortspear) or +6 ranged (1d8 plus poison/19-20, repeating crossbow); SA Poison; SQ Darkvision 30 ft., sunlight vulnerability, stonecunning, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus to attack rolls against orcs and goblinoids, +4 dodge bonus against giants; SR 18; AL CE; SV Fort +6, Ref +3, Will +1; Str 12, Dex 14, Con 14, Int 10, Wis 10, Cha 6.

Skills and Feats: Climb +3, Jump +3; Blind-Fight, Dodge, Exotic Weapon Proficiency (repeating crossbow), Mobility, Spring Attack, Toughness.

Possessions: chainmail, repeating crossbow, 10 bolts (poisoned), shortspear.

Poison (greenblood oil): Injury DC 13; Initial damage (1 Con); Secondary damage (1d2 Con).

☛**Derro Hunter:** Male derro Ftr6; CR 6; Medium-size humanoid (dwarf); HD 6d10+15; hp 55; Init +2; Spd 15 ft.; AC 17 (touch 12, flat-footed 15); Atk +7/+2 melee (1d8+1/x3, shortspear) or +8/+3 ranged (1d8+1/x3, shortspear) or +9/+4 ranged (1d8 plus poison/19-20, repeating crossbow); SA Poison; SQ Darkvision 30 ft., sunlight vulnerability, stonecunning, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus to attack rolls against orcs and goblinoids, +4 dodge bonus against giants; SR 18; AL CE; SV Fort +7, Ref +4, Will +2; Str 12, Dex 14, Con 14, Int 10, Wis 10, Cha 6.

Skills and Feats: Climb +5, Jump +5; Blind-Fight, Dodge, Exotic Weapon Proficiency (repeating crossbow), Mobility, Point Blank Shot, Spring Attack, Toughness, Weapon Focus (repeating crossbow).

Possessions: chainmail, repeating crossbow, 10 bolts (poisoned), shortspear.

Poison (greenblood oil): Injury DC 13; Initial damage (1 Con); Secondary damage (1d2 Con).

AREA 10

APL 4 (EL 2)

☛**Derro Hunter:** Male derro Ftr1; CR 1; Medium-size humanoid (dwarf); HD 1d10+4; hp 14; Init +2; Spd 15 ft.; AC 17 (touch 12, flat-footed 15); Atk +2 melee (1d8+1/x3, shortspear) or +3 ranged (1d8+1/x3, shortspear) or +3 ranged (1d8 plus poison/19-20, repeating crossbow); SA Poison; SQ Darkvision 30 ft., sunlight vulnerability, stonecunning, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus to attack rolls against orcs and goblinoids, +4 dodge bonus against giants; SR 18; AL CE; SV Fort +3, Ref +2, Will +0; Str 12, Dex 14, Con 13, Int 10, Wis 10, Cha 6.

Skills and Feats: Climb +0, Jump +0; Blind-Fight, Exotic Weapon Proficiency (repeating crossbow), Toughness.

Possessions: chainmail, repeating crossbow, 10 bolts (poisoned), shortspear, key.

Poison (greenblood oil): Injury DC 13; Initial damage (1 Con); Secondary damage (1d2 Con).

☛ **Derro**: CR 1; Medium-size humanoid (dwarf); HD 1d8+1; hp 9; Init +2; Spd 15 ft.; AC 17 (touch 12, flat-footed 15); Atk +2 melee (1d8+1/x3, shortspear) or +3 ranged (1d8+1/x3, shortspear) or +3 ranged (1d8 plus poison/19-20, repeating crossbow); SA Poison; SQ Darkvision 30 ft., sunlight vulnerability, stonecunning, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus to attack rolls against orcs and goblinoids, +4 dodge bonus against giants; SR 18; AL CE; SV Fort +3, Ref +2, Will +0; Str 12, Dex 14, Con 13, Int 10, Wis 10, Cha 6.

Skills and Feats: Appraise +2, Craft (metalworking) +2, Listen +2, Spot +2; Blind-Fight, Exotic Weapon Proficiency (repeating crossbow).

Possessions: chainmail, repeating crossbow, 10 bolts (poisoned), shortspear.

Poison (greenblood oil): Injury DC 13; Initial damage (1 Con); Secondary damage (1d2 Con).

APL 6 (EL 4)

☛ **Derro Hunters (2)**: Male derro Ftr2; CR 2; Medium-size humanoid (dwarf); HD 2d10+5; hp 21; Init +2; Spd 15 ft.; AC 17 (touch 12, flat-footed 15); Atk +3 melee (1d8+1/x3, shortspear) or +4 ranged (1d8+1/x3, shortspear) or +4 ranged (1d8 plus poison/19-20, repeating crossbow); SA Poison; SQ Darkvision 30 ft., sunlight vulnerability, stonecunning, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus to attack rolls against orcs and goblinoids, +4 dodge bonus against giants; SR 18; AL CE; SV Fort +4, Ref +2, Will +0; Str 12, Dex 14, Con 13, Int 10, Wis 10, Cha 6.

Skills and Feats: Climb +1, Jump +1; Blind-Fight, Dodge, Exotic Weapon Proficiency (repeating crossbow), Toughness.

Possessions: chainmail, repeating crossbow, 10 bolts (poisoned), shortspear, one has a key.

Poison (greenblood oil): Injury DC 13; Initial damage (1 Con); Secondary damage (1d2 Con).

APL 8 (EL 6)

☛ **Derro Hunters (2)**: Male derro Ftr4; CR 4; Medium-size humanoid (dwarf); HD 4d10+11; hp 39; Init +2; Spd 15 ft.; AC 17 (touch 12, flat-footed 15); Atk +5 melee (1d8+1/x3, shortspear) or +6 ranged (1d8+1/x3, shortspear) or +6 ranged (1d8 plus poison/19-20, repeating crossbow); SA Poison; SQ Darkvision 30 ft., sunlight vulnerability, stonecunning, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus to attack rolls against orcs and goblinoids, +4 dodge bonus against giants; SR 18; AL CE; SV Fort +6, Ref +3, Will +1; Str 12, Dex 14, Con 14, Int 10, Wis 10, Cha 6.

Skills and Feats: Climb +3, Jump +3; Blind-Fight, Dodge, Exotic Weapon Proficiency (repeating crossbow), Mobility, Spring Attack, Toughness.

Possessions: chainmail, repeating crossbow, 10 bolts (poisoned), shortspear, one has a key.

Poison (greenblood oil): Injury DC 13; Initial damage (1 Con); Secondary damage (1d2 Con).

AREA 11

APL 4 (EL 5)

☛ **Derro Savant**: Female derro Sor5; CR 5; Medium-size humanoid (dwarf); HD 5d4+5; hp 21; Init +2; Spd 20 ft.; AC 12 (touch 12, flat-footed 10); Atk +2 melee (1d4/19-20, dagger) or +4 ranged (1d8/19-20, light crossbow) or +4 ranged (1d4/19-20, dagger); SQ Darkvision 30 ft., sunlight vulnerability, stonecunning, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus to attack rolls against orcs and goblinoids, +4 dodge bonus against giants; SR 18; AL CE; SV Fort +2, Ref +3, Will +4; Str 10, Dex 15, Con 13, Int 11, Wis 10, Cha 13.

Skills and Feats: Concentration +9, Knowledge (arcana) +4, Spellcraft +4; Blind-Fight, Spell Focus (Enchantment), Weapon Focus (ray).

Possessions: light crossbow, 10 bolts, dagger, *potion of cure moderate wounds*, *obsidian stone necklace***.

Spells Known (6/7/4; base DC = 11 + spell level; 13 + spell level for Enchantment spells): 0 – *daze*, *detect magic*, *flare*, *mage hand*, *ray of frost*, *resistance*; 1st – *hypnotism*, *mage armor*, *magic missile*, *protection from good*; 2nd – *mirror image*, *web*.

**See Appendix 2: New Magic Item for more information.

☛ **Derro Priest**: Male derro Clr1 (Diirinka); CR 1; Medium-size humanoid (dwarf); HD 1d8+2; hp 10; Init +2; Spd 15 ft.; AC 18 (touch 12, flat-footed 16); Atk +1 melee (1d6+1/x3, halfspear) or +2 ranged (1d6+1/x3, halfspear); SA Spells, rebuke undead; SQ Darkvision 30 ft., sunlight vulnerability, stonecunning, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus to attack rolls against orcs and goblinoids, +4 dodge bonus against giants; SR 18; AL CE; SV Fort +4, Ref +2, Will +3; Str 12, Dex 14, Con 14, Int 10, Wis 13, Cha 13.

Skills and Feats: Concentration +6, Heal +3, Knowledge (religion) +2; Blind-Fight, Dodge.

Possessions: chainmail, small steel shield, halfspear, basalt holy symbol of Diirinka (Value 40 gp), *potion of enlarge* (5th), *obsidian stone necklace***.

Spells Prepared (3/2+1; base DC = 11 + spell level); 0 – *guidance*, *resistance*, *virtue*; 1st – *entropic shield*, *protection from good**, *random action*.

*Domain spell. *Domains*: Chaos (You cast chaos spells at +1 caster level); Evil (You cast evil spells at +1 caster level).

**See Appendix 2: New Magic Item for more information.

APL 6 (EL 7)

☛ **Derro Savant**: Female derro Sor6; CR 6; Medium-size humanoid (dwarf); HD 6d4+6; hp 25; Init +2; Spd 20 ft.; AC 12 (touch 12, flat-footed 10); Atk +3 melee (1d4/19-20, dagger) or +6 ranged (1d8/19-20, light crossbow) or

+5 ranged (1d4/19-20, dagger); SQ Darkvision 30 ft., sunlight vulnerability, stonecunning, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus to attack rolls against orcs and goblinoids, +4 dodge bonus against giants; SR 18; AL CE; SV Fort +3, Ref +4, Will +5; Str 10, Dex 15, Con 13, Int 11, Wis 10, Cha 13.

Skills and Feats: Concentration +10, Knowledge (arcana) +4, Spellcraft +5; Blind-Fight, Empower Spell, Spell Focus (Enchantment), Weapon Focus (ray).

Possessions: masterwork light crossbow, 10 bolts, dagger, *potion of cure moderate wounds*, *scroll of blur* (3rd), *obsidian stone necklace***.

Spells Known (6/7/5/3; base DC = 11 + spell level; 13 + spell level for Enchantment spells): 0 – *daze*, *detect magic*, *flare*, *mage hand*, *ray of frost*, *read magic*, *resistance*; 1st – *hypnotism*, *mage armor*, *magic missile*, *protection from good*; 2nd – *mirror image*, *web*; 3rd – *hold person*.

**See Appendix 2: New Magic Item for more information.

☛**Derro Priest:** Male derro Clr4 (Diirinka); CR 4; Medium-size humanoid (dwarf); HD 4d8+8; hp 31; Init +2; Spd 15 ft.; AC 18 (touch 12, flat-footed 16); Atk +4 melee (1d6+1/x3, halfspear) or +5 ranged (1d6+1/x3, halfspear); SA Spells, rebuke undead; SQ Darkvision 30 ft., sunlight vulnerability, stonecunning, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus to attack rolls against orcs and goblinoids, +4 dodge bonus against giants; SR 18; AL CE; SV Fort +6, Ref +3, Will +6; Str 12, Dex 14, Con 14, Int 10, Wis 14, Cha 13.

Skills and Feats: Concentration +9, Heal +5, Knowledge (religion) +4; Blind-Fight, Combat Casting, Dodge.

Possessions: chainmail, small steel shield, halfspear, basalt holy symbol of Diirinka (Value 40 gp), *potion of enlarge* (5th), *obsidian stone necklace***.

Spells Prepared (5/4+1/3+1; base DC = 12 + spell level); 0 – *guidance*, *inflict minor wounds*, *resistance*, *virtue* (2); 1st – *entropic shield*, *protection from good**, *random action* (2), *summon monster I*; 2nd – *aid*, *death knell*, *shatter**, *sound burst*.

*Domain spell. **Domains:** Chaos (You cast chaos spells at +1 caster level); Evil (You cast evil spells at +1 caster level).

**See Appendix 2: New Magic Item for more information.

APL 8 (EL 9)

☛**Derro Savant:** Female derro Sor8; CR 8; Medium-size humanoid (dwarf); HD 8d4+8; hp 33; Init +2; Spd 20 ft.; AC 13 (touch 13, flat-footed 11); Atk +4 melee (1d4/19-20, dagger) or +7 ranged (1d8/19-20, light crossbow) or +6 ranged (1d4/19-20, dagger); SQ Darkvision 30 ft., sunlight vulnerability, stonecunning, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus to attack rolls against orcs and goblinoids, +4 dodge bonus against giants; SR 18; AL

CE; SV Fort +3, Ref +4, Will +6; Str 10, Dex 15, Con 13, Int 11, Wis 10, Cha 14.

Skills and Feats: Concentration +12, Knowledge (arcana) +5, Spellcraft +6; Blind-Fight, Empower Spell, Spell Focus (Enchantment), Weapon Focus (ray).

Possessions: masterwork light crossbow, 10 bolts, dagger, *potion of cure moderate wounds*, *scroll of blur* (3rd), *ring of protection* +1, *obsidian stone necklace***.

Spells Known (6/7/7/5/3; base DC = 12 + spell level; 14 + spell level for Enchantment spells): 0 – *dancing lights*, *daze*, *detect magic*, *flare*, *mage hand*, *ray of frost*, *read magic*, *resistance*; 1st – *hypnotism*, *mage armor*, *magic missile*, *protection from good*, *shield*; 2nd – *mirror image*, *Tasha's hideous laughter*, *web*; 3rd – *hold person*, *lightning bolt*; 4th – *confusion*.

**See Appendix 2: New Magic Item for more information.

☛**Derro Priest:** Male derro Clr6 (Diirinka); CR 6; Medium-size humanoid (dwarf); HD 6d8+12; hp 45; Init +2; Spd 15 ft.; AC 19 (touch 12, flat-footed 17); Atk +5 melee (1d6+1/x3, halfspear) or +6 ranged (1d6+1/x3, halfspear); SA Spells, rebuke undead; SQ Darkvision 30 ft., sunlight vulnerability, stonecunning, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus to attack rolls against orcs and goblinoids, +4 dodge bonus against giants; SR 18; AL CE; SV Fort +7, Ref +4, Will +7; Str 12, Dex 14, Con 14, Int 10, Wis 14, Cha 13.

Skills and Feats: Concentration +11, Heal +6, Knowledge (religion) +5; Blind-Fight, Combat Casting, Dodge, Mobility.

Possessions: chainmail, +1 small steel shield, halfspear, basalt holy symbol of Diirinka (Value 40 gp), *potion of enlarge* (5th), *obsidian stone necklace***.

Spells Prepared (5/4+1/4+1/3+1; base DC = 12 + spell level); 0 – *guidance*, *inflict minor wounds*, *resistance*, *virtue* (2); 1st – *entropic shield*, *protection from good**, *random action* (2), *summon monster I*; 2nd – *aid*, *death knell*, *enthrall*, *shatter**, *sound burst*; 3rd – *dispel magic*, *magic circle against good**, *magic vestment*, *protection from elements*.

*Domain spell. **Domains:** Chaos (You cast chaos spells at +1 caster level); Evil (You cast evil spells at +1 caster level).

**See Appendix 2: New Magic Item for more information.

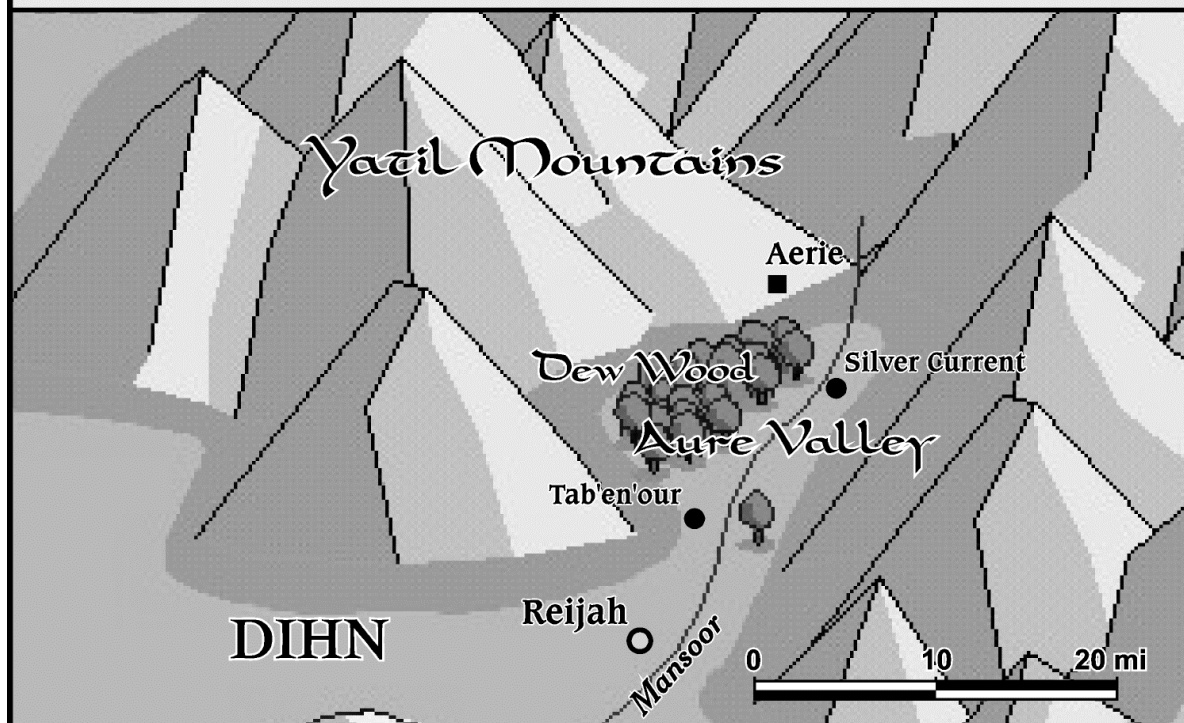
APPENDIX 2: NEW MAGIC ITEM

Square Obsidian Stone Necklace: (*Market Price:* 600 gp each, 1lb., obsidian, unusual): Square obsidian stone with dwarven runes etched into it attached to a necklace made of animal hair. Radiates Transmutation and Abjuration magic. Anyone can use the stone to open the barred doors within the aerie, and perhaps others, by simply speaking the proper command words in dwarven as engraved into the stone. In addition, anyone who can speak and read dwarven can use the stone necklace to cast *knock* three times as if cast by a 5th level arcane spellcaster. Each time *knock* is cast the necklace loses 200 gp of value, until the necklace becomes all but worthless.

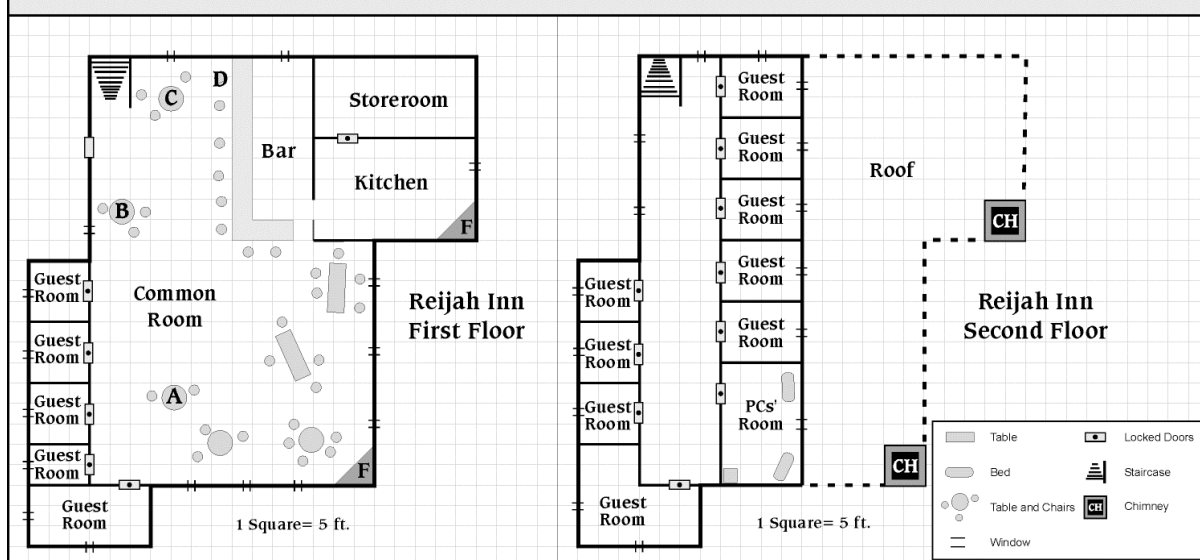
NOTE: A necklace of this sort may have been found previously in TUS2-02 *The Hills Are Alive*. If so, the necklace(s) have all of the characteristics above, assuming the advisor has informed them of its powers.

(*Caster Level:* unknown, *Frequency:* Adventure, *Requirements:* Speak dwarven to activate power)

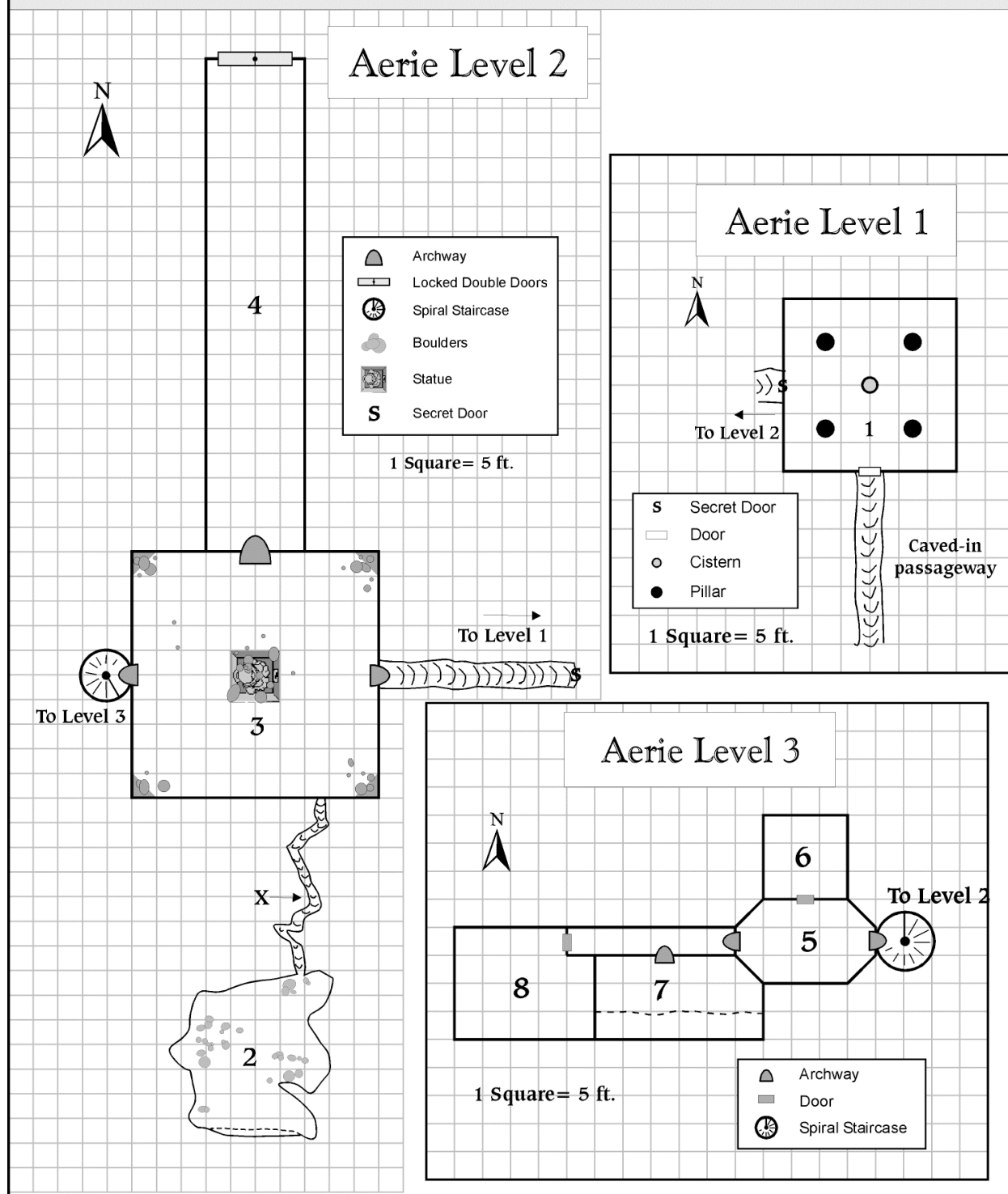
Map 1: Regional Map



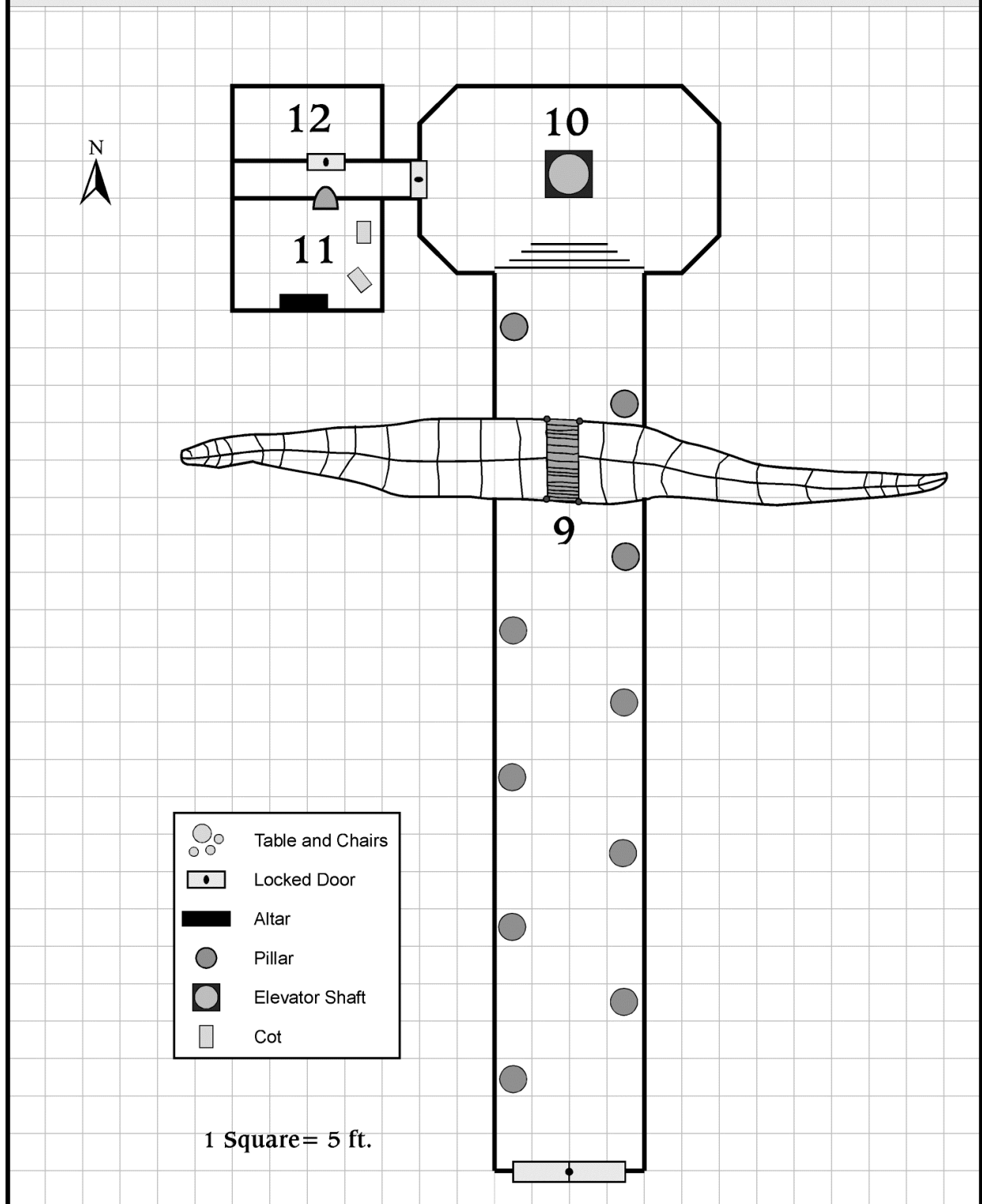
Map 2: Reijah Inn



Map 3: The Aerie



Map 4: Derro Lair



CRITICAL EVENTS SUMMARY

This critical event summary is designed to assist the Tusmit Triad in making appropriate future development decisions based on the results of this scenario. We ask every DM to fill out this summary and return it to the Tusmit Point of Contact (Bradley Fenton bfento@sprint.ca) via mail or e-mail as soon as possible after completing the scenario. Please contact me via e-mail for mailing information. We only ask DMs to fill this out within the first 5 months of the scenario's Premiere Date.

Make sure to list the names of every participant with their RPGA number, character name, and character level at the beginning of the scenario.

Player Name	RPGA #	character Name	character Level(s)
DM Name	RPGA #		

Critical Events List

- 1) Did the party have a stone necklace at the beginning of the scenario?
 - a. Yes
 - b. No
- 2) Did the party accept the mission?
 - a. Yes
 - b. No
 - i. If not, what were the consequences?
- 3) Did the party open the magically sealed doors?
 - a. Yes
 - b. No
 - i. If so, how?

- 4) Did the characters end up 'breaking' the elevator?
 - a. Yes
 - b. No

- 5) Were Naitae and her flock rescued?
- a. Yes
 - b. No
- 6) Did the party find the hidden documents?
- a. Yes
 - b. No
 - i. If so, to whom did they show the documents?

- 7) Did the characters learn of the stone necklace(s)'s full power?
- a. Yes
 - b. No

Thank you for adventuring in Tusmit.

ENLISTING THE ICONIC

☛ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☛ **Miale, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or –6 melee (1d6, quarterstaff) and –10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☛ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☛ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init –1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or –1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref –1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level): 0—*detect poison, guidance, read magic*; 1st—*bless, protection from evil**, *shield of faith*.

* Domain spell; Deity: Pelor; Domains: Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.