

VER5-03

Minions of Shadow and Fire

A One-Round D&D® Living Greyhawk™

Verbobonc Regional Adventure

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Special thanks to Chad LaMontagne, Michael Maenza, Terry Doner, Ron Lundeen and Michael Breslin Sr.

The character of Grimbold Ironshanks was created by Ephraim Unell

*"From darkness, an anvil shall thunder
A forge, deep in shadow, shall burn
Reclaimed shall be Halls, torn asunder
The homeless and lost shall return"
--- From the Journal of Grimbold Ironshanks*

The culmination of the Dwarven story arc, this is a combat-laden Verbobonc regional adventure for character levels 2 to 14. (APLs 4 to 12). Highly recommended for those who have played previous adventures in the Verbobonc Dwarven series (*VER1-07: Knocking on the Keep*, *VER2-02: Granite Keep*, *VER4-01: Return to the Fens of Tor*, *VER4-05: Dwarven Dawn* and *VER5-01: Deep in the Lortmils*). Also recommended is *VER3-05: Never Read Somebody's Diary*. Characters with the Distrust of Clan Rockhall, the Curse of Moradin, or the Disfavor of Clan Rockhall cannot play this adventure.

It is strongly recommended that the character play the previous adventures in this series prior to playing this adventure.

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

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

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

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

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being

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

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

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

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

Time Units and Upkeep

This is a standard one-round Regional adventure, set in Verbobonc. Characters native to Verbobonc pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Areas of Influence

No options from the Verbobonc Influence document may be used during this adventure.

Playtest Credits

The authors would like to thank the following play testers for their comments and feedback during the development of this adventure:

Carl Hewelt, Mark Kelley, Joshua O'Connor-Rose, Robyn Sanicki, Samir Shyamani, and Bryan Troyan, Michael Maenza, and Chad LaMontagne.

Before play begins

Characters having any of the following should be identified:

- **Black Iron Box** (from *VER2-02: Granite Keep*).

The rod from the Black Iron Box is useful throughout the entire adventure. It radiates *daylight* (as per the spell) out to a 10 foot radius. This suppresses the following effects within the radius:

- 1) The *shadow blend* special ability of any monster with the Shadow Creature template.
- 2) All effects described under Planar Convergence in the Environmental Effects section.
- 3) The benefit of *veil of shadow* (see *Drow Traits* below)

The rod must be actively held in at least one hand for these benefits to be available.

Only one person may possess the Black Iron Box for this adventure. If multiple characters possess this item, use the following guidelines to determine who actually has it:

- 1) Character with the strongest connection to the plotline (has played the most adventures in the series.
- 2) Dwarven cleric, paladin, or dwarven defender.
- 3) Character with the greatest amount of unused influence points with Clan Rockhall or the Dwarven Church.
- 4) Other – use your own method.

- **Spider Dagger** (from *VER3-06: Never Read Somebody's Diary*).

This item is sacred to drow and is used in their horrific rituals. They are enraged at seeing this dagger in the hands of non-drow. The drow in **Encounter 3: Stairway to Hell** attack any character possessing this dagger before attacking others. If multiple characters have this item, they start with the weakest-looking one and move up.

- **Journal of Grimbold Ironshanks** (from *VER5-01: Deep in the Lortmils*).

Characters with the journal receive the Journal handout before the adventure begins. Tell them that portions of the journal may be relevant to the adventure, but they don't know which ones. The intended effect is to simulate previous reading that may prove relevant to the current situation.

Environmental Effects

All areas covered in this adventure are under several magical effects that inhibit the adventurers.

- **Planar Convergence**

The illithid city was banished to the plane of Shadow thousands of years ago, sealed away by wards of ancient elven magic. The mining of the dwarves damaged the wards, releasing the city from Shadow. However, when Obon Rockbreaker sealed Granite Keep to prevent the evil from escaping, his magic reinforced the remaining wards and restored them – to a point. Though the illithid city was sealed away again, the effects of the Plane of Shadow were still manifest.

Thus, the entire area is treated as if it was the Plane of Shadow for the following effects:

Enhanced Shadow Magic: Spells with the shadow descriptor are enhanced. Such spells are cast as though they were prepared with the Maximize Spell feat, though they don't require the higher spell slots.

Furthermore, specific spells become more powerful. *Shadow conjuration* and *shadow evocation* spells are 30% as powerful as the conjurations and evocations they mimic (not 20%). *Greater shadow conjuration* and *greater shadow evocation* are 60% as powerful (not 40%), and a *shade* spell conjures at 90% of the power of the original (not 60%). To calculate the effect of such spells, take advantage of Maximize Spell to garner maximum hit points or maximum damage, then apply the percentage above.

Impeded Light and Fire Magic: Spells that use or generate light or fire may fizzle when cast. A spellcaster attempting a spell with the light or fire descriptor must succeed at a Spellcraft check (DC 15 + the level of the spell). Spells that produce light are less effective in general; all light sources (except for the rod from the Black Iron Box (see above)) have their ranges halved.

Despite the dark nature of the Plane of Shadow, spells that produce, use, or manipulate darkness itself are unaffected.

- **Elven Wards**

Powerful elven archmages used potent magic to seal away the illithid city. Having an extensive knowledge of the illithid's abilities and powers, the elves sought to prevent anyone from ever again reaching the illithid's and to prevent them from escaping.

The elven wards generate the following effects:

Enhanced Dimensional Lock: All forms of extradimensional travel and access are blocked completely. These forms include, but are not limited to, *astral projection*, *blink*, *dimension door*, *ethereal*

jaunt, *etherealness*, *gate*, *maze*, *phase door*, *plane shift*, *shadow walk*, *teleport*, or any similar spells or abilities. Any and all such spells or abilities active on a creature when they enter the area are immediately dispelled. In addition, extradimensional spaces and containers (bags of holding, *Heward's Handy Haversack*, *portable hole*, etc) are inaccessible.

Impeded Summoning Magic: Spells with the summoning descriptor are inhibited and may fizzle when cast. A spellcaster attempting such a spell must succeed at a caster level check (DC 18 + APL). This effect extends to magic items that summon (wand of *summon monster*, *bag of tricks*, *bracelet of friends*, etc) and creatures summoned by virtue of a class ability (paladin mounts, etc).

- **Drow Traits**

Due to the prolonged coexistence of the Plane of Shadow, the drow in this adventure have replaced their ability to cast *darkness* with *veil of shadow*. See *Appendix 2: New Rules Items* for more on this spell.

- **Underground conditions**

This adventure takes place entirely underground. Unless otherwise noted in the text, the only light available is what the characters have brought with them. Be careful to only provide appropriate information.

The boxed text assumes the characters have sufficient light to see the environment. Paraphrase accordingly depending on the amount of actual light available.

Adventure Background

Part I: Memories of the Ancient Evil

In the ancient past, a sprawling city of Illithids dominated the landscape prior to the coming of man. The city, located deep underneath a great forest, was known to the elven wizards of the time as Shu'myndylort Mil'thana'dun – a name whose origins have no translation in the tongue of men, elves, or any of the younger races. In a fierce and epic struggle, elves and illithids contended in a war that devastated the forest. In the end, the elves could not completely destroy the illithids – though they could contain them. Casting a spell of great power, the likes of which had not been seen since the fall of the dark elves, three of the most powerful elven archmages of the time sacrificed themselves in an attempt to seal the city forever in a planar prison. The illithids managed to warp the energies of the spell, but were still bound away in the plane of Shadow – where

they could see the world from which they had been banished, but never interact with it. To prevent discovery of this city, great mountains were raised, encasing the wards within tons of rock and stone. It was hoped that memories of the ancient evil would fade. However, fragments of the city's name managed to survive time's passage – evolving into a single word that became synonymous with the mountains themselves – Lortmil.

Sealed away from the world, the illithids found their ability to shift between the planes constrained by their prison. For thousands of years, the city lay sequestered in exile from Oerth – the drifting and cyclical nature of the planes prevented them from embarking on regular attempts to break from their prison. Thus, they plotted and calculated for the time when their home-in-exile might be close enough to the Material Plane to attempt an escape. As time passed, the illithid's found methods of adapting to their new environment as their bodies became infused with the essence of Shadow. This allowed them to partially use their plane shifting powers, appearing as dark wavering apparitions in the world but enabling them to see what had changed since their departure.

Part II: Mountains of Iron and Mithral

Centuries past and the elves withdrew into seclusion. From out of the west, seeking a new life for his clan, came Grodog Rockspitter of Clan Rockhall. Discovering mountains of iron and mithral, as well as other metals, the clan settled in the mountains. The centuries rolled as they constructed their great city, Ulthak-Nor, and soon they began mining the ore from the mountains. Though they discovered evidence of the wards, the dwarven mages were unable to decipher their meaning. The mining of the dwarves attracted the attention of those who sought to take by force what the dwarves had gain by diligent toil. The duergar, never large in numbers, nevertheless proved to be a nuisance in Clan Rockhall's side, though never so much that they sought to permanent rid themselves of the duergar. Perhaps if they had been more attentive, Rockhall's fate could have been averted. Seeking markets for their wares, the dwarves sent members to establish trade outposts on the surface, eventually founding the town of Iron delve and constructing the surface city of Granite Keep.

Part III: The Wards of Millennia Past

As the dwarves continued their mining, weakening the wards of millennia past, the illithids observed them from afar. Slowly, their planar prison drifted closer once again to the material world. As the planar boundaries weakened, the shadowy illithid apparitions began to influence and entice the dwarven miners toward the

wards. The wards were balanced in such a way that destroying one would weaken them enough to permit entry. Though the planes prevented the illithids from controlling the dwarves outright, it was enough to influence their choices. As the illithids tightened their control, the duergar increased their assaults on Ulthak-Nor. Thus it was on that day, when the first ward was sundered unknowingly by dwarven miners. In a flash of dark brilliance, Shu'myndy'lort Mil'thana'dun shimmered back to the world. Though not fully corporeal, due to the remaining wards, it was enough to let the illithid's escape their prison.

Part IV: Retreat from Ulthak-Nor

The battles that raged after that became the essence of legend, as Clan Rockhall fought against the duergar and the illithids of ages past. The steadfastness of the dwarven warriors held off the onslaught for many years, but they could not hold out forever. A rogue drow enclave felt the return of the illithid city, the planar reverberations echoing in the mind of their matron mother. Striking a bargain with the duergar and the shadow illithids, MyzBaronis Mal'Viconia, summoned a powerful creature, an aspect of Ghunadaur. In the face of such opposition, the dwarves could do naught but retreat to the surface. So it was that Ulfgar Rockspitter, thane of Ulthak-Nor and wielder of Clan Rockhall's ancestral weapon, *Worm Slayer*, led his people to the surface city of Granite Keep. It was here that the clan elders met in council, calling for the sealing of both the surface city and their home under the mountain. Obon Rockbreaker, cousin of the thane, personally crafted the seals. The magic of Moradin lent strength to his crafting, creating a stonework of such craftsmanship that, when finished, none could identify where the entrance was to their former home. Many of the priests and warriors were lost in the retreat from Ulthak-Nor to Granite Keep. Had Obon had more time to craft, perhaps the wards would have lasted longer.

The wards to the city were keyed to three items of dwarven spirit and antiquity – a holy symbol of Moradin, a shield crafted with the hands of a Rockhall smith, and *Worm Slayer*. Thus sealed, the dwarves sought a new refuge where they could gain strength and retake their lost home.

Part V: Pilgrimage

Ulfgar led his clan from the mountains to a high mountain valley near the eastern portion of the Lortmils just on the edge of the Kron Hills. Leaving on a pilgrimage to find other dwarven nations, with the help of Grimbold Ironshanks, Ulfgar secured the head of *Worm Slayer* in a crystal cave formation beneath the town of Iron delve. Here it was to be held until the

reuniting of the dwarven peoples that would drive the evil from their ancestral home. Crafting a new axe blade, he fitted it on the handle of *Worm Slayer* and left on his journey. He fell to an ambush of a savage humanoid tribe nearly losing the axe. He was sold to a band of pale-faced humans migrating from the south. The humans took their newly gotten slaves and forged towards the great forest. A temple was built using the craftsmanship of the dwarves combined with their magic. This temple sat to the east of a boggy fen on the western edge of the great forest.

Not all of the shadow illithids were bound by Obon Rockbreaker's wards. Unbeknownst to the dwarves, their magic served to reinforce the remaining elven wards, and once again cast the illithid city into the planar prison – but not completely. Though the city was bound, still was it anchored to the Material Plane, not to drift away with the ebb and flow of the planes. The rebinding of the city sealed within a great many of the illithids, but some – those not within the city – did escape. Their sense of the magic sealing their brethren led them to Iron delve, where they and their minions – magma elementals, duergar, and those drow who had adapted to the surface – lay siege to the town. Grimbolt Ironshanks and Obon Rockbreaker led their few remaining kinsmen in battle against the evil that had pursued them. Without the strength of their kin, the illithids were defeated and driven off.

Part VI: Passing the Legacy

Leaving Iron delve, Obon Rockbreaker departed with his family for the western edges of the Lortmils - strong in spirit but diminished from years of battle. Nestled in a quite fertile valley, they spent several years reshaping the mountain face as was done at Granite Keep. Here Obon shaped a replica of the gates to Granite Keep and a final resting place for him and his few kinsmen that followed him from their beloved valley.

The leader of Clan Rockspitter led his followers' north by west until they found a home near the edge of the Lortmils bounded by high walls of granite and close proximity to the hills of the Kron. The Clan Leader decreed that after three generations, the first-born son of the clan leader would seek the Valley of Granite Keep once more. Upon the start of the quest, the son of Rockhall would not have his name spoken until the Valley of Granite Keep was found or upon his return at the fall of the Clan Leader when he would assume leadership of the clan passing the legacy to his first born son. So it has been for the last four generations unto this day.

Other Adventures in this series

The Dwarven Series is an epic story covering five years and seven Verbobonc regional adventures. This summary provides the DM with some background on the events in this series. You should find out which characters have played previous adventures in this series, as their character will be known by some of the NPCs in this adventure.

In **VER1-01** *Noble Ambitions*, the characters saved Thuldon Rockspitter, Thornblade's son, from a dungeon full of orcs and ogres. In gratitude, Thuldon agreed to serve Lady Asbury as a smith for five years. He confided in the adventurers that the eldest noble son of Clan Rockhall (that is, Thuldon himself) is tasked to find the entrance to Granite Keep. This is a life-long quest, and Thuldon is happy to trade five years of service in exchange for his life, and the ability to resume the quest once his service is done.

In **VER1-07** *Knocking on the Keep*, Thuldon asked the characters to deliver his fiancée, Gelten, to Clan Rockhall, along with a request for some mithral to work with. The characters were able to recover an orcish standard, which had been made of the haft of *Worm Slayer*. In thanks for the return of (half of) their precious artifact, the Rockhall dwarves gifted some characters with a *Shield of Rockhall*.

In **VER2-02** *Granite Keep*, the characters followed the rumors of a peasant boy and discovered the tomb of Obon Rockbreaker. This tomb showed what the entrance to Granite Keep looks like, and how to open it with the three keys (the holy symbol, the axe, and the shield). This tomb also held an encoded journal, and a strange box containing a metal rod.

Obon Rockbreaker's ward has not kept the drow and their allies underground; **VER3-06** *Never Read Somebody's Diary* tells of how the drow are preparing to raid the surface, although they are trying desperately to keep their presence masked for now.

In **VERS4-01**: *Return to the Fens of Tor*, the characters are summoned to Asbury Manor, where they learn of a dwarven assassin who felled twelve of Lady Asbury's guardians and cast Thuldon into a deep sleep. Pursuing the trail of the assassin, the party ventured into the ruins of a temple in the Fens of Tor. There, they encountered a party of derro wielding an axe that contained the spirit of Ulfgar Rockspitter. Defeating the derro freed Ulfgar's spirit and released Thuldon from his throes.

VER4-05: *Dwarven Dawn* has the characters searching for Rukar Granitesplitter, a dwarven druid whom Thuldon wanted to talk with regarding his family

lineage. Tracking Rukar to the town of Loren's Ford, the characters learn of others who are also interested in Rukar. Trailing Rukar and those who sought him led the characters into the Lortmil Mountains, where they discovered duergar and drow working together. They rescued Rukar from his captors and, in the process, located the lost entrance to Granite Keep.

Thuldon's dreams and conversations with Rukar led him to believe that information in the town of Iron delve could be found that would lead to the discovery of *Worm Slayer's* resting place. **VER5-01: *Deep in the Lortmils*** describes the journey to Iron delve, where the characters met Balin Rockshaper, Forge Father of the Shrine of the Soul Forge and custodian of a journal, written by Grimbolt Ironshanks.

In reading the journal, the characters discovered strange runes identical to those on the rod found in the mysterious black iron box found in the tomb of Obon Rockbreaker.

Following the notes of the Journal, the characters discovered a mysterious wall that opened only to the presence of the rod, now glowing with a soft light. Beyond the wall, a tunnel led through the mountains to a great crystal wall and stone guardians – statues of dwarven warriors of ages past. In the presence of the rod, the statues knelt in deference and the wall dissolved to reveal a great cavern. Inside the cavern, a second crystal wall appeared to contain the head of a great axe. An old dwarven priest of Vatun, Grobb Winterdark, was also in the cavern.

Taking the characters through a ritual, they met the spirit of Ulfgar Rockspitter in a vision. Showing them the flight of the dwarves from Ulthak-Nor and the sealing of Granite Keep, he also showed them how the dwarves foes were also aiding the Cowled Lady, leader of the giant armies in Verbobonc. Promising to aid the dwarves, Ulfgar allowed the characters to recover *Worm Slayer*. Returning to Thuldon, they then traveled to Granite Keep, where the doors were, at long last, opened.

The final step of this great saga is to banish those responsible for the dwarven exile – the shadow illithids and their minions.

Adventure Summary

The adventure begins deep in the Lortmil mountain range, in the midst of Clan Rockhall's fight to retake their homeland. The characters are asked by Thuldon to pursue a group of duergar and drow into the mines, in the hopes that they will lead the characters to the masterminds behind the evil.

Pursuing the creatures, the party encounters a cleverly designed booby trap that collapses the entrance, preventing any retreat and warning the creatures ahead of the party.

Emerging past the trap, the party comes to a steep stone staircase crossing a great chasm. Drow archers are on either side of the chasm and an ogre awaits the party at the bottom.

Beyond the chasm, the party finds a rift in the earth, and experiences a vision of the past, conveying information regarding the shadow illithids and their origins.

Descending into the rift, the party finds an ancient stone room of elven manufacture with a shaft descending down into a lower room. This lower chamber is lined with runes, and the illithids are here attempting to destroy them to bring their city back to the Material Plane.

The ending depends on whether there is a dwarven character or a character with the Black Iron Box (from VER2-02: *Granite Keep*) in the party. These characters become a channel for the dwarven god, Moradin. Moradin summons the souls of those who fought against the shadow and storms the illithid city, destroying it. With the destruction of the city, the shadow disappears and Rockhall reclaims its ancient home.

Introduction: City of Shadows

This adventure begins on the outskirts of Ulthak-Nor.

Note: Characters who possess the Black Iron Box notice that the rod is glowing with a bright light (as per the *daylight* spell).

How long have you been down here? Days? Months? The gloom that pervades the tunnels beneath Granite Keep seems to sap your strength and blur time down here. One thing is certain, though: the war is not over.

The tales say that the war began hopefully, with small forces of dark dwarves retreating in the face of Rockhall's might. With the confidence of conviction, Rockhall and its allies surged forward to reclaim their homeland. Pursuing their foes into the ever-increasing gloom proved to be a costly mistake, however, as the allies encountered a vast army of creatures – minions of shadow and dark creatures of evil.

Too quickly, the reclamation became an ambush, further compounded by strange magic inhibiting the

use of teleportation. Horribly outnumbered, the withdraw turned into a rout, with the cost in lives only realized in the aftermath. It began with the discovery that Thornblade Rockspitter, Thane of Clan Rockhall, was among the fallen. Worse still was learning that many others had been captured for some dark rite or sacrifice.

Undaunted, Rockhall's allies dispatched teams to reclaim the imprisoned, to discern weaknesses that might be exploited, and devised a plan to vanquish the enemy. The ensuing battle shook the very foundations of the mountains, achieving at long last the gates of Ulthak-Nor – only to discover that it was not over.

A shimmering barrier of shadow, as tall as the great vault of Ulthak-Nor, stood where the city had been. Through this barrier could be seen not only Ulthak-Nor, but the image of a second city of twisted towers and impossible angles – overlaying the dwarven city like an unholy apparition. The barrier has, so far, proved impenetrable to any magic or power.

Throughout the cavern, the dwarven army has scattered, engaging the remaining pockets of resistance. Not far from you stand a battalion of warriors with Rockhall's arms. With them is particularly pitted and scarred commander. Noticing your presence, Thuldon Rockspitter, Thane of Clan Rockhall after the death of his father, Thornblade, lets a small sigh escape from his lips.

Characters that have played previous adventures in the Verbobonc Dwarven series will be known to Thuldon. Paraphrase the following to account for how well Thuldon knows the characters.

"By Moradin's hammer, thank you for coming to our aid." Taking a moment, he brushes the dust of war off his hands and clasps each of yours in turn, his sigh turning to a smile at the sight of friendly faces.

"I'll come to the point, because I believe time is of the essence. The ancient tales that survived our exile tell that the shadow appeared over our city like a great tear in space. It wasn't the duergar or drow, though they were a problem even back then. No, it was something else. The tales don't record exactly what, but they do mention where they first appeared." He points to some crumbling tunnels on the other side of the vault. "The histories say they first appeared in our deepest mines. Many were found with their heads torn open, as if some creature had burrowed in – or out."

As Thuldon speaks, the ground rumbles and the flickering energy surrounding city pulses in a radiating flash.

Have the characters make a DC 15+APL Will save. For those who successfully made the save, read the following:

As the energy washes over you, the feeling of ancient and foreign evil briefly touches your mind. You glimpse two large eyes, dark and without pupils, surrounded by a rippling mass of shadows.

Thuldon asks if everyone is alright, then continues.

"That's the third time it's done that. Each time, Ulthak-Nor seems to get less ... clear and the other place becomes more solid.

If you came to help, I ask for it now. The old tales are pretty clear that the evil was released from deep within our mines. Most have long since collapsed but there is one tunnel still open. I know it's open because we tracked a fleeing party of drow and duergar who fled that way several hours ago."

He faces you, face etched with exhaustion. "I can't send my army into those mines, because if that other city takes away Ulthak-Nor, we need to be able to fight whatever comes out. I think the answer lies down in the mines, but I can't go. Will you?"

The questions that the characters are likely to ask will depend on how familiar they are with the Dwarven story line. Paraphrase accordingly.

What would our reward be for helping you?

Thuldon's eyes narrow at the mention of compensation. "Ya came down to assist us of your own free will, and now ya have the gall to ask about money in the midst of a war?! If the gratitude of my clan isn't enough for your greedy soul, then be on your way. Our homeland will not be won back by the likes of you."

What do you think is down in the mines?

"My heart tells me we've not yet seen the true evil behind this. All this – " he gestures toward the city – "is but a distraction, but one we can't ignore."

Turning back to the tunnel, he continues. "The fall of my people began in the mines, where the evil was released. That's where the drow and duergar are headed. I'm doubting that any would go that way unless it were to report back to them. I'm hoping they'll lead you there."

What about this black iron box?

Thuldon shakes his head, "No more now than when ya first found it. I was as surprised as you were when you told me about how it was used to find Worm Slayer's head. The way it glows, though, tells me that its use isn't over with yet."

There's elven magic around here.

"Yeah, I've heard that from others as well. But my family lived in these halls for thousand years – there was never any elven magic around here then. I don't know what it is."

Development

The characters may want to use some of their skills to find out more about the area and the effects.

Spellcraft: This can reveal something about the magic pervading Ulthak-Nor, when used in conjunction with *detect magic*.

DC 23: The effect is abjuration magic.

DC 28: It's similar, but not identical, to a *dimensional lock* spell and far more powerful.

DC 34: The effect seems to cover a far greater area than would be possible for *dimensional lock*, possibly by the use of anchor-points, like runes or glyphs.

DC 39: The spell has been in effect for over 4000 thousand years, and has been augmented within the past 500 years. The effect would have failed completely if it had not been augmented.

Elven, half-elven, and dwarven wizards can identify that the original magic was elven, but has been augmented by dwarven magic.

Knowledge (planes): The effects of the plane of Shadow and its convergence here can be identified.

DC 15: The Plane of Shadow inhibits the casting of fire and light spells. It also amplifies shadow magic

DC 20: The Plane of Shadow has native versions of many plants and animals found on the Material Plane, but they are dark, twisted variants.

DC 25: Many dangerous monsters, such as the shadow mastiff and nightstalker, call the Plane of Shadow home. Also, creatures that spend a long time there can become adapted to the plane and have their essence infused with shadow.

DC 30: The large area covered strongly suggests that the Plane of Shadow is partially coexistent with this plane. Additionally, there seems to be a coterminous point

somewhere beneath the city of Ulthak-Nor, serving as an anchor for the shadow city.

For every five (5) points past DC 30, the character learns one bit of useful information about creatures with the Shadow template.

Knowledge (history): This can be used to recall pieces of information about the area.

DC 15: The dwarves of Clan Rockhall used to call this area home, but were driven out around five hundred years ago.

DC 20: The dwarven city of Ulthak-Nor fell first, followed by Granite Keep – the surface outpost. However, before the creatures could escape, Obon Rockbreaker crafted powerful wards, sealing the monsters within the keep. He keyed the wards to three items of dwarven heritage and antiquity: the axe *Worm Slayer*, a holy symbol of Moradin, and a Shield of Rockhall.

DC 25: Duergar and drow were among those that drove Clan Rockhall out, but it is believed that they acted at the direction of a group of powerful illithids.

DC 30: There are tales that the mountain area was once part of the Gnarley Forest thousands of years ago, but was destroyed in some ancient battle that included the elves

DC 35: The elves warred with an evil city of illithids in the middle of the forest, but could not destroy it completely because the evil was too powerful.

DC 40: Three powerful elven archmages sacrificed their lives to erect a spell of great power that banished the city 'beyond the veil.' To prevent the city from ever returning, wards were established, and mountains were raised to enclose the location and prevent others from finding it.

DC 45: The name of the city was Shu'myndy'lort Mil'thana'dun. Portions of the city's name have survived down through the ages, becoming synonymous with the mountain range erected to cover it – Lortmil.

Onward

When the characters are ready to move on, read the following.

As you move to leave, Thuldon stops you with a hand on the arm. "Be careful. I'm bettin whatever's down there has been there for a long time – longer than I've been alive. It's not going to go quietly and it won't be easy. Moradin's blessings go with you."

If a character possesses the black iron box, read the following:

The light gleaming from the rod seems to pierce the darkness and gloom, casting away the shadows. As its warmth washes over you, you feel a tugging from the rod – toward the tunnel shaft.

The party is probably prepared – after all, they haven't done anything yet. Once they're ready, proceed to **Encounter One**.

Encounter One: Descent into Darkness

Get a marching order before setting off.

The rumbling of war echoes through the hewn granite wall as the tunnel winds downward into the darkness. Even after this long, the tunnel, though showing signs of neglect, still seems sturdy and well made.

Malog the Duergar and his drow allies – Miz'rit Mal'Viconia and Dis'peck Mal'Viconia fled this way five hours ago.

Tracking: There are a number of tracks to be found here, but it also depends on when the party starts looking for them. If they blunder around, the tracker will have a harder time picking out the printers.

DC 24: A medium-sized creature came through here about five hours ago.

DC 26: The creature was dwarf-sized. He was accompanied by a couple of elven-sized creatures.

DC 30: They seemed to be taking pains at hiding their trail.

DC 33: Several days ago, the same party came this way, this time accompanied by large two-legged creature. They returned back up the shaft yesterday, alone. (Rangers with favored enemy (giant) recognize the footprints as that of an ogre)

For each round the characters spend before attempting to track, apply a -1 cumulative circumstance penalty – unless they specifically state they are trying to be careful.

Once the party is finished, continue. It takes about an hour to reach **Encounter Two**.

Encounter Two: Point of No Return

Ahead of you, the shaft suddenly levels off and opens into a tunnel through a large arched doorway. The two columns buttressing the arch are made of two giant sized statues of dwarves facing each other and wearing full plate armor. The pain on the faces of the two grim warriors is so skillfully sculpted that one can almost feel the weight of the mountain bearing down on their enormous tower shields that converge to form the apex of the archway. Upon their armor and shield lies the crest of Rockhall.

The foot traffic here is more pronounced than the tunnel you exited from, and obviously continues across the down a rough set of stone stairs.

These are normal statues; however characters who previously played *VER5-01: Deep in the Lortmils* may be wary. Have fun with this.

Characters making a DC 10 spot check notice the following:

Near the center of the tunnel, there seems to be a lot more foot traffic, as if whoever stopped and spent some time there.

The doorway is ten feet wide and almost ten feet tall at the apex. The bypass for the trap is just on the other side of the doorway five feet beyond the door on the left hand side of the tunnel. Start tracking player movement the moment they enter the room.

The Double-Trap

Note: Thoroughly familiarize yourself with this section.

Knowing that they were going to be followed, Malog had some of his kin set a particularly complex double trap. The main trap, an avalanche trap, is itself trapped to prevent tampering.

Upon discovery of Trap 1 (The Real Trap), the character must make a Sense Motive check (DC10+APL) to discover the presence of Trap 2 (The Booby Trap).

Success means that the character can attempt to disarm Trap 2 before Trap 1.

Failure means that the character does not discover Trap 2, which is automatically triggered when the character attempts to disarm Trap 1 (The Real Trap).

Any damage dealt by Trap 2 (The Booby Trap) requires a Concentration check, with failure meaning that Trap 1 has been triggered.

At APL 4, the Concentration DC is 10 + half the continuous damage last dealt each round for the duration of the spell.

At APL 6 and higher, the Concentration DC is 10 + damage dealt.

Remember that it takes 2d4 rounds to disarm a trap. The character may attempt to disable the device in one round by adding +20 to the Disable Device check.

Once Trap 1 is either disabled or triggered, keep track of the number of rounds the characters spend. That is the amount of preparation time the monsters have in **Encounter Three**.

APL 4 (EL 5)

✂️**Trap 1 (The Real Trap):** Small Avalanche: CR 2 (CR +1 for extra mechanics); mechanical; location trigger; no reset; Atk +10 (2d8); Search DC 24; Disable Device DC 24; hidden bypass adjacent to each door of room, 5 round delay, Search DC 25.

Note: Damage applies only to those in the 6 square area of the avalanche.

✂️**Trap 2 (The Booby Trap):** *Melf's Acid Arrow* Trap: CR 4 (CR +1 for extra mechanics. See notes.); Magic device; proximity trigger (alarm); automatic reset; Atk +6 ranged touch; spell effect (*Melf's Acid Arrow*, 3rd level wizard, 2d4 acid/round for 2 rounds); Search DC 29; Disable Device DC 29.

APL 6 (EL 7)

✂️**Trap 1 (The Real Trap):** Small Avalanche: CR 4 (CR +1 for extra mechanics. See notes.); mechanical; location trigger; no reset; Atk +10 (2d8); Search DC 29; Disable Device DC 29; hidden bypass adjacent to each door of room, 5 round delay, Search DC 25.

✂️**Trap 2 (The Booby Trap):** *scorching ray* Trap: CR 6 (CR +1 for extra mechanics); Magic device; proximity trigger (alarm); automatic reset; Atk +6 ranged touch; spell effect (*scorching ray*, 3rd level wizard, 4d6 fire); Search DC 29; Disable Device DC 34.

Note: Damage applies only to those in the 6 square area of the avalanche.

APL 8 (EL 9)

✂️**Trap 1 (The Real Trap):** Small Avalanche: CR 6 (CR +1 for extra mechanics); mechanical; location trigger; no reset; Atk +14 (2d8); Search DC 34; Disable Device DC 34;

hidden bypass adjacent to each door of room, 3 round delay, Search DC 25.

Note: Damage applies only to those in the 6 square area of the avalanche.

✂️**Trap 2 (The Booby Trap):** *scorching ray* trap: CR 8 (CR +1 for extra mechanics); Magic device; proximity trigger (alarm); automatic reset; Atk +6 ranged touch; spell effect (*scorching ray*, 3rd level wizard, 4d6 fire); Search DC 34; Disable Device DC 34.

APL 10 (EL 11)

✂️**Trap 1 (The Real Trap):** Small Avalanche: CR 8 (CR +1 for extra mechanics); mechanical; location trigger; no reset; Atk +19 (4d6); Search DC 38; Disable Device DC 38; hidden bypass adjacent to each door of room, 3 round delay, Search DC 25.

Note: Damage applies only to those in the 6 square area of the avalanche.

✂️**Trap 2 (The Booby Trap):** *scorching ray* trap: CR 10 (CR +1 for extra mechanics); Magic device; proximity trigger (alarm); automatic reset; Atk +8/+8 ranged touch (2 rays); spell effect (*scorching ray*, 6th level wizard, 4d6 fire); Search DC 38; Disable Device DC 38.

APL 12 (EL 13)

✂️**Trap 1 (The Real Trap):** Small Avalanche: CR 10 (CR +1 for extra mechanics); mechanical; location trigger; no reset; Atk +22 (6d6); Search DC 42; Disable Device DC 42; hidden bypass adjacent to each door of room, 3 round delay, Search DC 25.

Note: Damage applies only to those in the 6 square area of the avalanche.

✂️**Trap 2 (The Booby Trap):** *polar ray* trap: CR 12 (CR +1 for extra mechanics); Magic device; proximity trigger (alarm); automatic reset; Atk +12 ranged touch; spell effect (*polar ray*, 15th level wizard, 15d6 cold); Search DC 42; Disable Device DC 42.

Development

If the characters fail to detect or disarm Trap 1, read the following:

Suddenly, you feel a low rumbling in the ground and walls. The whole of the cavern shakes and rumbles for several seconds as the way behind you fills with rock. Any hope of a stealthy assault seems lost and the way behind you is blocked leaving little option but to continue knowing that your presence has been announced.

Any character within a six (6) square area of the cavern entrance takes damage. Also, note which direction characters attempt to flee. If they end up on the wrong side of the avalanche, they will be unable to continue unless they find some means of removing the debris. Remember that extradimensional spells (*dimension door*, *phase door*, etc) do not work to bypass the obstruction. *Passwall*, however, works.

Once the characters proceed, read the following:

You pass through the second dwarf archway and see a bend in the path up ahead.

The path leads immediately into **Encounter Three**.

Encounter Three: Stairway to Hell

The passageway bends forming a small antechamber. Another archway, braced by an identical pair of dwarven statues, lies ahead. This archway opens up into an enormous chamber. The chamber is so wide that only a few of you may be able to see the sides in the distance. All of you, however, take note of a steep and narrow stair that plunges headlong into the blackness of the chamber. Only darkness is seen surrounding the perilous stair on either side.

The drow, duergar, and ogre are all working together at the behest of the shadow illithids. Their job is to prevent any characters from go further or from escaping.

The two drow (Miz'rit Mal'Viconia and Dis'peck Mal'Viconia) are particularly nasty and take time to enjoy things if Shag'nor the Ogre is beating a character to a bloody pulp. Malog Duskrender, the duergar cleric, only appears at APL 12. His job is to keep Shag'nor going and to hinder the party. Under no circumstances will he reveal himself unless he is already discovered. If the fight goes poorly, he flees to alert the illithids, and then backtracks around the party to escape.

The chamber is 80' wide and 130' long. Only those with darkvision or low-light vision can see the sides of the chamber without using light. A DC 15 Spot check can make out what appear to be ledges that run down the chamber sides even with the stairs. These are natural stone fortifications that grant cover to the drow archers. Any character that spots the ledges can make a second Spot check against drow archers (APL 4-10, Hide +7 (+3 Dex, +4 cover); APL 12, Hide +8 (+4 Dex, +4 cover)) to notice them. They are peeking above their cover waiting for the PCs to all make their way onto the bridge before they attack.

About the stairs

The stairs are 10' wide and considered Steep (See *Dungeon Master's Guide*, p. 63). Characters moving up steep stairs must spend 2 squares of movement to enter each square of stairs.

Characters running or charging down steep stairs must succeed on a DC 10 Balance check upon entering the first steep stairs square. Characters who fail stumble and must end their movement 1d2x5 feet later. Failing the Balance check by 5 or more results in the character taking 1d6 points of damage and they fall prone in the square where they end their movement. Steep stairs increases the DC of Tumble checks by 5.

Unhallow effects

Two *unhallow* spells cover most of the cavern and the whole length of the stairs. These spells emanate *magic circle against from good* in addition to their other effects.

The first is positioned at the top of the stairs, where the characters enter. This *unhallow* is keyed to a *silence* spell.

The second is at the bottom of the stairs, near the ogre and he keyed to *dispel magic*, which doesn't prevent magic from being cast within its area of effect, it only neutralizes in-coming magic.

Both *unhallow* spells are keyed against any creature not worshipping Laguduer. Shag'nor, while not worshipping Laguduer, is largely unaffected by the *unhallow*.

Stairway to Hell

APL 4 (EL 6)

☠ **Drow Archers (2):** male drow Ftr1; hp 11 each; see Appendix One.

☠ **Ogre:** male ogre Ftr1; hp 43; see Appendix One

APL 6 (EL 8)

☠ **Drow Archers (3):** male drow Ftr1; hp 11 each; see Appendix One.

☠ **Ogre:** male ogre Ftr4; hp 72; see Appendix One

APL 8 (EL 10)

☠ **Drow Archers (3):** male drow Ftr3; hp 23 each; see Appendix One.

☠ **Ogre War Hulk:** male ogre Ftr4/War Hulk2; hp 85; see Appendix One

APL 10 (EL 12)

☠ **Drow Archers (4):** male drow Ftr4; hp 23 each; see Appendix One.

🐉 **Ogre War Hulk:** male ogre Ftr4/War Hulk4; hp 126; see Appendix One

APL 12 (EL 14)

🏹 **Drow Archers (6):** male drow Ftr5; hp 37 each; see Appendix One.

🐉 **Ogre War Hulk:** male ogre Ftr4/War Hulk4; hp 126; see Appendix One

👤 **Duergar Cleric:** male duergar Clr10; hp 90; see Appendix One.

Tactics: The tactics are different between the drow, ogre, (and, at APL 12, the duergar). However, they work to compliment each other. The drow concentrate on long-ranged attacks, disabling enemy spell casters. The ogre focuses on the front-line fighters. The duergar serves support for the ogre.

Drow Archers

Prior to combat, the drow activate their *veil of darkness* ability (giving them 20% concealment which is effective against darkvision). They wait for all characters to start down the stairs before launching the ambush. They target in the following manner, making use of their *knockback* arrows (see below).

- 1) Any characters in possession of the Spider Dagger.
- 2) Targeting spell casters.
- 3) Targeting enemy archers.

They ignore melee fighters, preferring to let the ogre/warhulk handle them.

The drow have a small quantity of *knockback* (See Appendix 2: New Rules Items) arrows. Whenever a *knockback* weapon hits its target, it initiates a bull rush attack in addition to dealing normal damage. To resolve the bull rush attempt, treat the projectile as a Medium creature with a +8 Strength bonus. The projectile doesn't provoke an attack of opportunity, and it always tries to push the target as far back as possible.

See **Falling off the stairs** for how to deal with knocking characters off the stairs.

Ogre:

The ogre is waiting for the characters past the stairs, where the chamber levels off. If the ogre sees the characters targeting the drow archers, he will try to assist in the ambush with his javelins (or rocks at APL 8 and higher), but he prefers to engage in melee.

At **APL 6**, he will try to bull rush opponents off the cliff.

At **APL 8**, he will try to sunder the weapons of those putting up too tough of a fight. He is familiar with dwarven tactics and will not try to bull rush them. He will also make use of his Great Swing or Mighty Swing ability if he has multiple attackers.

He will not go up the stairs, preferring his foes come to him.

Duergar cleric (APL 12 only)

Malog the duergar solely acts in a support capacity to the ogre, casting spells as necessary to bolster him.

If the cleric has preparation time (from being alerted in Encounter Three, for example), he casts the following:

Round 1: Turn *invisible*

Round 2: Cast *protection from energy (acid)* on ogre.

Round 3: Cast *spike stones*. It begins at the bottom of the stairs, and proceeds upward.

Round 4: Cast *wall of stone* across entrance to prevent escape.

Round 5+: Other spells as needed.

Falling off the stairs

Characters can be bull-rushed off the stairs by the *knockback* arrows and by the ogre. Those that are pushed off the stairs can make a Reflex save (DC 20) to grab onto the edge to avoid the fall. Failure indicates that they have fallen into the chasm (70 feet).

The chamber floor is also a steep incline matching the angle of the stairs. Those who fall roll additional 1d4x5 feet down hill. Those who survive the fall may try to climb out with a Climb check DC 20.

Development:

As mentioned above, Malog the Duergar flees if the party seems to be gaining the upper hand (though, only at APL 12). Everyone else stays to the bitter end, fearing either the wrath of the illithids or their matron mother.

Treasure:

APL 4: L: 124 gp; C: 0 gp; M: +1 longbow (x2), (396 gp per character each); +1 knockback arrow, (52 gp per character each); +1 large greataxe, (195 gp per character each)

APL 6: L: 96 gp; C: 0 gp; M: +1 longbow (x2) (396 gp per character each); +1 knockback arrow, (54 gp per character each); +1 large greataxe (195 gp per character each); +1 large breastplate (129 gp per character each).

APL 8: L: 80 gp; C: 0 gp; M: +1 *longbow (x3)* (594 gp per character each), +1 knockback arrow, (52 gp per

character each), +2 *large greataxe* (695 gp per character each), +1 *large full plate* (345 gp per character each).

APL 10: L: 106 gp; C: 0 gp; M: +1 *longbow* (x4) (791 gp per character each); +1 *chain shirt* (x4) (750 gp per character each); +1 *knockback arrow* (x2) (104 gp per character each); +2 *large adamantine greataxe* (945 gp per character each); +1 *large full plate* (345 gp per character each), *amulet of health* +2 (166 gp per character each); *cloak of resistance* +1 (83 gp per character each).

APL 12: L: 106 gp; C: 0 gp; M: +1 *longbow* (x4) (791 gp per character each); +1 *chain shirt* (x4) (750 gp per character each); +1 *knockback arrow* (x2) (104 gp per character each); +2 *large adamantine greataxe* (945 gp per character each); +1 *large full plate* (345 gp per character each), *amulet of health* +2 (166 gp per character each); *cloak of resistance* +1 (83 gp per character each); +1 *full plate* (221 gp per character each); *periapt of wisdom* +4 (1333 gp per character each).

Encounter Four: Shadows of the Past

The weight of the mountains presses down on you as follow the shaft deeper into the earth. Here and there, needle-thin veins of ore weave their way through the rock, testimony to the mineral riches previously mined by the Rockhall dwarves.

Ahead of you, the shaft abrupt ends at a great rent in the ground, as if it was torn open by enormous hands. The soft glow of light can be seen through the tear.

Suddenly, the ground starts to buckle and shake, causing the light to flicker. It flares outward in a burst of energy, like you saw before, blinding you momentarily.

In the afterimage of the flash, you see a vision:

You see a great forest with vibrant trees and natural beauty. Part of the forest, however, is not vibrant, but is withered and sickly. They provide a canopy, blocking the sun, for a city of twisted spires and impossible angles. Throughout the city, hideous creatures, twisted parodies of humans, elves, and other races, scurry about from building.

The forest is the Gnarley Forest as it existed some 4,000 years ago, as can be verified by a DC 25 Knowledge (History) or Knowledge (Geography) check.

A DC 14 Knowledge (Dungeoneering) identifies the scurrying creatures as meenlocks, servants of mind flayers.

Your vision locks on one creature as he darts into a spiraling tower and scuttles up a narrow flight of stairs to a laboratory. A dark creature, glistening with slime, turns to the scuttling humanoid. The tentacles around his mouth writhe, as if in anticipation, but the bloated white eyes betray nothing of the alien thoughts behind the face.

Your vision changes and you stand at some point high above the forest. Below you, an army of elves has surrounded the city and barrages of energy volley back and forth. The same mind flayer you saw before now stands on the top of his tower, arcane energy rippling around his hand. In a flash, the forward group of elves dissolves into dust and ash.

Again, the vision shifts and you see a group of three elven wizards – each stationed at three points around the illithid city, forming a triangle. As you watch, a great dome of energy forms around the city, and their bodies glow with power. For the longest time, the city seems to be resisting whatever spell is being attempted, but then it vanishes in a burst of blacklight. As it does, the elven wizards collapse to the ground – dead.

And now, a larger group of elven wizards appears. As they cast their spells, the ground begins to rumble and shake as great chunks of stone erupt from the ground. From the sky above, fiery meteors rush downward and meet the rising stone. This continues for several hours as stone rises from below and descends from above. When it finishes, where the illithid city stood a spur of a great mountain range can be seen.

This is the war between the elves and the mind flayers, abridged of course. The characters are seeing the elves banish the city and the creation of the mountains and wards to prevent its return.

Abruptly the vision ends. As your eyes adjust, you notice that the rent has been torn wider by the quake.

What's this about: The shadow illithids work to dismantle the remaining wards. As they make progress, the magic is destroyed in a pulse of energy that weakens the planar boundaries further. The three elven wizards sacrificed themselves to power the wards, and so their souls are bound to the warding rock. Though unable to directly intervene, they provide information in the form of the visions so as to enable others to act where they cannot.

Into the rent: The ground has been torn open sufficiently to let characters climb down without too much problem. A DC 10 Climb check is sufficient. Once the characters climb down, proceed to **Encounter Five**.

Encounter Five: Gateway to Night

The bottom of the stone fissure opens up into a stone corridor, completely unlike any of the previous tunnels. Carved into the rock, tiny symbols and glyphs are inscribed along each square inch of the surface. At regular intervals, a larger, more intricate rune is engraved, and it is these runes that glow in the soft glowed light. One end of the corridor appears completely collapsed, but the other end appears to open into a small chamber.

These runes are elven and describe the war with the illithids. They were placed here as a warning not to disturb the wards. Of course, by the time the dwarves reached this point, they were almost wholly under the control of the shadow illithids, so it didn't matter.

The smaller runes summarize the story of the vision and also of **Part I** in the Adventure History. The larger runes are part of the warding magic. Any character that speaks Elvish and makes a DC 15+APL Decipher Script check can learn of this history.

Continue from here once the characters proceed toward the opening.

The corridor opens into what seems to be a perfectly round room, approximate 40 feet in diameter, with a black dome-like ceiling. Sparkles of silver light dot the surface of the ceiling, forming obscure patterns and shapes. Directly opposite your entrance is another stone corridor that leads into an open room. Identical passages are on the left and right side of your entrance. Similar runes, like those in the stone corridor, line the walls of this room.

In the center of the room, a raised stone ledge – like that of a well – stands, yawning down into the darkness. Directly above the well, embedded in the ten-foot high ceiling, is a stone torus.

A DC 15 Knowledge (Architecture and Engineering) check identifies that the torus (a stone ring) can support a large amount of weight.

The three rooms were resting areas for the elven wizards as they prepared for the banishment spell that forced the illithid city out of the Material Plane. They have been

used by the illithid's as preparation rooms between their attempts at removing the wards.

The chamber was originally something of an observatory, with the movement of the stars mirrored on the ceiling, and was used as an aid to the elven wizards in determining the best time to attempt the banishment. Of course, it has been likewise used by the illithids in their work.

The illithids are working to remove the wards as the characters arrive. Unless the characters are taking pains to move quietly or mask their presence, they alert the illithids. If that happens, the illithids prepare for the characters. At no time, however, will they come up to deal with the characters – their work is too delicate and important to disturb unless the characters interrupt it.

Seeing down the Well:

Due to the presence of the Shadow plane coterminous point, the characters are unable to see anything down the well at all, beyond a few glittering motes of light. The characters are able to see normally once down through the well, but have problem seeing through it.

Any light source (torch, *everburning torch*, etc) is immediately suppressed if it is dropped through the well shaft. This is because the shaft and room below form the coterminous point where the Material Plane and the Plane of Shadow meet. A DC 30 Knowledge (planes) check confirms this.

If a character drops the rod from the **Black Iron Box**, it immediately goes dark once it leaves his hand, but likewise illuminates again once picked up.

The shaft is 10' in diameter down is only wide enough for one medium-sized person to climb down. An unassisted descent down the side of the shaft can be accomplished with a successful DC 25 Climb check. The shaft is too wide for a medium sized creature to brace against opposite sides of the shaft. A large sized creature, however, could do so decreasing the DC by 10.

Once the first person descends the shaft, proceed to **Encounter Six**.

Encounter Six: Final Reckoning

The room at the end of the shaft is twice as large as the one above it. The cylindrical room is 80' across and the ceiling is 60' high. The illithids (or half-illithids) are studying the markings on the walls of the room. They are fairly evenly spaced along the edge. Unless the PCs are making sure to be quiet, they are probably overheard

in the room above. The room has several large cracks in the floor. Only squares containing cracks are to be considered difficult terrain.

Note: all light sources, with the exception of the rod from the **Black Iron Box**, are suppressed if brought through the well shaft. However, this does not prevent light sources from being ignited/created after characters have passed through the shaft.

The shaft descends for about 30' feet before opening high above a chamber, very similar to the one above except on a larger scale. A black ceiling, sprinkled with motes of light, covers this room. Scattered along the perimeter are the same large glyphs as you saw above, completely filling the domed walls and casting a soft light. Unlike above, however, the walls of this room are transparent, causing the glyphs to appear as if they are floating in mid-air.

Through the transparent wall the twisted spires and warped geometry of the illithid city can be seen, however there is more. Beyond the city, you can make out a great vaulted cavern. It's the same cavern that Thuldor sent you from earlier.

The following box text depends on APL:

At **APL 4-6**, read the following:

Two figures stand at one end of the room, near a concentration of glyphs. Even in the soft light, you can see, though similar to the dark elves you faced earlier, they seem to have been changed into some horrible fusion of illithid and drow. The skin gleams with a coated slime or mucous and four tentacles hang down around where the mouth must be. The hands of one are bent in arcane interaction with the shimmering runes. The other one bears a glistening black chain of spikes and nails.

At **APL 8**, read the following:

Two figures stand at one end of the room, near a concentration of glyphs. Even in the soft light, you can see, though similar to the dark elves you faced earlier, they seem to have been changed into some horrible fusion of illithid and drow. The skin gleams with a coated slime or mucous and four tentacles hang down around where the mouth must be. The hands of one are bent in arcane interaction with the shimmering runes. The other one bears a glistening black chain of spikes and nails.

Floating directly opposite them is a monster out of the visions you have experienced since your sojourn began, but at the same time different. Glistening slime coats the writhing tentacles beneath two

bulbous gray eyes. The skin, blacker than night, seems to absorb the meager light from the glowing runes. The inhuman face shows no signs of outward emotion, beyond the tentacles that reach hungrily in your direction.

At **APL 10**, read the following:

Three figures float at equidistant points of this room, directly out of the visions you have experienced since your sojourn began. Glistening slime coats the writhing tentacles beneath two bulbous gray eyes. The skin, blacker than night, seems to absorb the meager light from the glowing runes. The inhuman face shows no signs of outward emotion, beyond the tentacles that reach hungrily in your direction.

With them are two creatures similar to the dark elves you faced earlier, but changed into some horrible fusion of illithid and drow. Glistening black chains of spikes and nails hang in their hands.

At **APL 12**, read the following:

Four figures float at equidistant points of this room, directly out of the visions you have experienced since your sojourn began. Glistening slime coats the writhing tentacles beneath two bulbous gray eyes. The skin, blacker than night, seems to absorb the meager light from the glowing runes. The inhuman face shows no signs of outward emotion, beyond the tentacles that reach hungrily in your direction.

Continue from here:

These are the creatures that drove Clan Rockhall from their home and forced them into a five-hundred year exile. A tentacle whips before you as your senses are assailed by thoughts foreign and evil. The battle is engaged!

This area was the concentration point for most of the elven wards. From there, they radiated outward like spokes in a wheel, carrying the magic from the central area to the limits of the area. The elves planned well, however, and the runes have proven resistant to tampering by the illithids (which is one reason why they had to control the dwarves in the first place).

As mentioned in **Encounter Five**, this is the coterminous point between the Material Plane and the Plane of Shadow. It is on this point that the illithid city is anchored. Through a quirk of planar geometry, even though the characters have descended deep into the earth, they are able to see across the illithid city into the great vault of Ulthak-Nor.

APL 4 (EL 7)

☞ **Half-Illithid drow:** male half- Mind-flayer drow Ftr1; hp 11; see Appendix One.

☞ **Half-Illithid drow:** male half- Mind-flayer drow Sor1; hp 8; see Appendix One

APL 6 (EL 9)

☞ **Half-Illithid drow:** half- Mind-flayer drow Ftr3; hp 24; see Appendix One.

☞ **Half-Illithid drow:** half- Mind-flayer drow Sor3; hp 15; see Appendix One

APL 8 (EL 11)

☞ **Half-Illithid drow (2):** half- Mind-flayer drow Ftr3; hp 24; see Appendix One.

☞ **Shadow Illithid:** Mind-flayer; hp 44; see Appendix One.

APL 10 (EL 13)

☞ **Half-Illithid drow (2):** half-illithid drow Ftr4; hp 34; see Appendix One.

☞ **Shadow Illithid (3):** Mind-flayer; hp 44; see Appendix One.

APL 12 (EL 15) (The Illithid Inquisition)

☞ **Shadow Illithid:** Mind-flayer Sor2; hp 71; see Appendix One.

☞ **Shadow Illithid:** Mind-flayer Rgr2; hp 85; see Appendix One.

☞ **Shadow Illithid:** Mind-flayer Mnk2; hp 73; see Appendix One.

☞ **Shadow Illithid:** Mind-flayer Rog2; hp 73; see Appendix One.

Tactics: At lower APLs (4-8), the illithids (Mind-Flayers) and half-illithids prefer to use their *mind blast* instead of engaging their foes directly. If the PCs are overheard in **Encounter Five**, they ready *mind blasts* against the first thing that comes down the hole.

Those with sorcerer levels will start casting *mage armor*.

Full shadow illithids will also use their *charm monster* spell like ability on fighter types if they are out numbered.

At higher APLs, shadow illithids with levels in melee classes (ranger, monk) use the concealment granted by the shadow template to engage weaker looking opponents. They also activate their *mirror image* ability.

The rogue and ranger will team up against a single character, trying to flank him.

The monk will initiate grapple and try to extract an opponent's brain.

The sorcerer, with his enhanced *mind blast* (Will save DC 21), will continue to *mind blast* as many non-stunned PCs as possible.

Treasure:

APL 4: L: 377 gp per character each; C: 0 gp; M: +1 *bracers of armor* (83 gp per character each); +1 *cloak of resistance* (83 gp per character each)

APL 6: L: 377 gp per character each; C: 0 gp; M: +1 *bracers of armor* (83 gp per character each); +1 *cloak of resistance* (83 gp per character each)

APL 8: L: 325 gp per character each; C: 0 gp; M: +1 *spiked chain* (194 gp per character each).

APL 10: L: 325 gp per character each; C: 0 gp; M: +1 *spiked chain* (194 gp per character each).

APL 12: L: 0 gp per character each; C: 0 gp; M: *Heward's Handy Haversack* (167 gp per character); *ring of counterspells* (333 gp per character); +1 *longsword* (193 gp per character); +1 *mithral chain shirt* (519 gp per character); *boots of striding and springing* (458 gp per character); *dusty rose ioun stone* (417 gp per character); +1 *rapier* (193 gp per character); +1 *studded leather* (98 gp per character); *dust of disappearance* (292 gp per character)

Note: Immediately after the last creature is killed, proceed to **Encounter Seven**.

Encounter Seven: The Homeless and Lost Shall Return

As the last minion of shadow falls to the ground, an eerie silence pervades the chamber. Slowly, the glyphs on the walls dim, until even their gentle light all but vanishes.

The conclusion has three possible endings, two of which are variations on each).

- 1) A party member has the Black Iron Box (from VER2-02: *Granite Keep*).
- 2) There is a dwarf in the party.
- 3) Neither the black iron box nor a dwarf is present.

Black Iron Box:

Read this section if anyone possesses the rod and Black Iron Box.

Troubleshooting:

It is possible that the character possessing the Black Iron Box may have loaned the rod to another character. If this happens, the rod magically appears back in the hand of its true owner. That character is the one to whom the effects described in this section happen.

It is also possible for multiple characters to possess the Black Iron Box. If this happens, choose the character with the strongest connection to the plotline (played the most adventures in the series, resident of Verbobonc, member of Clan Rockhall, member of Dwarven Church, etc.

Regardless of which character with the Black Iron Box is chosen, all of them receive the Replica of Worm Slayer. However, only the chosen character receives the Channel of Moradin reward.

Even the light from the rod dims, slowly replaced by a stream of golden motes that slowly encircle [character]. The stream of lights comes quicker and quicker out of the rod, wrapping [character] in a cocoon of radiance and lifting [him/her] off the ground.

A wave of heat draws your eyes toward the opposite side of the chamber, where the walls glow with a fiery light, revealing a black iron box. Slowly, the box changes shape, growing more massive. The top stretches outward into a point, while the base widens. Where previously the box stood is now a massive anvil, near the light of a great forge fire.

The cocoon of light around [character] expands outward into the shape of a huge dwarf. You can still see [character] inside the spectral figure. Clutched in [his/her] hand, the rod has likewise changed shape, thickening and lengthening into a great hammer of war.

Dwarven Party Member

Read this section if no one has the black iron box, but there is a dwarf present in the party.

Troubleshooting:

If there are multiple dwarven characters, choose one that has the strongest connection to the plotline i.e. played the most adventures in the series, member of the Clan Rockhall metaorg, possesses a Shield of Rockhall, etc.

This character receives the Replica of Worm Slayer at the end of this adventure.

Suddenly, rays of brilliance shoot out of [character]'s eyes, bathing the chamber in light. The rays strike the glyphs and rebound back on [character], wrapping [him/her] in a cocoon of radiance and lifting [him/her] off the ground.

A wave of heat draws you eyes toward the opposite side of the chamber, where the walls are glowing with a fiery light, revealing a massive anvil near the light of a great forge fire.

The cocoon of light around [character] expands outward into the shape of a huge dwarf. You can still see [character] inside the spectral figure. Clutched in [his/her] hand is a great hammer of war.

Continue from here for Options 1 and 2.

The dwarf walks over to the anvil, a look of anger and fury across his face. Heaving the warhammer, he brings it down in a glittering arc to strike the anvil. The sound thunders across the chamber as a burst of sparks streak out and the ground rumbles in response. Again, he strikes the anvil, sending the thunder ringing out, accompanied by more sparks and more rumbling. A third time this happens, flooding the room in motes of light that do not die away, but instead gain substance. As you watch, the sparks form into the shape of dwarven warriors, their armor pitted and scarred. Impossibly, the entire chamber is filled with hundreds of dwarven spirits.

With a cry of vengeance five hundred years in the making, the army of souls moves as one, surging across the shadow boundary into the illithid city. Immediately, the ground shakes and buckles in response. Bursts of light radiate across the dark city and, incredibly, you see the spirits joined by the dwarven army striking from the opposite side, Thuldon himself at the forefront, wielding Worm Slayer, the axe of his ancestors.

Suddenly, the ground gives one great heave. As it does so, the darkness that has permeated the rock dissolves, revealing the stone in its natural beauty. The walls are no longer transparent, but solid rock save for a great tunnel through the rock toward Ulthak-Nor. The illithid city has been destroyed!

Appearing in the center of the great chamber, the dwarf stands. His eyes pierce you as if weighing your worth and his gaze falls over you like an avalanche. Slowly, he nods as in acknowledgement of your efforts, and then the figure explodes in a burst of light. It radiates across the chamber and passes

through each of you. As it does, you feel a distinct, though indefinable, change.

Lying on the ground in the same place where the dwarf stood, is [character].

Moradin channeled his energy through the PC dwarf but did not physically show up thus this does not count towards any benefits of seeing a God.

No Black Iron Box or Dwarf

Read this section only there are no dwarves in the party and no one has the rod and black iron box.

Suddenly, an explosion rocks the ground, and a burst of light emanates from the shadow city behind the transparent walls. You can see a glowing army of dwarves, their armor pitted and scarred, led by a giant dwarven warrior. At their backs, Thuldon's army moves with them, the axe Worm Slayer clutched in the thane's good hand.

The ground gives one great heave. As it does so, the darkness that has permeated the rock dissolves, revealing the stone in its natural beauty. The walls are no longer transparent, but solid rock, save for a great tunnel through the rock toward Ulthak-Nor. The illithid city has been destroyed!

The characters may pass through the stone passage, which seals itself as the last characters exits.

Conclusion: Homecoming

A great shout echoes from the dwarven army as you appear. Thuldon himself strides forward to clasp each hand, a smile crossing his weary face.

"You did it! By Moradin's Hammer, you did it!" Turning to the assembled throng, he shouts, "To the heroes of Ulthak-Nor!"

The thunder of their cheers drowns out everything else as you stand in their midst – heroes of the dwarven nation!

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 (objectives plus role-playing) to each character.

Encounter Two – Point of No Return

Defeat, bypass, or trigger the traps.

APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP

Encounter Three – Stairway to Hell

Defeat the drow, ogre, and duergar

APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

Encounter Six – Final Reckoning

Defeat the half-illithids and the shadow illithids.

APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP

Award for Good Roleplaying

APL 4	135 XP
APL 6	180 XP
APL 8	225 XP
APL 10	270 XP
APL 12	315 XP

Total Possible Experience

APL 4	675 XP
APL 6	900 XP
APL 8	1,125 XP
APL 10	1,350 XP
APL 12	1,575 XP

Treasure Summary

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

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

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

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

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

L: Looted gear from enemy [The sell value listed here is 1/12 of the market price in the PHB. Do not list these items individually, but sum up the sell value of all looted gear.]

C: Coin, Gems, Jewelry, and other valuables [These items sell at full market value.]

M: Magic Items [The sell value listed here is 1/12 of the market price in the *Dungeon Master's Guide*, list each item individually, with the sell value per PC listed afterward.]

Encounter Three – Stairway to Hell

Defeat the drow, ogre, and duergar and loot them!

APL 4: L: 124 gp; C: 0 gp; M: +1 longbow (x2), (396 gp per character each); +1 knockback arrow, (52 gp per character each); +1 large greataxe, (195 gp per character each)

APL 6: L: 96 gp; C: 0 gp; M: +1 longbow (x2) (396 gp per character each); +1 knockback arrow, (54 gp per character each); +1 large greataxe (195 gp per character); +1 large breastplate (129 gp per character).

APL 8: L: 80 gp; C: 0 gp; M: +1 longbow (x3) (594 gp per character each), +1 knockback arrow, (52 gp per character each), +2 large greataxe (695 gp per character), +1 large full plate (345 gp per character).

APL 10: L: 106 gp; C: 0 gp; M: +1 longbow (x4), (791 gp per character each); +1 chain shirt (x4) (750 gp per character each); +1 knockback arrow (x2) (104 gp per character each); +2 large adamantine greataxe (945 gp per character); +1 large full plate (345 gp per character), amulet of health +2 (166 gp per character); cloak of resistance +1 (83 gp per character).

APL 12: L: 106 gp; C: 0 gp; M: +1 longbow (x4) (791 gp per character each); +1 chain shirt (x4) (750 gp per character each); +1 knockback arrow (x2) (104 gp per character each); +2 large adamantine greataxe (945 gp per character); +1 large full plate (345 gp per character), amulet of health +2 (166 gp per character); cloak of resistance +1 (83 gp per character); +1 full plate (221 gp per character); periapt of wisdom +4 (1333 gp per character).

Encounter Six – Final Reckoning

APL 4: L: 377 gp per character each; C: 0 gp; M: +1 bracers of armor (83 gp per character each); +1 cloak of resistance (83 gp per character each)

APL 6: L: 377 gp per character each; C: 0 gp; M: +1 bracers of armor (83 gp per character each); +1 cloak of resistance (83 gp per character each)

APL 8: L: 325 gp per character each; C: 0 gp; M: +1 spiked chain (194 gp per character each).

APL 10: L: 325 gp per character each; C: 0 gp; M: +1 spiked chain (194 gp per character each).

APL 12: L: 0 gp per character each; C: 0 gp; M: Heward's Handy Haversack (167 gp per character); ring of counterspells (333 gp per character); +1 longsword (193 gp per character); +1 short sword (193 gp per character); +1 mithral chain shirt (519 gp per character); boots of striding and springing (458 gp per character); dusty rose ioun stone (417 gp per character); +1 rapier (193 gp per character); +1

studded leather (98 gp per character); *dust of disappearance* (292 gp per character)

Maximum Possible Treasure

[Listed here is the maximum possible treasure per APL. Even if the sell value of the items gained by the characters exceeds this cap, they may not take more than this amount away from the adventure. Although it is acceptable to exceed this value with treasure in the adventure, try to keep the available treasure not much higher than the amount listed here.]

APL 4: 650 gp

APL 6: 900 gp

APL 8: 1300 gp

APL 10: 2300 gp

APL 12: 3300 gp

Reward Notes

Soul Forged

Any character that dies and was not restored to life raised prior to **Encounter Seven** receives the Reborn reward.

Any character that did not die, or was alive prior to **Encounter Seven**, receives the Remade reward.

Channel of Moradin

Only the character who served as the channel of Moradin in Encounter Seven receives this entry on the AR.

Replica of Worm Slayer

The Replica of Worm Slayer is awarded using the following criteria:

- 1) To all characters possessing the Black Iron Box (from VER2-02: Granite Keep)
- 2) If no one possesses the Black Iron Box, then it's awarded to the individual character that served as the Channel of Moradin in Encounter Seven.
- 3) If no character possesses the Black Iron box or became the Channel of Moradin, then no one at the table receives the Replica of Worm Slayer.

Appendix One: NPCs

APL 4

Encounter 3: Stairway to Hell

Drow Archers (2): Male Drow Ftr1; CR 2; Medium Humanoid (Elf); HD 1d10+1; HP 11; Init +3; Spd 30 ft.; AC 17 (+3 Dex, +4 chain shirt); touch 13, flat-footed 14; Base Atk +1; Grp +2; Atk +6 ranged (1d8+1, +1 longbow) or +2 melee (1d6+1, masterwork rapier); SQ darkvision 120', SR 12, *dancing lights*, *veil of shadow**, *faerie fire* 1/day as a 1st level caster; AL NE; SV Fort +2, Ref +3, Will +1; Str 12, Dex 17, Con 12, Int 12, Wis 13, Cha 10.

Skills and Feats: Listen +5, Move Silently +5, Search +3, Spot +5; Weapon Focus (longbow), Daylight Adaptation*.

Possessions: +1 longbow, masterwork chain shirt, masterwork rapier, 20 arrows, 1 +1 knockback* arrow.

* See Appendix 2: New Rules Items

Shag'nor: Male Ogre Ftr1; CR 4; Large Giant; HD 4d8+1d10+20; HP 43; Init +1; spd 40 ft.; AC 19 (-1 size, +1 Dex, +5 natural armor, +4 chain shirt) touch 10, flat-footed 18; Base Atk +4; Grp +15; Atk +13 melee (3d6+11, +1 large greataxe) or +5 ranged (1d8+7, large javelin); SQ darkvision 60 ft., low-light vision; AL NE; SV Fort +9, Ref +2, Will +2; Str 25, Dex 12, Con 17, Int 6, Wis 12, Cha 4.

Skills and Feats: Climb +6, Listen +1, Intimidate +1, Spot +1; Improved Toughness*, Weapon Focus (greataxe), Power Attack.

Possessions: +1 large greataxe, 2 large javelins, and masterwork large chain shirt.

* See Appendix 2: New Rules Items

Encounter 7: Final Reckoning

Half-Illithid* Drow: Male Half-Illithid Drow Ftr1; CR 5; Medium Aberration; HD 1d10+1; HP 11; Init +3; Spd 30 ft.; AC 19 (+3 Dex, +5 breastplate, +1 natural); touch 13, flat-footed 15; Base Atk +1; Grp +2; Atk +5 melee (2d4+1, masterwork spiked chain) or +4 melee (1d4+1, tentacle); Full Atk +0 melee (1d4+1, 4 tentacles); SA mind blast (DC 15), improved grab, extract, psionics (see Appendix Two) SQ telepathy (see half-illithid, Appendix Two), darkvision 120', SR 12, *dancing lights*, *veil of shadow**, *faerie fire* 1/day as a 1st level caster; AL NE; SV Fort +2, Ref +4, Will +1; Str 13, Dex 16, Con 13, Int 18, Wis 12, Cha 16.

Skills and Feats: Climb +4, Intimidate +7, Jump +4, Knowledge (planes) +6, Listen +3, Spot +3, Swim +3, Tumble +4; Weapon Finesse, Exotic Weapon Proficiency (Spiked Chain).

Possessions: masterwork spiked chain, mithral breastplate.

* See Appendix 2: New Rules Items

Half-Illithid* Drow: Male Half-Illithid Drow Sor1; CR 5; Medium Aberration; HD 1d4+1; HP 8; Init +2; Spd 30 ft.; AC 14(+2 Dex, +1 armor, +1 natural); touch 12, flat-footed 12; Base Atk +0; Grp +0; Atk +0 melee (1d4, tentacle); Full Atk -5 (1d4, 4 tentacles); SA mind blast (DC 15), improved grab, extract, psionics (see Appendix Two); SQ telepathy (see half-illithid, Appendix Two), darkvision 120', SR 12, *dancing lights*, *veil of shadow**, *faerie fire* 1/day as a 1st level caster; AL NE; SV Fort +2, Ref +3, Will +5; Str 10, Dex 15, Con 13, Int 18, Wis 14, Cha 20.

Skills and Feats: Concentration +5, Knowledge (arcane) +8, Knowledge (planes) +8, Listen +4, Spell Craft +8, Spot +4; Toughness.

Sorcerer Spells Known (4/2; save DC 15 + spell level): 0 – *detect magic*, *ghost sound*, *mage hand*, *resistance*, 1st – *charm person*, *shield*.

Possessions: bracers of armor +1, cloak of resistance +1.

* See Appendix 2: New Rules Items

APL 6

Encounter 3: Stairway to Hell

Drow Archers (3): Male Drow Ftr1; CR 2; Medium Humanoid (Elf); HD 1d10+1; HP 11; int +3; Spd 30 ft.; AC 17 (+3 Dex, +4 chain shirt); touch 13, flat-footed 14; Base Atk +1; Grp +2; Atk +6 ranged (1d8+1, +1 *longbow*) or +3 melee (1d6+1, masterwork rapier); SQ darkvision 120', SR 12, *dancing lights*, *veil of shadow**, *faerie fire* 1/day as a 1st level caster; AL NE; SV Fort +2, Ref +3, Will +1; Str 12, Dex 17, Con 12, Int 12, Wis 13, Cha 10.

Skills and Feats: Listen +5, Move Silently +5, Search +3, Spot +5; Weapon Focus (*longbow*), Daylight Adaptation*.

Possessions: +1 *longbow*, masterwork chain shirt, masterwork rapier, 20 arrows, +1 *knockback arrow*.

* See Appendix 2: New Rules Items

Shag'nor: Male Ogre Ftr4; CR 7; Large Giant; HD 4d8+4d10+32; HP 72; Init +1; spd 40 ft.; AC 21 (-1 size, +1 Dex, +5 natural armor, +6 breastplate) touch 10, flat-footed 20; Base Atk +7; Grp +19; Atk +17 melee (3d6+15, +1 *large greataxe*) or +8 ranged (1d8+8, large javelin); Full Atk +15/+10 (3d6+12, +1 *large greataxe*); SQ darkvision 60 ft., low-light vision; AL NE; SV Fort +11, Ref +3, Will +3; Str 26, Dex 12, Con 17, Int 6, Wis 12, Cha 4.

Skills and Feats: Climb +5, Listen +1, Intimidate +4, Spot +1; Improved Toughness*, Weapon Focus (*greataxe*), Power Attack, Improved Bull Rush, Cleave, Weapon Specialization (*greataxe*).

Possessions: +1 *large greataxe*, 2 large javelins, +1 *large breastplate*.

* See Appendix 2: New Rules Items

Encounter 7: Final Reckoning

Half-Illithid* Drow: Male Half-Illithid Drow Sor3; CR 7; Medium Aberration; HD 3d10+3; HP 24; Init +3; Spd 30 ft.; AC 19 (+3 Dex, +5 breastplate, +1 natural); touch 13, flat-footed 15; Base Atk +3; Grp +4; Atk +7 melee (2d4+1, masterwork spiked chain) or +6 melee (1d4+1, tentacle); Full Atk +2 melee (1d4+1, 4 tentacles); SA mind blast (DC 15), improved grab, extract, psionics (see half-illithid, Appendix Two); SQ telepathy (see half-illithid, Appendix Two), darkvision 120', SR 14, *dancing lights*, *veil of shadow*, *faerie fire* 1/day as 3rd

level caster; AL NE; SV Fort +3, Ref +5, Will +2; Str 13, Dex 16, Con 13, Int 18, Wis 12, Cha 16.

Skills and Feats: Climb +4, Intimidate +7, Jump +4, Knowledge (planes) +6, Listen +4, Spot +4, Swim +3, Tumble +5; Weapon Finesse, Exotic Weapon Proficiency (Spiked Chain), Combat Expertise, Improved Trip.

Possessions: Masterwork spiked chain, mithral breastplate.

* See Appendix 2: New Rules Items

Half-Illithid* Drow: Male Half-Illithid Drow Sor3; CR 7; Medium Aberration; HD 4d4+1; HP 15; Init +2; Spd 30 ft.; AC (+2 Dex, +1 natural); touch 12, flat-footed; Base Atk +1; Grp +1; Atk +1 melee (1d4, tentacle); Full Atk -4(1d4, 4 tentacles); SA mind blast (DC 15), improved grab, extract, psionics (see half-illithid, Appendix Two); SQ telepathy (see half-illithid, Appendix Two), darkvision 120', SR 14, *dancing lights*, *veil of shadow**, *faerie fire* 1/day as 3rd level caster; AL NE; SV Fort +3, Ref +4, Will +6; Str 10, Dex 15, Con 13, Int 18, Wis 14, Cha 20.

Skills and Feats: Concentration +6, Knowledge (arcane) +8, Knowledge (planes) +9, Listen +5, Spell Craft +9, Spot +4; Toughness.

Sorcerer Spells Known (5/3; save DC 15 + spell level): 0 – *detect magic*, *ghost sound*, *mage hand*, *resistance*, *touch of fatigue*, 1st – *charm person*, *ray of enfeeblement*, *shield*.

Possessions: *bracers of armor* +1, *cloak of resistance* +1

* See Appendix 2: New Rules Items

APL 8

Encounter 3: Stairway to Hell

Drow Archers (3): Male Drow Ftr3; CR 4; Medium Humanoid (Elf); HD 3d10+3; HP 24; Init +3; Spd 30 ft.; AC 17 (+3 Dex, +4 chain shirt); touch 12, flat-footed 14; Base Atk +3; Grp +4; Atk +8 ranged (1d8+1, +1 *longbow*) or +5 melee (1d6+1, masterwork rapier); SQ darkvision 120', SR 14, *dancing lights*, *veil of shadow**, *faerie fire* 1/day as a 3rd level caster; AL NE; SV Fort +4, Ref +4, Will +1; Str 12, Dex 17, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Listen +5, Move Silently +5, Search +3, Spot +7; Weapon Focus (*longbow*), Daylight Adaptation*, Point Blank Shot, Precise Shot.

Possessions: +1 *longbow*, masterwork chain shirt, masterwork rapier, 20 arrows, +1 *Knockback** arrow.

* See Appendix 2: New Rules Items

Shag'nor: Male Ogre Ftr4/War Hulk 2; CR 9; Large Giant; HD 4d8+4d10+2d12+32; HP 85; Init +1; spd 40 ft.; AC 24 (-1 size, +1 Dex, +5 natural armor, +9 full plate) touch 10, flat-footed 23; Base Atk +7; Grp +21; Atk +20 melee (3d6+19, +2 *large greataxe*) or +7 ranged (1d8+10, large javelin); Full Atk +18/+13 (3d6+12, +1 *large greataxe*); SA Great Swing; SQ darkvision 60 ft., low-light vision, No Time To Think; AL NE; SV Fort +13, Ref +3, Will +3; Str 30, Dex 12, Con 17, Int 6, Wis 12, Cha 4.

Skills and Feats: Climb +6, Intimidate +6, Listen +1, Spot +1; Improved Toughness*, Weapon Focus (*greataxe*), Power Attack, Improved Bull Rush, Cleave, Weapon Specialization (*greataxe*), Improved Sunder.

Possessions: +2 *large greataxe*, 2 large javelins and +1 *large full plate*.

* See Appendix 2: New Rules Items

Encounter 7: Final Reckoning

Half-Illithid* Drow (2): Male Half-Illithid Drow Ftr3; CR 7; Medium Aberration; HD 3d10+3; HP 24; Init +3; Spd 30 ft.; AC 19 (+3 Dex, +5 breastplate, +1 natural); touch 13, flat-footed 15; Base Atk +3; Grp +4; Atk +7 melee (2d4+2, +1 *spiked chain*) or +6 melee (1d4+1, tentacle); Full Atk +2 melee (1d4+1, 4 tentacles); SA mind blast (DC 15), improved grab, extract, psionics (see half-illithid, Appendix Two); SQ darkvision 120', SR 14, *dancing lights*, *veil of shadow**, *faerie fire* 1/day

as 3rd level caster; AL NE; SV Fort +3, Ref +5, Will +2; Str 13, Dex 16, Con 13, Int 18, Wis 12, Cha 16.

Skills and Feats: Climb +4, Intimidate +7, Jump +4, Knowledge (planes) +6, Listen +4, Spot +4, Swim +3, Tumble +5; Weapon Finesse, Exotic Weapon Proficiency (*Spiked Chain*), Combat Expertise, Improved Trip.

Possessions: +1 *spiked chain*, mithral breastplate.

* See Appendix 2: New Rules Items

Shadow Illithid*: Male Illithid; CR 9; Medium Magical Beast; HD 8d8+8; HP 44; Init +6; Spd 45 ft.; AC 15 (+2 Dex, +3 natural); touch 12, flat-footed 13; Base Atk +6; Grp +7; Atk +8 melee (1d4+1, tentacle); Full Atk +8 melee (1d4+1, 4 tentacles); SA mind blast (DC 17), improved grab, extract, psionics; SQ SR 25, telepathy, evasion, *mirror image* 1/day (see shadow template, Appendix Two); AL LE; SV Fort +3, Ref +4, Will +9; Str 12, Dex 14, Con 12, Int 19, Wis 17, Cha 17.

Skills and Feats: Bluff +11, Concentration +11, Diplomacy +7, Disguise +3 (+5 acting), Hide +10, Intimidate +9, Knowledge Planes +12, Listen +11, Move Silently +16, Sense Motive +7, Spot +11; Combat Casting, Improved Initiative, Weapon Finesse.

Spell-like ability: *mirror image* 1/day. Caster level 5th.

APL 10

Encounter 3: Stairway to Hell

Drow Archers (4): Male Drow Ftr4; CR 5; Medium Humanoid (Elf); HD 4d10+4; hp 30; Init +9; Spd 30 ft.; AC 19 (+4 Dex, +5 chain shirt); touch 15, flat-footed 14; Base Atk +4; Grp +5;

Atk +10 ranged (1d8+1, +1 *longbow*) or +6 melee (1d6+1, masterwork rapier); SQ darkvision 120', SR 14, *dancing lights*, *veil of shadow**, *faerie fire* 1/day as 4th level caster; AL NE; SV Fort +5, Ref +5, Will +2; Str 12, Dex 18, Con 12, Int 12, Wis 13, Cha 10.

Skills and Feats: Listen +5, Move Silently +5, Search +3, Spot +8; Weapon Focus (*longbow*), Daylight Adaptation*, Point Blank Shot, Precise Shot, Improved Initiative.

Possessions: +1 *longbow*, +1 *chain shirt*, masterwork rapier, 20 arrows, 2 +1 *Knockback** arrows.

* See Appendix 2: New Rules Items

Shag'nor: Male Ogre Ftr4/War Hulk 4; CR 11; Large Giant; HD 4d8+4d10+4d12+60; HP 126; Init +1; Spd 40 ft.; AC 24 (-1 size, +1 Dex, +5 natural armor, +9 full plate) touch 10, flat-footed 23; Base Atk +7; Grp +23; Atk +22 melee (3d6+22, +2 *large adamantite greataxe*) or +19 ranged (2d8+12, rock); Full Atk +22/+17; (3d6+22, +2 *large adamantite greataxe*) or +19/+14 (2d8+11, rock); SA Mighty Swing; SQ darkvision 60 ft., low-light vision, No Time To Think; AL NE; SV Fort +16, Ref +5, Will +5; Str 34, Dex 12, Con 20, Int 6, Wis 12, Cha 4.

Skills and Feats: Climb +8, Intimidate +8, Listen +1, Spot +1; Improved Toughness*, Weapon Focus (*greataxe*), Power Attack, Improved Bull Rush, Cleave, Weapon Specialization (*greataxe*), Improved Sunder.

Possessions: +2 *large adamantite greataxe*, +1 *large full plate*, *amulet of health* +2, *cloak of resistance* +1.

* See Appendix 2: New Rules Items

Encounter 7: Final Reckoning

Half-Illithid* Drow (2): Male Half-Illithid Drow Ftr4; CR 8; Medium Aberration; HD 4d10+8; HP 34; Init +3; Spd 30 ft.; AC 19 (+3 Dex, +5 breastplate, +1 natural); touch 13, flat-footed 15; Base Atk +4; Grp +5; Atk +9 melee (2d4+2, +1 *spiked chain*), +7 melee (1d4+1, tentacle); Full Atk +3 melee (1d4+1, 4 tentacles); SA mind blast (DC 15), improved grab, extract, psionics (see half-illithid, Appendix Two); SQ telepathy (see

half-illithid template, Appendix Two), darkvision 120', SR 14, *dancing lights*, *veil of shadow**, *faerie fire* 1/day as 3rd level caster; AL NE; SV Fort +5, Ref +5, Will +2; Str 13, Dex 16, Con 14, Int 18, Wis 12, Cha 16.

Skills and Feats: Climb +4, Intimidate +7, Jump +4, Knowledge (planes) +6, Listen +5, Spot +5, Swim +3, Tumble +6; Weapon Finesse, Weapon Focus (*Spiked Chain*), Exotic Weapon Proficiency (*Spiked Chain*), Combat Expertise, Improved Trip.

Possessions: +1 *spiked chain*, mithral breastplate.

* See Appendix 2: New Rules Items

Shadow Illithid* (3): Male Illithid; CR 9; Medium Magical Beast; HD 8d8+8; HP 44; Init +6; Spd 45 ft.; AC 16 (+2 Dex, +3 natural, +1 deflection); touch 13, flat-footed 14; Base Atk +6; Grp +7; Atk +8 melee (1d4+1, tentacle); Full Atk +8 melee (1d4+1, 4 tentacles); SA mind blast (DC 17), improved grab, extract, psionics; SQ SR 25, telepathy, evasion, *mirror image* 1/day (shadow template, see Appendix Two); AL LE; SV Fort +4, Ref +5, Will +10; Str 12, Dex 14, Con 12, Int 19, Wis 17, Cha 17.

Skills and Feats: Bluff +11, Concentration +11, Diplomacy +7, Disguise +3 (+5 acting), Hide +10, Intimidate +9, Knowledge (planes) +12, Listen +11, Move Silently +16, Sense Motive +7, Spot +11; Combat Casting, Improved Initiative, Weapon Finesse.

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

Spell-like ability: *mirror image* 1/day. Caster level 5th.

APL 12

Encounter 3: Stairway to Hell

Drow Archers (6): Male Drow Ftr5; CR 6; Medium Humanoid (Elf); HD 5d10+5; HP 33; Init +9; Spd 30 ft.; AC 19 (+4 Dex, +5 chain shirt); touch 15, flat-footed 14; Base Atk +5; Grp +6;

Atk +11 ranged (1d8+2, +2 *longbow*) or +7 melee (1d6+1, masterwork rapier); SQ darkvision 120', SR 15, *dancing lights*, *veil of shadow**, *faerie fire* 1/day as 5th level caster; AL NE; SV Fort +5, Ref +5, Will +2; Str 12, Dex 18, Con 12, Int 12, Wis 13, Cha 10.

Skills and Feats: Listen +5, Move Silently +5, Search +3, Spot +9; Weapon Focus (*longbow*), Daylight Adaptation*, Point Blank Shot, Precise Shot, Improved Initiative.

Possessions: +1 *longbow*, +1 *chain shirt*, masterwork rapier, 20 arrows, 2 +1 *Knockback** arrows.

* See Appendix 2: New Rules Item

Shag'nor: Male Ogre Ftr4/War Hulk4*; CR 11; Large Giant; HD 4d8+4d10+4d12+60; HP 126; Init +1; spd 40 ft.; AC 24 (-1 size, +1 Dex, +5 natural armor, +9 full plate) touch 10, flat-footed 23; Base Atk +7; Grp +23; Atk +22 melee (3d6+22, +2 *large adamantite greataxe*) or +19 ranged (2d8+12, rock); Full Atk +22/+17; (3d6+22, +2 *large adamantite greataxe*) or +19/+14 (2d8+11, rock); SA Mighty Swing; SQ darkvision 60 ft., low-light vision, No Time To Think; AL NE; SV Fort +16, Ref +5, Will +5; Str 34, Dex 12, Con 20, Int 6, Wis 12, Cha 4.

Skills and Feats: Climb +8, Intimidate +8, Listen +1, Spot +1; Improved Toughness*, Weapon Focus (*greataxe*), Power Attack, Improved Bull Rush, Cleave, Weapon Specialization (*greataxe*), Improved Sunder.

Possessions: +2 *large adamantite greataxe*, +1 *large full plate*, *amulet of health* +2, *cloak of resistance* +1.

* See Appendix 2: New Rules Item

Malog: Male duergar Clr10; CR 11; Medium Humanoid (dwarf); HD 10d8+40; HP 90; Init +4; spd 20 ft.; AC 19 (+0 Dex, +9 full plate), touch 10, flat-footed 19; Base Atk +7; Grp +8; Atk +9 melee (1d8+1, masterwork heavy mace); Full Atk +9/+4 (1d8+1, masterwork heavy mace); SQ SQ darkvision 120 ft., 2 racial bonus on saves against spells and spell-like abilities, stonecunning, immunity to paralysis, phantasms, and poison, light sensitivity, *enlarge person*, *invisibility* 1/day as 20th level caster; AL LE; SV

Fort +10, Ref +3, Will +13; Str 12, Dex 10, Con 16, Int 13, Wis 19, Cha 4.

Skills and Feats: Concentration +18, Move Silently +4, Listen +2, Spell Craft +13, Spot +1; Skill Focus (Concentration), Iron Will, Improved Initiative, Improved Toughness*.

Cleric Spells Prepared (6/6/6/5/5/3; save DC 14 + spell level): 0 – *cure minor wounds* (3), *detect magic*, *read magic*, *resistance*, 1st – *bane*, *cure light wounds* (2), *detect good*, *protection from good*, *sanctuary*†, 2nd – *bear's endurance*, *bull's strength*, *cure moderate wounds* (2), *hold person*, *shield other*†, 3rd – *cure serious wounds* (2), *invisibility purge*, *prayer*, *protection from energy**, 4th – *cure critical wounds* (2), *restoration*, *spell immunity*, *spike stones*†, 5th – *break enchantments*, *spell resistance*, *wall of stone*†.

†Domain Spell. Domains: Earth, Protection.

Possessions: masterwork heavy mace, +1 *full plate*, *peripat of wisdom* +4, holy symbol of Laduguer.

* See Appendix 2: New Rules Item

Encounter 7: Final Reckoning

Shadow Illithid*: Male Illithid Sor2; CR 11; Medium Magical Beast; HD 8d8+2d4+30; HP 71; Init +7; Spd 45 ft.; AC 16 (+3 Dex, +3 natural); touch 13, flat-footed 13; Base Atk +7; Grp +8; Atk +9 melee (1d4+1, tentacle); Full Atk +9 melee (1d4+1, 4 tentacles); SA mind blast (DC 21), improved grab, extract, psionics; SQ SR 25, telepathy, evasion, *mirror image* 1/day (shadow template, see Appendix Two); AL LE; SV Fort +5, Ref +5, Will +11; Str 12, Dex 17, Con 16, Int 20, Wis 14, Cha 21.

Skills and Feats: Bluff +16, Concentration +15, Diplomacy +7, Hide +14, Knowledge (planes) +16, Listen +13, Move Silently +20, Spell Craft +18, Spot +13; Ability Focus (mind blast), Combat Casting, Improved Initiative, Weapon Finesse.

Possessions: *Heward's Handy Haversack*, *ring of counterspells*.

Spells Known (6/6; save DC 15 + spell level): 0 – *daze*, *detect magic*, *read magic*, *mage hand*, *touch of fatigue*, 1st – *shield*, *mage armor*.

* See Appendix 2: New Rules Item

Shadow Illithid*: Male Illithid Rgr2; CR 11; Medium Magical Beast; HD 8d8+2d8+40; HP 85; Init +7; Spd 45 ft.; AC 22 (+4 Dex, +3 natural, +5 chain shirt); touch 13, flat-footed 13; Base Atk +8; Grp +10; Atk +10 melee (1d8+3, +1 *longsword*) and +10 melee (1d6+2, +1 *short*

sword) or +12 melee (1d4+2, tentacle); Full Atk +10/+5 (1d8+3, +1 *longsword*) and +10 (1d6+2, +1 *short sword*) or 4 +12 (1d4+2, tentacle); SA: mind blast (DC 15), improved grab, extract, psionics; SQ SR 25, telepathy, Favored Enemy: elves +2, evasion, *mirror image* 1/day (shadow template, see Appendix Two); AL LE; SV Fort +8, Ref +9, Will +10; Str 15, Dex 19, Con 16, Int 18, Wis 18, Cha 14.

Skills and Feats Concentration +14, Hide +18, Knowledge (planes) +15, Listen +18, Move Silently +24, Spot +18, Survival +12; Dodge, Improved Initiative, Improved Toughness, Track, Two-Weapon Fighting, Weapon Finesse.

Possessions: +1 *longsword*, +1 *short sword*, +1 *mithril chain shirt*.

Shadow Illithid Monk*: Male Illithid Mnk2; CR 11; Medium Magical Beast; HD 8d8+2d8+30; HP 75; Init +7; Spd 55 ft.; AC 21 (+3 Dex, +3 natural, +4 Wisdom, +1 insight); touch 18, flat-footed 18; Base Atk +7; Grp +14; Atk +10 melee (1d6+3, unarmed strike) or +10 melee (1d4+3, tentacle); Full Atk +10/+5 melee (1d6+3, unarmed strike) or +9/+9 melee (1d6+3, flurry of blows) or 4 +10 (1d4+3, tentacle); SA mind blast (DC 15), improved grab, extract, psionics; SQ SR 25, telepathy, +2 luck to saves, evasion, *mirror image* 1/day (shadow template, see Appendix Two); AL LE; SV Fort +10, Ref +10, Will +15; Str 17, Dex 17, Con 16, Int 18, Wis 18, Cha 14.

Skills and Feats: Balance +10 Concentration +14, Hide +14, Jump +21, Knowledge (Planes) +15, Listen +16, Move Silently +20, Spot +15, Tumble +10; Combat Reflexes, Dodge, Improved Grapple, Improved Initiative, Mobility, Spring Attack.

Possessions: *boots of striding and springing*, *dusty rose ioun stone*.

* See Appendix 2: New Rules Items

Shadow Illithid Rogue*: Male Illithid Rog2; CR 11; Medium Magical Beast; HD 8d8+2d6+30; HP 73; Init +8; Spd 45 ft.; AC 21 (+4 Dex, +3 natural, +4 studded leather); touch 14, flat-footed 17; Base Atk +7; Grp +9; Atk +12 (1d6+3, +1 *rapier*) or +11 melee (1d4+1, tentacle); Full Atk +12/+7 (1d6+3, +1 *rapier*) or 4 +11 (1d4+1, tentacle); SA: mind blast (DC 17), improved grab, extract, psionics; SQ SR 25, telepathy, +2 luck to saves, evasion, *mirror image* 1/day (shadow template traits, Appendix Two); AL LE; SV Fort +7, Ref +11, Will +10; Str 15, Dex 19, Con 16, Int 20, Wis 14, Cha 16.

Skills and Feats: Balance +6, Bluff +17, Concentration +14, Diplomacy +5, Hide +18, Knowledge (planes) +16, Listen +16, Move Silently

+24, Spot +16, Tumble +9, Use Magic Device +9; Combat Expertise, Improved Feint, Improved Initiative, Weapon Finesse.

Possessions: +1 *rapier*, +1 *studded leather*, *dust of disappearance*.

* See Appendix 2: New Rules Items

Appendix Two: New Rules Items

Knockback [New Weapon Enhancement] as presented in *Complete Warrior*

Knockback weapons often emit a low, almost inaudible hum when drawn. Whenever a knockback weapon hits its target, it initiates a bull rush attack in addition to dealing normal damage. To resolve the bull rush attempt, treat the projectile as a Medium creature with a +8 Strength bonus. The projectile doesn't provoke an attack of opportunity, and it always tries to push the target as far back as possible. Only ranged weapons can have the knockback ability, and they bestow it on their ammunition.

Moderate evocation; CL 11th; Craft Magic Arms and Armor, *Bigby's forceful hand*; Price +3 bonus.

Daylight Adaptation [General] [New Feat] as presented in *Forgotten Realms Campaign Setting*

Through long exile from the shadowed homelands of your kind, you have learned to endure the painful sunlight of the surface world.

Benefit: If you are a type of creature that suffers circumstance penalties when exposed to bright light (such as drow or duergar), you no longer suffer those penalties, whether the light comes from natural or magical sources of illumination.

Improved Toughness [General] [New Feat] as presented in *Complete Warrior*

You are significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2.

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

Special: A fighter may select Improved Toughness as one of his fighter bonus feats

WAR HULK [New Prestige Class] as presented in *Miniatures Handbook*

Hit Die: d12.

REQUIREMENTS

BAB: +5.

Feats: Cleave.

Special: Must be Large or larger.

CLASS SKILLS

The war hulk's class skills (and the key ability for each skill) are Climb (Str), Intimidate (Cha), and Jump (Str).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the war hulk.

Weapon and Armor Proficiency: War hulks gain no proficiency with any weapon or armor.

Ability Boost (Ex): As a war hulk gains levels in this prestige class, his Strength score increases as noted in Table 1—12: The War Hulk. These increases stack.

No Time to Think (Ex): A character with levels in the war hulk prestige class is considered to have 0 ranks in all Intelligence-, Wisdom-, and Charisma-based skills (whether or not he has bought ranks in them previously). The only exception is the Intimidate skill, which works normally.

Great Swing (Ex): Starting at 2nd level, a war hulk is able to make a great, sweeping swing with a melee weapon. As a full-round action, the war hulk can choose three squares adjacent to one another (he must threaten all of them). His attack applies to all creatures in those squares. Make one attack roll and apply that roll as an attack against each defender. If the war hulk uses a special attack (such as disarm, trip, or sunder), this special attack affects only the first target; the other creatures are attacked normally.

Walls and similar obstacles can block a great swing. Start with one square that the war hulk threatens. Each successive square chosen must be adjacent to the previous square and have line of effect from that square. Two squares separated by a wall, for instance, can't be chosen as adjacent squares for a great swing.

Level	BAB	Fort Save	Ref Save	Will Save	Special
1 st	+0	+2	+0	+0	No time to think, ability boost (Str +2)
2 nd	+0	+3	+0	+0	Great swing, ability boost (Str +2)
3 rd	+0	+3	+1	+1	Mighty rock throwing, ability boost (Str +2)
4 th	+0	+4	+1	+1	Mighty swing, ability boost (Str +2)
5 th	+0	+4	+1	+1	Ability boost (Str +2)
6 th	+0	+5	+2	+2	Sweeping boulder, ability boost (Str +2)
7 th	+0	+5	+2	+2	Ability boost (Str +2)
8 th	+0	+6	+2	+2	Massive sweeping boulder, Toughness, ability boost (Str +2)
9 th	+0	+6	+3	+3	Ability boost (Str +2), Toughness
10 th	+0	+7	+3	+3	Massive swing, Toughness, ability boost (Str +2)

Walls and similar obstacles can block a great swing. Start with one square that the war hulk threatens. Each successive square chosen must be adjacent to the previous square and have line of effect from that square. Two squares separated by a wall, for instance, can't be chosen as adjacent squares for a great swing.

The war hulk may skip creatures, attacking only those he wants to. For example, if there are three creatures in a row—an enemy, an ally, and another enemy—the war hulk can choose those three squares for the great swing but strike only the two enemies.

If a war hulk drops one of his foes with a great swing, he may make a cleave attack normally. However, he may do so only once for every time he swings, even if he drops more than one foe.

Mighty Rock Throwing (Ex): Starting at 3rd level, a war hulk gains a powerful rock throwing ability. The character can throw rocks that deal 2d8 points of damage with a range increment of 50 feet. (Like all thrown weapons, they have a maximum range of five range increments.) The war hulk uses his Strength modifier instead of his Dexterity modifier on the attack roll. The rock must weigh approximately 50 pounds.

Mighty Swing (Ex): Starting at 4th level, a war hulk can make a mighty swing. A mighty swing is like a great swing, except that it is a standard action rather than a full-round action. Thus, the character can move and make a mighty swing or (if he can make multiple attacks) make multiple mighty swings in a single round.

Sweeping Boulder (Ex): Starting at 6th level, a war hulk is able to throw his rocks with such force that they affect two adjacent squares. (The second square must be farther away from the war hulk than the first—they cannot be equidistant from him.) Make one attack roll and apply the result to each target.

As with great swing, the war hulk must have line of effect from one square to the next.

Toughness: At 8th, 9th, and 10th level, a war hulk gains Toughness as a bonus feat.

Massive Sweeping Boulder (Ex): Starting at 8th level, a war hulk is able to throw his rocks with such force that they affect four squares in a line (Each successive square chosen must be farther away from the character.) Only the first creature can be subject to damage from a critical hit or a sneak attack.

As with great swing, the war hulk must have line of effect from one square to the next.

Massive Swing (Ex): A 10th-level war hulk can lash out all around himself with a single attack. Massive swing works like mighty swing, except that its effect is not limited to three squares. The war hulk's swing affects all squares he threatens.

HALF ILLITHID [New Template] as presented in *Fiend Folio*

(As modified by the Dungeons & Dragons 3.5 Accessory Update)

'Haif-illithid' is an inherited template that can be added to any humanoid other than a human referred to hereafter as the base creature). The creature's type changes to aberration. It uses all the base creature's statistics and special abilities except as noted here

Hit Dice: Change to d8.

AC: Natural armor improves by +1.

Attacks: A haif-illithid loses its bite attack (if the base creature has one), but gains four tentacle attacks, in addition to the base creature's attacks (except for a bite).

Damage: If the base creature does not have tentacle attacks, use the appropriate damage value based on the half illithid's size (see the table below). Otherwise, use the value from the table or the base creature's damage, whichever is greater.

Size	Tentacle Damage
Fine	—
Diminutive	1
Tiny	1d2
Small	1d3
Medium-size	1d4
Large	1d6
Huge	1d8
Gargantuan	2d6
Colossal	2d8

Special Attacks: A half-illithid retains all the special attacks of the base creature. It gains the mind flayer special attacks of *mind blast*, *improved grab*, and *extract*, and may also have psionic powers.

Mind Blast (Sp): A half-illithid can use this attack once per day. It is a cone 40 feet long. Anyone caught in this cone must succeed on a Will save (DC 13 + half-illithid's Int modifier) or be stunned for 1d4 rounds.

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

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

Psionics (Sp): A half-illithid with Intelligence or Wisdom of 8 or higher (after the ability score adjustments noted below) gains psionic abilities. These abilities are as spells cast by an 8th-level sorcerer (save DC 13 + spell level). The table below lists the abilities available according to the Hit Dice of the half-illithid. These abilities are cumulative; a half-illithid with 3 HD can use *detect thoughts* as well as *suggestion*.

HD	Psionic Abilities
1-2	<i>Detect thoughts</i> 3/day
3-4	<i>Suggestion</i> 3/day
5-6	<i>Levitate</i> 3/day
7+	<i>Charm monster</i> 1/day

Special Qualities: A half-illithid has all the special qualities of the base creature and also gains the qualities noted below.

Darkvision (Ex): A half-illithid has darkvision with a range of 60 feet (or as the base creature, whichever is better).

Spell Resistance (Ex): A half-illithid has spell resistance equal to 10 + its HD.

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

Abilities: Increase from the base creature as follows: Int +4, Wis +4, Cha +4.

Climate/Terrain: Same as the base creature and any underground.

Organization: Same as the base creature (to a maximum of about 10 creatures) or cult (6-10 plus 3-5 mind flayers).

Challenge Rating: Same as the base creature +3. Alignment: Usually evil (any).

Level Adjustment: +5

SHADOW CREATURES [New Template] as presented in *Manual of the Planes* (As modified by the *Dungeons & Dragons 3.5 Accessory Update*)

Shadow creatures dwell on the Plane of Shadow, sometimes crossing into other planes where the barriers between dimensions are weak. Just as parts of the Plane of Shadow resemble a strange, distorted version of the Material Plane, shadow creatures superficially resemble creatures from the Material Plane. Shadow creatures are darker, more elusive, and spookier than their material counterparts. Grays and blacks are their most common colors, with white and yellow rarely seen. They are not to be confused with shadows (undead creatures that often dwell on the Plane of Shadow). Other creatures native to the Plane of Shadow exist that have stronger or weaker connections to the energies of that place (such as the shadow mastiff) and do not follow this template.

Creating a Shadow Creature

"Shadow" is a template that can be added to any corporeal creature (referred to hereafter as the "base creature"). The creature's type changes to "magical beast." It otherwise uses all the base creature's statistics and special abilities except as noted below.

Speed: As base creature x 1 1/2.

Special Qualities: A shadow creature retains all the special qualities of the base creature and also gains the following ones:

- Cold resistance of 5 + 1 per HD, to a maximum of 20.
- Darkvision with a range of 60 feet.
- Low-light vision.
- *Shadow Blend (Su)*: In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a light or *continual flame* spell, does not negate this ability. A *daylight* spell, however, will.

Shadow creatures also have one additional supernatural ability for every 4 HD they possess (minimum of one) chosen from the following list:

- +2 luck bonus on all saving throws.
- 1/day *cause fear* as a 5th level caster.
- Damage reduction 5/magic.
- Evasion (as the rogue class feature)
- 1/day *mirror image* as a 5th level caster.
- 1/day *plane shift* self as a 15th level caster (to or from the Plane of Shadow only).
- Fast healing 2,

If the base creature already has one or more of these special qualities, use the better value.

Skills: Same as the base creature, plus Move Silently +6.

Feats: Same as the base creature.

Climate/Terrain: Same as the base creature.

Organization: Same as the base creature.

Challenge Rating: Same as the base creature +1.

Treasure: Same as the base creature.

Alignment: Same as the base creature, rarely good.

Advancement: Same as the base creature.

Level Adjustment: +2

Level: Asn2, Blk2, dr2, Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min/level

Swirling wisps of darkness obscure your form, granting you concealment. The 20% miss chance is active even if the attacker has darkvision.

This spell effect is suppressed in *daylight* or in the area of a light spell of 3rd level or higher. *See invisibility* does not counter the *veil of shadow's* concealment effect, but a *true seeing* spell does.

Veil of Shadow as presented in *Miniatures Handbook*

Evocation [Darkness]

Appendix Three: Planar Interactions

(Excerpted from Manual of the Planes, pages 15-16)

By definition, planes are infinite or near-infinite expanses, whether they are flat worlds, layered vaults, or spheres hanging in space. How, then, can they interact?

As a metaphor, imagine the various planes floating near each other in a three-dimensional constellation or cluster. They are not necessarily “above” or “below” each other, though there is a social tendency to call good-aligned planes “upper” planes and evil-aligned planes “lower” planes. What is important to the cosmology is whether two given planes are separate, coterminous, or coexistent.

Separate Planes: Two planes that are separate do not overlap or directly connect to each other. They are like planets in different orbits. An Outer Plane, for example, may have no direct connection with the Material Plane. The two planes are separate, and the only way to get from one plane to the other is to go through a third plane, such as The Astral Plane.

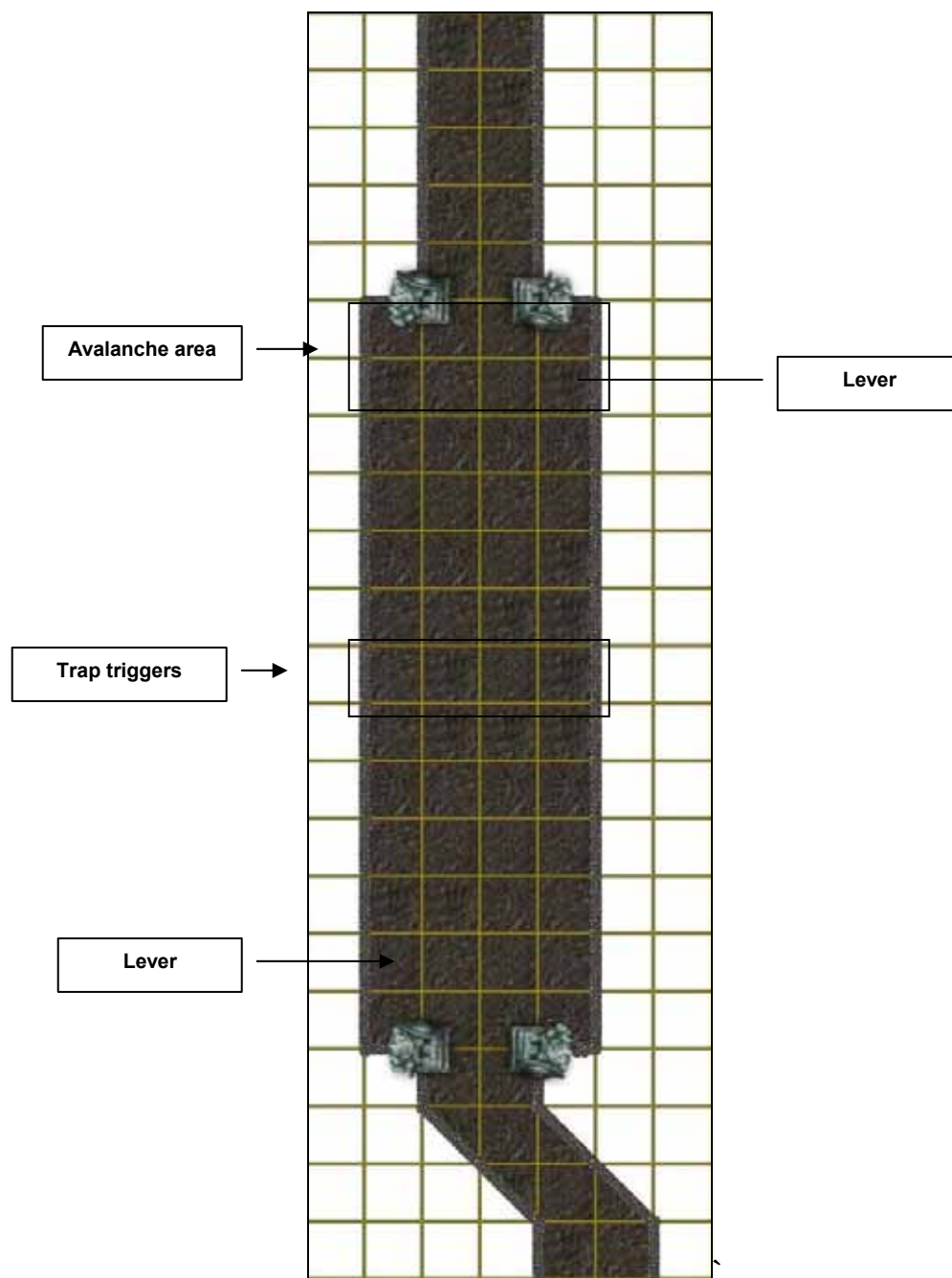
Coterminous Planes: Planes that link together at specific points are coterminous. Think of coterminous planes as touching each other. Where they touch, a connection exists and travelers can leave one reality behind and enter the other. The Astral Plane is a coterminous plane to most others; it exists alongside them and can be accessed from them.

Coexistent Planes: If a link between two planes can be created at any point, the two planes are coexistent. These planes overlap each other completely. A coexistent plane can be reached from anywhere on the plane it overlaps. When moving in a coexistent plane, it is often possible to see into or interact with the plane it coexists with. The Ethereal Plane is coexistent with the Material Plane. Inhabitants of the Ethereal Plane can see into the Material Plane. With the right magic, inhabitants of the Material Plane can likewise see and interact with those on the Ethereal Plane (*see invisibility* and *magic missile*, for example, both affect the Ethereal Plane).

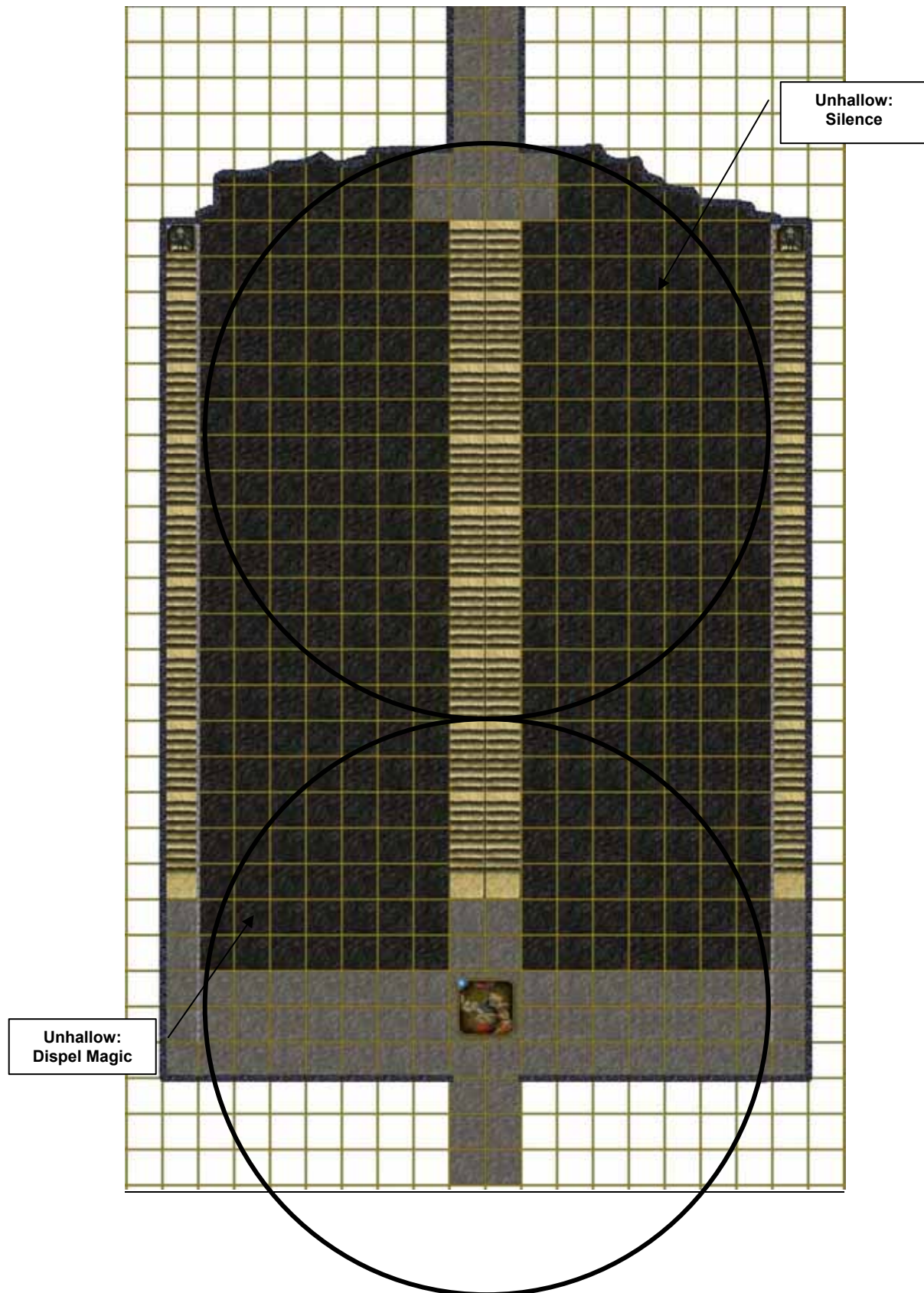
A plane can be both coexistent and coterminous. The Plane of Shadow, for example, is coexistent because it overlaps the Material Plane and can be accessed from there with the right spell or ability. But it's also coterminous—it's possible to enter the Plane of Shadow at certain points, and travel to strange realms beyond the part of the plane that lies coexistent with the Material Plane.

Appendix Four: DM's Maps

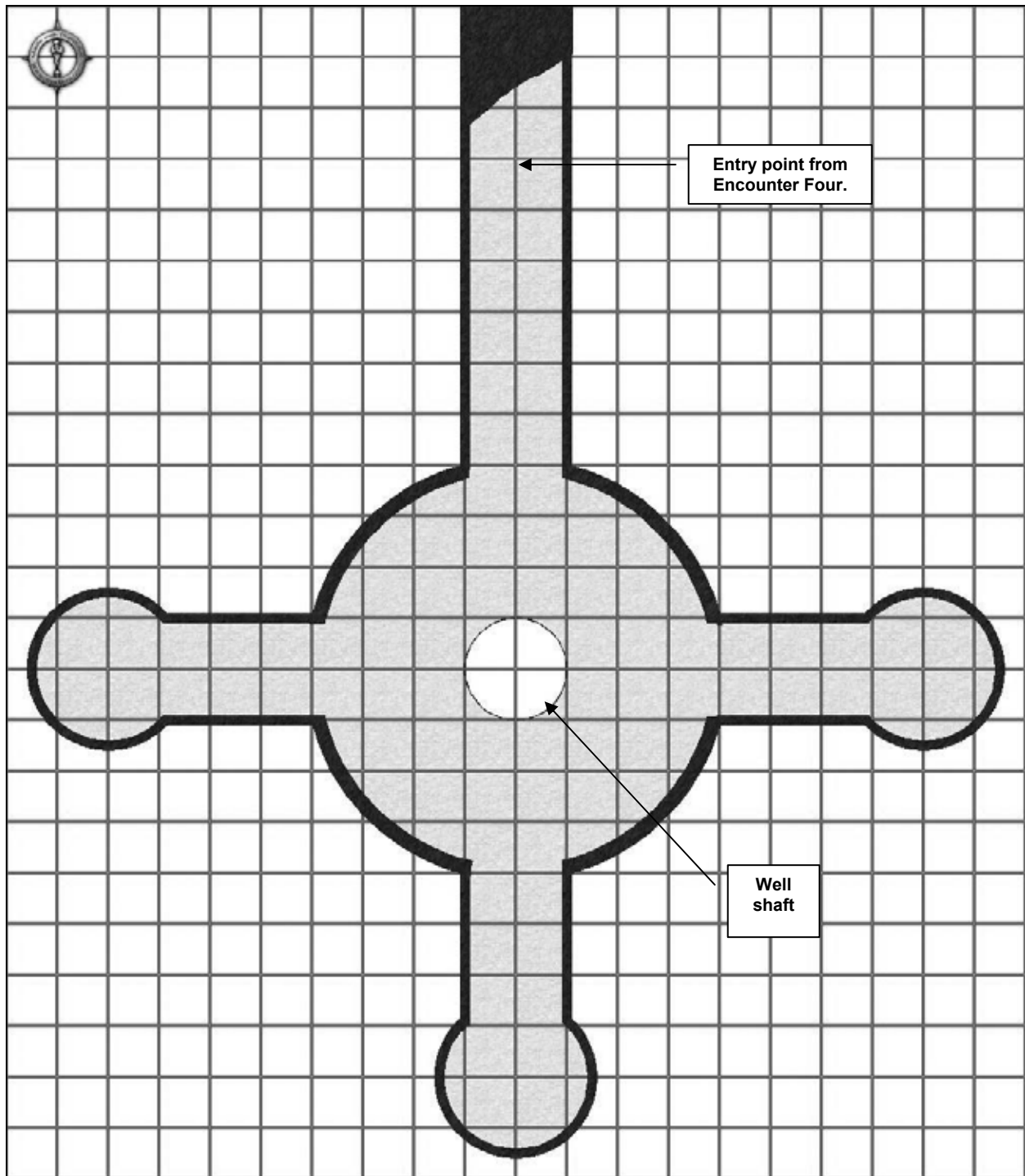
Encounter Two: Point of No Return



Encounter Three: Stairway to Hell



Encounter Five: Gateway to Night



Encounter Six: Final Reckoning

