



LERARA

A ONE-ROUND D&D[®] LIVING GREYHAWK[™] CORE ADVENTURE

Version 1

by Ron Lundeen

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The fabled Passage of Slerotin leads deep beneath the Hellfurnace Mountains, rumored to hold mysteries and treasure. Your group has prepared for a cautious and perhaps lengthy expedition deep under the Flanaess. The town of Dark Gate is your last stop in civilization before leaving on your sunless journey. As you approach Dark Gate, however, you see an ominous column of smoke reaching into the sky. And where there's smoke. An adventure for APLs 2 to 16.

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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INTRODUCTION

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A five-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

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

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

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

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

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

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

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

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in grey boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is

general and must be adapted to the specific situation or to actions of the player characters.

SCORING

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

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

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

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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 being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. 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 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will 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

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

the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a DC 10 Handle Animal or Charisma check. Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

TIME UNITS AND UPKEEP

This is a standard one-round Core adventure, set in the Yeomanry and Slerotin's Tunnel. All characters pay two Time Units. Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit.

ADVENTURE BACKGROUND

Just over a thousand years ago, the Bakluni responded to the Invoked Devastation of the Suel Imperium with the Rain of Colorless Fire, which pounded the Suel Imperium into the wasteland now known as the Sea of Dust. The powerful mage Slerotin escaped the Rain of Colorless Fire, and along with several Suel noble houses, determined to flee through the Hellfurnace Mountains into the lands of the simple Flan tribesmen beyond. Using powerful magic now lost, Slerotin bored a passage over two hundred miles long straight through the Hellfurnaces. Through this passage he swiftly led eighteen Suel noble families. One family, the Lerara Suel, lagged behind the rest of the expedition, delayed by arguments between nobles and moving slower and more cautiously than the rest.

When he reached the other side, Slerotin sealed the passage to prevent pursuit. He magically warded both ends for a thousand years, inadvertently trapping the lagging Lerara Suel in the lightless depths beneath the Hellfurnaces.

Since that time, the Lerara have maintained a fragile existence in the Passage of Slerotin. The family is now frightfully inbred and albinism is very common among them. Due to their harsh living conditions, most of these Suel are selfish and evil.

The Lerara are strictly patriarchal, and they harvest phosphorescent fungi and use giant millipedes to serve as mounts. The Lerara trade with other underground denizens, such as the drow and the derro, for tools and magic. The Lerara often fall prey to the monsters native

to their underground home, such as umber hulks and ooze.

Physically, all pureblooded Suel are pale-skinned and pale-haired, but the Lerara have been bleached almost white. They are lanky, unwashed, and dress in primitive leathers. The nobles among the Lerara wear finer clothes and primitive jewelry. Warriors among them also wear armor fashioned from the carapaces of underground monsters.

Although the eyes of the Lerara Suel have adapted to be very light sensitive, they cannot see in the dark. They cultivate phosphorescent fungi and burn animal fat candles in order to see.

Sometime in their isolation, the Lerara came across the horrid amoeboid behemoth called the Mother. Although the Mother never communicates with the “priests” who tend her, the Lerara began making dark sacrifices to this oozing horror. When the Lerara could not sacrifice outsiders, they sacrificed their own people to sate the hunger of the Mother. The Mother has never left the cavern in which the Lerara first found it, but all Lerara fear it one day will.

Although an elected governor technically leads the Lerara, the “priests” of the Mother are so feared that they have much influence among the Lerara. Currently, the governor is a shrewd, stern man named Jareel Steeltongue. The most powerful “priest” of the Mother is Meklot Favored-Son. Meklot has more power than Jareel, and the cunning Jareel is looking for a way to overthrow the influential demagogue.

While the Passage of Slerotin was originally a fairly direct path beneath the Hellfurnace Mountains, centuries of geological activity have turned it into a rambling set of passages and natural chambers that roam here and there, dead-ending often. Few individuals have ever made it through the passages alive, and even fewer have managed to traverse the entire distance from the Yeomanry to the Sea of Dust. It would take at least a month, traveling at good speed and without significant encounters or mistakes, to navigate its entire length.

ADVENTURE SUMMARY

Introduction

The characters have come to Dark Gate in the Yeomanry in order to complete preparations to begin exploring the fabled Passage of Slerotin. Once there, they see a man burned at the stake by the townspeople of Dark Gate.

Encounter 1: The Disease

The characters ask around about the man they saw killed. They soon realize that the only way to cure the disease afflicting the townspeople (and perhaps the characters themselves) is to hurry through the Passage to find the healing root that grows in it. They have no choice but to do this once the town is interdicted. The Spokesman of Dark Gate arranges to have the characters given a special item that will enable them to transport themselves and the root back to Dark Gate.

Encounter 2: The Passage

This encounter collects all the details about travel in the passage: movement rates, lighting, distance, and so on.

Encounter 3: The Hunters

Within the first days of travel, the characters stumble onto an attack by a group of burrowing monsters.

Encounter 4: The Traders

After the hunters, the characters meet a group of paranoid derro interested in trade. Unless the characters display diplomatic skills, this trading encounter erupts into combat with the derro. The derro's goblin slave, Magabar, flees the scene if possible.

Encounter 5: The Governor

Once the characters have traveled more than 25 miles underground, they meet outpost guards of the Lerara Suel. Once the characters declare peaceful intentions, they are brought to Governor Jareel, who proceeds to drive a hard bargain for the passage of surface dwellers through the lands of the Lerara Suel.

Encounter 6: The Ritual

After negotiations seem solidly concluded with Governor Jareel, he takes the characters to see Meklot Favored-Son, a “priest” among the Lerara Suel. Meklot is beginning a ritual sacrifice of Magabar, the goblin slave that escaped in Encounter 4 (or one of the Lerara Suel if Magabar did not escape Encounter 4). After this, Magabar demands a sacrifice of one of the player characters. The characters can debate the necessity of ritual sacrifice with Meklot Favored-Son, and possibly earn the favor of the Lerara Suel.

Encounter 7: The Demagogue

Tension run high in the ritual chamber, and an inevitable confrontation with Meklot Favored-Son ensues. After Meklot is defeated, the characters may (or may not) turn the sentiment of the Lerara Suel away from the martyred demagogue. In any case, Governor Jareel is grateful for the elimination of his rival, and agrees to let the characters pass through the lands of the Lerara Suel this one time.

Encounter 8: The Final Run

The characters have no more encounters through the last part of their journey, but time is against them as the disease rages on. If the characters earned the trust of the Lerara Suel, they can borrow giant millipede mounts and drivers, greatly reducing their travel time. Otherwise, they have to continue at their own speed.

Conclusion

The characters reach the hidden valley. Nearby are the roots needed to heal the disease afflicting the townspeople, and possibly the characters as well. They also find an ancient Suloise tomb and its interesting contents.

INTRODUCTION

The characters have all come to the town of Dark Gate in the Yeomanry together, prepared and equipped to explore the fabled Passage of Slerotin. Dark Gate is a frontier town for adventurers looking to explore the region, above ground and below ground. Low-, mid-, and high-level characters are all common visitors to this town.

All the characters have traveled together for at least the last few days, and they are all acquainted with each other. Have the characters introduce each other and describe their characters before reading the following:

A thin column of smoke has drawn you to the open square in the center of the town of Dark Gate. The ominous smoke hints that something very bad has happened here. The town square comes into view, and you can just see past the mob of townspeople crowding the center of the square. Fire licks up a tall post, and the flames consume a body lashed to the stake. The dark-clad man seems to dance on the burning kindling, but it's only the heat waves sending ripples through the air. This victim of mob justice is certainly dead.

The townspeople slowly lower their fists and makeshift weapons, and breathe a collective sigh of relief. This threat to their village has been overcome by an old-fashioned burning at the stake.

The players probably have a lot of questions about what's going on here. Move on to Encounter 1 when they talk to anyone or investigate the area.

ENCOUNTER 1: THE DISEASE

The characters have arrived just as the townspeople of Dark Gate burned a priest of Incabulos at the stake in the center of town. This evil man, Chekrem Blightbringer, infected many people in the town with a horrible disease called the Twisting Blight. He was caught by an angry mob, and burned. As the characters arrive, Chekrem is quite dead, and the townspeople are dispersing.

Any townspeople can tell the characters about the evil Chekrem Blightbringer. He arrived in town three nights ago, and no one knows from where. He definitely arrived alone (his entire entourage died in the Passage on their attempt to pass through it). No one had ever seen him in Dark Gate before. He looked like he had just come from a long journey, and the sunlight seemed to bother him. He skulked around the town a lot at night, and slept during the day in the common room of the local inn (the Rooster). No one liked him, and he was rude to everyone.

Yesterday morning, several people in town became very sick. This morning, even more people became sick. Some children thought they saw Chekrem putting something into the well last night, and so a mob of people woke him up this morning, dragged him outside

of the Rooster, and demanded to know what he had been doing in town. He cackled and hurled insults about how all the people in Dark Gate would die from a disease he created. When the mob lunged at him, he held up a symbol of an Evil Eye. This didn't stop the brave mob. They held him down while other townspeople erected kindling and a large stake. The townspeople tied Chekrem to the stake and burned him alive. Very few townspeople feel bad about what happened here. Most of them feel it is an appropriate punishment for witches and their ilk. They hope burning Chekrem will stop the disease. If the characters want more information, they are directed to the Spokesman of Dark Gate, an old man named Olmir.

A successful Knowledge (religion) check (DC 15) identifies the Evil Eye as a holy symbol of Incabulos, god of plagues and disease.

The Border Guard, an elite branch of the Yeoman Army, watches over the town and the entrance to the Passage of Slerotin. They are based here in town and some of them have families here. They can tell the characters the same story the townspeople can (as many of the Border Guard were part of the mob that burned Chekrem at the stake).

The regulars know that no one has arrived in Dark Gate, or left it, in a week, other than Chekrem and the characters.

If asked about the passage specifically, the guards can confirm that no one has entered or exited the passage during the day, but they admit that their night watch over the passage is not foolproof (that is, someone could have sneaked in or out of the passage in the last few nights).

The Border Guard was about to interdict the town when the characters arrived. Unfortunately the characters arrived before this could happen. As of the characters' arrival, no one can leave or enter the town until the plague has been ended. This includes the characters. Only the word of Spokesman Olmir allows the characters to break this quarantine.

Infected: Just by being in the town of Dark Gate, the characters may contract the twisting blight (see Appendix 2). Roll a secret DC 10+APL Fortitude save for each character to see if the character is infected (it adds suspense if the player doesn't know whether his character is infected or not). If a character is infected, roll 1d3 to determine the onset time of the disease.

Note that paladins of 3rd level or higher, and characters that are full-blooded Suel, can't contract the twisting blight.

Chekrem Blightbringer: Chekrem is dead, and his evil soul won't consent to being raised by the party. If they try to *speak with dead*, Chekrem resists (Will save +6). If the characters succeed with their *speak with dead* anyway, use the information found in the townspeople's story (which is correct), and Player Handout 1 to formulate your answers.

The only item of interest still intact on Chekrem's corpse is a metal holy symbol of Incabulos. This can be identified with a successful Knowledge (religion) check

(DC 15). If the characters think to ask, the townsfolk can confirm that Chekrem was Suloise.

Chekrem had followers and guards with him when he first entered the Passage. They all died *en route* to the Yeomanry; Chekrem was the only one to survive the trip through the Passage of Slerotin.

The Rooster: The Rooster is the local inn and tavern. The tavern is very large (good-natured fights break out here most nights) and usually crowded, but not on this dark day. The private rooms are small, dingy and cramped.

Chekrem Blightbringer's things are piled in a corner of the common room, and no one wants to touch them. Anyone in the Rooster points out Chekrem's things if asked. Chekrem's gear contains cheap camping equipment, some alchemical gear, a few vile books on diseases penned by priests of Incabulos or Nerull, and an *everburning torch*. Most importantly, Chekrem's things include a letter that he did not get a chance to send. Give the players Player Handout 1.

Need an NPC?: The citizens of Dark Gate aren't detailed here, so you're free to make up any NPC (name, profession, demeanor) you think typical for this rough frontier town of 550 people. For quick quirks, roll on page 128 of the *DUNGEON MASTER'S Guide*.

♦ **Spokesman Olmir** is the leader of the community of Dark Gate, but only in the loose sense of Yeoman Spokesmen: the villagers respect his advice and listen to what he has to say, but are free to make their own decisions. Olmir is an old retired adventurer, missing part of his left foot. He wasn't involved in the burning, but he supports the actions of the townspeople. He's seen a lot of evil in this little town, and approves of dealing with it harshly and decisively.

If the characters show him Chekrem's letter, or tell him about it, Olmir realizes that someone needs to journey through the Passage to the hidden valley or the entire town is likely to die from the disease Chekrem created. Olmir will send a number of groups of adventurers (a readily available commodity here in Dark Gate) into the Passage to seek the root. He asks the characters to be one of those groups. He works out the following details with the characters:

- The Passage is hundreds of miles long. If the townspeople wait for the characters to get to the hidden valley, find the root, and return, then most of the people of Dark Gate will likely be dead and the root no longer potent enough to help those left alive (as the letter indicates). The characters will need to use magic to travel back once the root is picked. If the characters can't manage a magical means of travel back to the town (like *teleport*) themselves, Olmir provides them with a magical medallion that is a circle with a jagged line across it. If the characters are in physical contact with one another and break the medallion along the line (no check required) it will *teleport* them and their possessions back to Dark Gate (one way and one use only).
- The characters are welcome to any supplies and resources available in the town. They have all the

goods available in the *Player's Handbook*. At the end of the scenario, the characters have to buy these goods if they want to keep them.

- Olmir doesn't know what's in the tunnel, other than fearsome monsters and fabulous treasure (he knows nothing about the Lerara Suel).
- No magical means available to the characters can be used to locate the hidden valley or travel to it magically. The ancient spells used to sanctify the tomb there block all such attempts.

Once the characters have made arrangements with Olmir, he makes a speech to the people of the town outlining his plan to have adventurers search for the root. Perhaps to the surprise of the characters, the townspeople then proceed to vote on the plan. The overwhelming majority agrees to it.

The adventure can't really continue until the characters find Player Handout 1 in Chekrem's things. Do your best to steer them in that direction once they get tired of roleplaying and planning. Then move on to Encounter 2.

If the characters choose not to take the mission, they can remain in Dark Gate and hope for the best. It takes another party of adventurers 21 days to recover the root. Much of the town is killed by the plague in this time (and check to see if the characters are as well). The adventure ends and the players gain nothing on the AR (no gp, xp, or item access) but do lose an additional 2 TUs beyond the normal cost for this adventure.

Treasure: The following treasure can be recovered:

All APLs: L: 11 gp; C: 0; M: 0

ENCOUNTER 2: THE PASSAGE

The Passage of Slerotin is 210 miles long. Although at one time it was a straight, smooth passage, time and geological forces have cracked and broken much of the passage, resulting in a lot of climbing and descending broken ground, as well as numerous dead-ending passages. Instead of a straight line from the Sea of Dust to the Yeomanry beneath the Hellfurnaces, it is a rambling maze of tunnels and chambers.

The main passage is about three hundred feet in diameter at most locations, but it can grow wider or narrower at certain points (where it has collapsed and been reconnected by other natural passageways. Numerous smaller passages lead away from the passage, but most of them dead-end after a few hundred feet. Some of them lead off into the realms of the mind flayers or the drow, but these aren't detailed in this scenario.

The passage has a light breeze that flows from the Sea of Dust to the Yeomanry during the day, and the other direction at night (as the Sea of Dust cools at night). The passage is cool (about 55 degrees) at all times.

Except near the lands of the Lerara Suel, which begin with outposts 25 miles down the passage from Dark Gate, the tunnels are completely dark. The characters have to find some way to see. Remember that

Chekrem had an *everburning torch* among his possessions at the Rooster.

To determine the characters' rate of travel in the passage, use the information on pages 162-163 of the *Player's Handbook*. The characters move at the rate of the slowest character in the party. The passage is considered "difficult terrain with poor visibility," so normal humans with a speed of 30 feet can travel 6 miles in a day. Here is a helpful chart:

Slowest character speed	Miles per day
40 feet	8 miles
30 feet	6 miles
20 feet	4 miles
15 feet	3 miles

The broken terrain includes many small cliffs and ridges difficult for four-footed creatures to traverse. Quadrupeds without a climb speed have their movement rate halved, in addition to the reduction for difficult terrain. This decrease in speed represents the time and difficulty lowering mounts down short cliffs or lifting them up rises in the passage. Here are their speeds:

Quadruped speed	Miles per day
60 feet (light horses)	6 miles
50 feet (heavy horses)	5 miles
40 feet (dogs and ponies)	4 miles

Flying creatures have no reduction to their speed for overland travel in the passage.

There is little native life to hunt in the passage (but plenty of things that may wish to hunt the characters), although occasional underground streams are common enough that the characters need not carry too much water. The townspeople have plenty of stored food they are willing to share with the characters. Characters with the Survival skill can forage for food as described on page 83 of the *Player's Handbook*, but a DC 20 Survival check is required, not 10 (as normal). Note that this halves the movement rate of the foraging character.

Once you have figured how far the characters travel each day, be sure to count the days of onset for the twisting blight, and have the characters make Fortitude saves each day or suffer the effects of the disease. Remember that any character succeeding at four Fortitude saves in a row (over four days) shakes off the disease.

The characters should come across the remains of some of Chekrem's entourage as they move through the Underdark seeking the hidden valley. The DM is encouraged to make up interesting descriptions of bodies the characters stumble across. Many of the entourage were taken alive or eaten completely so there is nothing to find. Others died in ways that leave remains. Be creative here.

Also, the passage is not an underground highway. Centuries of geological activity have made the passage a confusing underground maze and it is inhabited by vast numbers of evil and destructive beings that the

characters have no chance to defeat in direct combat. Be sure to describe the characters' trip as requiring numerous instances of backtracking, hiding, and retreating from dead ends, impassable chambers, and creatures well beyond the capacity of the party to deal with. You should be creative here as well; the characters should feel outnumbered, lost, in constant danger, and well out of their league (especially low-level PCs).

ENCOUNTER 3: THE HUNTERS

Run this encounter early in the travel through the passage, on the second or third day, at any time you see fit (if the characters have some means of traveling extremely fast, just be sure to set this encounter and the next one before the characters have traveled 25 miles and reached a Leraran outpost). The characters pass over the hunting ground of a group of burrowing monsters that burst up behind the party and attack, probably with surprise. The characters can avoid being surprised with a successful DC 15 + APL Listen check.

APL 2 (EL 3)

☛ **Ankheg**: hp 28; see *Monster Manual*.

APL 4 (EL 6)

☛ **Ankhegs (3)**: hp 28 each; see *Monster Manual*.

APL 6 (EL 8)

☛ **Ankhegs (6)**: hp 28 each; see *Monster Manual*.

APL 8 (EL 10)

☛ **Umber Hulks (3)**: hp 71 each; see *Monster Manual*.

APL 10 (EL 12)

☛ **Umber Hulks (6)**: hp 71 each; see *Monster Manual*.

APL 12 (EL 14)

☛ **Truly Horrid Umber Hulk**: hp 270; see *Monster Manual*.

APL 14 (EL 16)

☛ **Truly Horrid Umber Hulks (2)**: hp 270 each; see *Monster Manual*.

APL 16 (EL 18)

☛ **Truly Horrid Umber Hulks (4)**: hp 270 each; see *Monster Manual*.

Tactics: These creatures lurk ten feet below the rocky floor of the Passage, and spring out when their tremorsense indicates prey above. Treat this as a charge. The creatures attack from the rear of the party.

Development: If all the PCs are flying, or have some other method to defeat tremorsense, then have the creatures burrow out of the rock and take a swipe at any

character within reach. If the party bypasses these creatures, award no XP for this encounter.

ENCOUNTER 4: THE TRADERS

Run this encounter a day or two before the party reaches the Lerara Suel outpost, which is at 25 miles into the Passage.

Slowly, a small creature shuffles into view from the passage ahead of you. The creature is probably a goblin, but it has been stripped nearly naked and has grievous wounds over its face and chest. The goblin's eyes are wide with fear and pain. Looking closer, the wounds appear to spell out some sort of rune...

At this point, ask for reactions from the players. It is possible the party just attacks the goblin outright, which causes the derro to attack immediately; go to **The Attack**, below.

Any character examining the runes who can read Dwarven can make out the runes. It is an old Dwarven symbol meaning "Trade Proposed." This goblin, Magabar, is a slave and "signpost" used by a group of derro traders.

If the characters indicate any sort of desire to trade, then move on to Insane Traders, below. If the characters cast any sort of spell or take any offensive action, the paranoid derro immediately attack. Move on to The Attack, below.

Insane Traders

If the characters seem interested in trade, the derro move into the characters' sight and offer the wares they have for sale out of leather packs. Most of these goods are not particularly valuable, but quite useful to adventurers. These derro speak Dwarven, Common, and Undercommon.

Derro are insane, however, and the wrong statement during negotiations may cause them to erupt into combat. Unfortunately, since the derro are insane, it's hard for the characters to know what the "wrong" thing to say is. Once the characters open trading negotiations, roll on the following chart to see what crazy thing will cause the derro to immediately cease negotiations and attack (move to The Attack, below):

d6 roll Trigger Condition

- 1 The characters offer or speak about anything to do with fish or the open ocean.
- 2 If the characters offer four of anything.
- 3 If any character makes any reference whatsoever to the drow.
- 4 The derro are convinced that all the characters emit a horrible smell, and point it out rudely to the characters. If the characters deny this in any way, the derro fly into a rage and attack.
- 5 If there isn't a Small character in the party.
- 6 If the characters obviously pull anything out of an extradimensional space that shouldn't fit in it

(like removing a ladder from a bag of holding or a sword from a Heward's handy haversack).

Roleplay the derro as canny traders who clearly have no touch with reality; they won't make bad deals, but they babble and gibber a lot. They have a good idea of what magic items are worth and will not accept less than normal market price. They are willing to either barter items or just sell them for coin or gems.

Here are the items the derro have for sale, by APL:

APL 2: silversheen and a wand of light

APL 4 (as APL 2 plus): hand of the mage

APL 6 (as APL 2-4 plus): potion of cure moderate wounds

APL 8 (as APL 2-6 plus): universal solvent

APL 10 and 12 (as APL 2-8 plus): sleep arrow

APL 14 and 16 (as APL 2-12 plus): boots of striding and springing

Once trading is concluded, if the derro haven't attacked, then they leave peacefully. If the characters don't buy one of the items listed above at this time, be sure to cross it off of the AR (they can't buy it at the end of the adventure if they didn't bargain for it now).

The derro don't intend to stay in this area for very long, so they won't be around to bother the townspeople. They'll admit this if the characters ask.

If the characters succeed in negotiating peacefully with the derro, whether or not they buy anything, award them full XP for this encounter.

The Attack

It is quite likely that the derro turn on the characters and attack at some point in their negotiations. If the derro attack from darkness, allow the characters a DC 12 + APL Listen check to act in the surprise round. If the derro suddenly attack during negotiations, allow the characters a DC 12 + APL Sense Motive check to act in the surprise round.

All APLs

☛ **Magabar, Goblin slave:** male goblin War5; hp 22 (currently 9); see Appendix 1.

Tactics: Magabar has no equipment, and flees as soon as possible. If the characters see Magabar flee, be sure to point it out to them, as they'll probably see Magabar later in the scenario. Since he takes a double move action, Magabar is probably almost immediately out of sight.

APL 2 (EL 5)

☛ **Derro (2):** hp 16 each; see *Monster Manual*. Weapons are coated with medium spider venom.

APL 4 (EL 6)

☛ **Derro (3):** hp 16 each; see *Monster Manual*. Weapons are coated with medium spider venom.

APL 6 (EL 8)

☛ **Derro Student:** male derro Sor4; hp 48; see Appendix 1.

🔪 **Derro (2):** hp 16 each; see *Monster Manual*. Weapons are coated with medium spider venom.

APL 8 (EL 10)

🔪 **Derro Students (2):** male derro Sor4; hp 48 each; see Appendix 1.

🔪 **Derro (4):** hp 16 each; see *Monster Manual*. Weapons are coated with medium spider venom.

APL 10 (EL 12)

🔪 **Derro Savant:** male derro Sor6; hp 59; see Appendix 1.

🔪 **Derro Students (2):** male derro Sor4; hp 48 each; see Appendix 1.

🔪 **Derro Rogues (2):** male derro Rog4; hp 52 each; see Appendix 1.

APL 12 (EL 14)

🔪 **Derro Greater Savant:** male derro Sor8; hp 70; see Appendix 1.

🔪 **Derro Students (2):** male derro Sor4; hp 48 each; see Appendix 1.

🔪 **Derro Rogues (6):** male derro Rog4; hp 52 each; see Appendix 1.

APL 14 (EL 16)

🔪 **Derro Master Savant:** male derro Sor10; hp 81 (currently 97 from *false life*); see Appendix 1.

🔪 **Derro Greater Savants (2):** male derro Sor8; hp 70 each; see Appendix 1.

🔪 **Derro Sneaks (3):** male derro Rog7; hp 72 each; see Appendix 1.

APL 16 (EL 18)

🔪 **Derro Master Savant:** male derro Sor10; hp 81 (currently 97 from *false life*); see Appendix 1.

🔪 **Derro Greater Savants (2):** male derro Sor8; hp 70 each; see Appendix 1.

🔪 **Derro Assassins (3):** male derro Rog11; hp 98 each; see Appendix 1.

Tactics: The derro spellcasters enjoy blinding and incapacitating their foes so the other derro can sneak attack them. The derro know enough to target creatures that are susceptible to their sneak attacks whenever possible, and maneuver into flanking whenever convenient. At APL 14 and 16, the greater savants will delay their spells until the master savant uses *mind fog*.

Development: If the characters are traveling without a light source of any kind, then the derro stumble upon them just as they stumble upon the derro. Paranoid, the derro immediately attack. Roll for initiative normally. As soon as he can, Magabar flees down the Passage away from his captors.

Treasure: In addition to the items they use in combat, the derro have a leather bag with all of the items listed for trade above.

APL 2: L: 50 gp; C: 0; M: *silversheen*, 21 gp per character; *wand of light*, 31 gp per character.

APL 4: L: 75 gp; C: 0; M: *silversheen*, 21 gp per character; *wand of light*, 31 gp per character; *hand of the mage*, 75 gp per character.

APL 6: L: 98 gp; C: 0; M: *silversheen*, 21 gp per character; *wand of light*, 31 gp per character; *hand of the mage*, 75 gp per character; *bracers of armor +1*, 83 gp per character; *potion of cure moderate wounds*, 25 gp per character.

APL 8: L: 196 gp; C: 0; M: *silversheen*, 21 gp per character; *wand of light*, 31 gp per character; *hand of the mage*, 75 gp per character; *universal solvent*, 4 gp per character; *bracers of armor +1 (2)*, 83 gp per character each; *potion of cure moderate wounds (2)*, 25 gp per character each.

APL 10: L: 266 gp; C: 0; M: *silversheen*, 21 gp per character; *wand of light*, 31 gp per character; *hand of the mage*, 75 gp per character; *universal solvent*, 4 gp per character; *sleep arrow*, 11 gp per character; *bracers of armor +1 (3)*, 83 gp per character each; *potion of cure moderate wounds (5)*, 25 gp per character each.

APL 12: L: 510 gp; C: 0; M: *silversheen*, 21 gp per character; *wand of light*, 31 gp per character; *hand of the mage*, 75 gp per character; *universal solvent*, 4 gp per character; *sleep arrow*, 11 gp per character; *bracers of armor +1 (3)*, 83 gp per character each; *potion of cure moderate wounds (9)*, 25 gp per character each.

APL 14: L: 211 gp; C: 0; M: *silversheen*, 21 gp per character; *wand of light*, 31 gp per character; *hand of the mage*, 75 gp per character; *universal solvent*, 4 gp per character; *sleep arrow*, 11 gp per character; *boots of striding and springing*, 458 gp per character; *bracers of armor +1 (3)*, 83 gp per character each; *potion of cure moderate wounds (6)*, 25 gp per character each; *cloak of charisma +2*, 333 gp per character; *+1 short sword (3)*, 193 gp per character each; *+1 buckler (3)*, 97 gp per character each; *+1 studded leather (3)*, 98 gp per character each; *gloves of dexterity +2 (3)*, 333 gp per character each.

APL 16: L: 211 gp; C: 0; M: *silversheen*, 21 gp per character; *wand of light*, 31 gp per character; *hand of the mage*, 75 gp per character; *universal solvent*, 4 gp per character; *sleep arrow*, 11 gp per character; *boots of striding and springing*, 458 gp per character; *bracers of armor +1 (3)*, 83 gp per character each; *potion of cure moderate wounds (6)*, 25 gp per character each; *cloak of charisma +2*, 333 gp per character; *+1 short sword (3)*, 193 gp per character each; *+2 buckler (3)*, 347 gp per character each; *+2 chain shirt (3)*, 354 gp per character each; *gloves of dexterity +2 (3)*, 333 gp per character each; *ring of protection +1 (3)*, 167 gp per character each.

ENCOUNTER 5: THE GOVERNOR

Once the characters have traveled 25 miles down the Passage of Slerotin, they encounter an outpost to the realm of the Lerara Suel. Read the following:

Your eyes are so accustomed to the oppressive darkness around you that you don't immediately notice the light. At first, it

seems that there are torches waving very far away down the Passage, but then you realize that these lights are coming from fungi stuck against walls or carried by individuals.

Illuminated in their light are spectral forms of humans. They have skin so pale you can see dark blue veins beneath the surface, and hair the color of snow. The four figures raise crude weapons in an attempt to keep you back.

(If the characters are traveling with a light source brighter than a candle, add: *They squint in your light, clearly unaccustomed to the brightness*)

Behind the pale men, you can see many other light sources, almost all created by various glowing fungi. This encampment of underground men—whoever they are—fills the entire Passage here. One of the figures speaks to you.

If there are humans visible in the party, the guard speaks in Ancient Suel: “Brothers from the Sunlit World, halt and state your business.” If there are no humans visible (or no one in the party appears to speak Ancient Suel), they say in plain Common: “Stop where you are. You cannot enter the lands of the Lerara Suel.”

These two guards are keeping a watch for dangerous creatures, and are initially suspicious of the party. Among the Lerara Suel guard duty is a very hazardous occupation. The characters have, in fact, stumbled across a Leraran outpost at the edge of their territory. And they are lucky, because the Lerarans often simply overwhelm visitors for later sacrifice.

These four warriors wear armor crafted from the tough hide of giant millipedes (treat as dragonhide armor) and carry spears.

If the characters give any plausible reason for being here, the four figures confer among themselves, and tell the characters that they must see Governor Jareel Steeltongue, leader of the Lerara Suel. The guards won't answer any questions with more than one- or two-word answers.

All APLs (EL 4)

🗡️ **Lerara Suel Guards (4):** male human War2; hp 11 each; see Appendix 1.

If the characters agree to meet with the governor, the guards insist that the characters surrender all of their weapons. If they do not, one of the guards leaves to inform Governor Jareel that recalcitrant visitors are here to see him. The governor sends word that they are to be sent to him whether they relinquish their weapons or not.

Once the PCs are approved, two guards take them through this outpost of the Lerara Suel and further onward to a large settlement a few miles further down:

The Passage of Slerotin is home to a much larger group of humans than its appearance would indicate. In the soft, low lights you are led past hundreds of people; perhaps thousands. Many are families, others train with weapons or horse-size millipedes, and a few are trying to divert an underground river to irrigate a shallow cave full of tough-looking weeds. All these

people live in the near-absolute darkness and near-absolute silence of the passage.

After a half hour of walking, you are directed down one of the many smaller side tunnels that branch out of the Passage of Slerotin. The guards wait outside the entrance to the tunnel. From inside, you hear a smooth voice say, “Come in, visitors from the Sunlit World.”

This side passage that extends back about fifty feet before ending. This is the “regional office” of Governor Jareel Steeltongue, a stern-looking Suel man with a thin beard and expensive-looking jewelry. He has several rocks here carved to be comfortable to sit on, and he invites the characters to sit. Governor Jareel remains standing.

The Governor asks what brings the characters to the lands of his people. When he hears of their mission, he seems thoughtful.

“We have been known, from time to time, to offer safe passage to travelers, but never without payment, and only when we’re feeling generous. Yes, perhaps this meeting is a fortunate one. You need to pass through some of our territory, and we need your wealth to enrich our poor people and defend ourselves from the hazards of our realm.”

Jareel is excited at the opportunity to enrich his people. He initially asks for money and goods equal to 500 gp times the APL. He is interested in money, weapons, armor, or magic items. Basically, anything the characters have to offer. Governor Jareel drives a hard bargain, and agrees to no less than 200 gp per APL. If the characters claim that they don't have enough, he points out their valuable equipment. He is willing to take the armor right off of their backs. If the characters argue that they need their equipment, Jareel points out that they won't need it when under protection of the Lerara Suel. Furthermore, he adds that they can obtain more weapons and armor from the surface, where the Lerara Suel have no such contacts. Make the characters really squirm about the amount they have to pay.

If the characters absolutely refuse to pay, he has them escorted away, and invites the characters to return to him once they've changed their minds. The guards escort the characters to the point the characters first met them (they don't escort the characters to the other side of the Lerara village under any circumstances; they don't want to anger the governor). Governor Jareel then triples the guard at the characters' end of the passage (to 12 guards).

If the characters agree to pay, even to pay later, Governor Jareel seems satisfied with the deal. He bows to them to formalize the deal, and then invites the characters to take a walk with him (to meet Meklot). If the characters pay up front, the Governor gives the payment to an assistant. The characters won't ever see it again. Go on to Encounter 6.

As part of the agreement, Governor Jareel offers the characters directions to the passage to the hidden valley (if they share the fact they seek it). This passage only

recently became passable during one of the frequent, of late, tremors in this region.

If the characters think to ask about Chekrem, they can ascertain that no Lerara Suel granted Chekrem passage, but Jareel admits that he may have passed through the village unnoticed.

What's Really Going On: In truth, Governor Jareel is making a dangerous gamble. He's hoping that the characters won't like the swaggering, belligerent Meklot once they meet him, and things will escalate to violence. Jareel hopes the characters will destroy his influential rival.

All APLs (EL 4)

♣ **Governor Jareel Steeltongue:** male human Ari7; hp 45; see Appendix 1.

The Hard Way: Some parties may just attack the Lerara guards out of paranoia or bloodlust. This doesn't have to derail the entire adventure—just as the characters are defeating the guards (which is particularly easy at higher APLs), a larger force of guards shows up. The characters are given a chance to parley; if they do, bring them before the governor and give them a chance to convince him the attack on the guards was a misunderstanding. If they don't, they can either flee or fight. If captured, they are brought before Governor Jareel Steeltongue who, after interrogating them, attempts to recruit them to slay his rival, Meklot Favored-Son.

ENCOUNTER 6: THE RITUAL

Jareel takes the visitors through the Lerara village once more, and explains that before a decision that so strongly affects the lives of the Lerara Suel can be finally approved, it has to be presented to a high priest of the Lerara Suel. If the characters relinquished their weapons before, Governor Jareel has them returned.

If asked about the deity Lerara priests revere, Jareel explains that the Lerara were abandoned long ago by all the gods they once knew, but they have found a new protector to worship. He does not provide the characters with any additional information beyond that answer and the name of the being they worship, the Mother. This creature is called the Mother, and even Jareel speaks in hushed, reverent tones when discussing the Mother. Like all Lerara, he fears the wrath of the Mother falling upon his people, and finds regular ritual sacrifice unpleasant but absolutely necessary. No Lerara, including Jareel, lets the characters near the Chambers of the Mother, or tells the characters how to find the Chambers of the Mother. No Lerara will provide the characters with more information than the name of the being they worship and the fact that they do all they can to keep that being happy.

If asked about the “high priest,” Jareel explains that the most powerful and influential priest in decades is Meklot Favored-Son. Unlike many of the priests, Meklot can cast powerful spells to help the Lerara, and so he's

very popular among the Lerara Suel. They think he has been given his powers by the Mother.

Governor Jareel doesn't like Meklot at all. Make it clear when answering questions about Meklot that Governor Jareel finds Meklot a dangerous, vain demagogue. Jareel considers Meklot a dangerous rival, but he can't freely say so in front of the other Lerara Suel.

After half a day of travel, Governor Jareel leads the characters into the ritual chamber. Read:

Governor Jareel leads you down a short side passage and into a large, natural chamber. Dozens of the ghostly Lerara Suel crowd around the edges of the room, transfixed by the spectacle at the far side of the cavern.

A low, blocky, stone altar covered with crusted blood squats at the far end of the room. Directly in front of it, just large enough for a man to fit, through, is a hole leading down into blackness. Disgusting squelching noises and a sense of malignant evil radiate from the pit.

Behind the altar, a stone dagger raised above his head, is a Lerara Suel wearing armor made from the carapace of some large insect. His face is haggard, wide, and covered with ugly scars. His armor is painted with spirals, squiggles, and other intricate mystical runes. After a pause, he continues speaking in a hoarse voice, and you realize you have come in the middle of a lengthy ritual of some sort.

This leader is Meklot Favored-Son, and he is speaking in Ancient Suel. If any of the characters understand that language, he is imploring the Mother for protection and asking for the Mother to receive the sacrifices he is about to give.

The ritual sacrifices being made are of beings “not powerful” enough to be worth feeding to the Mother directly. They are simply offerings in her name. This is a practice that Meklot began recently and one not all the Lerara are comfortable with. It is a false practice as the Mother only cares about the direct sacrifices made to her to feed on.

The victim of the offering is the goblin Magabar, if he escaped Encounter 4 intact. If Magabar manages to flee Encounter 4, go to Ritual: If Magabar Fled, below. If not, then go to Ritual: If Magabar Didn't Flee, below.

Ritual: If Magabar Fled

If Magabar, the rune-carved goblin from Encounter 4, fled that encounter the Lerara Suel has captured him before the characters arrived. Read:

The priest walks slowly and carefully out to the crowd, and the Lerara Suel hand out a small, weakly struggling figure. This goblin has runes carved onto its face and chest; in fact, it's the same goblin “signpost” the derro used days ago.

Meklot returns the sacrificial victim to the altar where it lies shuddering in fear. Meklot raises his dagger high...

Wait for any input from the characters at this point. If they attack or cast spells, move to Encounter 7 immediately. If they cry out, move to The Debate, below. If they do nothing, read on:

Meklot plunges the dagger down into the goblin, and it lies still. With a grin of satisfaction, Meklot pushes the body into the pit on the other side of the altar, and the goblin's body disappears into blackness.

This sacrifice empowers Meklot if he is high enough level to benefit from the sacrifice or major sacrifice abilities of his prestige class.

Ritual: If Magabar Didn't Flee: Without any handy outsiders, Meklot has to sacrifice one of the Lerara Suel instead (a 5th-level commoner). Read:

The priest walks slowly and carefully out to the crowd, and the Lerara Suel push forward weakly struggling figure. This Lerara Suel looks small and sick, and shakes with terror.

Meklot leads the sacrificial victim to the altar where he lies shuddering in fear. Meklot raises his dagger high...

Wait for any input from the characters at this point. If they attack or cast spells, move to Encounter 7 immediately. If they cry out, move to The Debate, below. If they do nothing, read on:

Meklot plunges the dagger down into the Suel man, and he lies still. With a grin of satisfaction, Meklot pushes the body into the pit on the other side of the altar, and the man's body disappears into blackness.

This sacrifice empowers Meklot if he is high enough level to benefit from the sacrifice or major sacrifice abilities of his prestige class. However, since he has sacrificed one of his own followers, Meklot must succeed at an immediate Diplomacy check (DC 20) or the sentiment of the Lerara Suel turns against him. If this happens, Meklot lashes out at any outsiders he sees—the characters. Move right to Encounter 7.

The Debate: If at any time any characters call a halt to the ritual, or speak out against sacrifice, or anything of that sort, the ritual ceases immediately. Meklot listens to what the characters have to say with a smirk of disgust. He then argues on behalf of the bloody rituals, citing:

- The protections of the Mother keep the Lerara alive in this harsh and inhospitable land (although, if pressed, Meklot can't actually say how).
- The Mother's wrath could destroy all of the Lerara, and regular ritual sacrifice placates it (which Meklot knows is only partly true as the Mother only desires direct sacrifice of living victims for Her to feed on, and he couldn't say how exactly the Mother would destroy them).
- Meklot is the best at performing the sacrifices (which isn't true, either, but Meklot likes to think so—if asked, Jareel will snort and say this isn't so).

The Lerara Suel present listen very carefully as these arguments go back and forth. They wait anxiously to see who will come out on top of this debate.

When the characters have argued against Meklot's rituals as best they can, have Meklot and the characters

make opposed Diplomacy checks. The characters may coordinate with each other, and feel free to grant a DM's best friend bonus (up to +2) for good roleplaying. They cannot take a 10 or 20 on this check.

If the characters succeed, the Lerara, while disagreeing with the thought of ending all sacrifice to the Mother, nod knowingly at what the characters have to say, and reconsider the ritual slaughter of outsiders that Meklot has introduced. The players have earned the favor of the Lerara Suel (see Encounter 8). Meklot, enraged at his loss, immediately attacks the characters. Roll for initiative and move right into Encounter 7.

If the characters fail, the Lerara all nod knowingly at what Meklot has to say, and glare hatefully at the characters. The characters have not earned the favor of the Lerara Suel (see Encounter 8). Meklot, gloating with his victory, declares that they all will be used to feed the Mother, and he attacks them. Roll for initiative and move right into Encounter 7.

If the Characters Do Nothing: Some parties may restrain themselves so much that Meklot's ritual sacrifice goes off without a hitch. In that case read:

After the sacrifice, the priest shouts over to Jareel and your group. "Esteemed governor, you have brought outsiders to foul our sacred rites."

"They have a boon to ask of the Lerara." Governor Jareel returns evenly. "I have approved their request, but I felt it...prudent to ask for the approval of Meklot Favored-Son as well."

"If one of them is offered as sacrifice, I will approve their request," says Meklot Favored-Son, looking casually at his bloody dagger.

Governor Jareel seems surprised. "But...but...you don't even know what they are requesting of our people!"

"It matters not to me, and it matters not to the Mother," barks Meklot in quick reply. "If one of them will be sacrificed, then I agree to whatever agreement you have reached with them."

Jareel turns to you and whispers in a low voice, "I don't trust him. He won't stop until all of you have been sacrificed, and what will your diseased countrymen do then? If this demagogue Meklot were destroyed, we would not need his approval at all..."

Jareel hopes to goad the characters into fighting Meklot. If they do, move to Encounter 7.

However, Meklot is as good as his word. If one of the characters (Meklot insists the sacrifice must be a humanoid) agrees to be sacrificed to the Mother, then Meklot leads him or her to the altar. Meklot leads the victim around the *spike stones*, if they are present. Once the victim is on the altar, Meklot performs a coup de grace with his dagger until the victim dies and then pushes the body into the pit. Then Meklot approves the Governor's plan and ends the ritual. The remaining characters are free to pass through the Lerara village unhindered. Go on to Encounter 8 in this instance, and award no XP for defeating Meklot Favored-Son.

If things get this far, however, the other characters are likely to leap into action. If they speak out about the evils of sacrifice or against Meklot Favored-Son, go to The Debate, above. If they attack, go to Encounter 7.

Much Too Curious: If any player wants his character to enter the pit, reiterate that waves of malevolence emanating from the pit—which leads to passageways to a chamber that houses a creature the Lerara worship as a god—and offer a chance to reconsider. Any character entering the pit discovers that the emanations of evil become even stronger the further down the pit he progresses. By the time the character reaches the bottom of the pit these emanations become so strong that the character are unable to progress further—the evil here is actually palpable and blocks any further progress.

ENCOUNTER 7: THE DEMAGOGUE

Almost certainly the characters must combat Meklot Favored-Son; either they will initiate an attack on him, or he will denounce them for dangerous heretics and initiate combat himself.

Meklot is prepared for attack, and has precast a few spells in his ritual area. He precasts these spells before every ritual, but these preparations will also serve him well in his combat against the characters.

At APL 6 and above, Meklot's ritual sacrifice (if he was able to complete it) adds +2 to his caster level for all spells. At APL 10 and above, this adds +4 to his caster level instead of +2. See the sacrifice and major sacrifice abilities of the Bane of Infidels prestige class in Appendix 2 for more information.

At APL 8 and above, all of Meklot's spells are memorized with the Sanctum Spell feat, so they all count as one level higher than they normally are (for example, his *flaming sphere* counts as a 3rd-level spell for the purpose of calculating save DCs).

Although Meklot Favored-Son is a druid, he won't use his *wild shape* form in front of his followers unless absolutely necessary. The armor he wears is made from the carapace of giant millipedes, and functions just as dragonhide armor (which means druids may freely wear it). Also, there is insufficient vegetation in the ritual chamber for spells like *entangle* and *plant growth*, so Meklot doesn't use them. Spells that create vegetation, like *wall of thorns*, work in the ritual chamber (but will probably have to be at a much smaller area of effect than usual for the spell).

Meklot avoids targeting the Lerara Suel in this chamber, but if he must attack them in order to reasonably attack a troublesome character, he does so. Each time Meklot damages any of the Lerara Suel in his fight against the characters, he must make an immediate DC 12 + APL Diplomacy check to appease his people or the sentiment of the Lerara Suel turns against him (see Encounter 8). He cannot take 10 or 20 on this check.

Once Meklot begins combat, he fights to the death. He accepts surrender, but only to trick the characters. Later, he sacrifices them to the Mother.

APL 2 (EL 4)

➤ **Meklot Favored-Son:** male human Ftr1/Drd3; hp 29; see Appendix 1.

➤ **Advanced dire rat companion:** hp 18; see Appendix 1.

Tactics: Meklot casts *shillelagh* and rushes into combat. If he gets a chance, he casts *flaming sphere*, and move it from target to target with his move action each round, while fighting with his *shillelagh*. He casts *obscuring mist* to give himself protection from spellcasters and archers, if needed. Meklot's dire rat companion does its best to flank with him.

APL 4 (EL 6)

➤ **Meklot Favored-Son:** male human Ftr1/Drd5; hp 41; see Appendix 1.

➤ **Dire bat companion:** hp 30, see *Monster Manual*.

Tactics: Meklot casts *obscuring mist* to buy some time while he prepares for combat. He then casts *bear's endurance*, *resist energy* (fire, unless the characters have already used another type against him), and *shillelagh*. He then enters melee with whichever character is closest. On obviously weak-looking characters, he casts *poison*. His dire bat companion uses its blindsense to attack characters that Meklot can't see.

APL 6 (EL 8)

➤ **Meklot Favored-Son:** male human Ftr1/Drd5/Bane of Infidels 2; hp 53; see Appendix 1.

➤ **Dire bat companion:** hp 30, see *Monster Manual*.

Tactics: At this APL, Meklot waits for the characters to come to him before engaging in melee. *First round:* cast *flame strike* on any characters clustered together. *Second round:* cast *sleet storm* to try to split the characters up and block lines of sight. *Third and later rounds:* if necessary, cast *obscuring mist* for cover, and then cast *bear's endurance*, *resist energy* (fire, unless the characters have already used another type against him), and *shillelagh*. He then enters melee with whichever character is closest. On obviously weak-looking characters, he casts *poison*. His dire bat companion uses its blindsense to attack characters that Meklot can't see.

APL 8 (EL 10)

➤ **Meklot Favored-Son:** male human Ftr1/Drd5/Bane of Infidels 4; hp 65; see Appendix 1.

➤ **Dire bat companion:** hp 30, see *Monster Manual*.

Tactics: At this APL, Meklot slows the characters down and divides them up as much as possible, hopefully so that he can engage the characters in melee one-on-one. *First round:* cast *wall of thorns* on as many characters as possible. *Second and later rounds:* while the characters push

their way through the *wall of thorns*, prepare for them by casting *bear's endurance*, *resist energy* (fire, unless the characters have already used another type against him), and *shillelagh*. If needed, cast *sleet storm* or *flame strike* to buy more time. Then Meklot advances into melee. On obviously weak-looking characters, he casts *poison*. His dire bat companion uses its blindsense to attack characters that Meklot can't see.

APL 10 (EL 12)

➤ **Meklot Favored-Son:** male human Ftr1/Drd5/Bane of Infidels 6; hp 77; see Appendix 1.

➤ **Dire bat companion:** hp 30, see *Monster Manual*.

Tactics: At this APL, Meklot only enters melee if absolutely necessary. *First round:* Use *wall of thorns* on as many characters as possible. *Second round:* On any character that escaped the *wall of thorns*, either use *wicker man* or throw the *fire seed* at him. *Third and later rounds:* if not directly threatened, take the opportunity to cast *bear's endurance* and *resist energy*. If directly threatened, use *flame strike* (if the characters are clustered together) or *call lightning storm* (if facing only one character). Meklot's dire bat companion uses its blindsense to attack characters that Meklot clearly can't see.

APL 12 (EL 14)

➤ **Meklot Favored-Son:** male human Ftr1/Drd5/Bane of Infidels 8; hp 89; see Appendix 1.

➤ **Dire bat companion:** hp 30, see *Monster Manual*.

Tactics: At this APL, Meklot only enters melee if absolutely necessary. *First round:* Use *fire storm* on as many characters as possible. *Second round:* Use *wall of thorns* to trap as many characters as possible. *Third round:* On any characters that escaped the *wall of thorns*, either use *wicker man* or throw the *fire seed* at one of them. *Fourth and later rounds:* ignite characters in the *wicker man* by using *bonfire*. If not directly threatened, take the opportunity to cast *bear's endurance* and *resist energy*. If directly threatened, use *flame strike* (if the characters are clustered together) or *call lightning storm* (if facing only one character). Meklot's dire bat companion uses its blindsense to attack characters that Meklot clearly can't see.

APL 14 (EL 16)

➤ **Meklot Favored-Son:** male human Ftr1/Drd5/Bane of Infidels 10; hp 89; see Appendix 1.

➤ **Dire bat companion:** hp 30, see *Monster Manual*.

Tactics: At this APL, Meklot seeks to do as much damage as possible to the outsiders as quickly as possible. *First round:* He casts *fire storm* followed by a quickened *flame strike*. *Second round:* Meklot throws his *fire seed* at any character that evaded damage from his first two spells. *Third and later rounds:* Use the rest of his spells and powers to the best of his ability, primarily *wall of thorns* to keep the party separated and incapacitated. Meklot's dire

bat companion uses its blindsense to attack characters that Meklot clearly can't see.

APL 16 (EL 18)

➤ **Meklot Favored-Son:** male human Ftr1/Drd7/Bane of Infidels 10; hp 89; see Appendix 1.

➤ **Advanced dire bat companion:** hp 48, see Appendix 1.

Tactics: At this APL, Meklot seeks to do as much damage as possible to the outsiders as quickly as possible. *First round:* If the characters are clustered together, he delivers a maximized *flame strike* followed by a quickened *flame strike*. Otherwise, he'll use his empowered *fire storm* followed by a quickened *flame strike*. *Second round:* Meklot uses the most powerful *fire storm* he has left, and another quickened *flame strike*. *Third and later rounds:* Meklot will hurl his *fire seed* at any character that evaded damage from his previous spells, or use empowered *poison* on them if they are close at hand. Use the rest of his spells and powers to the best of his ability. Meklot's dire bat companion uses its blindsense to attack characters that Meklot clearly can't see.

The Last Chance: If the characters had earned the favor of the Lerara Suel before now, then the Lerara are pleased to see their demagogue defeated. Move on to Encounter 8.

If the characters did not earn the favor of the Lerara Suel, then the Lerara look at them with outright hostility, but don't attack such clearly powerful outsiders. If the characters want to make one more impassioned speech about the evils of sacrifice and why it's a good thing that Meklot is dead, they can now earn favor of the Lerara Suel with an impassioned speech and a successful DC 20 + APL Diplomacy check. They cannot take a 10 or 20 on this check. Whether or not they succeed, move on to Encounter 8.

Don't invite the players to take this last chance to earn the favor of the Lerara Suel; if they don't bring up wanting to sway the sentiment after Meklot is defeated, and then just move on to Encounter 8.

Treasure: The following treasure can be recovered after Meklot is slain:

APL 2: L: 326 gp; C: 0; M: 0.

APL 4: L: 326 gp; C: 0; M: *cloak of resistance* +1, 83 gp per character.

APL 6: L: 326 gp; C: 0; M: *cloak of resistance* +1, 83 gp per character; *periapt of wisdom* +2, 333 gp per character.

APL 8: L: 326 gp; C: 0; M: *cloak of resistance* +1, 83 gp per character; *periapt of wisdom* +2, 333 gp per character.

APL 10: L: 51 gp; C: 0; M: *cloak of resistance* +2, 333 gp per character; *periapt of wisdom* +2, 333 gp per character; +2 *dragonhide full plate*, 608 gp per character.

APL 12: L: 51 gp; C: 0; M: *cloak of resistance* +2, 333 gp per character; *periapt of wisdom* +4, 1,333 gp per character; +2 *dragonhide full plate*, 608 gp per character.

APL 14: L: 51 gp; C: 0; M: *cloak of resistance* +2, 333 gp per character; *periapt of wisdom* +4, 1,333 gp per character; +2 *dragonhide full plate*, 608 gp per character.

APL 16: L: 51 gp; C: 0; M: *cloak of resistance* +2, 333 gp per character; *periapt of wisdom* +6, 3,000 gp per character; +2 *dragonhide full plate*, 608 gp per character.

ENCOUNTER 8: THE FINAL RUN

There are no more encounters between the Lerara Suel village and the hidden valley, although you're welcome to make the players sweat by calling for occasional Spot or Listen checks.

More importantly, you should have them make Fortitude saves if they are still infected with the Twisting Blight, and track how many days of travel remain before the characters reach the hidden valley, 30 miles past the Lerara encampment.

If the characters have earned the favor of the Lerara Suel, then the Lerara are very helpful. They provide giant millipede mounts and drivers. Each giant millipede can comfortably carry about half a dozen Medium characters, and they travel at 18 miles per day (speed of 40 feet, climb speed of 40 feet). The Lerara have enough of these beasts to carry all the characters.

If the characters have not earned the favor of the Lerara Suel, they still enjoy the thanks of Governor Jareel Steeltongue for eliminating Meklot Favored-Son. The Governor commands his people to let the past the lands of the Lerara Suel. Since Meklot is out of the way, the Governor's wishes are unopposed. As the characters pass, the Lerara Suel look out at them from their side passage, ghost-like, glaring at them with undisguised hatred. The characters have to make the last 30 miles on their own.

Recall that any characters reduced to a Charisma of 0 by the Twisting Blight are unconscious and begin starving to death. Some characters may have carry their companions, or consider leaving their companions behind. Subsequent adventurers sent by the citizens of Dark Gate will recover any unconscious characters abandoned by their comrades. These characters will recover, healed of the Twisted Blight, in Dark Gate. They only gain XP and treasure up to the point where they dropped to 0 Charisma.

CONCLUSION

The side passage becomes noticeably warmer about a mile before its end in a warm hidden valley in the midst of the Hellfurnaces. The characters can see the reflected sunlight long before they surface.

A warm wind whips your clothing as you look out upon a warm hidden valley nestled within the Hellfurnaces. The valley contains a variety of plant life and a large aboveground tomb.

If the characters search amongst the vegetation, a successful DC 18 Search check reveals a large cluster of brownish plants hidden in the shelter of a large boulder.

There are also tracks that Chekrem left when he was here months ago. They can be found on a successful DC 30+APL Survival check. The tracks lead to the brownish plants, as well.

If picked, these plants have heavy roots under the soil. They look like some sort of sweet potato. The roots detect as magical (of no particular school), but the magic begins fading after the roots are plucked from the soil.

Preparing a paste to treat the Twisting Blight is fairly easy (DC 10 Heal or Profession (herbalist) check). Once administered (requiring another DC 10 Heal or Profession (herbalist) check), the victim immediately regains all Charisma lost to the Twisting Blight and is cured of the disease. The cure must be administered within an hour of digging up the root, or the cure is ineffective.

The characters may be anxious to explore the tomb. Anyone who can read Ancient Suloise (or who makes a successful Decipher Script check [DC 20]) can tell that this tomb predates the Rain of Colorless Fire and hasn't been disturbed in centuries. If they open the tomb, have them make Spot and Listen checks, despite the fact that nothing of danger resides here. The tomb is warded by powerful, long forgotten magic that prevents divination spells from locating it or functioning within it. The magic also blocks anyone from teleporting here (or arriving here through similar magic) except as below. The tomb is empty (it appears it may have been robbed many centuries ago) except for a single, clearly marked circular area in the back of the tomb. Anyone passing into this circle activates a *teleportation circle* to a ruin within the Sea of Dust. The characters could use a similar circle there to return to this valley. The characters may not explore the ruin in question at this time (remind them the urgency of their current task), but will have the opportunity to do so at Winter Fantasy 2004, if they attend.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 3: The Hunters

Defeat the burrowing monsters

APL 2	90 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP
APL 14	480 XP
APL 16	540 XP

Encounter 4: The Traders

Negotiate with or defeat the derro

APL 2	150 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP
APL 14	480 XP
APL 16	540 XP

Encounter 7: The Demagogue

Defeat Meklot Favored-Son

APL 2	150 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP
APL 14	480 XP
APL 16	540 XP

Story Award

The characters earned the favor of the Lerara Suel (either the characters won the debate with Meklot Favored-Son OR Meklot Favored-Son angered his own people by harming them with sacrifice or spell, and failed the Diplomacy check to appease them).

APL 2	30 XP
APL 4	45 XP
APL 6	60 XP
APL 8	75 XP
APL 10	90 XP
APL 12	105 XP
APL 14	120 XP
APL 16	135 XP

Story Award

Award to all characters with Charisma above 0 when they finally reach the end of the Passage

APL 2	30 XP
APL 4	45 XP
APL 6	60 XP
APL 8	75 XP
APL 10	90 XP
APL 12	105 XP
APL 14	120 XP
APL 16	135 XP

Story Award

Good roleplaying and problem solving

APL 2	30 XP
APL 4	45 XP
APL 6	60 XP
APL 8	75 XP
APL 10	90 XP
APL 12	105 XP
APL 14	120 XP
APL 16	135 XP

Total Possible Experience

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1,125 XP
APL 10	1,350 XP
APL 12	1,575 XP
APL 14	1,800 XP
APL 16	2,025 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* 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) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

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

Treasure Key:

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

Encounter 1: The Disease

Take Chekrem's things left in The Rooster.

All APLs: L: 11 gp; C: 0; M: 0

Encounter 4: The Traders

Defeat the derro and take their gear.

APL 2: L: 50 gp; C: 0; M: *silversheen*, 21 gp per character; *wand of light*, 31 gp per character.

APL 4: L: 75 gp; C: 0; M: *silversheen*, 21 gp per character; *wand of light*, 31 gp per character; *hand of the mage*, 75 gp per character.

APL 6: L: 98 gp; C: 0; M: *silversheen*, 21 gp per character; *wand of light*, 31 gp per character; *hand of the mage*, 75 gp per character; *bracers of armor* +1, 83 gp per character; *potion of cure moderate wounds*, 25 gp per character.

APL 8: L: 196 gp; C: 0; M: *silversheen*, 21 gp per character; *wand of light*, 31 gp per character; *hand of the mage*, 75 gp per character; *universal solvent*, 4 gp per character; *bracers of armor* +1 (2), 83 gp per character each; *potion of cure moderate wounds* (2), 25 gp per character each.

APL 10: L: 266 gp; C: 0; M: *silversheen*, 21 gp per character; *wand of light*, 31 gp per character; *hand of the mage*, 75 gp per character; *universal solvent*, 4 gp per character; *sleep arrow*, 11 gp per character; *bracers of armor* +1 (3), 83 gp per character each; *potion of cure moderate wounds* (5), 25 gp per character each.

APL 12: L: 510 gp; C: 0; M: *silversheen*, 21 gp per character; *wand of light*, 31 gp per character; *hand of the mage*, 75 gp per character; *universal solvent*, 4 gp per character; *sleep arrow*, 11 gp per character; *bracers of armor* +1 (3), 83 gp per character each; *potion of cure moderate wounds* (9), 25 gp per character each.

APL 14: L: 211 gp; C: 0; M: *silversheen*, 21 gp per character; *wand of light*, 31 gp per character; *hand of the mage*, 75 gp per character; *universal solvent*, 4 gp per character; *sleep arrow*, 11 gp per character; *boots of striding and springing*, 458 gp per character; *bracers of armor* +1 (3), 83 gp per character each; *potion of cure moderate*

wounds (6), 25 gp per character each; *cloak of charisma* +2, 333 gp per character; +1 *short sword* (3), 193 gp per character each; +1 *buckler* (3), 97 gp per character each; +1 *studded leather* (3), 98 gp per character each; *gloves of dexterity* +2 (3), 333 gp per character each.

APL 16: L: 211 gp; C: 0; M: *silversheen*, 21 gp per character; *wand of light*, 31 gp per character; *hand of the mage*, 75 gp per character; *universal solvent*, 4 gp per character; *sleep arrow*, 11 gp per character; *boots of striding and springing*, 458 gp per character; *bracers of armor* +1 (3), 83 gp per character each; *potion of cure moderate wounds* (6), 25 gp per character each; *cloak of charisma* +2, 333 gp per character; +1 *short sword* (3), 193 gp per character each; +2 *buckler* (3), 347 gp per character each; +2 *chain shirt* (3), 354 gp per character each; *gloves of dexterity* +2 (3), 333 gp per character each; *ring of protection* +1 (3), 167 gp per character each.

Encounter 7: The Demagogue

Defeat Meklot Favored-Son and take his gear.

APL 2: L: 326 gp; C: 0; M: 0.

APL 4: L: 326 gp; C: 0; M: *cloak of resistance* +1, 83 gp per character.

APL 6: L: 326 gp; C: 0; M: *cloak of resistance* +1, 83 gp per character; *periapt of wisdom* +2, 333 gp per character.

APL 8: L: 326 gp; C: 0; M: *cloak of resistance* +1, 83 gp per character; *periapt of wisdom* +2, 333 gp per character.

APL 10: L: 51 gp; C: 0; M: *cloak of resistance* +2, 333 gp per character; *periapt of wisdom* +2, 333 gp per character; +2 *dragonhide full plate*, 608 gp per character.

APL 12: L: 51 gp; C: 0; M: *cloak of resistance* +2, 333 gp per character; *periapt of wisdom* +4, 1,333 gp per character; +2 *dragonhide full plate*, 608 gp per character.

APL 14: L: 51 gp; C: 0; M: *cloak of resistance* +2, 333 gp per character; *periapt of wisdom* +4, 1,333 gp per character; +2 *dragonhide full plate*, 608 gp per character.

APL 16: L: 51 gp; C: 0; M: *cloak of resistance* +2, 333 gp per character; *periapt of wisdom* +6, 3,000 gp per character; +2 *dragonhide full plate*, 608 gp per character.

Total Possible Treasure

APL 2: 400 gp

APL 4: 600 gp

APL 6: 800 gp

APL 8: 1,250 gp

APL 10: 2,100 gp

APL 12: 3,000 gp

APL 14: 6,000 gp

APL 16: 9,000 gp

Text for the Adventure Record:

Influence point with Dark Gate

The characters have saved the entire town of Dark Gate from a hideous plague, and they are forever grateful. This character gains a free High upkeep in any future scenario set in Dark Gate or the Passage of Slerotin.

Favor of the Lerara:

You have gained the favour of the Lerara. As a result the Lerara will allow you and a small number of companions to pass through Slerotin's Tunnel unhindered. You may escort a maximum of six other people through the tunnel.

In addition the favour of the Lerara allows you to enchant both the Lerara's millipede carpace breastplate and millipede carapce full plate armours.

By spending the appropriate amount of money you may place the following enchantments upon these armours (and only these armours):

- ❖ *Shadow*
- ❖ *Silent Moves*

Items Found During the Adventure:

APL 2:

Millipede carapace breastplate (treat as dragonhide breastplate) (frequency: adventure, DMG)

Millipede carapace full plate (treat as dragonhide full plate) (frequency: adventure, DMG)

Silversheen (frequency: adventure, DMG)

Wand of light (frequency: adventure, DMG)

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

Hand of the mage (frequency: adventure, DMG)

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

Periapt of wisdom +2 (frequency: adventure, DMG)

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

Universal solvent (frequency: adventure, DMG)

APL 10 (all of APLs 2-8 plus the following):

Cloak of resistance +2 (frequency: adventure, DMG)

+2 Millipede carapace full plate (treat as +2 dragonhide full plate) (frequency: adventure, DMG)

Sleep arrow (frequency: adventure, DMG)

APL 12 (all of APLs 2-10 plus the following):

Periapt of wisdom +4 (frequency: adventure, DMG)

APL 14 (all of APLs 2-12 plus the following):

Boots of striding and springing (frequency: adventure, DMG)

Cloak of charisma +2 (frequency: adventure, DMG)

Gloves of dexterity +2 (frequency: adventure, DMG)

APL 16 (all of APLs 2-14 plus the following):

Periapt of wisdom +6 (frequency: adventure, DMG)

+2 buckler (frequency: adventure, DMG)

+2 chain shirt (frequency: adventure, DMG)

APPENDIX 1: NON-PLAYER CHARACTERS

Encounter 1: The Disease

All APLs

🗡️ **Border Guard:** male and female human War2; CR 1; Medium humanoid (human); HD 2d8+5; hp 14; Init -1; Spd 20 ft.; AC 18, touch 9, flat-footed 19; Base Atk +2; Grp +3; Atk +4 melee (1d8+1/19-20, masterwork longsword); AL NG; SV Fort +4, Ref -1, Will -1; Str 13, Dex 9, Con 12, Int 11, Wis 8, Cha 10.

Skills and Feats: Climb +6, Intimidate +5, Ride +4; Power Attack, Toughness.

Possessions: masterwork longsword, half-plate, large wooden shield.

Encounter 4: The Traders

All APLs

🗡️ **Magabar:** male goblin War5; CR 3; Small humanoid (goblinoid); HD 5d8; hp 22 (currently 9); Init +5; Spd 30 ft.; AC 11, touch 12, flat-footed 11; Base Atk +5; Grp +2; Atk +7 melee (1d2+1, unarmed strike); SQ darkvision 60 ft.; AL NE; SV Fort +4, Ref +2, Will +1; Str 13, Dex 13, Con 11, Int 10, Wis 10, Cha 6.

Skills and Feats: Climb +9, Jump +9, Listen +2, Move Silently +5, Spot +2; Alertness, Improved Initiative.

Possessions: none.

Other Notes: Magabar has dwarven runes meaning “trade proposed” carved onto his face and chest.

APL 6 and 8

🗡️ **Derro Student:** male derro Sor4; CR 7; Small monstrous humanoid; HD 3d8+4d4+21; hp 48; Init +7; Spd 20 ft.; AC 17, touch 14, flat-footed 14; Base Atk +5; Grp +0; Atk +6 melee (1d4-1/19-20 plus poison, short sword) or +9 ranged (1d6 plus poison, repeating light crossbow); SA poison use, spell-like abilities, sneak attack +1d6; SQ darkvision 60 ft., familiar (rat), madness, vulnerability to sunlight; SR 15; AL CE; SV Fort +7, Ref +7, Will +13; Str 8, Dex 17, Con 16, Int 10, Wis 6, Cha 22.

Skills and Feats: Bluff +8, Concentration +10, Knowledge (arcana) +1, Hide +11, Listen +2, Move Silently +9; Blind-Fight, Improved Initiative, Spell Focus (Enchantment).

Possessions: masterwork short sword (poisoned), repeating light crossbow, 20 bolts (poisoned), *potion of cure moderate wounds*, *bracers of armor* +1.

Sorcerer Spells Known (6/8/5; save DC 16 + spell level, 17 + spell level for Enchantment spells): 0—*dancing lights*, *detect magic*, *mage hand*, *mending*, *prestidigitation*, *ray of frost*; 1st—*hypnotism*, *shield*, *shocking grasp*; 2nd—*Tasha's hideous laughter*.

Madness (Ex): Derro use their Charisma modifier on their Will saves instead of their Wisdom modifier, and have immunity to confusion and insanity effects. A derro cannot be restored to sanity by any means short of a *miracle* or *wish* spell.

Poison (Ex): Large scorpion venom (Injury, Fort DC 18, 1d6 Str/1d6 Str). Derro are not at risk of poisoning themselves when handling poison.

Sneak Attack (Ex): Any time a derro's opponent is denied his Dexterity bonus to AC, or if a derro flanks his opponent, he deals an extra 1d6 points of damage. This ability is just like the rogue's sneak attack and subject to the same limitations.

Spell-like Abilities: At will—*darkness*, *ghost sound*; 1/day—*daze* (DC 17), *sound burst* (DC 18). Caster level 3rd.

Vulnerability to Sunlight (Ex): A derro takes 1 point of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per 24-hour period spent underground or otherwise sheltered from the sun.

APL 10

🗡️ **Derro Savant:** male derro Sor6; CR 9; Small monstrous humanoid; HD 3d8+6d4+27; hp 59; Init +7; Spd 20 ft.; AC 17, touch 14, flat-footed 14; Base Atk +6; Grp +1; Atk +7 melee (1d4-1/19-20 plus poison, short sword) or +10 ranged (1d6 plus poison, repeating light crossbow); Full Atk +7/+2 melee (1d4-1/19-20 plus poison, short sword) or +10/+5 ranged (1d6 plus poison, repeating light crossbow); SA poison use, spell-like abilities, sneak attack +1d6; SQ darkvision 60 ft., familiar (rat), madness, vulnerability to sunlight; SR 15; AL CE; SV Fort +8, Ref +8, Will +14; Str 8, Dex 17, Con 16, Int 10, Wis 6, Cha 22.

Skills and Feats: Bluff +8, Concentration +16, Knowledge (arcana) +1, Knowledge (planes) +1, Hide +11, Listen +2, Move Silently +9; Blind-Fight, Combat Casting, Improved Initiative, Spell Focus (Enchantment).

Possessions: masterwork short sword (poisoned), repeating light crossbow, 20 bolts (poisoned), *potion of cure moderate wounds*, *bracers of armor* +1.

Sorcerer Spells Known (6/8/7/4; save DC 16 + spell level, 17 + spell level for Enchantment spells): 0—*dancing lights*, *detect magic*, *disrupt undead*, *mage hand*, *mending*, *prestidigitation*, *ray of frost*; 1st—*hypnotism*, *ray of enfeeblement*, *shield*, *shocking grasp*; 2nd—*blindness/deafness*, *Tasha's hideous laughter*; 3rd—*hold person*.

Madness (Ex): Derro use their Charisma modifier on their Will saves instead of their Wisdom modifier, and have immunity to confusion and insanity effects. A derro cannot be restored to sanity by any means short of a *miracle* or *wish* spell.

Poison (Ex): Large scorpion venom (Injury, Fort DC 18, 1d6 Str/1d6 Str). Derro are not at risk of poisoning themselves when handling poison.

Sneak Attack (Ex): Any time a derro's opponent is denied his Dexterity bonus to AC, or if a derro flanks his opponent, he deals an extra 1d6 points of damage. This ability is just like the rogue's sneak attack and subject to the same limitations.

Spell-like Abilities: At will—*darkness*, *ghost sound*; 1/day—*daze* (DC 17), *sound burst* (DC 18). Caster level 3rd.

Vulnerability to Sunlight (Ex): A derro takes 1 point of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per 24-hour period spent underground or otherwise sheltered from the sun.

Derro Student: male derro Sor4; CR 7; Small monstrous humanoid; HD 3d8+4d4+21; hp 48; Init +7; Spd 20 ft.; AC 17, touch 14, flat-footed 14; Base Atk +5; Grp +0; Atk +6 melee (1d4-1/19-20 plus poison, short sword) or +9 ranged (1d6 plus poison, repeating light crossbow); SA poison use, spell-like abilities, sneak attack +1d6; SQ darkvision 60 ft., familiar (rat), madness, vulnerability to sunlight; SR 15; AL CE; SV Fort +7, Ref +7, Will +13; Str 8, Dex 17, Con 16, Int 10, Wis 6, Cha 22.

Skills and Feats: Bluff +8, Concentration +10, Knowledge (arcana) +1, Hide +11, Listen +2, Move Silently +9; Blind-Fight, Improved Initiative, Spell Focus (Enchantment).

Possessions: masterwork short sword (poisoned), repeating light crossbow, 20 bolts (poisoned), *potion of cure moderate wounds*, *bracers of armor* +1.

Sorcerer Spells Known (6/8/5; save DC 16 + spell level, 17 + spell level for Enchantment spells): 0—*dancing lights*, *detect magic*, *mage hand*, *mending*, *prestidigitation*, *ray of frost*; 1st—*hypnotism*, *shield*, *shocking grasp*; 2nd—*Tasha's hideous laughter*.

Madness (Ex): Derro use their Charisma modifier on their Will saves instead of their Wisdom modifier, and have immunity to confusion and insanity effects. A derro cannot be restored to sanity by any means short of a *miracle* or *wish* spell.

Poison (Ex): Large scorpion venom (Injury, Fort DC 18, 1d6 Str/1d6 Str). Derro are not at risk of poisoning themselves when handling poison.

Sneak Attack (Ex): Any time a derro's opponent is denied his Dexterity bonus to AC, or if a derro flanks his opponent, he deals an extra 1d6 points of damage. This ability is just like the rogue's sneak attack and subject to the same limitations.

Spell-like Abilities: At will—*darkness*, *ghost sound*; 1/day—*daze* (DC 17), *sound burst* (DC 18). Caster level 3rd.

Vulnerability to Sunlight (Ex): A derro takes 1 point of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per 24-hour period spent underground or otherwise sheltered from the sun.

Derro Rogue: male derro Rog4; CR 7; Small monstrous humanoid; HD 3d8+4d6+21; hp 52; Init +9; Spd 20 ft.; AC 22, touch 16, flat-footed 22; Base Atk +6; Grp +3; Atk +13 melee (1d4+1/19-20 plus poison, short sword) or +12 ranged (1d6 plus poison, repeating light crossbow); Full Atk +13/+8 melee (1d4+1/19-20 plus poison, short sword)

or +12/+7 ranged (1d6 plus poison, repeating light crossbow); SA poison use, spell-like abilities, sneak attack +3d6; SQ darkvision 60 ft., evasion, madness, trapfinding, trap sense +1, uncanny dodge, vulnerability to sunlight; SR 15; AL CE; SV Fort +5, Ref +12, Will +6; Str 13, Dex 20, Con 16, Int 10, Wis 6, Cha 14.

Skills and Feats: Bluff +12, Hide +13, Listen +2, Move Silently +11, Sense Motive +5, Spot +5, Tumble +15; Blind-Fight, Improved Initiative, Weapon Finesse.

Possessions: masterwork short sword (poisoned), repeating light crossbow, 20 bolts (poisoned), masterwork studded leather armor, dagger, *potion of cure moderate wounds*.

Madness (Ex): Derro use their Charisma modifier on their Will saves instead of their Wisdom modifier, and have immunity to confusion and insanity effects. A derro cannot be restored to sanity by any means short of a *miracle* or *wish* spell.

Poison (Ex): Purple worm poison (Injury, Fort DC 24, 1d6 Str/2d6 Str). Derro are not at risk of poisoning themselves when handling poison.

Sneak Attack (Ex): Any time a derro's opponent is denied his Dexterity bonus to AC, or if a derro flanks his opponent, he deals an extra 1d6 points of damage. This ability is just like the rogue's sneak attack and subject to the same limitations.

Spell-like Abilities: At will—*darkness*, *ghost sound*; 1/day—*daze* (DC 12), *sound burst* (DC 14). Caster level 3rd.

Vulnerability to Sunlight (Ex): A derro takes 1 point of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per 24-hour period spent underground or otherwise sheltered from the sun.

APL 12

Derro Greater Savant: male derro Sor8; CR 11; Small monstrous humanoid; HD 3d8+8d4+33; hp 70; Init +8; Spd 20 ft.; AC 21, touch 15, flat-footed 17; Base Atk +7; Grp +2; Atk +8 melee (1d4-1/19-20 plus poison, short sword) or +12 ranged (1d6 plus poison, repeating light crossbow); Full Atk +8/+3 melee (1d4-1/19-20 plus poison, short sword) or +12/+7 ranged (1d6 plus poison, repeating light crossbow); SA poison use, spell-like abilities, sneak attack +1d6; SQ darkvision 60 ft., familiar (rat), madness, vulnerability to sunlight; SR 15; AL CE; SV Fort +8, Ref +8, Will +15; Str 8, Dex 18, Con 16, Int 10, Wis 6, Cha 22.

Skills and Feats: Bluff +8, Concentration +17, Knowledge (arcana) +2, Knowledge (planes) +2, Hide +12, Listen +2, Move Silently +10; Blind-Fight, Combat Casting, Improved Initiative, Spell Focus (Enchantment).

Possessions: masterwork short sword (poisoned), repeating light crossbow, 20 bolts (poisoned), *potion of cure moderate wounds*, *bracers of armor* +1.

Sorcerer Spells Known (6/8/8/6/4; save DC 16 + spell level, 17 + spell level for Enchantment spells): 0—*acid splash*, *dancing lights*, *detect magic*, *disrupt undead*, *mage hand*, *mending*, *prestidigitation*, *ray of frost*; 1st—*hypnotism*,

mage armor, ray of enfeeblement, shield, shocking grasp; 2nd—blindness/deafness; eagle's splendor; Tasha's hideous laughter, 3rd—dispel magic, haste; 4th—confusion.

Pre-cast Spells: mage armor. This does not stack with the bracers of armor +1.

Madness (Ex): Derro use their Charisma modifier on their Will saves instead of their Wisdom modifier, and have immunity to confusion and insanity effects. A derro cannot be restored to sanity by any means short of a *miracle* or *wish* spell.

Poison (Ex): Dragon bile (Contact, Fort DC 26, 3d6 Str/o). Derro are not at risk of poisoning themselves when handling poison.

Sneak Attack (Ex): Any time a derro's opponent is denied his Dexterity bonus to AC, or if a derro flanks his opponent, he deals an extra 1d6 points of damage. This ability is just like the rogue's sneak attack and subject to the same limitations.

Spell-like Abilities: At will—darkness, ghost sound; 1/day—daze (DC 17), sound burst (DC 18). Caster level 3rd.

Vulnerability to Sunlight (Ex): A derro takes 1 point of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per 24-hour period spent underground or otherwise sheltered from the sun.

☛ **Derro Student:** male derro Sor4; CR 7; Small monstrous humanoid; HD 3d8+4d4+21; hp 48; Init +7; Spd 20 ft.; AC 17, touch 14, flat-footed 14; Base Atk +5; Grp +0; Atk +6 melee (1d4-1/19-20 plus poison, short sword) or +9 ranged (1d6 plus poison, repeating light crossbow); SA poison use, spell-like abilities, sneak attack +1d6; SQ darkvision 60 ft., familiar (rat), madness, vulnerability to sunlight; SR 15; AL CE; SV Fort +7, Ref +7, Will +13; Str 8, Dex 17, Con 16, Int 10, Wis 6, Cha 22.

Skills and Feats: Bluff +8, Concentration +10, Knowledge (arcana) +1, Hide +11, Listen +2, Move Silently +9; Blind-Fight, Improved Initiative, Spell Focus (Enchantment).

Possessions: masterwork short sword (poisoned), repeating light crossbow, 20 bolts (poisoned), *potion of cure moderate wounds*, bracers of armor +1.

Sorcerer Spells Known (6/8/5; save DC 16 + spell level, 17 + spell level for Enchantment spells): 0—dancing lights, detect magic, mage hand, mending, prestidigitation, ray of frost; 1st—hypnotism, shield, shocking grasp; 2nd—Tasha's hideous laughter.

Madness (Ex): Derro use their Charisma modifier on their Will saves instead of their Wisdom modifier, and have immunity to confusion and insanity effects. A derro cannot be restored to sanity by any means short of a *miracle* or *wish* spell.

Poison (Ex): Large scorpion venom (Injury, Fort DC 18, 1d6 Str/1d6 Str). Derro are not at risk of poisoning themselves when handling poison.

Sneak Attack (Ex): Any time a derro's opponent is denied his Dexterity bonus to AC, or if a derro flanks his opponent, he deals an extra 1d6 points of damage. This

ability is just like the rogue's sneak attack and subject to the same limitations.

Spell-like Abilities: At will—darkness, ghost sound; 1/day—daze (DC 17), sound burst (DC 18). Caster level 3rd.

Vulnerability to Sunlight (Ex): A derro takes 1 point of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per 24-hour period spent underground or otherwise sheltered from the sun.

☛ **Derro Rogue:** male derro Rog4; CR 7; Small monstrous humanoid; HD 3d8+4d6+21; hp 52; Init +9; Spd 20 ft.; AC 22, touch 16, flat-footed 22; Base Atk +6; Grp +3; Atk +13 melee (1d4+1/19-20 plus poison, short sword) or +12 ranged (1d6 plus poison, repeating light crossbow); Full Atk +13/+8 melee (1d4+1/19-20 plus poison, short sword) or +12/+7 ranged (1d6 plus poison, repeating light crossbow); SA poison use, spell-like abilities, sneak attack +3d6; SQ darkvision 60 ft., evasion, madness, trapfinding, trap sense +1, uncanny dodge, vulnerability to sunlight; SR 15; AL CE; SV Fort +5, Ref +12, Will +6; Str 13, Dex 20, Con 16, Int 10, Wis 6, Cha 14.

Skills and Feats: Bluff +12, Hide +13, Listen +2, Move Silently +11, Sense Motive +5, Spot +5, Tumble +15; Blind-Fight, Improved Initiative, Weapon Finesse.

Possessions: masterwork short sword (poisoned), repeating light crossbow, 20 bolts (poisoned), masterwork studded leather armor, dagger, *potion of cure moderate wounds*.

Madness (Ex): Derro use their Charisma modifier on their Will saves instead of their Wisdom modifier, and have immunity to confusion and insanity effects. A derro cannot be restored to sanity by any means short of a *miracle* or *wish* spell.

Poison (Ex): Purple worm poison (Injury, Fort DC 24, 1d6 Str/2d6 Str). Derro are not at risk of poisoning themselves when handling poison.

Sneak Attack (Ex): Any time a derro's opponent is denied his Dexterity bonus to AC, or if a derro flanks his opponent, he deals an extra 1d6 points of damage. This ability is just like the rogue's sneak attack and subject to the same limitations.

Spell-like Abilities: At will—darkness, ghost sound; 1/day—daze (DC 12), sound burst (DC 14). Caster level 3rd.

Vulnerability to Sunlight (Ex): A derro takes 1 point of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per 24-hour period spent underground or otherwise sheltered from the sun.

APL 14

☛ **Derro Master Savant:** male derro Sor10; CR 13; Small monstrous humanoid; HD 3d8+10d4+39; hp 81 (currently 97); Init +8; Spd 20 ft.; AC 21, touch 15, flat-footed 17; Base Atk +8; Grp +3; Atk +9 melee (1d4-1/19-20 plus poison, short sword) or +13 ranged (1d6 plus poison,

repeating light crossbow); Full Atk +9/+4 melee (1d4-1/19-20 plus poison, short sword) or +13/+8 ranged (1d6 plus poison, repeating light crossbow); SA poison use, spell-like abilities, sneak attack +1d6; SQ darkvision 60 ft., familiar (rat), madness, vulnerability to sunlight; SR 15; AL CE; SV Fort +9, Ref +9, Will +16; Str 8, Dex 18, Con 16, Int 10, Wis 6, Cha 24.

Skills and Feats: Bluff +9, Concentration +21, Knowledge (arcana) +2, Knowledge (planes) +2, Hide +12, Listen +2, Move Silently +10; Blind-Fight, Combat Casting, Greater Spell Focus (Enchantment), Improved Initiative, Spell Focus (Enchantment).

Possessions: masterwork short sword (poisoned), repeating light crossbow, 20 bolts (poisoned), *potion of cure moderate wounds*, *bracers of armor +1*, *cloak of charisma +2*.

Sorcerer Spells Known (6/8/8/8/6/4; save DC 17 + spell level, 19 + spell level for Enchantment spells): 0—*acid splash*, *dancing lights*, *detect magic*, *disrupt undead*, *mage hand*, *mending*, *prestidigitation*, *ray of frost*, *resistance*; 1st—*hypnotism*, *mage armor*, *ray of enfeeblement*, *shield*, *shocking grasp*; 2nd—*blindness/deafness*, *eagle's splendor*, *false life*, *Tasha's hideous laughter*, 3rd—*dispel magic*, *hold person*, *slow*; 4th—*crushing despair*, *greater invisibility*, 5th—*mind fog*.

Pre-cast Spells: *mage armor* (this does not stack with the *bracers of armor +1*), *false life* (+16 hit points, noted above).

Madness (Ex): Derro use their Charisma modifier on their Will saves instead of their Wisdom modifier, and have immunity to confusion and insanity effects. A derro cannot be restored to sanity by any means short of a *miracle* or *wish* spell.

Poison (Ex): Dragon bile (Contact, Fort DC 26, 3d6 Str/o). Derro are not at risk of poisoning themselves when handling poison.

Sneak Attack (Ex): Any time a derro's opponent is denied his Dexterity bonus to AC, or if a derro flanks his opponent, he deals an extra 1d6 points of damage. This ability is just like the rogue's sneak attack and subject to the same limitations.

Spell-like Abilities: At will—*darkness*, *ghost sound*; 1/day—*daze* (DC 18), *sound burst* (DC 19). Caster level 3rd.

Vulnerability to Sunlight (Ex): A derro takes 1 point of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per 24-hour period spent underground or otherwise sheltered from the sun.

➤ **Derro Greater Savant:** male derro Sor8; CR 11; Small monstrous humanoid; HD 3d8+8d4+33; hp 70; Init +8; Spd 20 ft.; AC 21, touch 15, flat-footed 17; Base Atk +7; Grp +2; Atk +8 melee (1d4-1/19-20 plus poison, short sword) or +12 ranged (1d6 plus poison, repeating light crossbow); Full Atk +8/+3 melee (1d4-1/19-20 plus poison, short sword) or +12/+7 ranged (1d6 plus poison, repeating light crossbow); SA poison use, spell-like abilities, sneak attack +1d6; SQ darkvision 60 ft., familiar (rat), madness, vulnerability to sunlight; SR 15; AL CE;

SV Fort +8, Ref +8, Will +15; Str 8, Dex 18, Con 16, Int 10, Wis 6, Cha 22.

Skills and Feats: Bluff +8, Concentration +17, Knowledge (arcana) +2, Knowledge (planes) +2, Hide +12, Listen +2, Move Silently +10; Blind-Fight, Combat Casting, Improved Initiative, Spell Focus (Enchantment).

Possessions: masterwork short sword (poisoned), repeating light crossbow, 20 bolts (poisoned), *potion of cure moderate wounds*, *bracers of armor +1*.

Sorcerer Spells Known (6/8/8/6/4; save DC 16 + spell level, 17 + spell level for Enchantment spells): 0—*acid splash*, *dancing lights*, *detect magic*, *disrupt undead*, *mage hand*, *mending*, *prestidigitation*, *ray of frost*; 1st—*hypnotism*, *mage armor*, *ray of enfeeblement*, *shield*, *shocking grasp*; 2nd—*blindness/deafness*, *eagle's splendor*, *Tasha's hideous laughter*, 3rd—*dispel magic*, *haste*; 4th—*confusion*.

Pre-cast Spells: *mage armor*. This does not stack with the *bracers of armor +1*.

Madness (Ex): Derro use their Charisma modifier on their Will saves instead of their Wisdom modifier, and have immunity to confusion and insanity effects. A derro cannot be restored to sanity by any means short of a *miracle* or *wish* spell.

Poison (Ex): Dragon bile (Contact, Fort DC 26, 3d6 Str/o). Derro are not at risk of poisoning themselves when handling poison.

Sneak Attack (Ex): Any time a derro's opponent is denied his Dexterity bonus to AC, or if a derro flanks his opponent, he deals an extra 1d6 points of damage. This ability is just like the rogue's sneak attack and subject to the same limitations.

Spell-like Abilities: At will—*darkness*, *ghost sound*; 1/day—*daze* (DC 17), *sound burst* (DC 18). Caster level 3rd.

Vulnerability to Sunlight (Ex): A derro takes 1 point of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per 24-hour period spent underground or otherwise sheltered from the sun.

➤ **Derro Sneak:** male derro Rog7; CR 10; Small monstrous humanoid; HD 3d8+7d6+30; hp 72; Init +10; Spd 20 ft.; AC 25, touch 17, flat-footed 25; Base Atk +8; Grp +5; Atk +16 melee (1d4+2/19-20 plus poison, +1 short sword) or +15 ranged (1d6 plus poison, repeating light crossbow); Full Atk +16/+11 melee (1d4+2/19-20 plus poison, +1 short sword) or +15/+10 ranged (1d6 plus poison, repeating light crossbow); SA poison use, spell-like abilities, sneak attack +5d6; SQ darkvision 60 ft., evasion, madness, trapfinding, trap sense +2, uncanny dodge, vulnerability to sunlight; SR 15; AL CE; SV Fort +6, Ref +14, Will +7; Str 13, Dex 22, Con 16, Int 10, Wis 6, Cha 14.

Skills and Feats: Bluff +15, Hide +14, Listen +8, Move Silently +14, Sense Motive +10, Spot +10, Tumble +19; Blind-Fight, Combat Reflexes, Improved Initiative, Weapon Finesse.

Possessions: +1 short sword (poisoned), repeating light crossbow, 20 bolts (poisoned), dagger, +1 studded leather

armor, +1 buckler, *potion of cure moderate wounds*, *gloves of dexterity* +2.

Madness (Ex): Derro use their Charisma modifier on their Will saves instead of their Wisdom modifier, and have immunity to confusion and insanity effects. A derro cannot be restored to sanity by any means short of a *miracle* or *wish* spell.

Poison (Ex): Dragon bile (Contact, Fort DC 26, 3d6 Str/o). Derro are not at risk of poisoning themselves when handling poison.

Sneak Attack (Ex): Any time a derro's opponent is denied his Dexterity bonus to AC, or if a derro flanks his opponent, he deals an extra 1d6 points of damage. This ability is just like the rogue's sneak attack and subject to the same limitations.

Spell-like Abilities: At will—*darkness*, *ghost sound*; 1/day—*daze* (DC 12), *sound burst* (DC 14). Caster level 3rd.

Vulnerability to Sunlight (Ex): A derro takes 1 point of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per 24-hour period spent underground or otherwise sheltered from the sun.

APL 16

Derro Master Savant: male derro Sor10; CR 13; Small monstrous humanoid; HD 3d8+10d4+39; hp 81 (currently 97); Init +8; Spd 20 ft.; AC 21, touch 15, flat-footed 17; Base Atk +8; Grp +3; Atk +9 melee (1d4-1/19-20 plus poison, short sword) or +13 ranged (1d6 plus poison, repeating light crossbow); Full Atk +9/+4 melee (1d4-1/19-20 plus poison, short sword) or +13/+8 ranged (1d6 plus poison, repeating light crossbow); SA poison use, spell-like abilities, sneak attack +1d6; SQ darkvision 60 ft., familiar (rat), madness, vulnerability to sunlight; SR 15; AL CE; SV Fort +9, Ref +9, Will +16; Str 8, Dex 18, Con 16, Int 10, Wis 6, Cha 24.

Skills and Feats: Bluff +9, Concentration +21, Knowledge (arcana) +2, Knowledge (planes) +2, Hide +12, Listen +2, Move Silently +10; Blind-Fight, Combat Casting, Greater Spell Focus (Enchantment), Improved Initiative, Spell Focus (Enchantment).

Possessions: masterwork short sword (poisoned), repeating light crossbow, 20 bolts (poisoned), *potion of cure moderate wounds*, *bracers of armor* +1, *cloak of charisma* +2.

Sorcerer Spells Known (6/8/8/8/6/4; save DC 17 + spell level, 19 + spell level for Enchantment spells): 0—*acid splash*, *dancing lights*, *detect magic*, *disrupt undead*, *mage hand*, *mending*, *prestidigitation*, *ray of frost*, *resistance*; 1st—*hypnotism*, *mage armor*, *ray of enfeeblement*, *shield*, *shocking grasp*; 2nd—*blindness/deafness*, *eagle's splendor*, *false life*, *Tasha's hideous laughter*, 3rd—*dispel magic*, *hold person*, *slow*; 4th—*crushing despair*, *greater invisibility*, 5th—*mind fog*.

Pre-cast Spells: *mage armor* (this does not stack with the *bracers of armor* +1), *false life* (+16 hit points, noted above).

Madness (Ex): Derro use their Charisma modifier on their Will saves instead of their Wisdom modifier, and

have immunity to confusion and insanity effects. A derro cannot be restored to sanity by any means short of a *miracle* or *wish* spell.

Poison (Ex): Dragon bile (Contact, Fort DC 26, 3d6 Str/o). Derro are not at risk of poisoning themselves when handling poison.

Sneak Attack (Ex): Any time a derro's opponent is denied his Dexterity bonus to AC, or if a derro flanks his opponent, he deals an extra 1d6 points of damage. This ability is just like the rogue's sneak attack and subject to the same limitations.

Spell-like Abilities: At will—*darkness*, *ghost sound*; 1/day—*daze* (DC 18), *sound burst* (DC 19). Caster level 3rd.

Vulnerability to Sunlight (Ex): A derro takes 1 point of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per 24-hour period spent underground or otherwise sheltered from the sun.

Derro Greater Savant: male derro Sor8; CR 11; Small monstrous humanoid; HD 3d8+8d4+33; hp 70; Init +8; Spd 20 ft.; AC 21, touch 15, flat-footed 17; Base Atk +7; Grp +2; Atk +8 melee (1d4-1/19-20 plus poison, short sword) or +12 ranged (1d6 plus poison, repeating light crossbow); Full Atk +8/+3 melee (1d4-1/19-20 plus poison, short sword) or +12/+7 ranged (1d6 plus poison, repeating light crossbow); SA poison use, spell-like abilities, sneak attack +1d6; SQ darkvision 60 ft., familiar (rat), madness, vulnerability to sunlight; SR 15; AL CE; SV Fort +8, Ref +8, Will +15; Str 8, Dex 18, Con 16, Int 10, Wis 6, Cha 22.

Skills and Feats: Bluff +8, Concentration +17, Knowledge (arcana) +2, Knowledge (planes) +2, Hide +12, Listen +2, Move Silently +10; Blind-Fight, Combat Casting, Improved Initiative, Spell Focus (Enchantment).

Possessions: masterwork short sword (poisoned), repeating light crossbow, 20 bolts (poisoned), *potion of cure moderate wounds*, *bracers of armor* +1.

Sorcerer Spells Known (6/8/8/6/4; save DC 16 + spell level, 17 + spell level for Enchantment spells): 0—*acid splash*, *dancing lights*, *detect magic*, *disrupt undead*, *mage hand*, *mending*, *prestidigitation*, *ray of frost*; 1st—*hypnotism*, *mage armor*, *ray of enfeeblement*, *shield*, *shocking grasp*; 2nd—*blindness/deafness*, *eagle's splendor*, *Tasha's hideous laughter*, 3rd—*dispel magic*, *haste*; 4th—*confusion*.

Pre-cast Spells: *mage armor*. This does not stack with the *bracers of armor* +1.

Madness (Ex): Derro use their Charisma modifier on their Will saves instead of their Wisdom modifier, and have immunity to confusion and insanity effects. A derro cannot be restored to sanity by any means short of a *miracle* or *wish* spell.

Poison (Ex): Dragon bile (Contact, Fort DC 26, 3d6 Str/o). Derro are not at risk of poisoning themselves when handling poison.

Sneak Attack (Ex): Any time a derro's opponent is denied his Dexterity bonus to AC, or if a derro flanks his opponent, he deals an extra 1d6 points of damage. This

ability is just like the rogue's sneak attack and subject to the same limitations.

Spell-like Abilities: At will—*darkness*, *ghost sound*; 1/day—*daze* (DC 17), *sound burst* (DC 18). Caster level 3rd.

Vulnerability to Sunlight (Ex): A derro takes 1 point of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per 24-hour period spent underground or otherwise sheltered from the sun.

☛ **Derro Assassin:** male derro Rog11; CR 14; Small monstrous humanoid; HD 3d8+11d6+42; hp 98; Init +10; Spd 20 ft.; AC 29, touch 18, flat-footed 29; Base Atk +11; Grp +9; Atk +19 melee (1d4+3/19-20 plus poison, +1 *short sword*) or +18 ranged (1d6 plus poison, repeating light crossbow); Full Atk +19/+14/+9 melee (1d4+3/19-20 plus poison, +1 *short sword*) or +18/+13/+8 ranged (1d6 plus poison, repeating light crossbow); SA opportunist, poison use, spell-like abilities, sneak attack +7d6; SQ darkvision 60 ft., evasion, improved uncanny dodge, madness, trapfinding, trap sense +3, vulnerability to sunlight; SR 15; AL CE; SV Fort +6, Ref +13, Will +7; Str 14, Dex 22, Con 16, Int 10, Wis 6, Cha 14.

Skills and Feats: Bluff +19, Disable Device +4, Hide +16, Listen +12, Move Silently +16, Sense Motive +14, Spot +14, Tumble +22; Blind-Fight, Combat Reflexes, Improved Feint, Improved Initiative, Weapon Finesse.

Possessions: +1 *short sword* (poisoned), repeating light crossbow, 20 bolts (poisoned), +2 *chain shirt*, +2 *buckler*, *potion of cure moderate wounds*, *ring of protection* +1, *gloves of dexterity* +2.

Madness (Ex): Derro use their Charisma modifier on their Will saves instead of their Wisdom modifier, and have immunity to confusion and insanity effects. A derro cannot be restored to sanity by any means short of a *miracle* or *wish* spell.

Poison (Ex): Dragon bile (Contact, Fort DC 26, 3d6 Str/o). Derro are not at risk of poisoning themselves when handling poison.

Sneak Attack (Ex): Any time a derro's opponent is denied his Dexterity bonus to AC, or if a derro flanks his opponent, he deals an extra 1d6 points of damage. This ability is just like the rogue's sneak attack and subject to the same limitations.

Spell-like Abilities: At will—*darkness*, *ghost sound*; 1/day—*daze* (DC 12), *sound burst* (DC 14). Caster level 3rd.

Vulnerability to Sunlight (Ex): A derro takes 1 point of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per 24-hour period spent underground or otherwise sheltered from the sun.

Encounter 5: The Governor

All APLs

Lerara Suel Guards: male human War2; CR 1; ☛ Medium humanoid (Lerara Suel human); HD 2d8+2; hp 11; Init

+0; Spd 20 ft.; AC 15, touch 10, flat-footed 15; Base Atk +2; Grp +3; Atk +4 melee (1d8+1/x3, longsphear); AL NE; SV Fort +4, Ref +0, Will +0; Str 13, Dex 11, Con 12, Int 8, Wis 10, Cha 9.

Skills and Feats: Intimidate +4, Ride +5; Mounted Combat, Weapon Focus (longsphear).

Possessions: longsphear, millipede carapace breastplate (treat as dragonhide breastplate).

Exceptional Low-Light Vision (Ex): A Lerara Suel can see five times as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.

Vulnerability to Sunlight (Ex): A Lerara Suel takes 1 point of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per 24-hour period spent underground or otherwise sheltered from the sun.

Poison (Ex): All the Lerara's weapons are coated with drow poison. After being struck by such a weapon the character must make a DC 13 Fortitude save or fall unconscious. After 1 minute the subject must succeed on another DC 13 Fortitude save or remain unconscious for 2d4 hours. Only the first person struck by the weapon must make this saving throw.

☛ **Governor Jareel Steeltongue:** male human Ari7; CR 6; Medium humanoid (Lerara Suel human); HD 7d8+10; hp 45; Init +4; Spd 30 ft.; AC 12, touch 10, flat-footed 12; Base Atk +5; Grp +4; Atk +4 melee (1d4-1/19-20, masterwork dagger); AL N; SV Fort +3, Ref +2, Will +9; Str 8, Dex 10, Con 12, Int 13, Wis 14, Cha 15.

Skills and Feats: Bluff +12, Diplomacy +12, Intimidate +12, Listen +4, Sense Motive +12, Speak Language (Abyssal, Draconic, Dwarven, Elven, Giant, Goblin, Terran, Undercommon); Improved Initiative, Iron Will, Leadership, Toughness.

Possessions: masterwork dagger, leather armor.

Exceptional Low-Light Vision (Ex): A Lerara Suel can see five times as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.

Vulnerability to Sunlight (Ex): A Lerara Suel takes 1 point of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per 24-hour period spent underground or otherwise sheltered from the sun.

Encounter 7: The Demagogue

APL 2

☛ **Meklot Favored-Son:** male human Ftr1/Drd3; CR 4; Medium humanoid (Lerara Suel human); HD 1d10+3d8+4; hp 29; Init +0; Spd 30 ft.; AC 20, touch 10, flat-footed 20; Base Atk +3; Grp +4; Atk +5 melee (1d6+1, masterwork quarterstaff) or +3 ranged (1d4+1, sling); SQ animal companion, nature sense, trackless step, wild

empathy, woodland stride; AL NE; SV Fort +6, Ref +1, Will +8; Str 13, Dex 10, Con 12, Int 8, Wis 16, Cha 14.

Skills and Feats: Concentration +11, Diplomacy +10, Intimidate +6, Knowledge (nature) +5, Sense Motive +5; Combat Casting, Iron Will, Negotiator, Power Attack.

Possessions: masterwork quarterstaff, millipede carapace full plate (treat as dragonhide full plate), sling.

Druid Spells Known (4/3/2; save DC 13 + spell level): 0—create water, detect magic, guidance, purify food and drink; 1st—~~longstrider~~, obscuring mist, shillelagh; 2nd—~~barkskin~~, flaming sphere.

Pre-Cast Spells: longstrider (included above), barkskin (included above).

Exceptional Low-Light Vision (Ex): A Lerara Suel can see five times as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.

Vulnerability to Sunlight (Ex): A Lerara Suel takes 1 point of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per 24-hour period spent underground or otherwise sheltered from the sun.

Poison (Ex): All the Lerara's weapons are coated with drow poison. After being struck by such a weapon the character must make a DC 13 Fortitude save or fall unconscious. After 1 minute the subject must succeed on another DC 13 Fortitude save or remain unconscious for 2d4 hours. Only the first person struck by the weapon must make this saving throw.

➤ **Advance dire rat companion:** CR —; Small animal; HD 3d8+6; hp 18; Init +4; Spd 40 ft., climb 20 ft.; AC 18 (+1 size, +4 Dex, +3 natural), touch 15, flat-footed 14; Base Atk +2; Grp -2; Atk +7 melee (1d4 plus disease, bite); SA disease; SQ evasion; AL N; SV Fort +4, Ref +7, Will +4; Str 11, Dex 18, Con 12, Int 1, Wis 12, Cha 4.

Skills and Feats: Climb +11, Hide +9, Listen +4, Move Silently +5, Spot +6, Swim +11; Alertness, Toughness, Weapon Finesse.

Disease (Ex): Filth fever—bite, Fortitude DC 11, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

APL 4

➤ **Meklot Favored-Son:** male human Ftr1/Drd5; CR 6; Medium humanoid (Lerara Suel human); HD 1d10+5d8+6; hp 41; Init +0; Spd 30 ft.; AC 20, touch 10, flat-footed 20; Base Atk +4; Grp +5; Atk +6 melee (1d6+1, masterwork quarterstaff) or +4 ranged (1d4+1, sling); SQ animal companion, nature sense, resist nature's lure, trackless step, wild empathy, wild shape 1/day, woodland stride; AL NE; SV Fort +8, Ref +2, Will +10; Str 13, Dex 10, Con 12, Int 8, Wis 16, Cha 14.

Skills and Feats: Concentration +14, Diplomacy +13, Intimidate +6, Knowledge (nature) +6, Sense Motive +5; Combat Casting, Iron Will, Leadership, Negotiator, Power Attack.

Possessions: masterwork quarterstaff, millipede carapace full plate (treat as dragonhide full plate), sling, cloak of resistance +1.

Druid Spells Prepared (5/4/3/2; save DC 13 + spell level): 0—create water, detect magic, guidance, purify food and drink, resistance; 1st—faerie fire, ~~longstrider~~, obscuring mist, shillelagh; 2nd—~~barkskin~~, bear's endurance, resist energy; 3rd—poison, ~~snare~~.

Pre-Cast Spells: longstrider (included above), barkskin (included above), snare (see Map 1).

Exceptional Low-Light Vision (Ex): A Lerara Suel can see five times as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.

Vulnerability to Sunlight (Ex): A Lerara Suel takes 1 point of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per 24-hour period spent underground or otherwise sheltered from the sun.

Poison (Ex): All the Lerara's weapons are coated with drow poison. After being struck by such a weapon the character must make a DC 13 Fortitude save or fall unconscious. After 1 minute the subject must succeed on another DC 13 Fortitude save or remain unconscious for 2d4 hours. Only the first person struck by the weapon must make this saving throw.

APL 6

➤ **Meklot Favored-Son:** male human Ftr1/Drd5/Bane of Infidels*2; CR 8; Medium humanoid (Lerara Suel human); HD 1d10+7d8+8; hp 53; Init +0; Spd 30 ft.; AC 21, touch 10, flat-footed 21; Base Atk +5; Grp +7; Atk +8 melee (1d6+3, masterwork quarterstaff) or +3 ranged (1d4+2, sling); SA *energumen*, pyre; SQ animal companion, *hearth protection*, nature sense, resist nature's lure, sacrifice, trackless step, wild empathy, wild shape 1/day, woodland stride; AL NE; SV Fort +11, Ref +2, Will +14; Str 14, Dex 10, Con 12, Int 8, Wis 18, Cha 14.

Skills and Feats: Concentration +16, Diplomacy +15, Intimidate +10, Knowledge (nature) +6, Sense Motive +6; Combat Casting, Iron Will, Leadership, Negotiator, Power Attack.

Possessions: masterwork quarterstaff, millipede carapace full plate (treat as dragonhide full plate), sling, cloak of resistance +1, *periapt of wisdom* +2.

Druid Spells Prepared (6/5/4/3/2; save DC 14 + spell level): 0—create water, detect magic, guidance, mending, purify food and drink, resistance; 1st—faerie fire, ~~longstrider~~, obscuring mist, shillelagh; 2nd—~~barkskin~~, bear's endurance, resist energy; 3rd—poison, sleet storm, ~~snare~~; 4th—flame strike, ~~spike stones~~.

Pre-Cast Spells: longstrider (included above), barkskin (included above), snare (see Map 1), spike stones (see Map 1).

Exceptional Low-Light Vision (Ex): A Lerara Suel can see five times as far as a human in starlight, moonlight, torchlight, and similar conditions of poor

illumination. He retains the ability to distinguish color and detail under these conditions.

Vulnerability to Sunlight (Ex): A Lerara Suel takes 1 point of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per 24-hour period spent underground or otherwise sheltered from the sun.

Poison (Ex): All the Lerara's weapons are coated with drow poison. After being struck by such a weapon the character must make a DC 13 Fortitude save or fall unconscious. After 1 minute the subject must succeed on another DC 13 Fortitude save or remain unconscious for 2d4 hours. Only the first person struck by the weapon must make this saving throw.

*See Appendix Two

APL 8

☛ **Meklot Favored-Son:** male human Ftr1/Drd5/Bane of Infidels*4; CR 10; Medium humanoid (Lerara Suel human); HD 1d10+9d8+10; hp 65; Init +0; Spd 30 ft.; AC 22, touch 10, flat-footed 22; Base Atk +7; Grp +9; Atk +9 melee (1d6+3, masterwork quarterstaff) or +7 ranged (1d4+2, sling); Full Atk +9/+4 melee (1d6+3, masterwork quarterstaff) or +7/+2 ranged (1d4+2, sling); SA *energumen*, *pyre*; SQ animal companion, *detect loyalty*, *hearth protection*, nature sense, resist nature's lure, sacrifice, *secrets of stone*, trackless step, wild empathy, wild shape 1/day, woodland stride; AL NE; SV Fort +12, Ref +3, Will +15; Str 14, Dex 10, Con 12, Int 8, Wis 18, Cha 14.

Skills and Feats: Concentration +14, Diplomacy +17, Intimidate +14, Knowledge (nature) +6, Sense Motive +6; Empower Spell, Iron Will, Leadership, Negotiator, Power Attack, Sanctum Spell*.

Possessions: masterwork quarterstaff, millipede carapace full plate (treat as dragonhide full plate), sling, cloak of resistance +1, periapt of wisdom +2.

Druid Spells Prepared [all with the Sanctum Spell feat] (6/5/5/4/3/1; save DC 15 + spell level): 0—*create water*, *detect magic*, *guidance*, *mending*, *purify food and drink*, *resistance*; 1st—*cure light wounds*, *faerie fire*, *longstrider*, *obscuring mist*, *shillelagh*; 2nd—*barkskin*, *bull's strength*, *flaming sphere*, *resist energy* (2); 3rd—*poison*, *sleet storm*, *snare*; 4th—*dispel magic*, *flame strike*, *spike stones*; 5th—*will of thorns*.

Pre-Cast Spells: *longstrider* (included above), *barkskin* (included above), *snare* (see Map 1), *spike stones* (see Map 1).

Exceptional Low-Light Vision (Ex): A Lerara Suel can see five times as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.

Vulnerability to Sunlight (Ex): A Lerara Suel takes 1 point of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per 24-hour period spent underground or otherwise sheltered from the sun.

Poison (Ex): All the Lerara's weapons are coated with drow poison. After being struck by such a weapon the character must make a DC 13 Fortitude save or fall unconscious. After 1 minute the subject must succeed on another DC 13 Fortitude save or remain unconscious for 2d4 hours. Only the first person struck by the weapon must make this saving throw.

*See Appendix Two

APL 10

☛ **Meklot Favored-Son:** male human Ftr1/Drd5/Bane of Infidels*6; CR 12; Medium humanoid (Lerara Suel human); HD 1d10+11d8+12; hp 77; Init +0; Spd 30 ft.; AC 24, touch 10, flat-footed 24; Base Atk +8; Grp +10; Atk +11 melee (1d6+3, masterwork quarterstaff) or +8 ranged (1d4+2, sling); Full Atk +11/+6 melee (1d6+3, masterwork quarterstaff) or +8/+3 ranged (1d4+2, sling); SA *energumen*, *pyre*; SQ animal companion, *detect loyalty*, *hearth protection*, major sacrifice, nature sense, resist nature's lure, sacrifice, *secrets of stone*, trackless step, *wicker man*, wild empathy, wild shape 1/day, woodland stride; AL NE; SV Fort +14, Ref +5, Will +17; Str 14, Dex 10, Con 12, Int 8, Wis 19, Cha 14.

Skills and Feats: Concentration +21, Diplomacy +19, Intimidate +17, Knowledge (nature) +7, Sense Motive +7; Combat Casting, Empower Spell, Iron Will, Leadership, Negotiator, Power Attack, Sanctum Spell*.

Possessions: masterwork quarterstaff, +2 millipede carapace full plate (treat as +2 dragonhide full plate), sling, cloak of resistance +2, periapt of wisdom +2.

Druid Spells Prepared [all with the Sanctum Spell feat] (6/6/5/5/4/2/1; save DC 15 + spell level): 0—*create water*, *detect magic*, *guidance*, *mending*, *purify food and drink*, *resistance*; 1st—*cure light wounds*, *faerie fire* (2), *longstrider*, *obscuring mist*, *shillelagh*; 2nd—*barkskin*, *bear's endurance*, *flaming sphere*, *resist energy* (2); 3rd—*contagion*, *poison*, *sleet storm*, *snare*, *wind wall*; 4th—*dispel magic*, *flame strike* (2), *spike stones*; 5th—*call lightning storm*, *wall of thorns*; 6th—*fire seeds*.

Pre-Cast Spells: *longstrider* (included above), *barkskin* (included above), *snare* (see Map 1), *spike stones* (see Map 1), *fire seeds* (one 11d6 acorn).

Exceptional Low-Light Vision (Ex): A Lerara Suel can see five times as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.

Vulnerability to Sunlight (Ex): A Lerara Suel takes 1 point of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per 24-hour period spent underground or otherwise sheltered from the sun.

Poison (Ex): All the Lerara's weapons are coated with drow poison. After being struck by such a weapon the character must make a DC 13 Fortitude save or fall unconscious. After 1 minute the subject must succeed on another DC 13 Fortitude save or remain unconscious for 2d4 hours. Only the first person struck by the weapon must make this saving throw.

*See Appendix Two

APL 12

➤ **Meklot Favored-Son:** male human Ftr1/Drd5/Bane of Infidels*8; CR 14; Medium humanoid (Lerara Suel human); HD 1d10+13d8+14; hp 89; Init +0; Spd 30 ft.; AC 25, touch 10, flat-footed 25; Base Atk +10; Grp +12; Atk +13 melee (1d6+3, masterwork quarterstaff) or +10 ranged (1d4+2, sling); Full Atk +13/+8 melee (1d6+3, masterwork quarterstaff) or +10/+5 ranged (1d4+2, sling); SA *bonfire*, *energumen*, *pyre*; SQ animal companion, ~~antipathy field~~, *detect loyalty*, *hearth protection*, major sacrifice, nature sense, resist nature's lure, sacrifice, *secrets of stone*, *trackless step*, *wicker man*, wild empathy, wild shape 1/day, woodland stride; AL NE; SV Fort +14, Ref +5, Will +17; Str 14, Dex 10, Con 12, Int 8, Wis 21, Cha 14.

Skills and Feats: Concentration +23, Diplomacy +21, Intimidate +19, Knowledge (nature) +7, Sense Motive +9; Combat Casting, Empower Spell, Iron Will, Leadership, Negotiator, Power Attack, Sanctum Spell*.

Possessions: masterwork quarterstaff, +2 millipede carapace full plate (treat as +2 dragonhide full plate), sling, cloak of resistance +2, periapt of wisdom +4.

Druid Spells Prepared [all with the Sanctum Spell feat] (6/7/6/5/5/4/2/1; save DC 16 + spell level): 0—create water, *detect magic*, *guidance*, *mending*, *purify food and drink*, *resistance*; 1st—*cure light wounds* (2), *faerie fire* (2), ~~longstrider~~, *obscuring mist*, *shillelagh*; 2nd—~~barkskin~~, bear's endurance, *flaming sphere*, owl's wisdom, *resist energy* (2); 3rd—*contagion*, *poison*, *sleet storm*, ~~snare~~, *wind wall*; 4th—*dispel magic*, *flame strike* (2), ~~spike stones~~; 5th—*baleful polymorph*, *call lightning storm*, *insect swarm*, *wall of thorns*; 6th—~~fire seeds~~, ~~protection from all elements*~~; 7th—*fire storm*.

Pre-Cast Spells: *longstrider* (included above), *barkskin* (included above), *snare* (see Map 1), *spike stones* (see Map 1), *fire seeds* (one 13d6 acorn), *protection from all elements**.

Pre-Used Abilities: *antipathy field* (on *hearth*, targeting neutral good creatures, Will save DC 24 partial).

Exceptional Low-Light Vision (Ex): A Lerara Suel can see five times as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.

Vulnerability to Sunlight (Ex): A Lerara Suel takes 1 point of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per 24-hour period spent underground or otherwise sheltered from the sun.

Poison (Ex): All the Lerara's weapons are coated with drow poison. After being struck by such a weapon the character must make a DC 13 Fortitude save or fall unconscious. After 1 minute the subject must succeed on another DC 13 Fortitude save or remain unconscious for 2d4 hours. Only the first person struck by the weapon must make this saving throw.

*See Appendix Two

APL 14

➤ **Meklot Favored-Son:** male human Ftr1/Drd5/Bane of Infidels*10; CR 16; Medium humanoid (Lerara Suel human); HD 1d10+15d8+16; hp 101; Init +0; Spd 30 ft.; AC 25, touch 10, flat-footed 25; Base Atk +11; Grp +13; Atk +14 melee (1d6+3, masterwork quarterstaff) or +11 ranged (1d4+2, sling); Full Atk +14/+9/+4 melee (1d6+3, masterwork quarterstaff) or +11/+6/+1 ranged (1d4+2, sling); SA *bonfire*, *mass energumen*, *pyre*; SQ animal companion, ~~antipathy field~~, *detect loyalty*, *hearth protection*, major sacrifice, *mass sacrifice*, nature sense, resist nature's lure, sacrifice, *secrets of stone*, *trackless step*, *wicker man*, wild empathy, wild shape 1/day, woodland stride; AL NE; SV Fort +15, Ref +6, Will +18; Str 14, Dex 10, Con 12, Int 8, Wis 22, Cha 14.

Skills and Feats: Concentration +25, Diplomacy +23, Intimidate +21, Knowledge (nature) +7, Sense Motive +11; Combat Casting, Empower Spell, Iron Will, Leadership, Quicken Spell, Negotiator, Power Attack, Sanctum Spell*.

Possessions: masterwork quarterstaff, +2 millipede carapace full plate (treat as +2 dragonhide full plate), sling, cloak of resistance +2, periapt of wisdom +4.

Druid Spells Prepared [all with the Sanctum Spell feat] (6/7/7/6/5/5/4/2/1; save DC 17 + spell level): 0—create water, *detect magic*, *guidance*, *mending*, *purify food and drink*, *resistance*; 1st—*cure light wounds* (2), *faerie fire* (2), ~~longstrider~~, *obscuring mist*, *shillelagh*; 2nd—~~barkskin~~, bear's endurance, *flaming sphere*, fog cloud, owl's wisdom, *resist energy* (2); 3rd—*contagion*, *poison*, *sleet storm* (2), ~~snare~~, *wind wall*; 4th—*dispel magic* (2), *flame strike* (2), ~~spike stones~~; 5th—*baleful polymorph*, *call lightning storm*, *insect swarm*, *poison* (empowered), *wall of thorns*; 6th—~~fire seeds~~, *flame strike* (empowered), greater *dispel magic*, ~~protection from all elements*~~; 7th—*fire storm*, *true seeing*; 8th—*flame strike* (quickened).

Pre-Cast Spells: *longstrider* (included above), *barkskin* (included above), *snare* (see Map 1), *spike stones* (see Map 1), *fire seeds* (one 15d6 acorn), *protection from all elements**.

Pre-Used Abilities: *antipathy field* (on *hearth*, targeting neutral good creatures, Will save DC 25 partial).

Exceptional Low-Light Vision (Ex): A Lerara Suel can see five times as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.

Vulnerability to Sunlight (Ex): A Lerara Suel takes 1 point of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per 24-hour period spent underground or otherwise sheltered from the sun.

Poison (Ex): All the Lerara's weapons are coated with drow poison. After being struck by such a weapon the character must make a DC 13 Fortitude save or fall unconscious. After 1 minute the subject must succeed on another DC 13 Fortitude save or remain unconscious for 2d4 hours. Only the first person struck by the weapon must make this saving throw.

*See Appendix Two

APL 16

☛ **Meklot Favored-Son:** male human Ftr1/Drd7/Bane of Infidels*10; CR 18; Medium humanoid (Lerara Suel human); HD 1d10+17d8+18; hp 113; Init +0; Spd 30 ft.; AC 25, touch 10, flat-footed 25; Base Atk +13; Grp +15; Atk +16 melee (1d6+3, masterwork quarterstaff) or +13 ranged (1d4+2, sling); Full Atk +16/+11/+6 melee (1d6+3, masterwork quarterstaff) or +13/+8/+3 ranged (1d4+2, sling); SA *bonfire*, *mass energumen*, *pyre*; SQ animal companion, ~~antipathy field~~, *detect loyalty*, *hearth protection*, *major sacrifice*, *mass sacrifice*, *nature sense*, *resist nature's lure*, *sacrifice*, *secrets of stone*, *trackless step*, *wicker man*, *wild empathy*, *wild shape* 3/day, *woodland stride*; AL NE; SV Fort +16, Ref +7, Will +20; Str 14, Dex 10, Con 12, Int 8, Wis 24, Cha 14.

Skills and Feats: Concentration +25, Diplomacy +23, Intimidate +21, Knowledge (nature) +15, Sense Motive +12; Combat Casting, Empower Spell, Iron Will, Leadership, Maximize Spell, Quicken Spell, Negotiator, Power Attack, Sanctum Spell*.

Possessions: masterwork quarterstaff, +2 millipede carapace full plate (treat as +2 dragonhide full plate), sling, cloak of resistance +2, periapt of wisdom +6.

Druid Spells Known [all memorized with the Sanctum Spell feat] (6/7/7/7/6/5/5/4/2/1; save DC 18 + spell level): 0—*create water*, *detect magic*, *guidance*, *mending*, *purify food and drink*, *resistance*; 1st—*cure light wounds* (2), *faerie fire* (2), ~~longstrider~~, *obscuring mist*, *shillelagh*; 2nd—~~barkskin~~, *bear's endurance*, *flaming sphere*, *fog cloud*, *owl's wisdom*, *resist energy* (2); 3rd—*contagion*, *neutralize poison*, *poison*, *sleet storm* (2), ~~snare~~, *wind wall*; 4th—*air walk*, *dispel magic* (2), *flame strike* (2), ~~spike stones~~; 5th—*baleful polymorph*, *call lightning storm*, *insect swarm*, *poison* (empowered), *wall of thorns*; 6th—~~fire seeds~~, *flame strike* (empowered), *greater dispel magic* (2), ~~protection from all elements~~*; 7th—*heal*, *fire storm*, *flame strike* (maximized), *true seeing*; 8th—*flame strike* (quickened) (2); 9th—*fire storm* (empowered).

Pre-Cast Spells: *longstrider* (included above), *barkskin* (included above), *snare* (see Map 1), *spike stones* (see Map 1), *fire seeds* (one 17d6 acorn), *protection from all elements**.

Pre-Used Abilities: *antipathy field* (on *hearth*, targeting neutral good creatures, Will save DC 26 partial).

Exceptional Low-Light Vision (Ex): A Lerara Suel can see five times as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.

Vulnerability to Sunlight (Ex): A Lerara Suel takes 1 point of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per 24-hour period spent underground or otherwise sheltered from the sun.

Poison (Ex): All the Lerara's weapons are coated with drow poison. After being struck by such a weapon the character must make a DC 13 Fortitude save or fall unconscious. After 1 minute the subject must succeed on another DC 13 Fortitude save or remain unconscious for

2d4 hours. Only the first person struck by the weapon must make this saving throw.

*See Appendix Two

☛ **Advanced dire bat companion:** CR —; Small animal; HD 6d8+21; hp 48; Init +6; Spd 20 ft., fly 40 ft. (good); AC 22, touch 15, flat-footed 16; Base Atk +4; Grp +12; Atk +7 melee (1d8+6, bite); SQ *blindsight* 40 ft., *evasion*; AL N; SV Fort +8, Ref +11, Will +7; Str 18, Dex 22, Con 17, Int 2, Wis 14, Cha 6.

Skills and Feats: Hide +4, Listen +14, Move Silently +11, Spot +8; Alertness, Stealthy, Toughness.

Blindsight (Ex): A dire bat uses echolocation to pinpoint creatures within 40 feet. Opponents still have total concealment against the bat unless it can actually see them.

APPENDIX 2: NEW RULES

New Disease: The Twisting Blight

This disease has been inflicted upon the town of Dark Gate by Chekrem Blightbringer, priest of Incabulos. The Twisting Blight is a supernatural disease that it gradually contorts the diseased character's visage in hideous ways, and saps his strength of personality away.

DISEASE	INFECTION	DC	INCUBATION	DAMAGE
Twisting Blight	Inhaled or Contact	10+APL	1d3 days	1 Cha drain

Notes: The damage from this disease is permanent Charisma loss. It can only be shaken off if a character makes four sequential successful Fortitude saves. If the diseased character is subject to a *remove curse*, *restoration*, or similar effect, the caster must make a successful caster level check (DC 15+APL) or the curative effect fails and the Twisting Blight remains. Once the victim's Charisma score reaches zero, his body rejects most food and care, and he dies in a number of days equal to half his Constitution score.

Reinfection: The Twisting Blight is highly contagious, and if an infected victim touches or is touched by an uninfected person (such as to deliver a touch spell or to treat the disease with the Heal skill). The uninfected person has to make an immediate Fortitude save or contract the disease.

Cure: This disease was cultivated from a yam-like root in the Sea of Dust, near where the Passage of Slerotin exits into the Sea of Dust. A paste from that root will immediately heal the disease if the administered properly (Heal check, DC 10), and restore all Charisma points lost to the disease. The root must be used within an hour of being removed from the soil, or it loses its potency.

Immunities: A paladin of 3rd level or higher is immune to the Twisting Blight, but monks are not (as the disease is magical). Since the origins of this disease lie in the magic-infused Sea of Dust, homeland of the Suel, any character that is a full-blooded Suel cannot be affected by the disease. This includes the Lerara Suel.

DM Advice: Characters won't know whether they have contracted the disease, or when they've shaken it off. If you'd like, you can note the Fortitude save modifiers from all characters at the table and make their Fortitude saves for them, in secret. This keeps the players in greater suspense about the course of the disease.

New Race: Lerara Suel Human

The Lerara Suel is a family of Suel stranded underground after the Rain of Colorless Fire, over a thousand years ago. Abandoned and forced to survive in the inhospitable tunnels under the Hellfurnace Mountains, this once-proud family has degenerated into fierce, pale-skinned savages.

Like most Suel, the Lerara Suel are lean, with pale skin and fair hair. However, centuries spent underground have taken their toll on the Lerara physique. The Lerara have skin so pale that bluish veins can be seen through the skin, and many of them are true albinos. All Lerara have eye color ranging from a light blue to pink.

Most Lerara Suel bathe rarely and wear poorly-tanned animal skins, adding to their pathetic and degenerate appearance. Nobles among the Lerara wear finer leathers, and prefer jewelry. Warriors wear armor constructed from various fearsome creatures native to their underground realm. These creatures are most often bested by luck rather than skill, and rampaging monsters regularly take a heavy toll on the Lerara population.

The Lerara are naturally predisposed to no alignment in particular, but their harsh living conditions and veneration of a horrid entity known as the Mother turn many of the Lerara to evil. No matter their alignment, Lerara Suel are selfish and bossy. Good-aligned Lerara Suel exist, but are rare.

The Lerara Suel have all the traits of humans found in the *Player's Handbook*, with the following additions:

Languages: All Lerara Suel speak Ancient Suloise and Common

Exceptional Low-Light Vision (Ex): A Lerara Suel can see five times as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.

Vulnerability to Sunlight (Ex): A Lerara Suel takes 1 point of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per 24-hour period spent underground or otherwise sheltered from the sun. This weakness is eliminated if the Lerara Suel takes the Daylight Adaptation feat (below).

Daylight Adaptation [General] (from the 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.

Sanctum Spell [Metamagic] (from Tome and Blood)

Your spells have a home ground advantage.

Prerequisite: Any other metamagic feat.

Benefit: A sanctum spell has an effective spell level one level higher than normal if cast in your sanctum (see Special, below)—but if not cast in the sanctum, it has an effective spell level one level lower than normal. All effects dependent upon spell level (such as save DCs or the ability to penetrate a *minor globe of invulnerability*) are calculated according to the adjusted level. A sanctum spell uses a spell slot of the spell's normal level, modified by any other metamagic feats.

Special: Your sanctum is an area you have previously designated within a 10-foot/level radius from the center. This area can be a particular site, building, or structure. A sanctum can be designated within a larger structure, but its special advantages cut off beyond the maximum area. The designated area must be a site where you have spent a cumulative period of at least three months. Once designated, it takes seven days for the site to become a sanctum. If you designate a new area to be your sanctum, the benefits of the old one immediately fade. You may have only a single sanctum at one time.

Protection from All Elements (from Masters of the Wild)

Abjuration

Level: Drd 6

Components: V,S,DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level or until discharged

Saving Throw: None

Spell Resistance: Yes

The subject becomes invulnerable to acid, cold, electricity, fire, and sonic damage. The spell absorbs damage the subject would otherwise take from all the above energy types, regardless of whether the source of damage is natural or magical. This protection also extends to the subject's equipment. When the spell has absorbed a total of 12 points of damage per caster level dealt by any combination of the above energy types, it is discharged.

Protection from all elements absorbs only damage. The subject could still suffer unfortunate side effects, such as drowning in acid (since drowning damage comes from lack of oxygen) or becoming encased in ice.

The effects of this spell do not stack with those of *protection from elements*, *endure elements*, or *resist elements*. If a creature is warding by *protection from all elements* and any of these other spells, *protection from all elements* absorbs damage until it is discharged.

Bane of Infidels (from Masters of the Wild)

The bane of infidels is the leader of a xenophobic tribe. He wants nothing to do with the outside world because the way his people do things is the way they have always done them, and the way they always will. Alone among his compatriots, the bane of infidels sees the possibilities of the outside world, but he considers progress dangerous. Allowing his people to advance would surely endanger them and imperil his leadership. Since visitors bring danger of change, they must die—and what better way than as sacrifices in the name of his tribe's religion?

The act of sacrifice empowers and rewards the bane of infidels and his tribe. Usually visitors and conquered foes serve as sacrifices, though in a pinch a criminal will do (or even an innocent, though this is a risky move).

Though he is often ruthless, the bane of infidels is nonetheless respected by the members of his tribe, to whom he provides healing, guardianship, and unwavering direction in return for absolute loyalty. Druids are the most likely characters to embrace this lifestyle, though clerics, high-level rangers, and adepts can also adopt this prestige class. The tribe of a bane of infidels often includes fighters, rangers, barbarians, bards, and sorcerers, but other classes may not be as welcome.

Hit Die: d8.

Requirements

To become a bane of infidels, a character must fulfill the following criteria.

Alignment: Any nongood.

Skills: Intimidate 4 ranks; Knowledge (religion) 6 ranks or Knowledge (nature) 6 ranks.

Feats: Iron Will, Leadership.

Spells: Able to cast 3rd-level divine spells.

Class Skills

The bane of infidel's class skills (and the key ability for each skill) are Animal Empathy (Cha), Concentration (Con), Craft (any) (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Intuit Direction (Wis), Knowledge (nature) (Int), Knowledge (religion) (Int), Profession (any) (Wis), Scry (Int, exclusive skill), Sense Motive (Wis), Spellcraft (Int), Swim (Str), and Wilderness Lore (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

The following are class features of the bane of infidels prestige class.

Weapons and Armor Proficiency: A bane of infidels gains no weapon or armor proficiencies.

Spells per Day/Spells Known: At each bane of infidels level, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (additions *wild shape* options, metamagic or item creation feats, or the like). If the character had more than one spellcasting class before becoming a bane of infidels, the player must decide to which class to add each level for determining spells per day and spells known.

Energumen (Sp): Beginning at 1st level, the character may bestow a low-powered form of barbarian rage in any follower (as defined in Chapter 2 of the *Dungeon Master's Guide*) who is an adherent of the same religion. The follower gains a +2 bonus to both Strength and Constitution, as well as a +1 morale bonus on Will saves. In all other respects, this is like barbarian rage. *Energumen* is useable once per day per bane of infidels level.

Pyre (Sp): At 1st level, the bane of infidels may cause a 5-foot-square area to burst into flame. Anyone in that area must succeed at a Reflex save (DC 10 + bane of infidels level + Wisdom bonus of bane of infidels) or suffer 1d4 points of damage per bane of infidels level. This ability is useable once per day.

Hearth Protection (Sp): At 2nd level, the bane of infidels may perform an 8-hour ritual to designate an area with a radius of up to 5 feet per bane of infidels level as a hearth. This area then functions as a permanent *zone of truth*, though the bane of infidels is immune to that effect. The character may only have one hearth at a time.

Sacrifice (Su): Beginning at 2nd level, the bane of infidels may sacrifice any humanoid by killing it with a coup de grace in his hearth. This ritual increases his effective caster level for all spells by +2 for 1 hour. If the bane of infidels sacrifices a follower, he must make a Diplomacy check (DC 20). Failure indicates that all his remaining followers desert; success means he retains their loyalty. This effect does not stack with the bonuses gained from major sacrifice or mass sacrifice (see below). Sacrifice is useable once per day.

Secrets of Stone (Sp): At 3rd level, the bane of infidels gains the ability to discern the affected spell and necessary sacrifice of any *standing stone* within 100 feet of him as a free action.

Detect Loyalty (Sp): At 4th level, the bane of infidels may examine a follower for faithfulness. If that individual has grossly violated the code of conduct that the bane of infidels has established or otherwise acted in a manner opposed to the latter's purposes and directions in the last 24 hours, the bane of infidels discovers it (no save, but spell resistance applies) and gains a +5 circumstance bonus on his Diplomacy check when sacrificing that follower. Using *detect loyalty* does not provoke an attack of opportunity.

Major Sacrifice (Su): This ability, gained at 5th level, is like sacrifice, except that the bane of infidels can increase his effective caster level for all spells by +4 for 1 hour by sacrificing a sentient creature with 5 or more Hit Dice. This effect does not stack with that of sacrifice or mass sacrifice.

Wicker Man (Sp): At 6th level, the bane of infidels learns to create a sacrificial totem trap. This ability produces the same effect as the *wall of thorns* spell, except as follows. The thorny briars form a humanoid shape 10 feet square, with a height equal to 10 feet per bane of infidels level. Anyone in that area when the *wicker man* appears gets a Reflex save (DC 10 + bane of infidels level + Wisdom bonus of bane of infidels) to avoid being caught in its body at a point halfway up its height. The *pyre* and *bonfire* abilities of the bane of infidels count as magical fire for purposes of igniting the wicker man and do their normal damage to everyone trapped inside each round until the *wicker man* burns away (per the *wall of thorns* spell) or they escape. This ability is useable once per day.

Bonfire (Sp): This ability, gained at 7th level, functions like *pyre*, except that it affects a 10-foot-square area.

Antipathy Field (Sp): At 8th level, the bane of infidels may protect his hearth with an *antipathy field* once per day. This functions like an *antipathy* spell, except that the target is the entire area of the hearth and the duration is 24 hours.

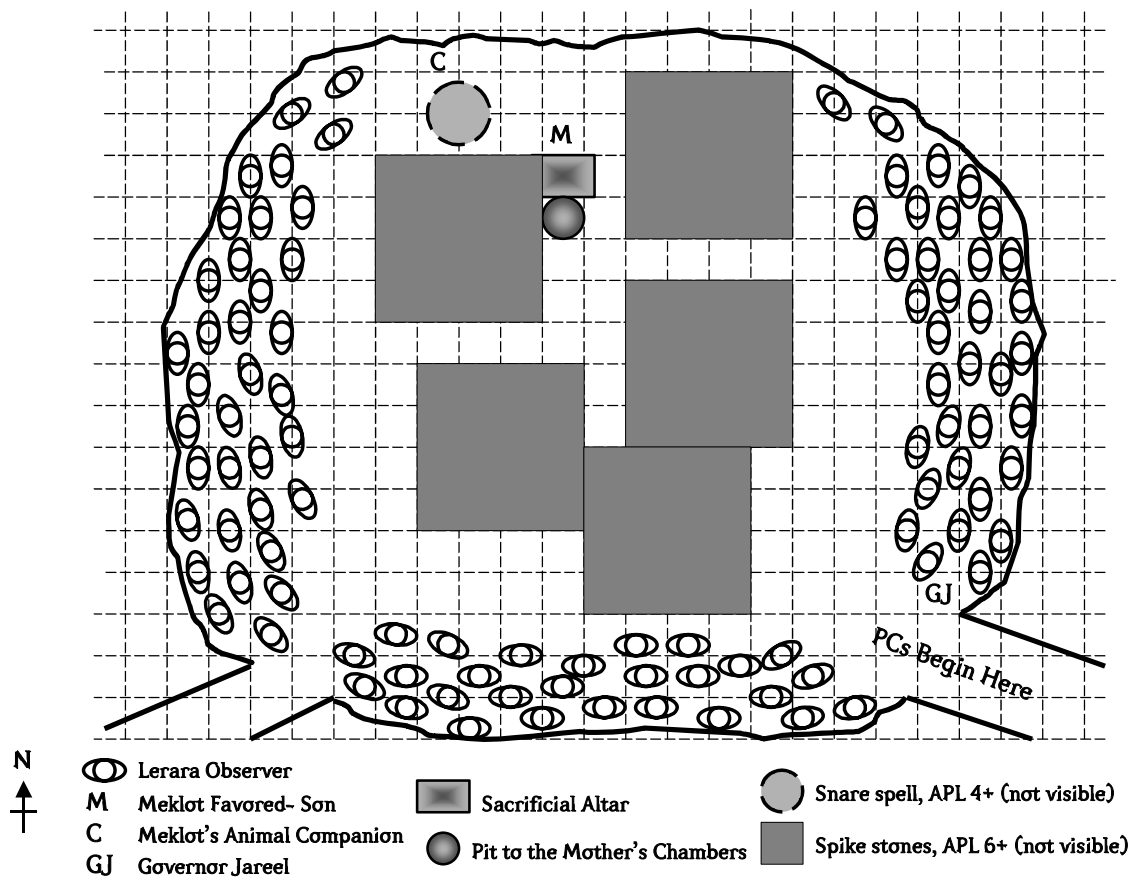
Mass Energumen (Sp): This ability (gained at 9th level) functions like *energumen* (above), except that it affects up to ten followers at once.

Mass Sacrifice (Su): At 10th level, the bane of infidels can increase his effective caster level by +2 (up to a maximum of +10) for each humanoid sacrificed within 10 rounds. This ability is otherwise like sacrifice. Its effect does not stack with that of sacrifice or major sacrifice.

The Bane of Infidels

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+2	+0	+2	Energumen, pyre	+1 level of existing class
2nd	+1	+3	+0	+3	Hearth protection, sacrifice	+1 level of existing class
3rd	+2	+3	+1	+3	Secrets of stone	+1 level of existing class
4th	+3	+4	+1	+4	Detect loyalty	+1 level of existing class
5th	+3	+4	+1	+4	Major sacrifice	+1 level of existing class
6th	+4	+5	+2	+5	Wicker man	+1 level of existing class
7th	+5	+5	+2	+5	Bonfire	+1 level of existing class
8th	+6	+6	+2	+6	Antipathy field	+1 level of existing class
9th	+6	+6	+3	+6	Mass energumen	+1 level of existing class
10th	+7	+7	+3	+7	Mass sacrifice	+1 level of existing class

Lerara Ritual Chamber



PLAYER HANDOUT 1

This letter is among the possessions of the priest of Incabulos. It was written a few weeks ago, and apparently it hasn't been sent yet.

Farzuk-

Greetings in the name of the Black Rider, my brother. I wanted to thank you for informing me of the cackle fever outbreak in Verbobonc last spring. I was able to keep clear of that city, and I remain as healthy as ever. Good work with the cackle fever; I hear dozens died.

To return the favor, I would like to inform you of an insidious disease that I've concocted to inflict upon the Yeomanry. I call it "the Twisting Blight." It slowly and painfully contorts the features of the victims into a skull-like grimace, while sapping them of their will to live. Eventually, victims enter a coma and die. I assure you, it's exquisitely painful, and it will please the Black Rider immensely.

Best of all, it's deliciously difficult to cure. I was exploring the Hellfurnaces with my bodyguards and disciples, and I stumbled upon a yam-like root growing there near an ancient Suloise tomb. This root has amazing curative properties, I was horrified to discover. But then I remembered what old Kazxanik told us (you remember that fiendish old halfling): "whatever you find that can cure, can also be made to kill."

Anyway, I distilled that root into the Twisting Blight, the most ferocious plague I've ever concocted. It seems virtually incurable. Of course, this root in its natural form will cure the disease quite quickly and easily, but only if freshly uprooted. But no one will discover this cure—who on Oerth would go searching the Hellfurnaces for vegetables?!?

I had to get this delicious plague back to civilization as soon as possible (I seemed quite immune to the Twisting Blight, despite my close contact with it...perhaps all good diseases love their creator too much to afflict him). Within a stone's throw of this patch of roots I noticed a peculiar cave, dozens of feet wide that led down to what appeared to be an underground passage. I then remembered a legend about the Passage of Slerotin, a tunnel bored right under the Hellfurnace Mountains into the Yeomanry. This passage is probably two hundred miles long, but our Suel ancestors sure knew their magic: I bet the Passage is still intact. We're going to venture into this Passage, and pop out right in the Yeomanry. I intend to inflict the Twisting Blight on the first town I come across, and from there to all of the Yeomanry! Oh, how the Black Rider will favor me then!

If you have plans for traveling in the Yeomanry, I suggest you cancel them. This entire country will fall to the Twisting Blight if I have my way.

Chekrem Blightbringer

(what do you think about the new nickname? "Blightbringer" has a very scary ring to it, doesn't it?)