

A hole in magic

Table of Contents

A hole in magic.....	1
1 Pregame notes.....	2
1.1 System.....	2
1.2 Antimagic.....	2
2 Game world.....	3
2.1 Setting.....	3
3 The adventure.....	3
3.1 Getting there.....	3
3.2 Places.....	4
3.2.A Kora's camp and the exit path.....	4
Kora's camp.....	4
Path to the vacant area.....	6
3.2.B The edge of the vacant area.....	6
3.2.C Vacant area.....	7
3.2.D The edge of the Circle Mountains terrain circle.....	7
3.2.E The Circle Mountains terrain circle.....	8
Entering the antimagic.....	8
3.2.F Bone Pond.....	8
3.2.G First entrance of the Circle Mountains.....	8
Thid guards.....	8
3.2.H Thid village.....	8
New slaves?.....	9
3.2.I Thids' mines.....	9
3.2.J Second entrance of the Circle Mountains.....	9
3.2.K Thil village.....	9
3.2.L Pit Pond.....	10
3.2.M Thilid.....	10
3.2.N Pixies.....	11
3.2.O Orb.....	12
3.2.P Svirfneblin caves.....	12
3.2.Q White elves' home.....	12
3.2.R Caveman.....	13
Creatures.....	15
I. Thid.....	15
II. Thil.....	16
III. White elf.....	17
IV. Unbodied.....	18
V. Pixie.....	18
VI. Caveman.....	19
Maps.....	20
VII. GM's map.....	20
VIII. Kehve's map.....	21

1 *Pregame notes*

1.1 System

The game system is **D20 System** <<http://www.d20srd.org/>>. These books are referenced: Player's Handbook (PHB), Monster Manual (MM), Dungeon Master's Guide (DMG) and Expanded Psionics Handbook (EPH).

This adventure's combat encounters should fit for a group of 4-5 characters of level 5-6. The Game Master is welcome to change the encounters if they don't seem suitable. This adventure can be played without any combat if the characters aren't too violent.

1.2 Antimagic

This adventure takes place in an **antimagic** area. The antimagic works as *antimagic field* (PHB 200). Exceptions and clarifications:

- It affects shadow magic and psionics as well (regardless of psionics-magic transparency). (From now on, caster and spell include also manifester and manifestation.)
- Any spell cast in/into it drains away forcibly and uncomfortably without doing anything else.
- Ongoing and expiring spells are destroyed/drained.
- Permanent spells are drained as well but return 8 hours after leaving the area. Magic items are just suppressed.
- Preparing spells and recovering used slots doesn't work. Prepared spells and unused slots remain. Casters must wait 8 hours after leaving the area until they are able to prepare spells or recover slots again.
- Spells detect nothing about the area.
- The antimagic can't be *wished* (PHB 302) away. *Mage's disjunction* (PHB 255) also doesn't work.

However, the antimagic can have some exceptions for "reasonable" magical abilities. The GM can make the final decision about exceptions, but a list of suggested exceptions is as follows:

- The bard's (PHB 26) supernatural abilities work.
- Supernatural abilities that are personal and have no effect to the outside world work. Examples: the shadowdancer's (DMG 194) Darkvision and Hide in plain sight, an elan's (EPH 9) Supernaturals. (The reasoning for this could be that the characters are still magical and magic works inside them.)
- Psionic characters can recover and use their power points (but still can't manifest).
- Spell-like or Psi-like abilities that are directly linked to a creature's physiology work. Example: dromite's *energy ray* (EPH 8).
- Magic items' (weapons, armours, wondrous items) pluses and static, non-variable special abilities work. Examples: magic armour or weapons, Gloves of Dexterity and similar, Amulet of Natural Armour, Cloak of Resistance etc. Example weapon special abilities: distance, keen, throwing, vorpal, wounding.

2 *Game world*

This adventure fits in a typical high fantasy world (for example Pathfinder RPG's Golarion). It's set in an area that has four seasons.

The demographic assumptions are: Humans are the most populous race and other common civilised races include dwarves, elves and halflings. Numerous other races, civilised, primitive or monstrous exist as well. Monsters run rampant and generally it's not safe to leave a civilised town. Epic level creatures exist; people hear stories about them. Gods exist and grant spells but don't usually bother with mortals.

2.1 **Setting**

It's autumn. The characters know what the key places in the adventure are:

- a vast, ancient, mystic, deceitful and dangerous forest (Vegathalen),
- in the forest an ancient, legendary and magical ruin city that has been abandoned but is protected by strong wards and unpredictable magic (Sagiwar) and
- a town not in the forest but somewhat close to it (Leafgrove).

Since the characters are supposed to explore the freshly appeared antimagic area, the rest of the world is not too important.

3 *The adventure*

This adventure is not very linear. The point is to explore the antimagic area. Non-player characters (NPCs) ask the characters to do the following (additional XP reward for completion in parentheses):

- Kora (3.2.A, page 4):
 - Try to save Kora's people (800).
 - Find out as much as possible about the antimagic area (400).
- White elves (3.2.Q, page 12): Find out what happens to souls when they die in the antimagic area (300).
- Thilid (3.2.M, page 10):
 - Meet with Caveman and find out what really happened (300).
 - Get the leaders of the two villages to make up or give Thilid a good suggestion on how to do it (300).
 - Kill/capture pixies.

The characters don't have to do everything.

3.1 **Getting there**

Kora is a halfling leader whose people disappeared in an odd incident: 50 days ago, after the halflings had left Leafgrove, unknown enemies attacked them. Kora and two other halflings managed to flee by river but saw nothing. After 30 days of looking for the rest, they turned out to be in the antimagic area, enslaved by evil squid-people. Kora and the two have tried to rescue them but have not succeeded, so she decided to hire more help.

Kora has gathered and hired adventurers (the characters) from taverns, on the road, by flyer, etc. She has told everyone that the mission will take place in an antimagic area, so the characters should know what they are getting into.

The price for saving Kora's people is money: 8000 gp for each character. If they can't save them but study the area thoroughly, she'll give 1000 gp for each.

3.2 Places

The letters in the chapter number refer to the labels on GM's map (VII., page 20).

3.2.A Kora's camp and the exit path

Kora's camp

...is in a clearing (diameter 10 m) in Vegathalen, 200 m from the northwestern edge of the vacant area. It comprises three halfling-sized wagons and a campfire and has magical wards to keep any dangers out. The people in it are Kora, Lavenda and five commoners.

- Kora is a cleric (NG) of a halfling god (18). She is good-natured and doesn't let herself become depressed over her people.
- Lavenda is a rogue 3, wizard 5. She is serious for a halfling and is more worried than Kora but tries to hide it.
- The commoners are recovering from the enslavement.

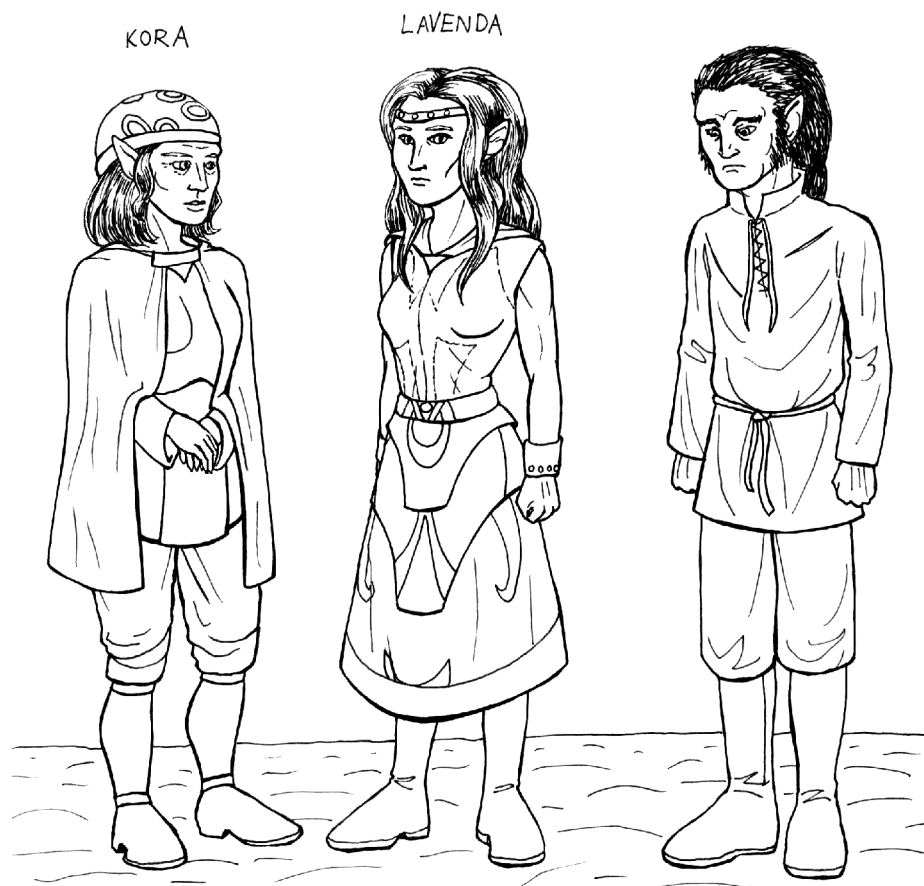


Illustration 1: Kora, Lavenda and a commoner.

If asked, Kora tells the characters all she knows about the events and antimagic area:

- Sagiwar disappeared thirty days ago. Epic adventurers tried teleporting it into another dimension for safe-keeping but it never arrived there. The target dimension was the realm of a lawful good protector deity and now the god is silent. Other gods can't say anything about what happened.
- In Sagiwar's place is a circular vacant area (diameter 48 km). Ten separate terrain circles are in it but nine of them don't seem interesting.
- The **Circle Mountains** terrain circle (diameter 8 km) is where Kora's people are. It's named after its most prominent landform, a small mountain range in the shape of a rough circle. Antimagic does not actually cover all of Circle Mountains; it starts after just under a kilometre into the area.
- Kora and Lavenda haven't been in the area because they're spellcasters. The one who has been there is Kora's relative Kehve (Infobox 1) who has provided most of the information and is probably still studying the antimagic area but absolutely doesn't want to aggravate any natives by talking to them.
- Kora can hand out Kehve's map (VIII., page 21).
- Kehve tried to free the enslaved halflings. After five freed halflings, the squids noticed some were missing and started punishing the remaining halflings for letting the others escape, which is why Kehve couldn't keep smuggling them out.
- The rules of Antimagic (1.2, page 2).
- Three days ago, some epic adventurers stopped by and tried to *wish* the antimagic away without succeeding. (See Infobox 2.)
- There are at least five different groups of people: squid-people in the south village, another kind of squid-people in the north village, svirfneblins, a small group of really pale tall elves and some annoying pixies.

Kehve is not seen (at all in the adventure). Kehve is an antisocial halfling who was turned into an air elemental and Kora doesn't want to talk about that.
Infobox 1: Kehve.

Reference note: The *wish* coincides exactly with Thilid's (3.2.M, page 10) observation about the orb (3.2.O, page 12) expanding.
Infobox 2: Orb expansion.

Kora will provide any cleric services and Lavenda any wizard services for free, but the party has to provide or pay for expensive material components themselves. However, if someone dies and the characters bring the body back or otherwise ask Kora to bring the dead one back but do not have enough gold or diamonds, Kora does it anyway, though she expects them to pay back later. (See Infobox 3.) Kora and Lavenda won't cast spells that cost XP. They have common help and utility spells prepared (GM discretion).

Raising people (Kora or anyone else doesn't know this):
The souls of people who die in the antimagic area are forever destroyed. They never get to the afterlife, their deity's realm or anywhere else. However, it is possible to bring the people back with any raising spell. After the raising spell is complete, the caster feels as if the spell failed (because there is no soul), but the spell works nevertheless. The dead people can't choose to not be raised and don't recall anything between death and raising. They still have their minds and memories, and outwardly nothing has changed. The only differences are: from now on they have no soul, can be raised against their will, can't cast or prepare spells and can't get to the afterlife.
The natives of the antimagic area can be raised too (not unbodied though; they disappear when killed) and the raising works similarly for them. The natives have never heard that people could be raised.
Infobox 3: Raising.

Path to the vacant area

There's no path from Kora's camp to the edge of the vacant area, but it's so close that getting lost is really unlikely.

3.2.B The edge of the vacant area

...is sharp and slopes steeply at first. (See Illustration 2.) Due to the steep slope, getting back into the forest from the vacant area takes a Climb check (DC 15).

The Circle Mountains is visible from the edge. Some forest is faintly visible and the mountains are clearly visible. They do not really look like a circle since they are so far and other mountains are in the way.

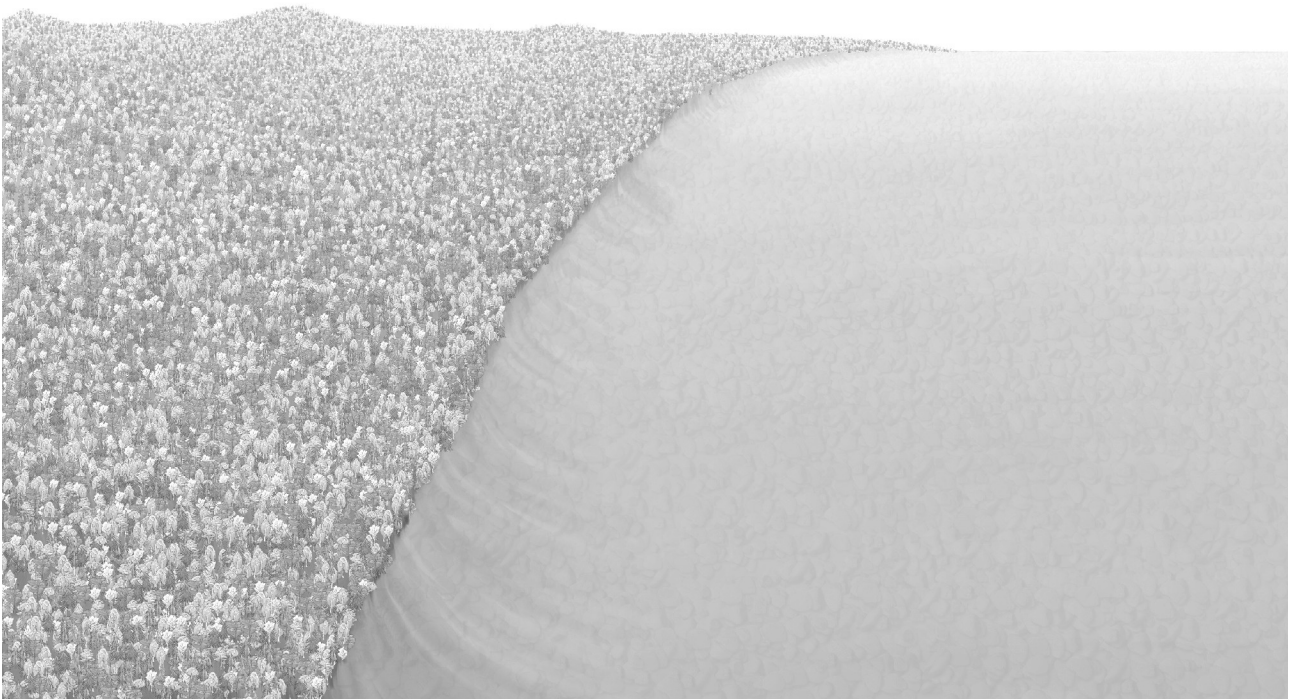


Illustration 2: The edge of the vacant area.

3.2.C Vacant area

The way to the edge of Circle Mountains is 2 km long and completely featureless. However, a Spot check (DC 14) reveals that someone has managed to litter already: there's a torn medium-sized tunic lying around. There is no obvious path anywhere since very few people have walked in the vacant area, and in fact no footprints go to the Circle Mountains.

3.2.D The edge of the Circle Mountains terrain circle

...is also sharp. (See Illustration 3.) If the characters walked straight toward the area, they see a path into the forest.

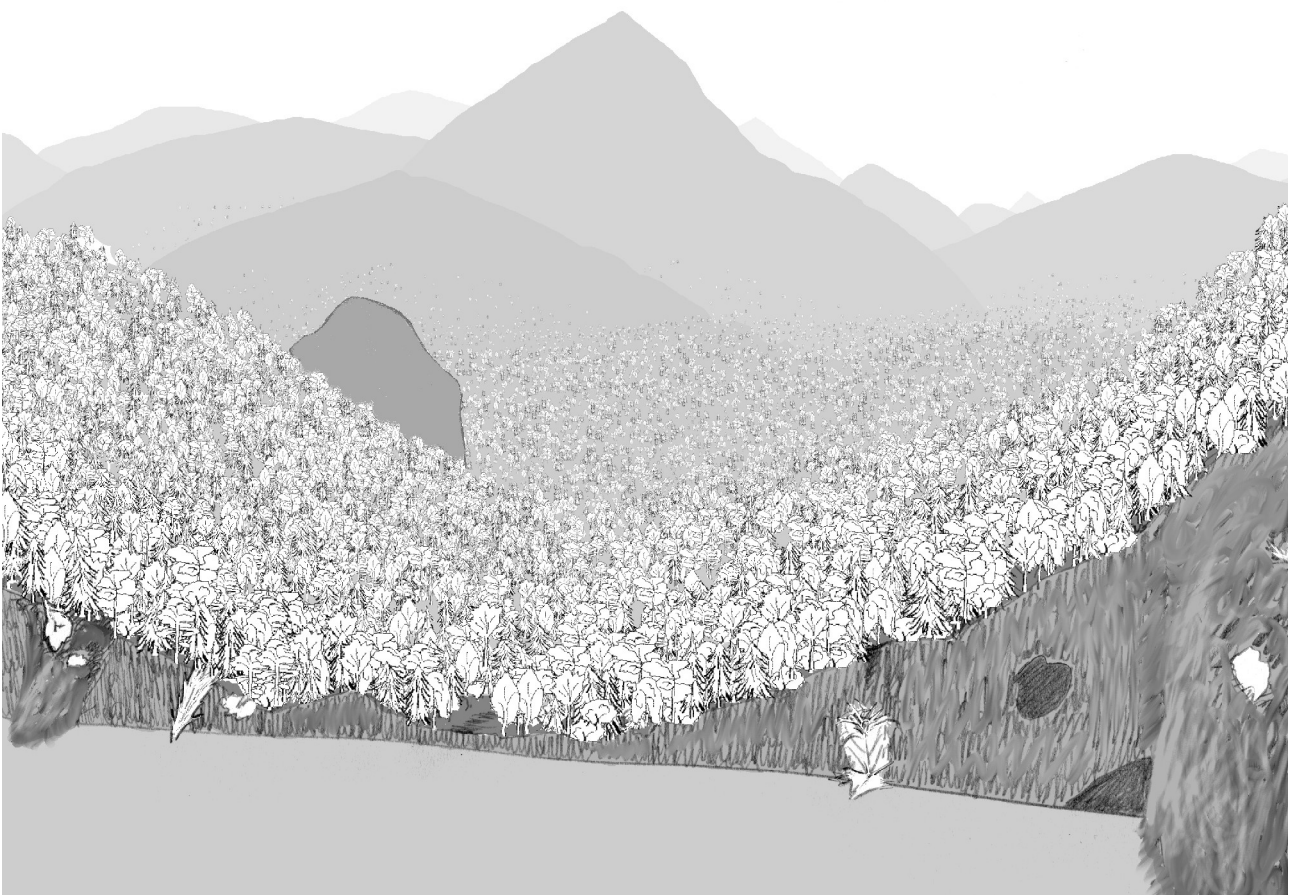


Illustration 3: The edge of Circle Mountains.

3.2.E The Circle Mountains terrain circle

...comprises mostly mixed forest, some meadow and rocks of all sizes. The terrain is very hilly and slow to travel off the path (difficult terrain).

The path is one metre wide. Most of the time, trees obstruct the view. In meadows, the characters can see more of the terrain and where the mountains are.

A random encounter may occur outside the Circle Mountains mountain range. Roll d20 for every hour the characters spend in the area. The animals won't attack if the characters are careful and avoid them.

Roll	Encounter
20	dire bear (MM 63)
19	giant constrictor snake (MM 280)
18-16	dire boar (MM 66)
15-12	dire wolf (MM 65)

Entering the antimagic

Any characters who have spellcasting, manifesting or supernatural abilities feel magically/psionically drained but suffer no penalties. Other characters don't feel anything.

3.2.F Bone Pond

...is a part of a freshwater lake. Its northeastern edge is a smooth arc of a circle. The lake shore has banks and rocks where water meets ground.

3.2.G First entrance of the Circle Mountains

The path leads straight into a valley that pierces the circular mountain range. There are trees in the valley as well, blocking most of the view. However, since the surrounding rock walls are so close, they are easy to see above the trees or beyond them in places where the valley is narrow.

Thid guards

Three thid (I. Thid, page 15) guards (level 6, Int 16) with daggers and padded armour are in the narrowest part of the valley. As soon as they see the characters, they will create telekinetic shields around themselves. They will shout halt and identify in their own language. They know just a few words of the characters' language and tell them "you come with us to leader". They don't want to let the characters just pass, though they will let them go if they want to head back the way they came.

If the characters agree to go with them, two thids will escort them to Thid village (3.2.H, page 8). If they don't, the three thids will use their telekinesis and bring 340 kg worth of characters with them (leaving the heaviest behind, if they can't bring them all).

3.2.H Thid village

...is guarded by thid patrollers on the village walls. They will react to the characters just like Thid guards (above), except they won't let the characters go and they can bring all of them.

The village looks very nice: paths are neat, gardens are well-tended and houses (wooden and stone) are well-built. Commoners stare intently at the characters and create an unwelcoming atmosphere. The characters will be taken to the leader's home

which looks like an ascetic but adorned temple. The decorations depict nature, brains and thids doing great things like lifting large rocks.

Thids' leader is a regal looking thid called Direk (Infobox 4). It will ask what the characters can do for it; Direk certainly won't do any favours for them. It will also suggest that it could enslave them in the mines, but the big characters won't fit there and it feels like they'd be too much trouble to enslave. It will also make clear that if the characters seem like they'll cause more trouble than solve, it'll kill them (control them telepathically and make them kill themselves). If they ask where something is, it tells them to find it themselves.

If the characters know that Direk is an unbodied, it will admit it and say "So what?" since the thids also know that and don't mind.
--

Infobox 4: Direk.

Direk will laugh at any suggestion to free the slaves. "They aren't nearly as effective as us magnificent thids, but if they work there, we have more time to do better things!" Some solutions that Direk would accept:

- New and better slaves (stronger, quicker, see in the dark, longer-lived, etc.). "Good luck finding some." If the characters suspect that Direk will just take the new slaves and not release the halflings, it'll say that only so many people can fit in the mines.
 - Pixies would work, but they would need special chains. If the characters promise to help with making the chains (carry heavy loads of metal) and can actually capture pixies, Direk will agree.
- A way to get rid of Litai (Direk is sure the characters can't do this).
- If the players come up with something ingenious, the idea can work or not work, with GM's discretion.

Direk doesn't know about the svirfneblins.

If the characters suggest doing some other favour in exchange of freeing the halflings, Direk accepts and tells them to plough a field just outside the village. However, if the characters plough, Direk won't do what it promised. "I got a free field! Do I look like I have a reason to free them? Promises to you lower life-forms mean nothing."

New slaves?

If the characters capture svirfneblins (3.2.P Svirfneblin caves, page 12) or get other kind of slaves (small-sized, at least 31 people) from elsewhere, the thids will take them and return all 31 halflings.

3.2.I Thids' mines

...are off-limits for the characters.

3.2.J Second entrance of the Circle Mountains

...is much like the first one, but doesn't seem guarded. The characters need to do three Will saves each. Regardless of the result, nothing happens (two thil (II. Thil, page 16) guards read their minds). The path leads to Thil village (3.2.K, page 9).

3.2.K Thil village

...is guarded by thil (II. Thil, page 16) patrollers on the walls. They will read the characters' minds and welcome them. BUT: if the characters are very hostile, they won't see the village at all.

The village looks nice but not impressive: paths are narrow, gardens tended and most

houses simple. The thils are curious, read their minds (characters are bombarded with harmless Will saves) and ask the characters questions like "Why are you so big?" (unless they're halflings or other small folk), "What are you?" etc. Even thil children come so see the characters. If the characters have questions, either an older thil or their leader can answer them.

Thils' leader is a tall-looking thil called Litai. It wanders around the village but is usually in a school/library building. It'll answer any questions the characters have (it'll redirect them to Thilid (3.2.M, page 10) if they ask about the unbodieds' past or the Summit):

- Inside the Circle Mountains is safe, but outside wild animals might attack.
- Svirfneblins live in a southeastern cave, but they're hostile.
- Litai, Direk (the leader of thids) and Thilid (a loner who studies the summit) are Unbodied (IV., page 18).
- Litai doesn't know
 - ...that they're in another dimension because it hasn't checked, but will read that from the characters' minds. If the characters present the idea, it finds it very odd.
 - ...that there are white elves in south. It doesn't care either.
- Some annoying pixies live in the west.

The characters can get a thil guide/translator to go with them for free. The only place thils won't go is within seeing distance of the thid village.

If the characters want help capturing svirfneblins, they can recruit some thils (level 2 commoners). Suitable skills are Diplomacy and Gather information (DC 14, rises by 2 every time a check fails). If they want help capturing pixies, the DC is 13 and doesn't rise.

3.2.L Pit Pond

...is a freshwater pond whose water level is rising slowly.

3.2.M Thilid

Thilid wanders around on a meadow west of the Pit Pond, looking like a thil-thid half-breed in fine clothes. Thilid is friendly and will greet and make contact with the adventurers if it sees them and they aren't hostile. If they become hostile, Thilid seems to disappear but in truth just makes the adventurers not see it.

If the adventurers are friendly, Thilid answers any questions:

- The grey floating orb (3.2.O Orb, page 12) in the Summit's centre has always been there. It grew smaller during 600 years, but grew larger 30 days ago. It also grew slightly three days ago (Infobox 2, page 5).
- There is a strange person who looks like the characters (if they're humans or similar and medium-sized) living in a cave in the east mountains (3.2.R Caveman, page 13), and he has always been there. The first time Thilid visited him, he said "Who am I? Hah! I might as well be a caveman!" Thilid last talked to him 18 years ago, and he was grumpy and depressed as always.
- Thilid knows everything Litai does.
 - Thilid hates Pixies (3.2.N, page 11) and pays 150 gp for every pixie they kill or bring to it. They can and should take thils with them to help, but the pixies won't show themselves if they see thils, so the thils should disguise. The characters should also bring some pixies soon to Thilid so it can mind-modify them to hunt their own and help the characters.

- "Thilid" isn't its real name. It renamed itself because of the annoying conflict between Litai and Direk. Thilid tells their story if the characters want to hear it:

"We came here about 600 years ago. The thils and thids were primitive then. Litai went to study the thils and Direk the thids. I studied the Summit.

Litai was compassionate and wanted to help the thils and they just accepted it as their leader. The thids were resentful even then and that affected Direk who grew to hate Litai. Then again, those two weren't good friends before.

Litai's just wonders how to get Direk to leave it and thils alone, but Direk is trying to plan how to get rid of Litai and wants the thids to gain telepathy.

I guess the thils and thids forgot over generations (they only live about 60 years) that they hadn't always had those two as their leaders.

I just travelled around and went back home occasionally (to a 'city' of our kind) but I kept coming back to check on Litai and Direk."

Thilid asks the characters for advice on how to resolve the Litai and Direk issue, even though it knows they probably can't help. If the adventurers offer advice, some considerations are:

- Killing...
 - Direk: a last resort, but it's one of the best options. A Diplomacy check (DC 20) will persuade Thilid to go ahead with this. (Thilid will then convince Litai to agree as well. They'll execute a suitable plot in two days and ask that the characters don't get in their way. If the characters even think they might go tell Direk, Thilid will set two thils to follow them and stop them from doing it.)
 - Litai or thils: no.
 - the bitter thids: a last resort, plus they would need to be killed simultaneously because otherwise they would use their telekinesis to crush things.
- Mind-modifying...
 - Direk: can't be done (it's extremely difficult). Many unbodied could do that together. (The others from their city didn't think the issue was important enough to bother with.)
 - the thids: they would need to be modified all at once, and that would need even more unbodied as well (the thils are not good enough). If Direk is dead, they could be modified one by one.
- Talking sense to Direk: doesn't work.
- If the players come up with something ingenious, the idea can work or not work, with GM's discretion.

3.2.N Pixies

The area around pixies' (V. Pixie, page 18) homes is riddled with fake treasure chests and traps: roll 1d20 for every 20 minutes the characters spend there:

Roll	Random nonmagical trap (DMG 70-71), CR
20-19	3
18-14	2
13-1	1

The pixies (1d3 pixies) will heckle the characters if they:

- fall victim to a trap ("Hahaha, losers!"),
- only barely avoid it ("Darn, almost!") or
- bypass it magnificently ("No fair, it was so hard to set that!").

If the characters don't have thils with them (or the thils are disguised as other kind of creatures), the pixies will also show their faces but turn invisible if the characters are hostile.

Tracking the pixies has a DC of 21. Their homes are in very difficult places in the rocks; Climb DC 25.

3.2.O Orb

...is guarded by two thils. They guard it because it grew a while ago and they want to keep an eye on it. The guards have no idea what it does, other than deprive anyone who goes in of sensory experiences.

The characters (even non-spellcasters) feel extremely drained next to the orb and get a -2 penalty to everything. If any characters are spellcasters, they start losing (as if a spell had been cast) their unused spellslots at a rate of one per minute, starting with the highest level slots. The natives of the antimagic area don't experience this effect.

The adventurers can organise a test to prove that strong magic makes the orb expand: they can leave someone (or ask the thils) to watch it, then go back to Kora's camp and ask her to cast a high level spell into the antimagic. A 7th or higher level spell will make the orb expand slightly (in truth, spells of any level make it expand, but so little that it isn't visible). The antimagic area expands similarly, but it takes a level 9 or higher spell for the expansion to be noticeable, and even then it takes a DC 21 Spot check with *Detect magic*.

3.2.P Svirfneblin caves

These svirfneblins are native to the antimagic area and don't speak the characters' languages, but are otherwise normal.

The svirfneblins' home caves were destroyed when the terrain circle teleported and they moved toward the Circle Mountains. They're trying to adjust and are very hostile toward everyone. If the characters want to fight, they'll face eight level 1 (MM 132) and two level 3 warriors. The warriors surrender if eight fall. They have 42 commoners.

If the characters want to enslave them, they will have to fight the warriors or bring at least two thils along who will control them. The characters can then restrain and take them to the thid village.

3.2.Q White elves' home

The ground around the rocks here seems untrodden. DC 16 Nature check reveals some footprints. If the characters go deeper, nothing happens for about five minutes (unless they rush forward). If they 1) rush forward, two elves confront them before they get anywhere and seem hostile 2) walk carefully forward, five elves come to their path before they reach their homes.

The elves are:

- 1) An older rogue (8) in a bright red hat (in antimagic, their Colour drain doesn't work) and leather armour, wielding a shortbow. (Lenatha.)
- 2) A young sorcerer (6) in mage robes, wielding a light crossbow. (Torelon.)
- 3) A fighter (6) in full plate, wielding a longsword and heavy wooden shield. (Xothor.)

4) A paladin (6) in breastplate, wielding a greatsword. (Thailen.)

5) A rogue (6) in leather armour, wielding a rapier. (Leyn.)

Torelon tells them to go away and leave them alone. If the characters are friendly and ask questions or insist on hearing their story, he will explain in a reluctant tone:

"You know how our souls are condemned to hell?" (He'll explain all information on White elf (Ill., page 17) if the characters don't know.) "We came here because we're sure that our souls won't go to hell if we die in this antimagic." If the characters argue, he will counterargue. "You don't know that it WON'T happen, do you? Want to test it?"

If the characters agree to somehow test it (of course none of the elves will volunteer to die), the elves say that Lenatha will have to come along to witness the testing so they know it is true. They of course won't pay for raising, but do promise "awesome weapons" if they do find out what they want.

The "awesome weapons" are weapons they stole from the thids: small-sized weapons made of an unknown metal. They work like +1 magic weapons, but aren't magical.

If the characters want to fight and the elves win, the elves will take them to Leafgrove and raise one of them (after selling their equipment for raising money) to test their theory. Then they'll leave the character and corpses alone.

3.2.R Caveman

...can't be found without knowing where to go or succeeding on a DC 28 Track check.

The path to Caveman's cave is hazardous, difficult and rarely trodden. The cave is close to the peak of the fourth tallest mountain among the small cluster of mountains. Reaching the cave is a DC 25 Climb check. DC 18 Nature check lowers the DC by 2; they find suitable hand-holds.

The cave's front has a tiny garden where edible plants grow.

Unless the characters try to move silently, Caveman automatically notices them and comes out to yell at them. He is very bitter, rather unfriendly, unkempt, scarred and worn-looking (VI. Caveman, page 19). He wears very ragged mage robes that might have been glorious once but now they have more patches than original material.

"Who are you? What do you want? Go away!" Caveman speaks an archaic but understandable version of the characters' common tongue.

If the characters argue back and ask questions, Caveman says that the characters remind him of home and asks whether the characters want to hear his story. If the characters say anything resembling a "yes", he will go on a long rant and shout "shut up" to anyone who dares interrupt him.

"This all started thousands of years ago. It's been so long... maybe nine thousand, provided time flows similarly here.

I was the right hand of Kaith, one of the most powerful wizards in the world. A wizard is a person who makes magnificent, surreal things hap-

Characters can roll Knowledge (history):
DC 12: Kaith the Destroyer lived thousands of years ago and brought all her people to an end with a disaster she caused with her powerful magic.
DC 16: 9090 years ago, Kaith made all magic suddenly stop working for a short while. Magic came back chaotically and explosively before settling to a very low level. The disaster caused a horrible and long recession and warring in the world.
DC 20: Kaith was known as the Wizard Queen before the disaster and as the Destroyer after it. Most of Kaith's people who lived in their flying cities died, and the few who survived were hunted down and killed mercilessly.
DC 24: The reason for the disaster is as Caveman describes.
DC 28: Kaith isn't dead; the gods imprisoned her deep under the ground in solid rock, not allowed to die or be freed.

pen with the wave of a hand! Swish, a 30-foot ball of fire! Touch, you're dead! Woosh, you're alive again! I was a powerful wizard too and commanded a magnificent flying ship... city, whatever you call it. It was held aloft by strong magic.

Kaith wasn't content with what she had. She had to have more. So she built an enormous, complex device to harness even more power of magic, a million times more magic than what our flying ships required.

Then she turned it on... and it sucked all the magic from us and around us. Everything stopped working, our ships fell to the ground and were annihilated!

Just before my ship would've hit the ground, I managed to gather some strips of mad magic and finish a teleportation spell. And teleport us it did. I certainly didn't plan to come here, but I don't remember where I was going... anywhere else. We ended up here, in this cursed world where magic does not exist! I was so powerful and now I haven't the faintest idea how to cast the simplest cantrip!

And a lot of good the teleport did to us, because we still crashed into the ground. That circular mountain range there is all that remains of my ship.

Only a few of my people survived. The common folk adapted, walked away and never came back. I and a few other surviving wizards stayed here and tried to get even some of our powers back. It didn't work. Some of us died of old age, some went crazy and killed themselves or we killed them, I think a few vile traitors even left to make a new life out in that dead world.

But not me. I'm still here after nine thousand years for gods know why. Why am I still sane? Am I even sane?

...And WHY do you speak this strange version of the common tongue of my world?"

Now the characters can explain that they ARE from the same world as he and he has returned. Caveman is shocked and refuses to believe them, thinking that maybe the "traitors" have passed his story down as a legend and now their descendants are here to mock him.

Caveman can be persuaded to go check it out himself (Diplomacy check, DC 16). If it does not work, he just drives the characters out, but he'll become suspicious. If he is left alone for one whole day, he will leave his cave and venture to the edge of the antimagic and the terrain circle. He'll immediately notice that magic exists once he leaves antimagic. After that he'll try to search out the characters (if they told him where they are most likely, he will go there, otherwise he will ask the thils or Thilid, who will know at least where Kora's camp is).

Caveman has lost his spell slots during the 9000 years and doesn't remember how spellcasting works. He will plead anyone to cast anything and will cry of joy if his wish is granted. He'll try to study his old, worn and battered spellbook (now also nonmagical) and be able to prepare and cast only *read magic* (if he waits outside the antimagic area 8 hours). Even this is enough to make him unbelievably exhilarated.

Fight?

If the characters fight Caveman and he wins, he'll just knock them unconscious. He'll strip them, place them on a ledge not very far from the cave and throw their equipment down the way they came. He keeps an eye on them and if they try to come at him again, he threatens them with a landslide and will cause one if they do not listen.

Creatures

I. Thid

A thid is a vaguely squid-looking small humanoid with ten or less tentacles in its jaw and around its mouth. It has wimpy tentacle-like appendages instead of arms and has four finger-like tentacles on the ends of its arm-tentacles. It doesn't seem to have sexual characteristics, its skin is light grey and it has slightly darker grey hair that otherwise looks and feels like grass.

Thids are native to the antimagic area. They keep to themselves and only accept visitors if demanded and it looks like the visitors might be of some use to them. They only care about themselves and happily enslave Kora's people even though they could do the work themselves with much less effort. They are bitter because thids can overcome them and they can't thus destroy thids.

Thids can use telekinesis at will. Telekinesis should be over-powering; the characters can't avoid it. Thids are weak because they use telekinesis for almost everything. Most of them do walk with their own feet, though.

Telekinesis: move action (does not provoke AoAs), range: LoS, duration: concentration, weight limit: 20 kg/level, save: Reflex, DC 14+level+Int, retry: yes, immediately, and once it succeeds, there is no further save unless the thid lets go. Thids can have up to level*4 telekinesis effects on simultaneously, but the weight limit can't be exceeded. By default, the telekinesis prevents the manipulated object/creature from affecting its environment or vice versa. They can make invisible telekinetic fields of any shape that are larger than a coin. Thids can choose to let the telekinetic field be as weak/permeable as they want (so that the effect is for example airtight or just a floating disc on which the object rests). They can use telekinesis to throw whatever they are holding.

Thids can use telekinesis like tools (which is why they do not have many tools) but it takes a lot of practise. There are many expert thids who can use their telekinesis like the tools of their trade (like smiths, farmers, builders, etc.).



II. Thil

A thil looks mostly like a thid but has dozen or so tentacles instead of hair on its head and no tentacles around its jaw and mouth. They have humanoid-like arms.

Thils are native to the antimagic area. They are peaceful and like to mind their own business, though visitors aren't scorned. Thils are telepathic and can read and command creatures' minds at will, which they do nearly all the time (except to other telepathic creatures).

Thils can use telepathy at will and can communicate telepathically with anyone who has a language. Telepathy should be over-powering; the characters can't avoid it.

Telepathy: move action (does not provoke AoAs), range: LoS, duration: concentration, save: Will, DC 14+level+Int, retry: yes, immediately, and once it succeeds, there is no further save unless the thil lets go. Thils can read/command the minds of up to level*4 creatures simultaneously. The commanding can't be maintained beyond the telepathy's duration. Thils can also make the minds feel what they want (some applications include: pain but no damage, visual or other sensory illusions, etc.). Modifying a mind permanently is also possible, but only very experienced thils can do that.

There are two thils who can modify minds.

Telepathy can be used as an attack against other telepaths. The attack is the same as above, and the damage is 1d6+Int.

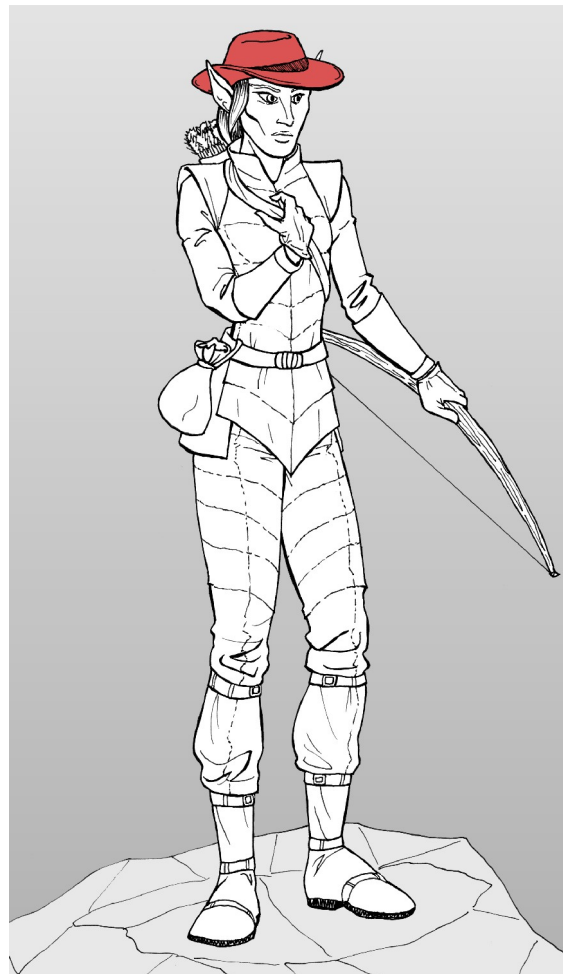


III. White elf

The characters can make Nature checks to find out the following:

DC	
11	White elves are elves, but they're very white, tall (180-200 cm), colour-blind and evil.
16	They seem bitter and forlorn. They have completely white skin, silver or dull grey hair and darker grey eyes. Special abilities (on the right).
21	White elves were once just a band of elves. 6000 years ago they made a deal with a devil. The deal allowed them to survive by winning a battle against humans and dwarves, but from that moment on, their bodies would have no colour and their souls were doomed to hell. They have tried everything to lift the curse, and this far only two things have worked: 1) <i>plane shift</i> into hell, go through incredible peril and rescue a single soul, 2) live like the purest paladins so that when they die, the god they served will claim them. Most white elves think that being a paladin is too hard and will not even try, revelling in sin instead.

- +4 Dex.
- Medium.
- Speed 40 ft.
- Low-light vision, darkvision 2 km.
- Colour drain (Su): any non-living object (1 m³ or smaller) that a white elf touches starts slowly losing its colour. After eight hours of continual touching, the colour has completely drained and won't return.
- Colour blindness: white elves see the world in greyscale.
- Negative energy resistance 8.
- Sneak attack 1d6 (stacks with other sneak attacks).
- +2 racial bonus to Listen, Spot.
- +16 racial bonus to Hide, Move silently.
- Languages: Common, Elven.



IV. Unbodied

Unbodied are similar to the monster, EPH 215.

An unbodied is incorporeal. Exceptions to the incorporeal type: it can enter or move through a solid object even if the object is much larger than it, magic weapons or magic don't affect it (only mind-affecting magic and telepathy does). Its natural form is a small-sized, rather transparent dull grey floating orb that doesn't glow. It can use telekinesis (I. Thid, page 15) and telepathy (II. Thil, page 16). Assume that characters can't overcome the DCs for these abilities.

Unbodied are native to the antimagic area. They usually deceive others by making people think that they resemble another creature, even though it's just a telepathic illusion.

V. Pixie

...is similar to the monster (MM 236) but not the same. They are native to the anti-magic area.

Pixie, small fey (sprite)	
HD	2d4+2 (7 hp)
Initiative	+6
Speed	80 ft., fly 80 ft. (perfect)
AC	18 (+1 size, +6 Dex, +1 natural), touch 17
BA/Grapple	+1/-3
Attack	shortbow +7 ranged (1d4), dagger +7 melee (1/19-20)
Special attack	Sneak attack 1d6
Special qualities	Evasion, invisibility, uncanny dodge, low-light vision, see invisibility
Saves	Fort +1, Ref +9, Will +2
Abilities	Str 6, Dex 22, Con 12, Int 14, Wis 14, Cha 14
Skills	Bluff +7, Concentration +6, Escape artist +11, Hide +15, Listen +11, Move silently +15, Search +11, Sense motive +7, Spot +11, Tumble +11
Feats	Dodge, Weapon finesse
Alignment	CN
CR	4
LA	+4

Evasion, uncanny dodge: see rogue (PHB 50).

Invisibility: like *greater invisibility* (PHB 245); exceptions: range: personal, duration: concentration. A pixie can start or cancel this ability as a free action.

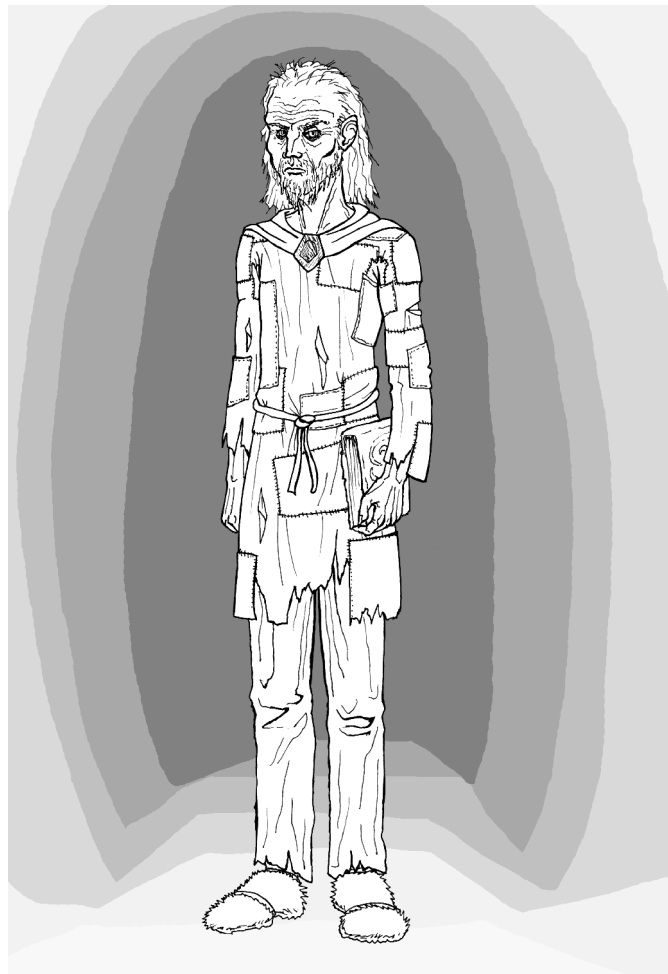
See invisibility: as the spell (PHB 275); exception: duration: always on.

Racial bonuses: +4 to Hide, Listen, Move silently, Search, Spot.

VI. Caveman

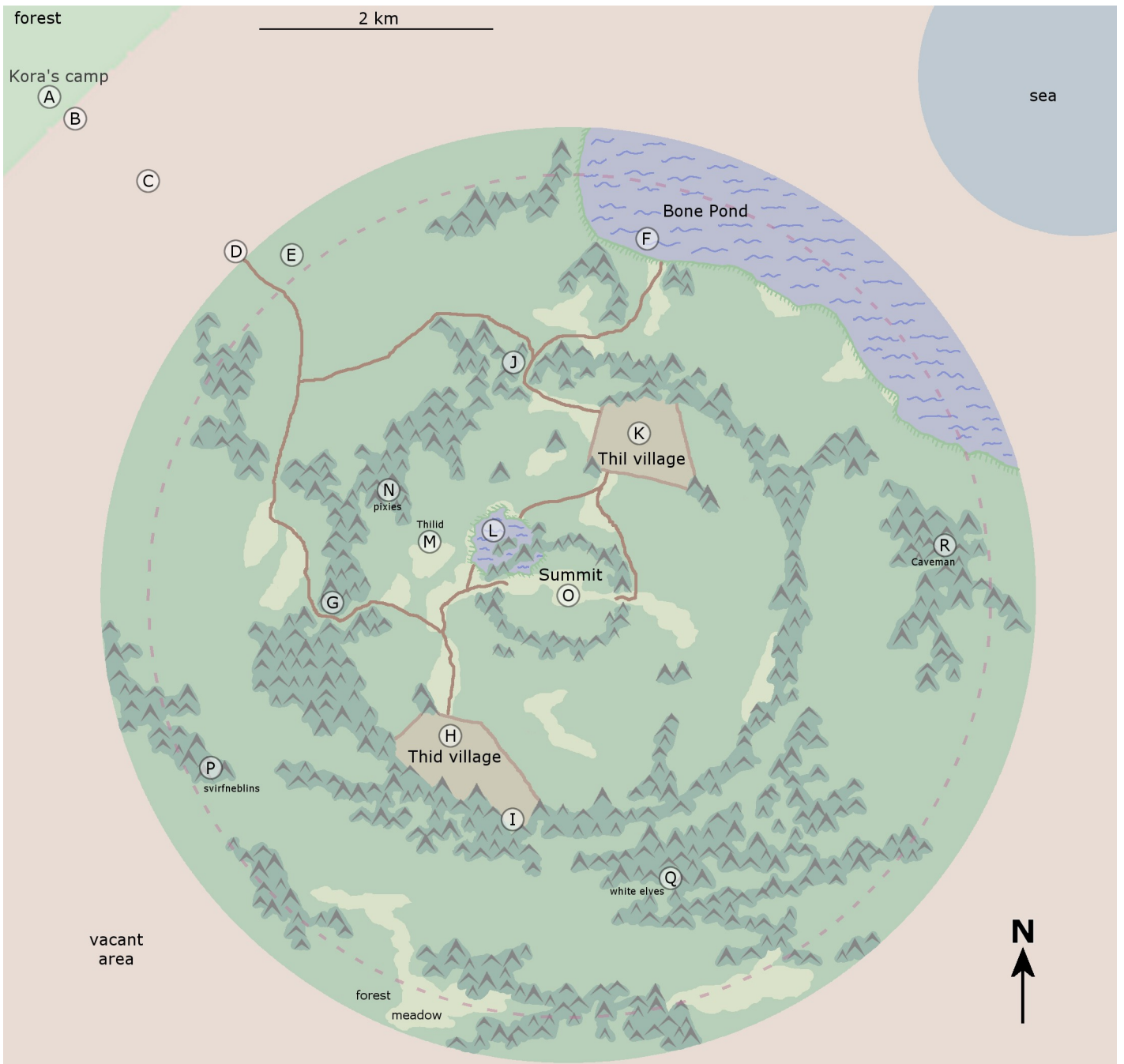
...is a wizard 24, monk 1 but has lost all wizard abilities. All his magic items have permanently stopped working.

Caveman, medium humanoid (human)	
HD	24d4+1d8+50 (118 hp)
Initiative	+2
Speed	30 ft.
AC	16 (+2 Dex, +3 Wis +1 armor), touch 12, flat-footed 11
BA/Grapple	+14/+19
Attack	unarmed melee +15/+10 (1d8+1), light crossbow ranged +16/+11 (1d8/19-20)
Special attack	Flurry of blows +13/+13/+8 (1d8+1)
Saves	Fort +10, Ref +10, Will +21
Abilities	Str 13, Dex 15, Con 15, Int 31, Wis 17, Cha 17
Skills	Climb +21, Concentration +27, Decipher script +35, Hide +13, Knowledge (arcana, engineering, history, planes) +35, Knowledge (dungeoneering, geography) +30, Knowledge (local, nature, nobility, religion) +11, Spot +15, Spellcraft +35 (circumstance bonuses: +16 Climb, +6 Spot, +6 Hide)
Feats	(15 non-functioning spellcasting feats) Improved Unarmed Strike, Improved Grapple
Alignment	N



Maps

VII. GM's map



VIII. Kehve's map

