

PAL5M-02

Shadows and Light

A One-Round D&D LIVING GREYHAWK[®] Theocracy of the Pale Special Adventure

Version 1.0

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In Wintershiven, the young Champion of the Pale continues to grow in strength and knowledge under the care of the Church of the One True Path. Meanwhile, in a small Bakluni community within the capital, a desperate girl fights for her survival on the streets. As shadows close about her to dictate her destiny, can the right guidance save her from the cruel night? An adventure for caring but battle-ready adventurers of APL 2 to 10.

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 four-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 record-keeping 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.

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

Playing the Game

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

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 judge) 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 judge 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 bold italics. 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.

Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and judge fill out the RPGA Tracking Sheet. The judge should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

LIVING GREYHAWK

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 discussed in the Preparation section above 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. Nevertheless, if a character has the Mounted Combat feat, he may bring a single warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.
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 the lower adjacent APL.

APL also affects the amount of experience and gold a PC may gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character will receive only one-half of the experience points for the adventure. Further, if the

PC is three character levels or more lower than the APL at which this adventure is being played, that PC will receive one-half gold for the adventure as well. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may

find difficulty with the challenges in a LIVING GREYHAWK adventure. If a group is APL 1 there are two things that the group 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 Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a move action (spoken command) that may be attempted each round. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases to 12.

Time Units and Upkeep

This is a one-round special adventure, set in the Theocracy of the Pale. Characters native to the Theocracy of the Pale pay one Time Unit per round; all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may

	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	

suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

A character who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

Adventure Background

In 593 CY, heroes of the Pale recovered three holy relics sacred to the Theocracy of the Pale. The Star of Morning, the Dawn Armor, and the Shield of Faith, which once belonged to a great paladin of Pholtus, were recovered by adventurers through negotiation and battle. According to prophecy, the recovery of the relics marked a time for a champion to be named for the Pale.

The heroes who had recovered the relics were asked to bring forth the two most likely candidates to be named to this post: Tristan Spencer and Louis Phillip Gaston II. Both agreed to journey to Wintershiven and petition the Church along with many other heroes of the Pale for the position of Champion of the Pale. At the fateful time when the Champion was about to be announced by the Theocrat, Pholtus chose the future champion himself. A 10-year-old boy was indicated by a light from heaven and made the Champion of the Pale. It is believed that one day the boy, Gareth, will even replace Tristan Spencer as the Champion of Pholtus, but this has yet to be. For now, Gareth studies for knowledge under the guardianship of the Church and trains for battle with the Prelatal Army.

Further prophecies have recently been uncovered. They indicate that before he can assume his role as the Champion of the Pale and Pholtus, he must undergo trials by facing the forces that directly oppose Pholtus. He will face a champion from each of these four forces: Chaos, Evil, Darkness, and Confusion. It is unknown

where these opposing champions will come from, as they are hidden by the powers that seek to use them, but it is presumed that they must be learning the ways of their patrons even now.

In PAL5M-01 "Accidental Anarchist", adventurers met the first of these four opposition champions, the future champion of Chaos, now merely a boy who was plagued by seemingly random acts of chaotic nature.

Now adventurers have the opportunity to aid a twelve-year-old girl destined to become the champion of Darkness. Although darkness is antithetical to the brilliance of Pholtus, it is not inherently evil. Xan Yae, mistress of shadows, is true neutral, and "Xan Yae's clerics are agents of harmony and discipline." (*Living Greyhawk Gazetteer*, p 188)

Adventure Summary

The adventure starts with PCs travelling through a small Baklunish community in Wintershiven on their way to a location appropriate to their personal journeys. In any case, they may be together or separate, but should all be near the alleyway where the first encounter takes place to start with.

The party will first meet Muriel Dar'Tesh when they see her being assaulted in an alley they are walking past. She is being threatened by younger members of the Thieves' Guild for having committed acts of theft on the streets of Wintershiven without paying the proper homage to the guild. An agent of the Guild takes note of any PCs that fight like rogues.

Once the PCs have rescued Muriel, she will tell them about herself and ask them for an additional favor. She is grateful for what they have done for her, but she could use their help to recover a special book, the only remembrance of her family.

The PCs will hopefully have accepted Muriel's offer and journey to the abandoned building she once used for shelter. Inside the building is a group of dark ones (dark creepers and/or dark stalkers) who are scouting Wintershiven at night. They came to the city from a small enclave beneath the streets of the capital.

By this time, the PCs should have realized that Muriel is an orphan who is surviving the best she can on the streets of Wintershiven alone. They will no doubt wish to help her. This should lead to a discussion of her fate with her.

One way or another, the party will end up at the home of an elderly priest of Xan Yae in the Baklunish community within Wintershiven. Here they must try and determine if this priest is the best answer for keeping the girl from being an orphan or someone who seeks to use her for his own “dark” purposes.

Finally, PCs recognized as rogues in the first fight may get an invitation to join the Pale’s thieves’ guild.

Preparation for Play

Note which PCs have levels in the rogue class (you can ask every player to write their PCs’ classes and levels on a card for you), as well as which have darkvision.

The tone of this scenario is meant to invoke darkness and shadows closing in on Muriel Dar’Tesh. The judge should feel free to utilize his best judgement to enhance this feeling with the descriptions he gives for each location and encounter. Some suggested ideas for this are to describe Muriel’s shadow as being ever present, even in rooms where there is not enough light for a shadow or always present her as not being touched by light for some reason as if always standing in a shadow. You should not be outlandish in free forming this imagery, but a little creative freedom is encouraged.

Introduction

The PCs begin in Wintershiven, for their own reasons. They may be headed to or returning from Tenh and the adventures that wait there for so many. Perhaps they are on their way to Rakervale to learn what is happening there concerning the trolls and the Rakers. Maybe they are journeying south to the Nyronid Imperium to aid one side or the other in the civil war brewing there.

Even in the Pale, with its insistence on orthodoxy, a city of almost 50,000 souls must include some diversity. Below the unblinking beacon of the Basilica, Wintershiven’s bastion of faith, lie the microcosmic neighborhoods of several foreign ethnicities and demihumans.

The small Baklunish community just north of the Dawn Gate is like a window to the far West, though certainly far colder than the balmy coast of the Dramidj Ocean. The smells of recipes unfamiliar to most Palites waft along the streets and alleys. Many of the homes here

have at least small stables attached to them, indicating the dedication of these Baklunish people to the proper breeding of horses. It is said that Koresh Al’Kadeem, the chief horse breeder of the Prelatal Army, lives within this quarter of the city and controls the horse trade for all of the Baklunish people here.

You can invent other features of this part of town, according to your imagination and the interests of the players.

The sun shining on your face is warm and welcome as it indicates an end to the Pale’s long winter and the beginning of a new Spring. As you continue along your chosen path, though, the sun suddenly fades and you are covered in shadow. Towering clouds scud across the sky. A spring shower is about to begin, perhaps.

A female voice, louder than polite conversation would warrant, catches your ear, “Let me be! I want nothing to do with you and your kind!”

Looking towards the alley where the voice came from, you notice a girl being menaced by a few young ruffians holding short blades and saps.

Encounter One: From the Shadows

This encounter takes place immediately after you read the introduction. The PCs should have noticed the young girl being menaced in the alley and may take many actions from this point. Care should be taken to realize that PCs could be coming in from different sides of the alleyway. It is suggested that, before reading the introduction, the judge draw out the scene on the battle mat and have the players place their characters where they would be. If the party is together, they will all come in from one side of the alley probably, but if they are not, then they may come in from different sides. Keep in mind that PCs who do not know each other should not act as if they do. Table talk should be discouraged for the organizing of tactics; encourage players to play their own characters and for others to allow them to do so. Read or paraphrase the following:

In the alleyway, you can see a girl in shabby dark clothing. Her dark hair is pulled back into a ponytail to keep it out of her way and she appears to be trying to hold off a few toughs

using a small knife. The knife looks more suitable for eating.

Three young men are threatening her. They are armed with short swords and saps. It is obvious they mean to give the girl a beating, if not worse.

Stacks of crates line the alley, casting long shadows and adding to the darkness within. At least one of the men appears to have noticed you and even now appears to be warning his friends of your possible intervention in their affairs.

Crates: 1 in. thick wood; 1- to 2-foot cubes; hardness 5; hp 10; AC 5; Break DC 18.

Creatures:

APL 2 (EL 4)

Guild Thieves (3): Male human Rog2; hp 11 each; see *Appendix One*.

APL 4 (EL 6)

Guild Thieves (3): Male human Rog3; hp 17 each; see *Appendix One*.

APL 6 (EL 8)

Guild Thieves (3): Male human Rog5; hp 32 each; see *Appendix One*.

APL 8 (EL 10)

Guild Thieves (3): Male human Rog7; hp 45 each; see *Appendix One*.

APL 10 (EL 12)

Guild Fighter (1): Male human Ftr9; hp 37; see *Appendix One*.

Guild Thieves (2): Male human Rog9; hp 56 each; see *Appendix One*.

Tactics: The rogues were here to intimidate Muriel and make her realize the error of her ways in not paying homage to the guild. A fourth rogue was supposed to be acting as lookout, but he was distracted by a young lass he has an interest in. Assume that he can watch the fight but the PCs do not see him.

Should the PCs call for the guard, the attackers flee immediately. If the PCs engage the rogues, they fight until it is obvious they are losing (you should use your best judgement in this, but a loss of 50% of hit points or one of the rogues being defeated is a reasonable point for this determination).

The rogues attempt to fight PCs as a group. At all APLs but APL 10, all three try to give each other flanks against opponents so that they can use their sneak attack ability. They only seek to persuade the PCs from interfering, so they will not perform a lethal coup-de-grace on any fallen opponents, nor will they chase fleeing opponents.

At APL 10, the fighter stands his ground to provide flanks to the two rogues, who use their Spring Attack ability to move into flank, attack, and withdraw from anyone standing against the fighter.

Review the rules for Use Magic Device, since the rogues can use their scrolls or wands.

Treasure:

APL 2: Loot – 300 gp, Coin – 0 gp, Magic -- +1 *studded leather* (97 gp x 3), *potion of cure light wounds* (4 gp x 6), *potion of cure moderate wounds* (25 gp x 3), *scroll of shield* (2 gp x 3).

APL 4: Loot – 202 gp, Coin – 0 gp, Magic – +1 *studded leather* (97 gp x 3), *potion of cure light wounds* (4 gp x 6), *scroll of grease* (2 gp x 3), *scroll of shield* (2 gp x 3), *scroll of sleep* (2 gp x 3), *scroll of cause fear* (2 gp x 3), *scroll of invisibility* (12 gp x 3).

APL 6: Loot – 202 gp, Coin – 0 gp, Magic -- +1 *studded leather* (97 gp x 3), *potion of cure light wounds* (4 gp x 6), *wand of charm person* (12 gp x 3), *cloak of resistance +1* (83 x 3), *scroll of scorching ray* (12 gp x 3).

APL 8: Loot – 161 gp, Coin – 0 gp, Magic – +1 *studded leather* (97 gp x 3), *potion of cure light wounds* (4 gp x 6), *wand of magic missile* (16 gp x 3), *cloak of resistance +1* (83 gp x 3), *bead of force* (250 gp x 3).

APL 10: Loot – 0 gp, Coin – 0 gp, Magic -- +2 *chain shirt* (354 gp), +2 *buckler* (347 gp), *ring of protection +2* (666 gp), +1 *short sword* (192 gp x 3), *gauntlets of ogre power* (333 gp), +1 *studded leather* (97 gp x 2), +1 *buckler* (97 gp x 2), +1 *light crossbow* (194 gp x 2), *cloak of resistance +2* (333 gp x 2), *bead of force* (250 gp x 2), *potion of cure light wounds* (4 gp x 4).

Development: If the PCs succeed in this combat, they will be scried upon by a wizard in league with the Thieves' Guild at other points after this in the scenario. Good times to scry on the party would be while they're exploring the House of Shadows later and during the fight with the Dark Ones. The save DC for his *scry* is 18. The target of the spell will be any PCs who used rogue-like skills in the combat. The Thieves' Guild has taken

notice of these persons and wonders if they might prove to be persons worthy of inviting into the guild. The Thieves' Guild of the Pale is not a vindictive organization and accepts that sometimes its members run afoul of other groups; it does not seek vengeance on the PCs.

Encounter Two: Child of the Streets

As soon as the last member of the Thieves' Guild falls or flees, read or paraphrase the following:

With the three toughs defeated, you can now get a better look at the girl they were threatening. She is very young, probably only a little past ten winters. Her skin reminds you of an old gold coin, tarnished but still beautiful. Her long raven-colored hair is pulled back and tied in a ponytail and easily reveals her almond-shaped gray eyes. Her clothes are drab gray and black, albeit faded, and easily blend into the shadows around her.

She looks at you and speaks formally but hesitantly, "Thank you. You have saved me from a horrible beating at the hands of those bullies. They were horrible men who thought I should pay them for trying to survive. I am Muriel Dar'Tesh and I owe you for your service this day, but have nothing to offer. Even worse, now that I have found you, I would ask for your service again."

Allow the PCs a chance to introduce themselves and respond at this point. This is a free form role-playing encounter that leads into the rest of the scenario. It also provides valuable information to the party for their next encounter if they ask the right questions and listen.

Muriel Tar'Desh: Female human (Baklunish) girl; hp 2; AL N (tends toward CN or CG); Bluff +4, speaks Common and Ancient Baklunish.

Personality: Muriel is a friendly young girl but very independent. She is very proud and normally refuses help that she cannot pay for. She has lost an ancestral "heritage book", which is of such great sentimental value that she is willing to risk her pride to recover it. She prefers to make her own way in the world and not rely on anyone else normally. She hates all those of Suloise blood, having heard horror stories of the Invoked Devastation caused by the evil Suel.

Motivation: Muriel is motivated by a need to survive primarily. She does not believe in the

One True Path of Pholtus and in fact prefers to stay out of the light of Pholtus as much as possible, thus her hatred of the orphanages. She wishes to preserve her family's heritage as well as the culture of all Baklunish people and embracing Pholtus will prohibit this. Her primary goal in this scenario is to recover her heritage book and remain free. The dark shadows of the city of Wintershiven have allowed her to do this so far.

Appearance: Muriel has raven-colored hair, black with blue tints to it. Her eyes are a dark grey color, but are constantly moving around as if she is looking for anyone sneaking up on her. One of her back teeth is about to fall out and she wiggles it continually. She is a little over four feet tall and although she has a wiry frame, it does not appear as if she has missed very many meals. She is in good shape for someone living on the streets. She is obviously very resourceful.

The following is a guide of questions the PCs might ask and things Muriel knows that should help you as the judge play through this encounter.

Q: Where are your parents/family?

A: My parents died of disease few years ago during an outbreak of plague here in Wintershiven. Your people controlled it, but not in time to save my parents.

Q: What did those rogues want to make you pay for?

A: They say I owe them a fee, that they should be given a portion of everything I take to survive.

Q: What do you mean that you take to survive? How do you survive?

A: I take money from people to buy my food and other things I need to survive. I don't have no family and no skill that would bring me a job in the horse trade, so I make my way the best I can. But sometimes, when my tooth falls out, I leave it by my head when I sleep and there's a silver moon in its place when I wake up. This one's loose now [*she points to a molar*].

Q: You said we could help you again; how?

A: The only thing I have left to remember my family by is in an abandoned house I used to sleep in. The place is haunted now and I was hoping you could go get it for me.

Q: What is this item?

A: It's my family's heritage book. It is very large and when the haunts came and I ran from the

house, it fell out of my pack. I have been too scared to go back and get it, but if you go with me, then I could get it back.

Q: What's a heritage book?

A: All Baklunish families are very proud of their family's lineage and so keep track of their family members and their accomplishments in a book. We call them heritage books because they hold the heritage of our people. Mine was a very old copy of my family's; Mother said our family carried it with us after the Invoked Devastation.

Q: Don't you have any family that you can stay with?

A: No, I don't. I have tried to find other members of my family using my heritage book, but apparently all of my family has either passed from this world or settled in other parts of the world. The Baklunish community here is not very large; mostly just those who sought to make a living in the horse trades with your people. ("Your people" refers to the Palites, which Muriel assumes all of the PCs are.)

Q: Isn't there anyone who can take care of you?

A: Sometimes I stay with an old man, here in the Horse Quarter, but I have nothing to pay my keep with, so I only stay there if the weather is bad.

Q: Where does this man live?

A: He lives four streets to the north of here, in a dark blue house with no stable.

Q: What is his name?

A: His name is Ghazal Al'Harif.

Q: What does your heritage book look like?

A: It is very large, about this big [*she holds her hands up to indicate about a 1-ft.-square item*] with black leather covers and tough parchment pages. The text is written in the traditional language of my people.

Q: Why don't you stay in one of the orphanages?

A: They have too many rules. I like to come and go as I please. I was taken there by your people when my father first died, but they would not let me see my friends or visit my people, so I left. Sometimes, your people catch me and make me go there, but I always escape and return to my own people here in the Horse Quarter.

Q: What haunts the house now?

A: Small creatures who flit about in the darkness as if it were a part of them. [*The creatures are dark creepers, but they came in during the middle of the night and Muriel never got a good look at them. Use other descriptions as appropriate, considering Muriel can't see in the dark and there was no light available to her at the time.*]

Q: Where is the haunted house?

A: I can take you there.

If the PCs insist that she has to get off the streets and stay with someone, she would prefer to stay with Ghazal Al'Harif, but not until the PCs recover her heritage book. She does not know if the man will take her in permanently or not, but he is very kindly and takes good care of her when she stays there. She will run away immediately if the PCs attempt to take her to an orphanage or to a Church of Pholtus. She is well-versed in the alleys and streets and hidey-holes of the Horse Quarter and should have little problem escaping PCs if they refuse to help her and try to force her to come with them to an orphanage. She will even scream for help from the City Guard as she runs, screaming about how they are trying to murder her, etc.

Troubleshooting: If the PCs don't go to the haunted house on Muriel's word, make up another motivation. For example, a group of children might approach the PCs and say that their friend went into the house an hour ago (they dared him to) but he hasn't come out and they are afraid; the PCs will find this boy unconscious in the house near Muriel's belongings.

Encounter Three: House of Shadows

This next encounter occurs if the party agrees to go to the "haunted house" and recover Muriel's heritage book. Read or paraphrase the following:

Muriel leads you through the streets of the Horse Quarter in a southerly direction. Eventually she rounds a corner and stops. She points to an old wooden house across the street. There is a yard in front of the house, which extends along both sides of the structure. The house appears to be well-maintained, but the windows and doors are boarded up in an orderly fashion, obviously to prevent trespassing.

“There’s the haunted house. My book is on the second floor. I’ll show you how to get in if you follow me, but be careful.”

Muriel crosses the street and walks along the side of the house, stopping near a small window that looks like it leads beneath the house. At this closer distance, you can see the house is built on a stone foundation that extends about a foot out of the ground. There appears to be a chamber behind the window, probably a cellar, as is typical for houses in the Pale. “This is how I would always sneak in—your people don’t usually board up the little windows. I guess they figure no one could use them, but I can go through these windows just fine.”

DM’s Map #1 shows the layout of the house.

The PCs can enter the house one of several ways.

They can squeeze through the basement windows. The windows are large enough for a Small creature to go through just fine, but Medium or larger PCs will have to squeeze to pass through the windows. There are three windows on this side and they all open up to the same chamber, though PCs may not be able to determine this just from looking through them.

PCs could also decide to go through the front door. To do this, they will either have to pry the boards off the door or break through. The door is locked once the boards are pried away. See the statistics for the boards and the door below. They could also do the same things at the house’s windows.

Some characters may voice concern about entering the house illegally. If this occurs and they want to determine the legality of their being allowed to enter the home, allow for a Profession (law) or Knowledge (local – Nyrond and her environs) roll DC 15 and 20 respectively to determine this could be construed as breaking and entering. If they choose to seek out the authorities and gain permission, the authorities will give it to them based on the possibility they are going to deal with some undead who may be in the house. This can be determined from Muriel’s tale of shadows haunting the house now. They will also ask who Muriel’s guardian is. They will not insist she be returned to an orphanage immediately if characters explain the current situation to them. They will, however, insist the characters make sure she is returned to one of the church run

orphanages or that someone assumes guardianship of her once her belongings are recovered. Lawful characters should realize that promising the guards this obligates them to do this.

Good Wooden Doors: 1.5 in. thick; hardness 5; hp 15; AC 5; Break DC 18; Open Locks DC 20.

Wooden Boards: 2 in. thick; hardness 5; hp 20; AC 5; Break DC 23.

Room A – The Basement:

This is the room the PCs will enter if they go through the little windows Muriel normally uses. Read or paraphrase the following as the first PC enters the room:

You have entered a chamber as large as the house itself. This basement could be used for myriad purposes if the house were occupied. The smell assaulting your senses leads you to believe it might have been used as a refuse pit.

If the PCs did not bring a light source with them, this is about all they can see to start with. If they did, proceed with the rest of the description:

In the far southwest corner of the chamber, you can just make out an opening made at the base of the wall near the floor. It is barely larger than the windows Muriel used to gain entry to the house.

This opening leads to the sewers of Wintershiven—hence the smell.

This chamber is also the home of several dark creepers. These are the "haunts" that scared Muriel out of the house.

They are found in this chamber only if PCs enter this chamber through the windows or if this is the first place the PCs explore after entering the house on the first floor. If the PCs proceed through the rest of the house first, the dark creepers will ambush them on the first floor when they come back down from the upstairs area.

The dark creepers came into the house through a tunnel they dug into the house from the sewers of Wintershiven through the hole in the corner of the room. They are a small group scouting the area for an enclave that lives deeper beneath Wintershiven. If PCs try to follow the path into the sewers, allow them to wander the sewers of Wintershiven a while, until they return to this chamber. All of the gates leading into the sewers from Wintershiven are locked and the keys are held by the City Guard, who would have quite a

few questions for any PCs they caught in the sewers.

Creatures:

APL 2 (EL 5)

Dark Creepers (2): hp 6 each; see Appendix One.

APL 4 (EL 7)

Dark Creepers (3): hp 6 each; see Appendix One.

Dark Stalker: hp 21; see Appendix One

APL 6 (EL 9)

Dark Creepers (5): hp 6 each; see Appendix One.

Dark Stalker Sor2: hp 34; see Appendix One.

APL 8 (EL 11)

Dark Creeper Rog1 (5): hp 8 each; see Appendix One.

Dark Stalker Sor5: hp 48; see Appendix One.

APL 10 (EL 13)

Dark Creeper Rog3 (5): hp 19 each; see Appendix One.

Dark Stalker Sor7: hp 58; see Appendix One.

Tactics: The dark ones activate their shadow cloak ability first, and attack the first PC who is carrying a light source while coming through one of the basement windows or down the stairs. They will use their missile weapons for as long as possible before engaging in melee.

They use the darkness (and their shadow cloak ability, if needed) to conceal themselves as much as possible before the initial attack and with each attack where they are given the opportunity to hide again before attacking. If PCs withdraw and return, the dark creepers will have hidden again and attack again from hiding. Dark ones are cowards, so they flee as soon as they see the battle going against them.

The dark stalker at APLs 6 through 10 will cast his *mage armor* on himself when the PCs are detected, whether it is through the window or coming down the basement stairs. His AC in his stat blocks reflects this. He uses his *fog cloud* to cover the creepers' approach. Where appropriate, the dark stalker will use his *ray of enfeeblement* on characters who look strong and his *touch of idiocy* on any spellcasters he can identify. Remember to

add sneak attack damage to his damaging spells (even cantrips) when it applies.

If the PCs bring no light into the house, the dark ones simply watch them from hiding at first. They attack if the PCs steal anything from the house, and that includes Muriel's belongings in Room H. They do not go into Room I because of the swarms. The dark stalker does not go upstairs at all because he does not trust the stairs to hold his weight. If the PCs speak Undercommon or have *tongues* active, they might negotiate with the dark ones. The PCs must first extinguish or cover all sources of light to prove their good intentions and then must speak only in whispers. The dark creepers (and the dark stalker in the basement or on the first floor) will accompany the PCs through the house to make sure they take only Muriel's things. The dark creepers flee if the swarms emerge in Room I.

Treasure:

APL 2: Loot – 4 gp, Coin – 0 gp.

APL 4: Loot – 7 gp, Coin – 0 gp.

APL 6: Loot – 110 gp, Coin – 0 gp, Magic – *potion of cure light wounds* (4 gp).

APL 8: Loot – 322 gp, Coin – 0 gp, Magic – *potion of cure light wounds* (4 gp x 10), *ring of protection +1* (166 gp), *potion of cure moderate wounds* (25 gp).

APL 10: Loot – 256 gp, Coin – 0 gp, Magic -- +1 *leather armor* (96 gp x 5), *potion of cure moderate wounds* (25 gp x 7), *potion of bull's strength* (25 gp x 5), *ring of protection +1* (166 gp).

Room B – The Foyer:

This is the room the PCs will enter if they go through the front door. Read or paraphrase the following as the PCs enter the room; if the PCs do not have a light source or are not entering through the front door during the day, modify the above description as applicable.

The foyer of the house is dark and cold. Shadows flee from the light as you enter the room. There are three open doorways leading out of the room and a closed door on one side. Cobwebs can be seen in the upper corners of the room near the ceiling 15-foot away.

The door leads to the staircase, which leads down to Room A – The Basement.

Room C – The Reading Room:

Read or paraphrase the following as the PCs enter the room:

This room is steeped in shadows, as black cloth has been draped over the boarded-up windows. There are several empty bookshelves in the room, covered in cobwebs. Up against one wall is an old desk, slowly falling apart.

One bookshelf hides a concealed door. This is where the family that once lived here would hide their valuables. It requires a Spot check (DC 20) or Search check (DC 15) to notice the bookshelf to be slightly slanted out from the wall, revealing the opening behind. The entire shelf is on a hinge and can be swung out with little difficulty, although the hinges are a bit rusty from age and lack of use. Muriel is aware of the existence of the concealed room, as it is the location she would most often sleep in before the house became "haunted".

The spiral staircase leads up to the second floor and Room G. It appears to be solid hardwood, but its supports are actually rotted partially through and it will collapse if anyone heavier than 75 pounds moves more than halfway up it. Muriel has gone up the stairs many times with no problems, but she only weighs around 65 pounds. The exact hazard of the staircase collapsing depends on the APL as follows:

APL 2

Two people can be affected by the collapse of the staircase: the person who triggers the trap and one other within 5 feet. Others should be able to jump off the edges to the second floor (if there is a light person in front) or back to the first floor (if following the person who triggers the trap).

Rickety Stairwell: CR 2; mechanical; location trigger; no reset; falling damage (1d6 nonlethal damage from falling, DC 18 Reflex save for half damage); spikes (Atk +8 melee, 1d4 spikes per target for 1d3+1 each); Spot DC 25 or Search DC 20 to notice the rotten supports; Disable Device DC 15.

APL 4 to 10

At this APL, up to three people can be caught in the collapse of the rickety staircase. The lead person (if he is lighter) can fall as well, as the upper supports collapse with the lower ones. Anyone following the person who triggers the trap can also fall, missing the jump back to the safety

of the first floor as the staircase collapses through the floor and into the basement below.

Rickety Stairwell: CR 3; mechanical; location trigger; no reset; falling damage (1d6 nonlethal damage from falling, DC 24 Reflex save for half damage); spikes (Atk +12 melee, 1d6 spikes per target for 1d4+2 each); Spot DC 25 or Search DC 22 to notice the rotten supports; Disable Device DC 18.

Room D – The Sitting Room:

Read or paraphrase the following as the PCs enter the room:

This room has several old couches and chairs in it. They are in good repair, but have grown musty with age. A few days in the air could possibly make them useable again. There is a second doorway leading out of the room.

Room E – The Kitchen:

Read or paraphrase the following as the PCs enter the room:

A large cooking-stove commands one side of the room. There are also several tables and other cooking paraphernalia scattered around the room.

The cooking stove is still warm, as if it were used recently. There is a book on the floor beneath the stove. It is soiled with food stains and has the title *Minhara's Marvelous Book* in Baklunish across the cover. The entire text is in Baklunish and consists of many exotic Baklunish recipes.

Room F – Main Hall:

Read or paraphrase the following as the PCs enter the room:

This large room is full of shifting shadows. The black cloth over the large windows has come loose and flaps slightly, allowing a minute amount of light to filter in. The shadows seem to flit about the room as if fleeing from the light.

A large fireplace dominates one wall. One side seems to have been dedicated to dinners at one time, while the other side for entertaining guests.

Anyone investigating the fireplace will notice that fires have been burnt in it within the last month. Muriel can tell the party she sometimes built fires in the fireplace to keep warm.

Room G – Second Floor Hallway:

Read or paraphrase the following as the PCs enter the room:

This long hallway runs the length of the house. To the left as one reaches the top of the stairs is an opening leading out to a balcony, which looks out on the main hall below. There are two doors leading from the hallway on the opposite wall from the balcony.

Room H – Guest Room:

Read or paraphrase the following as the PCs enter the room:

This small bedroom is littered with minor personal belongings. There is a bedroll thrown on the floor near the bed, along with a few tiny dolls and trinkets. Muriel peeks in from behind you and then rushes into the room and begins gathering everything up in the bedroll as if it all belonged to her.

The belongings do indeed belong to Muriel. She had left everything behind except for a small bag she had a chance to grab before she fled the house. As Muriel gathers up her belongings, she will suddenly wince and cry “ouch!” She has cut herself on a small piece of metal mixed in with her belongings. The piece of metal has a residue of shadow essence on it, just enough to poison Muriel’s soul and confirm her destiny as a shadowdancer dedicated to Xan Yae. Each PC gets a Spot check (DC 15) to notice Muriel’s eyes turn completely black for the next few minutes.

The poison has no other physical effect on Muriel, so it should be nearly impossible for the PCs to determine what has happened. This is a hint of things to come in the future for Muriel and without extreme measures, such as divinations, there is no way anyone could know what has just happened.

Room I – Master Bedroom:

Read or paraphrase the following as the PCs enter the room:

The shadows float around this room with the dancing light filtering through the cracks in the boarded-up windows. The room is occupied by a large bed and a small sitting area. Folding wooden screens, standing on the floor, conceal the far corner from view.

Behind the screens is an old but well-made ceramic tub. There is a spot for coals beneath the

tub to heat the water while someone soaks in it. A broken bucket lies on the floor next to the tub. There is a large tome tossed into the tub as if it were worthless; it is Muriel’s heritage book.

Beneath the nearby bed is a swarm (or swarms) that has been attracted by masses of garbage and waste food that the dark ones have been discarding there.

Creatures:

APL 2 (EL 1)

Spider Swarm (1): See *Monster Manual* page 239.

APL 4 (EL 2)

Rat Swarm (1): See *Monster Manual* page 239.

APL 6 (EL 4)

Centipede Swarm (1): See *Monster Manual* page 238.

APL 8 (EL 6)

Centipede Swarm (2): See *Monster Manual* page 238.

APL 10 (EL 8)

Centipede Swarm (4): See *Monster Manual* page 238.

Development: If it becomes necessary, Muriel has a Fort save of +2.

The swarm will not pursue the party any further than the stairs down. They simply lose interest if the characters are fleeing from them by this point.

It should be noted and emphasized to the party that the bed the swarm(s) is hiding under has an old straw mattress on it and will catch fire if touched by any flames. The whole house is also constructed mostly of wood and is easily flammable by spells or other fire based attacks that can ignite flammable objects. If this happens, consider the floor and the walls as thick wood, but disregard all hardness with regards fire attacks against it. If the house is damaged, remember that this is someone’s property and the PCs may be charged for the property damage (use your best judgement if this occurs; do not punish the characters for the sake of punishment).

Encounter Four: Orphan Girls and Choices

As the PCs and Muriel exit the abandoned house, she will begin sorting through her belongings and offer the PCs a few small items for their assistance. Read or paraphrase the following:

As you exit the haunted house and move out of its yard, Muriel stops and begins sorting through her recovered belongings. After a few moments, she begins to make a small pile next to her and then looks at you and your companions. "Thank you so much for your help. I can never repay you for what you've done for me, but I do have a few minor gifts I can give you now."

At this point, have Muriel give each of the PCs a small gift worth no more than 1 or 2 gp, each suitable to their gender or personality. For example, she might give a female PC a brush or comb made of carved horn, while she might give a foppish male a small beret-type cap. Other examples include a ribbon embroidered with gold thread, a silver piece from Tusmit, a rock shaped like a bird, or an empty perfume vial of pale green crystal. Use your best judgement here, but it should be a type of item an orphaned young girl might have and place a value on. In case a PC worries that Muriel stole these items, she assures the PC that she found all of them discarded on the street.

Muriel will not allow any PC to refuse her gift(s), as it will insult her honor for her to not be able to give something to the PCs for their assistance. If a PC refuses her gift despite her protests, she will feel she has insulted the PC and will strive to find a suitable way to reward the PC later. This has no bearing on this scenario, but may in the future; make a note of this on the PC's AR.

Treasure: Make a note on each PC's AR of the small gift they received from Muriel. It has no monetary value, but does reflect Muriel's favor towards the PC and the PC might become deeply attached to it. This may affect something in a future scenario.

Development: If the PCs do nothing else at this time, Muriel will wish them well on their journeys and return to her life on the streets of Wintershiven.

If PCs realize Muriel still has no place to go and try to speak with Muriel about this, she will tell

them this is true. She is an orphan and must find her way on her own. The PCs may suggest several alternatives for the girl, but the only one acceptable to her is to go stay with Ghazal Al'Harif. If PCs suggest she stay with Ghazal and can convince her to agree to it, she will say she will stay with him for as long as she can. Any PCs making a Sense Motive check opposed by Muriel's Bluff (+4) check will know she is just trying to assuage the PCs' fears about her staying on the streets. Her pride prevents her from taking charity. If a PC who refused her gift tells her this is the only payment he finds acceptable from her for his service, she will reluctantly agree (truthfully this time) to stay with Ghazal Al'Harif, but only if the PCs agree to escort her to his home and explain to him that they are forcing her to stay there as repayment of a debt to them.

Some PCs may realize that in the Pale, there are laws pertaining to the adoption of children, so they could try to convince Ghazal to adopt Muriel. The proper documentation can be filled out at the local orphanage and the staff there will be happy to know that the girl is going to be taken care of by someone. They have had no end of problems trying to ensure the girl receives the proper care and upbringing. Do not try to push this knowledge onto the PCs if no one thinks about it; Ghazal Al'Harif will take care of the paperwork if the PCs do not.

PCs are not allowed to adopt Muriel themselves, but they could become benefactors and secretly send her money as they adventure. This money could be accounted for as excess treasure over the gold cap or the PC could make actual deductions from his/her earnings. This benevolence, too, might affect a future scenario.

Encounter Five: Priest of the Night

This encounter takes place if the PCs have suggested that Muriel stay with Ghazal Al'Harif. Read or paraphrase the following:

Muriel leads you to a small home in the Horse Quarter. The blue house appears to be large enough to support a small family and is well maintained. The small yard has many plants growing in it, including a few whose tiny flowers emit a pungent sweet fragrance.

As you approach, the door opens and a man of some fifty winters steps out into the yard. He notices you as he moves to water his

plants and waves at Muriel. She waves back and continues to walk towards the house.

Noticing that Muriel is approaching his residence and realizing you are with her, he stops and moves towards your party. "Ah...." he clucks his tongue, "Don't tell me this little rascalion has gotten into trouble again? I'm sure she meant no harm. She is always into mischief, without knowledge of what she does. Smart, you are, Muriel, but still impulsive!"

Allow the PCs a chance to respond to Ghazal at this point. He will introduce himself once the PCs introduce themselves. Muriel will introduce both groups if none of the PCs introduce themselves.

Ghazal is willing to take custody of Muriel and care for her until she is old enough to take care of herself properly. You may use the following description of Ghazal, and his personality and motivations, to properly play this role-playing encounter.

Creatures:

Ghazal Al'Harif: Male human (Baklunish) Clr10 (Xan Yae); AL N. Domains: Knowledge and Trickery. Bluff +15.

Personality: Ghazal is a kind old man who is a devout worshipper of Xan Yae. He maintains a small temple to his goddess in his home for the Baklunish community here in Wintershiven. He has a grandfatherly geniality towards all, but keeps to himself to avoid discovery by Palish authorities. Ghazal will not reveal his worship of Xan Yae to anyone he has not known for at least a year, for obvious reasons. He has no qualms about lying to people to hide this and his abilities as a priest from strangers (including the PCs). Many of the young Baklunish children come visit him and help take care of small chores for him in return for a few silver coins. He is well-liked by the Baklunish community, most of whom are well aware of his temple and abilities as a priest.

Motivation: Ghazal is willing to take care of Muriel for a few reasons. The first and most important is because Xan Yae sent him a vision of Muriel's being destined to champion the ways of twilight against an overpowering force that threatens to sweep away her shadows in the future. Other reasons are that he has a fondness for the young girl and her desire to hold on to her Baklunish heritage; something he admires in any Baklunish person. Last is the fact Ghazal has a kind heart and a soft spot for children.

Appearance: Ghazal is a little short of six feet tall (shorter with his slight stoop) and has black hair in stunning contrast to his sea-green eyes. His beard is braided into three long, thin ropes, symbolizing the three metaphysical ideals of Xan Yae's doctrine. His age indicates the wisdom that comes with it and, though he has grown weaker with age, is by no means incapable of defending himself. He wears a cloud-grey cloak over his robes, which are of the colors of sunset.

Conclusion

Muriel hugs each of you in turn as she bids you good-bye. She promises she will stay out of trouble and thanks you all for your help once again.

"I am sorry I cannot give you more in return for your help, but one day I will repay your kindness, no matter where our paths take us," Muriel speaks softly as she holds back her tears and tries to show you how strong she is.

If there is a rogue in the party, as the party departs, an average looking man (or woman) will come up and hand the PC a small note. Read or paraphrase the following:

"Sir (or Mistress), I was asked to give you this note by a lady in the Horse Trader Tavern," says a young boy as he comes up and hands (the rogue PC's name) a small folded piece of paper.

The person then turns and wanders into a nearby crowd.

If anyone tries to stop the person, he or she will stop. All he knows is he was given the note by a woman in the tavern who paid him 1 gp to bring the note to the PC(s). The note is an invitation to the Palish Thieves' Guild. It details how to contact a representative of the Guild. If the PC chooses to reveal this fact to the wrong people, no one will be there to meet the PC. Cross out the Invitation to the Thieves' Guild on the AR of all PCs who do not qualify for this.

The End

Experience Point Summary

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

Encounter One

Defeated guild members

APL2 120 xp

APL4 180 xp

APL6 240 xp

APL8 300 xp

APL10 360 xp

Encounter Three

Defeated dark ones

APL2 150 xp

APL4 210 xp

APL6 270 xp

APL8 330 xp

APL10 390 xp

Survived or disabled trap on stairs

APL2 60 xp

APL4 90 xp

APL6 90 xp

APL8 90 xp

APL10 90 xp

Defeated swarms

APL2 30 xp

APL4 60 xp

APL6 120 xp

APL8 180 xp

APL10 240 xp

Story Award

Recovered Muriel's book

APL2 45 xp

APL4 65 xp

APL6 90 xp

APL8 110 xp

APL10 135 xp

Discretionary roleplaying award

APL2 45 xp

APL4 70 xp

APL6 90 xp

APL8 115 xp

APL10 135 xp

Total possible experience:

APL2 225 xp

APL4 337 xp

APL6 450 xp

APL8 562 xp

APL10 675 xp

Treasure Summary

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

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

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

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use

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

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

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

Encounter One:

APL 2: Loot – 300 gp, Coin – 0 gp, Magic -- +1 *studded leather* (97 gp x 3), *potion of cure light wounds* (4 gp x 6), *potion of cure moderate wounds* (25 gp x 3), *scroll of shield* (2 gp x 3).

APL 4: Loot – 202 gp, Coin – 0 gp, Magic – +1 *studded leather* (97 gp x 3), *potion of cure light wounds* (4 gp x 6), *scroll of grease* (2 gp x 3), *scroll of shield* (2 gp x 3), *scroll of sleep* (2 gp x 3), *scroll of cause fear* (2 gp x 3), *scroll of invisibility* (12 gp x 3).

APL 6: Loot – 202 gp, Coin – 0 gp, Magic -- +1 *studded leather* (97 gp x 3), *potion of cure light wounds* (4 gp x 6), *wand of charm person* (12 gp x 3), *cloak of resistance +1* (83 x 3), *scroll of scorching ray* (12 gp x 3).

APL 8: Loot – 161 gp, Coin – 0 gp, Magic – +1 *studded leather* (97 gp x 3), *potion of cure light wounds* (4 gp x 6), *wand of magic missile* (16 gp x 3), *cloak of resistance +1* (83 gp x 3), *bead of force* (250 gp x 3).

APL 10: Loot – 0 gp, Coin – 0 gp, Magic -- +2 *chain shirt* (354 gp), +2 *buckler* (347 gp), *ring of protection +2* (666 gp), +1 *short sword* (192 gp x 3), *gauntlets of ogre power* (333 gp), +1 *studded leather* (97 gp x 2), +1 *buckler* (97 gp x 2), +1 *light crossbow* (194 gp x 2), *cloak of resistance +2* (333 gp x 2), *bead of force* (250 gp x 2), *potion of cure light wounds* (4 gp x 4).

Encounter Three:

APL 2: Loot – 4 gp, Coin – 0 gp.

APL 4: Loot – 7 gp, Coin – 0 gp.

APL 6: Loot – 110 gp, Coin – 0 gp, Magic – *potion of cure light wounds* (4 gp).

APL 8: Loot – 322 gp, Coin – 0 gp, Magic – *potion of cure light wounds* (4 gp x 10), *ring of protection +1* (166 gp), *potion of cure moderate wounds* (25 gp).

APL 10: Loot – 256 gp, Coin – 0 gp, Magic -- +1 *leather armor* (96 gp x 5), *potion of cure moderate wounds* (25 gp x 7), *potion of bull's strength* (25 gp x 5), *ring of protection +1* (166 gp).

Total Possible Treasure

APL 2: L: 304 gp; C: 0 gp; M: 396 gp - Total: 225 gp

APL 4: L: 209 gp; C: 0 gp; M: 375 gp - Total: 325 gp

APL 6: L: 312 gp; C: 0 gp; M: 640 gp - Total: 450 gp

APL 8: L: 483; C: 0 gp; M: 1593 gp – Total: 650 gp

APL 10: L: 256 gp; C: 0 gp; M: 5180 gp – Total: 1150 gp

Special

Invitation from the Pale Thieves' Guild: see below.

Items for the Adventure Record

Invitation from the Pale Thieves' Guild: This organization has noted your abilities and extended an invitation to you. It survives against all expectations in the Theocracy of the Pale, depending on the discretion and cleverness of its members.

Item Access

No item access is provided by this scenario.

Appendix One – APL 2

Encounter One

Guild Thief (APL 2): Male human (Flan) Rog2; CR 2; Medium humanoid (human); HD 2d6+2; hp 11; Init +6; Spd 30 ft.; AC 16, touch 12, flat-footed 14; BAB/Grp: +1/+2; Atk or Full Atk +3 melee (1d6+1/19-20, masterwork short sword) or +2 melee (1d6+1 nonlethal, sap) or +4 ranged (1d8/19-20, masterwork light crossbow); SA Sneak attack +1d6; SQ Trapfinding, evasion; AL NE; SV Fort +1, Ref +5, Will +0; Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Balance +9, Bluff +4, Climb +6, Diplomacy +1, Escape Artist +7, Hide +7, Intimidate +6, Jump +8, Move Silently +7, Sleight of Hand +7, Tumble +9, Use Magic Device +4; Combat Reflexes, Improved Initiative.

Languages: Common, Flan, Orc.

Possessions: +1 studded leather, masterwork short sword, masterwork light crossbow, 10 light crossbow bolts, sap, 2 potions of cure light wounds, potion of cure moderate wounds, and scroll of shield.

Encounter Three

Dark Creeper: CR 3; Small humanoid; HD 1d8+1; hp 6; Init +3; Spd 30 ft.; AC 17, touch 14, flat-footed 14; BAB/Grp: +0/-3; Atk or Full Atk +2 melee (1d3+1/19-20, Small dagger) or +4 ranged (1d3+1/19-20, Small dagger); SA shadow cloak, sneak attack +2d6; SQ blindsight 60 ft., evasion, light sensitivity; AL CN; SV Fort +1, Ref +7, Will +2; Str 12, Dex 17, Con 13, Int 10, Wis 15, Cha 10.

Skills and Feats: Hide +8 (+16 in shadowy areas), Listen +3, Move Silently +4 (+8 in shadowy areas), Sleight of Hand +4, Spot +3, Tumble +6; Lightning Reflexes.

Languages: Dark One, Undercommon.

Shadow Cloak (Su): Three times per day, a dark creeper can wrap itself in a cloak of shadows that grants it concealment from its foes. In shadows or darkness, the shadow cloak gives the creature total concealment (50% miss chance for attackers). In bright light, the shadow cloak provides only concealment (20% miss chance). Darkvision does not negate the dark creeper's concealment, since the shadow

cloak is formed from magical darkness. Creatures that can see in magical darkness, such as devils, do not have a miss chance when striking a dark creeper. Each use of this ability lasts 10 minutes per Hit Die, but the dark creeper can dismiss it at will.

Sneak Attack (Ex): Anytime a dark creeper's target is denied a Dexterity bonus, or when a target is flanked by a dark creeper, the dark creeper deals an additional 2d6 points of damage on a successful melee attack.

Blindsight (Ex): A dark creeper maneuvers and fights not only by sight, but also by using hearing and smell to ascertain its surroundings. This ability enables it to discern objects and creatures within 60 feet. A dark creeper usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight.

Evasion (Ex): If exposed to any effect that normally allows a Reflex save for half damage, a dark creeper takes no damage on a successful saving throw.

Light Sensitivity (Ex): When exposed to sunlight, or to light equivalent to a *daylight* spell, a dark creeper takes a -2 morale penalty on all attacks, saves, checks, and damage rolls.

Possessions: Leather armor, 6 Small daggers, black clothing.

See also Appendix Two.

Appendix One – APL 4

Encounter One

Guild Thief (APL 4): Male human (Flan) Rog3; CR 3; Medium humanoid (human); HD 3d6+3; hp 17; Init +6; Spd 30 ft.; AC 17, touch 12, flat-footed 15; BAB/Grp: +2/+3; Atk or Full Atk +4 melee (1d6+1/19-20, masterwork short sword) or +3 melee (1d6+1 nonlethal, sap) or +5 ranged (1d8/19-20, masterwork light crossbow); SA Sneak attack +2d6; SQ Trapfinding, evasion, trap sense +1; AL NE; SV Fort +2, Ref +5, Will +1; Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Balance +10, Bluff +5, Climb +7, Diplomacy +1, Escape Artist +8, Hide +8, Intimidate +7, Jump +9, Move Silently +8, Sleight of Hand +8, Tumble +9, Use Magic Device +5; Combat Reflexes, Dodge, Improved Initiative.

Languages: Common, Flan, Old Oeridian.

Possessions: +1 studded leather, masterwork buckler, masterwork short sword, masterwork light crossbow, 10 light crossbow bolts, sap, 2 potions of cure light wounds, scroll of grease, scroll of shield, scroll of sleep, scroll of cause fear, and scroll of invisibility.

Encounter Three

Dark Creeper: CR 3; Small humanoid; HD 1d8+1; hp 6; Init +3; Spd 30 ft.; AC 17, touch 14, flat-footed 14; BAB/Grp: +0/-3; Atk or Full Atk +2 melee (1d3+1/19-20, Small dagger) or +4 ranged (1d3+1/19-20, Small dagger); SA shadow cloak, sneak attack +2d6; SQ blindsight 60 ft., evasion, light sensitivity; AL CN; SV Fort +1, Ref +7, Will +2; Str 12, Dex 17, Con 13, Int 10, Wis 15, Cha 10.

Skills and Feats: Hide +8 (+16 in shadowy areas), Listen +3, Move Silently +4 (+8 in shadowy areas), Sleight of Hand +4, Spot +3, Tumble +6; Lightning Reflexes.

Languages: Dark One, Undercommon.

Shadow Cloak (Su): Three times per day, a dark creeper can wrap itself in a cloak of shadows that grants it concealment from its foes. In shadows or darkness, the shadow cloak gives the creature total concealment (50% miss chance for attackers). In bright light, the shadow cloak provides only concealment (20%

miss chance). Darkvision does not negate the dark creeper's concealment, since the shadow cloak is formed from magical darkness. Creatures that can see in magical darkness, such as devils, do not have a miss chance when striking a dark creeper. Each use of this ability lasts 10 minutes per Hit Die, but the dark creeper can dismiss it at will.

Sneak Attack (Ex): Anytime a dark creeper's target is denied a Dexterity bonus, or when a target is flanked by a dark creeper, the dark creeper deals an additional 2d6 points of damage on a successful melee attack.

Blindsight (Ex): A dark creeper maneuvers and fights not only by sight, but also by using hearing and smell to ascertain its surroundings. This ability enables it to discern objects and creatures within 60 feet. A dark creeper usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight.

Evasion (Ex): If exposed to any effect that normally allows a Reflex save for half damage, a dark creeper takes no damage on a successful saving throw.

Light Sensitivity (Ex): When exposed to sunlight, or to light equivalent to a *daylight* spell, a dark creeper takes a -2 morale penalty on all attacks, saves, checks, and damage rolls.

Possessions: Leather armor, 6 Small daggers, black clothing.

Dark Stalker: CR 4; Medium humanoid; HD 3d8+3; hp 21; Init +7; Spd 30 ft.; AC 17, touch 13, flat-footed 14; BAB/Grp: +2/+4; Atk or Full Atk +4 melee (1d6+2/19-20 plus poison, short sword) or +6 ranged (1d6+2 plus poison, javelin); SA *fog cloud*, poison use, shadow cloak, sneak attack +3d6; SQ blindsight 60 ft., light sensitivity; AL CN; SV Fort +2, Ref +8, Will +3; Str 14, Dex 17, Con 13, Int 13, Wis 14, Cha 16.

Skills and Feats: Hide +6 (+14 in shadowy areas), Listen +5, Move Silently +6 (+10 in shadowy areas), Sleight of Hand +6, Spot +5, Tumble +6; Improved Initiative, Lightning Reflexes.

Languages: Dark One, Undercommon.

Fog Cloud (Sp): Twice per day, a dark stalker can use *fog cloud* as the spell cast by a 5th-level sorcerer.

Poison Use (Ex): Dark stalkers never risk accidentally poisoning themselves when applying poison to a blade. They typically use shadow essence poison (Fort DC 17, initial damage 1 point of Strength drain, secondary damage 2d6 points of Strength damage) on both their swords and their javelins.

Shadow Cloak (Su): Three times per day, a dark stalker can wrap itself in a cloak of shadows that grants it concealment from its foes. In shadows or darkness, the shadow cloak gives the creature total concealment (50% miss chance for attackers). In bright light, the shadow cloak provides only concealment (20% miss chance). Darkvision does not negate the dark stalker's concealment, since the shadow cloak is formed from magical darkness. Creatures that can see in magical darkness, such as devils, do not have a miss chance when striking a dark stalker. Each use of this ability lasts 10 minutes per Hit Die, but the dark stalker can dismiss it at will.

Sneak Attack (Ex): Anytime a dark stalker's target is denied a Dexterity bonus, or when a target is flanked by a dark stalker, the dark stalker deals an additional 3d6 points of damage on a successful melee attack.

Blindsight (Ex): A dark stalker maneuvers and fights not only by sight, but also by using hearing and smell to ascertain its surroundings. This ability enables it to discern objects and creatures within 60 feet. A dark stalker usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight.

Light Sensitivity (Ex): When exposed to sunlight, or to light equivalent to a *daylight* spell, a dark stalker takes a -2 morale penalty on all attacks, saves, checks, and damage rolls.

Possessions: Leather armor, short sword (poisoned), 4 javelins (poisoned), dagger, black clothing.

Appendix One – APL 6

Encounter One

Guild Thief (APL 6): Male human (Flan) Rog5; CR 5; Medium humanoid (human); HD 5d6+10; hp 32; Init +6; Spd 30 ft.; AC 17, touch 12, flat-footed 15; BAB/Grp: +3/+4; Atk or Full Atk +4 melee (1d6+1/19-20, masterwork short sword) or +3 melee (1d6+1 nonlethal, sap) or +6 ranged (1d8/19-20, masterwork light crossbow); SA Sneak attack +3d6; SQ Trapfinding, evasion, trap sense +1, uncanny dodge; AL NE; SV Fort +4, Ref +7, Will +2; Str 12, Dex 15, Con 14, Int 14, Wis 10, Cha 8.

Skills and Feats: Balance +12, Bluff +7, Climb +9, Diplomacy +1, Escape Artist +10, Hide +10, Intimidate +9, Jump +11, Move Silently +10, Sleight of Hand +10, Tumble +12, Use Magic Device +7; Combat Reflexes, Dodge, Improved Initiative.

Languages: Common, Flan, Old Oeridian.

Possessions: +1 studded leather, masterwork buckler, masterwork short sword, masterwork light crossbow, 10 light crossbow bolts, sap, 2 potions of cure light wounds, wand of charm person (10 charges left), cloak of resistance +1, and scroll of scorching ray.

Encounter Three

Dark Creeper: CR 3; Small humanoid; HD 1d8+1; hp 6; Init +3; Spd 30 ft.; AC 17, touch 14, flat-footed 14; BAB/Grp: +0/-3; Atk or Full Atk +2 melee (1d3+1/19-20, Small dagger) or +4 ranged (1d3+1/19-20, Small dagger); SA shadow cloak, sneak attack +2d6; SQ blindsight 60 ft., evasion, light sensitivity; AL CN; SV Fort +1, Ref +7, Will +2; Str 12, Dex 17, Con 13, Int 10, Wis 15, Cha 10.

Skills and Feats: Hide +8 (+16 in shadowy areas), Listen +3, Move Silently +4 (+8 in shadowy areas), Sleight of Hand +4, Spot +3, Tumble +6; Lightning Reflexes.

Languages: Dark One, Undercommon.

Shadow Cloak (Su): Three times per day, a dark creeper can wrap itself in a cloak of shadows that grants it concealment from its foes. In shadows or darkness, the shadow cloak gives the creature total concealment (50% miss chance for attackers). In bright light, the shadow cloak provides only concealment (20%

miss chance). Darkvision does not negate the dark creeper's concealment, since the shadow cloak is formed from magical darkness. Creatures that can see in magical darkness, such as devils, do not have a miss chance when striking a dark creeper. Each use of this ability lasts 10 minutes per Hit Die, but the dark creeper can dismiss it at will.

Sneak Attack (Ex): Anytime a dark creeper's target is denied a Dexterity bonus, or when a target is flanked by a dark creeper, the dark creeper deals an additional 2d6 points of damage on a successful melee attack.

Blindsight (Ex): A dark creeper maneuvers and fights not only by sight, but also by using hearing and smell to ascertain its surroundings. This ability enables it to discern objects and creatures within 60 feet. A dark creeper usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight.

Evasion (Ex): If exposed to any effect that normally allows a Reflex save for half damage, a dark creeper takes no damage on a successful saving throw.

Light Sensitivity (Ex): When exposed to sunlight, or to light equivalent to a *daylight* spell, a dark creeper takes a -2 morale penalty on all attacks, saves, checks, and damage rolls.

Possessions: Leather armor, 6 Small daggers, black clothing.

Dark Stalker Sor2: CR 6; Medium humanoid; HD 3d8+6 + 2d4+4; hp 34; Init +9; Spd 30 ft.; AC 21, touch 15, flat-footed 16 [+5 Dex, +2 natural, +4 *mage armor*]; BAB/Grp: +3/+4; Atk or Full Atk +4 melee (1d6+1/19-20 plus poison, short sword) or +9 ranged (1d6+1 plus poison, masterwork javelin); SA *fog cloud*, poison use, shadow cloak, sneak attack +3d6; SQ blindsight 60 ft., light sensitivity; AL CN; SV Fort +3, Ref +10, Will +7; Str 12, Dex 20, Con 15, Int 12, Wis 16, Cha 22.

Skills and Feats: Concentration +8, Hide +8 (+16 in shadowy areas), Listen +6, Move Silently +8 (+12 in shadowy areas), Sleight of Hand +8, Spot +5, Tumble +8; Improved Initiative, Lightning Reflexes.

Languages: Dark One, Undercommon.

Sorcerer Spells Known (6/65): 0–*acid splash* (+8 ranged touch), *detect magic*, *disrupt undead*, (+8 ranged touch), *ghost sound* (DC 16), *message*; 1st–*mage armor*, *ray of enfeeblement* (+8 ranged touch). Has already cast *mage armor* once.

Fog Cloud (Sp): Twice per day, a dark stalker can use *fog cloud* as the spell cast by a 5th-level sorcerer.

Poison Use (Ex): Dark stalkers never risk accidentally poisoning themselves when applying poison to a blade. They typically use shadow essence poison (Fort DC 17, initial damage 1 point of Strength drain, secondary damage 2d6 points of Strength damage) on both their swords and their javelins.

Shadow Cloak (Su): Three times per day, a dark stalker can wrap itself in a cloak of shadows that grants it concealment from its foes. In shadows or darkness, the shadow cloak gives the creature total concealment (50% miss chance for attackers). In bright light, the shadow cloak provides only concealment (20% miss chance). Darkvision does not negate the dark stalker's concealment, since the shadow cloak is formed from magical darkness. Creatures that can see in magical darkness, such as devils, do not have a miss chance when striking a dark stalker. Each use of this ability lasts 10 minutes per Hit Die, but the dark stalker can dismiss it at will.

Sneak Attack (Ex): Anytime a dark stalker's target is denied a Dexterity bonus, or when a target is flanked by a dark stalker, the dark stalker deals an additional 3d6 points of damage on a successful melee attack.

Blindsight (Ex): A dark stalker maneuvers and fights not only by sight, but also by using hearing and smell to ascertain its surroundings. This ability enables it to discern objects and creatures within 60 feet. A dark stalker usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight.

Light Sensitivity (Ex): When exposed to sunlight, or to light equivalent to a *daylight* spell, a dark stalker takes a -2 morale penalty on all attacks, saves, checks, and damage rolls.

Possessions: Short sword (poisoned), 4 masterwork javelins (poisoned), dagger, black clothing, spell component pouch, *potion of cure light wounds*.

Appendix One – APL 8

Encounter One

Guild Thief (APL 8): Male human (Flan) Rog7; CR 7; Medium humanoid (human); HD 7d6+14; hp 45; Init +6; Spd 30 ft.; AC 18, touch 12, flat-footed 16; BAB/Grp: +5/+6; Atk or Full Atk +7 melee (1d6+1/19-20, masterwork short sword) or +6 melee (1d6+1 nonlethal, sap) or +8 ranged (1d8/19-20, masterwork light crossbow); SA Sneak attack +4d6; SQ Trapfinding, evasion, trap sense +2, uncanny dodge; AL NE; SV Fort +5, Ref +8, Will +3; Str 12, Dex 15, Con 14, Int 14, Wis 10, Cha 8.

Skills and Feats: Balance +14, Bluff +9, Climb +11, Diplomacy +1, Escape Artist +12, Hide +12, Intimidate +11, Jump +13, Move Silently +12, Sleight of Hand +12, Tumble +14, Use Magic Device +9; Combat Reflexes, Dodge, Improved Initiative, Mobility.

Languages: Common, Flan, Old Oeridian.

Possessions: +1 studded leather, +1 buckler, masterwork short sword, masterwork light crossbow, 10 light crossbow bolts, sap, 2 potions of cure light wounds, wand of magic missile (1st level) (13 charges left), cloak of resistance +1, and bead of force.

Encounter Three

Dark Creeper Rog1: CR 4; Small humanoid; HD 1d6+2; hp 8; Init +5; Spd 30 ft.; AC 19, touch 16, flat-footed 14 [+1 size, +5 Dex, +2 leather armor, +1 natural]; BAB/Grp: +0/-2; Atk or Full Atk +7 melee (1d3+2/19-20, masterwork Small dagger) or +6 ranged (1d3+2/19-20, Small dagger); SA shadow cloak, sneak attack +3d6; SQ blindsight 60 ft., evasion, light sensitivity, trapfinding; AL CN; SV Fort +2, Ref +9, Will +2; Str 14, Dex 21, Con 15, Int 14, Wis 14, Cha 8.

Skills and Feats: Disable Device +6, Escape Artist +9, Hide +13(+21 in shadowy areas), Listen +6, Move Silently +9 (+13 in shadowy areas), Open Lock +9, Search +6, Sleight of Hand +9, Spot +6, Tumble +9; Weapon Finesse.

Languages: Dark One, Undercommon.

Shadow Cloak (Su): Three times per day, a dark creeper can wrap itself in a cloak of shadows that grants it concealment from its foes. In shadows or darkness, the shadow cloak gives the creature total concealment (50%

miss chance for attackers). In bright light, the shadow cloak provides only concealment (20% miss chance). Darkvision does not negate the dark creeper's concealment, since the shadow cloak is formed from magical darkness. Creatures that can see in magical darkness, such as devils, do not have a miss chance when striking a dark creeper. Each use of this ability lasts 10 minutes per Hit Die, but the dark creeper can dismiss it at will.

Sneak Attack (Ex): Anytime a dark creeper's target is denied a Dexterity bonus, or when a target is flanked by a dark creeper, the dark creeper deals an additional 2d6 points of damage on a successful melee attack. The sneak attack damage gained from this dark creeper's rogue level stacks with the racial damage.

Blindsight (Ex): A dark creeper maneuvers and fights not only by sight, but also by using hearing and smell to ascertain its surroundings. This ability enables it to discern objects and creatures within 60 feet. A dark creeper usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight.

Evasion (Ex): If exposed to any effect that normally allows a Reflex save for half damage, a dark creeper takes no damage on a successful saving throw.

Light Sensitivity (Ex): When exposed to sunlight, or to light equivalent to a *daylight* spell, a dark creeper takes a -2 morale penalty on all attacks, saves, checks, and damage rolls.

Possessions: Masterwork leather armor, 5 Small daggers, masterwork Small dagger, black clothing, and 2 potions of cure light wounds.

Dark Stalker Sor5: CR 9; Medium humanoid; HD 3d8+9 + 5d4+15; hp 54; Init +9; Spd 30 ft.; AC 22, touch 16, flat-footed 17 [+5 Dex, +2 natural, +1 deflection, +4 *mage armor*]; BAB/Grp: +4/+6; Atk or Full Atk +6 melee (1d6+1/19-20 plus poison, masterwork short sword) or +10 ranged (1d6+1 plus poison, masterwork javelin); SA *fog cloud*, poison use, shadow cloak, sneak attack +3d6; SQ blindsight 60 ft., light sensitivity; AL CN; SV Fort +4, Ref +11, Will +8; Str 12, Dex 20, Con 16, Int 12, Wis 16, Cha 22.

Skills and Feats: Hide +8 (+16 in shadowy areas), Listen +6, Move Silently +8 (+12 in shadowy areas), Sleight of Hand +8, Spot +6, Tumble +15; Improved Initiative, Lightning Reflexes, Point Blank Shot.

Languages: Dark One, Undercommon.

Sorcerer Spells Known (6/87/6): 0–*acid splash* (+9 ranged touch), *detect magic*, *ghostsound* (DC 16), *message*, *ray of frost* (+9 ranged touch), *touch of fatigue* (+5 touch, DC 16); 1st–*mage armor*, *magic missile*, *ray of enfeeblement* (+9 ranged touch), *shield*; 2nd–*resist energy*, *touch of idiocy* (+5 touch). Has already cast *mage armor* once.

Fog Cloud (Sp): Twice per day, a dark stalker can use *fog cloud* as the spell cast by a 5th-level sorcerer.

Poison Use (Ex): Dark stalkers never risk accidentally poisoning themselves when applying poison to a blade. They typically use shadow essence poison (Fort DC 17, initial damage 1 point of Strength drain, secondary damage 2d6 points of Strength damage) on both their swords and their javelins.

Shadow Cloak (Su): Three times per day, a dark stalker can wrap itself in a cloak of shadows that grants it concealment from its foes. In shadows or darkness, the shadow cloak gives the creature total concealment (50% miss chance for attackers). In bright light, the shadow cloak provides only concealment (20% miss chance). Darkvision does not negate the dark stalker's concealment, since the shadow cloak is formed from magical darkness. Creatures that can see in magical darkness, such as devils, do not have a miss chance when striking a dark stalker. Each use of this ability lasts 10 minutes per Hit Die, but the dark stalker can dismiss it at will.

Sneak Attack (Ex): Anytime a dark stalker's target is denied a Dexterity bonus, or when a target is flanked by a dark stalker, the dark stalker deals an additional 3d6 points of damage on a successful melee attack.

Blindsight (Ex): A dark stalker maneuvers and fights not only by sight, but also by using hearing and smell to ascertain its surroundings. This ability enables it to discern objects and creatures within 60 feet. A dark stalker usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight.

Light Sensitivity (Ex): When exposed to sunlight, or to light equivalent to a *daylight* spell, a dark stalker takes a -2 morale penalty on all attacks, saves, checks, and damage rolls.

Possessions: Masterwork short sword (poisoned), 4 masterwork javelins (poisoned), dagger, black clothing, spell component pouch, *ring of protection* +1, and *potion of cure moderate wounds*.

Appendix One – APL 10

potion of cure serious wounds, and scroll of glitterdust.

Encounter One

Guild Fighter: Male human (Flan) Ftr9; CR 9; Medium humanoid (human); HD 9d10+18; hp 76; Init +6; Spd 30 ft.; AC 24, touch 14, flat-footed 22; BAB/Grp: +9/+13; Atk +16 melee (1d6+8/17-20, +1 *short sword*); Full Atk +16/+11 melee (1d6+8/17-20, +1 *short sword*); AL NE; SV Fort +8, Ref +5, Will +4; Str 16 (18), Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +17, Intimidate +11, Jump +17; Deflect Arrows, Diehard, Endurance, Greater Weapon Focus (short sword), Improved Critical (short sword), Improved Grapple, Improved Initiative, Improved Unarmed Strike, Weapon Focus (short sword), Weapon Specialization (short sword).

Languages: Common.

Possessions: +2 *chain shirt*, +2 *buckler, ring of protection +2*, +1 *short sword*, and *gauntlets of ogre power*.

Guild Thief (APL 10): Male human (Flan) Rog9; CR 9; Medium humanoid (human); HD 9d6+18; hp 56; Init +6; Spd 30 ft.; AC 19, touch 13, flat-footed 16 (19 with uncanny dodge); BAB/Grp: +6/+7; Atk +8 melee (1d6+2/19-20, +1 *short sword*) or +7 melee (1d6+1 nonlethal, sap) or +10 ranged (1d8+1/19-20, +1 *light crossbow*); Full Atk +8/+3 melee (1d6+2/19-20, +1 *short sword*) or +7/+2 melee (1d6+1, sap) or +10 ranged (1d8+1/19-20, +1 *light crossbow*) SA Sneak attack +5d6; SQ Trapfinding, evasion, trap sense +3, uncanny dodge, improved uncanny dodge; AL NE; SV Fort +6, Ref +10, Will +4; Str 12, Dex 16, Con 14, Int 14, Wis 10, Cha 8.

Skills and Feats: Balance +17, Bluff +11, Climb +13, Diplomacy +1, Escape Artist +15, Hide +15, Intimidate +13, Jump +15, Move Silently +15, Sleight of Hand +15, Tumble +17, Use Magic Device +11; Combat Reflexes, Dodge, Improved Initiative, Mobility, Spring Attack.

Languages: Common, Flan, Old Oeridian.

Possessions: +1 *studded leather*, +1 *buckler*, +1 *short sword*, +1 *light crossbow*, 10 *light crossbow bolts*, sap, *cloak of resistance +2*, *bead of force*, 2 *potions of cure light wounds*,

Encounter Three

Dark Creeper Rog3: CR 3; Small humanoid; HD 3d6+6; hp 19; Init +5; Spd 30 ft.; AC 20, touch 16, flat-footed 15 [+1 size, +5 Dex, +3 armor, +1 natural]; BAB/Grp: +2/+0; Atk or Full Atk +5 melee (1d3+2/19-20, masterwork Small dagger) or +9 ranged (1d3+3/19-20, Small dagger, including +1 bonuses for Point Blank Shot); SA shadow cloak, sneak attack +4d6; SQ blindsight 60 ft., evasion, light sensitivity, trapfinding, trap sense +1; AL CN; SV Fort +3, Ref +9, Will +3; Str 14, Dex 21, Con 15, Int 14, Wis 14, Cha 8.

Skills and Feats: Disable Device +8, Escape Artist +11, Hide +15 (+23 in shadowy areas), Listen +8, Move Silently +11 (+15 in shadowy areas), Open Lock +11, Search +8, Sleight of Hand +11, Spot +8, Tumble +11; Lightning Reflexes, Point Blank Shot.

Languages: Dark One, Undercommon.

Shadow Cloak (Su): Three times per day, a dark creeper can wrap itself in a cloak of shadows that grants it concealment from its foes. In shadows or darkness, the shadow cloak gives the creature total concealment (50% miss chance for attackers). In bright light, the shadow cloak provides only concealment (20% miss chance). Darkvision does not negate the dark creeper's concealment, since the shadow cloak is formed from magical darkness. Creatures that can see in magical darkness, such as devils, do not have a miss chance when striking a dark creeper. Each use of this ability lasts 10 minutes per Hit Die, but the dark creeper can dismiss it at will.

Sneak Attack (Ex): Anytime a dark creeper's target is denied a Dexterity bonus, or when a target is flanked by a dark creeper, the dark creeper deals an additional 2d6 points of damage on a successful melee attack. The sneak attack damage gained from this dark creeper's rogue levels stacks with the racial damage.

Blindsight (Ex): A dark creeper maneuvers and fights not only by sight, but also by using hearing and smell to ascertain its surroundings. This ability enables it to discern objects and

creatures within 60 feet. A dark creeper usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight.

Evasion (Ex): If exposed to any effect that normally allows a Reflex save for half damage, a dark creeper takes no damage on a successful saving throw.

Light Sensitivity (Ex): When exposed to sunlight, or to light equivalent to a *daylight* spell, a dark creeper takes a -2 morale penalty on all attacks, saves, checks, and damage rolls.

Possessions: +1 *leather armor*, 5 Small daggers, masterwork Small dagger, black clothing, *potions of cure moderate wounds*, and *potions of bull's strength*.

Dark Stalker Sor7: CR 11; Medium humanoid; HD 3d8+3 + 7d4+14; hp 58; Init +9; Spd 30 ft.; AC 22, touch 16, flat-footed 17 [+5 Dex, +2 natural, +1 deflection, +4 *mage armor*]; BAB/Grp: +5/+7; Atk or Full Atk +7 melee (1d6+1/19-20 plus poison, masterwork short sword) or +11 ranged (1d6+1 plus poison, masterwork javelin); SA *fog cloud*, poison use, shadow cloak, sneak attack +3d6; SQ blindsight 60 ft., light sensitivity; AL CN; SV Fort +5, Ref +12, Will +9; Str 12, Dex 20, Con 15, Int 12, Wis 16, Cha 23.

Skills and Feats: Concentration +15, Hide +8 (+16 in shadowy areas), Listen +6, Move Silently +8 (+12 in shadowy areas), Sleight of Hand +8, Spot +6, Tumble +15; Improved Initiative, Lightning Reflexes, Point Blank Shot, Precise Shot.

Languages: Dark One, Undercommon.

Sorcerer Spells Known (6/8/7/8/5): 0—*acid splash* (+10 ranged touch), *detect magic*, *disrupt undead*, *ghostsound* (DC 16), *message*, *ray of frost* (+10 ranged touch), *touch of fatigue* (+6 touch, DC 16); 1st—*grease* (+6 touch, DC 17), *mage armor*, *magic missile*, *ray of enfeeblement* (+10 ranged touch), *shield*; 2nd—*ghoul touch* (+6 touch, DC 18), *resist energy*, *touch of idiocy* (+6 touch, DC 18); 3rd—*deep slumber* (DC 19), *haste*. Has already cast *mage armor* once.

Fog Cloud (Sp): Twice per day, a dark stalker can use *fog cloud* as the spell cast by a 5th-level sorcerer.

Poison Use (Ex): Dark stalkers never risk accidentally poisoning themselves when

applying poison to a blade. They typically use shadow essence poison (Fort DC 17, initial damage 1 point of Strength drain, secondary damage 2d6 points of Strength damage) on both their swords and their javelins.

Shadow Cloak (Su): Three times per day, a dark stalker can wrap itself in a cloak of shadows that grants it concealment from its foes. In shadows or darkness, the shadow cloak gives the creature total concealment (50% miss chance for attackers). In bright light, the shadow cloak provides only concealment (20% miss chance). Darkvision does not negate the dark stalker's concealment, since the shadow cloak is formed from magical darkness. Creatures that can see in magical darkness, such as devils, do not have a miss chance when striking a dark stalker. Each use of this ability lasts 10 minutes per Hit Die, but the dark stalker can dismiss it at will.

Sneak Attack (Ex): Anytime a dark stalker's target is denied a Dexterity bonus, or when a target is flanked by a dark stalker, the dark stalker deals an additional 3d6 points of damage on a successful melee attack.

Blindsight (Ex): A dark stalker maneuvers and fights not only by sight, but also by using hearing and smell to ascertain its surroundings. This ability enables it to discern objects and creatures within 60 feet. A dark stalker usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight.

Light Sensitivity (Ex): When exposed to sunlight, or to light equivalent to a *daylight* spell, a dark stalker takes a -2 morale penalty on all attacks, saves, checks, and damage rolls.

Possessions: Masterwork short sword (poisoned), 4 masterwork javelins (poisoned), dagger, black clothing, spell component pouch, *ring of protection* +1, and 2 *potions of cure moderate wounds*.

Appendix Two - New Rules Items

Dark Ones (from *Fiend Folio*)

Dark ones are a mysterious race of beings that inhabit the Underdark. Their only contact with other races occurs when they defend their homes and steal trinkets from enemies under the cover of darkness.

Dark ones despise illumination of all kind and attack anyone that uses a torch, a lantern, or a spell that creates light. Dark ones do not molest a party of characters traveling without the use of artificial light sources, such as through the use of darkvision.

Dark ones speak their own language and appear to understand Undercommon, although they have never been heard to speak it.

Combat

Dark ones are extremely stealthy, but cowardly. They prefer to fight under the cover of complete darkness and flee when the odds turn against them. They are masters of ambush and often pick off individuals from the shadows.

Shadow Cloak (Su): Three times per day, a dark one can wrap itself in a cloak of shadows that grants it concealment from its foes. In shadows or darkness, the shadow cloak gives the creature total concealment (50% miss chance for attackers). In bright light, the shadow cloak provides only concealment (20% miss chance). Darkvision does not negate the dark one's concealment, since the shadow cloak is formed from magical darkness. Creatures that can see in magical darkness, such as devils, do not have a miss chance when striking a dark one. Each use of this ability lasts 10 minutes per Hit Die, but the dark one can dismiss it at will.

Sneak Attack (Ex): Anytime a dark one's target is denied a Dexterity bonus, or when a target is flanked by a dark one, the dark one deals additional damage on a successful melee attack. Dark creepers deal an additional 2d6 points of damage, and dark stalkers deal an additional 3d6 points of damage.

Blindsight (Ex): A dark one maneuvers and fights not only by sight, but also by using hearing and smell to ascertain its surroundings. This ability enables it to discern objects and creatures within 60 feet. A dark one usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight.

Light Sensitivity (Ex): When exposed to sunlight, or to light equivalent to a *daylight* spell, a dark one takes a -2 morale penalty on all attacks, saves, checks, and damage rolls.

Skills: When in shadowy areas, a dark one has a +8 racial bonus on Hide checks and a +4 racial bonus on Move Silently checks.

Dark Creeper

Small Humanoid

Hit Dice: 1d8+1 (5 hp)

Initiative: +3

Speed: 30 ft.

AC: 17 (+1 size, +3 Dex, +2 leather armor, +1 natural), touch 14, flat-footed 14

Base Attack/Grapple: +0/-3

Attack: Dagger +2 melee (1d3+1/19-20) or dagger +4 ranged (1d3+1/19-20)

Full Attack: Dagger +2 melee (1d3+1/19-20) or dagger +4 ranged (1d3+1/19-20)

Space/Reach: 5 ft./5 ft.

Special Attacks: Shadow cloak, sneak attack +2d6

Special Qualities: Blindsight 60 ft., evasion, light sensitivity

Saves: Fort +1, Ref +7, Will +2

Abilities: Str 12, Dex 17, Con 13, Int 10, Wis 15, Cha 10
Skills: Hide +8*, Listen +3, Move Silently +4*, Sleight of Hand +4, Spot +3, Tumble +6
Feats: Lightning Reflexes
Climate/Terrain: Any underground
Organization: Solitary, band (2-5 plus 1 dark stalker), or tribe (20-80 plus 2-5 dark stalkers)
Challenge Rating: 3
Treasure: Standard
Alignment: Usually chaotic neutral
Advancement: By character class
Level adjustment: +4

Dark creepers are stunted humanoids that lurk in the shadows and blackness of the Underdark.

They are small and slightly built, with pallid skin, large noses, and sinister eyes beneath hairy brows. Instead of feet, dark creepers have small black hooves, though the hooves are soft and do not make noise on stone. They wear only black and cover themselves completely with dark wraps, cloaks, and turbans.

Combat

Dark creepers hide in shadows before attacking the exposed flank and rear of their opponent.

Evasion (Ex): If exposed to any effect that normally allows a Reflex save for half damage, a dark creeper takes no damage on a successful saving throw.

Dark Creeper Characters

A dark creeper's favored class is rogue. A dark creeper PC's effective character level (ECL) is equal to its class level +4. Thus, a 1st-level dark creeper rogue has an ECL of 5 and is the equivalent of a 5th-level character.

Dark Stalker

Medium Humanoid

Hit Dice: 3d8+3 (16 hp)

Initiative: +7

Speed: 30 ft.

AC: 17 (+3 Dex, +2 leather armor, +2 natural), touch 13, flat-footed 14

Base Attack/Grapple: +2/+4

Attack: Shortsword +4 melee (1d6+2/19-20 plus poison) or javelin +5 ranged (1d6+2 plus poison)

Full Attack: Shortsword +4 melee (1d6+2/19-20 plus poison) or javelin +5 ranged (1d6+2 plus poison)

Space/Reach: 5 ft./5 ft.

Special Attacks: *Fog cloud*, poison use, shadow cloak, sneak attack +3d6

Special Qualities: Blindsight 60 ft., light sensitivity

Saves: Fort +2, Ref +8, Will +3

Abilities: Str 14, Dex 17, Con 13, Int 13, Wis 14, Cha 16

Skills: Hide +6*, Listen +5, Move Silently +6*, Sleight of Hand +6, Spot +5, Tumble +6

Feats: Improved Initiative, Lightning Reflexes

Climate/Terrain: Any underground

Organization: Solitary, band (1 plus 2-5 dark creepers), or tribe (2-5 plus 20-80 dark creepers)

Challenge Rating: 4

Treasure: Standard

Alignment: Usually chaotic neutral

Advancement: By character class

Level adjustment: +5

Dark stalkers are the enigmatic leaders of the dark ones, although it is difficult to tell whether they actually belong to the same race as the dark creepers.

Dark stalkers appear human in almost every way, and they stand head and shoulders above their dark creeper kin. They have dusky skin and lack the hooves of dark creepers. Dark stalkers cover themselves head to toe in black, somber clothing and never willingly reveal their faces.

Combat

Dark stalkers lead dark creepers in battle, and they place poison on their short swords to deal terrible wounds. They use *fog cloud* to escape from powerful opponents.

Fog Cloud (Sp): Twice per day, a dark stalker can use *fog cloud* as the spell cast by a 5th-level sorcerer.

Poison Use (Ex): Dark stalkers never risk accidentally poisoning themselves when applying poison to a blade. They typically use shadow essence poison (Fort DC 17, initial damage 1 point of Strength drain, secondary damage 2d6 points of Strength damage) on both their swords and their javelins. A dark stalker usually enters combat with its blade and four javelins coated with poison.

Dark Stalker Characters

A dark stalker's favored class is rogue. A dark stalker PC's effective character level (ECL) is equal to its class level +5. Thus, a 1st-level dark stalker rogue has an ECL of 6 and is the equivalent of a 6th-level character.

DM's Map #1

