

HIG2-07



DARK AND RESTLESS DREAMS

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

Version 1

by Greg Marks

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In the shady leaves of destiny, darkness sweeps across the land. Sleeping dragons stir, and the eye watches. The wounded bird is the key. Move quickly, your next choice can save or damn us all. The storm begins. An adventure for characters levels 1 – 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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This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

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

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

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

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

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

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

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

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

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

SCORING

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

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

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

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

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

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

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

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that

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

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

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

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

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

TIME UNITS AND UPKEEP

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

ADVENTURE SUMMARY AND BACKGROUND

Things are coming to a head. It has been relatively quiet in the Vesve. Highfolk has known rest since the Greyhawk Wars, but soon all that will end, and those who watch know it. Maegla the Dreamer, priestess of Ehlonna, has visions, and these visions tell her disturbing things. Things are coming; horrible things, and the resolution of these events will chart the course of this region for years to come, and the forces of light are unprepared.

An army masses in the Vesve, and it marches unknown toward Quaalsten. Without a warning, the town is unprepared with the rangers of the Vesve on missions elsewhere. There is precious little time left.

A dark power that seeks to do harm to the Vesve has secretly been gathering an army of undead. Bodies have been going missing from cemeteries, weapons have been collected, and dark rituals on the Plane of Shadow have been enacted. Now the army is complete, and they march. Led by a cabal of undead spellcasters, they have devised a

cunning plot to sow fear. The shadow wizard Vekona has used rituals devised by his master in combination with an item called the *coin of dark slumbers* to eclipse the sun. This has allowed the army to march unhindered in the shadows of the Vesve. If the night continues, soon all life may die out and there will be no resistance.

Introduction

The characters appear to wake from their sleep, to a visit in their room from Magda the Dreamer. In fact it is only in their dreams, but she offers them a cryptic but dire warning none the less. The vision warns them of bad things to come and suggests that somehow they can change the outcome. It directs them to the market at East Gate at first light.

Encounter 1: The Wounded Bird

The characters converge on the East Gate following the vision, and there they meet Yari, a widow on her way to the small forest community of Hollowborough near Quaalsten, with her four children. She plans to take the Highvale route, but is worried that she may be unable to handle it safely. The vision suggests she may be the key to the characters' upcoming destinies.

Encounter 2: Shadows Lengthen

The characters, with mother and children in tow, follow the road. Along the way they stop at a campsite marked by a wayfarer's stone. During the first watch, one character has a vision. Immediately after the character awakens the party is attacked by undead.

Encounter 3: A Missed Delivery

The characters find another ransacked elven weapon caravan, similar to the ones found during the last two years. All of the merchants are dead and the clues point toward grugach. Whoever caused the destruction went to great lengths to hide their trail. The characters have no choice but to continue on. As they do, a strange eclipse comes across the sun, making it near total darkness under the canopy of the Vesve. After leaving the sign of carnage, another character has a vision.

Encounter 4: Night Falls

While traveling, two more characters have visions. The characters arrive in Hollowborough during the long night (a solar eclipse that is unnaturally long), and find it destroyed and looted. There are no survivors. While inspecting the damage, the characters encounter some of the ether creatures that entered the Material Plane first in Tenh. The creatures were attracted by the carnage, but are not against a few live meals as well. After dispatching the ether creatures, the characters determine that a large force is moving from the destroyed village toward Quaalsten. Another character has a vision when the party next camps.

Encounter 5: We Are Legion

The characters overtake the "grugach" army. While scouting it, they are spotted by a patrol and must fight.

When they defeat the grugach, their bodies morph into those of undead. Before the characters can flee, one of them has the last vision.

Encounter 6: The Gauntlet

The characters must flee for their lives as the army is alerted to their presence. The characters must fight again while running for Quaalsten. As the army attempts to stop them from sounding the alarm, Vekona, one of the leaders of the army, arrives with several minions to deal with the characters.

Conclusion

The characters arrive in Quaalsten with widow and children. They have only a short time to warn the powers-that-be, before it is too late. If they have slain Vekona and taken the *coin of dark slumbers*, he is unable to renew the ritual that caused the eclipse. This slows the advance of the army significantly as they hide from the sun, but they still come.

The main theme of this adventure is a growing despair. Sunlight is blotted out from the Vesve and everywhere the characters go there are signs of slaughter. Events are unfolding, hidden from the view of nearly all but the characters. There is a frantic feeling that contrasts with the despair. If the characters do not act, then not only themselves, but also their families could pay the price. In running this event it is important to keep this in mind, but it is also important to keep in mind the sensibilities of your players when describing some of the scenes. The characters stumble across some disturbing atrocities of war. Some players may find these scenes troublesome, and the DM should feel free to gloss over the descriptions if players become bothered; especially when dealing with younger players.

INTRODUCTION

You stir. Someone is in your room. You reach for the dagger on your nightstand only to find the scabbard empty. The figure is slumped unmoving, sitting in the chair across the room. Without shifting, it whispers in an elderly female voice, "The twilight marches, and the dark eye that cannot be seen, has risen. The time has come. The pieces moved into place. Soon the long night will sweep across the great wood and all will burn. Seek the wounded bird at the East Gate. Her path is the key. You will be the saviors of us all, or we will surely fall." You awake with a start. There is nothing in the chair but your clothes.

Have each character that has played *HIG1-10 Grave Occurrence* make an Intelligence check (DC 5). Those that are successful recognize the voice as that of Maegla the Dreamer, priestess of Ehlonna in Quaalsten.

ENCOUNTER 1: THE WOUNDED BIRD

You did not sleep well as you pondered the old woman's words well into the night. Uncertain if it was a trick of your own imagination, or something more; you rose at an early hour and made your way to the East Gate. The high wood walls shelter archers under the fading leaves of Ready'reat trees and a cool autumn breeze chases the fatigue from your body. Surprisingly at this early hour, the gate is bustling with activity. The banging of hammer on metal can be heard from Hammerstrike Goods at the edge of the square. Merchants come in and out of the gate, their carts laden with late crops or wears from distant lands. Three Homeguard members move through the crowd, keeping a watchful eye. A human woman, her arm in a sling, is surrounded by a gaggle of screaming children. Her belongings are strewn about her and her overturned cart. Several breathless adventurers are quickly entering the gate yard, as you take stock of the scene before you.

Allow the characters to act as they wish, as they do not necessarily know each other. There is a wide selection of busy merchants to interact with, as well as the Homeguard, the characters, and the woman. While only the woman is of particular import, thorough or curious characters might want to question some of the other NPCs about the vision, or their business in the square

Merchants: There a number of merchants in the square, here are some examples.

◆ **Morwathien Emerald:** Male elf Exp2; AL CG.
Morwathien is a greengrocer from the elven district, here to buy the last of this year's crops from the various farmers. He is amiable enough, enthusiastic to have arrived so early this morning before much of his competition. He hopes to purchase several carts of turnips from a half-orc boy named Wilem who should be arriving later today.

◆ **Fazou:** Male human Exp3; AL CN.
Fazou is a Baklunish merchant who has been hired to ferry goods to Greyhawk City. He is busy organizing his caravan and has no time for characters that do not wish to pay his outrageous prices, or hire on as guards. His caravan carries blankets, clothing, tents, and tools.

◆ **Verna Darst:** Female human Rog1; AL N.
Verna has come to Highfolk from Furyondy on the run from the law. She happened along the way to find an abandoned cart filled with copper pots and kettles. All that was to be found of the owners and their team was half of the horse that pulled the cart. The front half of the horse was simply gone, not ripped or eaten, just gone. Verna clearly has no knowledge of copper wares, but that does not stop her from trying to sell them.

◆ **Brottor Hammerstrike:** Male dwarf Exp1; NG.

This young dwarf is working the front of Hammerstrike Goods while his older brothers and father work at the forge out back. He is cheerful in his attempts to sell weapons and armor to customers. As they are the only dwarves in Highfolk, this is the only place that heavy weapons and armor can be found. Brottor points out the superior dwarven craftsmanship, much sturdier than elven made weapons. All goods are available at standard prices.

Homeguard: Three members of the Homeguard (2 corporals and 1 sergeant) patrol the square on the lookout for trouble. The Fifth District has uncovered rumors that a gang of thieves has been operating in the neighborhood of the East Gate and they are looking for anything suspicious. They chat impatiently with the characters, more interested in suspicious goings on than adventurer's dreams.

The Wounded Bird

◆ **Yiari:** Female human Com3; hp 13; see Appendix I.

◆ **Yarella, Serdus, Gword, and little Aivia:** Male/Female human Com1; hp 4; see Appendix I.

This widow has packed up her four children after her husband died last spring in the humanoid attacks in the High Vale. She is desperately trying to organize her children and her belongings, so she can continue on to her sister's home in Hollowborough. Unfortunately, her cart has tipped into the street, spreading her meager belongings on the ground.

Yiari appreciates any help offered her by the characters, but watches any moves toward her children closely; especially if the character is a half-orc. A successful Sense Motive check (DC 15) allows a character to note her unease.

There are several questions the characters may ask Yiari, use the following as a guideline when answering for her:

Q: *Where is your husband?*

A: *"Sadly, Pasca passed last Spring in the humanoid attacks in the High Vale. I've moved on. There is nothing left for my children in Highfolk. That's why we're going to my sister's in Hollowborough."*

Q: *Who are you children?*

A: *"I've four children, my eldest daughter Yarella (age 12), my darling twin boys Serdus and Gword (age 9), and my youngest daughter little Aivia (age 5)."*

Q: *Where are you going?*

A: *"My sister lives in Hollowborough, a small forest community outside of Quaalsten. I'm going to see if we can make a life there."*

Q: *Did you have any strange dreams?*

A: *"What an odd question! Not that it is any of your business, but no!"*

Q: *Can we come with you?*

A: *"I would appreciate the company. I wasn't sure I would be able to manage the long trip by myself; especially once we reach the Vesve."*

Before continuing to the next encounter. Ask the characters their marching order, as well as any watch schedule they may have at night. Remember, they have a woman and four children to look after as well; all are non-combatants.

ENCOUNTER 2: SHADOWS LENGTHEN

You have traveled along the Quaagflow Road for several days and nights. Despite the long trip and the difficulty of looking after four children, your journey has been a pleasant one. The fall colors are beautiful and the cool days make the travel comfortable. This evening, two days west of Weeping Willow, you come across a small shelter and a Wayfarer's stone in a clearing near the road. The construction, a roof on raised poles above the large flat stone, appears recent. Even though the sky is clear, suggesting the roof is unnecessary, it looks a comfortable place to sleep. As you approach, you notice someone has left behind a jack o' lantern upon the stone, complete with an unlit candle.

The Wayfarer's stone has been placed by the followers of Fharlanghn to mark a good campsite. It is not magical in anyway. The pumpkin was left by a recent traveler, and is also unremarkable. The structure is perfectly safe, and as a cursory search of the surrounding area reveals signs of recent construction from the materials at hand.

During the first watch, or three hours into the night, hand *Player's Handout 1* to one of the players. After he or she has had time to read it, proceed to the undead attack.

VISITORS IN THE NIGHT

A group of undead has wandered far away from their mustering area in the Vesve, prior to being disguised as grugach. The characters have no real way to determine where they come from, and at the moment, they appear as little more than a random attack.

APL 2 (EL 2)

☛ **Medium-size Skeletons (3):** hp 8, 7, 6; see *Monster Manual*.

☛ **Medium-size Zombies (2):** hp 17, 16; see *Monster Manual*.

APL 4 (EL 4)

☛ **Medium-size Zombies (4):** hp 18, 17, 17, 16; see *Monster Manual*.

☛ **Ghouls (2):** hp 14, 13; see *Monster Manual*.

APL 6 (EL 6)

☛ **Ghouls (6):** hp 16, 15, 14, 14, 13, 13; see *Monster Manual*.

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

APL 8 (EL 8)

☛ **Ghasts (4):** hp 28, 27, 27, 26; see *Monster Manual*.

☛ **Wights (2):** hp 28, 26; see *Monster Manual*.

APL 10 (EL 10)

☛ **Ghasts (9):** hp 29, 28, 28, 27, 27, 26, 26, 26, 26; see *Monster Manual*.

☛ **Vampire spawn (3):** hp 32, 30, 28; see *Monster Manual*.

Tactics: The undead surround the clearing before approaching, with the lesser undead coming out of the woods and the more powerful undead on the path to receive anyone trying to run. The undead are driven by their hunger, and do not chase fleeing characters if there are downed characters to feed upon. They fight until destroyed.

Development: A close examination of the corpses reveals they are all elven. Further inspection, and a successful Heal check (DC 15) reveals that they died originally of various causes, but all more than six months ago. The characters may wish to track the undead to their point of origin. It is possible with a successful Track check (DC 15) to follow the maddening trail that moves randomly through the countryside toward the Vesve. If the characters wish, and succeed in a Track check for each day (it taked two weeks, and the DC increases by one for each day), they eventually approach *Encounter 3* from the opposite direction. It would have been far easier to follow the road, and Yiri tells them so. She does not fancy hunting undead in the woods with her children in tow. The children are terrified at the prospect, and cry throughout the trip.

ENCOUNTER 3: A MISSED DELIVERY

Leaving the disturbing encounter behind you, you made a brief stop over in Verbeeg Hill before heading north, and entering into the Vesve. The colors of fall are even more evident as you walk through the wood. Leaves blanket the ground, swirling in the autumn breeze. Oddly, flies are quite prevalent despite the cool weather.

The flies have been attracted to the slaughter of a weapons caravan. The smell, the flies, or the obvious tracks will lead the characters just off the side of the trail to the scene of the slaughter. It appears as if the caravan was camping when it was attacked.

The smell of blood mixes with wood smoke as you enter into the clearing. Bodies filled with arrows lie dead in their bedrolls. Flies are everywhere despite the lateness of the season. It looks as if the

caravan was taken unprepared, and looted. Aivia begins to cry, and Yiari gasps, "Who could have done such a horrible thing?"

No doubt the characters want to inspect the area after removing the children. This was clearly the scene of an ambush, but a close examination reveals more:

- There are three elves (2 gray, 1 high) in their bedrolls. All appear to have been slain with arrows before they could stand.
- The arrows are somewhat crude in make, and appear to have been crafted by hand, in the wild.
- The embers in the campfire are still warm, suggesting the attack could not have happened that long ago.
- There are two wagons that had previously been carrying weapons, by the look of the racks built into them. It appears the cargo has been hastily removed. Packing straw and blankets are strewn about the backs of the covered wagons. A successful Search check (DC 15) in the wagons reveals a thin elven, masterwork dagger.
- There are six high elves that appear to have died fighting about the campsite. They are cut with small precise cuts. A successful Heal check (DC 15) reveals that the cuts likely come from daggers or short swords.
- A successful Search check (DC 10) reveals that one of the elves is clutching a necklace made of bones and feathers, with bits of fur caught in it. A successful Knowledge (local) or Bardic Knowledge check (DC 20) suggests it was made by grugach.
- A successful Search check (DC 20) of the campsite reveals an arm underneath one of the wagons. It appears to have been severed cleanly with a weapon. It wears furs, and appears to be elven. But it is well rotten. A successful Heal check (DC 15) suggests that it has been dead at least three weeks.
- There are numerous tracks. A successful Track check (DC 10) suggests that, in addition to the nine dead elves and the two dead horses, there were approximately twenty other combatants. From the depth and size of the print, they were approximately five feet tall and one hundred pounds. Someone took great pains to hide the tracks once they left the campsite, heading for the heart of the forest. The characters may follow if they like, but eventually lose the tracks. Again, Yiari is not in favor of following the tracks of murderers into the woods with her children.

Treasure: masterwork dagger

All APLs – Loot (30 gp)

Development: When the characters next sleep, hand one player *Player's Handout 2*, and then proceed to the next encounter.

ENCOUNTER 4: NIGHT FALLS

It is morning. Or at least it should be. While you have camped the sky has not lightened, the night's cold has not lifted, and most certainly, the sun has not dawned. In fact, it seems as if the night has deepened. Despite being well into what should be the morning, you can barely see across the campsite.

The Long Night has begun. Climbing or flying above the canopy reveals that the sun has indeed risen but appears to be eclipsed. As time continues the eclipse does not abate, suggesting foul magic is involved. Regardless, this leaves travel in the Vesve difficult. Sunshine in the wood is filtered at best, now without any sunshine, it is black as pitch.

This means that characters without darkvision cannot see further than five feet (ten feet for those with lowlight vision) without a light source. Darkvision is unaffected.

ON THE ROAD

The characters must now try to continue onto the community of Hollowborough. The children are frightened, and despite her outward appearance of strength, so is Yiari. Things do not look good, and finding one's way through the forest in the dark is not easy. Have the characters make a Track check (DC 10), an Intuit Direction check (DC 15), or a Wisdom check (DC 20) to find their way through the woods. It takes five days to travel, and the characters must succeed each day to make progress. If unsuccessful, they lose one day of rations, and may try again having made no progress. Without magical assistance, characters have a difficult time finding food or water, but it can be done. They may search for food or water by traveling at half speed and making a Wilderness Lore check (DC 10). For every 2 points the check exceeds 10, another person is provided for. If the characters run short of food, consult the *DUNGEON MASTER'S Guide* for the dangers of thirst and starvation. Yiari and the children have food for six more days for themselves, in their cart.

On the second and fourth night of the journey, hand *Player's Handouts 3 and 4* to separate players.

ON TO HOLLOWBOROUGH

A house looms out of the darkness, and then another, and another. It seems as if you have finally found the community of Hollowborough, but instead of the comfort of lights and warm food, the town is dark and quiet. No one is moving and no hearth smoke is carried on the breeze.

On the way to Quaalsten, the tiny community of Hollowborough was an inevitable test for the army. It was unfortunately, entirely successful. No one survived. A quick search reveals a scene similar to the slaughtered caravan. There are humans and elves throughout the village. All are dead, many in their beds. They were slain with small blades or arrows. Upon seeing the carnage, Yiari runs toward her sister's home.

"Oh Ehlonna, no!" Yiari wails upon seeing the carnage. She runs through the dead toward a small cottage. Upon entering, you hear her wailing, her head in her hands. "They're dead, all dead. Why would anyone do this? They were just children. Why?" Yiari looks up at you, tears streaming down her face. It is then that you notice the full impact of the horror before you. Everyone in the one room cottage is dead. A human man and woman lie on the floor in a puddle of their own blood, and the children still lay in their beds. Truly some monster has been at work here.

The characters are too late. Yiari's sister Brien, her husband, and three children have been killed. There is information to be gathered here that has not been found before, if the gruesome choose to investigate. A summary of the details follows:

- The village consists of six cottages, a stable, a well, and a large shed filled with a significant quantity of cut wood and several axes. A successful Search check (DC 20) discovers a chest buried under one of the woodpiles (see below).
- There are 31 dead in the village. All of them are human, half-elven, or high elven villagers and include men, women, and children. There are no survivors. Even the livestock has been slain. Anything of significant value has been taken.
- It appears the village was attacked during the night while most of them were sleeping. They were caught unprepared. All were slain by arrows, or small blades.
- There are no bodies of the attackers to be found. However they have left tracks. A successful Track check (DC 10) suggests that there were approximately two hundred other combatants. From the depth and size of the print, they were approximately five feet tall and one hundred pounds. Again, someone took great pains to hide the tracks once they left the village. However, a force of that size is difficult to hide from experienced woodsmen. Those characters that succeed in a successful Search or Track check (DC 10) can follow the tracks. They head for Quaalsten.

The Chest

Buried beneath the wood in the large shed is a chest. The chest contains the money the village has earned as woodcutters. The chest is approximately one-foot square and half a foot high, made of oak with iron fittings. Because no one was in the shed, it was overlooked by the undead, and the chest went unfound. It is locked, and depending on the APL, it may be trapped.

APL 2 (EL 0)

At APL 2, the chest is not trapped, but it is locked with a very simple lock and requires a successful Open Locks check (DC 20) to open. Inside is 25 gp.

APL 4 (EL 1)

At APL 4, the chest is trapped with a poison dart and locked with a very simple lock that requires a successful Open Locks check (DC 20) to open. Inside is 50 gp.

➤ **Poisoned Dart Trap:** CR 1; +8 ranged (1d4) plus poison (bloodroot); Search (DC 20); Disable Device (DC 18).

Bloodroot Poison: Injury (DC 12); Initial/Secondary (0/1d4 Con + 1d3 Wis).

APL 6 (EL 3)

At APL 6, the chest is trapped with a poison arrow and locked with an average lock that requires a successful Open Locks check (DC 25) to open. Inside is 110 gp.

➤ **Poisoned Arrow Trap:** CR 3; +12 ranged (1d8/x3) plus poison (large scorpion venom); Search (DC 20); Disable Device (DC 18).

Large Scorpion Venom: Injury (DC 18); Initial/Secondary (1d6 Str/1d6 Str).

APL 8 (EL 5)

At APL 8, the chest is trapped with multiple darts and locked with an average lock that requires a successful Open Locks check (DC 25) to open. Inside is 180 gp.

➤ **Fusillade of Darts Trap:** CR 5; +18 ranged (1d4+1); multiple targets (1d8 darts each in a 10-ft. by 10-ft. area); Search (DC 20); Disable Device (DC 25).

APL 10 (EL 7)

At APL 10, the chest is trapped with multiple poison darts and locked with a good lock that requires a successful Open Locks check (DC 30) to open. Inside is 600 gp.

➤ **Fusillade of Poisoned Darts Trap:** CR 7; +18 ranged (1d4+1) plus poison (greenblood oil); multiple targets (1d8 darts each in a 10-ft. by 10-ft. area); Search (DC 25); Disable Device (DC 25).

Greenblood Oil: Injury (DC 13); Initial/Secondary (1 Con/1d2 Con).

Treasure: (per character)

APL 2 – Coin (5 gp).

APL 4 – Coin (10 gp).

APL 6 – Coin (22 gp).

APL 8 – Coin (36 gp).

APL 10 – Coin (120 gp).

After the characters have had time to adequately explore, read the following.

A strange chittering fills the air. It is as if someone is clicking a handful of wooden sticks together. That's when you see the bug-like creatures.

Attracted by the large numbers of dead, a group of ether monsters have materialized to begin harvesting. Live meals only draw their attention more.

APL 2 (EL 3)

➤ **Etherspitters*** (2): hp 15, 15; see Appendix I.

APL 4 (EL 5)

➤ **Etherspitters*** (4): hp 15, 15, 15, 15; see Appendix I.

APL 6 (EL 7)

➤ **Etherspitters*** (3): hp 15, 15, 15; see Appendix I.

➤ **Etherhulk***: hp 51; see Appendix I.

➤ **Etherscout***: hp 22; see Appendix I.

APL 8 (EL 9)

➤ **Etherspitters*** (3): hp 15, 15, 15; see Appendix I.

➤ **Etherhulk, Advanced***: hp 140; see Appendix I.

➤ **Etherscout***: hp 22; see Appendix I.

APL 10 (EL 11)

➤ **Etherspitters*** (7): hp 15, 15, 15, 15, 15, 15, 15; see Appendix I.

➤ **Etherhulk, Advanced***: hp 140; see Appendix I.

➤ **Etherscouts*** (5): hp 22, 22, 22, 22, 22; see Appendix I.

Tactics: The etherspitters are not intelligent enough to use tactics besides crawling up a wall or tree, and spitting at the nearest targets. The etherhulk moves to engage the nearest targets after using its *daze* ability. If it is having trouble hitting that target, or some other character is doing significantly more damage, it changes targets. Etherscouts use their breath weapon to their advantage. Once their compatriots have engaged in melee combat, they use ethereal jaunt and flyby attack to their best advantage. If reduced to one-tenth their hit points, the ether creatures attempt to fade back to the ethereal. Yiar and the children are not a threat and are not attacked unless the characters leave them in a position where there is no other choice. Whenever possible, they run from combat. Please note that if the characters choose to run, three or more etherspitters use their *steal dead* ability on any fallen characters making the recovery of their bodies impossible.

Treasure: The ether creatures have no treasure.

Development: After the combat, the characters have to decide what to do next. They are in the center of the Vesve. It is extremely dark. They may be short of supplies. The nearest outpost of civilization is Quaalsten. If the characters don't think to go there themselves, Yiar reminds them that someone has to warn the rangers of

the Vesve of what is happening. Besides, things are too dangerous and she needs to get her children to some sort of protection. It is possible that the characters choose to go somewhere else, or use magic to bypass the trip. Yiar chooses to go it alone, rather than take her children further from the immediate safety. The characters must rest before the next encounter. During that rest, hand *Player's Handout 5* to a player. Allow for roleplaying if any, before continuing.

ENCOUNTER 5: WE ARE LEGION

Unable to see very far, you crawl forward through the darkness toward Quaalsten. Climbing a hill, you look over a forested valley. The valley is alive with movement and hundreds of campfires pushing back the darkness. Armed elves in furs with their faces painted move across the valley floor. There are hundreds, possibly thousands of them, less than a day from Quaalsten, and many weeks from normal grugach lands. How could they have approached so far, and why would they?

Allow the characters a chance to ask questions about the encampment or make plans. They are on a hill approximately 150 feet from the valley. They can see roughly fifty tents and several hundred people with possibly more inside the tents. They can see the sky due to their vantage point and it is night. The moon is eclipsed. When they are about to continue or act, read the following:

A twig snapping behind you brings you out of your pondering and informs you that you have been discovered. Unless you do something quickly, the rustling in the leaves moving toward the valley may soon alert others to your presence.

The characters have been discovered by a scouting patrol sent out from the army amassed in the valley below. That patrol is quickly moving toward the valley in an effort to warn the army of the characters presence. Unfortunately, their path has to take them past the characters that are in-between the patrol and the army. This likely provokes a conflict. If the characters simply let the patrol flee, add their numbers to the combat in *Encounter 6*.

In the third round of combat, everyone should make a Scry check check (DC 20) to notice that they are being scryed upon.

APL 2 (EL 2)

➤ **Armek (ghoul)**: hp 16; see Appendix I.

➤ **Elven Skeletons (2)**: hp 8, 6; see Appendix I.

APL 4 (EL 4)

➤ **Armek (ghoul)**: Male ghoul Rgr1/Ftr1; hp 28; see Appendix I.

➤ **Elven Skeletons (2)**: hp 10, 8; see Appendix I.

APL 6 (EL 6)

➤ **Armek (ghoul):** Male ghoul Rgr1/Ftr3; hp 40; see Appendix I.

➤ **Elven Ghouls (4):** hp 20, 16, 16, 13; see Appendix I.

APL 8 (EL 8)

➤ **Armek (ghoul):** Male ghoul Rgr1/Ftr4/Rog1; hp 50; see Appendix I.

➤ **Elven Ghouls (6):** hp 20, 18, 18, 16, 16, 13; see Appendix I.

APL 10 (EL 10)

➤ **Armek (ghoul):** Male ghoul Rgr1/Ftr5/Rog2; hp 60; see Appendix I.

➤ **Elven Ghouls (9):** hp 20, 20, 18, 18, 16, 16, 16, 13, 13; see Appendix I.

Tactics: Armek orders the ghouls to engage frontline fighters and tie them up while he makes good use of his sunder feat against archers destroying their bows (at APLs 4+). He then moves onto spellcasters. Remember to use his tumbling to move through the character's lines, using his Mobility feat if he fails his roll (at APLs 6+). If possible, Armek tries and flank to gain his sneak attack (at APLs 8+).

Development: Once the characters defeat the undead elves, they return to their natural state; the magic that maintains their appearance destroyed with them.

The grugach falls from your final blow, collapsing to the ground. As you watch his form shimmers, leaving behind a rotting corpse dressed in grugach furs.

The bodies are obviously that of elves, but they have also clearly been dead for sometime. Unfortunately the characters have little time to inspect the bodies before continuing onto Encounter 6. If the characters do not flee, their presence is discovered, and they are not able to flee.

Treasure: The following can be gathered from the bodies in the short few moments before the characters must flee.

APL 2 – Loot (61 gp).

APL 4 – Loot (62 gp).

APL 6 – Loot (81 gp).

APL 8 – Loot (69 gp);

Magic +1 longsword

APL 10 – Loot (97 gp);

Magic +1 longsword; +1 short sword, Quaal's feather token.

Before the characters continue on, have them all make a Will save. Whoever rolls the lowest freezes up, and receives *Player's Handout 6*. The character is paralyzed while they receive the vision, but may act normally after it. It is very important, especially at low APLs that the characters receive this vision.

ENCOUNTER 6: THE GAUNTLET

Shouts rise up from the valley below. Your presence has been detected, and it will not be long before the enemy is upon you. You have no choice but to fight a losing battle, or flee for the safety of the walls of Quaalsten.

The patrol has been missed, and the sounds of combat have attracted the attention of the encampment. Vekona himself has moved to intercept the party. Using their magic, the cabal has transported Vekona and his guards ahead of the party so they can intercept them. They seek to kill the characters to the last. If any survive, they could warn Quaalsten, and that cannot be allowed. Assume the party has five rounds before they meet Vekona and his guards.

APL 2 (EL 4)

➤ **Vekona:** Male shadow Nec1; hp 23; see Appendix I.

Tactics: At APL 2, Vekona has cast the following spells before being encountering the characters: *mage armor* and *resistance*. During the combat, Vekona uses his ranged spells first before moving into melee combat. Note this is a very difficult combat for low-level characters. Play Vekona as confident in his abilities and willing to take foolish risks in order to give the characters a chance.

APL 4 (EL 6)

➤ **Vekona:** Male shadow Nec3; hp 29; see Appendix I.

Tactics: At APL 4, Vekona has cast the following spells before encountering the characters: *mage armor*, *resist elements (fire)*, *false life*, and *resistance*. During the combat, Vekona begins by casting spells like *choke* or *cause fear*. If the characters begin looking for him or see him, he uses the power of *the coin of dark slumbers* to create an area of *darkness* around himself and begins using his more affective spells. Since shadows always Move Silently, Vekona uses a *ghost sound* spell to distract those attempting to Listen for him in the *darkness*.

APL 6 (EL 8)

➤ **Vekona:** Male shadow Nec5; hp 35; see Appendix I.

Tactics. At APL 6, Vekona has cast the following spells before encountering the characters: *mage armor*, *resist elements (fire)*, *false life*, *haste*, and *resistance*. During the combat, Vekona starts by casting spells like *choke* or *cause fear*. If the characters begin looking for him or see him, he uses the power of *the coin of dark slumbers* to create an area of *darkness* around himself and begins using his more affective spells. Since shadows always Move Silently, Vekona uses a *ghost sound* spell to distract those attempting to Listen for him in the *darkness*. Vekona takes full advantage of his ability to fly, and moves through

solid objects (like the ground) to his tactical advantage. If injured, Vekona can cast *negative energy burst* to heal himself and injure the characters at the same time.

APL 8 (EL 10)

➤ **Vekona:** Male shadow Nec7; hp 41; see Appendix I.

Tactics: At APL 8, Vekona has cast the following spells before encountering the characters: *mage armor*, *shield*, *resist elements (fire)*, *false life*, *haste*, *see invisibility*, *negative energy wave*, and *resistance*. During the combat, Vekona starts by casting spells like *choke* or a *spectral hand* with *chill touch* or *vampiric touch*. If the characters begin looking for him or see him, he uses the power of the *coin of dark slumbers* to create an area of *darkness* around himself and begin using his more affective spells. Since shadows always Move Silently, Vekona uses a *ghost sound* spell to distract those attempting to Listen for him in the *darkness*. Vekona takes full advantage of his ability to fly, and moves through solid objects (like the ground) to his tactical advantage. Once inside the cloud, Vekona casts *Otiluke's dispelling screen* to catch characters coming into it after him. If injured, Vekona can cast *negative energy burst* to heal himself and injure the characters at the same time.

APL 10 (EL 12)

➤ **Vekona:** Male shadow Nec9; hp 47; see Appendix I.

Tactics: At APL 10, Vekona has cast the following spells before encountering the characters: *mage armor*, *shield*, *blur*, *mirror image*, *resist elements (fire)*, *false life (empowered)*, *haste*, *negative energy wave*, and *resistance*. During the combat, Vekona begins by casting spells like *choke* or a *spectral hand* with *chill touch* or *vampiric touch*. He may also try to begin with *dominate person* on an archer, obvious big fighter, or half-orc. If successful, he allows the character to act normally for a round or two until positioned in the best position to strike, unless the party seems unduly curious about the Will save. If the characters begin looking for him or see him, he uses the power of the *coin of dark slumbers* to create an area of *darkness* around himself and begin using his more affective spells. Since shadows always Move Silently, Vekona casts *ghost sound* to distract those attempting to Listen for him in the *Darkness*. Once inside the cloud, Vekona casts *Otiluke's dispelling screen* to catch characters coming into it after him. Vekona takes full advantage of his ability to fly, and move through solid objects (like the ground) to his tactical advantage. If injured, Vekona can cast *negative energy burst* to heal himself and injure the characters at the same time.

When the characters defeat Vekona read the following:

You strike at the foul creature and your weapon pulls at something that is not quite there. It screams, and suddenly, it is gone. The ringing of metal can be heard echoing through the forest as a single gold coin falls to the ground. The woods around you visibly lighten. Heartened by this fact, you take only to a

moment to grab the coin as you run for Quaalsten, the sound of booted feet not far behind you.

Treasure

All APLs Magic coin of dark slumbers

CONCLUSION

Running for the gates of Quaalsten, you break through the trees. In the rising sun, you see the smiling guards wave to you, unaware of the horrors that wait in the dark wood. They will learn of it soon enough.

Ask the characters what they do. Do not give them any hints. They may simply choose to help Yiari and her children to a new home. If so they gain the thanks of a widow, but little else.

If they attempt to warn the Rangers of the Vesve or the clergy of Ehlonna:

After telling the guards of your tale, you are ushered into a meeting with Forest Captain Almeric Wilstone and High Lady of the Glen, Alysin Thanemantle. After telling your tale yet again Almeric speaks. "This is grim news. Our forces are spread throughout the wood many days from here. I wish the Lord High Marshall was here, but he is out on the hunt since the Long Night started. I expect he will try to return now that the darkness has lifted, but who knows what has befallen him. I shall order the closing of the wall and begin preparations for a siege, many thanks to you, my friends. Without your warning we would have been caught unprepared and Quaalsten would certainly have fallen to this dark menace."

If the characters inquire about Maegla the Dreamer:

Lady Alysin replies, "Maegla has taken ill. She has been in a coma for nearly three weeks and our best efforts to heal her have been unsuccessful. I fear she is not long for this world. Certainly it is not possible for her to have aided you on your journey."

The End

EXPERIENCE POINT SUMMARY

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

Encounter 2: Shadows Lengthen

Defeat the undead.

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP

Encounter 4: Night Falls

Defeat the chest trap.

APL 2	0 XP
APL 4	30 XP
APL 6	90 XP
APL 8	150 XP
APL 10	210 XP

Defeat the ether critters.

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP

Encounter 5: We Are Legion

Defeat the undead.

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP

Encounter 6: The Gauntlet

Defeat Vekona.

APL 2	90 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP

Total Possible Experience

APL 2	300 XP
APL 4	600 XP
APL 6	900 XP
APL 8	1200 XP
APL 10	1500 XP

TREASURE SUMMARY

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 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 (that is, not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold 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 treasures from each encounter add it up and that is number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the Gp Gained field of the adventure certificate.

TREASURE KEY:

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

Encounter 3: A Missed Delivery

Find and take the masterwork dagger.

APL 2:	L: 30 gp; C: 0 gp; M: 0
APL 4:	L: 30 gp; C: 0 gp; M: 0
APL 6:	L: 30 gp; C: 0 gp; M: 0
APL 8:	L: 30 gp; C: 0 gp; M: 0
APL 10:	L: 30 gp; C: 0 gp; M: 0

Encounter 4: Night Falls

Find and open the chest.

APL 2:	L: 0 gp; C: 5 gp; M: 0
APL 4:	L: 0 gp; C: 10 gp; M: 0
APL 6:	L: 0 gp; C: 22 gp; M: 0
APL 8:	L: 0 gp; C: 36 gp; M: 0
APL 10:	L: 0 gp; C: 120 gp; M: 0

Encounter 5: We Are Legion

Defeat the undead and take their gear.

APL 2:	L: 61 gp; C: 0 gp; M: 0
APL 4:	L: 62 gp; C: 0 gp; M: 0
APL 6:	L: 81 gp; C: 0 gp; M: 0
APL 8:	L: 69 gp; C: 0 gp; M: +1 longsword (Value 347 gp per character).
APL 10:	L: 97 gp; C: 0 gp; M: +1 longsword (Value 347 gp per character); +1 short sword (Value 346 gp per character); Quaal's feather token (whip) (Value 75 gp per character).

Encounter 6: The Gauntlet

Defeat Vekona and take the coin of dark slumbers.

APL 2:	L: 0 gp; C: 0 gp; M: coin of dark slumbers (Value 75 gp per character).
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APL 4: L: 0 gp; C: 0 gp; M: *coin of dark slumbers* (Value 120 gp per character).

APL 6: L: 0 gp; C: 0 gp; M: *coin of dark slumbers* (Value 120 gp per character).

APL 8: L: 0 gp; C: 0 gp; M: *coin of dark slumbers* (Value 120 gp per character).

APL 10: L: 0 gp; C: 0 gp; M: *coin of dark slumbers* (Value 120 gp per character).

Total Possible Treasure

APL 2: 171 gp

APL 4: 222 gp

APL 6: 253 gp

APL 8: 602 gp

APL 10: 1135 gp

Adventure Certificate

Coin of Dark Slumbers: This tarnished golden coin displays a grinning skull on one side, and a crescent moon ensnared in a spider's web on the other. The owner of this coin is plagued by nightmares the night of each full moon causing them to awaken *fatigued*. This effect occurs whether the owner is capable of sleep or not. One time per week, the user may place the coin underneath their tongue and say the word "void" creating an area of magical *darkness* centered upon themselves that the user can see normally in, as per the *blacklight* spell. The effect lasts for 5 rounds.

Caster Level: 5th; *Prerequisites*: Craft Wonderous Item, *blacklight*; *Market Price*: 800 gp; *Weight*: -; *Frequency*: Regional.

Blacklight

Evocation [Darkness]

Level: Darkness 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: A 20-ft.-radius emanation centered on a creature, object, or point in space

Duration: 1 round/level

Saving Throw: Will negates or none (object)

Spell Resistance: Yes or no (object)

You create an area of total darkness. The darkness is impenetrable to normal vision and darkvision, but you can see normally within the blacklit area. Creatures outside the spell's area, even you, cannot see through it.

You can cast the spell on a point in space, but the effect is stationary unless you cast in on a mobile object. You can cast the spell on a creature, and the effect then radiates from the creature and moves as it moves. Unattended objects and points in space do not get saving throws or benefit from spell resistance.

Blacklight counters or dispels any light spell of equal or lower level, such as *daylight*. The 3rd-level cleric spell *daylight* counters or dispels *blacklight*.

Material Component: A piece of coal and the dried eyeball of any creature.

APPENDIX I: NPCS

ENCOUNTER 1: THE WOUNDED BIRD

☛ **Yiari:** Female human Com3; CR 2; Medium-size humanoid (human); HD 3d4+3; hp 13; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk +1 melee (1d8/x3, shortspear) or +2 ranged (1d8/x3, shortspear); AL CG; SV Fort +2, Ref +2, Will +2; Str 10, Dex 12, Con 13, Int 11, Wis 13, Cha 11.

Skills and Feats: Craft (weaving) +8, Handle Animal +2, Listen +3, Ride +3, Spot +3, Swim +2, Use Rope +3; Endurance, Simple Weapon Proficiency (shortspear), Skill Focus (Craft – weaving).

Possessions: shortspear, needles, thread, handcart, big blanket, food and water for the trip.

Personality Traits: strong, determined, and appreciative.

☛ **Yarella, Serdus, Gword, and little Aivia:** Male/Female human Com1; CR 1/2; Medium-size humanoid (human); HD 1d4; hp 4; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk -2 melee (1d3-2, unarmed strike); AL CG; SV Fort +0, Ref +1, Will +0; Str 7, Dex 12, Con 10, Int 10, Wis 11, Cha 12.

Skills and Feats: Climb +1, Craft (weaving) +4, Handle Animal +3, Listen +1, Swim +1, Use Rope +2; Run, Skill Focus (Craft – weaving).

Personality Traits: Yarella – maternal; Serdus and Gword – troublesome; Aivia – afraid but sweet.

ENCOUNTER 4: NIGHT FALLS

APL 2 (EL 3)

☛ **Etherspitters* (2):** CR 2; Small Aberration; HD 3d8; hp 15; Init +8; Spd 40 ft.; AC 19 (touch 15, flat-footed 15); Atk +4 melee (1d6+2, bite); SA Ethereal spit, steal dead; SQ Stick, minor fading, fast healing 1, chitter; AL N; SV Fort +1, Ref +5, Will +3; Str 14, Dex 18, Con 11, Int 1, Wis 10, Cha 10.

Skills and Feats: Listen +3, Spot +3; Improved Initiative.

*See Appendix II: New Rules for additional information.

APL 4 (EL 5)

☛ **Etherspitters* (4):** CR 2; Small Aberration; HD 3d8; hp 15; Init +8; Spd 40 ft.; AC 19 (touch 15, flat-footed 15); Atk +4 melee (1d6+2, bite); SA Ethereal spit, steal dead; SQ Stick, minor fading, fast healing 1, chitter; AL N; SV Fort +1, Ref +5, Will +3; Str 14, Dex 18, Con 11, Int 1, Wis 10, Cha 10.

Skills and Feats: Listen +3, Spot +3; Improved Initiative.

*See Appendix II: New Rules for additional information.

APL 6 (EL 7)

☛ **Etherspitters* (3):** CR 2; Small Aberration; HD 3d8; hp 15; Init +8; Spd 40 ft.; AC 19 (touch 15, flat-footed

15); Atk +4 melee (1d6+2, bite); SA Ethereal spit, steal dead; SQ Stick, minor fading, fast healing 1, chitter; AL N; SV Fort +1, Ref +5, Will +3; Str 14, Dex 18, Con 11, Int 1, Wis 10, Cha 10.

Skills and Feats: Listen +3, Spot +3; Improved Initiative.

*See Appendix II: New Rules for additional information.

☛ **Etherhulk*:** CR 4; Large Aberration; HD 6d8+24; hp 51; Init +1; Spd 30 ft.; AC 19 (touch 10, flat-footed 18); Atk +10 melee (1d6+6, 2 claws); Face/Reach 5 ft. by 5 ft./10 ft.; SA Rend 2d6+9, dazing gaze; SQ Minor fading, fast healing 1; AL N; SV Fort +6, Ref +3, Will +5; Str 23, Dex 13, Con 19, Int 6, Wis 11, Cha 10.

Skills and Feats: Listen +10, Spot +7, Climb +8, Jump +9; Multi-attack.

*See Appendix II: New Rules for additional information.

☛ **Etherscout*:** CR 3; Medium-size aberration; HD 4d8+4; hp 22; Init +5; Spd 30 ft., fly 60 ft. (good); AC 17 (touch 15, flat-footed 12); Atk +4 melee (1d8+1, bite) and +2 melee (1d6, 2 claws) SA Breath weapon; SQ Darkvision 60 ft., ethereal jaunt, fast healing 1; AL N; SV Fort +2, Ref +6, Will +4; Str 12, Dex 20, Con 13, Int 7, Wis 11, Cha 10.

Skills and Feats: Move Silently +10, Listen +6, Spot +11; Flyby Attack, Multiattack.

*See Appendix II: New Rules for additional information.

APL 8 (EL 9)

☛ **Etherspitters* (3):** CR 2; Small Aberration; HD 3d8; hp 15; Init +8; Spd 40 ft.; AC 19 (touch 15, flat-footed 15); Atk +4 melee (1d6+2, bite); SA Ethereal spit, steal dead; SQ Stick, minor fading, fast healing 1, chitter; AL N; SV Fort +1, Ref +5, Will +3; Str 14, Dex 18, Con 11, Int 1, Wis 10, Cha 10.

Skills and Feats: Listen +3, Spot +3; Improved Initiative.

*See Appendix II: New Rules for additional information.

☛ **Etherhulk, Advanced*:** CR 8; Huge Aberration; HD 14d8+84; hp 140; Init +0; Spd 30 ft.; AC 20 (touch 10, flat-footed 20); Atk +18 melee (1d8+10/19-20, 2 claws); Face/Reach 10 ft. by 10 ft./15 ft.; SA Rend 2d8+15, dazing gaze; SQ Minor fading, fast healing 1; AL N; SV Fort +10, Ref +4, Will +9; Str 31, Dex 11, Con 23, Int 6, Wis 11, Cha 10.

Skills and Feats: Listen +14, Spot +11, Climb +16, Jump +17; Improved Critical (claw), Multi-attack, Power Attack.

*See Appendix II: New Rules for additional information.

☛ **Etherscout*:** CR 3; Medium-size aberration; HD 4d8+4; hp 22; Init +5; Spd 30 ft., fly 60 ft. (good); AC 17

(touch 15, flat-footed 12); Atk +4 melee (1d8+1, bite) and +2 melee (1d6, 2 claws) SA Breath weapon; SQ Darkvision 60 ft., ethereal jaunt, fast healing 1; AL N; SV Fort +2, Ref +6, Will +4; Str 12, Dex 20, Con 13, Int 7, Wis 11, Cha 10.

Skills and Feats: Move Silently +10, Listen +6, Spot +11; Flyby Attack, Multiattack.

*See Appendix II: New Rules for additional information.

APL 10 (EL 11)

➤ **Etherspitters*** (7): CR 2; Small Aberration; HD 3d8; hp 15; Init +8; Spd 40 ft.; AC 19 (touch 15, flat-footed 15); Atk +4 melee (1d6+2, bite); SA Ethereal spit, steal dead; SQ Stick, minor fading, fast healing 1, chitter; AL N; SV Fort +1, Ref +5, Will +3; Str 14, Dex 18, Con 11, Int 1, Wis 10, Cha 10.

Skills and Feats: Listen +3, Spot +3; Improved Initiative.

*See Appendix II: New Rules for additional information.

➤ **Etherhulk, Advanced***: CR 8; Huge Aberration; HD 14d8+84; hp 140; Init +0; Spd 30 ft.; AC 20 (touch 10, flat-footed 20); Atk +18 melee (1d8+10/19-20, 2 claws); Face/Reach 10 ft. by 10 ft./15 ft.; SA Rend 2d8+15, dazing gaze; SQ Minor fading, fast healing 1; AL N; SV Fort +10, Ref +4, Will +9; Str 31, Dex 11, Con 23, Int 6, Wis 11, Cha 10.

Skills and Feats: Listen +14, Spot +11, Climb +16, Jump +17; Improved Critical (claw), Multi-attack, Power Attack.

*See Appendix II: New Rules for additional information.

➤ **Etherscouts*** (5): CR 3; Medium-size aberration; HD 4d8+4; hp 22; Init +5; Spd 30 ft., fly 60 ft. (good); AC 17 (touch 15, flat-footed 12); Atk +4 melee (1d8+1, bite) and +2 melee (1d6, 2 claws) SA Breath weapon; SQ Darkvision 60 ft., ethereal jaunt, fast healing 1; AL N; SV Fort +2, Ref +6, Will +4; Str 12, Dex 20, Con 13, Int 7, Wis 11, Cha 10.

Skills and Feats: Move Silently +10, Listen +6, Spot +11; Flyby Attack, Multiattack.

*See Appendix II: New Rules for additional information.

ENCOUNTER 5: WE ARE LEGION

APL 2 (EL 2)

➤ **Armek (ghoul)**: CR 1; Medium-size undead; HD 2d12; hp 16; Init +2; Spd 30 ft.; AC 17 (touch 12, flat-footed 15); Atk +3 melee (1d6+1 and paralysis) and -2 melee (1d8+2*/19-20, longsword) or +3 ranged (1d8/x3, longbow); SA Paralysis, create spawn; SQ Undead, +2 turn resistance; AL CE; SV Fort +0, Ref +2, Will +5; Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 16.

Skills and Feats: Climb +6, Escape Artist +7, Hide +7, Intuit Direction +3, Jump +6, Listen +7, Move Silently +7, Search +6, Spot +7; Multiattack, Weapon Finesse (bite).

Possessions: masterwork longsword, longbow, 20 arrows, studded leather armor.

*For the purpose of this APL, Armek's longsword is the beneficiary of a *greater magic weapon* spell, cast at 3rd level, which makes it a +1 weapon. It remains so through the end of Encounter 6, so the characters may use it in combat with the shadow.

➤ **Elven Skeletons (2)**: CR 1/2; Medium-size undead; HD 1d12; hp 6; Init +5; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +0 melee (1d6/19-20, short sword) or +1 ranged (1d8/x3, longbow); SQ Undead, immunities; AL N; SV Fort +0, Ref +1, Will +2; Str 10, Dex 12, Con -, Int -, Wis 10, Cha 11.

Feats: Improved Initiative.

Possessions: leather armor, short sword, longbow, 20 arrows.

Physical Description: These creatures appear and act in all ways as grugach. Upon their destruction, their true appearance as skeletons becomes known.

APL 4 (EL 4)

➤ **Armek (ghoul)**: Male ghoulish Rgr1/Ftr1; CR 3; Medium-size undead; HD 2d12+2d10; hp 28; Init +2; Spd 30 ft.; AC 17 (touch 12, flat-footed 15); Atk +5 melee (1d6+1 and paralysis) or +4 melee (1d8+3*/19-20, longsword) and +3 melee (1d6+1/19-20, short sword) or +5 ranged (1d8/x3, longbow); SA Paralysis, create spawn, favored enemy (humans); SQ Undead, +2 turn resistance; AL CE; SV Fort +4, Ref +2, Will +5; Str 14, Dex 15, Con -, Int 13, Wis 14, Cha 16.

Skills and Feats: Climb +8, Escape Artist +7, Hide +7, Intuit Direction +3, Jump +9, Listen +7, Move Silently +7, Search +6, Spot +7, Wilderness Lore +7; Multiattack, Power Attack, Sunder, Track, Weapon Finesse (bite).

Possessions: masterwork longsword, short sword, longbow, 20 arrows, studded leather armor.

*For the purpose of this APL, Armek's longsword is the beneficiary of a *greater magic weapon* spell, cast at 3rd level, which makes it a +1 weapon. It remains so through the end of Encounter 6, so the characters may use it in combat with the shadow.

➤ **Elven Skeletons (2)**: CR 1/2; Medium-size undead; HD 1d12; hp 6; Init +5; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +0 melee (1d6/19-20, short sword) or +1 ranged (1d8/x3, longbow); SQ Undead, immunities; AL N; SV Fort +0, Ref +1, Will +2; Str 10, Dex 12, Con -, Int -, Wis 10, Cha 11.

Feats: Improved Initiative.

Possessions: leather armor, short sword, longbow, 20 arrows.

Physical Description: These creatures appear and act in all ways as grugach. Upon their destruction, their true appearance as skeletons becomes known.

APL 6 (EL 6)

➤ **Armek (ghoul)**: Male ghoulish Rgr1/Ftr3; CR 5; Medium-size undead; HD 2d12+4d10; hp 40; Init +2;

Spd 30 ft.; AC 17 (touch 12, flat-footed 15); Atk +7 melee (1d6+1 and paralysis) or +6 melee (1d8+3*/19-20, longsword) and +5 melee (1d6+1/19-20, short sword) or +7 ranged (1d8/x3, longbow); SA Paralysis, create spawn, favored enemy (humans); SQ Undead, +2 turn resistance; AL CE; SV Fort +5, Ref +3, Will +6; Str 14, Dex 15, Con -, Int 13, Wis 14, Cha 16.

Skills and Feats: Climb +10, Escape Artist +7, Hide +7, Intuit Direction +3, Jump +11, Listen +7, Move Silently +7, Search +6, Spot +7, Wilderness Lore +8; Dodge, Mobility, Multiattack, Power Attack, Sunder, Track, Weapon Finesse (bite).

Possessions: masterwork longsword, short sword, longbow, 20 arrows, studded leather armor.

*For the purpose of this APL, Armek's longsword is the beneficiary of a *greater magic weapon* spell, cast at 3rd level, which makes it a +1 weapon. It remains so through the end of Encounter 6, so the characters may use it in combat with the shadow.

➤ **Elven Ghouls (4):** CR 1; Medium-size undead; HD 2d12; hp 13; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +3 melee (1d6+1 and paralysis, bite) and -2 melee (1d6+1/19-20, short sword) or +3 ranged (1d8/x3, longbow); SA Paralysis, create spawn; SQ Undead, +2 turn resistance; AL CE; SV Fort +0, Ref +2, Will +5; Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 16.

Skills and Feats: Climb +6, Escape Artist +7, Hide +7, Intuit Direction +3, Jump +6, Listen +7, Move Silently +7, Search +6, Spot +7; Multiattack, Weapon Finesse (bite).

Possessions: leather armor, short sword, longbow, 20 arrows.

Physical Description: These creatures appear and act in all ways as grugach. Upon their destruction, their true appearance as ghouls becomes known.

APL 8 (EL 8)

➤ **Armek (ghoul):** Male ghoule Rgr1/Ftr4/Rog1; CR 7; Medium-size undead; HD 2d12+5d10+1d6; hp 50; Init +2; Spd 30 ft.; AC 17 (touch 12, flat-footed 15); Atk +9 melee (1d6+1 and paralysis) or +8/+3 melee (1d8+3/19-20, longsword) and +6 melee (1d6+1/19-20, short sword) or +9/+4 ranged (1d8/x3, longbow); SA Paralysis, create spawn, favored enemy (humans), sneak attack (+1d6); SQ Undead, +2 turn resistance; AL CE; SV Fort +6, Ref +6, Will +6; Str 14, Dex 16, Con -, Int 13, Wis 14, Cha 16.

Skills and Feats: Climb +10, Escape Artist +8, Hide +8, Intuit Direction +3, Jump +11, Listen +7, Move Silently +9, Search +6, Spot +7, Tumble +13, Wilderness Lore +8; Dodge, Mobility, Multiattack, Power Attack, Sunder, Track, Weapon Finesse (bite), Weapon Focus (longsword).

Possessions: +1 longsword, short sword, longbow, 20 arrows, studded leather armor.

➤ **Elven Ghouls (6):** CR 1; Medium-size undead; HD 2d12; hp 13; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +3 melee (1d6+1 and paralysis, bite) and

-2 melee (1d6+1/19-20, short sword) or +3 ranged (1d8/x3, longbow); SA Paralysis, create spawn; SQ Undead, +2 turn resistance; AL CE; SV Fort +0, Ref +2, Will +5; Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 16.

Skills and Feats: Climb +6, Escape Artist +7, Hide +7, Intuit Direction +3, Jump +6, Listen +7, Move Silently +7, Search +6, Spot +7; Multiattack, Weapon Finesse (bite).

Possessions: leather armor, short sword, longbow, 20 arrows.

Physical Description: These creatures appear and act in all ways as grugach. Upon their destruction, their true appearance as ghouls becomes known.

APL 10 (EL 10)

➤ **Armek (ghoul):** Male ghoule Rgr1/Ftr5/Rog2; CR 9; Medium-size undead; HD 2d12+6d10+2d6; hp 60; Init +2; Spd 30 ft.; AC 17 (touch 12, flat-footed 15); Atk +11 melee (1d6+1 and paralysis) or +10/+5 melee (1d8+5/19-20, longsword) and +9 melee (1d6+2/19-20, short sword) or +11/+6 ranged (1d8/x3, longbow); SA Paralysis, create spawn, favored enemy (humans), sneak attack (+1d6); SQ Undead, +2 turn resistance, evasion; AL CE; SV Fort +6, Ref +6, Will +6; Str 14, Dex 17, Con -, Int 13, Wis 14, Cha 16.

Skills and Feats: Climb +10, Escape Artist +9, Hide +14, Intuit Direction +3, Jump +11, Listen +7, Move Silently +14, Search +6, Spot +7, Tumble +13, Wilderness Lore +8; Dodge, Mobility, Multiattack, Power Attack, Sunder, Track, Weapon Finesse (bite), Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: +1 longsword, +1 short sword, longbow, 20 arrows, studded leather armor, Quaal's feather token (whip).

➤ **Elven Ghouls (9):** CR 1; Medium-size undead; HD 2d12; hp 13; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +3 melee (1d6+1 and paralysis, bite) and -2 melee (1d6+1/19-20, short sword) or +3 ranged (1d8/x3, longbow); SA Paralysis, create spawn; SQ Undead, +2 turn resistance; AL CE; SV Fort +0, Ref +2, Will +5; Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 16.

Skills and Feats: Climb +6, Escape Artist +7, Hide +7, Intuit Direction +3, Jump +6, Listen +7, Move Silently +7, Search +6, Spot +7; Multiattack, Weapon Finesse (bite).

Possessions: leather armor, short sword, longbow, 20 arrows.

Physical Description: These creatures appear and act in all ways as grugach. Upon their destruction, their true appearance as ghouls becomes known.

ENCOUNTER 6: THE GAUNTLET

APL 2 (EL 4)

➤ **Vekona:** Male shadow Nec1; CR 4; Medium-size undead (incorporeal); HD 3d12+1d4; hp 23; Init +2; Spd 30 ft., fly 40 ft. (good); AC 13 (touch 13, flat-footed 11); Atk +3 melee (1d6 temporary Strength, incorporeal

touch); SA Strength damage, create spawn, spells; SQ Undead, incorporeal, +2 turn resistance; AL CE; SV Fort +1, Ref +3, Will +6; Str -, Dex 14, Con -, Int 15, Wis 12, Cha 13.

Skills and Feats: Concentration +2, Hide +8, Intuit Direction +5, Listen +7, Spellcraft +4, Spot +7; Dodge, Scribe Scroll.

Possessions: coin of dark slumbers*.

Spells Prepared (4/3; base DC = 12 + spell level): 0 – detect magic, disrupt undead, ghost sound, resistance; 1st – cause fear, mage armor, magic missile.

*See Appendix II: New Rules for additional information.

APL 4 (EL 6)

➤ **Vekona:** Male shadow Nec3; CR 6; Medium-size undead (incorporeal); HD 3d12+3d4; hp 29; Init +2; Spd 30 ft., fly 40 ft. (good); AC 13 (touch 13, flat-footed 11); Atk +4 melee (1d6 temporary Strength, incorporeal touch); SA Strength damage, create spawn, spells; SQ Undead, incorporeal, +2 turn resistance; AL CE; SV Fort +2, Ref +4, Will +7; Str -, Dex 14, Con -, Int 15, Wis 12, Cha 13.

Skills and Feats: Concentration +6, Hide +8, Intuit Direction +5, Listen +7, Spellcraft +6, Spot +8; Dodge, Scribe Scroll, Spell Focus (Necromancy).

Possessions: coin of dark slumbers*.

Spells Prepared (5/4/3; base DC = 12 + spell level; 14 + spell level for Necromancy spells): 0 – detect magic, disrupt undead, ghost sound (2), resistance; 1st – cause fear, mage armor, magic missile (2); 2nd – choke*, false life*, resist elements.

*See Appendix II: New Rules for additional information.

APL 6 (EL 8)

➤ **Vekona:** Male shadow Nec5; CR 8; Medium-size undead (incorporeal); HD 3d12+5d4; hp 35; Init +2; Spd 30 ft., fly 40 ft. (good); AC 13 (touch 13, flat-footed 11); Atk +5 melee (1d6 temporary Strength, incorporeal touch); SA Strength damage, create spawn, spells; SQ Undead, incorporeal, +2 turn resistance; AL CE; SV Fort +2, Ref +4, Will +8; Str -, Dex 14, Con -, Int 16, Wis 12, Cha 13.

Skills and Feats: Concentration +9, Hide +8, Intuit Direction +5, Listen +7, Scry +9, Spellcraft +8, Spot +8; Dodge, Empower Spell, Scribe Scroll, Spell Focus (Necromancy).

Possessions: coin of dark slumbers*.

Spells Prepared (5/5/4/3; base DC = 13 + spell level; 15 + spell level for Necromancy spells): 0 – detect magic, disrupt undead, ghost sound (2), resistance; 1st – cause fear, mage armor, magic missile (2), negative energy ray*; 2nd – choke*, false life*, resist elements, spectral hand; 3rd – haste, negative energy burst*, vampiric touch.

*See Appendix II: New Rules for additional information.

APL 8 (EL 10)

➤ **Vekona:** Male shadow Nec7; CR 10; Medium-size undead (incorporeal); HD 3d12+7d4; hp 41; Init +2; Spd 30 ft., fly 40 ft. (good); AC 13 (touch 13, flat-footed 11); Atk +6 melee (1d6 temporary Strength, incorporeal touch); SA Strength damage, create spawn, spells; SQ Undead, incorporeal, +2 turn resistance; AL CE; SV Fort +3, Ref +5, Will +9; Str -, Dex 14, Con -, Int 16, Wis 12, Cha 13.

Skills and Feats: Concentration +11, Hide +9, Intuit Direction +5, Listen +8, Scry +11, Spellcraft +10, Spot +8; Dodge, Empower Spell, Greater Spell Focus (Necromancy)*, Scribe Scroll, Spell Focus (Necromancy).

Possessions: coin of dark slumbers*.

Spells Prepared (5/6/5/4/2; base DC = 13 + spell level; 17 + spell level for Necromancy spells): 0 – detect magic, disrupt undead, ghost sound (2), resistance; 1st – chill touch, mage armor, magic missile (2), negative energy ray*, shield; 2nd – choke*, false life*, resist elements, see invisibility, spectral hand; 3rd – haste, negative energy burst*, vampiric touch (2); 4th – negative energy wave*, Otiluke's dispelling screen*.

*See Appendix II: New Rules for additional information.

APL 10 (EL 12)

➤ **Vekona:** Male shadow Nec9; CR 12; Medium-size undead (incorporeal); HD 3d12+9d4; hp 47; Init +2; Spd 30 ft., fly 40 ft. (good); AC 13 (touch 13, flat-footed 11); Atk +8 melee (1d6 temporary Strength, incorporeal touch); SA Strength damage, create spawn, spells; SQ Undead, incorporeal, +2 turn resistance; AL CE; SV Fort +4, Ref +6, Will +10; Str -, Dex 14, Con -, Int 17, Wis 12, Cha 13.

Skills and Feats: Concentration +13, Hide +9, Intuit Direction +5, Listen +9, Scry +13, Spellcraft +12, Spot +9; Dodge, Empower Spell, Greater Spell Focus (Necromancy)*, Scribe Scroll, Spell Focus (Necromancy), Weapon Focus (touch attacks).

Possessions: coin of dark slumbers*.

Spells Prepared (5/6/6/5/3/2; base DC = 13 + spell level; 17 + spell level for Necromancy spells): 0 – detect magic, disrupt undead, ghost sound (2), resistance; 1st – chill touch, mage armor, magic missile (2), negative energy ray*, shield; 2nd – blur, choke*, mirror image, resist elements, see invisibility, spectral hand; 3rd – haste, magic missile (empowered), negative energy burst*, vampiric touch (2); 4th – false life (empowered)*, negative energy wave*, Otiluke's dispelling screen*; 5th – dominate person, vampiric touch (empowered).

*See Appendix II: New Rules for additional information.

APPENDIX II: NEW RULES

ETHERSPITTER

Small Aberration

Hit Dice: 3d8 (15 hp)

Initiative: +8 (+4 Dex, +4 Improved Initiative)

Speed: 40 ft.

AC: 19 (+4 Dex, +1 size, +4 natural)

Attacks: Bite +4

Damage: Bite 1d6+2

Special Attacks: Ethereal Spit, Steal Dead

Special Qualities: Stick, Minor Fading, Fast Healing 1, Chitter

Saves: Fort +1, Ref +5, Will +3

Abilities: Str 14, Dex 18, Con 11, Int 1, Wis 10, Cha 10

Skills: Listen +3, Spot +3

Feats: Improved Initiative

Climate/Terrain: Any land and underground

Organization: Unknown

Challenge Rating: 2

Treasure: None

Alignment: Always Neutral

Advancement: 3 – 4 HD (Small); 5 – 9 HD (Medium-size)

Etherspitters look like heavily armored beetles with a large single multifaceted eye in the center of their heads. Directly below this eye is a pair of razor sharp mandibles. Mounted in the center of their back is a large orifice from which they spit a stream of deadly liquid used in sending matter from the material to the ethereal plane. They have 100 thin chitinous legs that allow them to climb virtually any surface.

Ethereal Spit (Su): Opposed to a bite attack, the Etherspitter can issue forth a gob of highly magical spit. Treat this attack as a +6 ranged touch attack with a range of 10 feet. Anything hit by this spit receives 1d8 points of damage as a portion of the target is forcefully shifted to the Ethereal plane. This spit can be used on objects as well as living beings and ignores any hardness the object might possess. This spit causes has no effect within the area of a *dimensional anchor* spell or similar effect that prevents planar travel. This ability can be used every round.

Steal Dead (Su): As a full round action, the Etherspitter can shift the entire body of a dead creature to the Ethereal plane. This ability may only be used on dead creatures of size large or smaller. If damaged during this action, the shift is disrupted. This ability may only be used if three or more Etherspitters participate in the action. This ability cannot be used within the area of a *dimensional anchor* spell or other similar effect that prevents planar travel.

Stick (Ex): The many legs of an Etherspitter allow it to move at full speed along any surface. This effect is similar to that of *spider climb* but without the speed restriction.

Minor Fading (Su): With this ability, the Etherspitter can shift between the Ethereal Plane and the Material Plane. This feat takes 1d6 rounds to complete during which time, the Etherspitter is considered incorporeal to creatures on both planes in that it requires +1 weapons to hit, and has a 50% chance to ignore the damage from any corporeal source. The Etherspitter can take only move actions during this period. Activating this ability is a move equivalent action. The use of this ability is not possible within the area of a *dimensional anchor* spell or other magic that prevents planar travel.

Fast Healing 1 (Ex): With this ability the Etherspitter recovers 1 hit point per round spent on the Ethereal Plane. An Etherspitter reduced to -10 hit points still dies however. This ability has no effect on the Material Plane.

Chitter (Ex): The Etherspitter emits a constant clicking noise. This noise ruins any attempt at surprise that the creature might attempt to gain and results in a -8 circumstance penalty to any Move Silently skill check.

ETHERHULK

Large Aberration

Hit Dice: 6d8+24 (51 hp)

Initiative: +1 (+1 Dex)

Speed: 30 ft.

AC: 19 (-1 size, +1 Dex, +9 natural)

Attacks: 2 claws +10 melee

Damage: 2 claws 1d6+6

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Rend 2d6+9, dazing gaze

Special Qualities: Minor fading, fast healing 1

Saves: Fort +6, Ref +3, Will +5
Abilities: Str 23, Dex 13, Con 19, Int 6, Wis 11, Cha 10
Skills: Listen +10, Spot +7, Climb +8, Jump +9
Feats: Multiattack
Climate/Terrain: Any
Organization: Pod (2-4), Swarm (6-10)
Challenge Rating: 4
Treasure: None
Alignment: Always neutral
Advancement: 5-10 HD (Large); 11-20 HD (Huge)

Etherhulks are the grunt combat troops of the ether race that dwells deep within the ethereal. These creatures exist only to protect other ether creatures and assault sources of food so the Etherspitters can do their work.

Etherhulks are massive creatures that look like a cross between a large ape and a black beetle. Their two powerful arms end in wicked looking claws that can tear through flesh and iron like it was paper. Their heads are squat and have two large multi-lense eyes that daze those who look directly into them. Their bodies are completely covered in thick chitinous plating, which can shrug off all but the mightiest of blows.

Etherhulks speak only their own twisted alien language, which is a combination of high-pitched clicks and body movements.

Combat

When faced with combat, the etherhulks primary goal is to do as much damage as possible to anything moving. It has no regard for its own safety but does protect other ether creatures to the best of its abilities.

Rend (Ex): If an etherhulk hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Minor Fading (Su): With this ability, the etherhulk can shift between the Ethereal Plane and the Material Plane. This feat takes 1d6 rounds to complete during which time, the etherhulk is considered incorporeal to creatures on both planes in that it requires +1 weapons to hit, and has a 50% chance to ignore the damage from any corporeal source. The etherhulk can take only move actions during this period. Activating this ability is a move-equivalent action. The use of this ability is not possible within the area of a *dimensional anchor* or other magic that prevents planar travel.

Fast Healing 1 (Ex): With this ability the etherhulk recovers 1 hit point per round spent on the Ethereal Plane. An etherhulk reduced to -10 hit points still dies however. This ability has no effect on the material plane.

Dazing Gaze (Su): This ability works exactly the same as the *daze* spell, only with no HD restrictions. The etherhulk can use this ability at up to a 30 ft. range, and requires a Will save (DC 13) to avoid.

ETHERSCOUT

Medium-size Aberration

Hit Dice: 4d8+4 (22 hp)

Initiative: +5 (+5 Dex)

Speed: 30 ft., fly 60 ft. (good)

AC: 17 (+5 Dex, +2 natural)

Attacks: Bite +4 melee, 2 claws +2 melee

Damage: Bite 1d8+1, claw 1d6

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Breath weapon

Special Qualities: Darkvision 60 ft., ethereal jaunt, fast healing 1

Saves: Fort +2, Ref +6, Will +4

Abilities: Str 12, Dex 20, Con 13, Int 7, Wis 11, Cha 10

Skills: Move Silently +12, Listen +6, Spot +11*

Feats: Flyby attack, multiattack

Climate/Terrain: Any

Organization: Swarm (2-5), Plague (6-11)

Challenge Rating: 3

Treasure: None

Alignment: Always neutral

Advancement: 5-6 HD (Medium-size); 7-11 HD (Large)

Etherscouts are the mobile, advance forces of the ether races. They attempt to locate and incapacitate suitable prey for the slower ether races to use, or observe new hunting grounds and report their findings back to their superiors.

Etherscouts are strange-looking creatures indeed. Their five-foot long bodies, covered with a thin, chitin-like hide, sit atop six long legs (the creature stands about four feet tall). A pair of seven-foot insectoid wings is at both ends of the body. Underneath the wings, a cluster of small amber-colored eyes can be found. Its mouth, a pair of mandibles, is on the underside of the creature (in-between its legs). It is from this orifice that its paralytic gas issues forth, spraying out in a sickly yellow-green mist.

Etherscouts speak only their own twisted alien language, which is a combination of high-pitched clicks and body movements.

Combat

An etherscout often attempts to incapacitate as many foes as possible with its breath weapon. If it is heavily outnumbered, it attempts to fly off, or use its ethereal jaunt ability to leave the area. It relies on its swift airborne speed and maneuverability when combat cannot be avoided.

Breath Weapon (Su): Paralysis (1d4 hours), cone, 30 feet, every 2d4 rounds (but no more than four times per day); Fortitude save (DC 13).

Ethereal Jaunt (Su): An etherscout can shift from the Ethereal Plane to the Material Plane as a free action, and can shift back again as a move-equivalent action (or as part of a move-equivalent action). This ability is otherwise identical with *ethereal jaunt* cast by a 15th-level sorcerer.

Fast Healing 1 (Ex): An etherscout recovers 1 hit point per round spent on the Ethereal Plane. If reduced to -10 hit points or lower, the etherscout still dies. This ability has no effect on the Material Plane.

Skills: *Etherscouts receive a +4 racial bonus to Spot checks, due to their numerous eyes.

FEATS AND SPELLS AS PRESENTED IN *TOME AND BLOOD*

Greater Spell Focus [General]

Choose a school of magic to which you already have applied the Spell Focus feat. Your magic spells of that school are now even more potent.

Prerequisites: Spell Focus.

Benefit: Add +4 DC for all saving throws against spells from the school of magic you select to focus on. This supersedes (does not stack with) the bonus from Spell focus.

Special: You can select this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic.

Choke

Conjuration (Creation) [Force]

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: one creature up to size Large (see text)

Duration: 1 round/level

Saving Throw: Reflex half (see text)

Spell Resistance: Yes

A pair of invisible hands made of pure force spring into existence around the target's throat and begin to strangle it. Only aberrations, animals, beasts, fey, giants, humanoids, magical beasts, monstrous humanoids, outsiders, and shapechangers can be affected. The hands cannot be attacked or damaged.

The target takes 1d4 points of damage per round but can make a reflex save each round for half damage. All attack rolls and checks the target makes while being choked suffer a -2 circumstance penalty; if the check involves speaking, the circumstance penalty is -4. Spellcasting is possible, but the target must make a successful Concentration check (DC 10 + spell level + ½ the last damage dealt) or lose the spell. The -2 circumstance penalty also applies to the check, or -4 if the spell has a verbal component.

Material Component: A handkerchief or similar-sized piece of cloth that has been tied in a knot.

False Life

Necromancy

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 full round

Range: Touch

Effect: Living creature touched
Duration: 1 hour/level or until discharged (see text)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

You grant yourself limited power to avoid death. While this spell is in effect, you gain 1d10 temporary hit points, +1 per level (maximum 1d10+10).

Material Component: A amount of alcohol or distilled spirits, which you use to trace certain sigils on your body during casting. These sigils cannot be seen once the alcohol or spirits evaporate.

Negative Energy Burst

Necromancy
Level: Sor/Wiz 3
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: 20-ft. radius burst
Duration: Instantaneous
Saving Throw: Will half (see text)
Spell Resistance: Yes

You release a silent burst of negative energy from a point you indicate.

The burst deals 1d8 points of damage to living creatures in the area +1 point per caster level (maximum 1d8+10). A successful Will save reduces the damage by half.

Since undead are powered by negative energy, this spell cures them of a like amount of damage, rather than harming them.

Negative Energy Ray

Necromancy
Level: Sor/Wiz 1
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Ray
Duration: Instantaneous
Saving Throw: Will half (see text)
Spell Resistance: Yes

A ray of negative energy projects from your pointing finger. You must succeed at a ranged touch attack with the ray to deal damage to a target. The ray deals 1d6 points of damage to a living creature.

For every two extra levels of experience past the 1st, you deal an extra 1d6 points of damage. You deal 2d6 at 3rd level, 3d6 at 5th level, 4d6 at 7th level, and a maximum of 5d6 points of damage at 9th level or higher.

Since Undead are powered by negative energy, this spell cures a like amount of damage, rather than harming them.

Material Component: A mirror, which you break.

Negative Energy Wave

Necromancy
Level: Sor/Wiz 4
Components: V, S
Casting Time: 1 action
Range: 50 ft.
Effect: 50-ft. radius burst, centered on you
Duration: Instantaneous (see text)
Saving Throw: Will negates (see text)
Spell Resistance: Yes

You release a silent burst of negative energy from your body.

You can affect up to 1d6 HD worth of undead creatures per level (maximum 15d6). Those closest to you are affected first, among equidistant undead creatures, weaker ones are affected first. The spell can have one of two effects, which you select when you cast it.

Rebuked: The undead creatures cower as if in awe. (Treat them as stunned.) The effect lasts 10 rounds.

Bolstered: Undead creatures gain turn resistance of 1d4 + your Charisma modifier (minimum +1). The effect lasts 10 rounds.

Otiluke's Dispelling Screen

Abjuration

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Wall whose area is up to one 10-ft. square/level or a sphere or a hemisphere with a radius of up to 1 ft./level

Duration: 1 minute/level (D)

Saving Throw: No

Spell Resistance: No

You create an opaque, immobile, shimmering screen of violet energy. Any creature or unattended object passing through the screen is affected by a targeted *dispel magic* cast at your caster level (see page 196 of the *Player's Handbook*).

You make a dispel check against the spell or against ongoing spell currently in effect on the object or creature. A dispel check is 1d20+1 per caster level (maximum +10) against a DC of 11 + spell's caster level. The screen has no effect on any items a creature carries.

If an unattended magic item passes through the screen, you make a dispel check against the item's caster level. If you succeed, all the item's magical properties are suppressed for 1d4 rounds.

Spell effects that are not operating on objects or creatures cannot pass through the screen. A *disintegrate* or successful *dispel magic* spell removes *Otiluke's Dispelling Screen*, while an *antimagic field* suppresses it.

Material Component: A sheet of fine lead crystal.

NEW ITEMS

Coin of Dark Slumbers: This tarnished golden coin displays a grinning skull on one side, and a crescent moon ensnared in a spider's web on the other. The owner of this coin is plagued by nightmares the night of each full moon causing them to awaken *fatigued*. This effect occurs whether the owner is capable of sleep or not. One time per week, the user may place the coin underneath their tongue and say the word "void" creating an area of magical *darkness* centered upon themselves that the user can see normally in, as per the *blacklight* spell. The effect lasts for 5 rounds.

Caster Level: 5th; *Prerequisites*: Craft Wondrous Item, *blacklight*; *Market Price*: 800 gp; *Weight*: -; *Frequency*: Regional.

Blacklight

Evocation [Darkness]

Level: Darkness 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: A 20-ft.-radius emanation centered on a creature, object, or point in space

Duration: 1 round/level

Saving Throw: Will negates or none (object)

Spell Resistance: Yes or no (object)

You create an area of total darkness. The darkness is impenetrable to normal vision and darkvision, but you can see normally within the blacklit area. Creatures outside the spell's area, even you, cannot see through it.

You can cast the spell on a point in space, but the effect is stationary unless you cast in on a mobile object. You can cast the spell on a creature, and the effect then radiates from the creature and moves as it moves. Unattended objects and points in space do not get saving throws or benefit from spell resistance.

Blacklight counters or dispels any light spell of equal or lower level, such as *daylight*. The 3rd-level cleric spell *daylight* counters or dispels *blacklight*.

Material Component: A piece of coal and the dried eyeball of any creature.

DM'S AID 1 – DREAM VISIONS

Throughout the adventure, the characters are receiving visions. While these visions appear to be dreamlike, they affect elves during their reverie, and thus can be determined to be more than simple dreams. They are in fact, shared visions of what Maegla the Dreamer sees of the future. They are highly symbolic and may not be completely interpretable. The visions all take place in the first person, though the dreamer has no control of what happens in the vision. It is possible the characters may worry their minds are being tampered with, and take steps to prevent such tampering. Any magical means that would block a *dream* spell, such as a *protection from evil* spell, also blocks the visions. Any character who makes a successful Knowledge (arcana) check (DC 25) determines that someone is attempting to communicate with them. A successful Spellcraft check (DC 20) reveals that while similar to the *dream* spell, it appears to have subtle differences. Do not provide this information unless the character asks for it.

There are six visions, and the module instructs when to hand them out. When determining who should get them, do not repeat any character unless there are less than six players. If there are less than six players, repeat only after all characters have had a vision. If possible, try to match visions appropriately with the character. For example, a vision about not being able to see due to the night is not as appropriate for a dwarf or half-orc with darkvision as it may be for a human or halfling.

Player's Handout	Timeline
1	Encounter 2, before the Undead Attack, three hours into the night
2	Encounter 3, when camping after searching the caravan
3	Encounter 4, second day of travel
4	Encounter 4, fourth day of travel
5	Encounter 4, after fighting the ether creatures in Hollowborough
6	Encounter 5, immediately before proceeding to Encounter 6

DM'S AID2 – THE "GRUGACH" ILLUSION

The cabal of spellcasters leading the army of undead want people to think that the horrors they commit are being caused by grugach. They want humans to be angry at the elves and elves to be confused at their brethren. Having the enemy believe them to be alive also grants them a tactical advantage. As such they have gone to much effort to maintain the illusion that they are an army of grugach. All of the undead have been dressed and equipped appropriately, and all of them have been ordered to behave like grugach by using grugach weapons.

However, this illusion goes far beyond that. The Baklunish man, also called the Night Walker by some, performed horrible experiments upon the fey in the Plane of Shadow. While there he harvested the essence of their magical souls. This power allowed him to create an actual illusion on the entire army. For all intents and purposes, they appear as grugach, they sound like grugach, and they act like grugach. Only their death ends the spell, and then only for the undead slain. But the illusion is not perfect. A *detect magic* is able to detect a moderate aura of Illusion magic (DC 21) about them. A *true seeing* or similar spell reveals the undead for what they are, elven corpses. A *dispel magic* (caster level 18) or similar spell, drops the spell for any undead affected. However, without the aid of magic, there is no way to know if a grugach that one meets is real, or an undead slave; short of killing it, and that is just the way the cabal and the Baklunish man wants it.

PLAYER'S HANDOUT 1

You are on watch. Everyone else has fallen asleep. It is dark in the campsite and the moon has passed behind a cloud. You can barely see the shelter. If not for the candle in the pumpkin, you would be blind. There is a smell, though. You noticed it when you started your watch. It smells of rot. You must have camped near a dead animal, fallen somewhere in the woods. The wind is picking up. It blows the smell of rot to you. It is strong now and you can barely keep from gagging. Then you hear it; a whispering on the wind. Elven voices, thousands of them, murmuring on the wind, as the wind increases, blowing your cloak around you. A woman's voice screams, "*They are coming!*" You awake with a start.

PLAYER'S HANDOUT 2

The flies are everywhere. It is hard to sleep. The constant buzzing is not nearly as bad as the movement on your skin. As hard as you try, you cannot get comfortable. Standing, you go for walk. Admiring the beauty of the forest at night, you hear voices up ahead. Moving past you are a party of five grugach. They pay you no mind, nor do they seem to notice the cloud of flies that surround them. The flies swarm over to you. They bite, and bite, and bite, covering you, crawling into your nose, mouth, and ears. You try to scream, but all that comes out is buzzing, and then you wake.

PLAYER'S HANDOUT 3

It is dark. So dark, you can't see anything. Despite that you are picking your way through the fallen leaves, you can barely hear their rustle. The breeze is oddly warm for this late in the year. It leaves a sickening smell of rot that the frost would normally have covered. Thirst clutches at your throat, but you haven't been able to find water in the darkness. It seems as if it has been dark like this for days. Your legs ache from stumbling, and your face burns where briars have scratched you, leaving blood flowing into your mouth. You are not alone. Things stalk the night. You know it. The oppressive blackness is home to things that cannot stand the light, and you have fully crossed into their domain. It is only a matter of time before they find you, if they haven't already. Claws sinking into your back are the first sign of their presence, followed by the smell of death. You struggle to force the creatures off, but more take their place. You pull your weapon, and swing. You cannot miss, there are so many of them. You are already tired. Your swings come to slowly, the monsters swarm under your defenses, clawing, biting. You cannot hope to win. They pull you down. You awaken to the taste of blood. You have scratched your cheek in your sleep.

PLAYER'S HANDOUT 4

There is a fire. You can smell the forest burning. Smoke is starting to surround your campsite. You try to wake your companions, but they are unconscious from the smoke. It is warm now; the fire is approaching from the east. There is no way you will be able to save them all. "Choose," says an elderly female voice. You are all alone, except for your traveling companions, and the flames; and the flames burn. Just as you struggle to save all your companions, you feel the fires licking at your boots. "Choose," says the voice, "*the flames have nearly burned us all.*" As you struggle, the fires overcome you and your screams, and then you wake up.

PLAYER'S HANDOUT 5

You are standing on a wooden palisade. To your right stands a man wearing the colors of the Rangers of the Vesve, and next to him, a cleric of Ehlonna. They look grim and determined. Looking to your left you see an elf displaying the symbol of the Knights of the High Forest. He looks confused, and saddened. There are some fifty people on the palisade with you. All of them bear wounds, grime, and defeated looks. Wondering what could have affected these brave souls so, you look behind you to Quaalsten. Through the darkness you see women and children fighting small fires in the streets. You can make out the dead and dying tended in the streets. Truly this cannot be. "This will be the last charge," the Ranger says. "When they breach the wall, fall back toward the Hearth of the Unicorn's Heart. We'll make our last stand there. Get ready, they're coming." Confused, you realize you've drawn your weapon. Looking up, you see hundreds, if not thousands of wild elves streaming from the wood. You hear crying. Everyone begins crouching down. That is when you realize three arrows have hit you solidly in the chest. Looking down at your bloody hands, you see the elves cross into the city. Red clouds your vision and you wake up.

PLAYER'S HANDOUT 6

You are running through the woods, clutching at the long sword of your fallen enemy. It is so dark. You can hear the pursuit of your foes close at hand. You never make the safety of Quaalsten in time. You have to stand and fight. There is no light. If only you could see. A scream pierces the rustling quiet of the fallen leaves, and one of your companions on the left crumbles. Where is the attack coming from? You look toward your companion on the right, and as you watch, it looks as if the darkness itself coalesces into a hand and reaches for him, but before you can see any more, all goes black. And then come the screams. You hear your friends fighting against the foe in the darkness. None of them seem able to hurt it. There are strange noises all around you. Somewhere, near you, evil hunts. You lash out with the weapon in your hand, the one you picked off the ground from your last battle. You connect with something not quite solid, but this time, it screams.

A female voice whispers in the darkness, "Your trials are not over. The night comes for you. You are the last. Warn the feathered city of the unicorn. Hurry, Run!"

ENLISTING THE ICONIC

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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