

LEVELS 4-6



Noble Cause Bloodied Hands

By William Tucker



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5th Edition
Compatible

Noble Cause, Bloodied Hands

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A Noble Cause, Bloodied Hands

Chapter One – Partners in Shadow

Challenge Rating

Noble Cause, Bloodied Hands is a dangerous scenario intended for 4th to 6th level Pathfinder characters and features a variety of challenges. A group of four to six players that includes a variety of character classes will likely enjoy the most success in this undertaking.

The names of the locations within this adventure are simply monikers; the presiding GM can port this scenario into his or her existing campaign with little hassle. PCs crashing through the Fisket Residence and the Undercroft of the Unlit could cause a number of opponents from various locations to stack against them in combat. There are also numerous traps within the adventure that can hamper the PCs' efforts for success.

Lastly, each encounter is given the option to be more challenging. We present several ways to amp up the challenge rating in case your players are higher level or more optimized than the standard party. Use your best judgment.

GM's Background

In the dark folk city of Salmare, the dark stalker known as Vorlash was an anomaly among his own people. While most stalkers preferred the way of the intimately close blade, Vorlash made his kills from afar with bow and arrow, a combat style he learned from an enslaved surface elf named Gelfenrain. While dark creepers were allowed (albeit grudgingly) to fawn over their taller brethren, Vorlash would backhand any of his diminutive servants who dared paw at him in adoration. Many of the other stalkers found Vorlash's mannerisms too eccentric and unnerving. The dark folk leaders cast him out of

Salmare. Vorlash –with his slayer Tish– gathered his small collective of creepers and slaves before entering the underground wilderness, resentful at being banished by his homeland.

Vorlash began to notice his path was leading him steadily up to the surface world. He grilled Gelfenrain on what to expect in this foreign land. Once the elf had imparted the last of his knowledge, Vorlash ordered his creepers to tear the shocked slave apart for the cooking pot. The month-long diet of fungus, bats, and lizards was beyond monotonous; the demoralized dark folk needed a highlight.

Two weeks (and four butchered slaves) later, Vorlash and his entourage finally broke the surface, encountering the 'Cavern Sans Ceiling' his more worldly peers at Salmare told him about. He was unimpressed by the tiny sparkles that dotted the black canvas high overhead, but grew more and more alarmed as the darkness at one edge of the circular, mountainous horizon fled before a slowly encroaching light. The dark folk and their remaining slaves retreated back into the gloomed safety of the cave they originally exited as the sable sky turned blue. So mesmerized was Vorlash and his band by the lightening sky that they almost failed to notice two canid figures trudging towards the cave entrance.

Jackalwere siblings Sanhler and Karhiss, brokers in death and stolen goods, had dealt with the secretive dark folk before, selling slaves and surface spices to the merchants of the subterranean society in exchange for rare poisons and masterwork weaponry. The jackalweres were always envious of the shadow-borne powers of their underground trade partners. Vorlash, familiar with the shape-changers via tales from his kinsmen, stepped out to meet the duo. After some initial unpleasantries the two groups learned about one another. Vorlash sought sanctuary on the surface world. The jackalweres needed special help for an assassination assignment that had been dropped into their hands. An unholy coalition formed for the task at hand...

Baron Bruce Dunhare of the Duchy of Malair had recently married a lovely redheaded noblewoman by the name Julip Vellaway. Duke Harris Dunhare, Bruce's older brother who ruled the neighboring realm of Nelen, was to wed Vellaway initially, but she had a change of heart when she met Bruce at a tourney. The Duke seethed with rage for months, believing he should have first pick in everything due to birthright. He managed to feign benevolence and acceptance at Bruce and Julip's wedding, but left the event with a fire that could only be quenched with blood. Harris let two months pass before he hired the jackalwere siblings for a deed most dark.

Sanhler and Karhiss were daunted by the heavy security of the Baron's castle; there were simply too many guards to fall victim to their sleep gazes or blades. The addition of Vorlash and his minions made all the difference to the malevolent mission. Sentries, confused and panicked by enveloping darkness, were stabbed or shot to death before they could raise an alarm. Vellaway's private sanctum was breached. Julip was slain by three arrows to the torso followed by a blade across the throat. Wanting a memento for the occasion, Vorlash pocketed the noblewoman's jeweled necklace. The corpses of her body and those of the slain guards were discovered by Bruce an hour later, the Baron just returning from a wyvern hunt.

The blood payment Vorlash and the jackalweres received from the Duke was enough to solidify the trio's partnership. The three, along with their minions, fled to Tibud, one of Nelen's port cities. After six months (and much bloodshed) the trinity formed a thieves' guild called 'The Unlit' within one of the seaport's many merchant quarters, drawing the ire of the light-fingered organizations already operating with the district. The noblewoman's murder faded from the trio's memory, but Baron Dunhare was relentless in finding his love's killers. His best bounty hunter – one Terent Segnar – has picked up the cold trail. Segnar is certain he has found his quarry, but this job looks to be too big to be handled by just one blade...

Weather

The adventure is meant to take place over just a two-day period and indoors (including underground), but in case the PCs take longer than

planned and find themselves wandering the streets of Tibud, a four-day forecast has been provided.

Day: 1

Weather Description: Inclement weather
Temperature: High 71°F (22°C)/ Low 54°F (12°C)
Wind Speed: 4 mph (6 kph)
Precipitation: 1 hour of rain

Day: 2

Weather Description: Storm
Temperature: High 68°F (20°C)/ Low 47°F (8°C)
Wind Speed: 10 mph (16 kph)
Precipitation: thunderstorms 5 hours of rain

Day: 3

Weather Description: Inclement weather
Temperature: High 78°F (26°C)/ Low 60°F (16°C)
Wind Speed: 7 mph (11 kph)
Precipitation: 2 hours of fog

Day: 4

Weather Description: Inclement weather
Temperature: High 75°F (24°C)/ Low 53°F (13°C)
Wind Speed: 8 mph (13 kph)
Precipitation: 3 hours of rain

Chapter 2 – The Meeting

Perhaps the best time to start this adventure is when the PCs need to return to a population center (Tibud) for supplies. Establish that all the required goods can't be bought at the same location within the city, encouraging the party to split up. If the PCs refuse to separate, simply modify Segnar's initial meeting with them, the bounty hunter stating that the street is no place to discuss 'such grim business' and that he will meet them later at the prescribed location.

Sizing up the Help

Segnar spotted the PCs' arrival to Tibud and has been following them at a distance as well as making some discreet inquiries. A fighting man at heart, Segnar will approach the party's melee (or the most formidable-looking) character once the said character is separated from his/her comrades.

A grim-faced man –wide at the shoulders and standing a full hand above the six-foot mark– walks across the city street towards you. He uses a glaive like a walking stick but shows no sign of infirmity as he strides across the cobblestones. His grey cloak is stained with mud, yet the links in his chain shirt look as polished as a moonlit sea. He stops a yard away from you, his azure eyes assessing you and your armaments. You would guess him to be just south of thirty if it weren't for the shot of gray atop his brown mane. He stares at you for only a few seconds, but you feel as if he just read your life's history in that short span. He then speaks to you.

"A warrior who has shaken off most of the dust of the farm. Good. I have no patience for greenhorns. I am Terent Segnar, a bounty hunter by trade. You and your companions look to be the types who get things done. If your band is looking to make some gold, I have a task for you. It will be for a noble cause... if such a thing concerns you."

Segnar gauges the PC's reaction. If the character is wary or responds negatively, the bounty hunter will remark that his gold would weigh the same in anyone else's hands if it is seen as such a burden. If the PC is receptive to Segnar, the bounty hunter will shake the fighter's hand, but will not delve into the exact nature of the mission as of yet. No matter the PC's answer, Segnar will say or paraphrase the following:

"The nature of the mission is a delicate matter and not one to talk about on the streets. Gather your friends and meet me at the Broken Barnacle Inn and Tavern at around dusk. The tavern is just off the docks between the Lumber Merchants' District and Warehouse Lane. The pub is easy to find with all the netting covering its roof. At the very least you will get a free dinner and a proper tale of woe."

Segnar then leaves with a nod. If the PC follows the bounty hunter, Segnar will compliment any pursuit but will state their meeting has adjourned for now. Any further pursuit will cause Segnar to seek other sellswords for his mission. If the encounter somehow turns violent, Segnar will defend himself. He will call for aid if outnumbered, causing a city sergeant-at-arms and six guards to arrive in 1d4+2 rounds. Use the stats of Sergeant Krill and his soldiers found in **'The Assault'** later in

this chapter to represent Segnar's rescuers in case this encounter turns sour.

PCs can learn more of Terent Segnar if they have ranks in Knowledge (local). When a character makes a successful skill check, the following information is revealed, including the results from the lower DCs.

Knowledge (Local)

DC	Result
10	Terent Segnar is a bounty hunter from the Duchy of Malair. Most of his targets are taken in dead because he charges his employers exorbitant fees for live captures.
15	Segnar has been working for nobles as of late. Lords and ladies find him most uncouth, but he does get the job done.
20	Rumor has it that Segnar was in a thieves' guild during his youth, but made a tidy sum by ratting out his guild-mates to the authorities. It appears he honors the coin more than his own comrades.
25	Segnar is currently working for Baron Bruce Dunhare, the ruler of Malair. The Baron's wife Julip was murdered months ago. If Segnar is snooping around Tibud, that means the murderer or murderers passed through here at the very least.

Terent Segnar's stats have been provided here for the GM in case the need arises. The bounty hunter is not meant to be an adversary for the party, but can be depending upon the PCs' actions (and the GM's whims). Segnar did not build his reputation on rash decisions and thus should not be presented as making such. He could be a quest-giver for future adventures or conversely be after the PCs' heads if the price is right.

Bounty Hunter Terent Segnar	CR 10
XP 9,600	
Human rogue 4/fighter 7	
N Medium humanoid	
Init +2; Senses Perception +8	
<hr/>	
Defense	
AC 18, touch 13, flat-footed 16	
hp 97 (4d8+7d10+37)	
Fort +8, Ref +8, Will +4; +2 vs. fear	
Defensive Abilities bravery +2	

Offense

Speed 30 ft.

Melee +1 glaive +17/+12 (1d10 +10/19-20/x3)

Ranged +1 light crossbow +15/+10 (1d8+1/19-20/x2)

Special Attacks sneak attack +2d6

Tactics

Before Combat If afforded the time, Segnar will study the opposition for strengths and weaknesses. He will pick favorable terrain/shadows to set up an ambush. If his adversaries number seven or more, Segnar will withdraw from any potential conflict if able.

During Combat At 50 ft. or further, Segnar will employ his crossbow, targeting spell casters first and enemy archers second. As he closes in, Segnar will use his thunderstones and smokestick for the maximum effect. He has no qualms facing off against any groups' front rank fighters, but will use the reach of his glaive to harass anyone casting spells his way (Disruptive feat). Segnar will avoid being flanked when he can, and will show no mercy to anyone who drew first blood.

Morale When brought down to 25 hit points or less, Segnar will try to retreat. If given no avenue of escape, he'll fight to the death as opposed to surrendering like a coward. A successful retreat will mean ill tidings for his enemies, for the bounty hunter will come back with hired swords (1d4+6 fighters of 3rd to 4th level backed by a 6th level cleric) within a week of the initial encounter. Segnar will use his allies intelligently, ambushing enemies at their weakest (asleep, coming back out of a dungeon, etc.).

Statistics

Str 18, **Dex** 14, **Con** 14, **Int** 11, **Wis** 12, **Cha** 10

Base Atk +10; **CMB** 14; **CMD** 26

Feats Cleave, Disruptive, Great Cleave, Improved Critical: Glaive, Nimble Moves, Power Attack, Step Up, Toughness, Weapon

Focus (crossbow, glaive), Weapon Specialization (glaive)
Skills Acrobatics +7, Appraise +4, Bluff +4, Climb +11, Disable Device +8, Disguise +4, Escape Artist +7, Handle Animal +10, Intimidate +10, Knowledge (dungeoneering) +7, Knowledge (engineering) +5, Knowledge (local) +6, Perception +8 (+10 to find traps), Sense Motive +8, Stealth +8, Survival +9, Swim +8, Use Magic Device +4
Languages Common

Other Gear +1 chain shirt, +1 glaive, +1 cutlass, +1 light crossbow with 20 masterwork bolts, cloak of resistance +1, ring of protection +1, traveler's outfit (worn), handy haversack, two potions of cure moderate wounds, everburning torch, sunrod, bullseye lantern, flint and steel, three flasks of oil, two thunderstones, two antitoxins, smokestick, whetstone, two pouches of caltrops, 50' silk rope, grappling hook, masterwork thieves' tools, trail rations (5 days), waterskin (full), 2 rich purple corundums (1,000 gp each), 4 golden yellow topaz (500 gp each), 11 pp, 100 gp, 70 sp, and the party's reward/potions.

Special Abilities

Bleeding Attack (Ex) Segnar can cause living opponents to bleed by hitting them with a sneak attack. This attack causes the target to take 2 additional points of damage each round. Bleeding creatures take that amount of damage every round at the start of each of their turns. The bleeding can be stopped by a DC 15 Heal check or the application of any effect that heals hit point damage. Bleeding damage from this ability does not stack with itself. Bleeding damage bypasses any damage reduction the creature might possess.

Disruptive The DC to cast spells defensively increases by +4 for all enemies that are within Segnar's threatened area. This increase to casting spells defensively only applies if Segnar is aware of the enemy's location and is capable of taking an attack of opportunity. If Segnar has already used his attack of opportunity, this increase does not apply.

Evasion (Ex) If Segnar succeeds at a Reflex save for half damage, he takes none instead. If rendered helpless, Segnar does not gain the benefit of evasion.

Great Cleave If Segnar hits a foe, he can attack an adjacent target at the same attack bonus, provided the new target is within the reach of his weapon. If Segnar hits, he can continue to make



attacks against foes adjacent to the previous foe, so long as they are within his reach. Segnar cannot attack an individual foe more than once during an attack action. When using this feat, Segnar takes a -2 to AC until his next turn.

Nimble Moves (Ex) Ignores 5 feet of difficult terrain when he moves.

Power Attack -3/+6 (+9 damage with glaive) Segnar can subtract from his attack roll to add to his damage.

Step Up Whenever an adjacent foe attempts to take a 5' step away from Segnar, he may also make a 5' step as an immediate action so long as he ends up adjacent to the foe that triggered this ability. If Segnar takes this step, he cannot take a 5' step during his next turn. If Segnar takes an action to move during his next turn, he subtracts 5' from his total movement.

Trapfinding +2 +2 to find or disable traps. Segnar can use Disable Device checks to disarm magic traps.

Trap Sense (Ex) Segnar gets a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex) Segnar cannot be caught flat-footed, nor does he lose his Dex bonus to AC if the attacker is invisible. He still loses his Dexterity bonus to AC if immobilized. Segnar can still lose his Dex bonus to AC if an opponent successfully uses the feint action (CRB Chapter 8) against him.

Weapon Training 1 (Ex) Whenever Segnar uses a polearm-classed weapon, he gains a +1 bonus on attack and damage rolls.

BOUNTY HUNTER TERENT SEGJAR CR 8

Medium humanoid (human), neutral

Armor Class 17 (+1 Chain Shirt)

Hit Points 98 (11 HD; 4d8+7d10+33)

Speed 30 ft.

STR 18 (+4) **DEX** 18 (+4) **CON** 16 (+3) **INT** 11 (+1) **WIS** 12 (+1) **CHA** 11 (+0)

Saving Throws Dex +9, Int +5

Skills Athletics +8, Deception +4, Intimidation +8, Investigation +4, Perception +5, Stealth +12

Senses passive Perception 15

Languages Common, Thieves' Cant

Challenge 8 (3,900 XP)

SPECIAL ABILITIES

Action Surge. (1/short rest) Segnar gains an extra action on his turn.

Cunning Action. Segnar can use bonus action to Dash, Disengage, or Hide on his turn.

Extra Attack. Segnar can make extra attacks when he takes the Attack action.

Greater Weapon Fighting. Segnar rerolls 1s and 2s on damage rolls with two handed weapons.

Second Wind. Segnar can regain 1d10+7 hp as a bonus action once per short rest.

Sneak Attack. Segnar's finesse or ranged weapons deal an extra 2d6 damage when he has advantage or an adjacent ally.

Thieves' Cant Segnar can secretly pass messages in conversation, read thieves' signs and symbols.

ACTIONS

+2 Glaive. Melee Weapon Attack: +10 to hit, reach 10 ft., one target.

Hit: 11 (1d10+6) slashing damage.

Light Crossbow. Ranged Weapon Attack: +8 to hit, range 80 ft./320 ft., one target.

Hit: 8 (1d8+4) piercing damage.

TACTICS

Before Combat. If afforded the time, Segnar will study the opposition for strengths and weaknesses. He will pick favorable terrain/shadows to set up an ambush, using his sneak attack whenever possible. If his adversaries number seven or more, Segnar will withdraw from any potential conflict if able.

During Combat. At 50 ft. or further, Segnar will employ his crossbow, targeting spell casters first and enemy archers second. He has no qualms facing off against any groups' front rank fighters, but will use the reach of his glaive to harass anyone casting spells his way. Segnar will avoid being flanked when he can, and will show no mercy to anyone who drew first blood.

Morale. When brought down to 25 hit points or less, Segnar will try to retreat. If given no avenue of escape, he'll fight to the death as opposed to surrendering like a coward. A successful retreat will mean ill tidings for his enemies, for the bounty hunter will come back with hired swords (1d4+6 fighters of 3rd to 4th level backed by a 6th level cleric) within a week of the initial encounter. Segnar will use his allies intelligently, ambushing enemies at their weakest (asleep, coming back out of a dungeon, etc.).

EQUIPMENT

+1 Chain Shirt, +2 Glaive, +1 cutlass, light crossbow, 40 bolts, traveler's outfit (worn), Potion of Greater Healing (2), bullseye lantern, flint and steel, three flasks of oil, two antitoxins, 50' silk rope, grappling hook, thieves' tools, rations (5 days), waterskin (full), 4 golden topaz (500 gp each) 11 pp, 100 gp, 70 sp.

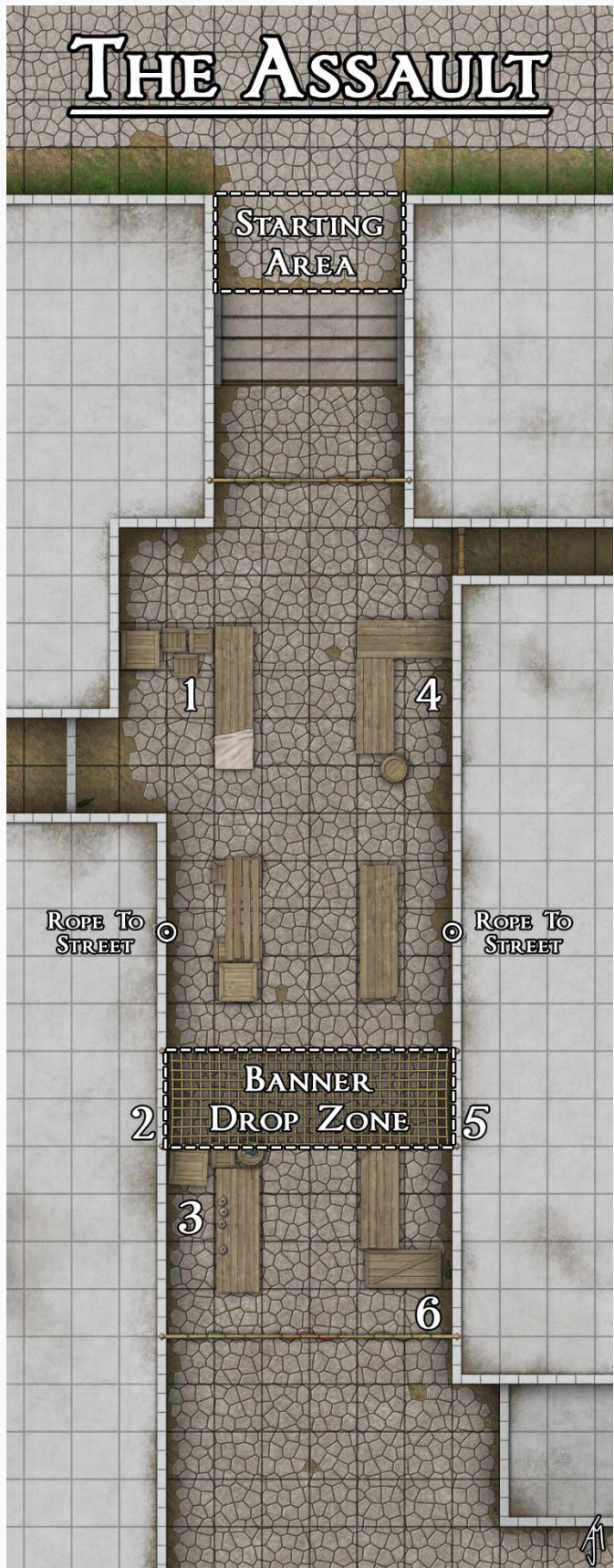
The Assault, EL 6

Setting A city street with merchant stalls on the sides.

The narrow street you've been following to the Broken Barnacle Inn and Tavern widens enough to accommodate a number of merchant stalls, turning the alleyway into a mini-bazaar. A number of colorful banners –mostly reds and greens– flap overhead due to winds borne from the nearby sea. Almost all of the traders appear to have packed up as afternoon approached, the graying crates that served as displays for the dealers' wares clear of merchandise. One robed man with wiry black hair and a sparse, pointy beard is currently plucking some small bundles off his display counter. He spots you, then smiles as he motions you over with his free hand.

PCs who pass a DC 25 Perception check (DC 15 if paying attention to the rooftops) will notice workers adjusting/bringing down banners. The buildings flanking the street are 20' high and made of brick (DC 25 Climb).

The Unlit, the nefarious thieves' guild Segnar wants to take down, chanced upon the bounty hunter talking with the PC(s) earlier. The guild members know Segnar has taken an unhealthy interest in their activities, so have formed two



groups to take out the bounty hunter and his possible allies. (Read **The Proposal** on the fate of the team that assailed Segnar.) The assault team targeting the PCs knew that the party would likely wander down this street on its way to the Broken Barnacle Inn and Tavern, so the thugs set up an ambush after intimidating the mini-bazaar's merchants and patrons out of the alley. Thugs #1, #4, and #6 are crouching (Stealth +7) behind the crates and tables lining the alleyway (see **The Assault** map). Thugs #2 and #5 are on the rooftops fidgeting with the banners stretched over the street. The final thug (#3) is posing as the robed merchant facing the PCs. The small bundles are sacks full of dirty rags save the one nearest #3's hand (tanglefoot). A DC 20 Sense Motive check can be rolled if the PCs have a hunch that something is up.

The overhead banner manned by thugs #2 and #3 is actually an altered, oversized net (30'x10'; see map for area effect/dropzone). The raised pair will cut the banner-net once two or more PCs are within the dropzone; the thugs will never willingly release the net if one or more of their cohorts are within the area of effect. A ranged touch attack (-1) is rolled against each PC within the dropzone to see if he or she is entangled. An entangled PC takes a -2 penalty on attack rolls, a -4 penalty on Dex, can move at only half speed, and cannot charge or run. If an entangled PC attempts to cast a spell, he or she must make a concentration check with a DC of 15 + the spell's level or be unable to cast the spell. An entangled PC can escape with a DC 20 Escape Artist check (a full-round action). Each 5' section of the banner-net has 5 hit points and can be burst with a DC 25 Strength check (also a full-round action). Each square of released net counts as difficult terrain, while each square holding an entangled character counts as an obstacle and requires the traversing PC to roll a DC 15 Acrobatics check to maneuver over. If the PCs remain outside the dropzone of the net, the two thugs may opt to move the banner to a more optimized position for deployment. The banner handlers, while working in tandem, can only move the stratagem 10' per round (full-round action).

Captured thugs will have very little information to offer the PCs; these dregs are recent recruits and only following the orders of a russet-haired, broad-shouldered fighter by the name of Sanhler (**Chapter 4 - Unlit Undercroft - Area 5**). The thugs

only know of the way to the thieves' guild via the Fisket Residence (**Chapter 3**) and have only been on the front porch. The assault here was to prove the thugs' worth to the guild. Any type of coercion (besides magical) used on the thugs to be a part of an infiltration plan against the Unlit will cause these dregs to call out to the watch (see below) to be promptly arrested. The thugs know how corrupt most of Tibud's constables are. The dregs will elect to spend a few nights in a jail rather than remain in the PCs' hands. Past experience has shown the thugs that their guild leaders will bribe the authorities for their release. In the unlikely event that the thugs are victorious, they will kill all but one of the PCs, hauling the survivor in manacles to the Fisket Residence where he or she will eventually be interrogated and left to rot in the guild's small detention center (**Chapter 4 - Area UII**).

GM Note – Off Track?

The PCs may opt to travel a route that presents no possibility of running this alleyway encounter. The party may decide to walk along the docks to get to the Broken Barnacle Inn and Tavern. You can elect to have the thugs use a runaway cart (DC 15 Reflex, 3d6 damage on a fail) to push some PCs off the harbor piers before finishing off the rest. Another option is to use this encounter *along the way* to the Fisket Residence. Allow the thugs to adapt to your needs.

Alleyway Thug (6)

CR 1

XP 400

Human fighter 1/rogue 1

NE Medium humanoid

Init +2; Senses Perception +5

Defense

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)

hp 20 (1d10+1d8+6)

Fort +3, Ref +4, Will +0

Offense

Speed 30 ft.

Melee heavy flail +4 (1d10+3/19-20/x2)

Ranged throwing axe +3 (1d6+3/x2)

Special Attacks sneak attack +1d6

Tactics

Before Combat The thug posing as a merchant (#3) will try to entice the party into the banner's dropzone ("New pouches for your belts?"). Thugs #2 and #5 will try to be inconspicuous, acting as bazaar workers engrossed in their jobs. #1 and #4 will attempt to pad silently behind anyone not within the banner's dropzone for a sneak attack while thug #6 will remain hidden.

During Combat Thugs #2 and #5 deploy the net. The merchant-thug (#3) tosses out the tanglefoot bag at anyone not initially caught by the banner. He will then bash captured PCs with his flail. Thug #6 will run up and whack anyone caught within the net, finishing off a target before proceeding to the next. #1 and #4 will engage the back ranks of the party. Thugs #2 and #5, upon release of the banner, will work in concert with their ground-level brethren. The pair will seek to incapacitate/immobilize any stragglers, focusing on identifiable spellcasters above anyone else. Once out of tanglefoot bags, vials of acid, and axes, the elevated duo will each throw down a tied-off coil of hemp rope (see map) and use it to climb down to the street (full-round action) to help finish off the party if the battle appears to favor the ambushers. Note that none of the thugs will toss their vials of acid at PCs trapped within the banner-net for fear of weakening the ropes.

Morale When four of the thugs have been taken out/slain, the remaining two will attempt to flee, running in the *opposite* direction (east) of guild's one entrance they know about so as not to jeopardize their hideout's location. If chased, the thugs will try to use their knowledge of the street to shake off pursuit, even jumping into the harbor (230 ft. south of the ambush site) if they have to.

Statistics

Str 16, **Dex** 15, **Con** 13, **Int** 8, **Wis** 10, **Cha** 12

Base Atk +1; **CMB** +4; **CMD** 16

Feats Combat Reflexes, Skill Focus (Intimidate), Toughness

Skills Climb +8, Intimidate +9, Knowledge (local) +4, Perception +5 (+6 to find traps), Stealth +7

Languages Common

SQ trapfinding +1

Other Gear studded leather (under workmen's clothes), heavy flail, 3 throwing axes, tanglefoot bag, flask of acid, masterwork manacles (thug #2), thieves' tools (thug #4), crowbar (thugs #3 and #6), 50' hemp rope (thugs #2 and #5), pair of brass earrings with matching pendant (total value 70 gp, thug #5), 50 cp

Special Abilities

Combat Reflexes The thug may make a number of additional attacks of opportunity per round equal to his or her Dexterity bonus (+2). With this feat, the thug may also make attacks of opportunity while flat-footed.

SCALING THE DIFFICULTY

CR 7 – Add thugs #7 and #8. #7 will be crouching with her buddy #4 and will thus participate in backstabbing the PCs. Thug #8 will be hiding with #6 to strengthen the frontline assault.

CR 8 – Add two more thugs (#9 and #10) to the rooftops. Thug #9 will be hiding next to comrade #2 while thug #10 will be lying in wait next to #5. These new additions will be armed with shortbows (with 20 arrows each) on top of the standard thug gear.



ALLEYWAY THUGS (8)**CR 1/2**

Medium humanoid (human), neutral evil

Armor Class 14 (studded leather)**Hit Points** 32 (5d8 +10)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	8 (-1)	10 (+0)	11 (+1)

Saving Throws Str +5, Con +4**Skills** Athletics +7, Intimidation +3, Stealth +6**Senses** passive Perception 10**Languages** Common**Challenge** 1/2 (100 XP)**SPECIAL ABILITIES**

Pack Tactics. The thug has advantage on an attack roll against a creature if at least one of the thug's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS**Multiattack.** The thug makes two melee attacks.**Mace.** Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 5 (1d6 + 2) bludgeoning damage.**Heavy Crossbow.** Ranged Weapon Attack: +2 to hit, range 100/400 ft., one target. Hit: 5 (1d10) piercing damage.**SCALING THE DIFFICULTY****EL 7:** Increase the number of thugs to 12.**Response to the Bloodshed**

Just as the PCs have dealt with the ambushers, a patrol of a half-a-dozen guards led by Sergeant Krilla will arrive on the scene.

Read or paraphrase the following:

Over a half-dozen soldiers wearing scarlet-and-gold surcoats of the city guard marched into the bazaar from the east. One – a somewhat handsome woman of middling height and short, black hair – scans the scene with her green eyes before gazing upon you. All the guards are armed with halberds and heavy crossbows while the woman's left hand rests on a net hanging off her belt.

"I am Sergeant Krilla of the city guard of Tibud!" she calls out. "What transpired here?"

Krilla, one of the few honest officers in Tibud, will recognize the thugs as the troublemakers, having arrested a majority of them for minor offenses in the past. She will access the scene and ask the PCs what went down here. As long as the party responds in a respectful matter and presents a good story, Krilla will allow the PCs to leave. She will be silently envious of and thankful for the PCs cutting down some of the local ruffians. If the party somehow mentions going to work for Terent Segnar to Krilla, she may overlook the PCs taking valuables off the downed thugs. The sergeant knows why the bounty hunter is in town and is silently supportive of his mission. PCs who are uncooperative and/or abusive to Krilla and her comrades will be taken into custody, stripped of their gear, and held inside separate jail cells for a period of 2d4 days, passing the deadline in helping Segnar unless fines for disturbing the peace are paid (50-100 gp each, GM's option). PCs who resist arrest/attack the guards will find their remaining time in Tibud hazardous, with quadruple-sized patrols with a 50% chance of encountering them every hour with orders to kill on sight. Violence against the city's law enforcement will – ironically – unite both the good and bad constables, the former because a comrade's blood was spilled, the latter because of being on the Unlit's (and other guilds') payroll.

City Patrol**Guard (6)****CR 1****XP** 400

Human warrior 3

N Medium humanoid

Init +0; **Senses** Perception +6**Defense****AC** 17, touch 10, flat-footed 17 (+7 armor)**hp** 22 (3d10+6)**Fort** +5, **Ref** +1, **Will** +1**Offense****Speed** 20 ft.**Melee** halberd +5 (1d10+3/3x)**Ranged** heavy crossbow +3 (1d10/19-20)

Tactics

Before Combat While approaching a foreign/well-armed group, three of the guards will march steadily forward with their halberds ready for trouble. The remaining guardsmen will stay to the rear of the patrol, loading their crossbows and keeping their eyes on spellcasters/roguish-looking individuals in the party.

During Combat If Krilla gives the order, or she/they are attacked, the front-line guards will engage the closest PCs while the crossbowmen will pick-off/target unengaged opponents. One to two halberd-wielding guards will always assist their sergeant.

Morale When half of their numbers have been slain (Krilla counts as two), the rest of the patrol will retreat. One will pull out a whistle and use it to signal the other patrols within a quarter-mile (full-round action to retrieve and use whistle). Any members of the patrol who do escape will merge with another group of city sentinels, giving all the details they can about the PCs.

Statistics

Str 14, **Dex** 10, **Con** 14, **Int** 9, **Wis** 10, **Cha** 8
Base Atk +3; **CMB** +5 (+7 sunder); **CMD** 15 (17 vs, sunder)
Feats Alertness, Improved Sunder, Power Attack
Skills Intimidate +3, Perception +6, Sense Motive +5
Languages Common
Other Gear *potion of cure light wounds* (2), banded mail, heavy crossbow with 10 bolts, halberd, 10 gp, 50 cp, signal whistle.

Special Abilities

Improved Sunder +2 bonus on sunder attempts, no attack of opportunity.
Power Attack -1/+2 (+5 damage with halberd) Guards can subtract from their attack roll to add to their damage.

GUARD

CR 1

Medium humanoid (human), lawful neutral

Armor Class 19 (splint mail, shield)
Hit Points 37 (5d10+10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	15 (+2)	11 (+1)	12 (+1)	11 (+0)

Saving Throws Str +6, Con +5
Skills Athletics +6, Insight +4, Intimidation +3, Perception +4
Senses passive Perception 12

Languages Common

Challenge 1 (200 XP)

SPECIAL ABILITIES

Action Surge. The city guardsman can take one additional action on top of his regular action and a possible bonus action once per short rest.

Improved Critical. The city guardsman's attacks score a critical hit on a roll of 19-20.

Second Wind. The city guardsman can regain 1d10+5 hp as a bonus action once per short rest.

Sharpshooter. Attacking at long range doesn't impose disadvantage on the city guard's ranged weapon attack rolls. His ranged weapon attacks ignore half cover and three-quarters cover. Before he makes an attack with a ranged weapon that he is proficient with, he can choose to take a -5 penalty to the attack roll. If the attack hits, he adds +10 to the attack's damage.

ACTIONS

Multiattack. The elite city guard makes two attacks per round.

Heavy Crossbow. Ranged Weapon Attack: +6 to hit, range 100 ft./400 ft., one target. Hit: 6 (1d10+1) piercing damage.

Glaive. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 8 (1d10+3) slashing damage.

Longsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d8+3) slashing damage or 8 (1d10+3) slashing damage if used with two hands to make a melee attack.

Unarmed Strike. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 4 bludgeoning damage.

Other Gear. *Potion of Healing* (2), banded mail, heavy crossbow with 10 bolts, halberd, 10 gp, 50 cp, signal whistle.

Sergeant Krilla

CR 3

XP 800

Human fighter 4

N Medium humanoid

Init +1; **Senses** Perception +3

Defense

AC 20, touch 11, flat-footed 19 (+9 armor, +1 Dex)
hp 35 (4d10+12)

Fort +6, **Ref** +2, **Will** +1

Defensive Abilities bravery +1

Offense

Speed 20 ft.

Melee mwk halberd +9 (1d10+5/x3)

Ranged net +5 ranged touch (entangle)

Tactics

Before Combat Krilla will try feel out who is the leader of the party. She will also try to keep the PCs' attention on herself so her rear guards can load their crossbows.

During Combat Once hostilities start, Krilla will target the party's leader or top (perceived) melee fighter, depending on who is closer. She will throw out her net first before using her halberd. PCs who are entangled by her net or tripped by her halberd will be targeted by Krilla's nearby comrades. The sergeant will keep one PC alive for interrogation... then the gallows.

Morale When half of her patrol has been slain, Krilla will order the remaining soldiers to retreat. She will join them once brought down to 15 hit points or less. If retreat is not an option, she would rather go down fighting than surrender.

Statistics

Str 16, **Dex** 12, **Con** 14, **Int** 10, **Wis** 11, **Cha** 12

Base Atk +4; **CMB** +7 (+9 trip); **CMD** 18 (20 vs. trip)

Feats Alertness, Exotic Weapon Proficiency (net), Improved Trip, Skill Focus (Intimidate), Weapon Focus (halberd), Weapon Specialization (halberd)

Skills Intimidate +11, Perception +3, Ride +2, Sense Motive +2

Languages Common

Other Gear *potion of cure light wounds* (2), full plate, two nets, masterwork halberd, 10 pp, 50 gp, signal whistle.

Special Abilities

Improved Trip +2 bonus on trip attempts, no attacks of opportunity.

SERGEANT KRILLA**CR 3**

Medium humanoid (human), neutral

Armor Class 18 (plate)

Hit Points 58 (6d10+18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	17 (+3)	11 (+0)	11 (+1)	13 (+1)

Saving Throws Str +7, Con +6

Skills Athletics +7, Perception +3

Senses passive Perception 13

Languages Common

Challenge 3 (700 XP)

SPECIAL ABILITIES

Action Surge. Krilla can take one additional action on top of her regular action and a possible bonus action once per short rest.

Extra Attack. Krilla can make extra attacks when he takes the Attack action.

Greater Weapon Fighting. Krilla rerolls 1s and 2s on damage rolls with two handed weapons.

Second Wind. Krilla can regain 1d10+6 hp as a bonus action once per short rest.

ACTIONS

Halberd. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 9 (1d10+4) slashing damage.

Net. Ranged Weapon Attack: +7 to hit, range 5 ft./15 ft., one target. Hit: The target is restrained. A creature can use its action to make a DC 10 Strength check to free itself or another creature in a net, ending the effect on a success. Dealing 5 slashing damage to the net (AC 10) frees the target without harming it and destroys the net.

Unarmed Strike. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 5 bludgeoning damage.

Other Gear: *potion of healing* (2), full plate, two nets, halberd, 10 pp, 50 gp, signal whistle.

The Proposal

When the party reaches the Broken Barnacle Inn and Tavern, read or paraphrase the following:

Walking up the docks, you spot a wide, two-story building made from wood bleached by the proximity of the sea and the endless beating of the overhead sun. Draped plentifully across the top story of the structure is a multi-colored collection of fishing nets with some marine life trapped within the mesh. Closer inspection reveals that the fish, eels, and other sea-life are pieces of finely carved wood, albeit with fading paint. Hanging off the porch roof is a large wooden sign depicting an out-to-sea galleon within the tentacled clutches of a kraken. On the side of the ship are the words 'The Broken Barnacle Inn and Tavern.' A set of double doors set at the back of the small porch lead inside.

PCs who pass a DC 15 Perception check will notice small droplets of blood leading inside. If they wait on the porch for longer than a minute, one of the tavern's potboys will come out with a bucket and scrub brush and start cleaning away the stains. However, if the front door is opened, the tavern owner Frajka Roelles will spot the PCs and usher them in:

"There you are!" proclaims a large, bald black man of middle years standing just inside the tavern. A worried look greets you on a face clearly not accustomed to negativity. "He said you would be here soon. Segnar is in one of the back booths tending his wounds."

Tavern owner Frajka Roelles, despite his 6'5" muscular frame, is quite the pacifist. None of the local thugs or traveling sailors give him grief due to the well-known fact that his half-sister Telja is a captain of Tibud's guard. He has been Broken Barnacle's proprietor for twenty-three years, owning the establishment since the age of twenty. Frajka has known Segnar for only a few short weeks, but the two became fast friends. When an occasion bit of juicy gossip hits Frajka's ears, he is sure to pass word to Telja on the morrow.

Tavern Owner Frajka Roelles CR 2

XP 600
Human Expert 3
N Medium humanoid
Init +0; Senses Perception +6

Defense

AC 10, touch 10, flat-footed 10
hp 20 (3d8+6)
Fort +2, Ref +1, Will +4

Offense

Speed 30 ft.
Melee masterwork heavy mace +3 (1d8+2/x2)

Statistics

Str 14, Dex 10, Con 12, Int 10, Wis 13, Cha 10
Base Atk +2; CMB +4; CMD 14
Feats Toughness, Skill Focus (Profession [innkeeper])
Skills Appraise +6, Bluff +5, Climb +6, Diplomacy +6, Knowledge (local) +4, Perception +6, Profession (innkeeper) +7, Sense Motive +7
Languages Common
Gear mwk mace

Tavern Owner Frajka Roelles CR 1/2

Medium humanoid (human), neutral

Armor Class 10

Hit Points 19 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	12 (+1)	10 (+0)	13 (+1)	10 (+0)

Saving Throws Cha +2, Wis +3

Skills Deception +2, History +2, Insight +3, Perception +3, Persuasion +2

Senses passive Perception 11

Languages Common

Challenge ½ (100 XP)

ACTIONS

Mace. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage.

Other Gear. Dice set, playing card set, mace.

When the PCs enter the tavern, read or paraphrase the following:

The interior of the tavern is filled wall-to-wall with ill-fitted tables and chairs. The bar on the east wall clearly has such a tilt that horseshoes have been nailed to the countertop to prevent tankards from spilling onto the planked floor. The rusted chandeliers dotting the ceiling resemble octopi grasping candles. The tavern is sparse on patrons, but a line of potboys and serving wenches has formed across the main room, its members kneeling along the floor to wipe the surface with rags and vigor. At the end of the trail of tavern servants is Segnar, seated in a back booth. On his table are two empty vials and a bloodied dagger. The bounty hunter is flexing his left arm, appearing to try to shake some circulation into the limb. He spots you and waves you over with his right hand.

Segnar assesses the PCs as they walk towards him. He will arch an eyebrow if he notices (Perception +8, GM's option) that they are carrying wounds and/or other evidence from the previous fight. PCs who pass a DC 16 Perception check while examining the residue of the near-empty vials on the table will derive that the glass tubes once held *cure light wounds* potions. Once the party settles down at and around the bounty hunter's table, read or paraphrase the following:

"It appears I wasn't the only one 'entertained' this evening," says Segnar. "Four thugs decided to jump me on my way over here. Barely old enough to grow whiskers, the poor sods. They popped out of the shadows with their knives. One got close," the wide-shouldered man intones, holding up his left arm, "but he, along with his stone-headed fellows, acquired some new ventilation across their throats. I managed to flag down some constables and tell them what happened. I think the guards would have hauled me off if I didn't have that blade still stuck in me," he half-snarls, pointing at the bloodied dagger.

A flaxen-haired wench sets a tray of mugs upon your table. Segnar grabs a stein of ale at random and takes a long swallow until the barmaid hustles away. He then peers back at your group.

"I'm afraid the conversation I had with your fighter-friend earlier was observed. The group I'm

hunting obviously knows I'm on to them. I was hoping to handle these diseased curs in a couple days, but this evening's events force me to pull my timetable forward. You are owed a meal... and an explanation." Segnar waves over to the wench from earlier, who brings over some menus.

The bounty hunter lets the PCs place their orders. The Broken Barnacle, on top of seafood, specializes in steak and poultry. Once the excellent dinner has been finished, Segnar pays for the meal, lights a pipe, gives it a few puffs, and then exhales a smoke ring worthy of an imp.

"A tale you are owed. I am under contract by royalty. Baron Bruce Dunhare of the neighboring Duchy of Malair suffered a tragedy a few months back. His wife Julip, along with most of his castle guard and servants, were murdered while the Baron was hosting a wyvern hunt with some fellow nobles. When he returned home to find his beloved dead, I was summoned to his castle almost immediately because of my reputation as a bounty hunter.

The scene was tough to read, though. The evidence was scant and the motive was unknown. Weeks passed. Just before I thought whatever possible trail would be buried under the permafrost of time, I learned of some similar murders occurring here in Tibud, the victims mostly members of the local thieves' guilds. I arrived here as fast I could.

After breaking a few jaws, I found out that a new guild, more violent than the older organizations, had carved out a territory among the port's merchant districts with daggers, arrows, and misdirection, the same methods that were used on the Baron's staff and wife. The new guild here has an underground lair with two entry points. I need a group to come in from one side while I cover the other. We can trap the scum, cutting down any resistance as we search for Baroness Julip Dunhare's killers along with any evidence that can be linked up with the horrible crime in Malair."

Segnar pounds his right fist into the palm of his left. "Hammer and anvil. The thugs may fight with the ferocity of cornered animals, but it is the only way to deal with vermin such as these."

If asked how he heard of the party:

"Your merry band has developed quite the reputation as problem solvers. You helped an old acquaintance of mine, once (insert previous party quest-giver). She was quite pleased with your performance on the previous matter. I spotted your fighter and put the two together. And here we are."

If asked about the killers and/or new guild:

"One of the heads of the guild goes by the name of Vorlash. He's the one who likely killed the Baroness. Hooded. Pale. Whisper-thin. Human-sized but not likely human. Specializes in poisons and good with a bow. The other two leaders I know less about. One male. One female. Human. Both somehow related and in their twenties. The pair robs people while they are sleeping. A good segment of the guild is comprised of cowed dwarves. This has caused some stout folk to be turned away from the Merchant Districts. Street dregs wanting to make a name for themselves have fallen in with the new guild. All of us here met the new lot on the way to this tavern."

If asked about the killings:

"The Baroness was shot with three arrows to the lungs, followed by a blade across the throat. Baron Dunhare's staff and guards were either stabbed to death or struck down with missile fire. All the wounds involved poison intended to promote infection, but culmination of stabbings and punctures proved fatal enough. Most victims appeared surprised by the attackers, but a few were found in positions of repose far from any cot or bed. Whether or not the killers posed their victims after death is anyone's guess."

If asked about what type of evidence to look out for:

"Julip's body was missing a valued family heirloom, a necklace of woven silver encircled with amethysts. Any poison found within the guild should also be turned in to me; it will most likely match that found at the scene of the crime."

If asked why he hasn't approached the local authorities for aid:

"During my initial inquiries I found out that many of Tibud's thieves' guilds have much of the city's constabulary in their pockets. Within the first week of my arrival, I was jailed twice on false charges when my questions stirred the pot too much for one watch-captain's liking. Only the intervention of the Baron prevented me from remaining behind bars. Since then I have kept my investigation as quiet as possible so as to not tip off the law as to how much I found out. If I approach the wrong constable now, the killers' hideout will likely be abandoned by the time we bust through the first door. Nope, no help from the law. Just going to be you and me."

If asked if it be wise he go alone:

"While I'm asking for aid here, I fight best alone. My reconnaissance tells me that the guards on my end will be -pardon my saying- quite formable when compared to your skills. We need to distribute our forces properly when dealing with the guild. I'll keep my end. I'll trust you'll keep yours."

If asked about the payment/reward:

"I'm going to give you 250 gp each just for signing on; I'll throw in a healing potion (cure light wounds) for each of you just because I know it's likely going to be a rough night. I'll pay the party 3,000 gp once Vorlash and his guild has been crushed. If you happen to recover the Baroness' necklace, I'll give the party another 2,000 gp. Of course any other treasure you find on your end of the raid is yours to keep."

If the party tries to negotiate for more money, a DC 21 Diplomacy check will drive Segnar to increase the sign-on fee to 300 gp each. Any further negotiations will force the Segnar to seek help elsewhere. Once the PCs are done asking questions or inquires on what the bounty hunter's strategy is, Segnar will reveal the plan of attack.

"As I stated, there are two entrances to the guild. One of the access points is a narrow tunnel that empties into the harbor near the western edge of the city; I'll be covering that way. Yours may require a bit of delicacy..."

Orron Fisket, a half-elven jongleur of some renown, owns a two-story stone-and-timber residence on the other side of the Lumber Merchants' District west of here. Rumor has it Orron was deep in debt due to a string of failed plays. He was approached by the new guild. Orron would receive a portion of some of the monies the thieves procured every day if he allowed them to use his house as the guild's secret entrance near the richer Merchant Districts. Near the brink of financial ruin, Orron agreed. His former partners from the theaters were paid off quite fast after that, and then contact between the parties soon ceased. Fisket is purportedly out of town right now touring the coast with his family, but I've seen at least three groups of thugs come and go out of the singer's home in the two days I have staked out the place. This is where I want you to gain access to the guild's hideout. Clear out the house so no one follows you into the guild proper. If it takes you all day or if you need a bit of rest after clearing all resistance at Fisket's, do so. I intend to make enough noise on my end of the underground hideout so any defensive measures the thieves have will be directed towards me. That should give you time enough for a breather if you need it. Just don't dilly-dally too much.

What honest constables who are left in the city have been informed about the operation, so don't fret about breaking into Fisket's house. Tibud has been suffering from an overabundance of thieves' guilds operating among the streets and docks. If we can snuff out one guild—even if it is an upstart—we'll be helping the proper authorities crack down on the reigning violence."

Segnar is quite eager to strike the guild tonight, but is willing to afford a small delay if the party needs provisions for the upcoming task. He will even make suggestions where some local churches and after-hour shops are at to expedite the process. Once the party is ready to go, read the following:

"Fisket's house is not far from here. Leave here then walk west along the docks until you hit the eighth pier. There, turn north and walk six blocks. Fisket's house will be the third house on the left-hand side on that stretch of the lane and the only two-story house in the neighborhood. Just give me a two-hour lead so I can start my end of the gamble."

"One last thing." Segnar pulls a chipped, brass key out a breast pocket and hands it over. "This was on a key ring I found under one of my attackers. The key ring was broken; it must have been struck by my glaive during the fight. We were fighting down at the docks and I could almost swear I heard plop into the water as blows were exchanged. After I finished killing the rabble, I looked down into the churning foam, spotting two bunyips heading out with the tide. One of the creatures had something shiny in its mouth. Likely the companion key to this one. Hag's blessed luck, I say. You and your companions keep this key though. I have a feeling you are going to encounter more locks than I am."

The chipped key opens the front door to the Fisket Residence (**Chapter 3 – Area F1**). Its lost companion unfortunately opened the formidable door to the basement (**Area F3a**). Segnar bids the party good luck, grabs his glaive, and walks into the night.



Word on the Street

PCs can learn more of The Unlit if they make inquiries on the street (via Diplomacy or Intimidate). When a character makes a successful skill check, the following information is revealed, including the results from the lower DCs.

DC	Result
10	A new thieves' guild has moved into the neighborhood, replacing the Broken Lanterns. The Lanterns believed in strong-arming you out of your coin purse. The new guild will knife you for it.
15	No one has seen any of the Broken Lanterns for quite some time. You would think a few of their number would have merged with the new guild. Whoever is the leader of the new guild appears to be taking no chances with 'old loyalties.'
20	The new guild is comprised of humans, half-orcs, dwarves, and halflings by anyone's guess. The humans are out during the daytime hours while the smaller folk are out and about during the night. The night crew tends to be cloaked. The half-orcs tend to be sprinkled in with both groups. Most of the guild members are adapted at hiding in the shadows to the point you are surrounded by darkness.
25	The new thieves' guild goes by the name 'The Unlit.' Its members operate more like assassins though with the amount of bodies they leave in their wake. The thieves use poison on their blades and arrows and they don't care whom they use it on, be it adult or child. The other guilds are whispered to wanting to snuff out these upstarts before Tibud's leadership declares martial law.

Rumors from the Court

PCs are privy to more information on the rulers of Nelen and Malair if they have ranks in Knowledge (nobility). When a character makes a successful skill check, the following information is revealed, including the results from the lower DCs.

DC	Result
10	Duke Harris Dunhare of the nation of Nelen is the older brother of Baron Bruce Dunhare, the ruler of Malair. Harris' mindset is on the expansion of his realm's borders while the younger Dunhare is more focused on domestic issues.
15	Duke Harris Dunhare has conscripted many able-bodies for his armies from his northern holdings. This has led to a rise of banditry in those regions. The Duke has asked his brother for soldiers as well, but the Baron Dunhare has gently refused.
20	Duke Dunhare has been eyeing the once dwarven Kingdom of Anvilhold, but the sheer number of trolls, ogres, and other giantkin roaming the fallen realm has held his hand. Harris has been resentful over the fact that his brother Bruce has sent only supplies and not soldiers.
25	Duke Harris Dunhare was almost wed to Baroness Julip Vellaway from the Kingdom of Lat'gre. She had a change of heart when introduced to the younger brother Baron Bruce Dunhare. The Duke took the turn of events in style and even appeared at his sibling's wedding as a guest of honor.



Chapter 2 – The Fisket Residence

Orron Fisket's History

As mentioned by Segnar, Orron Fisket was indeed in financial straits. The half-elven bard borrowed big to see his musical plays hit Tibud's theater houses. Both critics and audiences found Fisket's operas too tragic and rife with dangling plot threads. Brimming with debt and creditors pounding at the door, Fisket was all ears when jackalweres Sanhler and Karhiss –in the guise of foreign merchants– approached him on acting as warden for their 'more shady' transactions. Once the bard heard the size of the cut offered for allowing illicit activity to happen inside his home, Fisket readily agreed. Soon the house's living room, under-stairs room, and wine cellar were modified. Coins –sometimes bloodied– soon fell into the bard's hands. In a few short months the backers of his failed plays were paid off, but due to guilt Fisket broke off contact with his former partners. His concession to the members of the Unlit using his house as a waypoint to their underground hideout also put a strain on his marriage. Fisket soon organized a coastal singing tour at some upper-end taverns so he, his wife Echrie, and the children Oren and Ulyrie could reconnect as a family. This of course allowed the Unlit unfettered access to the Fisket household... as well as the new guild's enemies.

The leaders of the Silk Stranglers, one of Tibud's older thieves' guilds, were quite outraged at the upstart rogues operating beyond the Broken Lantern's old territory lines. After some violent information gathering, the leaders learned that Orron Fisket's house was an important site to the Unlit, so they dispatched one of their top agents to send a likely fatal message to the singer and his benefactors. Dularna Temiguna, a powerful bard who specializes in charming vermin, broke into Fisket's home two days ago with her *chime of opening*. Once inside, she placed some giant ticks in the pantry (F5). She then herded four giant spiders –two of the arachnids carrying egg sacs–

into the children's room upstairs (F9). With her mementos in place, Dularna locked up the building, confident that the charmed vermin would at the very least disrupt the household.

The Fisket family returned early this morning after being dropped off by a local carriage service. Orron went upstairs, sending his children to their room while he went to his own bedchamber to unpack. Echrie was downstairs in the kitchen, preparing to make a hot meal after days of being on the cold road. The ticks attacked her as soon as she walked into the pantry. At the same time Oren and Ulyrie were ambushed by the spiders. Hearing the screams of his family, Orron rushed to his children's room. To his horror, the bard saw his children lying on the floor, giant arachnids covering them. Rooted to the spot by the terror and savagery before him, Orron was blindsided by two other spiders. He was bitten repeatedly before he was able to pull himself away from the creatures' fangs. Frantic to get away, Orron slammed his children's bedroom door on the pursuing spiders. Disoriented by the venom in his veins and shamed by his cowardice in not aiding his loved ones, Orron crawled back to his own bedchamber and slowly died, the waning screams of his doomed family riving his soul as he exhaled his last breath.

Orron Fisket's fall, both physical and spiritual, caused him to spontaneously reemerge as a ghost. Tied to his bedchamber (F8) by his shame, the undead bard periodically belts out ballads of bleakness, for he senses the arachnids are still in the household feeding off the corpses of his family. Orron's new state has left him erratic; he has bouts of melancholy spliced with flares of anger and self-hatred. PC intervention is his only chance for eternal peace.

GM's Note: Orron Fisket will be aware of any combat happening within the house. Because of his familiarity of Unlit thugs traversing through his living room, he will lend his vocal talents (e.g. inspire courage) to help them out during their conflict with the PCs, the known intruders. Orron's transition into undeath though has left him disconcerted, causing him to lend his bardic and supernatural powers to the arachnids (F5 and F9) that he now ironically sees as members of his family. Orron can and will use his 0-level spells (*dancing lights, flare, ghost sound, lullaby*).

open/close, prestidigitation) against the PCs within the household prior to their face-off in **F8**. Only a direct confrontation with the PCs could cause Orron to focus his powers on the correct targets of his rage. The GM is encouraged to use Orron's spells/voice/undead abilities to give the house an air of menace (e.g. *dancing lights* on the staircase, *ghost sound* coming from the fireplace, and *telekinesis* on furniture, etc.).



The House

Orron chose this solid structure of timber and stone so he could practice perfecting his vocal talents without the worry of bothering his neighbors, a consideration that carried over when he partnered with the Unlit. Any conflict short of

blasting out a door or window will not attract the attention of this city-block's nearby residents. Even then, Segnar's deal with the city watch will keep constables from investigating any disturbance for 1d4+1 hours (use the guard patrol stats from **Chapter 2** if need be). If such an interaction takes place, let the patrol's sergeant indicate to the PCs that some coin (50 to 100 gp) could cause the guard to "chase the real culprits" away from the property. If the PCs don't take the hint, the patrol could delay the party 1d4 hours, possibly allowing the guild to marshal their forces in taking down Segnar (GM's option).

When the PCs arrive, read or paraphrase the following:

While unmarked, the house stands apart from its neighbors in height and width. The structure holds to the block-design common in this part of the city, its stone construction shored up by solid oak. The stone is a dull black, the timbers painted to match. The first floor is windowless, but the second has two sets of closed shutters on the east side facing the street. The yard surrounding the house is sparse on grass, but weeds are plentiful around the building's edge. A small porch is set in the house's southeast corner. Double-doors set in the porch's east wall lead into the house. Another entrance, this time a single door, is located in the house's north side hugging the building's northeast corner. The street lanterns cast the Fisket residence in an eerie array of dancing shadows as the encroaching evening chases away the dying rays of the sun.

PCs who want to scale the house's walls need to pass a DC 25 Climb check. All the shutters are equipped with simple locks and augmented with *arcane lock*, requiring a DC 25 Disable Device skill check to bypass. A PC who opens the shutters leading to **F9** will encounter thick webbing, obscuring the rest of the children's room. The spiders (including those within the un-hatched egg sacs) will not move to attack anyone unless he or she climbs into the room. The shutters leading into the guest bedroom at **F10** will deposit PCs between the two cots if they choose to use this access point. Keep track of the PCs' movements when on the second floor; Orron (Perception +12) may be able to somewhat pinpoint intruders for some magical harassment. Aside from the thugs' bullseye lanterns in **F3**, the house's interior is completely dark. Unless otherwise noted, the house is

outfitted with strong wooden doors (AC 3; hardness 5; hit points 22; DC 18 locked) equipped with average (Disable Device DC 25) locks. Most of the doors within the house are unlocked unless noted. The ceilings are 9' high unless noted otherwise.

F1. Porch

Three stone steps lead up to the wooden porch. The quaint porch is free of furnishings to allow the closed double doors to swing open freely. The posts supporting the second story here are etched with flowing designs.

PCs who pass a DC 20 Perception check will note a script of some kind within the design on the posts. A DC 20 Linguistics check will reveal the message 'Friends in darkness' on the posts written in Undercommon, a phrase that even the surface-dwelling members of the Unlit are taught to recognize. The double doors are equipped with a Good lock (DC 30). The chipped key Terent Segnar gave the PCs (**Chapter 2 - The Proposal**) opens the lock.

F2. Entry Hall

This 10' wide, 15' long hall runs east-to-west, opening into a large room to the west. The stone floor is covered with a large, mud-stained carpet. Five cloaks hang on pegs on the north wall. A few pairs of boots also hug the wall under the cloaks.

Four of the cloaks are reversible (2 gp each), the standard attire for merchants/performers of Tibud. The fifth, Orron's, is patchwork (5 gp). Two pairs of boots under the cloaks are for adults (Orron and Echrie) while the remaining two pairs are child-size (Oren and Ulyrie). Each pair of shoes is worth 5 sp. The mud on the carpet is from the accumulation of both Fisket family and Unlit member traffic (Echrie insisted upon everyone wiping their feet upon entry). Those examining the carpet who pass a DC 20 Perception check will notice some odd oval tracks leaving the west end of the mat. One of Dularna Temiguna's spider minions did not follow her instructions to climb

the walls of the hallway upon entry into the house and thus tracked some mud into the house. PCs can track the spider all the way to **F9** with DC 20 Survival check.

F3. Living Room - EL 5

GM's note: If the thugs are aware of the PCs prior to the party's entry into the house, the bullseye lanterns will be left on the floor and pointed at the living room's ground level access points to deepen the shadows within the chamber proper (+2 bonus to Stealth).

This 20' by 80' area appears to be the living room. A plush green couch sits in front of a large, unlit fireplace in the southwest corner of the room. At the west wall near the fireplace is a bookcase with two stools set in front. A few pieces of chopped wood rest between the fireplace and bookcase. A series of pipes running from the ceiling to the floor is to the right of the bookcase. A staircase runs along the north wall leading up to the second floor. The steps ascend from east-to-west, and you spy a door set under the flight. Another door lies near the middle of the east wall, and a hallway in the southeast corner leads off to the east.

PCs who manage to sneak into here/listen in from behind a door without alerting the thugs can hear the dregs argue among themselves while near the staircase. This group of footpads is made up of new members of the Unlit, thus not trusted with carrying a copy of a key for **F3a** quite yet. The thugs were informed that Orron should be back from his coastal tour and would let them into the Undercroft. If left alone for five minutes, the group will volunteer that thug #4 go upstairs to see if the bard is about. Two minutes after this young thug heads up to the second floor, she tumbles back down the staircase covered with wounds and deep into middle age (Orron's corrupting touch). The fall kills the thug, causing her cohorts to run back out onto the street via **F1** with a more legitimate career path on their minds. Anyone in the remaining thugs' path will be bull rushed with the intent to pass. If this scenario doesn't play out, please refer to the **Tactics** section of the thugs' stat block below.

Household Thugs (4) CR 1

XP 400

Human fighter 1/rogue 1

NE Medium humanoid

Init +2; Senses Perception +5

Defense

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)

hp 20 (1d10+1d8+6)

Fort +3, Ref +4, Will +0

Offense

Speed 30 ft.

Melee morningstar +4 (1d8+3/x2) or dagger +4 (1d4+3/19-20/x2)**Ranged** dagger +3 (1d4+3/19-20/x2)**Special Attacks** sneak attack +1d6**Tactics**

Before Combat If warned of intruders, the thugs will attempt to hide in the shadows (e.g. behind the couch, near the staircase, etc.). They will strike once the PCs make it into the room or when one of their own is discovered.

During Combat If circumstances allow after the initial sneak attack, two thugs will engage the party in melee while the remainder will stick with range. The thugs in the back ranks will make use of their thunderstones, especially if they can identify spellcasters among the PCs. Flanking/isolation tactics will be used against the party whenever possible. Orron will belt out a steely ballad (i.e. inspire courage) the second round of combat to support the thugs and will stop once the hostilities cease.

Morale When half of their number has been slain/incapacitated, the remainder will flee. Unless they have a clear path to the outside, the thugs will retreat upstairs. If they heard Orron during combat, the thugs will head for the master bedchamber (F8). The bard's new state will cause the thugs to flee back to F6 and fight the party. If they didn't hear the bard, the thugs will run to the children's room (F9), encountering the spiders. If two thugs face off against the arachnids without party interference, the GM could rule that one spider was killed before both thugs were taken down. If only one thug entered F9, the spiders overwhelm him.

Statistics

Str 16, Dex 15, Con 13, Int 8, Wis 10, Cha 12

Base Atk +1; CMB +4; CMD 16

Feats Combat Reflexes, Skill Focus (Intimidate), Toughness**Skills** Climb +7, Intimidate +9, Knowledge (local) +4, Perception +5 (+6 to find traps), Stealth +6**Languages** Common**SQ** trapfinding +1

Other Gear Studded leather, morningstar, 3 daggers, light steel shield, thunderstone, flask of acid, one stick of chalk, bullseye lantern with one flask of oil (thugs #1 and #4), flint and steel with six torches (thug #3), brass key to Fisket house (thug #2), 50 cp.

Special Abilities

Combat Reflexes The thug may make a number of additional attacks of opportunity per round equal to his or her Dexterity bonus (+2). With this feat, the thug may also make attacks of opportunity while flat-footed.

SCALING THE DIFFICULTY

CR 6 – Add two more thugs.

CR 7 – Add two dark creepers (use the stats from Chapter 4 – Area 5). The thugs know a bit about the powers their smaller cohorts possess and will alter their tactics accordingly (i.e. backstabbing, flanking). The creepers in turn will use their Stealth skill and see in darkness ability to take out enemy spellcasters/soft targets.

HOUSEHOLD THUGS (8)

CR 1/2

Medium humanoid (human), neutral evil

Armor Class 16 (studded leather, shield)**Hit Points** 19 (3d8+6)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	8 (-1)	10 (+0)	11 (+1)

Saving Throws Str +5, Con +4**Skills** Athletics +7, Intimidation +3, Stealth +6**Senses** passive Perception 10**Languages** Common**Challenge** 1/2 (100 XP)**SPECIAL ABILITIES**

Pack Tactics. The thug has advantage on an attack roll against a creature if at least one of the thug's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The thug makes two melee attacks.

Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20 ft./60 ft., one target.

Hit: 7 (1d4+5) piercing damage in melee or 5 (1d4+3) piercing damage at range.

Morningstar. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 9 (1d8+5) piercing damage.

Unarmed Strike. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 6 bludgeoning damage.

SCALING THE DIFFICULTY

EL 6: Increase the number of thugs to 10.

Any thugs captured by PCs do not know the layout of the second floor of the house nor the Unlit Undercroft because this is their first time here. They do know that the secret entrance to the guild's hideout is in the southwest corner of the wine cellar (**U2**). After that the thugs are supposed to shout out the word *huzrik* (the closest word the Goblin language has to 'friend') once they reach the sewers (**U3**). These recruits were inducted into the Unlit by an olive-skinned, young woman named Karhiss (**U7**), a spellcaster of some kind who is constantly followed by strange dogs (jackals). If asked about the singing coming from upstairs during the fight, the thugs will state that the crooner must be Orron Fisket, even though they never met him face-to-face. Any thug in custody of the party will try to escape at the earliest opportunity. If dragged into an encounter that seems to favor their guild-mates, the thugs will do their best to tip the balance into the Unlit's favor (e.g. trip a PC, shout out who the party's spellcasters are, bull rush a PC into a sewer channel).

PCs who investigate the couch may find (DC 15 Perception) a small wooden chest between it and the south wall. On top of the chest is a sack of small rods of pig iron (8 lbs. worth 2 gp). Orron uses the pig iron to feed the gray ooze that is housed in the hatch trap at **U1** via though a stone pipe (3" in diameter) located under the couch next to the chest. The 25' long pipe is currently covered with a cork of stone (DC 15 Perception) to prevent the gray ooze from climbing out. The ooze is currently too well fed and content to bother creeping up the pipe, but will be found near the top within 1d3+1 days when the hunger pangs become too much. An 8' pole of unwieldy stone used to make sure the pig iron doesn't get stuck in the pipe leans against the north side of the fireplace. Veteran passerby

groups of the Unlit know about the ooze, how to feed it, and how not to activate the hatch trap at **U1**. The thugs encountered here do not know about the ooze or the hatch trap (Orron when alive would instruct new groups about the mechanism).

The pipes to the right of the bookcase are for the water closet (**F7**) on the second floor. A DC 10 Knowledge (engineering) check will identify them as such. Orron noticed that some of his upper-crust fans had indoor plumbing and insisted his own house be outfitted with it.

Loot

The small chest located next to the couch is equipped with an average lock (total value 42 gp). At the top of the chest are two vials of ink (8 gp each), an inkpen (1 sp), and ten paper sheets (4 sp each). The rest of the chest contains three entertainer's outfits (3 gp each), two artisan's outfits (1 gp each), scholar's outfit (5 gp), signet ring (5 gp), and a small steel mirror (10 gp).

The bookcase holds a few valuables: seventeen mundane books (2 gp each), eight books on music/singing techniques (5 gp each), three books on ballads/plays (10 gp each), two blank spellbooks (15 gp each), and one false book (2 gp) containing four small amethysts (100 gp each). A DC 15 Perception check is required to pick out the false book from the others. Each book weighs roughly 3 lbs.

F3a. Door In Back of Staircase

The door set under the staircase is of stout timber bound with thick iron, most uncommon for a residence such as this. The wood has been whitewashed to match the surrounding staircase, but the layer of paint is fairly new.

This portal counts as a very strong wooden door (AC 3; hardness 5, hit points 30; DC 25 Break when locked) equipped with a built-in superior lock (DC 40 Disable Device). Some of the more senior members of the Unlit have keys, but most groups rely on Orron to unlock this door for them. Orron's key is on his body in **F8**. The staircase's interior—including the steps—has been reinforced with iron

bars (Break DC 25, Hardness 8, hit points 80) to deter those trying to bypass the door. Past the door inside the staircase nook is an unlocked trapdoor. Opening the trapdoor reveals a shaft with a wooden ladder set in its north wall. PCs descending the 40' ladder will find themselves in **U1**.

GM'S NOTE:

GMs bent on having the party confront Orron before opening this door could always have the ghost bard use his *telekinesis* on the portal just as the PCs try to open it.

F4. Kitchen

This 20' by 20' room is the kitchen of the household. A 10' long, 5' wide counter with a sink and water pump built inside sits in the southeast corner of the room along the east wall, a set of cupboards hanging overhead. Another long counter originating out of the northeast corner runs 10' along the north wall. Assorted utensils held in various jars dominate the right side of the counter while a 4' long 3' wide slab of white stone rests on the left side, an iron pot half-filled with still water sitting in the middle. A pale lever sits to the left of the slab. Another slab, deep gray in coloration, has been attached to the ceiling somehow, suspended over the first. Under the counter are a few pots and pans that have seen some wear. A door lies in the north wall in the northeast corner of the room. Another door lies in the west near the opposite corner of the first. The last visible door in the room is near the middle of the south wall, slightly ajar.

The cupboards hold assorted plates and platters, none of which are worth much in value. The white slab on the counter is a 'mage plate,' a device created by kitchen-savvy wizards who wanted save on space. The lever on the slab's side controlled the heat (up to 300 degrees Fahrenheit). The gray slab above absorbs the steam/smoke coming off the food placed on the white slab. A PC with the Knowledge (arcana) skill can identify the device with a DC 13 check. Any smoke/fog/cloud-based spells cast within a 15' radius of the gray plate suffers a -2 reduction to DC saves. *Dispel magic* (DC 16 to dispel) will cause the mage plate to cease function for the duration of the spell. The mage

plate was a gift from his elven mother, the Archmage Jenthrie Halenedara. The slabs are physically affixed to their locations (Break DC 16) but will lose their enchantments if removed.

The cluster of ticks (Perception +0) in the pantry (**F5**) will not come out unless the PCs cause a loud ruckus within the kitchen. If the insects do come out, a pair will rush into the kitchen one round after the disturbance, followed by the second pair two rounds later.

F4a. Side Door to the Kitchen

If PCs seek entry into the house via this portal, read or paraphrase the following:

This stout wooden door is flanked with bits of red pottery, the pieces obviously once statuettes at one point. The door has a few cobwebs along the edges.

This locked door is equipped with a good lock (DC 30). The chipped key Terent Segnar gave the PCs (**Chapter 2 - The Proposal**) opens the lock. Two lawn imps are used to flank the door, but the Rum Rouser thieves' guild had a couple of goons come by to send a message to Orron. The goons smashed the imps, but the message wasn't noticed since this entrance is rarely used.

F5. Pantry - **EL 5**

This 20' by 10' pantry has some full shelving along the south wall and two closed barrels hugging the east wall. On the floor at your feet lies the desiccated corpse of a human woman in travel clothes with her back towards you. Two dog-sized, disk-shaped creatures on the other side of her appear to have their mouths embedded in the corpse.

The body is of Echrie Fisket. She walked into the kitchen to fetch something for the pot of water in **F4**. The giant ticks converged on the startled woman and quickly drained her dry. The pair vainly feeding on the body now will retract their mandibles from the dead flesh since new blood has walked in. Two more ticks cling to the ceiling (Stealth +8) just above the doorway...

Tick, Giant (4) **CR 1**

XP 400

N Small vermin

Init +0; **Senses** darkvision 60 ft., scent; **Perception** +0**Defense****AC** 16, touch 11, flat-footed 16 (+5 natural, +1 size)**hp** 13 (2d8+4)**Fort** +5, **Ref** +0, **Will** +0**Immune** mind-affecting effects**Offense****Speed** 20 ft., climb 20 ft.**Melee** bite +2 (1d4 plus grab, attach, and disease)**Special Attacks** blood drain (1 Constitution)**Tactics****During Combat** The ticks on the corpse will climb over Echrie to attack the PCs. The clinging pair above will drop upon PCs walking into the pantry, the insects catching targets flat-footed if not spotted prior to the attack.**Morale** The ticks, as programmed by Dularna Temiguna, will fight to the death.**Statistics****Str** 11, **Dex** 10, **Con** 15, **Int** –, **Wis** 11, **Cha** 2**Base Atk** +1; **CMB** +0 (+8 grapple); **CMD** 10 (22 vs. trip)**Skills** Climb +8, **Stealth** +8; **Racial Modifiers** +4 **Stealth**, +8 **Climb****Special Abilities****Grab (Ex)** A giant tick can grab targets of any size, and has a +8 racial bonus on grapple checks rather than the normal +4 bonus most creatures with grab possess.**Disease (Ex): Red Ache:** Bite – injury; *save* Fort DC 13; *onset* 1d3 days; *frequency* 1/day; *effect* 1d6 Str damage; *cure* 2 consecutive saves. The DC is Constitution-based.**SCALING THE DIFFICULTY**

CR 6 – Give two of the ticks the advanced template.

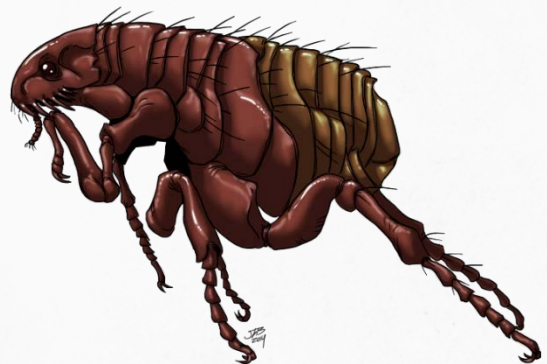
CR 7 – Give all the ticks the advanced template.

TICKS, GIANT (5)**CR 1**

Small beast (insect), unaligned

Armor Class 14 (natural armor)**Hit Points** 24 (2d6+2d10+4)**Speed** 20 ft., climb 20 ft.**STR** 11 (+0) **DEX** 10 (+0) **CON** 15 (+2) **INT** 1 (-5) **WIS** 11 (+0) **CHA** 2 (-5)**Senses** darkvision 60 ft., scent, passive Perception 10**Languages** -**Challenge** 1 (200 XP)**ACTIONS****Bite.** Melee Weapon attack: +4 to hit, reach 5ft., one creature. Hit: 3 (1d6) piercing damage, and the target must make a Strength saving throw DC 13, or the giant tick attaches itself to the target. Each round the tick is attached, it automatically does damage without having to make an attack roll. After each time damage is taken, the target must also make a Constitution DC 11 saving throw or suffer 1 point of Constitution damage. A creature dies if their Constitution score drops to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.**SCALING THE DIFFICULTY**

EL6: Increase the number of giant ticks to 6.



Echrie Fisket, a once-lively, brown-haired human woman in her early thirties, is now reduced to a dry husk of taut skin capped with an arid face locked in mid-scream. Her corpse has nothing of value on it. The shelving along the south wall holds some sacks of barley, oats, and other medieval mainstays. One of the barrels holds cod packed in salt. The other barrel is empty.

Second Floor

GM's Note: The stairs are quite creaky. Traversing the steps causes them to creak and inflicts a -10 penalty on PCs Stealth checks. The wooden floor that comprises this level is sturdier, causing only a -5 penalty on Stealth checks. A failed roll will alert will Orron (F8) and the adult spiders (F9) that something approaches. In the case of the spiders, they feel the vibration of the creaks to note possible prey is nearby.

F6. Second Story Entryway

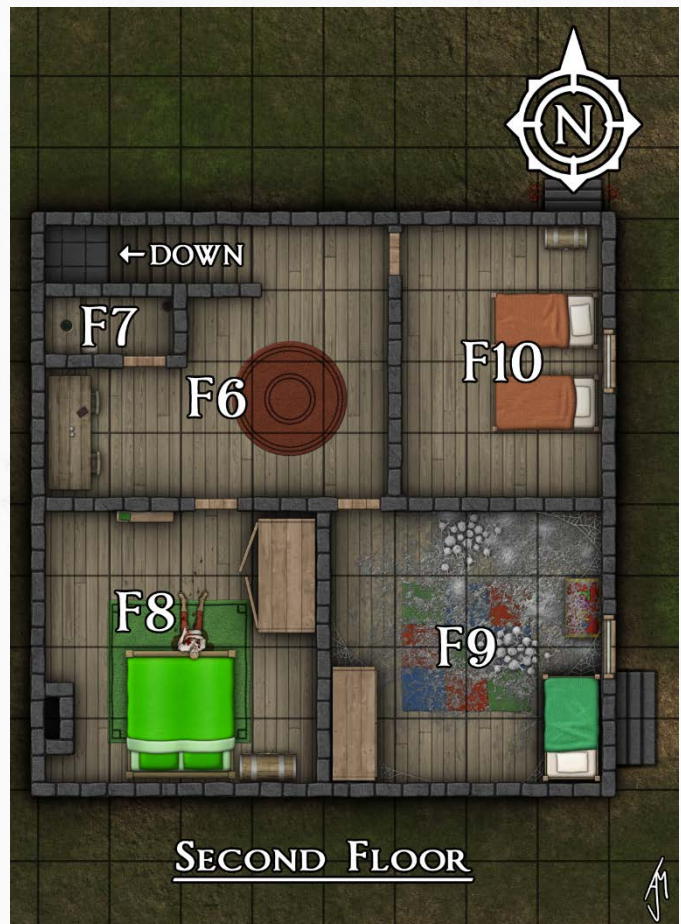
The stairs lead up to an odd-shaped room that dominates the northwest corner of the second floor. A door in the east wall lies across from the foot of the stairs. Two more doors are set in the south wall, one hugging the southeast corner while the other is located more in the middle. What appears to be a small closet lies on the west side of the room bordering the stairs. The door to this side room is set in its southern wall.

A DC 20 Perception check will reveal a trail of blood droplets between the two south doors (to F8 and F9); Orron was bleeding from the multiple spider bites. A DC 20 Survival check will divulge that the trail originated from F9.

F7. Water Closet

Entry into this small room reveals it to be a water closet. The bench is on the west side of the closet. A small stack of papers lies at the foot of the bench to the left.

Investigation of the papers reveals them to be reviews of Orron's past performances. The



jongleur had his share of critics, and thus never ran out of toilet paper.

F8. Master Bedroom - EL 8

GM's Note: There is the possibility that the party dealt with all the arachnids in the house prior to exploring this room. If this is the case, just have the ghost of Orron emerge out of the corpse, spread out its arms, whisper "Thank you," and then fade away.

Read or paraphrase the following after the PCs swing open the door but *before* they enter the room:

This 20' by 20' room is dominated by a four-poster bed hugging the south wall, the green sheets covering the mattress on the verge of being luminous. The chimney from the first floor's fireplace runs through the southeast corner of the



room, likely keeping the bedroom's occupants warm during the winter months. A large, two-door oak wardrobe stands open just east of the doorway, many of its contents spilt in front of it. A somewhat bloated, discolored corpse of a blond-haired, half-elven male sits on the floor with its back against the foot of the bed. His once-fine tunic is full of blood-encrusted puncture points. The cadaver's upturned face is locked in an expression filled with both agony and grief, highlighted with eyes of dead jade.

PCs who pass a DC 15 Perception check will notice the edges of a steel key (to **F4a**) poking out of a breast pocket on the corpse's tunic. A DC 20 Perception check will reveal a small silver object (Orron's *brooch of shielding*) peeking just under his shirt collar. Read once the party enters the room:

A cerulean, translucent shade erupts out of the corpse as you approach, bellowing a moan of despair. The braying spirit's countenance matches that of the corpse, the once-handsome visage a mockery of life and full of rage.

The presence of the party causes Orron to emerge from his mortal coil, unleashing his frightful moan ability. The ghost will not press the attack unless the party retaliates or moves in to search his body (see Orron's stat block below). He will instead float above his corpse, incorporeal tears falling from his face only to fade into nothingness. If left alone for a couple of rounds or engaged in conversation, Orron will look at (and past) the PCs and begin to speak:

A voice simultaneously encompassing, hallow, and palpable rakes across your skin down to the bone. "Dead. Dead! My wife! My children! How can they be? I can still hear them screaming! H-how can I, though? Fangs! So many fangs! These walls hold me. Close in on me. Why can't I get past the door?!" His limpid limbs hang listlessly, yet his hands clench in frustration.

GM's Note: Orron should illustrate surges of anger and despair while verbally interacting with the party. The presiding GM should keep in mind that the bard's supernatural state magnifies his chaotic nature. Orron will reminisce his last living moments so strongly that he may completely forget the PCs are even in the room or that he even

met them in previous visits. Diplomacy checks to influence attitude should be allowed at certain points of the conversation(s). Also keep in mind the ghost is not going to divulge much beyond his monologue below; the last tragic moments of his and his family's lives have left his mind in a constant state of flux.

If asked his name:

"I-I am the renowned jongleur Orron Fisket! My critics here in Tibud yearn to have talent, thus they were jealous of mine! My plays embraced man being in touch with the beast that lies within, something the city-dullards with their damning pens failed to see! Perhaps if they took the time to wipe the smudges of ink from their eyes! Echrie, my sweet Echrie, always told me to ignore their barbs. Echrie? Echrie! Why are you screaming!?"

If asked on how he died:

"Died? A poor jest, you fobbing scut. That rump-fed attitude will not get you far on stage, coxcomb. My trip with the family did leave me exhausted. I could barely keep up with my children as they bounded up the staircase, ready to play with their new toys I bought while we were on the road. I went to put some clothes away, then... Oren! Ulyrie! Eyes! FANGS! Biting my children! I tried to reach them, but more of the fiends attacked me! Couldn't fight them! Couldn't face THEM! I slammed the door on them and crawled away. I slammed the door on my children because of my cowardice! My shame! My heart was seizing up, but my ears, the ears of my mother, heard my little ones' cries! Why won't they END?"

If asked about the door under the staircase:

"Oh, THAT door. My associates wanted another way into their base 'below.' Their activities were 'off the books,' you know. They altered the cellar a bit as well. The traffic through the living room got a bit much for Echrie. Where is she? I thought a spot of touring the coast would do the family some good. I tire of waking up just to unlock that door for the newer partners of my associates under the streets."

If asked about his associates:

"Nice people... after a fashion. Brother and sister. Foreigners. Merchants, but their transactions were too sensitive to be observed by the law, mind you. The merchants had coin. I had debts. Soon my harassers let me be. The merchants' competitors started watching the house a little much though. Didn't matter. My new friends had young toughs on the street and cloaked men below. Blood wasn't going to be spilt in my house. Blood. No. Where's my family?"

If asked about the base below:

"Never been there. The less I knew, the better. Must have been some room below. While half of the merchants' henchmen were little better than cowed runts, the rest of the whey-faces were near my height and on the broad side. My partners gave me enough coin to NOT be interested in what went on down there."

If asked about his family:

"Ah, Echrie! The sole inspiration to many happy sonnets... until the children came along. My son Oren is already learning how to use his voice, but daughter Ulyrie is taking after her mom with eyes that sparkle on stage. I tried to minimize their exposure to my new friends. Sometimes you have to stand in the shadows to keep yourself and your loved ones afloat. S-shadows. Legs. Fangs! D-don't take my family! Find them! Save them!"

If asked about the key to the door under the staircase:

"You-you are the new recruits? Why didn't you say so? I would lead the way downstairs, but I just can't seem to leave the room. Could you, would you, check on my family first? I'll even sing a ballad while you look for them. I know Echrie went downstairs. The children are somewhere close. You check on them, see if they are safe, and I'll give you the key. I-I can hear them breathe. W-why are they gasping? C-can't you hear them!?!"

If the PCs agree to finding his family:

The posture of the ghostly form straightens, his eyes flooding with clarity. "Seek them out. I know

they are in the house. I can't leave this room, but I can lend you my voice to bolster your spirits. Save them... when I could not."

If the party comes back and informs Orron that his family has been saved:

Orron's form somehow coalesces, becomes brighter. His feet settle down onto the ground in front of his corpse. "Thank you, strangers... I mean friends. I can hear Echrie and my children beyond the door. Take the key and my blessing. Farewell." Orron then walks past you towards the doorway. When he steps into the hallway, he fades into nothingness.

If the party comes back and informs Orron that his family is dead:

Orron's form coalesces, the glow now verdant. "Then it was all for naught... yet I somehow feel closer to them. I can be with them again, if I just let go." He looks at you with understanding. "You did what you could. Do what you will." Orron closes his eyes, collapses into a starburst, and then evaporates before you.

ELIMINATING THE ARACHNIDS, MINOR QUEST EL 8

Success: All the arachnids in F5 and F9 are slain.

Reward: 1,200 XP

Boon: +1 bonus to all saving throws for one day.

Orron Fisket

CR 8

XP 4,800

Male half-elf ghost bard 7

CN Medium undead (half-elf, incorporeal)

Init +2; Senses darkvision 60 ft.; Perception +15

Defense

AC 17, touch 17, flat-footed 15 (+5 deflection, +2 Dex)

hp 77 (7d8+42)

Fort +7, Ref +7, Will +5

Defensive Abilities channel resistance +4, incorporeal, rejuvenation; **Immune** undead traits

Offense

Speed fly 30 ft. (perfect)

Melee corrupting touch +7 (6d6, Fort DC 19 for half)

Special Attacks bardic performance 37 rounds/day (countersong, distraction, fascinate [DC 19], inspire courage +2)

Bard Spells Known (CL 4)

3rd (2/day) *crushing despair* (Will DC 18), *displacement*
2nd (4/day) *compassionate ally* (Range 35 ft., Target one creature, Rushes to aid injured ally for 4 rounds, Will DC 17), *glitterdust* (Will DC 17), *mirror image* (1d4+1 images), *summon swarm*

1st (6/day) *charm person* (Will DC 16), *grease* (Reflex DC 16), *hideous laughter* (Will DC 16), *touch of gracelessness* (touch spell, Target one creature, 1d6+2 Dex penalty for 4 rounds, Fort DC 16 for half), *unnatural lust* (Range 35 ft., Target one creature, Rushes to embrace an ally, Duration 1 rd., Will DC 16)

0th (at will) *dancing lights, flare* (Fort DC 15), *ghost sound* (Will DC 15), *lullaby* (Will DC 15), *open/close, prestidigitation*

Tactics

During Combat Once the party moves towards his body/grabs for the key to **F4a**, Orron will assault the nearest offender with corrupting touch, his primary attack. Spellcasters not within the reach of Orron's touch will be targeted with *hideous laughter* or *telekinesis*. Orron will use *charm person*, *unnatural lust*, and *compassionate ally* to sow chaos among his attackers. *Mirror image* and *displacement* will be invoked if Orron finds himself hit a bit too often by melee/missile fire. Anyone appearing ready to bolt will be hit with *touch of gracelessness* or fascinate if possible. Orron will cast *grease* upon the staircase in **F6** to cause runners bruises (1d6 hit points) on their way down to the first floor. Because of the lingering horror of his death, the vermin brought forth by Orron's *summon swarm* will be spiders. Confined to the room, Orron will attack stragglers with his touch before stopping at the doorway, using *close* on the portal to emote his frustration at not being able to follow.
Morale Orron will fight until destroyed. He will reform in 2d4 days, forgetting the encounter entirely.

Statistics

Str --, Dex 14, Con --, Int 13, Wis 10, Cha 21

Base Atk +5; CMB +5; CMD 17

Feats Extra Performance (3), Skill Focus (Perform [sing]), Spellson

Skills Appraise +7, Bluff +18, Diplomacy +11, Intimidate +11, Fly +6, Knowledge (history) +8, Knowledge (local) +8, Perception +18, Perform (sing) +15, Sense Motive +7 (+18), Spellcraft +10, Stealth +14, Use Magic Device +12; Racial Modifiers +8 Perception, +8 Stealth

Languages Common, Elven

Gear *brooch of shielding* (82 hit points)

Special Abilities

Bardic Performance Orron is trained to use the Perform (sing) (+18) skill to create magical effects on those around him, including himself if desired. He can use this ability up to 37 rounds/day. Starting a bardic performance is a standard action, but it can be maintained each round as a free action. Changing a bardic performance from one effect to another requires Orron to stop the previous performance and start a new one as a standard action. A bardic performance cannot be disrupted, but it ends immediately if Orron is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. Orron cannot have more than one bardic performance in effect at one time.

Countersong (Su) Orron has learned how to counter magic effects that depend on sound (but not spells that have verbal components). During each round of the countersong, Orron makes a Perform Singing skill check (+18). Any creature within 30' of Orron (including himself) that is affected by a sonic or language-dependant magical attack may use Orron's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a non-instantaneous sonic or language-dependant magical attack, it gains another saving throw against the effect each round it hears the countersong. However, it must use Orron's Perform skill check result for the save. Countersong does not work on effects that don't allow saves. Countersong relies on audible components.

Corrupting Touch (Su) By passing part of his incorporeal body through a foe's body as a standard action, Orron inflicts 6d6 points of damage. This damage is not negative energy—it manifests in the form of physical wounds and aches from supernatural aging. Creatures immune to magical aging are immune to this damage, but otherwise the damage bypasses all forms of damage reduction. A DC 19 Fortitude save halves the damage inflicted.

Distraction (Su) Orron can use his performance to counter magic effects that depend on sight. Each round of the distraction, he makes a Perform (sing) skill check (+18). Any creature within 30' of Orron (including himself) that is affected by an illusion (pattern) or illusion (figment) magical attack may use Orron's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the distraction is already under

the effect of a non-instantaneous illusion (pattern) or illusion (figment) magical attack, it gains another saving throw against the effect each round it sees the distraction, but it must use Orron's Perform skill check result for the save. Distraction does not work on effects that don't allow saves. Distraction relies on visual components.

Fascinate (Su) Orron can use his performance to cause one or more creatures to become fascinated with him. Each creature to be fascinated must be within 90', able to see and hear Orron, and capable of paying attention to him. Orron must be able to see the creatures affected. The distraction of a nearby combat or other dangers prevents the ability from working. Orron can target up to two creatures with this ability. Each creature within range receives a DC 19 Will save to negate the effect. If a creature's saving throw succeeds, Orron cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and observes the performance for as long as Orron continues to maintain it. While fascinated, a target takes a -4 penalty on skill checks made as reactions, such as Perception checks. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat automatically breaks the effect. Fascinate is an enchantment (compulsion), mind-affecting ability. Fascinate relies on audible and visual components in order to function.

Frightful Moan (Su) Orron Fisket died from poison, acute arachnophobia, and shame. He can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a DC 19 Will save or become panicked for 2d4 rounds. This is a sonic mind-affecting *fear* effect. A creature that successfully saves against the moan cannot be affected by Orron's moan for 24 hours.

Inspire Courage (Su) Orron can use his performance to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive Orron's performance. The affected ally receives a +2 morale bonus on saving throws against charm and fear effects and a +2 competence bonus on attack and weapon damage rolls. Inspire courage is a mind-affecting ability. Inspire courage can use audible or visual components. Orron must choose which component to use when starting his performance.

Inspire Competence (Su) Orron can use his performance to help an ally succeed at a task. The ally must be within 30' and able to see and hear the bard. The ally gets a +3 competence bonus on skill checks with a particular skill as long as he or she continues to hear Orron's performance. Orron can't inspire competence in himself. Inspire competence relies on audible components.

Lore Master (Ex) Orron is a master of lore and can take 10 on any Knowledge skill check that he has ranks in. He can choose not to take 10 and can instead roll normally. In addition, once a day, Orron can take 20 on any Knowledge skill check as a standard action.

Rejuvenation (Su) Simple combat will not likely destroy Orron Fisket: his "destroyed" spirit will restore itself in 2d4 days. Only the destruction of all the arachnids in **F5** and **F9** will put Orron permanently to rest.

Spellsong (Su) Orron can combine his bardic performance and spellcasting in two ways. First, Orron can conceal the activity of casting a bard spell by masking it in a performance. As a swift action, Orron may combine his casting of a spell with a Perform check. Observers must make a Perception or Sense Motive check opposed by Orron's Perform check (+18) to realize that he is also casting a spell. This uses one round of his bardic performance ability, regardless of the spell's casting time. Second, as a move action, Orron can use 1 round of bardic performance to maintain a bard spell with a duration of concentration. Orron can cast another spell in the same round he is using bardic magic to maintain concentration; if Orron does this, his concentration on the maintained spell ends when he ends the bardic performance of which the spell is a part.

Skill Focus (Perform Singing) Orron gets a +3 bonus to all checks involving this skill.

Suggestion (Sp) Orron can use his performance to make a *suggestion* (as per the spell) to a creature that he has already fascinated (see above). Using this ability does not disrupt the fascinate effect, but it does require a standard action to activate (in addition to the free action to continue the fascinate effect). Orron can use this ability more than once against an individual creature during an individual performance.

Telekinesis (Su) Orron can use *telekinesis* as a standard action once every 1d4 rounds (caster level 12th).

Versatile Performance (Ex) Orron can use his Perform (sing) skill (+18) in place of his bonuses in Bluff and Sense Motive.

Well-Versed (Ex) Orron is resistant to the bardic performances of others, and to sonic effects in general. Orron gains a +4 bonus on saving throws made against bardic performance, sonic, and language-dependant effects.

ORRON FISKET**CR 9**

Medium undead, chaotic neutral

Armor Class 12**Hit Points** 80 (17d8)**Speed** 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (+0)	14 (+2)	10 (+0)	15 (+2)	10 (+0)	20 (+5)

Saving Throws Dex +6, Cha +9**Skills** Acrobatics +4, Animal Handling +2, Arcana +6, Athletics +0, Deception +9, History +6, Insight +2, Intimidation +9, Investigation +4, Medicine +2, Nature +4, Perception +2, Performance +13, Persuasion +13, Religion +4, Sleight of Hand +4, Stealth +4, Survival +2**Damage Resistances** acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks**Damage Immunities** cold, necrotic, poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained**Senses** darkvision 60 ft., passive Perception 12**Languages** Common, Elven**Challenge** 9 (5,000 XP)**SPECIAL ABILITIES****Bardic Inspiration (5/short rest).** Orron can use an action to grant creature a bonus 1d8 to add to an attack roll, ability check or saving throw. This bonus die must be used within 10 minutes of being granted by the bard.**Countercharm.** Orron can use an action to grant allies within 30 ft. advantage vs. being frightened or charmed.**Cutting Words.** Orron can spend a bardic inspiration to subtract a bardic die roll from target's attack roll, ability check, or damage roll. The target must be within 60 feet, and is immune to this ability if they cannot hear Orron, or are immune to being charmed.**Ethereal Sight.** Orron can see 60 feet into the Ethereal Plane when he is on the Material Plane, and vice versa.**Font of Inspiration.** Orron recovers all uses of bardic inspiration after a short or long rest.**Jack of All Trades.** Orron adds half of his proficiency bonus to ability checks he's not already adding it to.**Incorporeal Movement.** Orron can move through other creatures and objects as if they were difficult terrain. He takes 5 (1d10) force damage if he ends its turn inside an object.**Song of Rest.** Orron and his allies regain 1d6 extra hit points when spending HD during a short rest.**ACTIONS****Withering Touch.** Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 19 (4d6+5) necrotic damage.**Etherealness.** Orron can enter the Ethereal Plane from the Material Plane, or vice versa. He is visible on the Material Plane while he is in the Border Ethereal, and vice versa, yet he can't affect or be affected by anything on the other plane.**Horrifying Visage.** Each non-undead creature within 60 feet of Orron that can see him must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 × 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to Orron's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.**Possession (Recharge 6).** One humanoid that Orron can see within 5 feet of it must succeed on a DC 17 Charisma saving throw or be possessed by him; Orron then disappears, and the target is incapacitated and loses control of its body. Orron now controls the body but doesn't deprive the target of awareness. Orron can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains his alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. He otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.The possession lasts until the body drops to 0 hit points, Orron ends it as a bonus action, or Orron is turned or forced out by an effect like the *dispel evil and good* spell. When the possession ends, Orron reappears in an unoccupied space within 5 feet of the body. The target is immune to Orron's Possession for 24 hours after succeeding on the saving throw or after the possession ends.**SPELLCASTING**

Orron is a 7th-level spellcaster. His spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). Orron has the following bard spells prepared:

Spells known:

Cantrips: *mage hand, minor illusion, vicious mockery*

Level 1: *bane, dissonant whispers, thunderwave*

Level 2: *crown of madness, shatter, silence*

Level 3: *hypnotic pattern, stinking cloud*

Level 4: *compulsion, confusion.*

Loot

On Orron Fisket's corpse is a large belt pouch containing five jaspers (50 gp each), 10 pp, 70 gp, 80 sp, and an iron key to the chest in the room. Under his shirt collar is a *brooch of shielding*. In his tunic pocket is the steel key to **F4a**.

On the four-poster bed is a set of fine, green silk sheets worth 70 gp. A painting depicting a blue dragon and a titan playing chess atop a plateau hangs behind the bed obscured by hanging sheets (Perception DC 15). The work is valued at 500 gp.

The wardrobe contains some of Orron and his wife's mundane clothes (those on the floor) along with some of the bard's more valuable costumes. Orron's raiment of value consists of two royals' outfits (200 gp each), four nobles' outfits (75 gp each), four entertainers' outfits (3 gp each), a monk's outfit (5 gp), two cold weather outfits (8 gp), and two explorers' outfits (10 gp).

There is a large chest equipped with a good lock (DC 30, total chest value 87 gp) in the southeast corner of the room hidden by its proximity to the bed (Perception DC 12 to notice). Inside the chest is one set of silver bells (total 60 sp), two 50' coils of silk rope, a hooded lantern, five pints of oil, flint and steel, sewing needle (5 sp), a bejeweled signet ring for performances (200 gp), *salve of slipperiness*, two *cure light wounds* potions (1d8+5 hit points), mithral chain shirt, 20 pp, 215 gp, 50 sp, and 500 cp.

F9. Children's Bedroom, EL 6

GM's Note: If the spiders perceive living intruders in the house through their tremorsense, one will hide in a web on the ceiling just inside the doorway (Stealth +11). It won't attack until discovered or

until after the first two rounds of combat. Movement through the room should be treated as encountering a *web* spell (making a combat maneuver check or Escape Artist check as part of their move action, DC 12).

This 20' by 20' room is mostly covered wall-to-wall with spider webs. A wardrobe stands in the southwest corner of the room while a set of children's bunk beds sits in the southeast. The northeast corner of the room is dominated by webbing. Within the cluster are two bulging, pulsating masses of ivory gossamer. Under one of the masses you can see a child's foot sticking out. Spiders the size of mastiffs are creeping about the room, two of them moving in the direction of the web cluster.

Six feet just south of the door is an iron key to **F10**. Orron lost this key in his flight from here. A PC can spot it on the webbed floor with a Perception DC 15 check.

The pets of Dularna Temiguna did a thorough job. They killed Oren and Ulyrie and then dragged their corpses to a corner. The spiders then rigged the egg sacs they brought with them above the corpses so the hatchlings would have an easy first meal. Combat within the room and the doorway will cause the emerging spider swarms to seek out live prey as their initial meal.

The wardrobe holds nothing of value and neither do the bunk beds. The web cluster that covers the corpses of the children also hides a chest of toys. The toys -20 in all- have seen years of abuse and will only fetch 5 sp apiece at best.

Giant Spider (4)	CR 1
XP 400	
N Medium vermin	
Init +3; Senses darkvision 60 ft., tremorsense 60 ft.;	
Perception +4	
<hr/>	
Defense	
AC 14, touch 13, flat-footed 11 (+3 Dex, +1 natural armor)	
hp 16 (3d8+3)	
Fort +4, Ref +4, Will +1	
Immune mind-affecting effects	
<hr/>	
Offense	
Speed 30 ft., climb 30 ft.	

Melee bite +2 (1d6 plus poison)
Special Attack web (+5 ranged, DC 12, hp 2)

Tactics

During Combat Dularna Temiguna commanded the spiders to stay within the room, but ranged magic/missile fire will cause the vermin to give chase to their attackers beyond these walls. The spiders will throw their webs at characters hanging back while frontline PCs get the fang treatment.

Morale The spiders will fight to the death.

Statistics

Str 11, **Dex** 17, **Con** 12, **Int** –, **Wis** 10, **Cha** 2
Base Atk +2; **CMB** +2; **CMD** 15 (27 vs. trip)
Skills Climb +16, Perception +4 (+8 in webs), Stealth +7 (+11 in webs); **Racial Modifiers** +4 Perception, +4 Stealth (+8 in webs), +16 Climb

Special Abilities

Poison (Ex) Bite – injury; *save* Fort DC 14; *frequency* 1/round for 4 rounds; *effect* 1d2 Str damage; *cure* 1 save. The save is Constitution-based.

GIANT SPIDERS (4)

CR 1

Large beast, unaligned

Armor Class 14 (natural armor)
Hit Points 26 (4d10+4)
Speed 30 ft., climb 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	2 (-4)	11 (+0)	4 (-3)

Skills Stealth +7

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10

Languages ---

Challenge 1 (200 XP)

SPECIAL ABILITIES

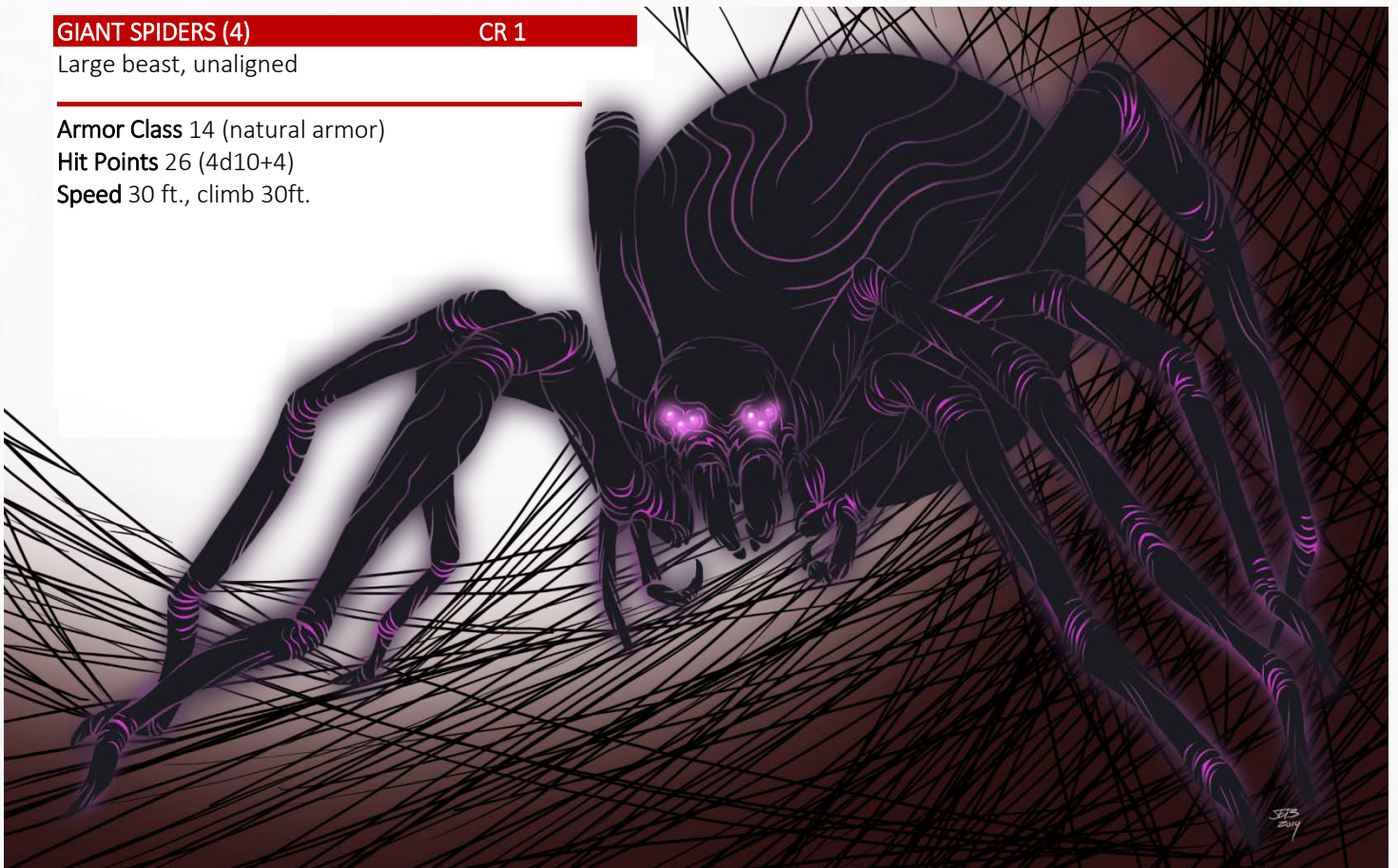
Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 7 (1d8+3) piercing damage. The target must make a DC 11 Constitution saving throw, taking 9



(2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Web (Recharge 5-6). Ranged Weapon Attack: +5 to hit, range 30 ft./60 ft., one creature. Hit: The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Spider Swarm (2) CR 1

XP 400

N Diminutive vermin (swarm)

Init +3; **Senses** darkvision 60 ft., tremorsense 30 ft.;

Perception +4

Defense

AC 17, touch 17, flat-footed 14 (+3 Dex, +4 size)

hp 9 (2d8)

Fort +3, **Ref** +3, **Will** +0

Defensive Abilities swarm traits; **Immune** mind-affecting effects

Weaknesses swarm traits

Offense

Speed 20 ft., climb 20 ft.

Melee swarm (1d6 plus poison and distraction)

Space 10 ft.; **Reach** 0 ft.

Special Attack distraction (DC 11)

Tactics

During Combat Both egg sacs are ready to burst. Roll a d4 for each to see which round they hatch during the party's fight with the adult spiders.

Morale The spider swarms will fight until destroyed.

Statistics

Str 1, **Dex** 17, **Con** 10, **Int** –, **Wis** 10, **Cha** 2

Base Atk +1; **CMB** –; **CMD** –

Skills Climb +11, Perception +4; **Racial Modifiers** +4 Perception; uses Dexterity for Climb checks

Special Abilities

Poison (Ex) *type* Swarm – injury; *save* Fort DC 11; *frequency* 1/round for 2 rounds; *effect* 1d2 Str damage; *cure* 1 save. The save is Constitution-based.

SCALING THE DIFFICULTY

CR 7 – Give two of the adult spiders the Half-Fiend template.

CR 8 – Give all the adult spiders the Half-Fiend template.

SWARM OF SPIDERS (3)

CR 1/2

Medium swarm of Tiny beasts, unaligned

Armor Class 12 (natural armor)

Hit Points 22 (5d8)

Speed 20 ft., climb 20 ft.

STR 13(-4) **DEX** 13(+1) **CON** 10(+0) **INT** 1(-5) **WIS** 7(-2) **CHA** 1(-5)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 10 ft., passive Perception 8

Languages –

Challenge 1/2 (100 XP)

SPECIAL ABILITIES

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

ACTIONS

Bites. Melee Weapon Attack: +3 to hit, reach 0 ft., one target. Hit: 10 (4d4) piercing, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer. damage.

SCALING THE DIFFICULTY

EL 7: Increase the number of giant spiders to 5.

F10. Guest Bedroom

The lock (Average - Disable Device DC 25, key in F9) in this door has been engaged. Once the party bypasses the door, read or paraphrase the following:

This 15' by 20' room has two single beds within, the heads against the east wall. Between the beds and set high in the wall is a shuttered window. In the northeast corner of the room is a small wooden chest. The room and its sparse furnishings have a thin layer of dust, implying it has not been entered in some time.

This spare bedroom was intended to be Oren's when he grew older. The ceiling is only 7' high in this room. Sanhler (U5) convinced Orron to store a small cache of guild items here. The chest's lock is average (DC 25) and Sanhler has the key. PCs who pass a DC 25 Perception check when investigating the chest will spot the cobweb-covered javelin hole in the ceiling. A wire set in the wall connects the chest's lid and the javelin's launch mechanism. Moving the chest away from the wall will also trigger the trap.

Poisoned Javelin Trap CR 6

XP 1,600

Type mechanical; **Perception** DC 25 (to spot javelin hole in ceiling); **Disable Device** DC 20

Effects

Trigger touch; **Reset** manual

Effect One poisoned javelin (1d6 points of damage); +15 to hit; one target in front of chest (top of head or shoulders). Javelin is coated with shadow essence (DC 17 Fortitude save; **Frequency** 1/ round for 6 rounds; **Initial Effect** 1 Strength drain; **Effect** 1d2 Strength damage; **Cure** 1 save).

Poisoned Javelin Trap CR 6

Mechanical trap

Perception DC: 17 **Disarm** DC: 16

EFFECTS

This trap fires a poison tipped javelin at the front of the chest, at head or shoulder height for medium characters. The trap has +6 to attack, and deals 1d6+4 points of piercing damage. The poison coating the javelin requires a DC 14 Constitution saving throw or the target loses 1d2

points of Strength. This ability damage is temporary, and will return after a short or long rest.

A character without thieves' tools proficiency can attempt to disarm this trap with disadvantage using any edged weapon or tool. A failure causes this trap to trigger.

Loot

Inside the chest is a vial of silversheen, *elixir of love*, two doses of shadow essence, everburning torch, disguise kit, masterwork rogue's tools, three peridots (50 gp each), 15 pp, 400 gp, 900 sp, and 500 cp.

TURNING IN THE POISON TO SEGNAR, PART 1, MINOR QUEST EL 3

Success: Turning in the doses of shadow essence to Terent Segnar.

Reward: 200 XP



Chapter 3 – Undercroft of the Unlit

History

Two centuries ago Tibud was outfitted with a sewer system. The more nefarious citizens of the port city soon took advantage of the shadow-enriched (if odorous) environment and dug out new corridors and intersections for hideouts and meeting halls. On more than a few occasions a thug's pickaxe would bring down a wall to an abutting guild's lair. Such occurrences –whether accidental or intentional– would usually end in bloodshed, rivaling the amount of red spilt on the streets above during similar meetings. The city council would quietly dispatch plague priests to quell the fighting, but when a few diseased-ridden bodies fell into Tibud's fresh water supply, the administration took a more direct approach; the more bribes a guild pays the constables, the more favors/less interference the 'law' would do for the guild. This practice held for decades with a few occasional years of 'reform' when the citizens griped about the nearly blatant partnership between the guard and the guilds. When Duke Harris Dunhare came to power seventeen years ago one such reform period occurred, but once the Duke's plans for border expansion gained prominence, Tibud fell to the shadows once again. With corruption on both sides of the law, the port's working class stays wary of helping hands. One such area where the hardship was prominent was the Lumber Merchant District.

One of the thieves' guilds of this district was the Broken Lanterns. Out-of-work woodsmen, miners, laborers, and other dregs found formed a gang when the local merchants refused them gainful employment. Strong in back and quick to pummel any resistance, the Lanterns learned early on that leaving victims alive after a mugging meant you could rob them again, especially when the watch was bribed to turn a blind eye. Once the guild's ranks swelled to thirty, the Lanterns moved their base underground, utilizing old skills to make the world under the streets a proper retreat. The guild

held and expanded this network of tunnels and chambers for three years, its few dwarven and miner associates making sure the shafts held under the weight of the populous above. While not one of the biggest thieves' guilds in its district, the Lanterns sported one of the longest private tunnels, connecting their hideout within the Lumber Merchant District with a small underground harbor on the western edge of the city. The tunnel –dubbed "The Wyrms' Spine"– has small clusters of rooms at various points along its length. The Lanterns' ambition outgrew its manpower though; they simply did not have the numbers to properly guard the enormity of their subterranean territory. This weakness was soon discovered by Sanhler and Karhiss. After the recruitment of some dockside toughs, the jackalweres and Vorlash's forces stormed the hideout from the seaside entrance, *sleep*-inducing gazes, erupting *darkness*, and poisoned blades causing the Broken Lanterns to rupture. The attack was so quick and complete that no one escaped. The Lumber Merchant District had new masters tending the shadows, except this lot would just as likely steal your breath as well as your coin purse.

The Undercroft

The Broken Lantern's miners did a superb job excavating and connecting chambers under the district's streets. PCs who pass a DC 15 Knowledge (engineering) check will note that the rooms and tunnels from **U4** and beyond were carved from expert (dwarven/miner) know-how. Another DC 15 Knowledge (engineering) check will reveal that the tunnels connecting **U2**, **U3**, and **U4** are of more recent (less than six months) construction and crafted by less caring (dark creeper) hands.

The Lanterns' old entrance to the surface was a shaft in the ceiling of **U5** that led to an abandoned woodworker's shop. The Unlit leaders decided the entrance was too well known and that a few more barriers and stratagems should exist between the guildhall (**U10**) and the streets, so they had dark slayer Tish plug the shaft up with a *stone shape* scroll.

The height of the chambers and tunnels of the Unlit are 8' unless otherwise noted. The air of this dungeon layer is dry but breathable; the exception to this is **U3**, where dampness reigns supreme.

THE UNDERCROFT



The Undercroft is outfitted with strong wooden doors (AC 3; hardness 5; hit points 22; DC 18 locked) equipped with average (Disable Device DC 25) locks. Most of the doors within the hideout are unlocked unless noted otherwise. Any unnamed Unlit members who escape the PCs will first run for **U5** to marshal with Sanhler against the invaders (Tish has his own plan, see his stat block at **U3**). Once holding **U5** appears to be a lost cause, the guild members will head to **U10** for a final stand. Sanhler will fetch his sister Karhiss and her pets (**U7**) before making their way to join Vorlash at the guildhall. Karhiss will eventually leave her location to meet with Vorlash and, at the GM's option, could come up behind the PCs if they bypass rooms **U7** and **U8**. Every Unlit member knows of the pit trap at **U6** and the zombies at **U9**. At **U6** the members will either jump over the trigger squares or use the planks from **U5** to bypass. At **U9** the retreating Unlit will stick to the carpet lining that hallway, moving at half-speed so that the ruse remains un-sprung. The presiding GM should keep a tally on the possible number/type of foes the party may face in **U10**. The guild at that point will be stuck between the PCs and Segnar; the Unlit will fight with everything they have left. And, of course, because of the very nature of the guild, the Undercroft is (aside from **U7** and **U11**) drenched in darkness. All creatures gain concealment (50% miss chance) if such conditions are allowed. The miss chance lowers to 20% in dim light. The dark folk and most of their allies have darkvision and will use it to their advantage; the former can even see in pitch-black conditions, including those created by *deeper darkness*. Vorlash and his brethren will do their best to keep their enemies in the dark.

Unlit's Problem-Solvers EL 7

When the thieves' guild was officially formed, Karhiss felt it lacked a bit in the muscle department. Sometimes a knife in the back may convey the wrong message; broken bones are much more direct. She quickly hired on some half-orcs previously discharged from Tibud's standing army for trashing a countryside inn. The hybrids have proven invaluable to the guild over a dozen times, busting the skulls of thugs from rival territories stepping onto the wrong streets. The half-orcs were on one such outing when the PCs

breached the Undercroft. Now the Unlit's problem-solvers have returned...

The presiding GM should use this group of adversaries as a floating encounter, introducing the half-orcs when he or she sees fit. The PCs might be leaving evidence of their progress into the Undercroft, tipping off to the half-orcs that something is wrong. Did the party clear the Fisket residence with hardly a scratch? The guild muscle could be waiting to ambush them in **F3** or **U2**. Are Sanhler and his minions (**U5**) being dominated a bit too quickly for your liking? The half-orcs could be coming up the hall from **U4** with crossbows out. The destination of these warriors is **U7** to give Karhiss a progress report; the priestess could join up with these underlings to harass the PCs if they skipped her location. Ultimately the GM could opt to use the half-orcs as a revenge force, joining up with any Unlit leader who survived the breaking of the guild, ready to assault the PCs at a later date when their defenses are down.

The half-orcs know most of the layout of the first layer of the Undercroft, their quarters located further down the Wyrms' Spine where Terent Segnar is currently wreaking havoc. These warriors know of the traps/hazards of the Undercroft, including the zombie corridor at **U9**; the half-orcs usually meet up with Karhiss so she could cast *silence* on a coin so they could walk past the undead in their armor with ease. Any half-orc captured will not reveal guild numbers or stratagems; they will tip off their guild-mates any chance they get though.

Guild Muscle (4)

CR 3

XP 800

Half-orc fighter 4

NE Medium humanoid

Init +1; **Senses** darkvision 60 ft: Perception +1

Defense

AC 20, touch 11, flat-footed 19 (+7 armor, +2 shield, +1 Dex)

hp 39 (4d10+12)

Fort +7, **Ref** +2, **Will** +2; +1 vs. fear

Defensive Abilities armor training 1, bravery +1

Offense

Speed 20 ft.

Melee flail +8 (1d8+5/x2)

Ranged light crossbow +5 (1d8/19-20/x2)

Tactics

Before Combat If the half-orcs are aware that the party is nearby, they will load their crossbows. They will then anoint their flails with their oils of *magic weapon*. Lastly, the guild-fighters will quaff their potions of *blur*.

During Combat Once the PCs are in sight, two of the half-orcs will charge forward **once** the other pair fires their crossbows at lightly-armored targets. The two chargers will concentrate on one target while the crossbowmen pepper anyone trying to interfere. Once a target has dropped, the chargers will move onto the next PC.

Morale If brought down to 10 hit points or less, a half-orc will retreat, perhaps bringing out his crossbow so he can cover his mates. When two half-orcs have been killed, the rest will try to escape to the city's streets above.

Statistics

Str 16, **Dex** 12, **Con** 14, **Int** 12, **Wis** 12, **Cha** 8

Base Atk +4; **CMB** +7; **CMD** 18

Feats Combat Expertise, Improved Dirty Trick, Rapid Reload, Weapon Focus (flail), Weapon Specialization (flail)

Skills Climb -1, Intimidate +6, Knowledge (dungeoneering) +5, Perception +3, Survival +7, Swim -1; **Racial Modifiers** +2 Intimidate

Languages Common, Goblin, Orc

Other Gear splint mail, flail, heavy wooden shield, light crossbow (with 10 bolts), potion of *blur*, oil of *magic weapon*, brass key to **F1/F4a** (muscle #2), greenish brass key to **F3a** (muscle #4), 15 gp, 40 gp, and 60 sp

Special Abilities

Combat Expertise The guild muscle can choose to take a -1 penalty on melee attack rolls and combat maneuver checks to gain a +1 dodge bonus to their Armor Class.

Improved Dirty Trick The guild muscle do not provoke an attack of opportunity when performing a dirty trick combat maneuver. In addition, they receive a +2 bonus on checks made to attempt a dirty trick. They also receive a +2 bonus to their Combat Maneuver Defense when an opponent tries a dirty trick on them.

Orc Ferocity Once per day, when the guild muscle is brought below 0 hit points but not killed, they can fight on for one more round as if disabled. At the end of their next turn, unless brought above 0 hit points, they immediately fall unconscious and begin dying.

Rapid Reload The time required for these guild muscle to reload their light crossbows is reduced to a free action.

GUILD MUSCLE (7)

CR 1

Medium humanoid (half-orc), neutral evil

Armor Class 19 (splint, shield)

Hit Points 36 (4d10+8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	12 (+1)	12 (+1)	8 (-1)

Saving Throws Str +6, Con +4

Skills Athletics +6, Intimidation +1, Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Common, Orc

Challenge 1 (200 XP)

SPECIAL ABILITIES

Action Surge. The guild muscle can take one additional action on top of their regular action and a possible bonus action once per short rest.

Dueling. The guild muscle gains a +2 to damage rolls when they are wielding a melede weapon in one hand and no other weapons.

Second Wind. The guild muscle can regain 1d10+4 hp as a bonus action once per short rest.

ACTIONS

Light Crossbow. Ranged Weapon Attack: +3 to hit, range 80 ft./320 ft., one target. Hit: 5 (1d8+1) piercing damage.

Flail. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (1d8+6) bludgeoning damage.

VI. Cellar Hall EL 6

Once the PCs are at the bottom of the shaft, read or paraphrase the following:

At the bottom of the 40' shaft is a 10' high, 5' wide stone corridor leading south. At the end of the 30' corridor is a door in the east wall.

While the floor is hard stone, a DC 15 Perception check will reveal that this tunnel is a high-traffic area via the amount of dirty footprints found here. The door at the end of the hall is unlocked, but trapped. The three brass buttons on the interior of the door's handle must be pushed in ascending order before the portal is opened; otherwise the stone hatch above the door (Perception DC 25) will open, depositing a gray ooze on anyone below. The space above the hatch holds no treasure.

Camouflage Hatch Trap CR 4

XP 1,200
Type mechanical; Perception DC 25; Disable Device DC 25

Effects

Drops gray ooze onto PC(s) in front of door to U2.

Trigger touch; **Reset** repair

Effect +15 touch (1d6+4 plus 1d6 acid and grab, then combat); possible multiple targets (all targets in a 5-ft.-square area)

Camouflage Hatch Trap CR 4

Mechanical trap
Perception: 18 Disarm 18

Effect

This trap triggers a stone hatch above the door to open and drop a gray ooze onto any character within 5 feet of the door. The gray ooze has a +8 to hit, and does 1d6+4 bludgeoning damage + 1d6 acid damage on a successful hit from its pseudopods. If the PCs are caught unawares, the gray ooze makes its initial attack with advantage.

Even if the ooze misses on the initial attack, combat will start with the party rolling to see if they are surprised.

Gray Ooze CR 4

XP 1,200
N Medium ooze
Init -5; Senses blindsight 60 ft.; Perception -5

Defense

AC 5, touch 5, flat-footed 5 (-5 Dex)
hp 50 (4d8+32)
Fort +9, Ref -4, Will -4
Defensive Abilities ooze traits; **Immune** cold, fire

Offense

Speed 10 ft.
Melee slam +6 (1d6+4 plus 1d6 acid and grab)



Special Attacks acid, constrict (1d6+4 plus 1d6 acid)

Tactics

During Combat Once the gray ooze drops onto a victim, it will keep attacking/grappling the PC until he or she is slain. The gray ooze will then attack anyone who interrupts its digestive process.

Morale The gray ooze will fight until destroyed.

Statistics

Str 16, Dex 1, Con 26, Int -, Wis 1, Cha 1
Base Atk +3; CMB +6 (+10 grapple); CMD 11 (can't be tripped)
SQ transparent

Special Abilities

Acid (Ex) The digestive acid that covers a gray ooze dissolves metals and organic material, but not stone. Each

slam and constrict attack deals 1d6 additional acid damage. Armor or clothing worn by a creature grappled by a gray ooze takes the same amount of acid damage unless the wearer succeeds on a DC 20 Reflex saving throw. A wooden or metal weapon that strikes a gray ooze takes 1d6 acid damage unless the weapon's wielder succeeds on a DC 20 Reflex save. The ooze's touch deals 12 points of acid damage per round to wooden or metal objects, but the ooze must remain in contact with the material for one full round in order to deal this damage. The save DCs are Constitution-based.

Transparent (Ex) Due to its lack of vivid coloration, a gray ooze is difficult to discern from its surroundings in most environments. A DC 15 Perception check is required to notice the gray ooze. Any creature that fails to notice a gray ooze and walks into it automatically suffers damage as if struck by the ooze's slam attack and is immediately subject to a grab attempt by the ooze.

SCALING THE DIFFICULTY
CR 5 – Give the gray ooze the advanced template.
CR 6 – The party encountered the ooze while it was on the verge of binary fission. Two gray oozes (normal) fall out of the hatch trap.

GRAY OOZE **CR 3**

Medium ooze, unaligned

Armor Class 8
Hit Points 58 (3d8+18)
Speed 10 ft., climb 10 ft.

STR 12 (+1) **DEX** 6 (-2) **CON** 16 (+3) **INT** 1 (+5) **WIS** 6 (-2) **CHA** 2 (-4)

Skills Stealth +2

Damage Resistances acid, cold, fire

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 3 (700 XP)

SPECIAL ABILITIES

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Corrode Metal. Any nonmagical weapon made of metal that hits the ooze corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is

destroyed. Nonmagical ammunition made of metal that hits the ooze is destroyed after dealing damage. The ooze can eat through 2-inch-thick, nonmagical metal in 1 round.

False Appearance. While the ooze remains motionless, it is indistinguishable from an oily pool or wet rock.

ACTIONS

Pseudopod. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6+1) bludgeoning plus 7 (2d6) acid damage. and if the target is wearing nonmagical metal armor, its armor is partly corroded and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

SCALING THE DIFFICULTY
EL 5: Increase the number of oozes to 2.

U2. Wine Cellar

The door opens up the southeast corner of a 15' by 30' wine cellar. Two 10' wide wine racks stand opposite one another on the east and west walls of the room while the northern end of the chamber is dominated by clusters of barrels, some standing upright, others resting upon barrel cradles.

Orron Fisket liked his wine and ale. He even kept a couple kegs of brandy down here. Once Sanhler saw the amount of unused space in the chamber, he was able to convince Orron on using the cellar for storage of stolen spirits. In the northeast corner of the room behind some casks is the leather-strap-array that the guild uses to lower/raise the barrels through the shaft at **U1**.

The list of the cellar's spirits are as follows:

- Twelve 25-gallon barrels of common ale (5 gp each, 290 lbs. each, barrel value 10 gp each)
- Twelve 10-gallon barrels of good ale (5 gp each, 160 lbs. each, barrel value 5 gp each)
- Two 5-gallon kegs of fair brandy (100 gp each, 90 lbs. each, barrel value 2 gp each)
- One 5-gallon keg of excellent brandy (350 gp, 90 lbs., barrel value 2 gp)
- Twenty-eight bottles of fine wine (10 gp each, 3 lbs. each)
- Twenty-six bottles of excellent wine (20 gp each, 3 lbs. each)

- Seventeen bottles of superb wine (40 gp each, 3 lbs. each)

A pivoting secret door (DC 20 Perception check) is located in the east wall in the southeast corner of the room. A PC might (DC 15 Perception) notice faint dust trails between the room's two doors. If the party wants to quietly open the secret door, they suffer a -5 penalty on their Stealth checks. A failed check warns the denizens of **U3** that someone is approaching. The party will hear water running upon opening the hidden portal, accompanied by the smell of sewage.

U3. Sewer Tunnels EL 7

The short, carved corridor leads into a portion of Tibud's sewer system. You arrive at northern end of the 20' by 50' tunnel, standing on one of the 5' wide ledges that line the east and west side of the chamber. A 10' wide churning channel of the city's waste and runoff flows from north-to-south through the middle of the tunnel, heading for Tibud's harbor. A wide-barred, metal grate stands at both ends of the channel. Near the middle of chamber are two 12' long wooden boards serving as a makeshift bridge over the sloshing sewage. On the east berm just south of your location is another shadow-lined tunnel.

Word has travelled of Segnar's assault on the Unlit's other entrance, so all the guards of **U4** are on watch here just in case the bounty hunter has aid. Five deep goblins -two on the western ledge, three on the east- are milling about, cursing at their lot of life and at the surface dwellers with equal fervor. Their leader, the dark slayer Tish, is leaning against one of the walls of the far tunnel leading to **U4**, brooding over his assignment handed down to him by Vorlash. Tish would rather lead proper creepers and not elevated slaves. Weary of Tish's grumblings, Vorlash posted the slayer here to serve as the Unlit's first line of (expendable) defense. Despite the slayer's contempt for Vorlash, Tish still takes his post seriously, hoping that intruders do indeed penetrate the hideout so he can spill some blood.

Even if Tish and the goblins hear the word *huzrik* upon a group's entry via **U1**, they will hide themselves (all have Stealth +12) within the chamber's shadows. The slayer will call out from

the darkness (in Goblin) once he sees the party on the opposite ledge. Tish will need some heavy convincing not to harass new faces (two DC 20 Diplomacy checks; one not to attack, one to pass). If the PCs do manage to persuade Tish that they are new recruits/allies, he'll escort them to Sanhler (**U5**), leaving behind the goblins.

PCs trying to jump the channel will need a DC 20 Acrobatics check to clear the gap unless they use the west tunnel for a running start, reducing the difficulty by half (DC 10). Those who fail the check should refer to the 'Effect' section of the 'Greased Boards' trap upon falling into the channel. The grates are made of magically-treated iron (to prevent rusting mostly); the barriers have a superior lock, 40 hit points, hardness 10 and a DC of 29 for Strength checks to break through it or tear it loose. What is past the gates is beyond the scope of this adventure, but a resourceful GM should keep the stats of plaguebearer otyughs on hand.

The oak boards spanning the channel are 1' wide and 4" thick, sturdy enough to allow two medium characters to cross at one time provided each passes a DC 15 Acrobatics check. The latter half of the boards is covered with a thin layer of lard, which in turn has dirt and sawdust sprinkled on top (DC 25 Perception to notice).

Greased Boards CR 1

XP 400

Type mechanical; Perception DC 25; Disable Device DC 15

Effects

The 12' boards are greased the last six feet. A PC who slips off the boards falls into the sewer channel.

Trigger location; **Reset** repair

Effect Falling into sewage, DC 15 Reflex avoids fall (8 ft. deep, no damage, Swim DC 10); Fortitude DC 15 (contact, effect *sickened* for 4+1d6 minutes). DC 15 Climb to pull oneself out of channel. One or more targets (depending on how many PCs on boards).

Greased Boards Trap CR 1

Mechanical trap

Perception: 16 Disarm: 12

Effect

These boards are greased down with lard, and covered with sawdust and dirt to cover it. Any character who steps

on the greased area must make a Dexterity (Acrobatics) check DC 14 to keep their footing. Any character who fails the save falls into the sewage below. Those who fall into the sewage must make a Constitution saving throw DC 14 or be poisoned for 1d4+4 minutes due to being submerged in the foul, sickening liquid.

Deep Goblin Warriors (5) CR 1

XP 400
 Deep goblin warrior 3
 NE Small humanoid (goblinoid)
Init +6; **Senses** darkvision 120 ft; Perception -1

Defense

AC 16, touch 13, flat-footed 14 (+2 armor, +2 Dex, +1 shield, +1 size)
hp 23 (3d10+6)
Fort +4, **Ref** +3, **Will** +0

Offense

Speed 30 ft.
Melee short sword +4 (1d4/19-20)
Ranged short bow +6 (1d4/x3)

Tactics

Before Combat If the goblins hear activity coming up from U2, all will meld into the shadows, bringing their weapons out. The two on the west ledge will draw their swords while their cohorts on the opposite side will bring out their bows. They will try to allow all the party to come out of the western tunnel before attacking.

During Combat The swordsman south of the tunnel, if unnoticed, will allow the first one or two PCs to walk onto the boards. Both blades will try to cut into the softer ranks of the party if applicable. The archers will fire upon anyone jumping/flying over the channel and crossing the boards. One archer will go out of her way to shoot any spellcasters in the party ranks, a perfect surrogate for her rage against the overbearing Tish. All goblins will try to prevent the PCs from entering the eastern tunnel, up to pushing the planks into the channel to prevent further crossings.

Morale Fearing the dark folk more than surface dwellers, the goblins will fight to the death.

Statistics

Str 11, **Dex** 15, **Con** 12, **Int** 10, **Wis** 9, **Cha** 6
Base Atk +3; **CMB** +2; **CMD** 14
Feats Improved Initiative, Point-Blank Shot
Skills Climb +10, Ride +10, Stealth +12, Swim +4; **Racial Modifiers** +5 Climb, +4 Ride, +4 Stealth

Languages Goblin, Dark Folk (due to long-term enslavement)

Other Gear leather armor, light wooden shield, short sword, short bow with 20 arrows, 35 gp, and 50 sp.

DEEP GOBLIN WARRIORS (5) CR 1

Small humanoid (goblin), neutral evil

Armor Class 15 (leather armor, shield)
Hit Points 25 (3d10+3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	12 (+1)	10 (+0)	9 (-1)	6 (-2)

Saving Throws Str +2, Con +3
Skills Intimidation +0, Perception +1
Senses darkvision 60 ft., passive Perception 11
Languages Common, Goblin
Challenge 1/2 (100 XP)

SPECIAL ABILITIES

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Shortbow. Ranged Weapon Attack: +4 to hit, range 80 ft./320 ft., one target. Hit: 5 (1d6+2) piercing damage.
Shortsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (1d6+4) piercing damage.

Dark Slayer Tish CR 3

XP 800
 CE Small humanoid (dark folk)
Init +4; **Senses** *detect magic*, see in darkness; **Perception** +4

Defense

AC 15, touch 15, flat-footed 11 (+4 Dex, +1 size)
hp 22 (4d8+4)
Fort +2, **Ref** +8, **Will** +1
Weaknesses light blindness

Offense

Speed 30 ft.
Melee kukri +8 (1d3-1/18-20 plus black smear poison)
Special Attacks death throes, poison use, sneak attack +2d6, soul harvest
Spell-Like Abilities (CL 4th; concentration +6)

Constant - *detect magic*
 At will - *bleed* (Will DC 12), *chill touch* (Fort DC 13), *darkness*, *spectral hand*

3/day – *daze monster* (Will DC 14), *death knell* (Will DC 14), *inflict moderate wounds* (2d8+4 hit points, Will DC 14 for half)

Tactics

Before Combat Tish will invoke *darkness* within the east tunnel to obscure his position. He'll then cast *spectral hand* to ready himself in dishing out touch spells.

During Combat Tish will cast *darkness* (by *spectral hand* if need be) upon any landing point on the eastern ledge where PCs appear to be heading (via jumping, flying, plank bridge, etc.; optional -5 to skill checks vs. PCs lacking darkvision). He'll save *daze monster* for PC melee-types, especially if they are crossing the bridge so his goblins can push the invaders into the sewage. Tish will also use his *wand of ray of enfeeblement* on the party's fighters so his minions can gain an edge. He'll send *spectral hand* to deliver *chill touch* and *inflict moderate wounds* upon PC spellcasters or spread *darkness* on the walls near enemies to throw their offense/defense into disarray. Finally he'll use his *bleed* and *death knell* on dying characters. Tish will try to stay just within the east tunnel during the conflict (partial cover), barking orders at the goblins in Dark Folk while casting his spells. The only thing that will drag him from the tunnel is if a PCs' body – heavily laden with magic items- lies on the eastern ledge of the chamber.

Morale When Tish is reduced to less than 10 hit points, he will either withdraw to **U5** or quaff his *potion of meld into stone* to duck into a wall unseen. In the case of the former, Tish will warn Sanhler about the PCs. He will then make his way to **U10** to warn Vorlash as well. If Tish does meld into the wall instead, he'll try to eavesdrop on PCs. Once the PCs move out from his range of hearing, Tish will cautiously step out of the wall and shadow them, waiting for the perfect opportunity to strike via spells or sneak attack.

Statistics

Str 9, **Dex** 18, **Con** 12, **Int** 10, **Wis** 11, **Cha** 15

Base Atk +3; **CMB** +1; **CMD** 15

Feats Skill Focus (Use Magic Device), Weapon Finesse

Skills Climb +3, Perception +4, Spellcraft +7, Stealth +12, Use Magic Device +12; **Racial Modifiers** +4 Climb, +4 Perception, +4 Stealth

Languages Dark Folk, Goblin (due to his interaction with the deep goblins)

SQ poison use, magical knack

Other Gear kukri, *wand of ray of enfeeblement* (11 charges, CL 1st, Fort DC 11), *potion of cure light wounds*,

potion of meld into stone (50 minutes), gold ring (75 gp), silver broach (30 gp), black smear (3 doses), 20 pp, 60 gp, 70 sp, and an iron key to the door at **U5**

Special Abilities

Death Throes (Su) When Tish is slain, his body implodes violently into nothingness, leaving his gear in a heap on the ground. All creatures within a 10-foot burst take 1d8 points of sonic damage and must make a DC 13 Fortitude save or be deafened for 2d4 rounds. The save is Constitution-based.

Poison Use (Ex) Tish is skilled in the use of poison and never risk accidentally poisoning himself. Tish favors a foul-smelling black paste distilled from certain deep-underground fungi known as black smear – injury; *save* Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 1 save.

See in Darkness (Su) Tish can see perfectly in darkness of any kind, including that created by *deeper darkness*.

Soul Harvest (Su) When Tish damages a flat-footed foe or a foe it is flanking with a melee touch spell or spell-like ability that deals hit point damage, the spell does an additional 1d6 points of damage, and Tish gains an equal amount of temporary hit points. These temporary hit points last for a maximum of 1 hour.

Captured enemies know the layout of the Undercroft sans rooms **U7** and **U8**, but will not reveal troop numbers or traps. Tish will fake allegiance to the invaders if seized, hoping to betray PCs when the moment it right.

SCALING THE DIFFICULTY

CR 8 – Trap enhancement - DC 20 Reflex avoids fall, DC 20 Climb to pull oneself out of channel. Add the Mist Creature template to Tish. Give Tish a dark creeper 'sergeant.' Add one more goblin warrior.

DARK SLAYER TISH

CR 3

Small humanoid (dark folk), chaotic evil

Armor Class 14 (+4 dex)

Hit Points 20 (4d8+4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	18 (+4)	12 (+1)	10 (+0)	11 (+0)	15 (+2)

Saving Throws Dex +4, Wis +2

Skills Deception +4, Perception +2, Stealth +6

Senses darkvision 60 ft., passive Perception 10

Languages Dark Folk, Goblin.

Challenge 2 (200 XP)

WEAKNESSES

Sunlight Sensitivity. Tish has disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when he, the target of his attack, or whatever he is trying to perceive is in direct sunlight.

SPECIAL ABILITIES

Death Throes. When Tish is slain, his body implodes violently into nothingness, leaving his gear in a heap on the ground. All creatures within a 10-foot burst takes 1d8 points of sonic damage and must make a DC 13 Constitution saving throw or be deafened for 2d4 rounds.

Soul Harvest. When Tish deals damage with a melee spell attack or a spell-like ability that deals hit point damage, the spell does an additional 1d6 points of damage and Tish gains an equal amount of temporary hit points. These temporary hit points last for a maximum of 1 hour.

Innate Spellcasting. Spell attack +4, Spell save DC 10
At will: *bleed out, chill touch, darkness, shocking grasp*
3/day: *inflict wounds, ray of sickness, ray of enfeeblement*

Poison Use. Black Smear (injury). This thick paste is made from the distillation of rare underground fungi. When a creature is injured by a weapon coated with black smear, they must make a Constitution saving throw DC 13 or lose 2 points of Strength as their muscles seize up and refuse to respond. This ability score damage applies until the character finishes a long rest. Once a character succeeds on a saving throw to avoid the effects of black smear, they cannot be affected by another application of this poison for 24 hours.

ACTIONS

Dagger. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d4+ 4) piercing damage.

Shortbow. Ranged Weapon Attack: +4to hit, range 80 ft./320 ft., one target. Hit: 7 (1d6 + 4) piercing damage.

SCALING THE DIFFICULTY

EL 8: Increase the number of deep goblin warriors to 6.

U4. Guardroom

The short, narrow corridor ends in the southwest corner of a 15' by 15' room. Half-a-dozen small mounds of cast-off rags line the north wall, ripe with body odor. The remains of some half-eaten rodents lie on the floor. A large wooden chest hugs the wall in the southeast corner. A door lies in the middle of the east wall.

This is the rest area of Tish and his goblins (U3). The dark slayer wanted to prove his worth to Vorlash by taking on more responsibilities. Vorlash allowed his subordinate to watch over a magically trapped chest, recently created by one of the dark stalker's more pleased clients. The extra duty was most bittersweet though because Vorlash gave the chest's password ('lujark,' Dark Folk for 'ice') to Sanhler instead of Tish. After much careful study of the chest, Tish was able to derive the nature of its arcane trap, a fact that has kept his tendency to tinker in check.

The east door is equipped with an average lock (DC 20) and is currently engaged. Tish has the key. The sleeping mounds hold nothing of interest.



Fireball Chest Trap CR 6

XP 2,400

Type magic (*alarm*); Perception DC 28; Disable Device DC 28

Effects

Trigger touch; **Reset** none

Effect spell effect (*fireball*, 8d8 fire damage, DC Reflex 17 save for half damage); multiple targets (all targets within a 20-ft.-radius-burst)

Fireball Chest Trap CR 6

Magical trap

Perception: 18 Disarm: *dispel magic* DC 14

Effect

Unless the password for the chest is spoken, the trap is triggered once someone touches the chest. Every character within a 20 foot radius take 24 (8d6) points of fire damage as a fireball explodes. A successful Dexterity saving throw DC 14 allows the character to take half the damage instead.

Loot

The large chest is equipped with a good lock (DC 30, total value 90 gp). Inside the chest are three 1-lb. blocks of elven teakwood (10 gp each), one sack containing 3-lbs. of cinnamon (value 24 gp), twelve pairs of fine leather gloves (2 gp each pair), a human-sized bracelet comprised of malformed pearls (40 gp), a clay jar encrusted with polished seashells (8 gp), and a 3' wide, 50-ft. long roll of black silk (1,000 gp).

U5. Training Room/Creepers Barracks, EL 6

If the denizens of this chamber are aware of invaders approaching, the dark creepers will blanket the room with *darkness*, a casting for each quadrant of the room followed by one more for the

center. Read or paraphrase the following when appropriate:

This 30' by 30' room reeks of sweat, much having to do with the multitude of cloth-comprised mounds lining both the northeast and southwest corners. Near the center of the chamber are two free-standing, much-used training dummies. A door lies in the center of the south wall. A well-muscled, olive-skinned human male in leather armor standing behind the dummies pulls his battleaxe out from a wooden shoulder and arches an eyebrow in your direction. Near him is a pair of cloaked, dwarf-like humanoid.

The Unlit house most of its dark creeper minions here. Sanhler took it upon himself to educate the creepers on the anatomy and physiology of the races that comprise Tibud. The jackalwere is finding the creepers apt pupils. Aware that the guild is being attacked from its harbor-side entrance, Sanhler is giving the creepers some last minute pointers on flanking. Sanhler and his two cohorts will utilize the practice dummies as cover when combat breaks out.

Dark Creeper (2)

CR 2

XP 600

CE Small humanoid (dark folk)

Init +3; Senses see in darkness; Perception +4

Defense

AC 16, touch 14, flat-footed 13 (+2 armor, +3 Dex, +1 size)
hp 19 (3d8+6)

Fort +3, Ref +6, Will +1

Weaknesses light blindness

Offense

Speed 30 ft.

Melee dagger +6 (1d3/19-20 plus poison)

Special Attacks death throes, sneak attack (+1d6)

Spell-Like Abilities (CL 3rd)

At will - *darkness*, *detect magic*

Tactics

Before Combat If warned, the creepers will cloak the room with *darkness*. After that, one will hug the north wall while the other will press himself against the east. Both will then coat their daggers with black smear.

During Combat The creepers will wait until the party makes its way into the chamber before making their move (sneak attack); if spotted, the creepers will simply recede into shadows of their own making. They will seek to backstab/flank soft targets and spellcasters. The creepers will employ hit-and-run tactics on the back ranks of the party. If there is an opportunity to aid Sanhler with his opponent, a creeper will do so. If an unengaged creeper spots a PC affected by the jackalwere's sleep gaze, he will either rush over to the victim to perform a coup de grace or aid his cohorts with their own attempt (via casting *darkness* to hide the killing if close enough, ready an action against an interfering PC, etc.).

Morale If one creeper is slain, the other will momentarily bolt for the south door. If Sanhler spots this action, he'll snarl at the runner to stand his ground. The lone creeper will comply. If Sanhler is killed, both creepers will bolt for **U10**. The creepers should count as having Acrobatics +3 (+5 if Advanced) when trying to clear the trap-trigger square at **U6** (DC 10 or 5 Acrobatics check, depending if the creeper has a running start). The creepers will slow down to normal speed only when starting down **U9**. If cornered, the zealot-like creepers will fight to the end.

Statistics

Str 11, Dex 17, Con 14, Int 9, Wis 10, Cha 8

Base Atk +2; CMB +1; CMD 14

Feats Skill Focus (Sleight of Hand), Weapon Finesse

Skills Climb +8, Perception +4, Sleight of Hand +7, Stealth +12; Racial Modifiers +4 Climb, +4 Perception, +4 Stealth

Languages Dark Folk

SQ poison use, rag armor

Other Gear dagger, black smear (3 doses)

Special Abilities

Death Throes (Su) When a dark creeper is slain, its body combusts in a flash of bright white light, leaving its gear in a heap on the ground. All creatures within a 10-foot burst must make a DC 13 Fortitude save or be blinded for 1d6 rounds. Other dark creepers within 10 feet are automatically blinded for at least 1 round due to their light blindness. The save is Constitution-based.

Poison Use (Ex) Dark creepers are skilled in the use of poison and never risk accidentally poisoning themselves. Dark creepers favor a foul-smelling black paste distilled from certain deep-underground fungi known as black smear – injury; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d2 Str; cure 1 save.

Rag Armor (Ex) A dark creeper's multiple layers of filthy rags function as leather armor when worn by one of their kind.

See in Darkness (Su) A dark creeper can see perfectly in darkness of any kind, including that created by *deeper darkness*.

DARK CREEPERS (5)

CR 1

Small humanoid (dark folk), chaotic evil

Armor Class 15 (+3 Dex, +2 natural armor)

Hit Points 24 (2d6+2d10+4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	12 (+1)	10 (+0)	8 (-1)	10 (-0)

Saving Throws Dex +5, Wis +2

Skills Athletics +2, Stealth +5, Perception +2

Senses darkvision 60 ft., passive Perception 10

Languages dark folk

Challenge 1 (200 XP)

SPECIAL ABILITIES

Death Throes. When a dark creeper is slain, its body combusts in a flash of bright white light, leaving its gear and treasure on the ground. All creatures within a 10-foot burst must make a DC 13 Constitution saving throw or be blinded for 1d6 rounds. All other creepers within 10 feet are automatically blinded for 1 round due to their light sensitivity.

Rag Armor. A dark creeper's multiple layers of filthy rags function as leather armor when worn by one of their kind.

Poison Use. Black Smear (injury) This thick paste is made from the distillation of rare underground fungi. When a creature is injured by a weapon coated with black smear, they must make a DC 13 Constitution saving throw or lose 2 points of Strength as their muscles seize up and refuse to respond. This ability score damage applies until the character finishes a long rest. Once a character succeeds on a saving throw to avoid the effects of black smear, they cannot be affected by another application of this poison for 24 hours.

Sneak Attack. When a dark creeper attacks a foe that is either surprised or within 5 feet of a dark stalker's ally, the dark creeper deals an additional 1d6 points of damage with a finesse or ranged weapon.

Innate Spellcasting

DC 10, Spell Attack +2

At will-*darkness*, *detect magic*

ACTIONS

Dagger. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

Shortbow. Ranged Weapon Attack: +3 to hit, range 80 ft./320 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

In his human form, Sanhler appears as a clean-shaven, young human male of middling height with piercing blue eyes that carry over into his canine states. He considers everyone besides himself and Karhiss as inferiors, but even he respects Vorlash's archery skill. Sanhler hopes to carve out a bigger territory in Tibud's merchant districts, but he wants to build up the Unlit's membership a bit before pursuing that lofty goal.

SANHLER

CR 4

XP 1200

Jackalwere fighter 3

CE Medium magical beast (shapechanger)

Init +4; **Senses** darkvision 60 ft., low-light vision, scent; Perception +6

Defense

AC 19, touch 15, flat-footed 14 (+3 armor, +4 Dex, +1 dodge, +1 natural)

hp 55 (3d10+2d10+23)

Fort +10, **Ref** +7, **Will** +3

Defensive Abilities bravery +1

DR 5/cold iron

Offense

Speed 30 ft.

Melee mwk battle axe +11 (1d8+4/x3), bite +4 (1d6+2) or bite +9 (1d6+6)

Special Attacks sleep gaze, weapon intuition

Tactics

Before Combat If warned of the party's approach, Sanhler will quaff his *potion of mage armor* and attempt to change shape into his most useful form.

During Combat Sanhler will utilize his darkvision, low-light vision, Blind-Fight, and scent abilities to combat PCs within the creepers' *darkness*. Melee PCs will be Sanhler's primary targets, especially those who are stumbling in the dark. Anyone who dispels a *darkness* area with Sanhler in it will become the target of the jackalwere's sleep gaze. If given the opportunity, Sanhler will perform a coup de grace on victims of his gaze, utilizing his *belt of tumbling*

and Mobility to move past any PCs along the way. With heavily armored opponents Sanhler will call over his creeper allies to so they can aid him and flank the bothersome PC. The jackalwere will bring out his tanglefoot bag on dangerous PCs who prove resistant to his gaze. If injured but not pressed for combat, Sanhler will use his *cure moderate wounds* potion before wading back into the fray.

Morale When reduced to 10 hit points or less, Sanhler will retreat to **U7**, closing the south door of this room after his exit if he can't do it under the cloak of his cohorts' *darkness*. He will attempt to jump over the corridor's trap-trigger square (**U6** – DC 10 or 5 Acrobatics check, depending if he has a running start). If cornered, he'll fight to the end.

Statistics

Str 19, **Dex** 19, **Con** 19, **Int** 14, **Wis** 10, **Cha** 14

Base Atk +5; **CMB** +9; **CMD** 23

Feats Alertness, Blind-Fight, Dodge, Iron Will, Weapon Focus (battle axe)

Skills Acrobatics + 8 (+12 when moving through a threatened square or through an enemy's space*), Bluff +7, Climb +9, Intimidate +7, Knowledge (dungeoneering) +7, Knowledge (engineering) +7, Perception +6, Sense Motive +2, Stealth +7, Survival +5; **Racial Modifiers** +2 Bluff, +2 Survival

Languages Common, Dark Folk

SQ change shape (human, hybrid, jackal; *polymorph*), jackal empathy

Other Gear masterwork battle axe, studded leather, **belt of tumbling*, *potion of cure moderate wounds*, *potion of mage armor*, tanglefoot bag, small silver figurine of a crane (value 30 gp), 70 pp, 185 gp, brass key to chest at **U4**, and iron key to chest #2 at **U7**.

Special Abilities

Blind-Fight In melee, every time Sanhler misses because of concealment, he can reroll his miss chance percentile roll one time to see if he actually hits. An invisible attacker gets no advantages related to hitting Sanhler in melee. The invisible attacker's bonuses do still apply for ranged attacks, however. Sanhler doesn't need to make Acrobatic checks to move at full speed while blinded.

Change Shape (Su) Sanhler has three forms. His natural form is that of a jackal, but it can also take the form of a human or a human-jackal hybrid. Sanhler's human form is fixed—he cannot assume different human forms. He can use his sleep gaze in any of his forms. In jackal form, he functions as a dog. In his hybrid form, Sanhler can make a

bite attack as a secondary attack, while in human form he lacks the bite attack entirely. Sanhler can shift into any of his three alternate forms as a move action. Equipment does not meld with the new form between human and hybrid forms but does between those forms and Sanhler's jackal form.

Jackal Empathy (Ex) Sanhler can communicate and empathize with jackals, and can use Bluff as if it were Diplomacy to change a jackal's attitude, receiving a +4 racial bonus to do so.

Sleep Gaze (Su) Sleep for 3 minutes (a standard action rouses the creature, as does damage), 30 feet, Will DC 13 negates. A creature that succeeds at the saving throw cannot be affected by Sanhler's sleep gaze for 24 hours. This is a sleep effect. The save DC is Charisma-based.

Weapon Intuition (Ex) Sanhler is proficient with simple and martial melee weapons.

SANHLER

CR 4

Medium humanoid (shapechanger), chaotic evil

Armor Class 17 (studded leather)

Hit Points 68 (4d8+4d10+8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	19 (+4)	14 (+2)	14 (+2)	10 (+0)	14 (+2)

Feats Alert

Saving Throws Str +7, Con +5

Skills Athletics +6, Deception +6, Intimidation +4, Perception +2, Stealth +6

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Senses darkvision 60 ft., passive Perception 12, keen hearing and smell

Languages Common, Dark Folk

Challenge 4 (1,100 XP)

SPECIAL ABILITIES

Shapechanger. Sanhler can use his action to polymorph into a specific Medium human or a jackal-humanoid hybrid, or back into his true form (that of a Small jackal). Other than his size, his statistics are the same in each form. Any equipment he is wearing or carrying isn't transformed. Sanhler reverts to his true form if he dies.

Keen Hearing and Smell. Sanhler has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. Sanhler has advantage on an attack roll against a creature if at least one of his allies is within 5 feet of the creature and the ally isn't incapacitated.

Action Surge. Sanhler can take one additional action on top of his regular action and a possible bonus action once per short rest.

Alert. Sanhler gains a +5 bonus to initiative, cannot be surprised while conscious, and opponents do not roll at advantage on attack rolls as a result of being hidden from him.

Great Weapon Fighting. Sanhler rerolls 1s and 2s on damage rolls with two-handed weapons. He must take the new roll.

Improved Critical. Sanhler's weapon attacks score a critical hit on a roll of 19 or 20.

Second Wind Sanhler can regain 1d10+4 hp as a bonus action once per short rest.

ACTIONS

Battleaxe. (Human or Hybrid Form Only). Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8+4) slashing damage or 9 (1d10+4) slashing damage if used with two hands to make a melee attack.

Bite. (Jackal or Hybrid Form Only). Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 8 (1d4+6) piercing damage.

Sleep Gaze. Sanhler gazes at one creature he can see within 30 feet of him. The target must make a DC 10 Wisdom saving throw. On a failed save, the target succumbs to a magical slumber, falling unconscious for 10 minutes or until someone uses an action to shake the target awake. A creature that successfully saves against the effect is immune to Sanhler's gaze for the next 24 hours. Undead and creatures immune to being charmed aren't affected by this ability.

Gear. Potion of Greater Healing, Ring of Protection

(attuned and factored in), small silver figurine of a crane (value 30 gp), 70 pp, 185 gp, brass key to chest at **U4**, and iron key to chest #2 at **U7**.

If captured, Sanhler and his cohorts will be tightlipped on the secrets of the Unlit unless magically coerced. The three, if forced to tag along with party, will warn fellow guild-mates, lending their aid to their brethren in future conflicts. Sanhler, if bound in one of his humanoid forms, will shift into full jackal to escape his restraints when the opportunity is right. Sanhler will warn and aid his sister at all costs.

The bed-mounds in the northeast corner hold nothing of interest, but PCs who look at the cluster in the southwest corner will possibly (DC 20 Perception) find two 12' long wooden planks under the piles of sweat-stained rags. Similar to the oak boards at **U3**, these 1' wide, 4" thick planks are used to safely walk over the closed pit at **U6**. The room denizens will not divulge the purpose of the planks.

SCALING THE DIFFICULTY

CR 7 – Add one dark creeper with the Advanced template.

CR 8 – Add two dark creepers with the Advanced template and a dark slayer (named Tash).

SCALING THE DIFFICULTY

EL 7: Increase the number of dark creepers to six.

EL 8: Increase the number of dark creepers to seven.

U6. Pit-Ceiling Trap EL 8

The 5' wide, 15' high stone corridor the party encounters here appears unremarkable, but a PC might (DC 28 Perception) notice two very faint, rectangular outlines on the hall's floor; the outlines mark where the planks at **U5** are set to cross the pit trap here. (Two more planks for northbound Unlit members are leaning against the north wall just inside the west corridor at the 'T' just south of the pit.) Another DC 25 Perception check will reveal the tightly-cut edges of the stone block suspended within the corridor's ceiling just

above the said rectangular outlines. PCs will then have discovered two (connected) traps.

The first trap is a 10' long, 5' wide camouflage pit that will not activate until 50 lbs. or more steps on the second (southern) square. The pit opens up, dropping unlucky PCs 30' down into the center of a 15' by 10' room. In this room (outlined on the map) are two skeletal champions that activate upon the PCs' arrival. Standing out from under the pit's shaft, the undead duo may be in a possible position to flank downed characters (GM's option). PCs who fall into the pit are initially prone, suffering a -4 penalty to AC against melee attacks from the skeletal champions. The section of floor the PCs fall upon in the pit is an iron pressure plate that triggers the second trap one full combat round later.

PCs who peer into the pit after their companions' fall may notice (DC 20 Perception) a 4" ledge ringing the shaft's interior just three feet from the top of the stratagem. The shelf is there to help catch the 3' thick, 13-ton granite block released from the ceiling. The slab—which effectively seals the pit—has eight thick, magically-treated chains (hardness 30, 20 hit points, +8 save bonus vs. spells) connected to it via a pulley system 25' above the surface of the original tunnel. Riding the slab's sudden descent in a crouch position is another skeletal champion that will attack any PC nearby. The chain-filled spaces on top of the slab should count as difficult terrain for any Medium (or larger) creature moving through them. PCs who study the chain-and-pulley system above may (DC 15 Knowledge [engineering]) note that this type of array is usually connected to a lever-reset. More chains lead off from the apparatus into a very narrow pipe leading northwest. The lever that controls this trap is located in **U7**.

Note that the skeletal champions are not programmed to be Unlit-friendly; these undead will attack anyone who trips the trap. The impact of the stone slab (if tripped) will alert Karhiss (**U7**), the zombies (**U9**), and Vorlash and his crew (**U10**). The zombies at **U9** will be attentive after such a loud noise (+5 to Perception rolls) but will only fully react to ringing of the bell system lining their corridor. See **U9** for details.

Pit Trap CR 5

XP 1,600

Type mechanical; Perception DC 28; Disable Device DC 20

Effects

Trigger location; **Reset** repair

Effect 30-ft.-deep pit (3d6 falling damage); DC 25 Reflex avoids; multiple targets (all targets on the two 5' sq. spaces).

Pit Trap CR 5

Mechanical trap

Perception: 20 Disarm: 18

Effect

This trap triggers when 50 lbs. or more of weight is on the second square of this corridor. The floor falls away, dropping any characters on the stone square 30 feet down. The players take 7 (3d6) falling damage as they hit the ground at the bottom of the pit. They must make a Dexterity (Acrobatics) check DC 14 or they land prone. One full combat round later, the second part of this complex trap triggers.

Chained Block Trap CR 5

XP 1,600

Type mechanical; Perception DC 25; Disable Device DC 25

Effects

Trigger location (pressure plate at bottom of pit); **Reset** manual (lever at **U7**)

Effect Stone block drop (3d6 bludgeoning damage); DC 20 Reflex avoids (failure by 5 or more wedges PC between block and pit wall [counts as prone, Escape Artist DC 20 to free self], failure by 10 or more knocks PC into pit); any target peering into pit.

Chained Block Trap CR 5

Mechanical trap

Perception: 20 Disarm: 20

Effect

When this section of the trap triggers, characters around the upper edge of the pit must make a DC 16 Dexterity saving throw to avoid being hit by the falling stone. Anyone who fails this saving throw takes 7 (3d6) bludgeoning

damage. Those that fail by 5 or more find themselves wedged between the block and the pit wall. A failure by 10 or more knocks the character into the pit.

Skeletal Champion (3) **CR 2**

XP 600
 Human skeletal champion warrior 1
 NE Medium undead
Init +5; **Senses** darkvision 60 ft.: Perception +6

Defense

AC 22, touch 12, flat-footed 20 (+6 armor, +1 Dex, +2 natural, +2 shield, +1 dodge)
hp 17 (2d8+1d10+3)
Fort +3, **Ref** +3, **Will** +3; channel resistance +4
Defensive Abilities 5/bludgeoning; **Immune** cold, undead traits

Offense

Speed 30 ft.
Melee mwk longsword +7 (1d8+3/19-20)

Tactics

During Combat Possessing some intelligence, the champions will target any clerics, paladins, or others who use undead-harming abilities (e.g. channeling) against them if within range. Otherwise the champions kill indiscriminately.

Morale The skeletal champions will fight until destroyed.

Statistics

Str 17, **Dex** 13, **Con** --, **Int** 9, **Wis** 10, **Cha** 12
Base Atk +2; **CMB** +5; **CMD** 16
Feats Dodge, Improved Initiative, Lightning Reflexes, Weapon Focus (longsword)
Skills Intimidate +7, Perception +6, Stealth -1
Languages Common
Other Gear breastplate, heavy steel shield, masterwork longsword

SCALING THE DIFFICULTY
CR 9 – Pit Trap Enhancement - Raise Disable Device to 25. Add another skeletal champion without a shield but wielding a masterwork glaive to the top of the dropping stone slab.

Just inside the west corridor of the 'T' intersection just south of the pit trap are two 12' long, 1' wide, 4" thick planks hugging the north wall. These boards are used by northbound guild traffic to cross the pit.



SKELETAL CHAMPIONS (3) **CR 1**

Medium undead, lawful evil
Armor Class 18 (breastplate, shield)
Hit Points 35 (2d8+1d10+8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+2)	12 (+1)	10 (+0)	8 (-1)	10 (-0)
Saving Throws Str +5, Con +4					
Skills Athletics +5, Perception +1					
Damage Vulnerabilities bludgeoning					
Damage Immunities poison					
Condition Immunities exhaustion, poisoned					
Senses darkvision 60 ft., passive Perception 11					
Languages understands the languages it knew in life					

but can't speak

Challenge 1 (200 XP)

SPECIAL ABILITIES

Extra attack: the skeletal champion gets an additional attack whenever it uses the attack action.

ACTIONS

Longsword. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 6 (1d8+2) slashing damage or 7 (1d10+2) slashing damage if used with two hands to make a melee attack.

U7. Guild Leader Meeting Room - CR 6

The trap at **U6** could very well have separated the party. Whoever is left may have to face Karhiss and her pets alone.

Karhiss may have been warned of the PCs' presence by other Unlit members or by the noise of the trap at **U6**. She may be lying in wait for intruders (see her stat block below). Read or paraphrase the following:

This 25'x30' chamber is dominated by a long table running west-to-east near the center of the room. On the table is a gold candelabrum, a silver set of merchant scales, a jeweled letter-opener, and a stack of sheets. The lit candles of the eight-tined, gold candelabra flicker as the chamber's door is opened. To either side of you is a cot hugging the south wall. You spy a large wooden chest in both the northwest and northeast corners of the chamber. There is a lupine-headed female humanoid outfitted in a breastplate and flowing robes behind the table just to the left of the candelabra. You hear scurrying about her feet along the underside of the table. The engaging humanoid yips at you, raising her falchion. An iron lever set in the east wall just behind the table shines in the candelabra's light.

The Unlit leaders use this room to discuss the guild's progress and future plans. The jackalweres also use this chamber as their sleeping quarters

because they would rather have closer access to the streets as opposed to the harbor. There is a wooden bucket under the western cot (Karhiss') that is used by a creeper to periodically pick up the leavings of the jackals; the contents are then dumped into the sewer channel at **U3**. Water bowls (half-filled) are also located under this cot.

The lever lifts the stone slab at **U6**; the iron bar requires DC 15 Strength check to move. If Karhiss knows the pit/ceiling trap has been sprung and sees the PCs making a beeline for the lever, she will attack, assuming that intruders have companions imprisoned by the stratagem.

Jackal (4)

CR 1/2

XP 200

N Small animal

Init +2; Senses low-light vision, scent; Perception +5

Defense

AC 14, touch 13, flat-footed 12 (+2 Dex, +1 natural, +1 size)

hp 9 (1d8+5)

Fort +4, Ref +4, Will +1

Offense

Speed 40 ft.

Melee bite +2 (1d4+1plus trip)

Special Attacks opportunistic bite

Tactics

Before Combat If Karhiss was warned about the PCs' approach, she'll command the jackals to hide under the cots so to ambush the party from behind.

During Combat Two jackals will stand by their mistress, flanking her opponents if able. The other pair will attack an unengaged PC if one is present.

Morale Loyal to the end, the jackals will fight until slain even if Karhiss falls before them.

Statistics

Str 13, Dex 15, Con 14, Int 2, Wis 13, Cha 6

Base Atk +0; CMB +0; CMD 12 (16 vs. trip)

Feats Toughness

Skills Bluff +2, Perception +5, Survival +0 (+4 when tracking by scent); Racial Modifiers +4 Bluff, +4 Survival when tracking by scent

Special Abilities

Opportunistic Bite (Ex) On a successful bite attack against an opponent it's flanking or that is denied its Dexterity bonus to AC, a jackal deals 1 additional point of damage.

Scent (Ex) Jackals can detect opponents within 15 feet by sense of smell.

JACKAL (4)

CR 0

Small beast, unaligned

Armor Class 12

Hit Points 10 (1d6+1)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	12 (+1)	2 (-4)	12 (+1)	6 (-2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 0 (10 XP)

SPECIAL ABILITIES

Keen Hearing and Smell. The jackal has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The jackal has advantage on an attack roll against a creature if at least one of the jackal's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4+1) piercing damage.

In her human form, Karhiss appears as a comely, olive-skinned, young human woman with emerald eyes and high cheekbones. The jackalwere priestess sees her human form as more a disguise, one that she sheds as soon as she doesn't need it. Karhiss thinks her brother Sanhler is too ambitious at times. Profits are being spent as fast as they are made. Karhiss wants to enjoy the fruits of the guild's labor a bit before it embarks upon another territory grab. Karhiss finds Vorlash intriguing, wondering what type of visage is hidden under his scarf. If captured, she'll remain silent unless magically compelled to do otherwise. Karhiss will bide her time to turn on her captors, especially when allies are within sight/shouting distance.

Karhiss

CR 5

XP 1600

Jackalwere cleric 4 (Evil, Trickery)

NE Medium magical beast (shapechanger)

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +9

Defense

AC 20, touch 13, flat-footed 17 (+6 armor, +2 Dex, +1 dodge, +1 natural)

hp 56 (3d10+4d8+18)

Fort +9, **Ref** +6, **Will** +9

Defensive Abilities 5/cold iron

Offense

Speed 30 ft.

Melee +1 falchion +10/+5 (2d4+6/18-20/x2), bite +4 (1d6+2) or bite +9 (1d6+5)

Special Attacks channel negative energy 4/day (DC 15, 2d6)

Cleric Spells Known (CL 4)

2nd – *invisibility* (Domain spell), *hold person* (Will DC 15), *owl's wisdom*, *silence* (Will DC 15)

1st – *protection from good* (Domain spell), *bleed*, *cure light wounds* (1d8+4), *entropic shield*

Orisons – *bleed* (Will DC 13), *create water*, *detect magic*, *detect poison*

Tactics

Before Combat If warned of the PCs' approach, Karhiss will cast *bleed* on herself and her jackals, followed by *protection from good*, *owl's wisdom*, *entropic shield*, and *invisibility* on herself. She'll then stand near the western edge of the table, keeping an eye on PCs as they move about the room. Karhiss will ambush the PCs if they trigger the chests' traps or move to push the lever to **U6** up.

During Combat Karhiss will open up with sleep gaze. She will then use *hold person* on more resistant PCs. Karhiss will resort to Empowered Channel and her copycat domain ability if pressed by multiple opponents. If facing only one or two opponents, the jackalwere will attack with her falchion. She'll cast *silence* on the area where adversarial spellcasters are hanging out if just to force them into combat. Any PCs who fell victim to the jackalwere's sleep gaze or *hold person* will be a target for a coup de grace by Karhiss if she can get away with it. Any dying PCs will be a target for Karhiss' *bleed* spell. If injured but able to drive the PCs away, Karhiss will fetch the *cure*

light wounds potions from her chest (#1) before mounting a pursuit.

Morale When reduced to 15 hit points, Karhiss will bolt for the door, sacrificing her jackals if need be. If chased, she'll use her copycat ability or *invisibility* if not previously cast to deter pursuit; Karhiss may even revert to her jackal form to outrun PCs if given the opportunity. She'll use *cure light wounds* to patch herself up during her retreat to **U10**. If escape is not an option, Karhiss will fight to the end.

Statistics

Str 17, **Dex** 15, **Con** 15, **Int** 14, **Wis** 16, **Cha** 16

Base Atk +6; **CMB** +9; **CMD** 21

Feats Alertness, Divine Spell Transformation, Dodge, Empowered Channel

Skills Acrobatics +3, Bluff +8, Diplomacy +9, Heal +9, Knowledge (arcana) +6, Knowledge (history) +6, Knowledge (nobility) +6, Knowledge (religion) +9, Perception +9, Sense Motive +5, Spellcraft +8, Stealth +3, Survival +8; **Racial Modifiers** +2 Bluff, +2 Survival

Languages Common, Dark Folk, Undercommon

Other Gear masterwork breastplate, +1 *falchion*, *pearl of power* (1st level), cleric vestments, silver unholy symbol, two antitoxins, gold armband with jaspers (500 gp), pair of onyx earrings (300 gp), turquoise nose-ring (100 gp), 30 pp, 90 gp, 50 sp, and a brass key to chest #1 here.

Special Abilities

Aura (Ex) Karhiss has a moderate evil aura.

Change Shape (Su) Karhiss has three forms. Her natural form is that of a jackal, but it can also take the form of a human or a human-jackal hybrid. Karhiss's human form is fixed—she cannot assume different human forms. She can use her sleep gaze in any of her forms. In jackal form, she functions as a dog. In her hybrid form, Karhiss can make a bite attack as a secondary attack, while in human form she lacks the bite attack entirely. Karhiss can shift into any of her three alternate forms as a move action. Equipment does not meld with the new form between human and hybrid forms but does between those forms and Karhiss' jackal form.

Channel Energy (Su) Karhiss can channel negative energy, causing a burst that affects creatures of one type (either undead or living) in a 30-foot radius centered on her. Living creatures within this effect will take 2d6 points of negative damage (Will save DC 15 for half). Undead healed by this effect (2d6 points of damage) cannot be healed beyond their maximum hit point total. This is a standard action that does not provoke an attack of opportunity. Karhiss can choose whether or not to include

herself in this effect. She must be able to present her unholy symbol to use this ability. Karhiss can use this ability 6/day.

Copycat (Su) Karhiss can create an illusionary double of herself as a move action. This double functions as a single *mirror image* and lasts for 3 rounds, or until the illusionary duplicate is dispelled or destroyed. Karhiss can have no more than one copy at a time. Karhiss can use this ability 6/day.

Divine Spell Transformation* (Su) Once per day as a swift action, Karhiss may change one of her memorized spells for another that she is able to cast.

Empowered Channel* [Channeling] (Su) When channeling energy, Karhiss can add an extra 50% to the result of her channel energy. This consumes one additional use of channel energy.

Jackal Empathy (Ex) Karhiss can communicate and empathize with jackals, and can use Bluff as if it were Diplomacy to change a jackal's attitude, receiving a +4 racial bonus to do so.

Sleep Gaze (Su) Sleep for 3 minutes (a standard action rouses the creature, as does damage), 30 feet, Will DC 15 negates. A creature that succeeds at the saving throw cannot be affected by Karhiss' sleep gaze for 24 hours. This is a *sleep* effect. The save DC is Charisma-based.

Spontaneous Casting Karhiss can channel stored spell energy into inflict spells that she did not prepare ahead of time. She can "lose" any prepared spell that is not an orison or domain spell in order to cast an inflict spell of the same spell level or lower.

Touch of Evil (Su) Karhiss can cause a creature to become sickened as a melee touch attack (+6). Creatures sickened by her touch count as good for purposes of spells with the evil descriptor. This ability lasts one round. Karhiss can use this ability 6/day.

Weapon Intuition (Ex) Karhiss is proficient with simple and martial melee weapons.

* - These new class features can be found in the Total Party Kill Games' book *The Cleric Reformed*.



SCALING THE DIFFICULTY

CR 7 – Add one jackal.

CR 8 – Add two jackals.

KARHISS

CR 5

Medium humanoid (shapechanger), chaotic evil

Armor Class 16 (breastplate)

Hit Points 68 (9d8+16)

Speed 40 ft.

STR 17 (+3) **DEX** 15 (+2) **CON** 15 (+2) **INT** 14 (+2) **WIS** 18 (+4) **CHA** 16 (+3)

Saving Throws Wis +6, Cha+5

Skills Deception +7, Insight +6, Perception +6, Religion +4, Stealth +4

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Senses darkvision 60ft., passive Perception 16

Languages Common, Dark Folk, Undercommon

Challenge 5 (1,800 XP)

SPECIAL ABILITIES

Shapechanger. Karhiss can use her action to polymorph into a specific Medium human or a jackal-humanoid hybrid, or back into her true form (that of a Small jackal). Other than her size, her statistics are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if it dies.

Keen Hearing and Smell. Karhiss has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. Karhiss has advantage on an attack roll against a creature if at least one of her allies is within 5 feet of the creature and the ally isn't incapacitated.

Blessing of the Trickster: Karhiss can use an action to touch a willing creature other than herself to give it advantage on Dexterity (Stealth) checks. This blessing lasts for one hour, or until you use this ability again.

Channel Divinity: Invoke Duplicity. Karhiss can create a duplicate of herself. As an action, she creates a perfect illusion of herself that lasts for 1 minute or until she loses her concentration (as if she were concentrating on a spell). The illusion appears in an unoccupied space she can see within 30 feet of her. As a bonus action on Karhiss' turn, she can move the illusion up to 30 feet to a space she can see, but it must remain within 120 feet of her.

For the duration, Karhiss can cast spells as though she were in the illusion's space, but she must use her own senses. Additionally, when both Karhiss and her illusion are within 5 feet of a creature that can see the illusion, she has advantage on attack rolls against the creature, given how distracting the illusion is to the target.

Channel Divinity: Turn Undead. As an action, Karhiss can present her holy symbol and speak a prayer censuring the undead. Each undead that can see or hear her within 30 feet of you must make a DC 14 Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage.

A turned creature must spend its turns trying to move as far away from Karhiss as it can, and it can't willingly move to a space within 30 feet of her. It also can't take reactions. For its action, it can only use the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

ACTIONS

+1 Scimitar. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d6+4) slashing damage.

Bite (Jackal or Hybrid Form Only). Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d4+5) piercing damage.

Sleep Gaze. Karhiss gazes at one creature she can see within 30 feet of her. The target must make a DC 10 Wisdom saving throw. On a failed save, the target succumbs to a magical slumber, falling unconscious for 10 minutes or until someone uses an action to shake the target awake. A creature that successfully saves against the effect is immune to Karhiss' gaze for the next 24 hours. Undead and creatures immune to being charmed aren't affected by it.

Spellcasting

Spell Attack: +6

Spell Save DC: 14

Cantrips: *guidance, resistance, sacred flame, thaumaturgy.*

1st level: *charm person, disguise self, guiding bolt, inflict wounds, sanctuary, shield of faith.*

2nd level: *blindness/deafness, hold person, mirror image, pass without trace, silence, spiritual weapon.*

SCALING THE DIFFICULTY

CR8: Add one dark creeper.

Chamber Loot

The silver set of merchant scales is elven-made and valued at 200 gp. The letter opener is also of silver with an ivory handle topped off with blue quartz in the pommel (value 350 gp). The gold candelabrum is of gnomish manufacture (700 gp). There is an ink bottle (8 gp), ink pen (1 sp), and ten clean sheets of parchment (2 sp each) on the table. The filled-in sheets are notes of the guild's current activities within and around their territory. If turned in to a reputable Tibud constable (e.g. Sergeant Krilla), the party can earn a reward. See the end of the room entry for details.

One letter in particular may catch the PCs' eyes. The presiding GM could use this as plot threads to explore after the conclusion of this adventure.

Guild Docket

Collect protection fees from taverns/local merchants.

Raid warehouses in Silk District.

Pay Constable Henrith Penyay's monthly fee.

Eliminate bounty hunter Segnar.

Hire on more outside help.

Start killing off the weakened Blade Drenchers' guild.

Probe the Silk Stranglers' territory for weaknesses.

Exchange some goods with the Leeward Lurkers for one of their ships.

Make friendly overtures to the Eventide Watchers' guild.

Enter partnership with the Grey Flame? (We owe him much for the traps already.)

Chest #1 Trap

CR 4

XP 1,200

Type mechanical; Perception DC 25; Disable Device DC 25

Effects

Trigger touch; **Reset** none

Effect A goblin's inflated bladder ruptures if the chest's key is not produced/the lock is not properly picked. The burst bladder releases mica chips into the air, mirroring the effect of *hypnotic pattern* (Will DC 14 negates, 2d4+4 HD of creatures affected). Multiple targets affected (10-ft-radius-spread).

Chest #1 Trap

CR 4

Mechanical trap

Perception: 18 Disarm: 18

Effect

This trap triggers if the proper key isn't used, or there is a failed lock picking attempt. An inflated bladder ruptures, releasing mica chips into the air, creating a mechanical affect akin to the spell *hypnotic pattern*. Any character within a 10 ft. radius must make a Wisdom saving throw DC 14 or be affected as though the spell was cast with a duration of one minute.

Loot

The top layers of the chest's contents are comprised of two sets of traveler's outfits and two explorer's outfits. Underneath the clothes are two *potions of cure light wounds* (1d8+5), a gold statuette of a jackal (500 gp), and a belt pouch (containing 30 pp, 30 gp, and 60 sp).

Chest #2 Trap

CR 4

XP 1200

Type mechanical; Perception DC 20; Disable Device DC 20

Effects

Trigger touch; **Reset** repair

Effect Weighted, arcing falchion (+15 to hit, 2d6+4 points of damage) springs out the left side of the chest to slash any PC standing in front attempting to unlock the lid.

Chest #2 Trap

CR 4

Mechanical trap

Perception DC 16; Disarm DC 18

Effect

When this trap is triggered, a weighted blade slashes out from the left side of the chest. This blade has a +6 to attack, and will do 2d6+4 points of slashing damage on a successful hit.

Loot

Inside this chest is a set of masterwork thieves' tools, 10 lbs. block of black marble (100 gp), a *potion of keen edge*, 150 gp, and 80 sp.

TURNING IN LETTERS TO REPUTABLE CONSTABLE, MINOR QUEST EL6

Success: Handing the letters over to an honorable law official of Tibud.

Reward: 600 XP and 500 gp per character.

U8. Vorlash's Room

The door is locked (average DC 25). Vorlash (U10) has this key as well as the one to the chest within the room. Once PCs enter the room, read or paraphrase the following:

You enter the northern side of a 20' by 30' chamber. Set next to the middle of the east wall is a large, plain bed outfitted with black quilts and pillow. In the southeast corner of the room is a large wooden chest.

Vorlash is usually here, keeping away from the adoring creepers and the Unlit in general. Terent Segnar's attack forced the stalker to lead the defense at U10. If he deems he has enough time (evading both the PCs and the bounty hunter), Vorlash will come back here to pick up his valuables before embarking upon the open road again.

The bed holds nothing of interest, but the chest (equipped with an average lock, total value 50 gp) is another matter. Even if the PCs obtain the chest's key (in U10), they still have to either utter the word *gloghen* (Dark Folk for 'betrayal') or

overcome the DC 29 Disable Device check to deactivate the magical trap.

Phantasmal Killer Chest Trap**CR 5**

XP 1,600

Type magic; Perception DC 29; Disable Device DC 29

Effects

Trigger touch (*alarm*); **Reset** none

Effect spell effect (*phantasmal killer*, Will DC 19 save to recognize menacing image as unreal. If Will save fails, phantom touches subject. PC must succeed on Fort DC 19 save or die in fear. If Fort save is successful, PC takes 3d6 points of damage.)

Phantasmal Killer Chest Trap**CR 5****Magical trap****Perception** DC 20; **Disable** (arcana check) DC 20.

Effect

When any character touches this chest, a *phantasmal killer* spell is cast (duration 6 rounds), targeting the character who touched the chest. The character must make a DC 14 Wisdom saving throw. On a failed save, the target is frightened for the duration. At the end of each of the target's turns, the target must succeed on a DC 14 Wisdom saving throw or take 4d10 points of psychic damage. On a successful save, the spell ends.

Loot

The chest holds various pieces of black clothing (good condition, total value 10 gp), a masterwork short sword, twenty masterwork arrows, twenty doses of black smear, a *potion of resist energy* (cold), 30 pp, 70 gp, and Baroness Dunhare's necklace (woven silver encircled with amethyst chips, value 1,500 gp alone or 2,000 gp if turned in to Segnar). Also in the chest is a rolled-up scroll with a slip of paper attached to the outside with a pin. The slip of paper—in Dark Folk—reads:

To the Grey Flame for sending.

The Grey Flame is the alias for Ruston Maklear, one of Tibud's most powerful wizards. Maklear hired the Unlit to thwart an adventuring band's investigation on who in the port city was procuring the ingredients/materials for the process of lichdom. The Unlit was successful in misleading the band into one of Tibud's many

graveyards. A powerful pack of ghouls at the site took down the investigators. With the matter resolved, the Gray Flame decided to take the Unlit under his wing, providing traps and information to the guild. The jackalweres are hesitant on such a union, but Vorlash, mindful of the dwindling number of creepers under his command, sees no negatives with the partnership. None of the Unlit knows the Grey Flame's true identity, mostly dealing with his emissary Quithlan Gahevein. Vorlash was going to pass this scroll to Gahevein so that the Flame could send a message to some allies-en-route to Tibud. A DC 20 Knowledge (local) check is required for a PC to know that the Grey Flame is a wizard connected with the city's underworld element; Maklear has been careful to keep the utterance of even his moniker above and below Tibud's streets to a bare minimum.

The scroll—also in Dark Folk—reads:

Shadow-Brother Woezin, I will see you soon. We will terrorize this surface city together. If successful, we will return to Salmare and gather more creepers.

Woezin, a powerful dark stalker hailing from Salmare, is one of Vorlash's closest friends and was one of the few leaders who disagreed with his comrade's banishment. Woezin and Vorlash have kept in contact with one another via the Grey Flame over the past few weeks. Vorlash was able to convince Woezin to join him in the Tibud endeavor. Woezin has just reached the surface and is being escorted to the harbor city by Grakvax, a hobgoblin ranger hired in secret by Vorlash. Woezin is bringing more than three scores of underlings to the Unlit ranks. He is expected to reach Tibud within a week. Upon finding the guild decimated, Woezin may turn what was to be a reunion into a quest for revenge. A DC 20 Knowledge (history) check is required for a PC to know that Salmare is a Dark Folk city twenty leagues below Nelen.

TURNING IN THE POISON TO SEGNAR PART 2, MINOR QUEST EL 3

Success: Turning in at least 5 doses of black smear to Terent Segnar.

Reward: 200 XP

TURNING IN BARONESS DUNHARE'S NECKLACE TO SEGNAR, MAJOR QUEST EL6

Success: Handing over the necklace to Terent Segnar.

Reward: 600 XP per PC. 2,000 gp to the party.

U9. Zombie Hallway, CR 7

If illumination is used or PCs possess abilities that can cut the darkness, read or paraphrase the following:

The stone corridor turns ninety degrees to the west, widening to 10' with the ceiling rising to 15'. A 5' wide sable carpet runs through the middle of the corridor, almost matching the length of the passageway. In the distance the hallway ends at a door.

The top of the tunnel is actually 20' high, but sections of wall-matching canvas (DC 15 Perception to notice) have been stretched tight across the breadth of the corridor, giving the hall a false ceiling. The canvas, connected to the walls with a combination of spikes and glue, hides a wire string spanning the entire distance of the corridor. On the wire string hangs a total of sixteen copper bells (2 gp each); each ringer is spaced 5' apart on the string. The wire is connected to the true ceiling via a series of iron loops. The wire runs through the wall between **U9** and **U10**, ending with a wooded handle hanging just on the north-side of the double-door entrance where one of that room's dark creepers is monitoring all activity in **U9** via a peephole (DC 20 Perception to spot when within 10', DC 28 at the beginning of the corridor). Note that this sentry will cast *darkness* upon the door once PCs come within 10' of it.

The sable carpet that spans the corridor is thick and wooly, granting a +5 bonus to Stealth checks to whoever traverses it; the long rug is also heavily glued to the floor (DC 15 Strength check per 5'x5' square) and will come off in torn pieces if removed. PCs may notice (DC 15 Perception) that every third 5'x5' square is three inches lower than the surrounding floor. This feature is a harmless misdirect for the PCs. It is the walls the party has to fear...

Just past the midpoint of the corridor is a set of four alcoves (see **Undercroft of the Unlit** map). Each alcove is covered with an expertly painted

and framed panel (DC 25 Perception) that matches the surrounding dungeon wall. Within each alcove is a spellgorged zombie. If the PCs are coming down the corridor, are messing with the ceiling, or are investigating a panel, the creeper will pull on the handle of the wire string to ring the bells (DC 0 Perception). The zombies, in response to the bells, will burst through the panels (move action) and seek targets upon whom unleash their spell-payload. (The GM should determine if this could be a surprise round, depending on the actions of the PCs.) Normal talking or loud noises within 10' of the alcoves will also cause the zombies to erupt out of the walls. Much like the skeletal champions at **U6**, these undead are not Unlit-friendly.

Spellgorged Zombie (4) CR 3

XP 800
NE Medium undead
Init +1; Senses darkvision 60 ft.; Perception +1

Defense

AC 13, touch 11, flat-footed 12 (+1 Dex, +2 natural)
hp 27 (5d8+5)
Fort +1, Ref +2, Will +5
Immune undead traits

Offense

Speed 30 ft.
Melee slam +4 (1d6+1)
Wizard Spells Known (CL 10th)
Each zombie can cast its 5th level spell only once.

Zombie A – *confusion, extended* (Will DC 19, 20-round duration, full-round casting time)

Zombie B – *waves of fatigue*

Zombie C – *mind fog* (Will DC 20)

Zombie D – *cloudkill* (Fort DC 20)

Tactics

During Combat Once the undead spot intruders, Zombies B, C, and D will cast their spells simultaneously. Zombie A, programmed to fire off her spell inside (at least 10') any fogbank she sees, will fire off her spell one round after her brethren. The zombies will then attack anyone within sight still moving.

Morale The zombies will fight until destroyed.

Statistics

Str 12, Dex 12 Con –, Int –, Wis 12, Cha 10
Base Atk +3; CMB +4; CMD 15
Feats Toughness
Special Qualities staggered

Special Abilities

Spell Storing (Su) A spellgorged zombie can store any spells cast into its mouth as if it were a ring of *spell storing*. The spellgorged can store a number of spell levels equal to its Hit Dice. Each spell has a caster level equal to that of the spellcaster that placed the spellgorged zombie. The save DC for any spell stored in a spellgorged zombie is determined using the ability scores of the spellcaster who placed the spell. Quithlan Gahevein, possessing an Intelligence of 20 (+5 to DCs), is the creator of this batch of zombies.

The spellgorged zombie need not provide any material components or focus, and there is no arcane spell failure chance for wearing armor (since the spellgorged zombie need not gesture). When the spellcaster stores the spells in the spellgorged zombie, however, he must use all required components for the spell.

For randomly generated spellgorged zombies, treat the spellgorged zombie as a scroll to determine what spells are stored in it. If you roll a spell that would put the spellgorged over its spell level limit, ignore that roll; the spellgorged has no more spells in it. (Not every spellgorged need be fully charged.)

A spellcaster can cast any spell into the spellgorged zombie, so long as the total spell levels do not equal more than the spellgorged zombie's Hit Dice. Any excess spells or spell levels are lost.

SPELLGORGED ZOMBIES (3) CR 5

Medium undead, neutral evil

Armor Class 8

Hit Points 40 (5d8+15)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands the languages it knew in life but can't speak

Challenge 5 (1,800 XP)

SPECIAL ABILITIES

Spell Storing. A spellgorged zombie can store any spells cast into its mouth as if it were a ring of *spell storing*. The spellgorged can store a number of spell levels equal to its Hit Dice. Each spell has a caster level equal to that of the spellcaster that placed the spellgorged zombie. The save DC for any spell stored in a spellgorged zombie is determined using the ability scores of the spellcaster who placed the spell. Quithlan Gahevein, possessing an Intelligence of 20 (+5 to DCs), is the creator of this batch of zombies.

The spellgorged zombie need not provide any material components or focus, and there is no arcane spell failure chance for wearing armor (since the spellgorged zombie need not gesture). When the spellcaster stores the spells in the spellgorged zombie, however, he must use all required components for the spell.

For randomly generated spellgorged zombies, treat the spellgorged zombie as a scroll to determine what spells are stored in it. If you roll a spell that would put the spellgorged over its spell level limit, ignore that roll; the spellgorged has no more spells in it. (Not every spellgorged need be fully charged.)

Zombie A – *confusion* (Wisdom save DC15)

Zombie B – *inexorable fatigue** (Constitution save DC 15)

Zombie C – *fugue fog** (Wisdom save DC 15)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

ACTIONS

Slam. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6+1) bludgeoning damage.

New Spells

Fugue Fog

4th level enchantment

Casting Time 1 action

Range 60ft

Components. V, S

Duration 30 minutes + 2d6 rounds

Fugue fog conjures up a thin, oily fog that blankets the area, though it doesn't hamper vision at all. Anyone caught in the fog must make a Wisdom saving throw or have their mental resistances broken down. Any creatures affected by the fog has disadvantage against Intelligence, Wisdom or Charisma saving throws for as long as they remain within the area of affect. Once the creatures leave the area of affect, they are subject to the penalty for an additional 2d6 rounds.

A creature who makes their saving throw is not affected and need not make additional saves even if they remain in the fog.

A moderate wind (11+mph) disperses the fog in 4 rounds; a strong wind (21+mph) disperses the fog in 1 round.

Inexorable Fatigue

5th Level enchantment

Casting Time 1 action

Range 30 ft. cone

Components V,S

Duration instantaneous

The spell sends a powerful wave of negative energy that dims the life force of any in its path. Any creature hit by the cone must make a Constitution saving throw or gain two levels of fatigue. Any creature that makes the save only gains one level of fatigue. Levels of fatigue work just like levels of exhaustion, but it recovers at a rate of one level per hour of rest (short rest). Fatigue levels, and their penalties, stack with exhaustion levels.

If the creeper lookout (**U10**) determines that the majority of the invading party is incapacitated (e.g. victims to the various fog/spell effects, getting torn up by the zombies, etc.), he'll inform Vorlash. With Segnar coming up from the deeper levels, Vorlash is quite determined with escaping the Undercroft.

The dark stalker will rally his minions, charge through the zombies/confused PCs, and make his way to Tibud's streets. The creepers and stalkers will only dare such a thrust to the surface once the fog(s) dissipates. The GM could allow Vorlash to make such an escape, shifting the role of the dungeon's 'big bad' to the babau demon Ekfrakizan (**U11**) if the PCs decide to keep plunging forward.

SCALING THE DIFFICULTY

CR 8 – Add two more alcoves to the hallway with one spellgorged zombie each, the spells within the undead the GM's choice.

CR 9 – Add two more alcoves to the hallway with one advanced skeletal champion each. The champions are under orders to coup de grace any PC downed by the zombies' spells.

SCALING THE ENCOUNTER

CR 9: Increase the number of spellgorged zombies to 4.

U10. Meeting Hall - EL 8

PCs who pass a DC 15 Perception check (DC 10 once in the meeting hall) prior to opening the doors will hear a far-off booming sound; Terent Segnar is pounding on the other side of the hall's southwest double doors, trying to get in. Due to Segnar's thrashing of the Undercroft's lower levels, Vorlash deems the PCs the lesser of the two 'evils.' Vorlash thus has ordered the door to the zombie corridor (**U9**) to remain unlocked, allowing the party to walk into the stalker's impromptu ambush. All the creepers and Vorlash have their blades anointed with black smear; the stalker has his first six masterwork arrows dipped with the poison as well. The dark folk will spread *darkness* throughout the room via spell-infused pebbles (creepers) and arrows (Vorlash, *deeper darkness*). If the PCs overcome the darkness via light magic/abilities, read or paraphrase the following:

You enter the northeast corner of a large, 20' high chamber. The northern half has wooden crates of various sizes hugging the north, east, and west walls. Just south of the containers is a long table, 20' in length and surrounded by stools. Beyond the

table are two short stairways leading up to the edges of a raised, wooden stage. A long, sable curtain obscures what lies beyond the stage. A number of cloaked, dwarflike figures lurk about the room. The lurkers advance menacingly in your direction.

This is the gathering hall for the Unlit's rabble. Here the three leaders –Vorlash, Sanhler, and Karhiss–inform the guild of current events and targets. In turn the dregs inform the leaders of rumors from the streets above. Due to the storage rooms in the lower levels overflowing with stolen goods, the Unlit has resorted to keeping some of the ill-gotten merchandise here. The secret door in the west wall (to **U11**) can be discovered with a DC 20 Perception check.

If the PCs get past the curtains onstage, read the following:

Beyond the curtains is a 15' by 40' space nearly empty except for a weapon's rack holding some curved elven blades and a dire flail. A set of double doors lies in both the west and east walls of the meeting hall's stage. Two long, thick timbers have been propped against the west doors from where the loud pounding is coming.

Terent Segnar (stats in **Chapter 2**) is on the other side of the western double doors (**U13**) trying to break in. The two 60 lbs. timbers add +5 each to the doors' Break DC, totaling 33. Removing a timber manually is a full-round action. The bounty hunter will join the fray (GM's option) if the PCs dismantle/remove the obstacles keeping him out of the meeting hall. Segnar will still hover on the stage though, determined that his quarry will not slip past him. See **U13** for his reaction to the PCs on how well/poorly they did their job.



Dark Creeper (4)

CR 2

XP 600

CE Small humanoid (dark folk)

Init +3; Senses see in darkness; Perception +4

Defense

AC 16, touch 14, flat-footed 13 (+2 armor, +3 Dex, +1 size)

hp 19 (3d8+6)

Fort +3, Ref +6, Will +1

Weaknesses light blindness

Offense

Speed 30 ft.

Melee dagger +6 (1d3/ 19-20 plus poison)

Special Attacks death throes, sneak attack (+1d6)

Spell-Like Abilities (CL 3rd)

At will - *darkness*, *detect magic*

Tactics

Before Combat The two creepers closest to U9's door will dump caltrops just inside the entrance. The other pair will spread caltrops in front of two sets of stairs leading up to the stage. Three of the four will then start pulling out pebbles, infuse them with *darkness*, and cast them about the room. The fourth—the sentry—will keep an eye on the party's progress in U9. He will also use *detect magic* on PCs to determine strength and number of magical auras on the party if given time; any information this creeper learns will be passed along quietly to his fellows and leader if able. Once the party is nearing the door, the sentry will give his comrades a low-pitched whistle (DC 15 Perception). The creepers will hug the walls/hide behind crates, getting ready to sneak attack.

During Combat PCs who are clearly stumbling about will be the creepers' chosen targets, followed by party members not aware of the dark folks' proximity. Any PC who falls dying due to Vorlash's arrows or blades will be

visited by the nearest, unengaged creeper for a coup de grace. The closer the PCs get to the stage, the more prone the creepers will be in engaging the intruders directly in melee. The creepers will cooperate in flanking with and aiding their fellow dark folk. *Darkness* will be invoked again through pebble distribution as needed so the creepers can keep employing their stealth against PCs.

Morale As long as Vorlash remains alive, the creepers will give no quarter. If their leader goes down and two of their brethren are dead, the remaining pair will make a run for U9 and beyond.

Statistics

Str 11, **Dex** 17, **Con** 14, **Int** 9, **Wis** 10, **Cha** 8

Base Atk +2; **CMB** +1; **CMD** 14

Feats Skill Focus (Sleight of Hand), Weapon Finesse

Skills Climb +8, Perception +4, Sleight of Hand +7, Stealth +12; **Racial Modifiers** +4 Climb, +4 Perception, +4 Stealth

Languages Dark Folk

SQ poison use, rag armor

Gear Dagger, black smear (3 doses), bag of caltrops, bag of pebbles, 3 gp, 20 sp, and 5 cp.

Special Abilities

Death Throes (Su) When a dark creeper is slain, its body combusts in a flash of bright white light, leaving its gear in a heap on the ground. All creatures within a 10-foot burst must make a DC 13 Fortitude save or be blinded for 1d6 rounds. Other dark creepers within 10 feet are automatically blinded for at least 1 round due to their light blindness. The save is Constitution-based.

Poison Use (Ex) Dark creepers are skilled in the use of poison and never risk accidentally poisoning themselves. Dark creepers favor a foul-smelling black paste distilled from certain deep-underground fungi known as black smear – injury; *save* Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 1 save.

Rag Armor (Ex) A dark creeper's multiple layers of filthy rags function as leather armor when worn by one of their kind.

See in Darkness (Su) A dark creeper can see perfectly in darkness of any kind, including that created by *deeper darkness*.

DARK CREEPERS (3)

CR 1

Small humanoid (dark folk), chaotic evil

Armor Class 15 (+3 Dex, +2 natural armor)

Hit Points 24 (2d6+2d10+4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	12 (+1)	10 (+0)	8 (-1)	10 (-0)

Saving Throws Dex +5, Wis +2

Skills Athletics +2, Stealth +5, Perception +2

Senses darkvision 60 ft., passive Perception 10

Languages Dark Folk

Challenge 1 (200 XP)

SPECIAL ABILITIES

Death Throes. When a dark creeper is slain, its body combusts in a flash of bright white light, leaving its gear and treasure on the ground. All creatures within a 10-foot burst must make a Constitution saving throw DC 13 or be blinded for 1d6 rounds. All other creepers within 10 feet are automatically blinded for 1 round due to their light sensitivity.

Rag Armor. A dark creeper's multiple layers of filthy rags function as leather armor when worn by one of their kind.

Poison Use. Black Smear (injury) This thick paste is made from the distillation of rare underground fungi. When a creature is injured by a weapon coated with black smear, they must make a Constitution saving throw DC 13 or lose 2 points of Strength as their muscles seize up and refuse to respond. This ability score damage applies until the character finishes a long rest. Once a character succeeds on a saving throw to avoid the effects of black smear, they cannot be affected by another application of this poison for 24 hours.

Sneak Attack. When a dark creeper attacks a foe that is either surprised or within 5 feet of a dark stalker's ally, the dark creeper deals an additional 1d6 points of damage with a finesse or ranged weapon.

Innate Spellcasting

DC 10, Spell Attack +2

At will-*darkness*, *detect magic*

ACTIONS

Dagger. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

Shortbow. Ranged Weapon Attack: +3 to hit, range 80 ft./320 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Vorlash is broader in the shoulders than the typical dark stalker and his speed is matched by very few of his kind. His eyes are azure in the moonlight, which is a rare occurrence because he prefers to work on overcast nights when he ventures topside. Vorlash suffers from acute aphenphosmophobia (fear of being touched), a condition that manifests most strongly whenever his creepers reach for his cloak and limbs. The bow became his weapon of choice because of his phobia, but he is still quite formidable with his blades.

Vorlash

CR 6

XP 2,400

Dark stalker slayer 2

CE Medium humanoid (dark folk)

Init +6; Senses see in darkness; Perception +10

Defense

AC 21, touch 16, flat-footed 15 (+3 armor, +6 Dex, +2 natural)

hp 61 (6d8+2d10+18)

Fort +7, Ref +14, Will +3

Weaknesses light blindness

Offense

Speed 30 ft.

Melee 2 masterwork short swords +13/+13/+8 (1d6+4 plus poison/19-20)

Ranged masterwork composite longbow (+4 Str) +13/+8 (1d8+4 plus poison/x3)

Special Attacks death throes, sneak attack +3d6

Spell-Like Abilities (CL 6th)

At will – *deeper darkness*, *detect magic*, *fog cloud*

Tactics

Before Combat Vorlash, on the stage, will down his *potion of heroism*. He'll then imbue one of his normal arrows with *deeper darkness* and shoot it at the space between the doors to **U9** and **U11**. If given time, he'll shoot other *darkness*-instilled arrows (all normal) into the long table and the double doors leading to **U13**.

During Combat Vorlash will start combat near the middle of the stage, peering out of one of the curtain breaks. He will target spellcasters, light-bringers, and archers with his bow, especially when they are flat-footed and/or within striking distance of a creeper's blade. Once the ranged PCs are brought down, the stalker will concentrate on the party's melee characters. If he runs out of arrows and two or less PCs remain, Vorlash will bring out his blades and

engage the enemy, provided a creeper or two is nearby. If the stage somehow catches fire, the stalker will attempt to leap onto the long table (+11 Acrobatics, DC 20) and then resume directing his minions/using his bow. He will use his bags of caltrops when he sees fit. Vorlash will invoke *deeper darkness* and *fog cloud* to cover his use of *potion of cure moderate wounds* if need be. Any PCs struck down here will be targeted by a *darkness*-imbued arrow; Vorlash is determined that none of the dying intruders will receive aid from their allies.

Morale If six rounds of combat have elapsed with no clear sight of victory (e.g. all the PCs are still standing), all of his creepers have been slain, or if he has been brought down to 20 hit points or less, Vorlash will try to pick a path to **U9** and beyond, utilizing his spell-like abilities and sacrificing his minions to do so. The stalker may duck into **U11** to take Grust Gkulaen (Cell f) as a hostage to bargain his way out of the dungeon. If left with no avenue of escape, Vorlash will draw his blades and engage the closest and most wounded of the PCs, hoping his explosive demise will take out at least one of his killers.

Statistics

Str 18, Dex 22, Con 14, Int 11, Wis 13, Cha 11

Base Atk +6; CMB +10; CMD 26

Feats Double Slice, Point-Blank Shot, Rapid Shot, Two-Weapon Fighting, Weapon Finesse

Skills Acrobatics +11, Climb +12, Disguise +5, Intimidate +4, Knowledge (dungeoneering) +5, Knowledge (local) +5, Perception +10, Sleight of Hand +7, Survival +5, Stealth +11 **Racial Modifiers** +4 Climb, +4 Perception, +4 Stealth

Languages Dark Folk, Undercommon

SQ poison use

Other Gear +1 leather armor, two masterwork short swords, masterwork composite longbow (+4 Str), 40 masterwork arrows, 20 arrows, black smear (10 doses), *potion of heroism* (imbibed), *potion of cure moderate wounds*, iron key to **U8**, brass key to chest in **U8**, black iron key to the cells at **U11**, two bags of caltrops, bag of pebbles, 40 pp, 30 gp, and 50 sp.

Special Abilities

Death Throes (Su) When Vorlash is slain, his body combusts in a flash of white-hot flame. This acts like a *fireball* that deals 3d6 points of fire damage to all creatures within a 20-foot-radius burst. A DC 15 Reflex save halves this damage. Vorlash's gear and treasure are unaffected by this explosion. This save is Constitution-based.

Double Slice Vorlash adds his Strength bonus (+4) to damage rolls made with his off-hand weapon.

Point-Blank Shot Vorlash adds +1 to attack and damage rolls with ranged weapons at up to 30 feet.

Poison Use (Ex) Vorlash is skilled in the use of poison and never risk accidentally poisoning himself. Vorlash favors a foul-smelling black paste distilled from certain deep-underground fungi known as black smear – injury; *save* Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 1 save.

Rapid Shot When making a full-attack action with a ranged weapon, Vorlash can fire one additional time this round at his highest bonus. All of Vorlash's attack rolls take a -2 penalty when using Rapid Shot.

See in Darkness (Su) A dark stalker can see perfectly in darkness of any kind, including that created by *deeper darkness*.

Studied Target (Ex) Vorlash can study an opponent he can see as a move action. Vorlash then gains a +1 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks attempted against that opponent, and a +1 bonus on weapon attack and damage rolls against it. The DCs of slayer class abilities against that opponent increase by 1. Vorlash can only maintain these bonuses against one opponent at a time; these bonuses remain in effect until either the opponent is dead or Vorlash studies a new target. If Vorlash deals sneak attack damage to a target, he can study that target as an immediate action, allowing him to apply his studied target bonuses against that target (including to the normal weapon damage roll).

Track Vorlash adds a +1 bonus to Survival checks made to track.

If captured, Vorlash and his minions will remain quiet unless magically compelled not to do so. The stalker will talk to his peons in Dark Folk when no one is around, trying to formulate a plan for escape. Any such plan will be acted upon before he and his crew are brought topside where they might be exposed to the blinding rays of the sun.

SCALING THE DIFFICULTY

CR 9 – Add the advanced template to all four dark creepers. Add an additional dark creeper with the advanced template.

CR 10 – Add the Half-Fiend template to Vorlash. Add a dark slayer named Nysh.

VORLASH

CR 5

Medium humanoid (dark folk), chaotic evil

Armor Class 18 (+1 Leather)

Hit Points 71 (6d8+2d10+16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	22 (+6)	14 (+2)	11 (+0)	13 (+1)	11 (-0)

Saving Throws Str +7, Dex +9, Wis +4

Skills Acrobatics +9, Investigation +3, Nature +3, Perception +4, Stealth +9, Survival +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Dark Folk, Undercommon

Challenge 5 (1,800 XP)

Tool proficiencies. Poisoner's kit, Thieves' tools.

WEAKNESSES

Sunlight Sensitivity. When Vorlash, the target of his attack, or anything he tries to perceive is in direct sunlight, Vorlash has disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight.

SPECIAL ABILITIES

Two Weapon Fighting. Vorlash adds his ability modifier to second attack's damage when fighting with two weapons.

Favored Foe (Humanoids). Vorlash adds +2 damage on attack rolls with weapon attacks made against the humanoids. Additionally, you have advantage to track selected creature type, as well as recalling information about them.

Sneak Attack. When Vorlash attacks a foe that is either surprised or within 5 feet of an ally, Vorlash deals an additional 3d6 points of damage with a finesse or ranged weapon.

Poison Use. Black Smear (injury) This thick paste is made from the distillation of rare underground fungi. When a creature is injured by a weapon coated with black smear, they must make a Constitution saving throw DC 13 or lose 2 points of Strength as their muscles seize up and refuse to respond. This ability score damage applies until the character finishes a long rest. Once a character succeeds on a saving throw to avoid the effects of black smear, they cannot be affected by another application of this poison for 24 hours.

Death Throes. When Vorlash is slain, his body is consumed in a flash of white hot flame. This acts like a *fireball* that deals 3d6 fire damage to all creatures within a 20 foot radius. A Dexterity saving throw DC 13 will halve this damage. Vorlash's gear and treasure are unaffected by this explosion.

Spellcasting

At will—*darkness, detect magic, fog cloud*.
1st level: *ensnaring strike, hunter's mark*.

ACTIONS

Longbow. Ranged Weapon Attack: +9 to hit, range 150 ft./600 ft., one target. Hit: 10 (1d8+6) piercing damage.

Shortsword. (dual wielding) Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 9 (1d6+6) piercing damage (plus poison).

SCALING THE DIFFICULTY

CR 9 – Increase the number of dark creepers to 5.

Chamber Loot

The twelve crates hold various goods the Unlit has pilfered from the assorted warehouses of Tibud's merchant districts. Their contents are as follows:

- Crate #1 – 100 lbs. of trail rations.
- Crate #2 – Five riding saddles.
- Crate #3 – 100' of chain (total value 300 gp).
- Crate #4 – Ten coils of silk rope.
- Crate #5 – Ten coils of hemp rope.
- Crate #6 – Twenty bedrolls.
- Crate #7 – Five tents.
- Crate #8 – Twenty sets of manacles.
- Crate #9 – Five fishing nets.
- Crate #10 – Ten painted, miniature clay statues of gnomes (10 gp each).
- Crate #11 – Twenty crowbars.
- Crate #12 – Fifty clay tankards (total value 1 gp).

The weapons rack holds four curved elven blades and one dire flail. While not masterwork, a PC could discern (DC 10 Appraise) that these weapons are newly forged and thus likely could be sold for 75% the CRB's listed price.

U11. Detainment Center

Once PCs open the secret door to this area, read or paraphrase the following:

The hidden portal opens into a short, narrow, 10' high hallway that widens and turns ninety degrees north. The flickering of distant torchlight dances from around the corner.

Once the party enters the main corridor, read or paraphrase the following:

This 60' long, 10' wide passage has three cell doors set along both its east and west walls. A metal torch sconce, set high in the end wall, holds its fiery charge above a half-dozen wood frames of various sizes.

This area was once the Broken Lanterns' detainment center; the old guild was not above kidnapping the occasional merchant for ransom. The Unlit maintained the cells for more disciplinary reasons than anything else these days, aside from one extraordinary exception (**U11f**). If the party is not quiet about their entry into the hallway, the occupant (Perception -1) of the far cell will call out to the arrivals.

"I hope you brought more canvas!" shouts a bass, cultured voice. "My mind aches from the boredom!"

The cell doors (Bars 2" thick, Hardness 10, 60 hit points, Break DC 25) are equipped with good locks (DC 30) and are all engaged. Vorlash in **U10** has the master key. The brand in the sconce is an *everburning torch*. The wood frames are used for canvas paintings. The prisoner in **U11f** is currently awaiting more material.

U11a-d. Empty Cells

Each of these 10' by 10' cells is empty save for a bedroll that has seen better days and a stained bucket for personal needs.

There is nothing of interest within these cells, but the GM is free to leave a plot hook here for further adventures beyond this one.

U11e. Storage Cell

This 10' by 10' cell is bare save for a small collection of jars and bottles in its northwest corner.

The jars and bottles (total weight 25 lbs.) contain paints and oils, supplies for the occupant in **U11f**. The supplies could fetch 35 gp to the right merchant.

U11f. Gkulaen's Cell

This cell is occupied. A short, bearded half-orc of middle years is sitting on a low stool in front of an easel. His russet outfit, once fine and flashy, is now daub and threadbare. Painting brushes of various sizes poke out of his pockets and a wooden palette rests on the side of his stool. The easel holds a small, detailed portrait of a female, jackal-headed humanoid leaning provocatively against a wall of stone. The half-orc's olive eyes turn in your direction.

The half-orc, named Grust Gkulaen, will be momentarily taken aback by the PCs, their visages new in an environment full of cloaked/furry faces. Gkulaen will stand up, pull on his tunic to straighten it a bit, and then address the party.

"What an array of textures, cheekbones, and dimples!" exclaims the half-orc, his voice rich and rumbly. He blinks several times before squaring his shoulders, chin raised. "I'm Sir Grust Gkulaen, painter of the searing soul of nobility and the unbridled spirit of nature. Your bearing and armaments lead me to believe you are not part of this foul guild. Rival gang perhaps? Sellswords? Release me and I can assure you that your coin purses will jingle with merriment."

A DC 15 Knowledge (nobility) check will reveal that a renowned half-orc artist of the same name does have a residence in the Noble District of the city. A DC 15 Knowledge (local) check will impart that the painter disappeared a few months ago. A DC 20 Perception applied to the portrait will reveal that the female humanoid is wearing a jeweled silver necklace (same one from the chest in **U8**).

If asked how he got here:

"I was about to embark on a half-year sojourn touring Nelen's landscapes, particularly those around Duke Harris Dunhare's royal estate. Just as I was about to flag down a carriage, I was accosted by fiends, knocked out, and brought here. Once these cretins found out my talents, they subjected me to a most horrifying torture. These cloaked miscreants forced me to paint the most mundane murals imaginable. Walls of stone. No highlights. Just. Gray. Stone." Gkulaen clucks his tongue in disdain. "I wasn't even allowed to sign them, although truth be told that would have likely hurt my standing with my peers if they knew I was reduced to working on something so drab." The half-orc cocks a thumb at the painting behind him. "Painting the 'woman' in charge of these cretins was a most welcome change."

If asked who the woman is:

"I never asked. I figured it was the safest course. She never told me her name. She WAS gracious enough to provide the everburning light over there as well as this easel once she learned of my gifts."

If asked about the necklace she wore:

"Pretty enough trinket to be around the neck of a cur. I don't think it was hers. She posed with it twice so I could paint her wearing it. Both times one of the taller cloaked fellows was here, just keeping out of range of the torchlight. That one... chilled me to the bone."

Karhiss took a fancy to the Baroness' necklace, but Vorlash would not allow the jackalwere to keep it. The dark stalker grudgingly permitted her to be painted with it though.

If asked about other individuals of the guild:

"Mostly cloaked dwarves with a sprinkling of taller fellows. All of them disappeared once the torch was brought in. Fox-face would feed me most of the time, although occasionally an olive-skinned human male would chuck stale bread at me. I was going to protest, but his dead blue eyes would brook no argument."

The blue-eyed human was Sanhler (**U5**).

If asked how long he has been down here:

"Awhile, judging by this," he says, rubbing a hand through his thick, unkempt beard. "Weeks? Months? My initial demands for a water clock fell on deaf ears. Now I fear to ask."

Gkulaen has been down here for almost four months.

If asked about a possible reward:

"Escort me to my in-city residence and you'll receive 2,000 gold marks. I also insist upon dedicating a portrait to you. Such heroes should be immortalized by my brush."

Grust Gkulaen was once a street urchin from the far-off city of Orntal. A kind-hearted scribe named Motlane took in Gkulaen when she discovered the young half-orc's exquisite charcoal doodles on the back of her shop. Gkulaen's talent grew under her tutelage, a gift that further flourished in Orntal's art academy. Outpacing his classmates (and teachers), Gkulaen was soon noticed by the upper crust. The half-orc used his art to forge ties with nobility to the point he won't even acknowledge his humble beginnings. Gkulaen stands 5'6" and possesses a lean frame, remnants of a malnourished childhood. The now middle-aged half-orc is a borderline fop, but has a soft spot for other creative-types. Gkulaen will be most distressed if he finds out his art was used in some way to harm people (U9).

Grust Gkulaen	CR 8
XP 4,800	
Half-orc expert 10	
N Medium humanoid	
Init +1; Senses darkvision 60 ft : Perception -1	
<hr/>	
Defense	
AC 11, touch 11, flat-footed 10 (+1 Dex)	
hp 65 (10d8+20)	
Fort +3 (+4 vs. hot or cold environments and to resist damage from suffocation), Ref +4, Will +7	
<hr/>	
Offense	
Speed 30 ft.	
Melee unarmed strike +7/+2 (1d3/x2/nonlethal)	

Tactics

Before Combat If he is going to follow the PCs around in the dungeon, Gkulaen will ask for a dagger or mace for self-defense. If the party refuses, he'll reduce the coin-side of the promised reward by 50%.

During Combat While in the Undercroft, Gkulaen will try to stay out of the PCs' way. The half-orc will only strike out when backed into a corner.

Morale When reduced to 50 hit points or less, Gkulaen will bolt in the direction opposite of the threat. This may mean deeper into the dungeon...

Statistics

Str 10, **Dex** 12, **Con** 11, **Int** 17, **Wis** 8, **Cha** 9

Base Atk +7; **CMB** +7; **CMD** 18

Feats Endurance, Iron Will, Skill Focus (Craft [painting], Knowledge [nobility]), Toughness

Skills Appraise +16, Diplomacy +12, Craft (carpentry) +14, Craft (painting) +22, Intimidate +12, Knowledge (dungeoneering) +14, Knowledge (engineering) +14, Knowledge (geography) +14, Knowledge (local) +16, Knowledge (nobility) +22; **Racial Modifiers** +2 Intimidation

Languages Common, Draconic, Elven, Goblin, Orc

Special Abilities

Orc Ferocity Once per day, when Grust is brought below 0 hit points but not killed, he can fight on for one more round as if disabled. At the end of his next turn, unless brought above 0 hit points, he immediately falls unconscious and begins dying.

GRUST GKULAEN

CR 1/2

Medium humanoid (half-orc), neutral
Expert 10

Armor Class 11

Hit Points 53 (10d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	11(+0)	17 (+3)	8 (-1)	9(-1)

Saving Throws Con +4, Wis +3

Skills History +4, Insight +7, Intimidate +5, Performance +3, Persuasion +7

Senses darkvision 60 ft., passive Perception 9

Languages Common, Draconic, Elven, Goblin, Orc.

Challenge 1/2 (50 XP)

SPECIAL ABILITIES

Expertise. Grust doubles proficiency bonus with chosen tool sets and/or skill proficiencies. (painter's supplies, carpenter's tools, Insight, Persuasion)

Relentless Endurance. When Grust is reduced to 0 HP but not slain, he is reduced to 1 hit point instead. This can be used once per long rest.

Savage Attacks. Trust rolls an extra damage die when he scores a critical hit with a melee weapon.

ACTIONS

Unarmed Strike. Melee weapon attack. + 4 to hit, reach 5 ft., one target. Hit: 2 bludgeoning.

Loot

Inside the cell is a bedroll, a set of masterwork artisan's (painter's) tools (value 55 gp), palette, easel, and a small yet well-rendered portrait of Karhiss wearing Baroness Julip Dunhare's necklace (portrait value 150 gp). Gkulaen will give up the items freely, too overjoyed at being rescued.

RESCUING ARTIST GRUST GKULAEN, MINOR QUEST EL8

Success: Returning Gkulaen to his apartment in the Noble District in Tibud.

Reward: 1,200 XP and 500 gp per character.

Boon: Gkulaen will create a 4' by 3' portrait of the party for free within a month of his rescue (value 1,000 gp). The half-orc will brag up the PCs among his social circles, possibly providing the party more work (GM's option).

V12. Temple

The Broken Lanterns once used this chamber as a place of worship. Once the Unlit took over, Karhiss considered dedicating this site to her own foul deity, but found guild management quite taxing. She did note that an aura of malevolence permeated the room. As with most of the dungeon, this room is cloaked in darkness. When the party opens the door to this location and are able to view its features, read or paraphrase the following:

Beyond the double doors is a short hallway that leads to a 30' wide, pillared chamber. The stone columns –two rows of four– are hexagonal and appear to be chiseled from granite. Three piles of black garments lie on the floor between the second pair of columns.

Before Segnar and PCs invaded the Unlit's hideout, Vorlash was meeting with one of his associates from Salmare, the dark caller Vlizron. The caller, along with his two assistant dark slayers, decided to witness Vorlash's surface efforts firsthand. Once Vorlash realized the tenacity of the Undercroft trespassers, he sent Vlizron and his underlings here to do the impossible: summon an owb with only one caller! Vlizron started the shadow ritual with his slayers, the runes of the rite coming out imperfect. The flawed incantation did yield an unforeseen result though; it released a bound babau demon from the chamber's lectern! The fell outsider quickly slew the three dark folk with his spear and is now studying his surroundings, ready to met out his pent-up rage from being imprisoned in a piece of furniture for decades.



When the PCs near the back of the chamber, read or paraphrase the following:

The chamber ends in a 2' high bema. Near the center of the semicircular dais is a lectern of gold. The smell of ash permeates the bema.

Ekfrakizan was summoned to the Material Plane by the powerful wizard Klovey seven decades ago. Wanting to keep the demon on hand for possible assistance later on but not wanting the creature wandering his estate, Klovey bound Ekfrakizan to a lectern. The wizard later became involved in some off-continent affairs and abandoned his Tibud manor half-a-century ago. Forty years later the Broken Lanterns grew bold enough to pick over the disappeared wizard's residence, discovering the lectern in a storage room. Something about the podium compelled the Lanterns not to sell it off; instead the guild set the lectern up within this chamber. Vlizron's ill-used mantras released the frustrated babau... and now the demon has the PCs within his sights.

EKFRAKIZAN, BABAU DEMON

CR 6

XP 2,400

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init +4; **Senses** darkvision 60 ft., *see invisibility*; Perception +19

Defense

AC 19, touch 11, flat-footed 18 (+1 Dex, +8 natural)

hp 73 (7d10+35)

Fort +10, **Ref** +6, **Will** +5

Defensive Abilities protective slime; **DR** 10/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 17

Offense

Speed 30 ft.

Melee 2 claws +12 (1d6+5), bite +12 (1d6+5) or masterwork longspears +13/+8 (1d8+7/x3), bite +7 (1d6+2)

Space 5 ft.; **Reach** 5 ft. (10 ft. with longspears)

Special Attacks sneak attack +2d6

Spell-Like Abilities (CL 7th)

Constant - *see invisibility*

At will - *darkness*, *detect magic*, *greater teleport* (self plus 50 lbs. of objects only)

1/day - summon (level 3, 1 babau at 40%)

Tactics

Before Combat Ekfrakizan will observe the party from the shadows, using his *detect magic* ability to see who may pose the biggest threat. Any PC displaying a holy symbol will draw the demon's ire. Ekfrakizan will then try to *teleport* to a shadowy location nearest to the party's spiritual center.

During Combat Ekfrakizan will employ hit-and-run tactics, *teleporting* to a new location when two or more PCs gang up on him. If brought down to 35 hit points or less, he'll *teleport* to a place of safety and attempt to summon another babau demon (40% chance). If successful, Ekfrakizan and the new arrival will attempt to flank the PCs.

Morale Once brought down to 20 hit points or less, Ekfrakizan will *teleport* out of the temple. He knows the layout of **U10** due to the lectern being used occasionally in the Meeting Hall. Ekfrakizan will try to stay ahead of the party, *teleporting* when he can (perhaps back to the temple if all the PCs have clearly left the chamber). If cornered, Ekfrakizan will fight to the death.

Statistics

Str 21, **Dex** 13, **Con** 20, **Int** 14, **Wis** 13, **Cha** 16

Base Atk +7; **CMB** +12; **CMD** 23

Feats Combat Reflexes, Improved Initiative, Iron Will, Skill Focus (Stealth)

Skills Acrobatics +11, Climb +12, Disable Device +11, Escape Artist +11, Perception +19, Sleight of Hand +11, Stealth +22; **Racial Modifiers** +8 Perception, +8 Stealth

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

Gear masterwork longspears

Special Abilities

Combat Reflexes (Ex) Ekfrakizan may make a number of additional attacks of opportunity per round equal to his Dex bonus (+1).

Protective Slime (Su) A layer of acidic slime coats a Ekfrakizan's skin. Any creature that strikes Ekfrakizan with a natural attack or unarmed strike takes 1d8 points of acid damage from this slime if it fails a DC 18 Reflex save. A creature that strikes Ekfrakizan with a melee weapon must make a DC 18 Reflex save or the weapon takes 1d8 points of acid damage; if this damage penetrates the weapon's hardness, the weapon gains the broken condition. Ammunition that strikes Ekfrakizan is automatically destroyed after it inflicts its damage.

SCALING THE DIFFICULTY

The PCs may be near the end of their resources by the time they reach this room. On the flipside, the party may be accompanied by Terent Segnar (U13, stats at **Chapter 2 - Sizing Up the Help**). Use your best judgment.

CR 7 – Add a dark slayer. Slayer Rixx threw in with Ekfrakizan.

CR 8 – Add another dark slayer. Give both slayers the advanced simple template. Slayer Ruxx threw in with Ekfrakizan.

CR 9 – Add dark caller Vlizron (stat block below). Ekfrakizan, amused by the caller, made him his right hand man. Use Dark Slayer Tish's stats from Area U3.

EKFRAKIZAN

CR 6

Medium fiend, chaotic evil

Armor Class 19 (natural armor)

Hit Points 64 (7d8+35)

Speed 30 ft.

STR 20 (+5) **DEX** 13 (+1) **CON** 20 (+5) **INT** 14 (+2) **WIS** 13 (+1) **CHA** 16(+3)

Saving Throws Con +8, Wis +4

Skills Athletics +8, Intimidation +6, Perception +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities lightning, poison

Condition Immunities poisoned

Senses darkvision 60 ft., *see invisibility*, passive Perception 14

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

Challenge 6 (2,300 XP)

SPECIAL ABILITIES

Summon Ally (1/day). Ekfrakizan has a 40% chance to summon another of his kind. He can cast this spell once per day at a 3rd caster level.

Multiattack. Ekfrakizan can make two attacks when it uses its attack action. Ekfrakizan can use either his spear or its claws for either or both of his attacks.

Protective Slime. A thick, putrid slime coats Ekfrakizan's skin. Any creature that strikes Ekfrakizan with a natural or unarmed attack takes 1d8 points of acid damage, unless they make a Dexterity saving throw DC 13. A creature that strikes Ekfrakizan with a melee weapon

must make a Dexterity saving throw DC 10 or the weapon takes 1d8 points of acid damage. If the weapon takes more than half of its' hit points in damage. It gains the broken condition. [see TPK Games' *Fifth Edition Options* or *5E Condition cards*.]

ACTIONS

+1 Spear. Melee or Ranged Weapon Attack: +9 to hit, reach 5 ft. or range 20 ft./60 ft., one target. Hit: 1d6+6 piercing damage or 1d8+6 piercing damage if used with two hands to make a melee attack.

Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. Hit: 1d6+9 slashing damage.

SCALING THE ENCOUNTER

CR 6: The PCs only face Efrakizan.

CR 7: Add dark caller Vlizron (stat block below) and a dark creeper. Ekfrakizan, amused by the caller, made him his right hand man.

CR 8: Increase the squad of dark creepers to four.

CR 9: Increase the squad of dark creepers to eight.

DARK CALLER VLIZRON

CR 5

XP 1,600

Medium humanoid (dark folk)

Init +3; **Senses** *detect magic*, *see in darkness*; **Perception** +8

Defense

AC 17, touch 14, flat-footed 13 (+3 Dex, +1 Dodge, +3 natural)

hp 52 (8d8+16)

Fort +4, **Ref** +9, **Will** +3

Weaknesses light blindness

Offense

Speed 30 ft.

Melee mwk dagger +8 (1d4+2/ 19-20 plus black smear poison)

Special Attacks death throes, sneak attack +2d6

Spell-Like Abilities (CL 8th; concentration +12)

Constant - *detect magic*

At will - *bleed* (Will DC 14)

3/day - *deeper darkness*, *shadow step*

1/day - *shadow conjuration* (Will DC 18)

Tactics

Before Combat Vlizron will direct his slayers to ready their spell-like abilities. He himself will use *detect magic* to gauge the PCs.

During Combat Vlizron, along with his slayers, will plunge the party with *darkness* effects. The caller will send his *shadow conjuration* at the party's melee fighter or other frontline character. He will then try to sneak attack lightly armored PCs, usually in unison with his minions. Vlizron will cast *bleed* on downed enemies he can't reach for a coup de grace. Vlizron will not use his *shadow step* more than twice during combat.

Morale When down to 10 hit points, Vlizron will either *shadow step* out of or directly flee the chamber.

Statistics

Str 14, **Dex** 17, **Con** 14, **Int** 13, **Wis** 13, **Cha** 18

Base Atk +6; **CMB** +8; **CMD** 22

Feats Augment Summoning, Dodge, Spell Focus (conjuration), Weapon Finesse

Skills Climb +6, Intimidate +5, Knowledge (arcane) +9, Knowledge (planes) +9, Perception +8, Stealth +10, Use Magic Device +5; **Racial Modifiers** +4 Climb, +4 Perception, +4 Stealth

Languages Dark Folk, Undercommon

SQ poison use, shadow ritual

Gear masterwork dagger, two doses of black smear, clerical scroll (6th level caster – contains *remove disease* and *prayer*, Vlizron can't use), 40 pp, 95 gp, and 300 sp.

Special Abilities

Augment Summoning Each creature Vlizron conjures with any *summon* spell gains a +4 enhancement bonus to Strength and Constitution for the duration of the spell that summoned it.

Death Throes (Su) When Vlizron is slain, his body bursts into shreds of blistering cold shadows, leaving his gear in a heap on the ground. All creatures within a 10-foot burst take 1d4 points of Strength damage and are staggered for 1 round. A successful DC 16 Fortitude save halves the Strength damage and negates the staggered effect. This ability damage is temporary, and an affected creature's Strength returns to normal after 3d10 minutes. The save DC is Constitution-based.

Poison Use (Ex) Vlizron is skilled in the use of poison and never risk accidentally poisoning himself. Vlizron favors a foul-smelling black paste distilled from certain deep-underground fungi known as black smear – injury; *save*

Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 1 save.

See in Darkness (Su) Vlizron can see perfectly in darkness of any kind, including that created by *deeper darkness*.

Shadow Ritual (Su) Three dark callers can collaborate on a ritual that calls an owb to their service. The ritual takes 1 hour to complete. If the dark callers involved are distracted in any way, the attempt is ruined and the ritual must begin anew. Once called to their service, the owb serves them for 24 hours. Though the owb is free-willed, it follows orders to the best of its ability.

DARK CALLER VLIZRON

CR 1

Medium humanoid (dark folk), chaotic evil

Armor Class 16 (natural armor)

Hit Points 72 (8d8+16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	14 (+2)	13 (+1)	13 (+1)	18 (+4)

Saving Throws Dex +6, Wis +4

Skills Arcana +4, Deception +7, Perception +4, Stealth +6

Senses darkvision 60ft., passive Perception 14, *detect magic*

Languages Undercommon, Dark Folk

Challenge 5 (1800 XP)

SPECIAL ABILITIES

Ambusher. Vlizron has advantage on attack rolls against any creature he has surprised.

Poison Use. Black Smear (injury) This thick paste is made from the distillation of rare underground fungi. When a creature is injured by a weapon coated with black smear, they must make a Constitution saving throw DC 13 or lose 2 points of Strength as their muscles seize up and refuse to respond. This ability score damage applies until the character finishes a long rest. Once a character succeeds on a saving throw to avoid the effects of black smear, they cannot be affected by another application of this poison for 24 hours.

Death Throes. When Vlizron is slain, his body bursts into shreds of blistering cold shadows, leaving his gear in a heap on the ground. All creatures in a 10 ft. radius must make a Constitution saving throw DC 15 or lose 1d4 points of Strength. The creature is also stunned for 1 round. The ability damage is temporary, returning to

normal after a short rest.

Multiattack. Whenever Vlizron makes an attack action, he can make two attacks with his dagger.

Sneak Attack. When Vlizron attacks a foe that is either surprised or within 5 feet of one of his allies, Vlizron deals an additional 3d6 points of damage with a finesse or ranged weapon.

ACTIONS

Dagger. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20 ft./60 ft., one target. Hit: 5 (1d4+3) piercing damage plus poison (black smear)

Loot

The 120 lbs. wooden lectern is gold-plated (value 1,700 gp). The three piles of garments are free of treasure unless the GM decides to keep the dark folk alive and allied with Ekfrakizan. If this is the case, each dark slayer will have a masterwork kukri, 40 pp, 90 gp, and 200 sp. Vlizron's items can be found within his stat block above.

U13. Reunion

GM's note: The players may open the double doors here prior to going to **U11** and **U12** (or even during the middle of the meeting hall battle). If the PCs are still in fighting form, the GM could decide that Terent Segnar is not in the best of health to participate (20 hit points or less). The adventure is the PCs' show, not the bounty hunter's.

Once the party opens the double doors, read or paraphrase the following:

On the other side of the twin portals stands a bloodied Segnar, the bounty hunter holding a mangled minotaur's head he was apparently using to bash on the doors. Segnar, at first in a fighting stance, relaxes slightly once he realizes it is you.

"Well met, comrades! Have we crushed the enemy?"

If the PCs say "No" (or are still fighting), Segnar will step forward and provide whatever aid the GM deems he is capable at that moment. If the PCs state that Vorlash and/or the other leaders have escaped, Segnar will be quite angered and will only

give the party half of the promised award unless the PCs state they will hunt the escapees down. If the party backs out of tracking the remains of the Unlit's leadership, Segnar looks at the PCs with disdain before resuming his solitary path.

If the PCs say "Yes," read or paraphrase the following:

"We crushed the Unlit! I would not have been able to do this without you! I did have to collapse a few tunnels to keep myself from being swarmed by foes. Let's get to the surface, get a hot bath, a grand breakfast, and trade tales of derring-do. You've earned my reward... and my thanks."

The corridor beyond the double doors and Segnar leads to the lower levels of the Unlit's domain, eventually opening up into a seaside cave used to smuggle/trade goods with the guild's pirate allies, the Leeward Lurkers. Segnar trashed the levels on his way up to the Undercroft, but the PCs are free to explore these deeper regions. What is within these shadowed halls is up to the GM.

CRUSHING THE UNLIT, MAJOR QUEST EL8

Success: Capturing or killing Sanhler, Karhiss, and Vorlash.

Reward: 1,200 xp and 750 gp to each PC.



Conclusion

Terent Segnar may hire the PCs for future adventures in the city depending on their performance. The corrupt constables and other thieves' guilds of Tibud will likely notice such a union. If the PCs continue to impress him, Segnar will bring them in contact with his patron, Baron Bruce Dunhare.

Was Orron Fisket ignored/not laid to rest? The ghost bard will eventually break loose from the unearthly bonds of the house and haunt the nearby streets. His wife Echrie passed on to the afterlife, but his children will come back as attic whispers. Tibud's constables may hire/blackmail PCs into ridding the neighborhood of the undead. The party may also be asked into finding out who orchestrated the murder (the Silk Stranglers) of the Fisket family.

If any of the Unlit leaders escaped the shakedown, they will definitely be spoiling for revenge. The guild has a few powerful allies within the city (e.g. the Eventide Watchers, the Leeward Lurkers, and the Grey Flame) as well as reinforcements on their

way. The presiding GM may decide to keep the party with the tangled webs of Tibud's underworld for sessions to come.

Finally, Grust Gkulaen will forever be grateful to the PCs for his rescue. The GM could use Gkulaen as a catalyst/contact to the realm's upper crust. The half-orc will be heading to Harris Dunhare's castle within three months; Gkulaen was hired by the Duke to produce a series of landscape paintings. Gkulaen will be quite the chatterbox while in the company of Duke Dunhare, telling the ruler of his rescue. Also during this time the half-orc will reproduce the painting of Karhiss, necklace and all. The Duke will recognize the necklace onetime belonging to his once-beloved Julip. Harris Dunhare may consider that too many loose ends exist on the commissioned murder, the party being one of them...

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