

HIG2-04



GRAVE CONSEQUENCES

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

Version 2

by Chris Tulach

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A mysterious entity parts the veil of dreams, entreating you for aid. You must journey to an unforgiving land, beyond the normal bounds of reality, to fulfill her request. What you find there may be far more than what you expected. "A Slow Rot - Part 3" An adventure for characters level 3-8.

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

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

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

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

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

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

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

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

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

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

SCORING

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

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

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

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

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

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

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

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

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

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

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

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

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

TIME UNITS AND UPKEEP

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

ADVENTURE SUMMARY AND BACKGROUND

In the fall of 591 CY, adventurers in Highfolk discovered that elven bodies were being stolen around the region. A connection was established with their disappearance and sightings of a mysterious Baklunish man, who was seen only at night. Apparently, the stranger had also been in contact with others of a vile sort – Farrick, a vampire spawn cleric of Nerull, and Kelthisar, a human necromancer who delighted in horrible experiments on innocent beastmen.

Making one of his homes on a small demiplane of shadow, accessible only through guarded portals, the Night Walker, as the folk of the forest have begun to call him, has been conducting a ritual designed to enhance his power with the undead. In order to make his spell more powerful, he needed to siphon off a pure source of magic. Through trial and error, he found that the fey

seem to provide him with the best, and easiest source of magic. Entering into a deal with an Unseelie fey known as Gaunt (who has plagued the heroes of Geoff before), he has been able to "harvest" enough fey to power his ritual many times over. His task soon draws to a close.

However, there are forces within the Seelie fey that have taken notice of the disappearances. One of these forces, known only as the Dreamer of the Sea and Stars, has found out a great deal about what has occurred to her folk. For some reason, she is not able to directly intervene to stop the Night Walker. Thus, she plumbs the depths of the dreams of heroes calling to them, entreating their aid.

The heroes begin the adventure asleep in their beds. A vision comes to them; a beautiful form that asks for their aid, and gives them cryptic warnings. She calls herself only the Dreamer of the Sea and Stars, and asks the heroes to help bring back the fey from a place called the Land of Twilight Lost.

If the characters accept her plea, they find themselves awake, fully clothed and equipped, and standing in a strange part of the Vesve Forest. Ahead, in a small clearing, is a dark pool, with dark-skinned nymphs playing about. They continue to play in the water, and ask the heroes to join them. The nymphs are the guardians of this particular gateway to the Land of Twilight Lost, and are corrupted, evil Unseelie creatures. They attempt to hinder the heroes' progress through the gate, which lies at the bottom of the pool.

Once through the portal, the adventurers enter a lifeless, dead place where no sun or moon has ever shone. The colors they are used to experiencing in the Material Plane drain away, and their bodies are overcome with chill and a crushing headache. Lightning cracks across the black sky from time to time, and far away, a tower is revealed. The heroes must head to the tower to find the lost fey. Along the way there, dark minions of this plane assault them.

Eventually, the heroes make it to the wall that surrounds the tower. Here, the characters must fight the guardian of the Wall of Tortured Stone, a shadow basilisk. After the fight, they are allowed to enter the tower.

The tower itself consists of one large room, open to the sky far above. Inside, a horrible device has its metal appendages around the desiccated husks of fey creatures. All are dead, save one pixie; Galleywind. Galleywind tells the heroes all he knows about what has transpired, including letting them know about the nature of the Night Walker's ritual. He also suggests setting the dead fey's souls free, as they are trapped in a large bloodstone at the center of the machine. If the heroes destroy the bloodstone, they free the trapped fey souls, and the land begins to destroy itself. They must flee from the land, as the portal does not last much longer. After an appropriately nerve-racking exit, the heroes see a flash of light, and then all goes dark.

The characters awaken on the morning following the dream, as if all the time they had spent aiding the Dreamer of the Sea and Stars had passed in the night. After a little while, one of them notices a small silver box

sitting near their bed. Inside is a delicate amber butterfly, a magical gift from the fey for their courage.

BEFORE THE ADVENTURE

The DM should check each character on the following things before starting the adventure:

- A Geoff regional certificate called Gaunt's Vengeance (obtained from the event *Gifts of the Fey*). This becomes important in two specific places in the scenario. So as not to let on what you're looking for, you may want to ask to see each character's favors/influence from all regions.
- A scythe called *Reaper's Foe*. The scythe's possessor must be the original owner (has not acquired it in trade or through purchase), and must have the words "Reaper's Foe used" on a logsheet/adventure certificate entry for the Highfolk regional event *Grave Occurrence*. If any of the above conditions are not present (i.e., they have *Reaper's Foe*, but do not have the notation, etc.), then the item is not effective in the scenario.
- Clerics that channel positive energy. This comes into play toward the end of the event.
- Overall alignments of the characters. As this is written for "selfless, heroic characters", the majority of the characters should be good aligned. Explain to the players that this event may require sacrifice on the part of some characters, which again, comes into play toward the end of the event.

INTRODUCTION

The lights dim, voices fade away into muffled sounds. Stillness overcomes you, warmth that can only be the soft, silken touch of slumber. Another day and night has past; soon, tomorrow will come, but for now, to sleep; to dream.

A growing candle's flicker, now torchlight, now lantern illumination, now blinding intensity of the noontime sun rouses you from your bed. You calmly sit up, staring into the yellow-white pulse that begins to take form. A slender female, gold, silver, then white, with hair as rays of sunlight and a face without feature and with only the pure light of the sun itself, speaks to you. Her words pull at your heart, beckoning you to run in fields of long grass and wile away the day catching dandelion seeds floating softly through the air.

"I am the Dreamer of the Sea and Stars. I come to ask what my hand or my heart cannot do. Some of my Stars have been stolen by the Night Sky, and taken to the Land of Twilight Lost. I feel their cries even here. I am certain that you are the ones to let my Stars shine again. Is this so?"

When each character answers in the affirmative, continue. If for some reason, a character does not tell her that he/she will help, she fades away, and is gone. That particular hero may not participate in the adventure; the player may, however, select another hero to play if they so wish.

"I am pleased. The children who have lost their way protect the portal. It is down in the dark. I shall take you to them."

I have dreamed what I now tell you. Beyond the portal is the Land of Twilight Lost. The Night Walker is lord there, and he keeps the Stars in his Forlorn Tower. The Wall of Tortured Stone rings the tower; to enter the tower, you must defeat the guardian there. Beware, lest you join the others in eternal torment. Inside, those that have only their light left must be freed, but a sacrifice must be made. The farmer's tool, or the power of divinity may be the way, or a greater sacrifice that can only be made by the pure of heart. It is not clear."

The female form pauses for a moment, light cascading like a waterfall from her unseen face." I see my Stars bring magic of hope and joy to the dark place. The portal closes so quickly..."

"You must leave now. I shall attempt to protect you for a while from the worst of that foul place. Thank you."

The brilliance is gone, and your head spins, swimming in light, then darkness, then fading light, and darkness again. The unearthly light does not return again.

If a character possesses Gaunt's Vengeance, pull the player aside and read the following:

As the light begins to fade and darkness envelops you, you hear laughing, a strange, terrible laugh. The laughing stops, and a voice issues forth from inky oblivion. "I may not be able to sever your tie with her, but I have weakened it. For wronging me, your journey shall be all the more perilous!" In the silence that follows, you realize that you've heard that voice before.

Have each character that hears Gaunt speaking to them roll an Intelligence check (DC 5). If they are successful, inform them that it is the voice of Gaunt, the Unseelie fey from the Glades of Shadows Lurking.

ENCOUNTER 1: DOWN IN THE DARK

The heroes wake up to find themselves fully equipped, minus any steeds or animal companions of greater than medium-size, and they may now prepare spells, if they wish. It is dusk, and the characters are somewhere within the Vesve Forest. A successful Knowledge (local – Vesve Forest) or a successful Knowledge (geography) check (DC 15) tells them that they are somewhere in the Heartlands (the central and southern area of the Vesve settled by humans and elves). A successful Intuit Direction check (DC 15) informs them that they are just a few miles north of Quaalsten. When the characters have selected spells, and are ready, read the following:

You awaken to find yourself lying on the ground in the middle of the woods. You feel as though you have slept for a long while, and soon enough you ascertain that it is dusk. Other adventurers are also close by; all of you appear to be waking up at about the same time. To your astonishment, all of your standard gear, including armor and weapons, is already donned. Horses and other large animals are not present, but smaller familiars and animal companions are with you as well.

Allow the heroes a chance to introduce themselves to one another, and talk about what has happened. After a while, read the following:

Your conversation is intruded upon by the sounds of water splashing and voices from just ahead. As you listen closer, the voices sound like children playing in a pond or river. Giggling, laughing, screaming voices intertwine themselves with the frolicking splashes of diving and water fights.

If the heroes approach the sounds, which are about 80 feet ahead of them, then read the following:

Passing through the thick growth of trees, you emerge into a small clearing. At the center of the clearing is a dark pool about the width and length of two longspears. You can see the forms of something swimming about in the pool just below the surface. Just then, three heads emerge from the water; they look like older children - two girls and a boy - but their hair is made of water plants, and their skin is the deepest green. Their large, black eyes dart back and forth, looking at each one of you, and a grinning smile graces each of their faces.

In a children's voice, they speak to you in the Common tongue. "Come down with us, down in the dark." They giggle, and splash back into the water.

These creatures are the guardians of the portal to the Land of Twilight Lost. They are Unseelie nixies that have been corrupted by foul magic, or perhaps worse. Even though they are evil, they are mischievous and playful, and attempt to parlay with the heroes for quite some time before attempting anything harmful.

TALKING WITH THE NIXIES

The nixies are attempting to force the heroes to stay in the Material Plane as long as they can, and as such, they talk with them for however long they wish. The protection provided by the Dreamer of the Sea and Stars (basically, a *negative plane protection* spell to ward off the worst effects of the Land of Twilight Lost) lasts for five hours. Keep an idea of how long they wish to talk with the nixies, and how long it takes the heroes to actually get through the portal. If one of the players mentions that their character wants to do something that takes more than 10 minutes, have them roll an Intelligence check (DC 10). If they are successful, they remember the Dreamer of the Sea and Stars telling them that her protection would only last "for a while". This should concern them enough to try and get past the nixies, and find the portal at the bottom of the pool. Here are some things the nixies tell the heroes:

- They continually ask if the heroes want to come play with them in the water. They ask each of the heroes, practically begging them to come with them, "down in the dark". They ask the heroes if they like to swim, and what games they like to play when they're in the water.

- If asked, they give their names as Joy, Happiness, and Hope. Their real names, however, are Sorrow, Sadness, and Despair.
- If asked about a portal in the pool, the nixies tell the heroes that one might exist, but they have to "come down with us, down in the dark" to see.
- After a while of talking, the nixies begin to grow sad if no heroes take them up on their offer. They ask the heroes again, saying things like, "Are you sure you don't want to come play with us down in the dark?" They then attempt to cast *charm person* on all non-elfen characters. They ask the heroes that are *charmed* to come swim with them; they even say that they can keep their things with them while they swim (to convince a hero of this, the nixies need to win an opposed Charisma check). If the hero is still very apprehensive, a nixie will cast *water breathing* on them, and then tell them that it's all right to go in now. That should be sufficiently reasonable enough to make the hero dive in (no opposed Charisma check is required).
- They give up on elves not interested in swimming, telling them that they're no fun, and they should take lessons on joy and pleasure from their fey cousins.

FIGHTING THE NIXIES

Eventually, the heroes most likely realize that they have to go into the pool in order to get to the portal (the Dreamer of the Sea and Stars eluded to it in her talk with them). However, they must get past the nixies, which is not an easy task.

APL 4 (EL 6)

☛ **Sorrow, Sadness, and Despair:** Female half-fiend/half-nixies; hp 7 each; see Appendix 1: NPCs.

APL 6 (EL 8)

☛ **Sorrow, Sadness, and Despair:** Female half-fiend/half-nixie Rog3; hp 17 each; see Appendix 1: NPCs.

APL 8 (EL 10)

☛ **Sorrow, Sadness, and Despair:** Female half-fiend/half-nixie Rog5; hp 32 each; see Appendix 1: NPCs.

Tactics: The nixies, when faced with a land-based threat, cast *darkness* above the pool, and dive under the water. In this environment, the nixies are at a great advantage. Use the information presented in *Appendix 3* as a guide when running the underwater combat. They use the limited visibility of the water to their advantage (no visibility beyond 5 feet) as they have darkvision (which negates the visibility penalty). They first play and swim around any heroes that enter because of their *charm* effect (or if they were truly willing to come in and play with them). After a couple of rounds, though, they begin to claw and bite at the hero. The nixies team up on one hero at a time, unless being threatened by the others. Also, heroes that possess

Gaunt's Vengeance receive a special punishment at the bottom of the pool; the nixies grapple him/her and attempt to lock the hero's leg in a chained manacle at the bottom of the pool. Any hero locked in the manacle requires a Strength check (DC 30) to break out, or an Escape Artist check (DC 30) to slip out. The manacle can also be picked with a successful Open Locks check (DC 30). If the nixies see the hero attempting to get out, they attack him/her until they stop struggling. They leave the hero here to drown. The nixies have only 2 manacles at the bottom; so only two heroes can be imprisoned at any given time.

THE POOL

Before, during, or after the fight with the nixies, the heroes may notice several things if they are swimming in the pool, or looking about.

- The pool is in a clearing in the woods; the clearing is roughly 50 feet in diameter.
- The pool is a 20-foot diameter circle, with a depth of 30 feet. The sides of the pool are soil. The water feels warm, but leaves a chill inside.
- It requires a successful Swim check (DC 10) to swim down to the bottom of the pool; otherwise, a character that is weighed down (see *Appendix 3*) reaches the bottom in 3 rounds.
- Visibility in the dark pool is limited to 5 feet; however, heroes with darkvision can see normally. Heroes with low-light vision have their visibility limited as above.
- At the bottom, there are bones scattered about, presumably humanoids. Also, two leg manacles with short 2-foot chains are attached to the ground at the bottom. The chains are opposite the portal.
- Also on the bottom, any creature that comes within 5 feet of one of the sides notices a grey, swirling portal about 8 feet high and 3 feet wide. If an object is pushed or thrown through the portal, there is no resistance. A character that sticks his/her hand through the portal also notices no resistance (it feels like air on the other side).

Any hero that walks or moves entirely through the portal at the bottom of the pool enters the Land of Twilight Lost. When all living characters have gone through the portal, proceed to *Encounter 2*.

ENCOUNTER 2: THE LAND OF TWILIGHT LOST

Once all of the characters have entered the portal, read the following:

You emerge through the portal to a place of utter darkness. Your feet rest on some sort of rocky ground, and the air here, while stale tasting, is breathable. A chill grows inside you, but the

temperature here seems comfortable enough. You can't see anything beyond a few feet, and looking down, the ground is gray and lifeless. The water from the pool drips off of you, and to your astonishment, the colors of your clothing and skin slide off your body with the water, fading into colorless pools when they touch the cracked earth. Everything on and around you is black, white, or a shade of gray. All of your companions have been affected as well. A dull aching grows in your head.

Then, the sky is lit up by a few brief flashes of white, followed by the sounds of thunder. In the brief moments of vision, you saw a dark shape jutting from the barren wasteland perhaps just a few miles away. You surmise that the object you saw very well may be your destination here, the Forlorn Tower. The portal, a swirling gray pool, still hangs in the air directly behind you.

The Forlorn Tower is approximately 3 miles away from their current position. The journey by foot takes somewhere between 1-2 hours; this is dependant on the base movement of the slowest character (1 hour for 30 ft., 1 1/2 hours for 20 ft., 2 hours for 15 ft.).

FEATURES OF THE LAND

The Land of Twilight Lost is a small demiplane, lying somewhere on the Plane of Shadow. It has the following traits:

- The air is breathable, and the physical properties of this place are the same as on Oerth (normal gravity, normal time, etc.).
- The land is in a perpetual night; no stars or moon light the sky. Normal and low-light vision do not function here; the land has the same visibility as an underground room (which is to say, basically none). Characters must have a light source to see, or possess darkvision.
- There is no color anywhere in the land. Anything that produces a color effect does so in only black, white, or shades of gray.
- The land is infused with negative energy. It is cracked and barren; no plants grow anywhere, and the rivers and ponds are dried up. It is also extremely dangerous to non-native living creatures. If not for the Dreamer of the Sea and Stars' protection, characters would take 1d6 points of damage per round exposed to this environment (instead, they take no damage for 5 hours, starting when they were on the Material Plane dealing with the nixies). For characters possessing *Gaunt's Vengeance*, that magic has been weakened by Gaunt. Those characters take 1d6 points of damage per hour on the demiplane. Spells that protect against negative energy may reduce or negate the damage, if they are active when the character takes damage. Any character that is reduced to 0 hit points or less as a result of this damage crumble into ash, and are permanently dead. They cannot be recovered by any means. Assess the first 1d6 points of damage after the first hour of travel, and then 1d6 more for each hour afterward.

- Light sources (including magical light) are only half as effective at providing illumination here.
- Spells with the shadow descriptor are enhanced here. Such spells are cast as though they were prepared with the Maximize Spell feat, though they don't require the higher spell slots.
- Specific spells become more powerful here. *Shadow conjuration* and *shadow evocation* spells are 30% as powerful as the conjurations and evocations they mimic (as opposed to 20%). *Greater shadow conjuration* and *greater shadow evocation* are 60% as powerful (not 40%), and a *shade* spell conjures at 90% of the power of the original (not 60%). To calculate the effects of such spells, take advantage of Maximize Spell to garner maximum hit points or maximum damage, then apply the percentage above.
- Spells that use or generate light or fire may fizzle when cast here. A spellcaster attempting a spell with the light or fire descriptor must succeed at a Spellcraft check (DC 15 + the level of the spell).
- The demiplane is mildly evil-aligned. Good creatures suffer a -2 circumstance penalty on all Charisma-based checks (including turning undead).
- The demiplane is approximately 10 miles wide and 10 miles long; at the edges of the plane lies a thick mist that cannot be seen into. Any character entering this mist reappears on the exact opposite side of the demiplane from where they entered.

DANGERS OF THE LAND

In addition to the inhospitable land itself, several dark creatures live in this demiplane. When the characters are traveling to the tower, roll for a random encounter (or choose one) using the list below for each APL, placing the encounter appropriately on their journey. You do not have to run this encounter if the event is short on time, or if you feel that the heroes would not be up to such a challenge.

APL 4 (EL 5)

Roll 1d4, and consult the following list.

1-2: Shadows (2): hp 20, 19; see *Monster Manual*.

3-4: Shadow mastiff: hp 30; see *Monster Manual*.

APL 6 (EL 7)

Roll 1d4, and consult the following list.

1-2: Shadows (4): hp 25, 23, 20, 19; see *Monster Manual*.

3-4: Shadow mastiffs (2): hp 35, 30; see *Monster Manual*.

APL 8 (EL 9)

Roll 1d4, and consult the following list.

1-2: Wraiths (4): hp 38, 36, 34, 32; see *Monster Manual*.

3-4: Shadow mastiffs (4): hp 40, 38, 35, 30; see *Monster Manual*.

When the characters approach the Forlorn Tower, go to the next encounter.

ENCOUNTER 3: THE WALL OF TORTURED STONE

Your destination is just ahead, the Forlorn Tower. Through the flashes of lightning that still arch across the sky, you have seen enough of it to know that it looks more like a topless obelisk than a more familiar round tower. The stone of the Forlorn Tower is a deep dark gray, almost black, and you've also been able to notice a wall of irregular stone ringing the tower on the ground.

As you approach ever closer, your light meets the tower's wall; the Wall of Tortured Stone. To your horror, the moniker suits the wall perfectly. A wall, about as tall as an ogre, forms a ring around the massive tower. Constructed of some sort of stone, the wall contains visages of faces contorted in horror, pain, and suffering. Bodies too, can be seen in the intricate relief of terror that seems to be carved along the entire surface. You can see men, elves, orcs, and many other creatures carved in exquisite detail, their bodies contorted in various ways, several of them carved together in some vile fashion. Right in front, an archway bearing the likenesses of some lizard-like beasts graces the open entrance. The path to the closed stone door at the base of the tower is clear.

The tower itself is an obelisk, reaching up about 50 feet into the air. The top of the obelisk is flat, and open to the sky. The base of the tower is a square 60 feet by 60 feet. The wall extends around the entire tower, out about 30 feet from the base. The only easily accessible path is directly through the archway, which is 10 feet across.

There are only three ways to enter the tower: walk through the gate and speak the password (which only the Night Walker knows), defeat the guardian, or somehow dispel the *wall of force* (18th level caster) surrounding the whole obelisk (the guardian still appears even if the obelisk is dispelled, however). So far, none have defeated the guardian, and the losers of the fight (who were turned to stone) have been encased for all time in the wall surrounding the tower. Unless the guardian is defeated, the obelisk remains protected by a *wall of force* that runs along the stone, and covers the open top.

If a character attempts to approach the tower, and breaks the plane of the wall (either by walking through the entrance, flying over it, climbing it, or excavating underneath it) the guardian, a shadow basilisk, is summoned. When this occurs (as it most certainly will), have the heroes that are standing within illumination of the archway make Spot checks at DC 13. Characters that are standing with illumination directly outside and in front of the archway, within 10 feet, and facing toward it, automatically make their check. Read the following to those that are successful:

An inky blackness seeps out of the top of the archway, and forms into a shadowy shape on the ground directly below it. The shadow form, barely discernable looks squat and lizard-like. Its eyes shine with a bright grey light.

Anyone outside of the archway that can see the shadow basilisk must immediately make a Fortitude save (DC depends on APL) or be permanently turned to stone. A character turned to stone weighs approximately twice their normal weight.

APL 4 (EL 6)

☛ **Shadow Basilisk:** hp 45; see Appendix 1: NPCs.

APL 6 (EL 8)

☛ **Shadow Basilisk, Advanced:** hp 80; see Appendix 1: NPCs.

APL 8 (EL 10)

☛ **Shadow Basilisk, Advanced:** hp 130; see Appendix 1: NPCs.

Tactics: The shadow basilisk is the guardian of the Forlorn Tower, and does everything in its power to ensure that no one survives. Remember, anyone making an attack against the shadow basilisk must make a saving throw against its gaze attack, unless they are averting their eyes, closing their eyes, or have some form of magical protection. The basilisk uses its gaze attack as a standard action as well, forgoing its bite attack when possible, when foes are not in melee range. Since it is a creature with the shadow template (see Appendix 2), it also possesses darkvision, and thus can see opponents that might be outside of a light source. Also, do not forget that the shadow basilisk has nine-tenths concealment (from its shadow template), which grants it a 40% miss chance versus most attacks. This particular shadow basilisk also possesses damage reduction 5/+1, and at APLs 6 and 8, regeneration 2.

When the characters defeat the basilisk, the large stone entrance door at the base of the tower opens soundlessly. Go to Encounter 4.

ENCOUNTER 4: INSIDE THE FORLORN TOWER

The massive stone door, as wide across as a human is tall, and as tall as a hill giant, slides open without a sound. There is a soft white glow coming from within.

When the heroes cast their light inside the stone tower, read the following:

Inside is a massive open area. At the center sits a large spider-like contraption made of some sort of metal with over a dozen arms, and a center made of some sort of large gemstone, about a short sword's length in diameter. Inside the gemstone, many tiny motes of light circle and dance in erratic patterns, giving the room the illumination you saw from outside.

At the ends of each of the metal arms, a small fey creature lies motionless, clutched in between a claw-like metal

appendage. The ashen-colored fey, of all shapes and sizes, appear to be dead; many of them are missing arms, legs, and wings. Then one of them, who is still whole, moves just enough for your eye to catch. The little fellow, smaller than a halfling, with gossamer wings, emits a tiny moaning sound.

The room is 60 feet by 60 feet, and it extends all the way up to the top of the obelisk, which is an open roof. The machine is about 10 feet in diameter, with the arms reaching out another 10 feet. It sits in the center of the room.

There is only one fey creature still alive - Galleywind, a pixie. He is at -7 hit points (losing 1 hit point per round), and soon dies unless the heroes release him from the metal claw and stabilizes him.

If the heroes revive Galleywind, he is thankful beyond measure, and hopelessly sad at the loss of his friends. He is also quite talkative, but wants to be away from this place as quickly as possible. He does, however, tell the heroes some important things before they decide to leave the tower. He can speak in Common, Elven, and Sylvan.

"I was in the forest, picking some flowers for my love to put in her hair, when, all of a sudden, I felt the world spinning, and fell unconscious. The next thing I remember is being in a large sack with several of my friends; we had no idea what was happening.

After some time, I remember feeling a crushing coldness wash over me, and then all went dark again. When I awoke, I was here, and a dark-skinned human was putting my friends and I into that machine-thing. I tried to turn myself invisible, but it didn't work.

The man put me into one of the machine-thing's claws, and I felt a slow coldness and pain like I've never felt before. I asked him what he was doing, and he told me that he was harvesting our souls, and that we would serve a purpose for his undying minions. He said that the magic within us helped to complete his rituals.

He spoke no more to me of it, and began to torture many of the others. He cut off their arms, legs, and wings, with not a care to the screams and cries of my friends. It was horrible, listening to them in pain and dying.

Eventually, some of us started to wither away and die. When that happened, a small light appeared in the gem in the middle of the machine. I think those lights are what remains of my friends."

Galleywind wants nothing more than the heroes to free his friends' souls, and to escape this horrible place. Galleywind does not suffer from the demiplane's negative energy effect, so long as he touches another hero, and he does, to give them a hug; the protection then extends to him as well.

THE BLOODSTONE GEM

The bloodstone gem at the center of the soul-harvesting machine does indeed contain the souls of the fey that recently died. The Night Walker has not returned to claim this "batch" of "fuel" for his undead rituals. Now, the heroes have the opportunity to free the souls from

their prison. They can do this in one of the following ways:

- A cleric capable of channeling positive energy may attempt to turn undead in order to crack the prison. The check required to open the prison is dependant on the APL. At APL 4, it is equivalent to a 6 HD creature; APL 6 is 8 HD; and APL 8 is 10 HD. If a cleric fails the attempt, they suffer one negative level from the stone's negative energy backlash. The Fortitude save to remove the negative level is DC 15. They may attempt as many times as they wish, but each failure results in an additional negative energy backlash, and a negative level.
- A character that possesses *Reaper's Foe* as mentioned at the beginning of the event (sole owner, has entry listed from *Grave Occurrence*) can use the scythe on the gem, which shatters it automatically. The character suffers two negative levels as a result of the stone's negative energy backlash. The Fortitude save to remove each negative level is DC 15. If a character uses *Reaper's Foe* that did not meet the qualifications, the blade instantly shatters on contact with the gem (even if it was magical). There is no negative energy backlash.
- A good-aligned character may put their hands upon the stone and attempt to use their own life force to break it open. They must hold their hands on the stone for 3 consecutive rounds; each round, they suffer one negative level from the negative energy backlash. The Fortitude save to remove each negative level is DC 15.

Note that any hero touching the bloodstone gem suffers one negative level from the massive amount of negative energy used to power it. The Fortitude save to remove the negative level is DC 15.

Any other weapon, spell, or implement used to strike the bloodstone has no effect, and does not result in a negative energy backlash. Weapons and implements used in this manner do not shatter as mentioned above for an "incomplete" *Reaper's Foe*. A character that used the "proper" *Reaper's Foe* to smash the gem receives the magical upgrade to the weapon listed in the treasure summary at the end of the scenario. When the gem is smashed, read the following:

The gem cracks and splits open, as a wave of numbing cold washes over your bodies. The motes of light slowly rise into the air, twisting, turning, and dancing around each other as they continue up toward the sky. Faster and faster they fly, passing through the top of the tower, and settling in the canvas of the night sky. Several of them gather together, forming a circle of light that clearly takes the shape of a moon. The night sky twinkles with the stars, as a shaft of moonlight shines down into the tower, through the open roof of the obelisk. As you look up, you realize that the moon, at first white, now looks yellowish. Looking at the room and your companions, you begin to see the color of their clothes and skin sharpen and intensify, as the grey

starkness fades from your eyes. The stars now shine in the Land of Twilight Lost for the first time.

A rumbling of the earth breaks your awe of the moment. Galleywind flutters his bright silver-green wings in agitation and says, "We have to get out of here! This land is coming undone! Hurry!"

Galleywind is right. A shadow quake is beginning; one that will swallow up the whole demiplane. The epicenter is the tower itself, and the heroes must exit quickly. Have the players roll initiative. At the end of the second round, the tower violently shakes, and all heroes still inside must make a Reflex save (DC 15) to avoid falling down. They have three rounds to exit the tower before it collapses; if they don't exit by the end of the third round they are crushed and killed as the tower collapses in on itself. The heroes need to reach the portal and return home as quickly as possible. Go to Encounter 5.

ENCOUNTER 5: ESCAPE FROM THE LAND OF TWILIGHT LOST

The heroes must now make their way back to the portal before the land devours itself. There are some points to consider as the characters make their way back to the portal:

- Outside near the now-collapsing wall, the heroes may have some characters that are petrified from the basilisk. Remember the weight of such characters (twice normal) as the flesh-and-blood characters try to carry them back.
- The characters need to find their way back to the portal. While the land is now lit by the moon in the sky, the characters might have a very difficult time finding the portal, as there are no landmarks around, except for the now broken tower, and the portal is about 3 miles away, and therefore, not visible from their current position. They may find their way back in several different ways: magically, by making a successful Track check (DC 12), by making a successful Intuit Direction check (DC 10), or through trial-and-error. The last option puts the characters in dire straits when they reach the portal.
- Be aware of the amount of time that has passed since the characters first arrived. Although they probably are hustling on their way back (cutting their time in half), the negative energy properties of this demiplane are still in effect. Characters with *Gaunt's Vengeance* still take 1d6 damage for each hour on the return trip. If the 5 hours' worth of protection wears off, then all characters begins to take 1d6 points of damage per round, crumbling to ash if they go to 0 hit points or below.

Read the following to the heroes as they make their escape:

You continue to rush back towards the portal, hoping it still exists, and not even thinking about what to do if it doesn't. The moonlight illuminates the desolate brown landscape as the ground behind you crumbles away, earth churning in. Small fissures and cracks in the ground race alongside you as you make your way over the small rise where you're certain you first entered. The tears in the earth grow larger, as you see the portal still intact, but only about half the size it was before.

The heroes are 60 feet from the portal at this point. Have the players roll initiative, and ask what the characters do. If they just run for the portal, they make it out with no harm done. Go to Exit!, below. If they delay too long, read the text for trial-and-error, below.

If the heroes had to find the portal by trial-and-error, read the following:

Just as you're about to make a break for the swirling-gray exit, the earth erupts violently, tearing a gaping fissure in the ground right in front of the portal! The fissure stretches on as far as you can see, in both directions. Unless you get across soon, you'll be swallowed up in the destruction of this place!

Have each hero on the ground make a Reflex saving throw (DC 15) from the shock of the last quake. If they fail, they fall to the ground. Have the players roll for initiative. They are 60 feet from the portal; the fissure is 10 feet wide, and runs as far as can be seen. The fissure is 5 feet in front of the portal. If a hero falls into the fissure, they fall 100 feet (taking 10d6 damage). The heroes have 5 rounds to make it out of the Land of Twilight Lost. At the end of the fifth round, the area around the portal collapses away, and any remaining characters, either in the fissure or around it, is killed in the upheaval of earth. Any flying heroes that remain after the end of the fifth round see the portal get destroyed in the shadow quakes. They are trapped, and soon die as the land folds in upon itself.

The heroes most likely attempt to jump or fly over; make sure they make the appropriate skill checks, if necessary. Galleywind is not strong enough to fly anyone over, although he can carry items (such as rope). There are no anchor points to tie off rope anywhere in this area; someone has to hold the rope from the other side while others swing across. If they do this, remember that they are down about 10 feet or so in the fissure, and must climb up using the rope. Let the heroes figure out what they're going to do, and make appropriate rolls as necessary. Don't give them too much time, as this is the time for snap decisions and heroism. Allow any reasonable attempt a chance to succeed.

IF THE HEROES DON'T FREE THE FEY

After a short while of lamenting about his friends, Galleywind asks the heroes if they can leave now. The journey back to the portal is uneventful; they find the portal smaller, but intact. However, the demiplane

remains open for the Night Walker to use again. Go to Exit! below.

EXIT!

You touch the portal, feeling the warmth and comfort of your home on the other side. There is a flash of light; you are disoriented, and your head begins to swim. Everything goes dark.

The characters have returned home; go to the Conclusion, below.

CONCLUSION

It is morning. You are in your bed, waking off the warming comfort of a good night's rest. You begin to dress, and when you look at the condition of your clothes, everything comes back to you at once, leaving you momentarily stunned. Galleywind, the fey you rescued, is nowhere to be found; no other reminder has been left of what happened, with the exception of your clothes, which were clean the night before. Any wounds that you believe you suffered have been healed.

Read the following if the heroes managed to destroy the demiplane:

After some time thinking about what happened, you realize that you and your fellow adventurers managed to strike a critical blow to the man - or creature - known as the Night Walker. You have foiled his plans by destroying the Land of Twilight Lost, and have found out vital knowledge that may provide the people of Highfolk with a decisive advantage in the times to come. The Night Walker was certainly working with large numbers of undead, and using some sort of ritual to augment them in some way. You can only hope that he wasn't aware of your role in thwarting his plans...or surely there will be grave consequences for you and your companions, if not all of Highfolk.

Read the following to the hero that managed to crack open the bloodstone, or if they did not, pick a hero at random:

After a while of checking over your equipment, you come upon a beautifully ornate silver box, obviously not your own. Opening it, you see a delicate and exquisite butterfly made of amber, along with a small inscription on the lid of the box in Sylvan. It reads, "The hidden folk of the forest thank you for your service".

This is a figurine of wondrous power – amber butterfly; it is to be shared with the rest of the heroes. It is given to the heroes by the Dreamer of the Sea and Stars, and is earned if the heroes brought Galleywind back alive.

In addition, if a hero used Reaper's Foe to shatter the bloodstone prison, and has all the requisite documentation as presented in the notes at the beginning of the event, that character receives the magical version of Reaper's Foe.

The End

PASSWORD

At the conclusion of this event, you should give all the players the password to this scenario. Tell them to write it on their adventure certificates, and inform them that it will be used to unlock the adventure summary document that will be found on the Highfolk website (www.highfolk.oerth.com), approximately two months from the conclusion of the premiere of this scenario. The password for this scenario is *galleywind* (all lower case).

EXPERIENCE POINT SUMMARY

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

Encounter 1: Down in the Dark

Defeat the Unseelie corrupted nixies.

APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

Encounter 2: The Land of Twilight Lost

Defeat the random encounter.

APL 4	150 XP
APL 6	210 XP
APL 8	270 XP

Encounter 3: The Wall of Tortured Stone

Defeat the shadow basilisk.

APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

Discretionary Award

Give out this award however you see fit - roleplaying, accomplishing goals, performing heroic actions, etc.

APL 4	90 XP
APL 6	180 XP
APL 8	240 XP

Total Possible Experience

APL 4	600 XP
APL 6	870 XP
APL 8	1110 XP

TREASURE SUMMARY

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their

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

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

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

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

TREASURE KEY:

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

Conclusion

Succeed in destroying the evil demiplane and in releasing the spirits of the fey. The characters receive this ornate silver box and the *figurine of wondrous power – amber butterfly*.

APL 4: L: 0 gp; C: 100 gp; M: 1050 gp

APL 6: L: 0 gp; C: 100 gp; M: 1050 gp

APL 8: L: 0 gp; C: 100 gp; M: 1050 gp

Total Possible Treasure

Note that a character cannot receive more than the maximum gold pieces allowed for their APL.

APL 4: 400 gp per character

APL 6: 600 gp per character

APL 8: 1150 gp per character

Reaper's Foe, Magical Scythe

This scythe has a blade of silver, and has a handle made of ashwood. Upon the butt of the handle are carved the words "Reaper's Foe" in Common. If the conditions listed in the adventure are fulfilled one of two things may happen, depending upon the possessor.

- 1) If the possessor has declared Reaper's Foe as a signature item, and has a base attack bonus of no less than +4, then Reaper's Foe becomes a +1 *scythe* at no cost to the character. (Value +2000 gp).
- 2) If the possessor has declared Reaper's Foe as a signature item, and has a base attack bonus of no less than +8, then Reaper's Foe becomes a +1 *keen scythe* at no cost to the character. (Value +8000 gp).

Either way, this advancement should be noted by the Dungeon Master in the Play Notes of the Adventure Certificate of the player, and the value listed should be added to the character's total.

APPENDIX I: NPCS

ENCOUNTER 1

APL 4 (EL 6)

☛ **Sorrow, Sadness, and Despair:** Female half-fiend/half-nixies; CR 3; Small outsider; HD 1d6+1; hp 7 each; Init +8; Spd 20 ft., Swim 30 ft.; AC 17 (touch 16, flat-footed 11); Atk +6 melee (1d3, 2 claws) and +1 melee (1d4, bite); SA Water breathing, *charm person*, *darkness* 3/day; SQ Darkvision 60 ft., immune to poison, acid, cold, electricity, and fire resistance 20; SR 16; AL NE; SV Fort +1, Ref +7, Will +3; Str 11, Dex 20, Con 13, Int 16, Wis 13, Cha 20.

Skills and Feats: Bluff +8, Escape Artist +8, Hide +7*, Sense Motive +4; Dodge, Improved Initiative, Weapon Finesse (claws).

Water Breathing (Sp): Once per day, a nixie can use *water breathing* as the spell cast by a 6th-level sorcerer. (They usually bestow this effect on those they have charmed.)

Charm Person (Sp): A nixie can cast *charm person* three times per day as the spell cast by a 4th-level sorcerer. Those affected must succeed at a Will save (DC 15) or be charmed for 24 hours.

Skills: *Nixies receive a +5 racial bonus to Hide checks when in the water.

Darkness (Sp): A half-fiend of levels 1-2 can cast *darkness* three times per day as the spell cast by a sorcerer of a level equivalent to their HD (in this case, 1st-level).

Personality Traits: Mischievous, playful, deceitful.

APL 6 (EL 8)

☛ **Sorrow, Sadness, and Despair:** Female half-fiend/half-nixie Rog3; CR 5; Small outsider; HD 3d6+3; hp 17 each; Init +8; Spd 20 ft., Swim 30 ft.; AC 17 (touch 16, flat-footed 11); Atk +8 melee (1d3, 2 claws) and +3 melee (1d4, bite); SA Water breathing, *charm person*, *darkness* 3/day, *desecrate* 1/day, sneak attack; SQ Darkvision 60 ft., immune to poison, acid, cold, electricity, and fire resistance 20, evasion, uncanny dodge (Dex bonus to AC); SR 16; AL NE; SV Fort +2, Ref +8, Will +2; Str 11, Dex 20, Con 13, Int 16, Wis 13, Cha 20.

Skills and Feats: Bluff +11, Escape Artist +11, Handle Animal +11, Hide +11*, Listen +7, Move Silently +11, Perform (dance, melody, shalm) +11, Pick Pocket +11, Search +9, Sense Motive +7, Spot +7; Improved Initiative, Weapon Finesse (claws).

Water Breathing (Sp): Once per day, a nixie can use *water breathing* as the spell cast by a 6th-level sorcerer. (They usually bestow this effect on those they have charmed.)

Charm Person (Sp): A nixie can cast *charm person* three times per day as the spell cast by a 4th-level sorcerer. Those affected must succeed at a Will save (DC 15) or be charmed for 24 hours.

Skills: *Nixies receive a +5 racial bonus to Hide checks when in the water.

Darkness (Sp): A half-fiend may cast *darkness* three times per day as the spell cast by a sorcerer of a level equivalent to their HD. (In this case 3rd)

Desecrate (Sp): A half-fiend with as few as 3 HD may cast *desecrate* once per day as a sorcerer of equivalent level. (In this case 3rd)

Personality Traits: Mischievous, playful, deceitful.

APL 8 (EL 10)

☛ **Sorrow, Sadness, and Despair:** Female half-fiend/half-nixie Rog5; CR 7; Small outsider; HD 5d6+10; hp 32 each; Init +8; Spd 20 ft., Swim 30 ft.; AC 17 (touch 16, flat-footed 11); Atk +9 melee (1d3, 2 claws) and +4 melee (1d4, bite); SA Water breathing, *charm person*, *darkness* 3/day, *desecrate* 1/day, unholy blight 1/day, sneak attack; SQ Darkvision 60 ft., immune to poison, acid, cold, electricity, and fire resistance 20, evasion, uncanny dodge (Dex bonus to AC); SR 16; AL NE; SV Fort +3, Ref +9, Will +2; Str 11, Dex 20, Con 14, Int 16, Wis 13, Cha 20.

Skills and Feats: Bluff +13, Escape Artist +13, Handle Animal +13, Hide +13*, Listen +9, Move Silently +13, Perform (dance, melody, shalm) +13, Pick Pocket +13, Search +11, Sense Motive +9, Spot +9; Improved Initiative, Weapon Finesse (claws).

Water Breathing (Sp): Once per day, a nixie can use *water breathing* as the spell cast by a 6th-level sorcerer. (They usually bestow this effect on those they have charmed.)

Charm Person (Sp): A nixie can cast *charm person* three times per day as the spell cast by a 4th-level sorcerer. Those affected must succeed at a Will save (DC 15) or be charmed for 24 hours.

Skills: *Nixies receive a +5 racial bonus to Hide checks when in the water.

Darkness (Sp): A half-fiend may cast *darkness* three times per day as the spell cast by a sorcerer of a level equivalent to their HD. (In this case 5th)

Desecrate (Sp): A half-fiend with as few as 3 HD may cast *desecrate* once per day as a sorcerer of equivalent level. (In this case 5th)

Unholy Blight (Sp): A half-fiend with as few as 5 HD may cast *unholy blight* once per day as a sorcerer of equivalent level. (In this case 5th)

Personality Traits: Mischievous, playful, deceitful.

ENCOUNTER 3

APL 4 (EL 6)

☛ **Shadow Basilisk:** CR 6; Medium-size magical beast (reptilian); HD 6d10+12; hp 45; Init -1; Spd 30 ft.; AC 16 (touch 9, flat-footed 16); Atk +8 melee (1d8+3, bite); SA Petrifying gaze; SQ Cold resistance 11, darkvision 60 ft., low-light vision, *shadow blend*, damage reduction 5/+1; AL N; SV Fort +9, Ref +4, Will +3; Str 15, Dex 8, Con 15, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +0*, Listen +7, Move Silently +5, Spot +7; Alertness, Great Fortitude.

Petrifying Gaze (Su): Turn to stone permanently, range 30 feet; Fortitude negates DC 13.

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it nine-tenths concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, will.

Skills: *The basilisk's dull coloration and its ability to remain motionless for long periods of time grant it a +4 racial bonus to Hide checks in natural settings.

APL 6 (EL 8)

☛ **Shadow Basilisk, Advanced:** CR 8; Medium-size magical beast (reptilian); HD 10d10+20; hp 80; Init -1; Spd 30 ft; AC 16 (touch 9, flat-footed 16); Atk +12 melee (1d8+3, bite); SA Petrifying gaze; SQ Cold resistance 15, darkvision 60 ft., low-light vision, *shadow blend*, damage reduction 5/+1, regenerate 2; AL N; SV Fort +11, Ref +6, Will +6; Str 15, Dex 8, Con 15, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +1*, Listen +8, Move Silently +6, Spot +8; Alertness, Great Fortitude, Iron Will.

Petrifying Gaze (Su): Turn to stone permanently, range 30 feet; Fortitude negates DC 13.

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it nine-tenths concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, will.

Skills: *The basilisk's dull coloration and its ability to remain motionless for long periods of time grant it a +4 racial bonus to Hide checks in natural settings.

APL 8 (EL 10)

☛ **Shadow Basilisk, Advanced:** CR 10; Large magical beast (reptilian); HD 14d10+56; hp 130; Init -2; Spd 30 ft; AC 17 (touch 8, flat-footed 17); Atk +19 melee (2d6+6, bite); SA Petrifying gaze; SQ Cold resistance 19, darkvision 60 ft., low-light vision, *shadow blend*, damage reduction 5/+1, regenerate 2, +2 luck bonus on all saving throws; AL N; SV Fort +17, Ref +11, Will +9; Str 23, Dex 6, Con 19, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +1*, Listen +8, Move Silently +6, Spot +8; Alertness, Great Fortitude, Iron Will, Lightning Reflexes.

Petrifying Gaze (Su): Turn to stone permanently, range 30 feet; Fortitude negates DC 13.

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it nine-tenths concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, will.

Skills: *The basilisk's dull coloration and its ability to remain motionless for long periods of time grant it a +4 racial bonus to Hide checks in natural settings.

APPENDIX II: SHADOW CREATURE TEMPLATE

SHADOW CREATURES AS PRESENTED IN THE *MANUAL OF THE PLANES*

Shadow creatures dwell on the Plane of Shadow, sometimes crossing into other planes where the barriers between dimensions are weak. Just as parts of the Plane of Shadow resemble a strange, distorted version of the Material Plane, shadow creatures superficially resemble creatures from the Material Plane. Shadow creatures are darker, more elusive, and spookier than their material counterparts. Grays and blacks are their most common colors, with white and yellow rarely seen. They are not to be confused with shadows (undead creatures that often dwell on the Plane of Shadow). Other creatures native to the Plane of Shadow exist that have stronger or weaker connections to the energies of that place (such as the shadow mastiff) and do not follow this template.

Creating a Shadow Creature

"Shadow" is a template that can be added to any corporeal creature (referred to hereafter as the "base creature"). The creature's type changes to "magical beast." It otherwise uses all the base creature's statistics and special abilities except as noted below.

Speed: As base creature $\times 1\frac{1}{2}$.

Special Qualities: A shadow creature retains all the special qualities of the base creature and also gains the following ones:

- Cold resistance of $5 + 1$ per HD, to a maximum of 20.
- Darkvision with a range of 60 feet.
- Low-light vision.
- *Shadow Blend* (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it nine-tenths concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, will.

Shadow creatures also have one additional supernatural ability for every 4 HD they possess (minimum of one), chosen from the following list:

- +2 luck bonus on all saving throws.
- *Cause fear* once per day.
- Damage reduction $5/+1$.
- Evasion.
- *Mirror image* once per day.
- *Plane shift* self to or from the Plane of Shadow once per day.
- Regenerate 2 hit point per round (slain if brought to 0 hit points).

If the base creature already has one or more of these special qualities, use the better value.

Skills: Same as the base creature, plus Move Silently +6.

Feats: Same as the base creature.

Climate/Terrain: Same as the base creature.

Organization: Same as the base creature.

Challenge Rating: Same as the base creature +1.

Treasure: Same as the base creature.

Alignment: Same as the base creature, although rarely good.

Advancement: Same as the base creature.

Appendix III: Underwater Combat Rules

WATER, WATER EVERYWHERE

The phrase "underwater adventure" usually conjures up images of sunken ships and fearsome monsters of the sea. That need not be the case, however. There is water nearly everywhere, especially in deep caves and dungeons where so many daredevils venture in search of glory and treasure.

Water can be a potent dungeon feature, and the clever DM can use it to make traps more fearsome (the water-filled pit and the flooding room are old standbys), and also to conceal treasure or to make combat more demanding—just how well will your characters do once the villain they're pursuing jumps into an underground river?

This article considers the basics of underwater encounters no matter where they occur, from subterranean pools to the deep blue sea.

Movement And Combat Underwater

Land-based creatures can have considerable difficulty when trying to fight in the water. Water affects a creature's attack rolls, damage, Armor Class, and movement. In some cases, a creature's opponents may get a bonus to attack the creature. The effects are summarized below:

Other Water Effects

Water can affect everything from spells to vision, as noted below.

Fire

Non-magical fire (including alchemist's fire) does not burn underwater.

Magical Effects

Most spells, spell-like abilities, and supernatural abilities work normally underwater. Water does not block line of effect, except where noted below.

Spells or spell-like effects with the fire descriptor are ineffective underwater unless the caster makes a successful Spellcraft check (DC 15+spell level). If successful, the spell creates a bubble of steam instead of its usual fiery effect. Supernatural fire effects are ineffective underwater unless their descriptions state otherwise.

The surface of a body of water blocks line of effect for any fire spell. If the caster has made a Spellcraft check to make the fire spell useful underwater, the surface also blocks the spell's line of effect. For example, a fireball cast underwater cannot be targeted at creatures above the surface, nor can an underwater fireball spread above the surface.

Invisible creatures displace water and leave a visible bubble, though the creature still has half concealment (20% miss chance).

Ranged Attacks Underwater

Thrown weapons are ineffective underwater, even when launched from land or the air. Other ranged weapons suffer a -2 attack penalty for each 5 feet of water they pass through in addition to the normal penalties for range. (See the equipment section for specific exceptions to these rules).

Attacks from Land

Attacks tend to be deflected when they pass through the water's surface. Characters swimming, floating, or treading water on the surface, or wading in water at least chest deep have one-quarter cover against melee or ranged attacks from landbound (or airborne) opponents. Landbound opponents who have freedom of movement effects ignore this cover when making melee attacks. A completely submerged creature (no part of its body sticking above the surface) has one-half cover against attacks from landbound opponents unless those opponents have freedom of movement effects. Magical effects are unaffected, except for fire effects, and effects that require attack rolls, which are treated like any other ranged attack.

In addition, attacks (both melee and ranged) also suffer a -2 attack penalty for each 5 feet of water they pass through. Attackers using reach to make melee attacks ignore this penalty if they have free action effects. Creatures with swimming speeds also ignore the penalty for melee attacks.

Ranged attacks from submerged creatures against opponents on land (or in the air) suffers the same penalties. That is, an opponent on land or in the air has one-half cover against

Combat Adjustments For Water¹

CONDITION	SLASH OR BLUDGEON ATTK./DMG.	CLAW OR TAIL ATTK./DMG.	MOVE	OFF BALANCE?
<i>Freedom of movement effect</i>	Normal	Normal	Normal	No
<i>Swim speed</i>	-2/Half	Normal	Normal	No
<i>Successful Swim check</i>	-2/Half ²	-2/Half	Quarter or half ²	No
<i>Firm Footing⁴</i>	-2/Half	-2/Half	Half	No
<i>None of the above</i>	-2/Half	-2/Half	Quarter or half ²	Yes ⁵

¹Water modifiers apply when wading in water at least waist deep, swimming, or walking along the bottom of a body of water.

²The speeds listed are standard for the Swim skill. You can move one quarter your speed as a move action or one-half your speed as a full-round action. To avoid the off-balance penalty (see note 5), you must make a Swim check (DC 5 + the DC for the water). The effects of a successful check last until your next turn. Making the Swim check is a move-equivalent action.

³Creatures without *freedom of movement* effects or swim speeds make grapple checks underwater at a -2 penalty, but they inflict damage normally when grappling.

⁴Creatures have firm footing when walking along the bottom, braced against a wall, or the like. You can walk along the bottom only if you carry enough weight to weigh you down. The amount of weight required depends on your size, as follows: Fine 1 lb.; Diminutive 2 lb.; Tiny 4 lb.; Small 8 lb.; Medium-size 16 lb.; Large 32 lb.; Huge 64 lb.; Gargantuan 128 lb.; Colossal 256 lb. The items you carry to weigh yourself down must be non-bulky and non-buoyant.

⁵Off-balance creatures lose Dexterity bonuses to Armor Class, and opponents gain a +2 attack bonus against them.

attacks from submerged creatures and such attacks suffer a -2 penalty for every 5 feet of water they pass through. Waterborne creatures with ignore this penalty when making melee attacks.

Underwater Visibility

Submerged or swimming creatures may also again concealment from the water, depending on how clear it is.

Ocean water and water in glacial lakes and spring-feed pools is generally free of heavy silt, algae, or other visual impediments and is fairly clear. Even perfectly clear water obscures vision, even darkvision, beyond 200 feet. Creatures have one-quarter concealment at 50 feet (10% miss chance), one-half concealment at 100 feet (20% miss chance), three-quarters concealment at 150 feet (30% miss chance), and nine-tenths concealment at 200 feet (40% miss chance). Beyond 200 feet, creatures have total concealment (50% miss chance and opponents cannot use sight to locate the creature).

Most freshwater lakes and rivers contains moderate amount of silt, algae, swirling sands, seaweed, or other visual impediments.

This turbid water allows less sighting distance, and creatures become completely concealed more quickly. The maximum sighting distance in turbid water is 100 feet or less (the more turbid the water, the less sighting distance). At half the listed distance, creatures have one-half concealment, at the listed distance creatures have nine-tenths concealment, and total concealment beyond the listed distance. For example, if murky water allows vision to 40 feet, creatures have one-half concealment at 20 feet, nine-tenths concealment at 40 feet and total concealment beyond 40 feet.

Water in swamps, lagoons, and stagnant ponds may contain excessive amounts of algae, seaweed, mud, or other visual impediments. Such water is so murky that it allows vision to 5 feet or 0 feet.

Aquatic creatures can see twice as far through the water as other creatures (but twice 0 feet is still 0 feet).

Holding Your Breath

As noted in the Dungeon Master's Guide, Any character can hold his breath for a number of rounds equal to twice his Constitution score. After this period of time, the character must make a Constitution check (DC 10) every round in order to continue holding his breath. Each round, the DC increases by 1. When the character finally fails his Constitution check, he begins to drown. In the first round, he falls unconscious (0 hp). In the following round, he drops to -1 hit points and is dying. In the third round, he drowns.

Vigorous activity, such as fighting, strains the character, reducing the time a character can hold his breath to a number of rounds equal to his Constitution score.

Encounter Distance Underwater

To determine encounter distance underwater, use the steps outlined in Chapter 3 of the Dungeon Master's Guide. Use the following table to determine the

The Third Dimension

Because swimming creatures can move in all three dimensions, it's often necessary to measure distances between creatures at different depths, or to adjudicate movement upward or downward at an angle.

The table below shows distances between points at different heights; the values have been rounded off to the nearest multiple of 5 for convenience in game play.

To use the table, find the horizontal distances between the two points (D1) and then the vertical distance between them (D2), the point where the column and the row cross is the actual distance.

Fore example, it two creatures are 100 feet apart horizontally and 50 feet apart vertically, the actual distance between them is 110 feet. You also can use the table to determine how far swim in a turn if it also travels up or down. To do so, find the vertical distances the creature wishes to swim on left side of the table (D2), them move right until you find the first number that equals the creature's swimming speed. The number at the top of the column is the horizontal distance the creature can move. For example, a creature with a swimming speed of 30 makes a double move (total movement 60 feet), and wants to rise 35 feet in the process. The creature moves 50 feet horizontally while rising the 35 feet.

Underwater Equipment

There are a few sundry pieces of equipment that can assist characters in their underwater adventures.

Crossbow: Crossbow bolts tend to perform better underwater than other projectiles, and suffer only a -1 penalty to attack rolls for each 5 feet of water they pass through (instead of the usual -2 penalty for 5 feet of water).

Most crossbows, however are fitted with winches or levers for cocking and loading, and these mechanisms can be difficult to use underwater. If the user does not have firm footing (see the combat section) the user must make a Swim check (DC 5+ the

Encounter Distance Underwater

To determine encounter distance underwater, use the steps outlined in Chapter 3 of the *DUNGEON MASTER'S Guide*, but use the following tables to determine the spotting distance.

UNDERWATER SPOTTING DISTANCE

Terrain	Distance*
Dense weeds	1d4 x 5 ft. (25 ft.)
Moderate weeds	2d4 x 10 ft. (50 ft.)
Light weeds	3d4 x 10 ft. (75 ft.)
Open Water	5d4 x 10 ft. (125 ft.)
Murky Water	Limit of sight**

*Double the spotting distance for aquatic creatures.

**Or the spotting distance allowed by the terrain, whichever is lower.

UNDERWATER SPOTTING DISTANCE

Circumstances	DC
Base	20
Size	+/-4
Contrast	+/-5 or more
Stillness (not moving)	+5 per size category
6 or more creatures	-2
Moonlight*	+5
Starlight*	+10
Total darkness	Impossible ¹

DEPTH MODIFIER¹

Clear water	+5 per 50 ft.
Turbid water	+5 per 35 ft.
Murky water	+5 per 10 ft.

¹It should be 25 if one side is hiding, and ignore size modifiers (see page 60 in the *DUNGEON MASTER'S Guide*).

*Give a +5 bonus to Spot checks if the spotter has low-light vision or if she has darkvision that extends far enough.

¹Unless the spotter has darkvision that extends far enough.

*No depth modifier applies at depths less than the listed number. For greater depths, apply the modifier for each additional unit of depth or fraction of a unit.

Ignore the depth modifier if the spotter has darkvision that extends far enough. If the spotter has low-light vision, double the unit. For example, a creature with low-light vision operating in clear water at a depth of 95 feet has no depth modifier for spotting.

Triangulated Distances

(All distances are expressed in feet.)

	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120
5	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120
10	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125
15	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125	130
20	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125	130	135
25	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125	130	135	140
30	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125	130	135	140	145
35	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125	130	135	140	145	150
40	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125	130	135	140	145	150	155
45	45	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125	130	135	140	145	150	155	160
50	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125	130	135	140	145	150	155	160	165
55	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125	130	135	140	145	150	155	160	165	170
60	60	65	70	75	80	85	90	95	100	105	110	115	120	125	130	135	140	145	150	155	160	165	170	175
65	65	70	75	80	85	90	95	100	105	110	115	120	125	130	135	140	145	150	155	160	165	170	175	180
70	70	75	80	85	90	95	100	105	110	115	120	125	130	135	140	145	150	155	160	165	170	175	180	185
75	75	80	85	90	95	100	105	110	115	120	125	130	135	140	145	150	155	160	165	170	175	180	185	190
80	80	85	90	95	100	105	110	115	120	125	130	135	140	145	150	155	160	165	170	175	180	185	190	195
85	85	90	95	100	105	110	115	120	125	130	135	140	145	150	155	160	165	170	175	180	185	190	195	200
90	90	95	100	105	110	115	120	125	130	135	140	145	150	155	160	165	170	175	180	185	190	195	200	205
95	95	100	105	110	115	120	125	130	135	140	145	150	155	160	165	170	175	180	185	190	195	200	205	210
100	100	105	110	115	120	125	130	135	140	145	150	155	160	165	170	175	180	185	190	195	200	205	210	215
105	105	110	115	120	125	130	135	140	145	150	155	160	165	170	175	180	185	190	195	200	205	210	215	220
110	110	115	120	125	130	135	140	145	150	155	160	165	170	175	180	185	190	195	200	205	210	215	220	225
115	115	120	125	130	135	140	145	150	155	160	165	170	175	180	185	190	195	200	205	210	215	220	225	230
120	120	125	130	135	140	145	150	155	160	165	170	175	180	185	190	195	200	205	210	215	220	225	230	235

DC for the water) to successfully reload the crossbow. Hand crossbows and special underwater crossbows don't require a swim check to reload.

Goggles: These crystal lenses set into a leather mask allow for clear vision underwater. They allow non aquatic creatures to see one and half times as far as normal underwater (but one and half times 0 is still 0).

Javelins and Similar Weapons: Unlike most other thrown weapons, a javelin is effective when at a submerged target from the land or air. The target of the javelin attack still gains cover from the water and the attack also suffers the standard penalty of 1-2 penalty for 5 feet of intervening water. Darts, spears, and tridents also share this characteristic.

Short-hafted Piercing Weapons: Weapons such as the morningstar and the pick, while capable of inflicting piercing damage, impose a -2 attack penalty and inflict only half damage when employed underwater without a freedom of movement effect.

Underwater Crossbow: Sometimes called a Sahuagin crossbow, this martial weapon has an ingenious system of levers and stirrups that make it easy to reload underwater, and you can reload the weapon crossbow normally without a swim check.

The sahuagin are infamous for their ability with these weapons and a sahuagin that makes a successful Swim check (DC 5+ the DC for the water) can reload a heavy underwater crossbow as a move equivalent action; this maneuver is only effective in water at least 3 feet deep.

Underwater Crossbow Bolts: These bolts are specially shaped for underwater use. When fired underwater, they suffer no penalties for the intervening water. The underwater bolts are of limited use above water. The crossbow's range increment is reduced by half and the bolt can be fired a maximum of 5 range increments.

Underwater Equipment

Item	Cost	Weight	Craft DC
Goggles	25 gp	1 lb.	15
Underwater crossbow, light	55 gp	6 lb.	15
Underwater crossbow, heavy	75 gp	9 lb.	15
Underwater crossbow bolts (10)	2 gp	5 lb.	12

APPENDIX IV: NEW MAGIC ITEM

FIGURINE OF WONDROUS POWER – AMBER BUTTERFLY

Once a week, this delicately carved amber statuette turns into a beautiful golden butterfly upon command. Tiny motes of light trail along its fluttering wings as it flies through the air. The *amber butterfly* hovers near the owner, granting him magical abilities. First, as long as the figurine is within 5 feet of the owner, the *amber butterfly* acts as a *pearl of power* (1st-level spell), allowing an owner that prepares spells (cleric, druid, paladin, ranger, wizard, etc.) to recall any one 1st-level spell that he had prepared and then cast. The spell is then prepared again, just as if it hadn't been cast. The butterfly also grants *protection from evil* on the owner, as long as it is within 5 feet of him. The butterfly only animates for six hours at a time. The figurine is very fragile, and is considered an item of glass when determining damage against it.

Caster Level: 18th; Prerequisites: Craft Wondrous Item, *animate objects*, *protection from evil*, creator must be freely given a lock of a good fey's hair; Market Price: 6,000 gp; Weight -. (Frequency: Region; Requirements: as prerequisites).

ENLISTING THE ICONIC

☛ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

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

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

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

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

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

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

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

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

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

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

☛ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init –1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or –1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref –1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

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

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

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

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