

Ket4-03

Double Dog Dare

A One Round D&D LIVING GREYHAWK[®]

Ket Regional Adventure

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An old adventurer has a challenge for you but doesn't think you're up to the task. Can you prove him wrong or will you die trying? An adventure for APLs 2-12.

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. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and 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 you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

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

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

Keep in mind that you must have at least four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, 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 the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core

rulebooks during certain times of play. For example, the players are not free to consult the Dungeon Master's Guide when confronted with a trap or hazard, or the Monster Manual when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Reporting

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM fill out a reporting form. After the form is filled out it should be given to the senior DM.

Living Greyhawk

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

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

Living Greyhawk Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or

fewer animals of this type, and animals with different CRs are added separately.

- Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
- If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being 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. 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.

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) 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.

Mundane Animals Effect on APL	# of Animals			
	1	2	3	4
1/4 & 1/6	0	0	0	1
1/3 & 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	6	7	8
5	5	7	8	9
6	6	8	9	10
7	7	9	10	11

Time Units and Upkeep

This is a standard 1-round Regional adventure, set in Ket. Characters native to Ket pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12 gp per character per Time Unit. Rich Upkeep costs 50 gp per character per Time Unit. Luxury Upkeep costs 100 gp per character per Time Unit.

Adventure Background and Summary

This adventure takes place in the town of Thornward, in the previously Bisselite area of Ket. In this mercantile town struggling to regain its former grandeur, in a sparsely populated area of decaying southern manor type homes, is a house shunned by the local townsfolk as an ill omen.

The rumours are, of course, true. Two threats are contained in the house; the first is the unquiet spirit of a murdered bride who takes revenge on humans and demihumans who disturb her peace. The second is a particularly clever choker who subsists on the remains of those slain by the spirit, and on occasional side orders in the form of rats, stray house pets, small children, vagrants, and the occasional foolhardy adventurer.

Thirty years ago Asril Pellos' (nee Emrus) self-centred near-newlywed husband, Jarmon Pellos discovered from a local diviner that his wife carried a girl. He bought an herb from an old Rhennee woman passing through, intended to cause Asril to lose her child. Unfortunately, Jarmon miscalculated dosages and Asril

haemorrhaged out her lifeblood before help could arrive.

Sly Jarmon sealed up her remains in the mostly completed fireplace in the master bedroom. He had been preparing a lead lined secret compartment there, but he abandoned that project and used it to conceal her body, mortaring her inside. He planned to forge a letter claiming Asril had run off with a traveling minstrel, but his nerve cracked and he packed up and left town, fearing retribution. As none saw him, the townspeople assumed he met with the same mysterious fate as his wife.

Adventure Summary

The adventurers are relaxing in a well-stocked common room in Thornward after having crossed the Bramblewood Gap in the employ of a caravan owner. Having saved the caravan from certain peril with great flair and distinction, they are being bought many drinks by those whose lives they have saved. An aging Bisselite adventurer, annoyed by the paeans of praise for these upstarts casts doubt upon their competence and makes the following challenge. If the adventurers are true heroes, they will be unafraid to spend two days and three nights in the old Pellos manor. In fact, since he knows they are only braggarts and cowards he feels safe betting 100 lions (gp) a head that they will not.

Should the adventurers accept the bet, they are escorted forthwith to the crumbling mansion, where a watch of local street urchins is set to ensure compliance. Should they ask, food will be delivered to the doorstep of the mansion every morning.

During the first night the weary characters are stalked in the manor by the choker, who makes all attempts to catch a lone character by using several ruses. It uses the chimneys, garderobe shafts and ash disposal shafts to elude pursuit, fighting only on terms favourable to it. If the characters refuse to separate, it harasses them occasionally, causing them a long sleepless night.

During the second night the spirit of Asril Pellos rouses herself, and attacks the characters by ambush.

Most likely having destroyed the spirit, the characters feel safe in their further inhabitation of the manor, only to discover that the vengeful ghost has returned once again, reborn from the focus of her death. Unless the characters solve the story behind the haunting, Asril will continue to haunt Pellos Manor unceasingly.

The characters last objective is to discover the means of Asril's death, discover her body, and inter it in sacred ground, ending her nocturnal wanderings.

Having spent the requisite three nights and two days in the Manor, the characters can return to rub their triumph in the face of the aging Bisselite adventurer, and make him eat crow.

Introduction

The characters arrive in Thornward and are escorted to the Inn of the Honeyed Goat (or another pre-existing inn from another module). There, the caravaneers whose lives they saved buy them much food and drink in thanks for having saved their lives.

You and your friends are relaxing in the Inn of the Honeyed Goat, the best darn bar in Thornward, after having safely brought a caravan of thirty souls through the Bramblewood Gap. The caravan master has bought you a fine dinner, and the caravaneers you shepherded through elf attacks and the bizarre creatures lunging to eat you have kept your mugs filled with ale or kumis for the past hour and a half. The room is full of laughter and gaiety. A kindly old Mullah is playing a game of chess against a Thresher Captain in one corner of the room while a young Baklunish man with a zither is earnestly taking down your names, claiming he'll write a song about your exploits.

A scarred oldster of mixed blood rises on his peg leg, weaving slightly, his unbuckled sword belt on his chair behind him. He weaves his way up to the bar in a purposeful way, drink in hand, and the inn quietens as every one waits for his toast.

"Heroes my Arse!" he says. "You're nothing but a jumped up bunch of youngsters who've had it soft from day one. Not like us. You, with your magic swords and such, you make me want to puke. If you're real heroes, and I'm sure you're not, go and stay at the old Pellos place for three nights and two days. I'm so sure you won't that I'll lay down a hunnerd gold a head with the bartender here against it." The crowd oohs as he slams down a purse on the table. "And if ye won't, then quit yer jawing and leave me to my drinking."

Should the characters suggest a duel, the Mullah points out the impossibility of a fair duel between them and such an aged and infirm man, and suggests that if they wish to defend their good name and shame him, they have only to take up his challenge.

If the characters accept, the entire bar gets up, drinks and all, and prepares to escort them to the manor. If they demand some time to prepare themselves, the Bisselite grants them one hour.

If they are a low level party (APL 2 only), the Mullah has some scrolls of *magic weapon* that he will sell them at standard prices.

Characters may make Gather Information checks if they wish. Bardic Knowledge checks reveal the same information without spending the hour. (Paraphrase the boxed text for DC 18 and 20 if it is achieved by Bardic Knowledge checks.)

[DC 10]: The old Pellos place has been empty since before the war. It's reckoned an unchancy place.

[DC 12]: The owner, some relative that has never been there, agreed that anyone who could clear it out could carry out whatever loot they wished, providing they did no damage to the house. The Mullah can confirm that this is true.

[DC 15]: Jarmon Pellos was a young man of privilege who married the most beautiful woman around. Not a year after their wedding, they both disappeared without a trace. The constabulary of the time found no clues, but ordered the place left as it was.

[DC18]: *Asril Emrus her name was. I remember it because it was a love match. Thirty years ago if it was a day. They were a beautiful couple. And that house! Mansion if you ask me. Her family wasn't exactly poor either you know, wherever they came from.*

[DC 20]: *Yes I knew them. I worked there you see, as a garden hand for five years. It was on the day that we all had off, to visit our mums and such. We were so surprised to find no one there when we got back near midnight. They were getting ready for some kind of party.*

The locals recruit a score of local urchins to ensure that the characters do not leave the premises before the bet is fulfilled, and inform them that they will bring food regularly to the front gates.

Encounter One: Added Incentive

Should the characters need some more inspiration to go into the Manor, they may meet a small child as they approach it. Near the manor house, in the rain and thunder, is Elli (age 8) soaked to the bone in her blue dress. She has been looking for her cat Ginger for hours, and is very upset. All she knows is that Ginger was last seen around the old Pellos Manor.

Encounter Two: Floor Plans

The characters can enter the Manor house, and begin their stay in the 'haunted mansion'. They have the opportunity to explore the entire house, and may run into the residents. As they explore, they may uncover clues to the activity in the house, both before and after Jarmon's flight. They arrive at eight o' clock, or nine o'clock if they took an hour to prepare.

General Notes

The exterior walls are all two ft. thick stone. Interior walls are mostly hollow six inch wooden walls through which the rats scuttle. All floors except for those in the basement and the kitchen are six inch thick wood. The kitchen is tiled, and the basement is stone.

The mansion is riddled with three separate systems that the choker uses to access different rooms and floors. The chimneys provide access from the basement to the attic (masonry has been removed.) The ash holes provide access from the basement to the second floor. Even the garderobes provide access from the basement to the attic due to irregular head sized holes in the roofs of the second floor garderobes.

Each floor is thirteen feet high, but for combat purposes treat them as ten.

The ash holes can only be accessed by a gnome or halfling, or some sort of highly agile circus freak. A Medium-sized creature requires an Escape Artist check (DC 25) to fit through the holes, which are covered by little iron doors. The doors latch, but are easily accessible from the inside. Climbing is easy once inside for a gnome or halfling (Climb check DC 5) but brutal and slow for anyone else (who is limited to 5 ft. per round). Note that while using the Escape Artist skill, you are unable to attack, suffer -4 pt penalty to AC and lose your Dexterity bonus.

The chimneys are accessible in the same way as the ash holes. The Escape Artist and Climb checks are identical. Each fireplace access shaft moves diagonally up three feet at 60 degrees before joining the main shaft.

The garderobes are easily accessible by humans, but the Climb check is DC 20 due to it being an uneven surface with narrow handholds, slippery walls and only a corner to brace in.

The Grounds

The grounds of the Pellos Estate are not particularly small. A twelve-foot rusty iron fence, topped with spearlike projections, surrounds them.

The front gate is off its hinges, and opens the way up the crushed stone driveway. The driveway is flanked by overgrown topiary, the once graceful carved shrubbery now transformed by neglect into nightmarish tentacled shapes lunging in the black rain. One loop leads up to a portico covering the main doors. Another path loops around the house.

Should the characters search behind the house they find the burnt ruins of a stable and a mass of overgrown bushes.

The Great Hall – Room 1

The great hall is a vast echoing chamber fifty feet wide by seventy feet long. Its parquet floor is littered with refuse. Two huge fireplaces at the north and south walls dominate it. A small wrought iron staircase in the southeast corner leads up to a musician's gallery, which runs along the south wall. Suspended on the gallery railing and opposite it above the north fireplace is a array of menacing animal trophies and scarred shields. Two baroque wrought iron chandeliers are suspended from the rafters, which are festooned with ruined bunting and draperies. Tall thin shuttered windows rattle in the wind. Two swinging doors flank the fireplace on the north wall, and two normal doors flank the south fireplace.

The chandeliers are suspended from ropes that run under the beams through pulleys and are affixed at ground level on six inch cleats. The chandeliers are stained blood red by rust.

Characters examining the floor find owl pellets and bat droppings. Characters examining the fireplaces find ash in the grates, open flues, and small iron doors in the fireplaces that lead to cylindrical chutes. These are for the disposal of ash and are emptied in the basement. Characters making a Search check [DC 15] find a small red collar (4 inch diameter) with a tag engraved in Common with the name "Fluffy". These ash holes can be accessed as described above.

Tactics: If Asril assaults the characters here, she will delight in hurling the heavy animal heads suspended from the gallery rail and the north wall at them.

❖ **Antlered Trophies (7):** Weight 50 lbs, damage 1d12 (20 / x2).

❖ **Trophies (8):** Weight 50 lbs, damage 1d6 (20 / x2).

❖ **Shields (4):** Weight 15 lbs, damage 1d4 (20 / x2).

❖ **Chandelier (2):** Weight 300 lbs, damage 1d6 per APL (20 / x2) if thrown with Violent Thrust, 3d6 if dropped 20 feet with Sustained Force.

The Musicians Gallery – Room 1a

A wrought iron staircase leads up to a mezzanine overlooking the great hall, fifteen feet below. You can only just peek through the railing, between the trophies and shields encrusting it. The mezzanine is ten feet wide except for a part where it is reduced to five feet by the fireplace.

Anyone searching the south wall east of the fireplace finds the secret door to the second floor hallway with a Search check (DC 20+APL). It opens almost soundlessly (Listen check [DC 20]).

The Support Beams

The rafters of the great hall are thirty feet above the floor and one foot wide. They are socketed into the great chimneys and the walls. Small ledges wrap the chimneys where the sockets occur. It is a DC 10 Balance check to navigate the beams, and while you are doing so the ragged bunting provides soft cover. It provides a +4 cover bonus to AC, and the navigator can hide from occupants of the hall and musician's gallery.

1st Floor Hallway – Room 2

The first floor hallway has two doors to the living room, access to the den, stairs up to the second floor hallway, a locked door (strong wooden door, average lock [DC 25]) under the stairs that lead to the basement and a ten by ten cube with two doors that house a wardrobe system.

Near the east entrance there is a trap, but it has recently been activated and is no longer functioning (e.g. it is open and can be crossed without difficulty).

✂ **Camouflaged Pit Trap (non-functional):** CR1; mechanical; location trigger; manual reset; DC 20 reflex save avoids – currently activated; 10 feet deep (1d6, fall); Search check DC 24 (0 currently); Disable Device check DC 20 (disabled currently). This is a well-done bodge job showing signs of unprofessional construction. The "pit" of this trap is actually the entire Coal Room.

The Den – Room 3

The den is a warm windowless room with mildewed red velvet wallpaper and waist high paneling. The south wall is half filled with a ten-foot wide fireplace. The northeast corner contains a massive oak desk and a once comfy chair from which most

of the stuffing has been torn. A coat lies over the comfy chair. Two uncomfortable chairs face it across the desk. The southeast corner contains a small mahogany cart.

Searching the cart reveals several smashed decanters and one whole one (empty) worth 10 gp. The pockets of the overcoat thrown over the comfy chair contains string, a dagger, a corkscrew, three copper pieces, a fishhook, three candle stubs, one fingerless glove, a bottle of cheap wine, fleas, and a cheap copper locket containing a small sketch of a young dark-haired girl. A makeshift pallet behind the desk made from straw and blankets smells of urine. These all belonged to a vagrant who was unfortunate enough to encounter the choker a week ago.

A Search check [DC 26] of the desk area reveals a secret compartment accessible by reaching into the lower left door, behind and out of sight and pressing a hidden catch. The two inch by three inch by twelve inch lead lined drawer contains an empty small velvet bag containing an appraisal notice for a peridot worth five hundred gold (not there) and envelope wrapped around a tablespoon. Smoothing out the envelope enables one to see some writing. It says in Rhopan, the Rhennee tongue, “Steep 2 tsp. in hot water for ¼ hr then strain and admin. Repeat if necessary no earlier than 4 hrs later.” Inside the envelope is about an oz. of a small black herb of some sort. A Knowledge (Nature) or Craft (Alchemy) check [DC 25] provides the information that the herb is a dangerous abortifacant, a plant used to cause childbearing women to lose their children. A Heal check [DC 20] (if the previous check was made and the characters asked specifically about over dosage) reveals that it could easily be fatal in larger doses.

Treasure:

All APLs: L: 1 gp; C: 10 gp; M: 0 gp

The Yellow Room – Room 4

This thirty foot square room is decorated in a yellow motif which was probably quite bright and cheerful... before the mould, and the rats, and without the scratching of the wind-tossed branches on the heavy shutters on the south and east walls. Things move inside the distressed couches flanking the fireplace, and two small armchairs are opposite the marble clad fireplace. The room is dominated by an oil portrait above the fireplace of a slim, young blond woman with strong Suel blood in a low cut goldenrod gown. Mould has damaged the

portrait, defacing her pale skin with creeping leprous growths.

A Search check [DC 15] of the painting reveals a small golden pendant painted on her neck that looks like a hairy faced man. Anyone with one rank in religion will recognise it as a depiction of Pelor.

A Search check [DC 15] around the fire grate reveals some cracked rat bones and a single fingerless glove on top of the mantelpiece. A Search check [DC 20] there reveals 14 different small bones, which a Heal check [DC 15] reveals are phalanges or finger bones. There is a small iron door inside the fireplace leading to a standard ash disposal shaft and a standard flue.

The Coal Room – Room 5

This large room is almost cut in two by a ten-foot square chamber. One locked door lies in the south corner of the east wall. A large pile of coal nearly covers the west wall. Near it is an oblong puddle of dark water near the centre of the room. A small handcart containing a shovel is in the middle of the western half of the room, near the simple iron door that accesses the chamber. A banded, locked double door lies between the staircase and the heavy chimney underpinnings near the southwest corner. Two swinging doors flank the underpinnings to the fireplace that must service the great hall.

The underpinnings in the southwest corner contain the ubiquitous small iron door and ash removal hole. The door to the central chamber leads to a nearly ten ft. by ten ft. human waste chamber two ft. deep in loamy compost, which doesn't smell too bad. The locked door is a strong door locked with a simple (DC 20) lock at APL 2/4, an average lock (DC 25) at APL 6/8 and a good lock (DC 30) at APL 10/12.

The south door is a strong iron door with a heavy iron bar. It leads to a ramp angled up to ground level, which is covered by another door. That strong wood door, set against the house at a 45-degree angle, is locked (simple (DC 20) lock at APL 2/4, an average lock (DC 25) at APL 6/8 and a good lock (DC 30) at APL 10/12.

A Search check of this area reveals:

[DC 10]: Two shovels, two coal buckets, a mop, and 20 six ft. by two ft. boards.

[DC 15]: A backsaw, a chisel, and a fistful of nails rolled up in a tarp.

[DC 20]: A small light crossbow and ten bolts are hidden in the coal.

[DC 25]: The puddle of water hides a drain, blocked a foot down by a collection of bones and sundry items. Clearing the obstruction reveals the bones of many household pets, a mostly complete skeleton, a diamond cloak pin worth 500 gp, and a bucket with a trowel mortared into it. A Heal check [DC 15+APL] reveals that the skeleton is human, [DC 20+ APL] reveals it was a male aged 45-55.

A Search check [DC 23] also reveals a small crack in the east wall that a small demihuman can fit through with a DC 15 Escape Artist check. Any Medium-sized person can only fit in with a DC 30 Escape Artist check.

Treasure:

All APLs: L: 3 gp; C: 83 gp; M: 0 gp

The Wine Cellar – Room 6

The western end of the wine cellar is a mass of smashed shelves and broken glass. Two racks of bottles still stand.

Although partly empty, still there are forty bottles of plain wine (1 gp each, mostly for the bottle) and some bottles of fine wine (at 5 gp a bottle) depending on the APL. The remains of a Gnome are tucked into the northwest corner. The characters find there small low boots, pants (but no belt), a scroll tube with six *magic weapon* scrolls, padding for a chain shirt (but no shirt), a grey felt hat, ten arrows and gnawed, cracked bones. If spoken to, the Gnome reveals mostly that he, Dirk, was sneaking around the house hoping to find some valuables when something grabbed him from behind and choked him while slamming his head on the ground a bunch of times. He knows that he had his armour, vest, thieves' tools, small crossbow, small short sword, some small daggers, some healing potions and ten magic arrows he'd stolen but hadn't had a buyer for. He died nine months ago.

Treasure:

All APLs: L: 6 gp; C: 0 gp; M: 6 Scrolls of *magic weapon* (12 gp per character) 10 *Arrows +1* (39 gp per character)

2nd Floor Hallway – Room 7

The second floor hallway circles the garderobe shaft. Two doors exit west, and one east. Part of a

large chimney juts into the north wall. Two doors enter the small garderobe chambers.

A Search check [DC 10] reveals a one inch diameter wooden bead on the directly south of the south west garderobe.

A Search check [DC 15] of the ceiling above that finds a hole from which a rope used to be suspended. Putting 50 lbs of weight on the hole reveals the pull down stairs to the attic in the southern loop. The stairs swing back up the moment the weight is removed. The characters must describe how they reach the ceiling, if they are to search there.

A Search check [DC 20] reveals the wooden secret door into Room 1b (the musician's gallery). It opens nearly soundlessly on newly greased hinges (Listen check [DC 20]).

The Nursery – Room 8

This room is plastered but unpainted. A large fireplace graces the south wall. A large white crib stands in the north wall and two shuttered windows face west. Under the window are a toy chest, a rocking horse and dollhouse.

The toy chest contains several porcelain-headed dolls, a toy sword and shield, and a small knight puppet (Knowledge [Nobility] check [DC 15] reveals the colours are those of the Knights of the Great Kingdom.) The fireplace contains standard flue and ash holes.

The Nurse's Quarters – Room 9

This room contains two west-facing windows, heavily shuttered. A desk lies under the windows, a chest rests in the northwest corner and a mattress less bed nestles up to the fireplace.

The desk contains only empty drawers and an empty inkwell. The chest in the northwest corner has a lock with the key in it. It is empty save for dust.

The Master Bedroom – Room 10

This room smells of must and decay. The rotting carpet sends up puffs of dust as you walk on it. A huge canopied bed in the middle of the south wall is draped with rotting fabric like moss on a cypress tree. A faded couch lies under the four windows to the east. In the middle of the north wall is an

imposing fireplace flanked by two tall armoires. The mantelpiece is cluttered with twenty or so wrought iron candleholders. Above the mantelpiece is a portrait of a man in slightly dandified clothing, a hound and a horse in a hunting scene. The man's face is difficult to make out due to the twenty-three daggers jabbed into the picture. A tripartite screen covered in a floral motif sections off the southwest corner. Lastly, a woman's dresser on the west wall is covered with jagged shards of mirror, combs, brushes, and perfume bottles. Three heavy six ft. high wrought iron candelabras cluster in the southeast corner next to the small writing desk under the south window. As you enter the room, you become aware of rodents fleeing into holes in the wainscoting.

Behind the screen is a huge wrought iron bathtub and washstand.

Anyone searching the painting and making a Search check [DC 15] notices the gold and diamond pin painted on the man's breast. It is a little much, and not exactly rugged and manly.

The armoires are full of moth eaten clothes and shoes. A Search check [DC 20+APL] finds a small jewelled music box worth 500 gp hidden among some shoes, and an empty jewellery box.

Behind a foot of stone and mortar and a thin lead coating is the niche in which Asril's body and the swaddled body of her newborn child has been hidden. The check to find the lower quality masonry behind which Asril is entombed is a Search check [DC 40]. If the characters have discovered the bucket with the mortared in trowel, or they specifically state they move the armoire the Search check is only [DC 30]. If they do both, the Search check is [DC 20]. (Without the clue there is almost nothing remarkable about the area.)

Asril's body does indeed wear a small pendant exhibiting Pelor's face, but the lead lining prevents many detection spells from locating her or her pendant.

Tactics: If Asril confronts the characters here she delights in using her *telekinesis* power on the daggers, the shards of glass (as darts) and the heavy candelabras, using Violent Thrust.

☛ **Daggers (23):** Weight 1 lb, damage 1d4 (19-20 / x2).

☛ **Glass Shards (8):** Weight 0.5lbs, damage 1d4 (20/x2).

☛ **Candelabras (3):** Weight 25lbs, damage 1d10 (20/x3).

Treasure:

All APLs: L: 2 gp; C: 94 gp; M: 0 gp

The Attic – Room 11

The attic is accessible only by a set of pull down stairs from the second floor hallway. The place is a labyrinth of boxes and crates, some as much as ten feet high. The eaves are so low that those of you taller than 5 feet feel cramped and awkward close to the walls. Some dormer windows on the east and roof let in occasional flashes of lightning.

As soon as no one is on the stairs anymore the counterweights swing the stairs back up. Cutting the ropes fixes the stairs in the down position. Anyone in the outer 5 feet (hatched area) is squeezed (see the PHB) unless they are small sized or a dwarf. Climbing on top of the boxes is easy – a single move action and a Climb check [DC 5] for one 5 ft tall box, [DC 15] for a ten foot tall box. Someone on top of a double box cannot be reached by someone on the ground without a reach weapon. If that person is two squares down and one over, cover occurs both ways. If two down and two over, no cover exists. The DC to push over a single box is a Strength check [DC 17]. The DC to push over a box with another stacked on top of it is a Strength check [DC 22].

A 400 lb box dropped 5 ft on someone does 1d6 damage. One dropped 10 ft does 2d6 damage.

Anyone searching the east end of the eastern chimney finds a hole leading to the master bedroom chimney flue. It is near here that the choker is likely to be found if by some miracle the characters have not alerted him with their noise. If he thinks there is only one character he hides up on one of the high boxes and prepare to ambush a lone character. Otherwise, he slinks off until they settle down or separate.

Another easily visible hole has been dug into the south side of the western chimney. Lastly, a small hole has been dug west of the west chimney onto the one foot ledge that leads into the great hall at the level of the cross beams.

The north easternmost box is empty and weighs little, as the choker has emptied it out to make his nest. Inside are some rags making a nest, a lantern and a small chest stuffed with gold and jewels.

Treasure:

All APLs: L: 0gp; C: 96 gp; M: 8 Potions of *cure light wounds* (33 gp per person)

The Laundry – Room 12

This dark, dank chamber receives no natural light whatsoever. A vast room supported by pillars, its eastern end contains large iron cauldrons with ladders to access them. Pipes run from one to another and then to drains in the floor. The room has two huge fireplaces in the north and south walls, one swinging door in the east part of the north wall, and a double and a single swinging door in the south flanking the fireplace.

Standard ash holes and chimneys can be found in the fireplaces.

A Search check [DC 15] or someone specifically searching the southwest pot reveals a sharp smelling soupy mixture. Anyone with Craft (Alchemy) at any level or who makes an Intelligence check [DC 12] will identify it as a heavy lye solution. Fishing in it with a ladle will eventually discover many golden teeth and a several rubbery, disintegrating bones.

Treasure:

All APLs: L: 0 gp; C: 11 gp; M: 0 gp

Staff Dining Room – Room 13

This dining room is a huge room thirty ft. wide by forty five ft. long; dominated by two twenty foot long tables. The west wall is lined with cabinets filled with crockery. A wall constructed of windows encloses a room to the east and stairs lead upwards in the southeast corner.

The Sewing Room – Room 14

The sewing room is covered with cupboards on the north, east and south walls, and there is a large table in the centre. The cupboards are filled with moth eaten linens.

The Kitchen – Room 15

The Kitchen is a huge room. The ceiling above the long table in the middle of the room and the table on the north and west wall is hung with dozens of copper pots and pans. The fireplace in the south wall contains many swinging hooks for suspending pots above the fire and hooks for spits. There are several other doors in the fireplace. The counter is inset with holes in the spines of the table for the many knives there. Stairs lead up and down from

the southeast corner. Your attention is caught by a soft plaint from the rear table.

The noise comes from a hurt ginger-coloured cat. If there are no youngsters at the table you may at your discretion describe it as being pinned to a cutting board with several paring knives. He started at -4 hp at eight o'clock and has been losing 1hp per hour. A Heal check [DC 20] reveals some bruising around his neck. The fireplace contains the usual flue and ash holes and also a two-door oven for baking bread.

The Pantry – Room 16

This pantry contains mouldy barrels and sacks on its mostly bare shelves.

Nothing else is of interest here.

The Other Pantry – Room 17

This room contains empty meat barrels crusted with remains of salt, and rusty hooks hanging from the ceiling.

Nothing else is of interest there.

Upstairs Common Room – Room 18

The stairs to this room enter and exit in the southeast corner. Many doors lead off of the hallway that leads to the common room. A simple table and eight chairs hold the centre of the room and a fireplace occupies the south wall.

The fireplace holds standard flue and ash holes. The seven doors lead to small Spartan quarters, each with a narrow bed, small chest and simple table.

Housekeepers/Gardeners Room – Room 19

This room's walls are covered with faded floral wallpaper. A bed sits in the northwest corner, an armoire in the northeast and a desk in the southeast, under a window.

Searching the desk finds an array of receipts for foodstuffs and books noting wages and agreements. Anyone making a Search check [DC 18] finds a set of 9 keys that will lock and unlock the servant's rooms, the Guest rooms, the pantries, the sewing room and the door exiting the cellar.

1st Guest Room – Room 20

This guest room contains a bed, an armoire, a desk and a chair.

2nd Guest Room – Room 21

This guest room also contains a bed, an armoire, a desk and a chair.

Garret Common Room – Room 22

The garret common room is a cheerless place with a rickety table, a few mismatched chairs, and not even the warmth of a fireplace to cheer the heart.

The eight doors lead to small Spartan quarters, A through H, each with a narrow bed, small chest and simple table. The only difference between them and the ones below is the low eaves.

Anyone in the outer 5 feet (hatched area) is squeezed (see PHB) unless they are small sized or a dwarf.

Under the bed in 22a a small hole has been made in the stone wall, offering access to a ledge and thence to the beams thirty feet above the great hall. See 1C.

Encounter Three: Grasped by the Throat

This encounter occurs sometime during the first night, location at the Judge's discretion.

If the characters split up to a large degree the choker tries to catch someone unaware either by sneaking out of a chimney, ash hole or garderobe. He tries to grapple them and then pin them and stop their mouth. If he succeeds he hides their body among the coal.

If the characters do not split up, ask them their plans for the night. Ask them what precautions they take over the night if they set a watch, etc. Pick a random character and tell them that they awake in the middle of the night and need to answer the call of nature. If they go alone, try and strangle them in the garderobe. If they refuse to separate, try and sneak down to the basement, get the crossbow or a thrown weapon and shoot them from down the garderobe without them hearing the door open.

Next try to separate a straggler by throwing a glass bottle off the musician's gallery, and then sneaking

through the secret door after the majority of the party has gone by.

Next start a fire in the den fireplace, adding some gobbets of fat to draw the characters with the aroma. Then try and pick off the last character leaving wherever they have holed up.

If all the characters leave equipment behind, find out what is in their backpacks. Steal. Keep the characters up all night if you can. Make them hunt you down and trap you somewhere.

Creature:

APL 2 (EL 5)

☛Choker / Rogue 1: hp 24; See Appendix One

APL 4 (EL 7)

☛Choker / Rogue 3: hp 37; See Appendix One

APL 6 (EL 9)

☛Choker / Rogue 5: hp 47; See Appendix One

APL 8 (EL 11)

☛Choker / Rogue 7: hp 57; See Appendix One

APL 10 (EL 13)

☛Choker / Rogue 9: hp 67; See Appendix One

APL 12 (EL 15)

☛Choker / Rogue 11: hp 77; See Appendix One

Treasure:

APL 2: L: 2 gp; C: 0 gp; M: 0 gp

APL 4: L: 2 gp; C: 0 gp; M: *Mithril Shirt* (183 gp per person), *Vest of Resistance +1* (166 gp per person)

APL 6: L: 2 gp; C: 0 gp; M: *Mithril Shirt +1* (350 gp per person), *Vest of Resistance +1* (166 gp per person)

APL 8: L: 2 gp; C: 0 gp; M: *Mithril Shirt +1 of Silent Moves* (487 gp per person), *Vest of Resistance +1* (166 gp per person)

APL 10: L: 2 gp; C: 0 gp; M: *Mithril Shirt +2 of Silent Moves* (737 gp per person), *Vest of Resistance +2* (333 gp per person)

APL 12: L: 2 gp; C: 0 gp; M: *Mithril Shirt +2 of Silent Moves and Shadow* (1,050 gp per person), *Vest of Resistance +3* (750 gp per person)

Encounter Four: Postpartum Depression

N.B. Asril's rat familiar (Shadow) tries to stay informed about the intruders. This is especially easy at APL 8+ as Shadow keeps in communication with the other rats in the house. Asril avoids casting spells on Shadow as a magic glowing rat is a big give-away. Shadow knows that people who light lots of candles and chant and make chalk or salt circles are up to no good. If characters set up long ten minute casting time spells, Asril attempts to disrupt them. If they are in the main hall she drops a chandelier on the caster. If she has monster summoning spells she throws one or two at them. If that doesn't work direct damage spells are next.

This encounter takes place sometime during the second night, location at the Judge's discretion.

Asril determines the area in which the characters are staying, then summons some monsters and moves in for the kill. She uses *telekinesis* to throw objects at characters or to remove them from combat by lifting them out of combat or attempting to hurl them into inaccessible areas – such as out open windows that the characters may have opened. She refuses to parlay with anything alive.

Tactics:

Asril feels vulnerable without her *mage armour* and/or *shield* spells and casts them before attempting to ambush the characters. With them in effect she cannot pass through walls or floors. If they are dispelled she moves through a floor or ceiling to get time to recast them. If the PCs hurt her but fail to press them she will, having gained room, heal herself by targeting herself with her *negative energy ray*. She prefers to neutralize obvious fighters with *glitterdust*, and enjoys hurling people and objects with her *telekinesis* ability. She only throws as many objects per level as she has caster levels.

APL 2 (EL 4)

♣ **Asril Pellas:** Human female Sor2 / Ghost, hp 13; See Appendix One

APL 4 (EL 6)

♣ **Asril Pellas:** Human female Sor4 / Ghost, hp 26; See Appendix One

APL 6 (EL 8)

♣ **Asril Pellas:** Human female Sor6 / Ghost, hp 39; See Appendix One

APL 8 (EL 10)

♣ **Asril Pellas:** Human female Sor8 / Ghost, hp 42; See Appendix One

APL 10 (EL 12)

♣ **Asril Pellas:** Human female Sor10 / Ghost, hp 65; See Appendix One

APL 12 (EL 14)

♣ **Asril Pellas:** Human female Sor12 / Ghost, hp 78; See Appendix One

Encounter Five: More Baby Blues

This encounter occurs sometime during the Third night, location at the Judge's discretion.

Note that if the characters lay Asril's spirit to rest before the third night, they still gain full xp for this encounter.

APL 2 (EL 3)

♣ **Asril Pellas:** Human female Sor2 / Ghost, hp 13; See Appendix One

APL 4 (EL 5)

♣ **Asril Pellas:** Human female Sor4 / Ghost, hp 26; See Appendix One

APL 6 (EL 7)

♣ **Asril Pellas:** Human female Sor6 / Ghost, hp 39; See Appendix One

APL 8 (EL 9)

♣ **Asril Pellas:** Human female Sor8 / Ghost, hp 42; See Appendix One

APL 10 (EL 11)

♣ **Asril Pellas:** Human female Sor10 / Ghost, hp 65; See Appendix One

APL 12 (EL 13)

♣ **Asril Pellas:** Human female Sor12 / Ghost, hp 78; See Appendix One

Laying the Spirit to Rest:

Asril's spirit can be set to rest by laying her to rest in ground consecrated to Pelor, and having a priest or in a pinch, worshiper, of Pelor say the appropriate service. Letting the circumstances of her death be known is a bonus.

Conclusion

If the characters emerge after having stayed all three nights in the Pellos Manor, then they are met at the gates by a pack of townspeople and the urchins who have been keeping watch. They are bought breakfast and hailed as heroes. They collect on the bet and the oldster is forced to publicly admit he was wrong and apologise.

If the characters emerge after having stayed all three nights in the Pellos Manor, reveal the means of Asril's death, and arrange for her body to be buried with appropriate rites (those of Pelor) then her family eventually arranges for a priest of Pelor to offer a single Regional access to the Bane (Evil Outsider) enhancement to the characters. They are also bought breakfast and hailed as heroes. They collect on the bet and the oldster is forced to publicly admit he was wrong, and apologise.

If the characters fail to stay the requisite time in the Pellos estate, they are treated with light-hearted condescension by the populace (even the oldster), except for some street urchins, who bite their thumbs at them and run away.

Special Notice: The Commander of the Thornward garrison has been apprised of the bet and has taken a special interest. If the cat of the young girl is saved and returned to her, he is particularly impressed (he really likes cats and has an ulterior motive) and will award the characters with this award on the AR.

Finally, anyone who takes the time to talk with the oldster after he apologises (or not, if they fail) sees that he is actually quite impressed with the characters for taking on the bet and carrying through as best as possible. He offers to spend some time training them, should they so desire and provides the AR reward "A Glimmer of Hope".

The End

Experience Point Summary

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

Encounter Three: Grasped by the Throat

Slay or defeat the Choker.

APL 2:	150 xp
APL 4:	210 xp
APL 6:	270 xp
APL 8:	330 xp
APL 10:	390 xp
APL 12:	450 xp

Encounter Four: Postpartum Depression

Defeat Asril.

APL 2:	120 xp
APL 4:	180 xp
APL 6:	240 xp
APL 8:	300 xp
APL 10:	360 xp
APL 12:	420 xp

Encounter Five: More Baby Blues

Defeat Asril or lay her spirit to rest before she rejuvenates. Asril is considered at EL-1 since the characters should be familiar with her by this point.

APL 2:	90 xp
APL 4:	150 xp
APL 6:	210 xp
APL 8:	270 xp
APL 10:	330 xp
APL 12:	390 xp

Story Award

Stay all three days in the house.

APL 2:	30 xp
APL 4:	45 xp
APL 6:	60 xp
APL 8:	75 xp
APL 10:	90 xp
APL 12:	105 xp

Role Playing Award

APL 2:	60 xp
APL 4:	90 xp
APL 6:	120 xp
APL 8:	150 xp
APL 10:	180 xp
APL 12:	210 xp

Total possible experience:

APL 2:	450 xp
APL 4:	675 xp
APL 6:	900 xp
APL 8:	1,125 xp
APL 10:	1,350 xp
APL 12:	1,575 xp

Treasure Summary

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

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend

additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

Treasure Key:

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

Encounter Two: Floor Plans

The Den – Room 3

All APLs – L: 1.5 gp; C: 10 gp; M: ogp

The Coal Room – Rm 5

All APLs – L: 3 gp; C: 83 gp; M: ogp

The Wine Cellar – Rm 6

All APLs – L: 6 gp; C: 0 gp; M: 51.5 gp

The Master Bedroom – Rm 10

All APLs – L: 2 gp; C: 94.5 gp; M: ogp

The Attic – Rm 11

All APLs – L: ogp; C: 96 gp; M: 33.3 gp

The Laundry – Rm 12

All APLs – L: ogp; C: 11 gp; M: ogp

390.3

Encounter Three: Grasped by the Throat

APL 2 – L: 2gp; C: ogp; M: 0 gp

APL 4 – L: 2gp; C: ogp; M: 350 gp

APL 6 – L: 2gp; C: ogp; M: 466.6 gp

APL 8 – L: 2gp; C: ogp; M: 654.1 gp

APL 10 – L: 2gp; C: ogp; M: 1070.8 gp

APL 12 – L: 2gp; C: ogp; M: 1800 gp

Adventure Maximums

APL 2: 400 gp

APL 4: 600 gp

APL 6: 800 gp

APL 8: 1046 gp

APL 10: 1463 gp

APL 12: 2192 gp

Specials

☛ **Gratitude of the Emrus Family:** Those who discover the means of Asril's death, and lay her to rest earn her family's favour. They arrange for a priest of Pelor to offer a one time weapon upgrade of the Bane (Evil Outsider) Special Ability (Regional Access). Once used, cross this out.

☛ **Special Notice:** The Commander of the Thornward garrison has been apprised of the bet and has taken a special interest. If the cat of the young girl is saved and returned to her, he is particularly impressed and will award the characters with their choice of an Influence Point or Regional Frequency to one of the following (check one):

☐ Wand of Cure Light Wounds

☐ Ring of Protection +2

☐ Amulet of Natural Armour +2

☐ Cloak of Resistance +4 (APL 10 or 12 only)

Appendix One: Monsters

Encounter Three: Grasped by the Throat

APL 2 (EL 3)

☛ **Choker / Rogue 1:** CR 2; Small aberration; HD 3d8+1d6+8; hp 24; Init +3; Spd 20 ft. (4 squares), Climb 10 ft. (2 squares); AC 18 (+1 size, +3 Dex, +4 natural), touch 14, flat-footed 15; Base Atk +2; Grp +11; Atk +8 melee (1d3+5, Tentacle); Full Atk +8/+8 melee (1d3+5, 2 tentacles); Space/Reach: 5 ft./10 ft.; SA improved grab, constrict sneak attack +1d6; SQ Darkvision 60 ft., Quickness; AL CE; SV Fort +2, Ref +8, Will +4; Str 20, Dex 17, Con 14, Int 10, Wis 12, Cha 4.

Skills and Feats: Climb +16, Hide +12, Move Silently +10; Improved Unarmed Combat, Improved Grapple, Lightning Reflexes,

Improved Grab (Ex): To use this ability, a choker must hit a Large or smaller opponent with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict. Chokers receive a +4 racial bonus on grapple checks which is already included in the statistics block.

Constrict (Ex): A choker deals 1d3+5 points of damage with a successful grapple check against a Large or smaller creature. Because it seizes its victim by the neck, a creature in the choker's grasp cannot speak or cast spells with verbal components.

Quickness (Ex): Although not particularly dexterous, a choker is supernaturally quick. It can take an extra standard action or move action during its turn each round.

Skills: A choker has a +8 racial bonus on Climb checks, and can always choose to take 10 on Climb checks, even if rushed or threatened.

Possessions: Thieves Tools, Short Sword, 2 Daggers

APL 4 (EL 5)

☛ **Choker / Rogue 3:** CR 5; Small aberration; HD 3d8+3d6+12; hp 37; Init +3; Spd 20 ft. (4 squares), Climb 10 ft. (2 squares); AC 22 (+1 size, +3 Dex, +4 natural +4 armour), touch 14, flat-footed 18; Base Atk +4; Grp +13; Atk +10 melee (1d3+5, Tentacle); Full Atk +10/+10 melee (1d3+5, 2 tentacles); Space/Reach: 5 ft./10 ft.; SA improved grab, constrict sneak attack +2d6, Evasion; SQ Darkvision 60 ft., Quickness; AL CE; SV Fort +4, Ref +12, Will +6; Str 20, Dex 17, Con 14, Int 10, Wis 12, Cha 4.

Skills and Feats: Balance +8, Climb +16, Hide +17, Listen +5, Move Silently +12, Tumble +9; Improved

Unarmed Combat, Improved Grapple, Lightning Reflexes, Prone Attack.

Improved Grab (Ex): To use this ability, a choker must hit a Large or smaller opponent with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict. Chokers receive a +4 racial bonus on grapple checks which is already included in the statistics block.

Constrict (Ex): A choker deals 1d3+5 points of damage with a successful grapple check against a Large or smaller creature. Because it seizes its victim by the neck, a creature in the choker's grasp cannot speak or cast spells with verbal components.

Quickness (Ex): Although not particularly dexterous, a choker is supernaturally quick. It can take an extra standard action or move action during its turn each round.

Skills: A choker has a +8 racial bonus on Climb checks, and can always choose to take 10 on Climb checks, even if rushed or threatened.

Possessions: Thieves Tools, Short Sword, 2 Daggers, Small Mithril Shirt, Vest of Resistance +1

APL 6 (EL 7)

☛ **Choker / Rogue 5:** CR 7; Small aberration; HD 3d8+5d6+16; hp 47; Init +3; Spd 20 ft. (4 squares), Climb 10 ft. (2 squares); AC 23 (+1 size, +3 Dex, +4 natural +5 armor), touch 14, flat-footed 20; Base Atk +5; Grp +14; Atk +11 melee (1d3+5, Tentacle); Full Atk +11/+11 melee (1d3+5, 2 tentacles); Space/Reach: 5 ft./10 ft.; SA improved grab, constrict sneak attack +3d6 Evasion Uncanny Dodge; SQ Darkvision 60 ft., Quickness; AL CE; SV Fort +5, Ref +11, Will +7; Str 20, Dex 18, Con 14, Int 10, Wis 12, Cha 4.

Skills and Feats: Balance +9, Climb +16, Hide +19, Listen +12, Move Silently +15, Tumble +15; Improved Unarmed Combat, Improved Grapple, Lightning Reflexes, Prone Attack.

Improved Grab (Ex): To use this ability, a choker must hit a Large or smaller opponent with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict. Chokers receive a +4 racial bonus on grapple checks which is already included in the statistics block.

Constrict (Ex): A choker deals 1d3+5 points of damage with a successful grapple check against a Large or smaller creature. Because it seizes its victim by the neck, a creature in the choker's grasp cannot speak or cast spells with verbal components.

Quickness (Ex): Although not particularly dexterous, a choker is supernaturally quick. It can take

an extra standard action or move action during its turn each round

Skills: A choker has a +8 racial bonus on Climb checks, and can always chose to take 10 on Climb checks, even if rushed or threatened.

Possessions: Thieves Tools, Short Sword, 2 Daggers, Small Mithril Shirt +1, Vest of Resistance +1

APL 8 (EL 9)

♣**Choker / Rogue 7:** CR 7; Small aberration; HD 3d8+7d6+20; hp 57; Init +3; Spd 20 ft. (4 squares), Climb 10 ft. (2 squares); AC 23 (+1 size, +3 Dex, +4 natural +5 Armour), touch 14, flat-footed 20; Base Atk +7; Grp +16; Atk +13 melee (1d3+5, Tentacle); Full Atk +13/+13 melee (1d3+5, 2 tentacles); Space/Reach: 5 ft./10 ft.; SA improved grab, constrict sneak attack +5d6 Evasion Uncanny Dodge; SQ Darkvision 60 ft., Quickness; AL CE; SV Fort +6, Ref +12, Will +8; Str 20, Dex 18, Con 14, Int 10, Wis 12, Cha 4.

Skills and Feats: Balance +9 Climb +16, Hide +21, Listen +14, Move Silently +22, Spot +11, Tumble +15; Improved Unarmed Combat, Improved Grapple, Lightning Reflexes, Prone Attack, Deflect Arrows.

Improved Grab (Ex): To use this ability, a choker must hit a Large or smaller opponent with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict. Chokers receive a +4 racial bonus on grapple checks which is already included in the statistics block.

Constrict (Ex): A choker deals 1d3+5 points of damage with a successful grapple check against a Large or smaller creature. Because it seizes its victim by the neck, a creature in the choker's grasp cannot speak or cast spells with verbal components.

Quickness (Ex): Although not particularly dexterous, a choker is supernaturally quick. It can take an extra standard action or move action during its turn each round

Skills: A choker has a +8 racial bonus on Climb checks, and can always chose to take 10 on Climb checks, even if rushed or threatened.

Possessions: Thieves Tools, Short Sword, 2 Daggers, Small Mithril Shirt +1 of Silent Moves, Vest of Resistance +1

APL 10 (EL 11)

♣**Choker / Rogue 9:** CR 7; Small aberration; HD 3d8+9d6+24; hp 67; Init +3; Spd 20 ft. (4 squares), Climb 10 ft. (2 squares); AC 25 (+1 size, +4 Dex, +4 natural +6 armour), touch 15, flat-footed 21; Base Atk +8; Grp +17; Atk +14 melee (1d3+5, Tentacle); Full Atk

+14/+14 melee (1d3+5, 2 tentacles); Space/Reach: 5 ft./10 ft.; SA improved grab, constrict sneak attack +5d6 Evasion Uncanny Dodge; SQ Darkvision 60 ft., Quickness; AL CE; SV Fort +8, Ref +14, Will +12; Str 20, Dex 18, Con 15, Int 10, Wis 12, Cha 4.

Skills and Feats: Balance +9, Climb +16, Hide +19, Jump +10, Listen +12, Move Silently +24, Spot +16, Sense Motive +3, Tumble +15; Improved Unarmed Combat, Improved Grapple, Lightning Reflexes, Prone Attack, Deflect Arrows, Iron Will.

Improved Grab (Ex): To use this ability, a choker must hit a Large or smaller opponent with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict. Chokers receive a +4 racial bonus on grapple checks which is already included in the statistics block.

Constrict (Ex): A choker deals 1d3+5 points of damage with a successful grapple check against a Large or smaller creature. Because it seizes its victim by the neck, a creature in the choker's grasp cannot speak or cast spells with verbal components.

Quickness (Ex): Although not particularly dexterous, a choker is supernaturally quick. It can take an extra standard action or move action during its turn each round

Skills: A choker has a +8 racial bonus on Climb checks, and can always chose to take 10 on Climb checks, even if rushed or threatened.

Possessions: Thieves Tools, Short Sword, 2 Daggers, Small Mithril Shirt +2 of Silent Moves, Vest of Resistance +2

APL 12 (EL 13)

♣**Choker / Rogue 11:** CR 7; Small aberration; HD 3d8+11d6+24; hp 77; Init +3; Spd 20 ft. (4 squares), Climb 10 ft. (2 squares); AC 25 (+1 size, +4 Dex, +4 natural +6 armour), touch 15, flat-footed 21; Base Atk +10; Grp +19; Atk +16 melee (1d3+5, Tentacle); Full Atk +16/+16 melee (1d3+5, 2 tentacles); Space/Reach: 5 ft./10 ft.; SA improved grab, constrict sneak attack +6d6 Evasion; Improved Uncanny Dodge; Trap sense +3; SQ Darkvision 60 ft., Quickness Improved Evasion; AL CE; SV Fort +9, Ref +16, Will +13; Str 20, Dex 18, Con 15, Int 10, Wis 12, Cha 4.

Skills and Feats: Balance +9, Climb +16, Hide +28, Jump +10, Listen +18, Move Silently +23, Spot +18, Sense Motive +7, Tumble +17; Improved Unarmed Combat, Improved Grapple, Lightning Reflexes, Prone Attack, Deflect Arrows, Iron Will.

Improved Grab (Ex): To use this ability, a choker must hit a Large or smaller opponent with a tentacle

attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict. Chokers receive a +4 racial bonus on grapple checks which is already included in the statistics block.

Constrict (Ex): A choker deals 1d3+5 points of damage with a successful grapple check against a Large or smaller creature. Because it seizes its victim by the neck, a creature in the choker's grasp cannot speak or cast spells with verbal components.

Quickness (Ex): Although not particularly dexterous, a choker is supernaturally quick. It can take an extra standard action or move action during its turn each round.

Skills: A choker has a +8 racial bonus on Climb checks, and can always choose to take 10 on Climb checks, even if rushed or threatened.

Possessions: Thieves Tools, Short Sword, 2 Daggers, Small Mithril Shirt +2 of Silent Moves and Shadow, Vest of Resistance +3

Encounter Four: Postpartum Depression AND Encounter Five: More Baby Blues

APL 2 (EL 4)

☛**Asril Pellos / Sorcerer 2** CR 4; Medium Undead; HD 2d12; hp 13; Init +2; Spd Fly 30 ft. (6 squares), AC 16 (+2 Dex, +4 Defl) touch 16, flat-footed 14; Base Atk +1; Grp +1; Atk +3 melee (*Draining Touch*) Full Atk +3 melee (*Draining Touch*) Space/Reach 5ft./5ft SA *Draining Touch (Su); Telekinesis (Su)*; SQ Darkvision 60 ft., incorporeal traits, rejuvenation, +4 turn resistance, undead traits. AL CE; SV Fort +0, Ref +2 Will +2; Str 8, Dex 14, Con 0, Int 14, Wis 8, Cha 18.

Skills and Feats: Concentration +5, Perform (Keyboard) +5, Perform (Sing) +5, Knowledge (Arcana) +7, Listen +1, Spellcraft +7; Eschew Materials, Arcane Preparation.

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Telekinesis (Su): A ghost can use *telekinesis* as a standard action (caster level 12th or equal to the ghosts HD whichever is higher). When a ghost uses this power it must wait 1d4 rounds before using it again.

Spells (7/5; save 14+spell level) 0-Ray of Frost, Detect Magic, Read Magic, Mending, Open/Close, 1-Magic Missile, Mage Armor

☛**Shadow** CR -; Tiny Magical Beast Undead; HD 2 hp 6 Init +2; Spd 15 ft. (3 squares), AC 15 (+2 size +2 Dex +1 Natural), touch 14, flat-footed 13; Base Atk +1; Grp +1; Atk +5 melee (1d3-4) Full Atk +5 melee (1d3-4) Space/Reach 2-1/2 ft./oft SA improved evasion, share spells, empathic link. SQ Low light vision, Darkvision 60 ft. AL N; SV Fort +2, Ref +4 Will +3; Str 2, Dex 15, Con 10, Int 6, Wis 12, Cha 2.

Skills and Feats: Balance +10, Climb +12, Hide +14 Listen +3 Move Silently +10, Swim +10

Skills: Rats have a +4 racial bonus to Hide and Move Silently Checks, and a +8 racial bonus on Balance, Climb, and Swim Checks. A rat can always choose to take 10 on Climb checks even if rushed or threatened. A rat has a +8 racial bonus on any swim check to perform some special action or to avoid a hazard. It can always choose to take 10 on a Swim check even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

APL 4 (EL 6)

☛**Asril Pellos / Sorcerer 4** CR 6; Medium Undead; HD 4d12; hp 26; Init +2; Spd Fly 30 ft. (6 squares), AC 16 (+2 Dex, +4 Defl) touch 16, flat-footed 14; Base Atk +2; Grp +2; Atk +4 melee (*Draining Touch*) Full Atk +4 melee (*Draining Touch*) Space/Reach 5ft./5ft SA *Draining Touch (Su); Telekinesis (Su)*; SQ Darkvision 60 ft., incorporeal traits, rejuvenation, +4 turn resistance, undead traits. AL CE; SV Fort +1, Ref +3 Will +3; Str 8, Dex 14, Con 0, Int 14, Wis 8, Cha 19.

Skills and Feats: Concentration +7, Perform (Keyboard) +5, Perform (Sing) +6, Knowledge (Arcana) +9, Listen +2, Spellcraft +9; Eschew Materials, Arcane Preparation, Energy Substitution (Cold)

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Telekinesis (Su): A ghost can use *telekinesis* as a standard action (caster level 12th or equal to the ghosts HD whichever is higher). When a ghost uses this power it must wait 1d4 rounds before using it again.

Sorcerer Spells: (7/7/4 save 14+spell level) 0-Ray of Frost, Detect Magic, Read Magic, Mending, Open/Close, Ghost Sound, 1-Magic Missile, Mage Armor, Negative Energy Ray, 2-Glitterdust.

☛ **Shadow** CR -; Tiny Magical Beast Undead; HD 4 hp 13 Init +2; Spd 15 ft. (3 squares), AC 16 (+2 size +2 Dex +2 Natural), touch 14, flat-footed 14; Base Atk +2; Grp -10; Atk +6 melee (1d3-4) Full Atk +6 melee (1d3-4) Space/Reach 2-1/2 ft./oft SA improved evasion, share spells, empathic link deliver touch spells. SQ Low light vision, Darkvision 60 ft. AL N; SV Fort +2, Ref +4 Will +5; Str 2, Dex 15, Con 10, Int 7, Wis 12, Cha 2.

Skills and Feats: Balance +10, Climb +12, Hide +14 Listen +4 Move Silently +10, Swim +10

Skills: Rats have a +4 racial bonus to Hide and Move Silently Checks, and a +8 racial bonus on Balance, Climb, and Swim Checks. A rat can always choose to take 10 on Climb checks even if rushed or threatened. A rat has a +8 racial bonus on any swim check to perform some special action or to avoid a hazard. It can always choose to take 10 on a Swim check even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

APL 6 (EL 8)

☛ **Asril Pellos / Sorcerer 6** CR 8; Medium Undead; HD 6d12; hp 39; Init +2; Spd Fly 30 ft. (6 squares), AC 16 (+2 Dex, +4 Defl) touch 16, flat-footed 14; Base Atk +3; Grp +3; Atk +5 melee (*Draining Touch*) Full Atk +5 melee (*Draining Touch*) Space/Reach 5ft./5ft SA *draining Touch (Su)*; *Telekinesis (Su)*; SQ Darkvision 60 ft., incorporeal traits, rejuvenation, +4 turn resistance, undead traits. AL CE; SV Fort +2, Ref +4 Will +4; Str 8, Dex 14, Con 0, Int 14, Wis 8, Cha 19.

Skills and Feats: Concentration +9, Perform (Keyboard) +6, Perform (Sing) +6, Knowledge (Arcana) +11, Listen +3, Spellcraft +11; Eschew Materials, Arcane Preparation, Energy Substitution (Cold)

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Telekinesis (Su): A ghost can use *telekinesis* as a standard action (caster level 12th or equal to the ghosts HD whichever is higher). When a ghost uses this power it must wait 1d4 rounds before using it again.

Sorcerer Spells (7/7/6/4 save 14+spell level) 0-*Ray of Frost*, *Detect Magic*, *Read Magic*, *Mending*, *Open/Close*, *Ghost Sound*, *Resistance*, 1-*Magic Missile*, *Mage Armor*, *Negative Energy Ray*, *Shield*, 2-*Glitterdust*, *Scorching Ray*, 3-*Fireball*

☛ **Shadow** CR -; Tiny Magical Beast Undead; HD 4 hp 19 Init +2; Spd 15 ft. (3 squares), AC 17 (+2 size +2 Dex +3 Natural), touch 14, flat-footed 15; Base Atk +3; Grp -9; Atk +7 melee (1d3-4) Full Atk +7 melee (1d3-4) Space/Reach 2-1/2 ft./oft SA improved evasion, share spells, empathic link deliver touch spells speak with master. SQ Low light vision, Darkvision 60 ft. AL N; SV Fort +2, Ref +4 Will +6; Str 2, Dex 15, Con 10, Int 8, Wis 12, Cha 2.

Skills and Feats: Balance +10, Climb +12, Hide +14 Listen +5 Move Silently +10, Swim +10

Skills: Rats have a +4 racial bonus to Hide and Move Silently Checks, and a +8 racial bonus on Balance, Climb, and Swim Checks. A rat can always choose to take 10 on Climb checks even if rushed or threatened. A rat has a +8 racial bonus on any swim check to perform some special action or to avoid a hazard. It can always choose to take 10 on a Swim check even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

APL 8 (EL 10)

☛ **Asril Pellos / Sorcerer 8** CR 10; Medium Undead; HD 8d12; hp 52; Init +2; Spd Fly 30 ft. (6 squares), AC 17 (+2 Dex, +5 Defl) touch 17, flat-footed 15; Base Atk +4; Grp +4; Atk +6 melee (*Draining Touch*) Full Atk +6 melee (*Draining Touch*) Space/Reach 5ft./5ft SA *draining Touch (Su)*; *Telekinesis (Su)*; SQ Darkvision 60 ft., incorporeal traits, rejuvenation, +4 turn resistance, undead traits. AL CE; SV Fort +2, Ref +4 Will +5; Str 8, Dex 14, Con 0, Int 14, Wis 8, Cha 20.

Skills and Feats: Concentration +11, Perform (Keyboard) +7, Perform (Sing) +8, Knowledge (Arcana) +13, Knowledge (Religion) +4, Listen +4, Spellcraft +13; Eschew Materials, Arcane Preparation, Energy Substitution (Cold)

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Telekinesis (Su): A ghost can use *telekinesis* as a standard action (caster level 12th or equal to the ghosts HD whichever is higher). When a ghost uses this power it must wait 1d4 rounds before using it again.

Sorcerer Spells (8/7/7/6/4 save 15+spell level) 0-*Ray of Frost*, *Detect Magic*, *Read Magic*, *Mending*,

Open/Close, Ghost Sound, Prestidigitation, Resistance, 1-Magic Missile, Mage Armor, Negative Energy Ray, Shield, Grease, 2-Glitterdust, Scorching Ray, Resist Energy, 3-Fireball, Displacement, 4-Summon Monster IV

☛ **Shadow** CR -; Tiny Magical Beast Undead; HD 4 hp 26 Init +2; Spd 15 ft. (3 squares), AC 18 (+2 size +2 Dex +4 Natural), touch 14, flat-footed 16; Base Atk +4; Grp -8; Atk +8 melee (1d3-4) Full Atk +8 melee (1d3-4) Space/Reach 2-1/2 ft./oft SA improved evasion, share spells, empathic link, deliver touch spells, speak with master, speak with animals of its own kind. SQ Low light vision, Darkvision 60 ft. AL N; SV Fort +2, Ref +4 Will +7; Str 2, Dex 15, Con 10, Int 9, Wis 12, Cha 2.

Skills and Feats: Balance +10, Climb +12, Hide +14 Listen +6 Move Silently +10, Swim +10

Skills: Rats have a +4 racial bonus to Hide and Move Silently Checks, and a +8 racial bonus on Balance, Climb, and Swim Checks. A rat can always choose to take 10 on Climb checks even if rushed or threatened. A rat has a +8 racial bonus on any swim check to perform some special action or to avoid a hazard. It can always choose to take 10 on a Swim check even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

APL 10 (EL 12)

☛ **Asril Pellos / Sorcerer 10** CR 12; Medium Undead; HD 10d12; hp 65; Init +2; Spd Fly 30 ft. (6 squares), AC 17 (+2 Dex, +5 Defl) touch 17, flat-footed 15; Base Atk +5; Grp +5; Atk +7 melee (*Draining Touch*) Full Atk +7 melee (*Draining Touch*) Space/Reach 5ft./5ft SA *Draining Touch (Su); Telekinesis (Su)*; SQ Darkvision 60 ft., incorporeal traits, rejuvenation, +4 turn resistance, undead traits. AL CE; SV Fort +3, Ref +5 Will +6; Str 8, Dex 14, Con 0, Int 14, Wis 8, Cha 20.

Skills and Feats: Concentration +13, Perform (Keyboard) +7, Perform (Sing) +9, Knowledge (Arcana) +13, Knowledge (Religion) +5, Listen +5, Spellcraft +13; Eschew Materials, Arcane Preparation, Energy Substitution (Cold), Empower Spell.

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Telekinesis (Su): A ghost can use *telekinesis* as a standard action (caster level 12th or equal to the ghosts HD whichever is higher). When a ghost uses this power it must wait 1d4 rounds before using it again.

Sorcerer Spells (8/7/7/7/6/4 save 15+spell level) 0-*Ray of Frost, Detect Magic, Read Magic, Mending, Open/Close, Ghost Sound, Prestidigitation, Resistance, Message, 1-Magic Missile, Mage Armor, Negative Energy Ray, Shield, Grease, 2-Glitterdust, Scorching Ray, Resist Energy, False Life, 3-Fireball, Displacement, Haste, 4-Summon Monster IV, Fear, 5-Cloudkill*

☛ **Shadow** CR -; Tiny Magical Beast Undead; HD 4 hp 32 Init +2; Spd 15 ft. (3 squares), AC 19 (+2 size +2 Dex +5 Natural), touch 14, flat-footed 17; Base Atk +5; Grp -7; Atk +9 melee (1d3-4) Full Atk +9 melee (1d3-4) Space/Reach 2-1/2 ft./oft SA improved evasion, share spells, empathic link, deliver touch spells, speak with master, speak with animals of its own kind. SQ Low light vision, Darkvision 60 ft. AL N; SV Fort +3, Ref +5 Will +8; Str 2, Dex 15, Con 10, Int 10, Wis 12, Cha 2.

Skills and Feats: Balance +10, Climb +12, Hide +14 Listen +7 Move Silently +10, Swim +10

Skills: Rats have a +4 racial bonus to Hide and Move Silently Checks, and a +8 racial bonus on Balance, Climb, and Swim Checks. A rat can always choose to take 10 on Climb checks even if rushed or threatened. A rat has a +8 racial bonus on any swim check to perform some special action or to avoid a hazard. It can always choose to take 10 on a Swim check even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

APL 12 (EL 14)

☛ **Asril Pellos / Sorcerer 12** CR 14; Medium Undead; HD 12d12; hp 78; Init +2; Spd Fly 30 ft. (6 squares), AC 17 (+2 Dex, +5 Defl) touch 17, flat-footed 15; Base Atk +6; Grp +6; Atk +8 melee (*Draining Touch*) Full Atk +8/+3 melee (*Draining Touch*) Space/Reach 5ft./5ft SA *draining Touch (Su); Telekinesis (Su)*; SQ Darkvision 60 ft., incorporeal traits, rejuvenation, +4 turn resistance, undead traits. AL CE; SV Fort +4, Ref +6 Will +7; Str 8, Dex 14, Con 0, Int 14, Wis 8, Cha 21.

Skills and Feats: Concentration +15, Perform (Keyboard) +9, Perform (Sing) +9, Knowledge (Arcana) +13, Knowledge (Religion) +5, Listen +6, Spellcraft +15; Eschew Materials, Arcane Preparation, Energy Substitution (Cold), Empower Spell, Delay Spell.

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each

such successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Telekinesis (Su): A ghost can use *telekinesis* as a standard action (caster level 12th or equal to the ghosts HD whichever is higher). When a ghost uses this power it must wait 1d4 rounds before using it again.

Sorcerer Spells (6/8/7/7/7/6/3 save 15+spell level)
0-Ray of Frost, Detect Magic, Read Magic, Mending, Open/Close, Ghost Sound, Prestidigitation, Resistance, Message, 1-Magic Missile, Mage Armor, Negative Energy Ray, Shield, Grease, 2-Glitterdust, Arcane Lock, Resist Energy, False Life, Blindness, 3-Fireball, Displacement, Haste, Dispel Magic, 4-Summon Monster IV, Fear, Confusion, 5-Cloudkill, Summon Monster V, 6-Acid Fog

 **Shadow** CR -; Tiny Magical Beast Undead; HD 4 hp 39 Init +2; Spd 15 ft. (3 squares), AC 20 (+2 size +2 Dex +6 Natural), touch 14, flat-footed 18; Base Atk +6; Grp -6; Atk +10 melee (1d3-4) Full Atk +10 melee (1d3-4) Space/Reach 2-1/2 ft./0ft SA improved evasion, share spells, empathic link, deliver touch spells, speak with master, speak with animals of its own kind, Spell Resistance 17. SQ Low light vision, Darkvision 60 ft. AL N; SV Fort +3, Ref +5 Will +8; Str 2, Dex 15, Con 10, Int 11, Wis 12, Cha 2.

Skills and Feats: Balance +10, Climb +12, Hide +14 Listen +8 Move Silently +10, Swim +10

Skills: Rats have a +4 racial bonus to Hide and Move Silently Checks, and a +8 racial bonus on Balance, Climb, and Swim Checks. A rat can always choose to take 10 on Climb checks even if rushed or threatened. A rat has a +8 racial bonus on any swim check to perform some special action or to avoid a hazard. It can always choose to take 10 on a Swim check even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Appendix B: Maps



