

Shadows of Intrigue

A One-Round Dungeons & Dragons® Living Greyhawk™
Shield Lands Regional Adventure
Version .9

by Paul Kulbitski

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In the vile city of the Mind Flayer King rumors circulate about the Great Conclave, a meeting of all of the ruling Houses. Could this be the beginning of a war among the Houses or a move to determine a new Mind Flayer King? Can the intrepid Shield Landers escape the Shadow Dark and its intrigues before it is too late? Part 4 of the Shadowdark Saga starts **immediately** after SHL7-02. A one-round Shield Lands adventure for APLs 4-12.

Resources for this adventure [and the authors of those works] include *Az'Halaz City Map* [Eric Anondson], *Complete Mage* [Skip Williams, Penny Williams, Ari Marnell, Kolja Raven Liquette], *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *Heroes of Battle* [David Noonan, Will McDermott, Stephen Schubert] and *Lords of Madness* [Richard Baker, James Jacobs, Steve Winter].

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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If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D rule books: PH, DMG, and MM.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

Along with this adventure, you'll find a RPGA session tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll

also find a LIVING GREYHAWK adventure record (AR). You need one copy of this for each participating player.

AVERAGE PARTY LEVEL (APL)

See Chapter One of the *Living Greyhawk Campaign Sourcebook* for details on APLs. If the APL of your group is an odd number, ask them before the adventure begins whether they would like to play the higher or the lower adjacent APL.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them and fight for them.

TIME UNITS AND UPKEEP

This is a standard Regional adventure, set in the Shield Lands. Characters native to that region pay 1 Time Unit per round; all other characters pay 2 Time Units per round.

More information about Lifestyle and Upkeep can be found in the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

The Shield Lands is in turmoil. Simen Sharn, heir to the Council of Lords, was apparently murdered by his uncle, Lord Natan Enerick. Enerick was captured and thrown into Deep Rock, the Shield Lands prison beneath the capital, Critwall.

The evidence showed that Simen Sharn's personal nurse was actually Zhayne ("Black Hearted Zhayne"), a succubus that has caused misery in the Shield Lands as long as anyone can remember. She even claims to have fed the fires between the Shield Lands and Furyondy leading to Iuz's success in the war! He was also apparently assisted by Captain Kruptan. Kruptan was a former guard/administrator at Enerick's foundry in Bright Sentry. Later, Kruptan was assigned the prestigious post of Captain of Gensal. He used that post to help direct weapons shipments from the foundry to both Shield Landers as well as Iuzians!

In SHLo6-08, *Shadows of Memory*, the players chased a strange manifestation of shadow. It led them into a strange realm where they had to fight shadow constructs of their friends. After successfully doing so, they began to materialize back on Oerth. As they did so, they saw Kruptan apparently confess to a multitude of sins as well as state that everyone had been duped! Then, as they were trapped between planes, soldiers of the Shield Lands executed Kruptan. Kruptan's body fell into shadow and was lost.

A moment later, and the PCs found themselves lost in shadows as well...

Thus, at the start of SHL7-01, the PCs are trapped 'beneath' the Oerth in the Shadowdark. Here they explore the outer reaches of the shadow dark to begin to discover what a terrible place this can be. The PCs learn about the Mind Flayer King and that he has a great city somewhere in the depths of the Shadowdark.

In SHL7-02 the PCs begin to learn about the complex power struggles that make up the political fabric of this realm. Also they went off in quest of a special dagger in order to use it to gain entrance into the city of the Mind Flayer King, Az'Halaz. It is possible that the PCs have made several enemies along the way.

A brief history of the Shadowdark:

The Shadowdark is a tainting of the real world with the infused power of the Plane of Shadow. It exists between daylight and total darkness—a land of whispers and screams, nightmares and shattered hopes.

How did the Shadowdark come into being? This is unknown. What is clear is that the Shadowdark is ancient, incredibly ancient. It intersects with Oerth in places where darkness runs deepest and where hope has the least chance to shine. Thus, the underground is ripe for an intersection with the Shadowdark, as are certain forests, deep waters, and mountain valleys. Sometimes it intersects Oerth in the pit of a well, the half-open closet, or down a darkened alleyway. In such times, monsters may come forth and grab the unsuspecting or the poor unfortunate may find themselves lost to a realm of night mares.

What is the Shadowdark? The section of the Shadowdark this adventure is concerned with is the realm of the Mind Flayer King. It is a series of naturally occurring cave tunnels and rips in the earth conjoined with hand worked corridors and magically constructed passageways. Most recently, the Iuzians have used the *earthstride* spell to move around the Shield Lands without interference from magical barriers against teleportation. However, the spell has torn new corridors through the Shadowdark (usually 10' diameter tubes or larger).

Remember, this is a twilight world of fear and hopelessness. Footsteps echo, shadows twitch, and the feeling of being watched is constant and oppressive. Environmental rules are in the Appendix.

Also note, in SHL6-08, we introduced the Shadowdark along with its environmental effects. The realm encountered in SHL 6-08 is actually a transitional realm closely tied to the Plane of Shadow. Thus, its effects are harsher than those presented for the Shadowdark proper. Still, the environment rules for the Shadowdark should prove a challenge for most parties.

ADVENTURE SUMMARY

Encounter One – The PCs were smuggled into the City of Az'Halaz. They need to find shelter and explore the city. They should meet several merchants that are willing to help them out and a few merchants that they have met

before. It is an opportunity to gather information and get the general layout of the city.

Encounter Two – The plot begins to thicken as two opposing Houses make offers that will be difficult for the PCs to refuse. House Reghez has asked them to attack a manufacturing facility of House Kohmbez and reversely House Kohmbez has asked that they eliminate a Reghez slave compound. Both Houses want to keep everything quiet and under cover. If they are exposed then all deals are off. They have six days to accomplish both tasks. On the seventh day they can claim their rewards or face being exposed.

Encounter Three – The PCs must come up with a plan to survive and accomplish the tasks that they were set to or somehow deal with the two opposing Houses in another way. There will be several options that they could likely choose outlined and how to handle them. If they choose something completely outside of what is outlined in this module there is a section on winging the adventure from there. Ideally this plan should finish at the end of day five.

Encounter Four – The section details information about the two objectives set by the mind flayer Houses. It will detail the defenses and routines of both places. Hopefully this information will help them figure out what they can do to undermine the Houses.

Encounter Five – On day seven, hopefully, after a day of rest, they are betrayed by the Houses. Enemies from the last module will attack the PCs. It is important to keep in mind who possesses *Deathtongue*. Who has it determines how the fight plays out. If the PCs survive they should end up with the dagger. The ultimate goal of the attack is to delay the PCs. Should the PCs be late or not arrive to the meetings then the Houses will not have to pay up. If the PCs do not accomplish the tasks of the Houses or refused to do them then this encounter will happen at an earlier time.

Encounter Six – Once the players have the dagger in their possession whoever possess it will begin to have dreams about what is happening in the Shield Lands while they are down there. If the PCs have the dagger at the beginning of the adventure it will issue hints throughout the course of the week that the PCs have been duped and they have played into their enemies hands just like it was planned.

Encounter Seven – This encounter only happens to those that have the disfavor Light in the Darkness from SHL7-01 or do something that would cause the City Guards to get involved. During the course of their stay they will get jumped by several city guards appropriate for APL. Also this encounter is referenced any time the characters would face city guards which should only happen if they are caught breaking the law.

Conclusion! – If the PCs are still alive and have accomplished their tasks they can go to the pre-arranged meetings with the Houses. The Houses will keep their bargains if the PCs show up on time. If they do not show up on time then there will be nothing for them in the pre-arranged locations. If they lost their element of

secrecy and the opposing Houses know who was responsible they will also earn the disfavor of said Houses which may haunt them in future modules.

PREPARATION FOR PLAY

Most importantly read this module a head of time. This is a multi-path adventure and may require the use of an imaginative DM. The players have a lot of freedom in this adventure and will always think of things that I have not. Be prepared for events that may cause all abyss to break out. I will attempt to supply you with enough tools to deal with most situations. When it seems that everything is completely off track look to the section called “Winging It”. Due to the choices of the PCs the encounters may not unfold in the expected order so it is important to know them well enough to adapt as needed.

Become familiar with the Shadowdark and Az’Halaz Appendixes and maps. This is a completely different realm than Flanaess, not all rules are the same. Also, depending on how many Shadow Points they have accumulated there are further benefits and possible drawbacks.

There is a lot of information that PCs may learn through gather information or simply speaking with particular individuals. When at a convention instead of reading out loud all of the information just give them the DM Appendixes that have the information that they have earned. During a home game you have the time deliver the information in which ever way works best.

Because it is crucial to the adventure, the DM should gather the following vital information before the start of play.

- **Does anyone speak Undercommon?**—Make a note of who does because only a few creatures in this module speak common. Also they will find a handout written in Undercommon.
- **Do the PCs have the dagger Deathtongue?**—There can be only one at each table. Read the *Deathtongue* Appendix to determine who the dagger would choose carried it. If the PCs carry it, see Encounter 6 and Appendix 8.
- **Do the PCs have the former Slave Noni with them?**—She can speak undercommon for them and has a few contacts in the city which may be important. If they saved her then she is with them, even if no one has the leadership feat yet. There can only be one Noni at the table if people have taken her as a cohort. If she is not a cohort she can’t do much more than be a translator for people and make a few introductions. She will not enter into combat but hide in plain site and stay out of the way.
- **Did the PCs ally with either the Troglodytes or the Dark Ones?**—This is important later for the encounter 5 “Who has the Dagger.”
- **Do they have the Shadow Chains?**—Without this necklace all social skill checks are made at a –4 penalty.

- **Did anyone serve Myoprim?**—If people let this be known they gain a +2 on social skills and a +4 on Intimidate checks. Myoprim’s name is known to the mind flayers and they fear her power. Also if they get into trouble with the “law” that person may call on her influence to help get them out of trouble.
- **How many Shadow Points do people have?** Maximum Shadow points possible are 4. See the Shadowdark Appendix. After completing this module they will gain an additional Shadow Point. If their last module was not in the Shadowdark Saga then they begin this adventure with 0 Shadow Points.
- **Do they have the favor Vooh’s Kindness from or the Dark Lantern from Loxo SHL7-01?** Some of these merchants are in the market place of Az’Halaz and could offer them additional help for what they have done in the past.
- **Do they have the disfavor of Light in the Darkness from SHL7-01?** If so, they will have an additional optional encounter because of their indiscretions in the past. See Encounter 7.

Note that in the city of the Mind Flayer King (Az’Halaz) light sources are considered a hostile act (there is an active magic that transforms the glow from magical weapons to that similar to the star stones). Unless the PCs are playing these events out of order there should not be any working light sources left.

The light conditions of the city of Az’Halaz are from the star stones that are every where. People without darkvision or lowlight vision can see 20 ft. beyond which the shadows are too thick to see through.

INTRODUCTION

If any player does not have their last AR as SHL7-02 then give them the alternate introduction. These players start with no shadow points and can only see 20 ft. of shadowy illumination in the city.

The lack of motion has become concerning. From inside the covered wagon you have heard sounds which suggest that you have traveled through some kind of city. Several minutes ago the sounds seemed to recede into the background shortly after your wagon stopped. Is it safe? Have you been lead into a trap?

The wagon is located in a small warehouse that is 20 x 20. It is completely bare and there are no light sources or windows in the warehouse. On one wall there is a large sized door that is the only entrance or exit into the warehouse. Those without darkvision are completely blind. Make note of anyone casting a light spell while in this warehouse. The PCs are safe and can stay in this warehouse for 30 minutes without any problems. After 30 minutes, if the PCs are still here an APL appropriate city guard will enter the warehouse on a tip off looking for smugglers. See Encounter Eight for APL specific city

guards. A DC 20 Diplomacy, Intimidate, or Bluff can get the guards to go away.

Alternate Introduction for those that were not in the Shadowdark series:

After another long and arduous journey it was time to find your rest. Staying in a room above Dewey's Tavern seems like a luxury after the constant trudging across the Flanaess. Safe and secure when you went to sleep, you awake to complete darkness. Your hands and feet are bound and you have a splitting head-ache. Feeling around you find yourself to be in a coffin shaped box made of some wood like material.

The bonds are a DC 10 Escape Artist or Strength check. The coffin is not nailed shut so can be opened very easily.

DEVELOPMENT

If the PCs have the dagger *Deathtongue* read over encounter 6. If the PCs have the favor from Agnena the Loxo or Irainbo Vooh go to part A of encounter one. If they do not proceed to part B of encounter one.

1: INTO THE DEN OF INIQUITY

PART A: POK'S PALACE OF PLENTY

After stepping out of the warehouse that they start in read the following.

Before you is a city market teeming with fabulous sites. Through the purplish illumination you can see dozens of shops selling everything from flesh to vacations. The diversity of population is right out some nightmare. Truly this is a city of aberrations.

If the PCs have cast any type of light spells they will hear the following, from Pok a baklunish merchant worshiper of Zilchus.

"By Zilchus's holy purse! Put that light out before it gets you killed!"

If the PCs have not cast light spells read the following.

"By the empty purse! What are you fools doing here? Quickly follow me or [Vooh or Agnena] will have my hide for letting you come to trouble."

Pok will lead them down the alley into the back of his store.

Pok Alhin-Muradi: human (baklunish) male Clr13

Pok's Palace of Plenty! – This a well established store front that seems to sell nearly any type of small luxury items, such as clothing, jewelry, art, crafts and other things of fine quality. He also has an extensive collection

of divine scrolls and potions. (Anything that can be purchased standard from the LGCS in any large city.) He will also have 6 scrolls of Tongues and two potions of Tongues. Also he has *pearls of power* 1,2,3 and *memento magica* 1,2,3 that are available to be purchased.

Pok is a boisterous fellow who is on a holy mission from Zilchus to make money in far away places. Role playing notes for "Pok Alhin-Muradi", he will use phrases such as "oh my gracious lost stars and sun light", "Oh may Zilchus tax my thoughts!", and "No good can from this!" Pok is a slightly absent-minded merchant that is a follower of Zilchus. He is a man of Baklunish lineage hailing from the Free City of Dyvers.

Pok can cast spells the PCs may need such as *raise dead*, *atonement*, and any other NPC cleric spell at the standard LGCS prices. He has a great deal of information that he is willing to sell them. They may either buy that information with 10gp per APL or give him wooden items equal to 5gp. Quarterstaves, greatclubs, hafted weapons, torches, bows etc... anything primarily made out of wood. Wood is a rare commodity in the Shadowdark so it is considered a luxury item. He plans to take any mundane wooden item and carve them into jewelry and resell them for outrageous prices.

The things that he can tell the group are quite extensive. Appendix 5 for details. If pressed for time hand this out to the players. Also if they have bribed Pok with wood or gold give them Appendix 6.

Pok will provide clothing and other assorted items that will make the PCs look more native to the area if they have paid him in gold or wooden items. Pok's Disguise check is +13, but with the use of native items it increases to +15.

PART B: THE MARKETPLACE

Before you is a city market teeming with fabulous sites. Through the purplish illumination you can see dozens of shops selling everything from flesh to vacations. The diversity of population is right out some nightmare. Truly this is a city of aberrations.

There are many stalls and shops here. The PCs will be able to purchase anything that is standard LGCS for a large city. The only difference is that items that would normally be made from wood are actually made from cured fungus. These items have the same hardness and properties of wood but look dull grey and slightly odd. (Knowledge (nature) DC 10 to identify the wood substitute). Also they will not be able to buy any light sources magical or mundane. Nor are any scrolls available with the light descriptor.

If the PCs did not meet Pok and they cast a light spell in the market have people react by running away from the light shouting in terror for the guards. A troop of guards will show up in about 6 rounds. If they have not extinguished the light sources see encounter 7 for a typical city guard unit appropriate for their APL.

Specific people/shops that they can find. Many of these merchants have appeared before and may remember the PCs. They are all gathering here for the Great Conclave. The population is slowly swelling in preparation for the Grand Conclave.

- **The Cube:** Gelatinous Cube merchant. Ok, this is a bit silly, but it's meant for fun. There is a merchant "booth" that has exotic weapons shown on PHB table 7-5, plus a +1 *fullblade*. It is essentially just assorted weapons scattered around in a big pile. Next to the pile is a gelatinous cube. It says nothing. It just, kind of, well, sits there, shaking ever so slightly. Also next to it is a small pile of gold. The other merchants just say this thing shows up from time to time, dropping off whatever it picked up in the corridors. Apparently, it must have come across a battle somewhere. No one has ever tried to cheat it, because, well, it's just a bit creepy... Players can leave any money they want and take what ever weapons they want. They can even take gold if they want! However, the next morning, they will lose any items they did not fairly pay for, and any gold they stole.
- **Irainbo Vooh:** Female half-fiend high elf ring merchant. She is strikingly beautiful with dark blue skin and moonlight white hair. She is painted head to toe with intricate tattoos. She does detect faintly as evil but not in anyway that would jeopardize a paladin's vows. She will try to seduce a male member of the party with a Charisma of 12 or better. If someone in the party has her favor she will look for her friend from SHL7-01. If he agrees to another date she will again give the PCs a discount. She can sell the PCs any of the following rings: *ring of counterspells* (4,000 gp), *ring of arming* (5,000 gp), *ring of mystic defiance* (7,500 gp), *ring of force shield* (8,500 gp), *ring of chameleon power* (12,500 gp), *ring of lightning flashes* (11,250 gp). If a male (of 12 Charisma or better) in the party agrees to have a night cap with her after she shuts down her shop tomorrow the PCs receive Vooh's second date on the AR. Irainbo can provide any information on the Houses of Az'Halaz and who their enemies are she also knows that Agnena has access to the underground anti-slavery group, but she will not give out any information if she does not get a second date out of it. The second date should happen after the players get the invitation from the Houses, so they have the opportunity to discuss the information with Irainbo Vooh. Before the end of the second date she will tell her date that he should expect betrayal before he returns for his rewards.
- **Agnena:** Female Loxo spell merchant. She sells scrolls (from the DMG) of 450 gp value or less, and potions of 300 gp value or less. She has a maximum of 1 of any particular scroll; except for *comprehend languages* of which she has six copies. She just got here yesterday and is happy to see her friends if they earned her favor in SHL7-01. She will happily impart any information she can to assist her friends. She also has contacts with the anti-slavery league and can give the players a hand

in meeting them. If the players did not help her in SHL7-01 she will offer no information and charge them 20% more than book value for her wares.

- **Der Mor:** Female kobold rock merchant. That's right. They sell rocks. Lots of them. Perfect for using in slings or just tossing at someone. Heck! Drill a hole in one edge and make a necklace! Have a slight breeze? Use one as a paperweight! She has a small horde of kobolds with her (20). If characters buy enough rocks then her 20 kobolds might be willing to help them later in the adventure if they need distractions or traps built.
- **Montey:** Male dark satyr vacation merchant. He is offering travel packages that include guards and guided tours to such places as The Slime Pits of Adnenfalls (beautiful green waterfalls and soothing pools of bubbling slime, it is very good for the skin); Flight down the Bottomless Pit of Nocando (contains an in flight meal and an unmatched sense of exhilaration); Safari on the Blasted Plains (no place else smells like this in all of the Shadowdark, see the wild voracious creatures of the blasted plains up close in their natural environment) payment requested up front.
- Various other shops and stores as well as typically 100 creatures of various types shopping at any given time in the market place. Strange aberrations, planar creatures from shadow realms and every kind of intelligent beastie could be shopping here. They will witness frequent beatings of slaves. The casual murder of slaves that drop things etc... This is an evil city and they will witness such acts. If they interfere see encounter eight for city guards.

Gather Information in the Market place, see Appendix 7.

PART C: TO THE INN OF THE DESPERATE MARTYR

As you are walking down the street you hear phantom sounds of an army marching. There is a visceral sense that reality has been pulled tight around you as shadows and light swirl through some buildings to your left. This kaleidoscope of brightness and darkness silently disintegrates the buildings as they collapse into the swirling mass of light and shadows. As quickly as it started it ends leaving a trail of destruction behind. In its wake follows a slowly marching shadowy troop of about one hundred orcs lead by some hideous toad like fiend. They do not seem to be aware that they are marching 5 feet off the ground and through the wreckage of several buildings. As they march past they become less and less substantial until they simply disappear into nothingness.

It takes about 2 minutes for this army to march past. Allow the PCs to react with this phantom army. Spot DC 15 will notice that on each of the uniforms there is a symbol of a skull surrounded by tears. DC 10 Knowledge (local: Iuz metaregion) will indicate that this is the symbol of IUZ. DC 15 will identify them as the Blood

Rager tribe, infamous for their extreme devotion to IUZ and their blood thirsty frenzies. DC 20 Knowledge (planes) will indicate that the fiend is a Hezrou. Spellcraft DC 23 to identify the spell as likely being the infamous *earth stride* that is causing all of the problems for the Shadowdark and has dire implications for the Shield Lands. The Iuzian forces are not really on this plane and cannot see or interact with anyone in the Shadowdark. The buildings that they have crossed through are completely destroyed. If they investigate they will look as though they were effected by a disintegrate spell in roughly a 20ft wide cylinder that passes right through the buildings and several unfortunate people. The path of destruction is about 100 feet long and then suddenly ends.

There is nothing the PCs can do to avert this or affect it in anyway. Even an anti-magic sphere or disjunction will not affect this spell because it is not truly on this plane of existence.

INN OF THE DESPERATE MARTYR

This is a small inn located a few blocks from the Market Area. During their meetings with either the merchants or gathering information, they will learn that this is the only likely place that they will be admitted to stay without drawing undue attention. The inn has the symbol of a hanging man with several spears sticking out of him on the sign above the door. The inn is of moderate quality. People choosing Rich or Luxury lifestyle can stay at this inn without crimping their style. There are 15 boarding rooms. On the top floor there are 3 rooms for luxury people, on the 3rd floor there are 5 rooms for rich lifestyle and the 2nd floor there are 7 rooms for standard lifestyle. The main floor is a large tap room and dining hall. This is primarily a non-mind flayer establishment. It is also an inn that discourages people from asking questions. The owner of the Inn is a half-orc named Koto (Cleric 7 of Tritherion). Anyone who attempting to Gather Information will cause Gor'ic, a Dark Ogre-Mage, to materialize next to them and ask them to keep there questions to themselves. Wagging tongues are not appreciated here. Most of the inhabitants of this inn are humanoid or monstrous humanoid. There are no obvious aberration patrons.

CREATURES

Gor'ic: male dark ogre mage sorcerer 8

Koto: half-orc cleric 7 of Trithereon

DEVELOPMENT

If the PCs have *Deathtongue* then give them player handout 2, otherwise proceed to encounter 2.

2: NO GOOD CAN COME FROM THIS!

PART A

The next day after the PCs wake up they will find a message waiting for them. Give the PCs Player Handout 1. This is an invitation to meet with House Reghez at noon in a place called Maelazio. The invitation is written in Undercommon. If the PCs can't read Undercommon then give them a blank piece of paper with gibberish written on it until they find the means to understand Undercommon.

If the PCs have the disfavor "light in the darkness" from SHL7-01 see Encounter 7, they will be attacked a few blocks before they get to the meeting at Maelazio.

With a DC 15 Gather Information check they can learn that Maelazio is a restaurant that caters to the delicate sensibilities of mind flayers, it is only open for evening meals and is very expensive. They also learn its location and that anyone entering other then mind flayers are typically considered food. If you have anyone under the age of 18 at the table then be a little euphemistic. With a DC 20 bardic knowledge or DC 25 Knowledge (dungeoneering) check a PC learns that the term Maelazio refers to the aphrodisiac qualities of a virgin's brain.

The PCs may wish to gather information about house Reghez before they venture to Maelazio. If so please refer to Appendix 7 House Information.

Maelazio—is a beautiful building carved out of an iridescent green stalagmite that is about 70 feet wide and 40 feet tall before it is sheared off at the top like a small plateau. There is a vibrant garden terrace that is filled with fantastical luminous flora of the shadow dark. Upon the plateau is what appears to be a residence of very fine quality. There is a standard mind flayer (MM p 187) guarding the front door. If the PCs present the invitation it allows them in. The mind flayer only communicates by telepathy, so even if the PCs can only speak Common they understand its telepathy. The guard leads them to a 30 ft. x 30 ft private dining room. In each corner of the room, wearing what appears to be a waiter's uniform, are standard mind flayers. In the center of the room is a large circular table that has eight chairs around it. On the massive table are eight sets of full body restraints, head braces, and ball gags. A quick look reveals that they are adjustable for Small to Medium sized humanoids and that the head of each body would be about where a dinner plate would rest in front of each of the eight chairs. Also in this room is a very overweight mind flayer, Malemnic-ez Reghez, and his pet nessian warhound.

As the party approaches, two mind flayers carry out the husk of a humanoid form. Its brain has obviously been sucked out of its empty skull. In the center of the room is a large circular table covered in restraints and surrounded by eight elegant chairs. Seated in the largest chair across the table from you

is a large corpulent mind flayer extravagantly dressed in eye searing colors. It seems to be delicately cleaning its tentacles with a blood stained napkin. Underneath the table a large dog-like creature chews on some leftover scraps.

You hear a voice in your mind. "Excuse me my dear ladies and gentlemen I had hoped to finish my afternoon repast before you arrived. Please have a seat." The rotund Mind Flayer gestures to the chairs surrounding the table. "My name is Malemnic-ez and I have a proposition for you that I'm sure you will not refuse."

It is possible that some PCs are unable to hear the telepathy due to mind blank spells or effects. As long as one character understands him he continues using telepathy. Malemnic-ez will pretend he does not understand Common but through telepathy he can be understood by anyone who can hear him. His Bluff is +29. He speaks Undercommon, Infernal, Abyssal, and Terran. He reacts as though he understands those languages. He hopes that PCs reveal some secrets in common that he can use later.

Malemnic-ez Reghez is the owner of Maelazio. He is here to employ the PCs to imposition the house of Kohmbez's manufacturing production. Malemnic-ez is always unfailingly polite, brutish behavior is contemptible and beneath him. He seems very sincere and gives the impression he is doing the PCs a favor by speaking with them. He detects as evil if anyone attempts to discern his alignment. He avoids saying anything untrue if he can help it. He has the following things to tell the PCs.

- Malemnic-ez would like to employ the PCs for the next 6 days. If some very serious accident were to occur and seriously impose House Kohmbez's main manufacturing facility, he pays them a bonus. He always be euphemistic about what he wants done. A Sense Motive DC 12 reveals that he is implying that he would like it so that it would be impossible for production in that facility to continue.
- He gives directions to the main Kohmbez facility.
- If by the end of the 6 days there were to be a terrible misfortune to befall the facility he will pay the PCs handsomely. He will give them some magical items (which appear on the AR). He also offers 50 gp per APL per person.
- If people ask about payment up front he states that he has yet to mention their location to the Mind Flayer King's guards.
- He is also willing to trade them information. He has learned through his sources that the PCs are seeking a means to return home. He may be able to help. He lets it be known that the PCs need the information from the headless outsider human (Kruptan) and if they do this job he may be able to give them some information.
- This must be done in the most complete secrecy. The PCs hands must not be linked in anyway back to

House Reghez. If it is they will violate this contract and House Reghez will disavow all knowledge of them.

- Malemnic-ez swears an oath on his House that if production is severely hampered he pays the agreed price in precisely 7 days at this restaurant at noon. Sense Motive DC 15 reveals that if the PCs are not on time they forfeit the payment.
- If the PCs choose to refuse he blandly states that such a choice would result in their locations and disguises (if any) to be learned to the Mind Flayer King. He is not sure what would happen after that but it is unlikely the PCs would enjoy it.
- If the PCs ask specific questions about the facility's defenses he remarks how delightful non-slaves are and that they should use those inquisitive minds to find out while they still retain them.
- If they ask about House Kohmbez he tells them that they are hidebound traditionalists that cannot appreciate the finer things in life. They are austere and fanatical in their devotion to each other.

It is possible that PCs may ask a number of things that are not detailed above. Use your best judgment and refer to the Gather Information tables or general information about the city. If it becomes necessary Malemnic-ez's Bluff modifier is +29.

Characters who *detect thoughts* on Malemnic-ez first feel a tingly barrier around the mind flayers' thoughts. If the PC chooses to push through the barrier they are affected by the mind flayer's mind blast, no saving throw, with a duration in minutes not rounds. However, they learn the following.

- Malemnic-ez will not betray his word or his house, but he may find means that causes the PCs to fail to receive their payment.
- This is House Reghez's first step in gaining enough power to have one of its members named the next Mind Flayer King.
- Malemnic-ez thinks that the PCs will make wonderful slaves if they get caught.
- He is fantasizing about eating a particular characters brain.

The PCs may choose to fight Malemnic-ez rather than give into his extortion. This is not the intent of this encounter, but everyone should be allowed to make mistakes. If so they loose any favor that House Reghez might bestow on them. There are twelve other mind flayers in the building that come to Malemnic-ez's aid within three rounds. If about to die, Malemnic-ez hides in plain sight and flees. All of the mind flayers are wearing *spellguard rings* attuned to their mind blast powers. So they can blast away without worry of hurting each other 3/x per day each. The regular mind flayers will hog pile on one foe at a time assisting each other in grapples to extract one brain at a time. They will start with those who look physically weakest and not disabled by their mind blasts.

CREATURES

Mind Flayer (4): hp 44; MM 187.

Nessian Warhound: hp 119; MM 152.

Malemnic-ez Reghez: hp 118; Appendix 1.

PART B

The following scene unfolds after the PCs leave Maelazio but before they return to the Inn of the Desperate Martyr.

A shadowy form of an elf waves for your attention. "Quickly follow me, your lives are in danger." The elf quickly leads you down an alley.

After entering the alleyway you see several large spiders descending to cover your retreat. Then a small band of [trogodytes or dark ones which ever group they didn't give the dagger to in SHL7-02] round the corner into the alley as elves riding large spiders pepper them full of arrows. "We'll leave them for the clean up crew. Come, my master would like to speak with you."

The shadow elves communicate to the PCs that they would like to introduce the PCs to their commander. The elves speak Undercommon and an odd dialect of elven. The shadow elves are actually high elves with the dark template. They do not detect as evil. Any characters that speak elven should be able to understand them well enough to communicate if no one speaks Undercommon.

The elves lead them to a building that is a fighting school. The name plaque on the building says "Solit Ka". Bardic knowledge DC 20 or Knowledge (dungeoneering) 25 roughly translates this as "Dojo of the Wisest Mind" which refers to some form of monkish martial arts discipline.

This building is designed for training in various forms of combat. Exotic weapons line the walls in artistic displays. Circles have been painted on the floor for practice. Siveralis-ez Kohmbez, a representative of House Kohmbez and an ulitharid, waits for the PCs. He is very serious and straight forward about his comments and his desire to have the PCs help him out. However, if the PCs will not work for him he reveals their location to the Mind Flayer King.

- Siveralis-ez would like to employ the PCs for the next 6 days. He wants them to destroy House Reghez's main slave compound or severely weaken their ability to make money from their slave trading. If they do so they will be well rewarded.
- He gives directions to the main Reghez slave compound.
- If the compound is destroyed or the sale of slaves is halted within six days he pays the PCs handsomely. He gives them access to some items (which appear on the AR). He also offers 50gp per APL per person.

- If PCs ask about payment up front he mentions that he has yet to reveal their location to the Mind Flayer King's guards.
- He is also willing to trade them information. He has learned through his sources that the party is seeking a means to return home. He may be able to help. He can give them information about the Mind Pool and how they might use it.
- This service must be done in the most complete secrecy. The PCs hands must not be linked in anyway back to House Kohmbez. If it is, they will violate this contract and House Kohmbez will disavow all knowledge of them.
- Siveralis-ez swears an oath on his house that if the slave compound is destroyed or House Reghez's slave sales are seriously hampered he pays the agreed price in precisely seven days at this place at 2:00pm. Sense Motive DC 15 reveals that if they are not on time they forfeit payment.
- If the PCs refuse, he blandly states that this choice would cause for their locations and disguises (if any) to be reported to the Mind Flayer King. He is not sure what would happen after that but it is unlikely the PCs would enjoy it.
- If the party ask questions about specific defenses of the Compound he mentions that they have a significant number of guards at all times. They have been known to employ nessian warhounds, and other vicious creatures to help hunt runaway slaves and intruders. However, the PCs will have to examine the place more closely because they like to switch things up every few weeks.
- If asked if how he feels about slavery he says that it is distasteful and inefficient. While slaves may be cheap the quality of their work and their loyalty is always suspect.
- House Reghez is over confident and obsessed with showing their lavish wealth and power. They are simpering fools who care more about fashion and money then they do about their people.

If PCs attempt to detect thoughts on Siveralis-ez's they are blocked by a *mind blank* spell.

The PCs may decide that they would like to fight Siveralis-ez instead of deal with his threats. If so he first uses either *mass confusion* or *dominate monster*. Then he eliminates healers or arcane casters who bypass his SR. He saves melee opponents until last unless they are causing the most damage. If Siveralis-ez believes that he may be defeated he flees with *dimension door*. Also, if for some reason PCs want to spar, Siveralis-ez accepts the challenge and fights by dealing non-lethal damage and avoids use of his mind blast or spell like abilities.

CREATURES

Siveralis-ez Kohmbez: hp 180; Appendix 1.

TROUBLESHOOTING

It is possible that the PCs have decided to not work with either of the Houses. Then their locations and current descriptions (if disguised) are released to the Mind Flayer King. First thing the next day they will have Encounter 5 “Who has the Dagger?” Proceed to Encounter 7 because this causes the PCs to be exposed again and hunted until they are captured or dead. The guards do not want to kill the PCs but uses lethal force if it is used against them. After Encounter 5 they have 1d4 hours until the first guard group finds them. Every four rounds after the first group another group arrives until they have been capture or they have defeated four groups. Each new group asks them to surrender. If the PCs escape give them 1d6 hours and repeat the cycle. If the PCs want to work for one House but not the other then proceed as normal and they forfeit the rewards from the House they refused.

DEVELOPMENT

If the PCs accepted a second date with Vooh that will be this evening. If the PCs have not done any information gathering now might be a good time. Otherwise, they need to plan how they will deal with the two tasks they have been blackmailed into which is detailed in encounter 3. If PCs turned down both houses skip to encounter 5 and then encounter 7.

3: DIRTY DEEDS DONE DIRT CHEAP

The PCs will need to come up with a plan to deal with two objectives that the Houses have given them. The following outlines several different options presented through out the module or common tactics for adventures. 1) Direct Approach 2) Sabotage 3) Subterfuge 4) Enemies of my Enemies 5) Slave Revolt. This requires a lot of flexibility on the part of the DM. The goal is to create an experience that allows the players to take control of their situation and play to their strengths.

If the PCs have Noni with them she mentions in passing that they might be able to recruit the anti slavery group with in the city. She introduces the PCs to Koto the owner of the Desperate Martyr Inn.

If the PCs mention anything about this to either Agnena or Irainbo they provide whatever assistance they can without getting in trouble. See their entries in encounter one.

DIRECT APPROACH

This is likely the most difficult way to do things. However, it is the most obvious and therefore typical for many PCs. This method assumes that they have not recruited any allies to help them with their objective and they plan to kick down the doors and cause mayhem and destruction. Through the observation of the two places they may formulate a plan to go in, eliminate as many guards as possible and demolish as much as possible and freeing the slaves before escaping. However, with this approach PCs have more encounters then any other

method. All of the encounters past the elite encounter are optional encounters but the experience and gold is still limited by their APL. See each section in Encounter 4 to determine which people they have to fight. Also remember that there are innocent workers or slaves in either place that could come to harm if the PCs are not careful.

SABOTAGE

It is possible that the PCs do a number of things to stop production of goods or sales of slaves. They may attack distribution sites, or shipments of slaves, steal goods before they are delivered. Use the standard guard encounter from Encounter 4 for these types of encounters. PCs need to do this twice to each house at least. While this does significantly hamper business it is not enough in itself. However, if PCs accompany it with a smear/rumor campaign it may be enough. It will require three different rumors for each House. This will require a Bluff check of DC 25 each time. Only someone who speaks Undercommon is going to be able to attempt this. Remember, if that person does not have a shadow chain they have a -4 circumstance penalty to all social skill checks. (Lifestyle benefits do not apply here). If they fail twice in a row then they are confronted by a troop of city guards. See Encounter 7. Eventually the Houses are going to investigate the rumors and the saboteurs. If anyone escaped the minor encounters or if the city guards were called then they have to fight elite guards from Encounter 4.

SUBTERFUGE

It is likely that they may devise a plan to create a major distraction and then infiltrate the buildings. They may start the buildings on fire, cause an earthquake, use a very large amount of alchemist fire etc.... PCs must be careful if they attack during a time when innocent slaves and workers are around. Also, if the group is stealthy they may be able to get in and out with minimal fuss, free the slaves, and destroy enough of the manufacturing facility to stop production for a while. If PCs create a large enough distraction or are stealthy enough they only have to face the elite guard encounter in each building. If their stealth or distraction is amazing the DM may allow them to even bypass the elite encounters.

SLAVE REVOLT

If the players have the dagger, Noni, or have the favor of Agnena from SHL7-01 then they will have information regarding the anti-slavery underground available to them. The dagger suggests this because its special purpose in life is to spread terror and few things are better then a riot. This is be the easiest path for PCs to take because, the anti-slavery league is well organized but lacks the backbone to actually do something about slavery. The leader of the anti-slavery league is Koto, a half-orc 7th level cleric of Trithereon. The anti-slavery underground headquarters is located in the subbasement of the

Desperate Martyr. Noni or Agnena introduces the PCs to Koto. Koto speaks Common and will offer help to PCs with a successful Diplomacy check (DC 15), if the person is not good aligned the DC is 20.

Koto has long been planning a strike against the Reghez slave compound the PCs need to take out. His problem is that he does not have forces that can take out the elite guards. He and his forces are willing to create a distraction and take out the normal sentries. However, PCs would have to take out the elite guards next to the slaves. Koto's forces will not be ready until the 5th day to start the riot/diversion.

If the PCs help Koto with the Reghez slave compound then he helps them recruit allies to help with the Kohmbez Facility.

Koto arranges three meetings with anti-slavery sympathizers or enemies of House Kohmbez over the next three days. If the PCs convince the sympathizers to help them, then most of the work will be done by the allies. All three groups only speak Undercommon if PCs do not have a diplomat that speaks Undercommon, Koto can cast *tongues* if it is not available to the PCs some other way.

The first group is a bunch of dark kobolds and dark goblins who are tired of having their people captured and enslaved. None of them are good aligned or very intelligent but they are a very crafty group. They love a show and a good speech. If they are entertained, DC 20 Diplomacy, Perform or Bluff they help. They do so by drawing out the guards around the perimeter of the facility and leading them into traps that the kobolds will make. If the PCs have purchased rocks they get a +2 circumstance bonus on their checks, if they spent over 2 gp on the rocks then they get a +4 circumstance bonus. If the PCs fail the check, they will have to deal with the perimeter guards themselves. There are no retries on this check.

The second group is a mixed group of dwarves, troglodytes, and miscellaneous monstrous humanoids that are native to the Shadowdark. All of these people are enemies of the shadow elves and House Kohmbez. None of these tribes or bands are sponsored by any of the Houses so they are often captured and enslaved by the shadow elves. With a successful DC 25 Diplomacy or Bluff check they help the PCs and take some revenge on the shadow elves' sponsor. They will undermine the structure of the building causing it to be severely damaged and to partially collapse. The method that they employ allows some time for people to escape the building and then for group three to complete their task before it is finally demolished. If one of the PCs has had a second date with Irainbo Vooh, the PCs gain a +2 circumstance bonus to this check. The PCs can also bribe to gain additional circumstance bonuses to this check. PCs without a Shadow Chain have a -4 modifier to the check. If the PCs fail this check, they need to do significant damage to the building themselves in order to stop production. There are no retries on this check.

The third group is made of several mind flayer smiths and craftsmen from various Houses that have lost

their businesses due to the machinations of House Kohmbez. With the majority of the guards removed by either the first group or the PCs, these min flayers go in and deal with the remaining guards. Also, they plan on stealing as many tools and supplies as they can with the hope of reequipping themselves to start new businesses. If PCs agree, they receive a +2 circumstance bonus on the check. If the PCs have had a second date with Irainbo Vooh, they get an additional +2 circumstance bonus. If PCs have several wooden items to bribe the mind flayers with, they receive an additional +2 circumstance bonus to the check. The Diplomacy or Bluff DC is 30. PC's without a Shadow Chain have a -4 modifier to the check. If PCs fail this check, they need to confront the elite guards that are stationed inside of the building by themselves and destroy or steal a bunch of tools and manufacturing goods.

It takes several days for each group to get ready and do what they need. They are ready on the 5th day and coordinate with Koto. Koto plans on having the freed slaves and their allies create a riot to keep the city guards from messing up the plans for either group. The attack on the slave compound starts 15 minutes before the attack on the facility. This gives time for the slaves to riot and former slaves to brew and move in that direction.

ENEMY OF MY ENEMIES

Either through their contact with Irainbo Vooh or through their Gather Information checks PCs learn there are enemies of House Reghez and House Kohmbez that could be employed to help them complete their tasks. Irainbo Vooh can contact them or the PCs can attempt to do so with a Gather Information DC 25. They can contact any of the three groups in the slave revolt section and make similar deals.

WINGING IT

Expect the unexpected, if the PCs are on a completely different path then what has been presented then use bits and pieces of all the above. Hopefully PCs come up with a plan that, as DM, you believe has a chance of success. The PCs should encounter at least one of the elite guards from either site. It is possible that they create a plan that has them attacking more guards then necessary. Do not forget the city guards, at any time there is a chance of being discovered unless they have allies that are taking care of the guards or some other plan. See Encounter 7 if you believe the guards become altered. Freely use the appropriate encounters in and around the buildings that are in encounter three. Also, remember that most of the time there are innocents in the Kohmbez facility at least if not the slaver compound as well. Mass destruction that includes innocent slaves could be bad for their alignment.

4: LAY OF THE LAND

Parties may wish to explore and spy on the locations that they are asked to destroy. This section details the information that they might find. Pay special attention to Appendix 9. It is a map of the city.

The PCs may attempt to use magical means of spying such as *scry*, *greater scry*, *chain of eyes* and the like. Neither location has scrying defenses in place. Mind flayers are rarely concerned with scrying because of their natural SR and never think about the slaves around them as being possible targets for scrying. Their overconfidence often leads to their downfall.

The PCs may also attempt to physically infiltrate either building to find out more information. They may use Bluff and Disguise, or Hide and Move Silently to gain access to the interior of either location. The creatures in charge are standard mind flayers. Mind flayers typically will use *detect thoughts* on anyone they converse with if they are even slightly suspicious such as a delivery person showing up that doesn't speak Undercommon. If the PCs are sneaking around then use the Spot and Listen of the sentries for them to gain access and then possibly the elite guards if they hide near where the elite guards patrol.

Profession (soldier) checks can be made to analyze the patterns of the sentries. DC 15 reveals small gaps in the pattern that allows the PCs three rounds time to infiltrate part of a building unobserved. For every 5 points over 15 add one round of time. PCs could use that time to bypass the sentries or set up an ambush for them.

KOHMBEZ FACILITY

The Kohmbez manufacturing facility is a large four story building. There are always four groups of sentries riding around the perimeter and on the outside of the building. Since they are riding spiders that allows them to crawl on every surface and they are very thorough in their duties.

After an hour of observation with a DC 15 Profession (soldier) check they can map the path and routine of the guards. If no one in the party has Profession (soldier) then PCs can make a DC 20 Wisdom check to identify the pattern. For each hour they watch the sentries they gain a +1 bonus. They can make this check once each hour of observation.

For every hour that the PCs watch the facility the sentries gain a +5 to their Spot check to notice the PCs. The sentries always try discussion first telling the PCs to leave. The sentries can be bribed or bluffed into believing that the PCs are harmless.

The elite guards do not venture out of the interior of the building. However, it is possible that with a DC 20 Spot check they may see the elite guards through a window.

There is a delivery door on the side of the building. Every morning raw materials from the mines, farms and other locations are delivered. The deliveries are on a very regular schedule on the same every day of the week. In

the afternoon, carts are loaded up with goods and taken to various shops through out the city. Accompanying each shipment is a standard guard of several elves and their spiders. Use an APL appropriate sentry group for guards.

There are likely 100 workers and slaves in the facility at any time during the day. At night the number is significantly reduced to several cleaning crews and the elite guards.

The facility primarily manufactures weapons and armor created by elven smiths. Secondarily they manufacture tools, utensils and furniture.

CREATURES: GENERAL SENTRIES

APL 4 (EL 4)

Shadow Elf Ranger (1): hp 9; Appendix 1.

Monstrous Spider, Large (1): hp 22; MM 289.

APL 6 (EL 7)

Shadow Elf Ranger (2): hp 20; Appendix 1.

Monstrous Spider, Large (2): hp 22; MM 289.

APL 8 (EL 8)

Shadow Elf Ranger (2): hp 31; Appendix 1.

Monstrous Spider, Large (2): hp 22; MM 289.

APL 10 (EL 10)

Shadow Elf Ranger (2): hp 43; Appendix 1.

Monstrous Spider, Huge (2): hp 52; MM 289.

APL 12 (EL 12)

Shadow Elf Ranger (2): hp 63; Appendix 1.

Monstrous Spider, Gargantuan (2): hp 104; MM 289.

Tactics

The shadow elves are patrolling the perimeter of the building on the backs of their spiders. They crawl all over the outside of the building. If they are attacked they blow their alarm whistles to summon help. There are typically four sentry groups on patrol. The elves dismount and shoot arrows while the spiders close in for close combat. At higher APL's the elves have slippers of spider climbing so they can stand on any surface the spiders were on before they enter combat.

Treasure

APL 4: Loot 150 gp; Coin 10 gp; Magic 0 gp; Total 160gp.

APL 6: Loot 300 gp; Coin 10 gp; Magic 0 gp; Total 310gp.

APL 8: Loot 150 gp; Coin 10 gp; Magic 384 gp +1 longsword (192 gp), +1 composite longbow (str+2) (192 gp); Total 544 gp.

APL 10: Loot 150 gp; Coin 10 gp; Magic 1202 gp +1 longsword (192 gp), +1 composite longbow (str+2) (192 gp), bracers of lesser archery (416), slippers of spider climbing (400); Total 1362 gp.

APL 12: Loot 150 gp; Coin 10 gp; Magic 1202 gp +1 longsword (192 gp), +1 composite longbow (str+2) (192 gp),

bracers of lesser archery (416), *slippers of spider climbing* (400);
Total 1362 gp.

CREATURES: ELITE GUARDS

APL 4 (EL 7)

Flesh Golem (1): hp 79; MM 135.

APL 6 (EL 9)

Mind Flayer: hp 44; MM 188.

Flesh Golem: hp 79; MM 135.

APL 8 (EL 11)

Mind Flayer (2): hp 44; MM 188.

Flesh Golem (2): hp 79; MM 135.

APL 10 (EL 13)

Mind Flayer (2): hp 44; MM 188.

Clay Golem (2): hp 90; MM 136.

APL 12 (EL 15)

Ulithard (2): hp 114; *Appendix 1*

Stone Golem (2): hp 107; MM 136.

Tactics

The mind flayers open up with their mind blast ability. Because the golems are immune to the mind blast they only try to avoid getting each other in the effects. The golems go kill anything still moving.

Treasure

APL 4: Loot 0 gp; Coin 216 gp; Magic 0 gp; Total 216 gp.

APL 6: Loot 0 gp; Coin 375 gp; Magic 0 gp; Total 375gp.

APL 8: Loot 0 gp; Coin 625 gp; Magic 0 gp; Total 625 gp.

APL 10: Loot 0 gp; Coin 1085 gp; Magic 0 gp; Total 1085 gp.

APL 12: Loot 0 gp; Coin 0 gp; Magic 4049 gp *potion of cure serious wounds* (25 gp each), *Amulet of Health* +4 (1333 gp), *Belt of Giant Strength* (1333 gp), *Cloak of Charisma* +4 (1333 gp); Total 4049 gp.

HOUSE REGHEZ

Is an open air walled compound. The majority of the slaves are in pens in the center of the compound. Elite guards patrol this area. There is always one elite group of guards on duty. If the PCs can see into the compound, a DC 20 Spot check reveals that the "mind flayer swashbucklers" cast spells every few minutes. Spellcraft DC 18 reveals the spell is *haste*.

The perimeter is constantly patrolled by four groups of sentries. Sentries that are not mind flayers are under the effects of *dominate monster*. Their orders are to kill anything not wearing House Reghez colors attempting to breach the walls.

The front gates of the compound are guarded by two mind flayers. If they detect unlawful intruders they use telepathy to warn anyone within 100 ft. The closest sentries come and investigate.

During the day people often come in and examine merchandise. Prospective slave traders and slave buyers come by appointment to view the merchandise. A Gather Information DC 15 tells PCs how to get an appointment. People attempting to enter without appointments are often captured and become slaves.

If the PCs pose as slave buyers they can view the entire complex and only need a Spot check of 15 to see the nimblewrights cast their spells. The PCs' guide is a mind flayer at APLs 4–6, but at APLs 8+ it is an ulitharid. The escorts use *detect thoughts* liberally on the PCs to help learn what the PCs really want in a slave and how they can get the best price for their merchandise. The PCs must succeed on Bluff checks vs. the guide's Sense Motive (+7 for a mind flayer and +8 for an ulitharid) to stay in character. If the escort's *detect thoughts* reveals plans of betrayal they alert the compound. Elite guards are the first on the scene followed by a sentry group every 2d4 rounds.

After alerted, treat the guide as hostile. If the PCs can make a DC 35 rushed Diplomacy to get the guide to friendly disposition he calls off the guards and resumes with his tour. If they make a DC 25 rushed Diplomacy they are peacefully escorted out of the complex with a warning that they will be killed if they return.

If the PCs come up with another way to infiltrate the compound then go with it, use the APL appropriate sentry groups Spot checks as well as the elite guards if they go near the slave pens. If they are not there on legitimate business the guards attack first ask questions later.

CREATURES: GENERAL SENTRIES

APL 4 (EL 4)

Bugbear (2): hp 16; MM 29.

APL 6 (EL 6)

Bugbear (4): hp 16; MM 29.

APL 8 (EL 8)

Mind Flayer: hp 44; MM 188.

APL 10 (EL 10)

Mind Flayer (2): hp 44; MM 188.

APL 12 (EL 12)

Mind Flayer (3): hp 44; MM 188.

Nessian Warhound (1): hp 144; MM 152

Tactics

There are typically four groups of sentries patrolling the perimeter of the building. Each has an alarm whistle they blow if attacked. Mind flayers open up with their mind blasts hoping to avoid any allies. Their allies go in and kill anything still twitching.

Treasure

APL 4: Loot 0 gp; Coin 100 gp; Magic 0 gp; Total 100 gp.
APL 6: Loot 0 gp; Coin 166 gp; Magic 0 gp; Total 166 gp.
APL 8: Loot 0 gp; Coin 283 gp; Magic 0 gp; Total 283 gp.
APL 10: Loot 0 gp; Coin 483 gp; Magic 0 gp; Total 483 gp.
APL 12: Loot 0 gp; Coin 816 gp; Magic 0 gp; Total 816 gp.

CREATURES: ELITE GUARDS

APL 4 (EL 7)

Nimblewright (1): hp 75; Appendix 1.

APL 6 (EL 9)

Mind flayer (1): hp 44; MM 188.

Nimblewright (1): hp 75; Appendix 1.

APL 8 (EL 11)

Mind Flayer (2): hp 44; MM 188.

Nimblewright (2): hp 75; Appendix 1.

APL 10 (EL 13)

Ulitharid (1): hp 114; Appendix 1.

Advanced Nimblewright (1): hp 151; Appendix 1.

APL 12 (EL 15)

Ulitharid (2): hp 114; Appendix 1

Advanced Nimblewright (2): hp 151; Appendix 1.

Tactics

The nimblewrights use their *disguise self* spell-like ability to appear to be swashbuckler-like mind flayers wielding two rapiers (DC 24 Spot check to detect disguise). Large sized nimblewrights will disguise themselves as swashbuckler ulitharids wielding two rapiers. Because they are always on duty they repeatedly cast their buff spells every few minutes. The mind flayers open up with their mind blasts. The nimblewrights are immune to the stun effect of the mind blasts which makes them ideal partners. If there are any creatures that are not stunned the nimblewrights engage them in combat. In the second round the mind flayers begin grappling stunned characters or use their *charm* or *dominate monster* abilities on anything not occupied by the nimblewrights.

Treasure

APL 4: Loot 0 gp; Coin 216 gp; Magic 0 gp; Total 216 gp.
APL 6: Loot 0 gp; Coin 375 gp; Magic 0 gp; Total 375gp.
APL 8: Loot 0 gp; Coin 625 gp; Magic 0 gp; Total 625 gp.
APL 10: Loot 0 gp; Coin 1085 gp; Magic 0 gp; Total 1085 gp.
APL 12: Loot 0 gp; Coin 0 gp; Magic 4049 gp *potion of cure serious wounds* (25 gp each), *amulet of Health* +4 (1333 gp), *belt of giant strength* (1333 gp), *cloak of charisma* +4 (1333 gp); Total 4049 gp.

DEVELOPMENT

Note if the PCs were disguised during the attacks or if there were any creatures that escaped. If they were recognized they will earn the ire of the House that identified them. Otherwise let them return to the Desperate Martyr Inn and recouperate until day 7 then proceed to encounter 5.

5: WHO HAS THE DAGGER?

If the PCs have turned down both Houses then this encounter should happen within the next day at an inappropriate time before the city guards start searching for them. PCs have been warned that they will face trouble for turning the Houses down.

If the PCs are on track, this encounter should happen on the way to pick up the rewards from House Reghez. The goal of Houses Reghez and Kohmbez is to make the PCs late so the reward is forfeited. The Houses are unaware they have both hired the dark ones and troglodytes.

BEFORE THE FIGHT BEGINS

House Reghez and House Kohmbez have informed the leaders of the Dark Ones and Troglodytes from SHL7-02 that the PCs are in town and either have the dagger or are searching for it.

This encounter is supposed to be reminiscent of a wild west shootout at high noon. The streets clear as all three sides meet at an intersection right before noon and the impending meeting. This should happen a few blocks from their destination. If the players leave early and plan to wait in Maelazio until noon, they find the doors locked; city guards investigate anyone loitering. Note also that Maelazio is in a no-teleport-zone due to a *dimensional lock* that surrounds the palace grounds preventing all dimensional travel.

If PCs have Irainbo's favor, before the PCs leave in the morning, they are warned about the upcoming ambush. She tells the PCs that if they do not face down these foes the PCs will continue to be haunted by them. PCs are told that it happens a few blocks before the Reghez restaurant. If the PCs manage to avoid the encounter, then it happens when they exit the restaurant.

The Inn of the Desperate Martyr is being watched by agents of both sides, who report when PCs leave. Also Gor'ic, the dark ogre mage who is *invisible* and hiding in plain sight, is watching and reporting their actions to both groups. Unless PCs are extremely clever it is impossible for them to leave without being noticed.

PCs HAVE THE DAGGER

If PCs have the dagger, both sides want it. The PCs are attacked by some of each of the groups. This is not a surprise attack.

The streets suddenly seem abuzz with activity as people scurry into shops and homes trying to escape

the street. Almost a magical hush falls on the street as you stop to see the people flee. Then, from the left you see a small band of dark ones with menacing stares walking towards you. Opposite them across the intersection to your right are a troop of troglodytes readying their weapons. All eyes seem to be pointed at you. Someone screams "Get the dagger!" as both parties charge towards you and each other.

BAD GUYS HAVE THE DAGGER

If the troglodytes or dark ones have the dagger then the group without the dagger is there to punish the PCs for betrayal, while the other group is defending the dagger and their allies. Because of the recent chaos created by the PCs the dagger feels it would be more fun to be with the PCs. The troglodytes or the dark ones are just too boring and too slow to act for the dagger. The dagger chooses one of the PCs to fly to. See the Deathtongue Appendix on how it chooses its master. This enrages the former carriers and cause them to attack.

The streets suddenly seem abuzz with activity as people scurry into shops and homes trying to escape the street. Almost magically a hush falls on the street as you stop to see the people flee. Then from the left you see a small band of dark ones with a menacing stare walking towards you. Opposite them across the intersection to your right are a troop of troglodytes readying their weapons. With a flash of freezing darkness a [dark ones or troglodyte] falls over its dead body covered in ice and shadows. Deathtongue rips out of its body and flies to [PC's name]. "Ahh Master it is so good to be free of those idiots, let the fun begin!" With that someone screams "Get the dagger!" as both parties charge towards you and each other.

CREATURES

APL 4 (EL 5)

Dark Stalker Warriors (2): hp 33; Appendix 1.

Troglodyte Slavers (1): hp 58; Appendix 1.

APL 6 (EL 7)

Dark Stalker Warriors (3): hp 33; Appendix 1.

Troglodyte Slavers (2): hp 78; Appendix 1.

APL 8 (EL 10)

Dark Stalker Warriors (4): hp 48; Appendix 1.

Troglodyte Enforcers (2): hp 97; Appendix 1.

APL 10 (EL 12)

Dark Stalker Warrior (4): hp 63; Appendix 1.

Troglodyte Enforcers (2): hp 130; Appendix 1.

APL 12 (EL 14)

Advanced Darkweaver (1): hp 183; Appendix 1.

Troglodyte Elite Enforcers (2): hp 165; Appendix 1.

Tactics

The dark ones and the troglodytes are not allies and cannot flank with each other. The troglodytes stench will affect both the dark ones and PCs. Both group primarily attack PCs but take attacks of opportunity on any opposing side, and if unable to attack a PC they attack the other group if possible. Dark ones attempt to flank low AC types eliminating one threat at a time. Due to their concealment, they get sneak attack damage on every attack. Troglodytes simply attempt to attack the closest targets or those causing them the most damage. Darkweavers wait to use their darkness shroud until the troglodytes have entered melee range.

Roll separate initiatives for each group. Both enemy groups have pre-buffed before this encounter begins assume that they have drank their potions or used any disposable items.

Because of the PCs' warning and ability to prepare and the two opposing groups are not working together the encounter's EL is lowered by 2.

See Encounter 6 and the Deathtongue Appendix for what the dagger does in combat. It is an intelligent evil item and willingly places its wielder's allies in its area effects if it can while targeting the troglodytes and dark ones. It may even feign innocence and apologize to the bearer saying it was an accident.

Treasure

APL 4: Loot 126 gp; Coin 10 gp; Magic 305 gp +1 shortsword (192 gp), +1 fullblade (192 gp), potion of enlarge person (21 gp); Total 441 gp

APL 6: Loot 126 gp; Coin 10 gp; Magic 330 gp +1 shortsword (192 gp), +1 fullblade (192 gp), potion of enlarge person (21 gp), potion of cure moderate wounds (25 gp); Total 466 gp

APL 8: Loot 0 gp; Coin 10 gp; Magic 1222 gp +1 shortsword (192 gp), +1 fullblade (192 gp), +1 leather armor (97 gp), +1 mountain plate (362 gp), gauntlets of ogre power (333 gp), potion of enlarge person (21 gp), potion of cure moderate wounds (25 gp); Total 1232 gp

APL 10: Loot 0 gp; Coin 0 gp; Magic 3126 gp; +1 animated hide shield (763 gp), +1 shortsword (192 gp), +1 fullblade of fury (667 gp), +1 leather armor (97 gp), +1 mountain plate (362 gp), amulet of health (333 gp), gauntlets of dexterity +2 (333 gp), gauntlets of ogre power (333 gp), potion of enlarge person (21 gp), potion of cure moderate wounds (25 gp); Total 3126 gp

APL 12: Loot 0 gp; Coin 0 gp; Magic 5366 gp; +1 animated hide shield (763 gp), +2 fullblade of fury (1529 gp), +1 mountain plate (362 gp), amulet of health +4 (1333 gp), belt of giant strength +4 (1333 gp), potion of enlarge person (21 gp), potion of cure moderate wounds (25 gp); Total 5366 gp

DEVELOPMENT

Note if PCs were delayed enough to miss their noon appointment this will matter during the conclusion. If the PCs had the dagger at the start of this encounter then proceed to the conclusion. If the PCs just got the dagger then proceed to the conclusion and hand them player handout 3 after meeting with both houses.

6: DREAMS OF THE DAGGER

While in possession of the dagger *Deathtongue* this encounter may happen at any time after the PC rests for the night. If the dagger is not recovered until Encounter 5 then run this before the Conclusion. If the dagger is held by a PC at the start of the adventure then the give the PC in possession of the dagger Player Handout 3 after the first night.

Deathtongue is an intelligent item and if the PCs start the adventure with this dagger they may seek to talk with it. *Deathtongue* is not aware of very much in this city. However, it can witness anything that its wielder can. After a day or so it realizes that the best way to spread fear in this city is with a slave revolt. Resources are scarce in this underground world and slaves comprise over eighty percent of the manual labor needed for the city to function. So it plants the idea into the mind of its bearer that a slave uprising could help solve their problems. It also suggests things like starting large fires for distraction and if the PCs are able to create an earthquake to solve their problems. Be creative in its responses try to make them sound as reasonable as possible

The PCs may know from divinations that it is an evil artifact of power and that its mission is to spread fear. However, the dagger itself will not reveal that it is evil intentionally. If a PC tries to store the item in a bag, box, or extra dimensional space they find that when they are not looking it is back in their possession. It may be strapped to their side or while they are eating lunch whatever they are cutting will get covered with frost from the dagger. The dagger is meant to be a bit creepy. The PCs do not have the ability to give up the dagger since it has chosen to stay with them.

If the bearer gets into melee combat the possessor unconsciously draws the dagger instead of other weapons they might prefer. The dagger fights with all of its ability to keep its bearer alive, particularly if it can get innocents with its area effect spell-like abilities. See Appendix 8 for its abilities. As an intelligent item it can act on its own, casting *fear* or *sleet storm*, it does not avoid the bearer's allies. It is an evil item and only protects the bearer.

7: CITY GUARDS

If the PCs have the disfavor Light in the Darkness from SHL7-01 they are attacked by one guard group before the meet with House Reghez in encounter three.

The city guards are all under the control of the Mind Flayer King. They patrol the entire city of Az'Halaz. The city guards act as judge and jury in any crime that they

witness or believe has happened. The punishments for most crimes are death, sold into slavery, or a severe beating. If their target is wearing a Shadow Chain, they attempt to use non-lethal damage and detain the criminal in jail until an actual trial can take place. If the criminal does not have proof of citizenship, because guards get to keep half of the money earned on the sale, they will be sold into slavery. This keeps the guards very motivated to find criminals. If they do have Shadow Chains they can attempt a rushed Diplomacy (DC 25) to avoid the encounter.

Several times during the adventure city guards may be called to arrest PCs or guards may catch PCs doing something illegal. If that happens use the following encounters according to APL. These are all optional encounters and should only be used if the PCs are exposed or being blatant criminals. Someone with a Shadow Chain can make rushed Diplomacy (DC 25) or Bluff check (DC 25) to avoid the guards, unless they have turned down the Houses offers for employment.

If players are captured by the city guard the adventure is over for them and it should be marked on the AR that they have been captured or killed.

CREATURES

APL 4 (EL 4)

Bugbear (2): hp 16; MM 29.

APL 6 (EL 6)

Bugbear (4): hp 16; MM 29.

APL 8 (EL 8)

Mind Flayer: hp 44; MM 188.

APL 10 (EL 10)

Mind Flayer (2): hp 44; MM 188.

APL 12 (EL 12)

Mind Flayer (3): hp 44; MM 188.

Nessian Warhound (1): hp 144; MM 152

CONCLUSION

PART A: HOUSE REGHEZ

If the PCs arrive on time to Maelazio having completed their task they receive their agreed payment, favor, and agreed packet of information from Malemnic-ez Reghez. The information will be detailed in SHL7-04.

"Well I hear that House Kohmbez is having a bad day. As agreed here is your required payment. House Reghez smiles upon you. You have our favor if there is anything we can do for you in the future let us know. Unfortunately, I have to cut this meeting short because I have urgent business to deal with. It appears we must go hunting to fill our larder for the meal this evening."

If it was discovered that the PCs were responsible for the attack on the Reghez Slave Compound include the following

“I would stay off the streets if I were you I would hate for you to run into some of our hunter gatherers.”

If the PCs are late or was discovered to be responsible for the attack on House Kohmbez then they will receive nothing. The mind flayer guard at the front door turns them away.

“I’m sorry, but my master has already left to attend to House business and is not expecting anyone. All he said was that he didn’t have time for contract breakers.”

PART B: HOUSE KOHMBEZ

If the PCs arrive on time to Solit Ka having completed their task they receive their agreed payment, favor, and agreed packet of information from Siveralis-ez Kohmbez. The information will be detailed in 7-04.

“For your service House Kohmbez is in your debt. Please accept this as our gratitude for a job well done. House Kohmbez will consider you allies and I’m sure we will be able to work together in the future.”

If the PCs were found to be responsible for the attack on House Kohmbez manufacturing facility the read the following.

“Here is your agreed payment. House Kohmbez never goes back on its word. However, understand that we are now enemies. If you would like to stay beyond our allotted meeting time I would be happy to show you what House Kohmbez does to its enemies, otherwise get out.”

If the PCs do not arrive on time or they were discovered to be behind the attack on House Reghez. Siveralis-ez tells them this. They do not receive the Favor of House Kohmbez.

“Your incompetence is appalling, it is a wonder you humanoids are still alive. Next time you attempt to make a deal with the Houses you should be more prepared to fulfill your end of the deal.”

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 role-playing) to each character.

3: DIRTY DEEDS DONE DIRT CHEAP

Recruited Koto and his anti-slavery army to help with the Reghez sentries.

APL 4	45 XP
APL 6	60 XP
APL 8	75 XP
APL 10	90 XP
APL 12	105 XP

Recruited the goblin and kobold tribes for assistance in defeating the sentries of House Kohmbez.

APL 4	60 XP
APL 6	90 XP
APL 8	120 XP
APL 10	150 XP
APL 12	180 XP

Recruited the miners for assistance in destroying the Kohmbez facility.

APL 4	60 XP
APL 6	90 XP
APL 8	120 XP
APL 10	150 XP
APL 12	180 XP

Recruited enemy mind flayers for assistance in defeating the elite guards of House Kohmbez.

APL 4	60 XP
APL 6	90 XP
APL 8	120 XP
APL 10	150 XP
APL 12	180 XP

4: LAY OF THE LAND

Defeat or Bypass Reghez Elite Guards

APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP

Defeat Reghez Sentries – (per group) If they recruited the goblins and kobolds groups see encounter 3 for experience.

APL 4	120 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP
APL 12	360 XP

Defeat Kohmbez Elite Guards – If they recruited the mind flayer group see encounter 3 for experience.

APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP

Defeat Kohmbez Sentries (per group) – If they recruited the miners see encounter 3 for experience.

APL 4	120 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP
APL 12	360 XP

5: WHO HAS THE DAGGER?

Defeated encounter

APL 4	240 XP
APL 6	300 XP
APL 8	360 XP
APL 10	420 XP
APL 12	480 XP

7: CITY GUARDS

No experience should be awarded for combats with the city guards unless the PCs did not do any of the above. Then they get this amount per group they fought.

APL 4	120 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP
APL 12	360 XP

TOTAL POSSIBLE EXPERIENCE:

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.

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

2: NO GOOD CAN COME FROM THIS.

APL 4: Loot 0 gp; Coin 400 gp; Magic 0 gp; Total 400 gp.

APL 6: Loot 0 gp; Coin 600 gp; Magic 0 gp; Total 600 gp.

APL 8: Loot 0 gp; Coin 800 gp; Magic 0 gp; Total 800 gp.

APL 10: Loot 0 gp; Coin 1000 gp; Magic 0 gp; Total 1000 gp.

APL 12: Loot 0 gp; Coin 1200 gp; Magic 0 gp; Total 1200 gp.

4: LAY OF THE LAND – REGHEZ SENTRIES

APL 4: Loot 150 gp; Coin 10 gp; Magic 0 gp; Total 160gp.

APL 6: Loot 300 gp; Coin 10 gp; Magic 0 gp; Total 310gp.

APL 8: Loot 150 gp; Coin 10 gp; Magic 384 gp +1 longsword (192 gp), +1 composite longbow (Str +2) (192 gp); Total 544 gp.

APL 10: Loot 150 gp; Coin 10 gp; Magic 1202 gp +1 longsword (192 gp), +1 composite longbow (Str +2) (192 gp), bracers of lesser archery (416), slippers of spider climbing (400); Total 1362 gp.

APL 12: Loot 150 gp; Coin 10 gp; Magic 1202 gp +1 longsword (192 gp), +1 composite longbow (Str +2) (192 gp), bracers of lesser archery (416), slippers of spider climbing (400); Total 1362 gp.

4: LAY OF THE LAND – REGHEZ ELITE GUARDS

APL 4: Loot 0 gp; Coin 216 gp; Magic 0 gp; Total 216 gp.

APL 6: Loot 0 gp; Coin 375 gp; Magic 0 gp; Total 375gp.

APL 8: Loot 0 gp; Coin 0 gp; Magic 0 gp; Total 0 gp.

APL 10: Loot 0 gp; Coin 0 gp; Magic 0 gp; Total 0 gp.

APL 12: Loot 0 gp; Coin 0 gp; Magic 4049 gp *potion of cure serious wounds* (25 gp each), *amulet of health* +4 (1333 gp), *belt of giant strength* +4 (1333 gp), *cloak of charisma* +4 (1333 gp); Total 4049 gp.

4: LAY OF THE LAND – KOHMBEZ SENTRIES

APL 4: Loot 0 gp; Coin 100 gp; Magic 0 gp; Total 100 gp.

APL 6: Loot 0 gp; Coin 166 gp; Magic 0 gp; Total 166 gp.

APL 8: Loot 0 gp; Coin 283 gp; Magic 0 gp; Total 283 gp.

APL 10: Loot 0 gp; Coin 483 gp; Magic 0 gp; Total 483 gp.
APL 12: Loot 0 gp; Coin 816 gp; Magic 0 gp; Total 816 gp.

4: LAY OF THE LAND – KOHMBEZ ELITE GUARDS

APL 4: Loot 0 gp; Coin 216 gp; Magic 0 gp; Total 216 gp.
APL 6: Loot 0 gp; Coin 375 gp; Magic 0 gp; Total 375gp.
APL 8: Loot 0 gp; Coin 0 gp; Magic 0 gp; Total 0 gp.
APL 10: Loot 0 gp; Coin 0 gp; Magic 0 gp; Total 0 gp.
APL 12: Loot 0 gp; Coin 0 gp; Magic 4049 gp *potion of cure serious wounds* (25 gp each), *amulet of health* +4 (1333 gp), *belt of giant strength* (1333 gp), *cloak of charisma* +4 (1333 gp); Total 4049 gp.

5: WHO HAS THE DAGGER?

APL 4: Loot 126 gp; Coin 10 gp; Magic 305 gp +1 *shortsword* (192 gp), +1 *fullblade* (192 gp), *potion of enlarge person* (21 gp); Total 441 gp
APL 6: Loot 126 gp; Coin 10 gp; Magic 330 gp +1 *shortsword* (192 gp), +1 *fullblade* (192 gp), *potion of enlarge person* (21 gp), *potion of cure moderate wounds* (25 gp); Total 466 gp
APL 8: Loot 0 gp; Coin 10 gp; Magic 1222 gp +1 *shortsword* (192 gp), +1 *fullblade* (192 gp), +1 *leather armor* (97 gp), +1 *mountain plate* (362 gp), *gauntlets of ogre power* (333 gp), *potion of enlarge person* (21 gp), *potion of cure moderate wounds* (25 gp); Total 1232 gp
APL 10: Loot 0 gp; Coin 0 gp; Magic 3126 gp; +1 *animated hide shield* (763 gp), +1 *shortsword* (192 gp), +1 *fullblade of fury* (667 gp), +1 *leather armor* (97 gp), +1 *mountain plate* (362 gp), *amulet of health* (333 gp), *gauntlets of dexterity* +2 (333 gp), *gauntlets of ogre power* (333 gp), *potion of enlarge person* (21 gp), *potion of cure moderate wounds* (25 gp); Total 3126 gp
APL 12: Loot 0 gp; Coin 0 gp; Magic 5366 gp; +1 *animated hide shield* (763 gp), +2 *fullblade of fury* (1529 gp), +1 *mountain plate* (362 gp), *amulet of health* +4 (1333 gp), *belt of giant strength* (1333 gp), *potion of enlarge person* (21 gp), *potion of cure moderate wounds* (25 gp); Total 5366 gp

TOTAL POSSIBLE TREASURE – WITH ASSISTANCE

APL 4: Loot 126 gp; Coin 616 gp; Magic 305 gp; Total 921 gp.
APL 6: Loot 126 gp; Coin 826 gp; Magic 330 gp; Total 1,282 gp.
APL 8: Loot 0 gp; Coin 800 gp; Magic 1,222 gp; Total 2,022 gp.
APL 10: Loot 0 gp; Coin 1000 gp; Magic 3,126 gp; Total 4,126 gp.
APL 12: Loot 0 gp; Coin 1200 gp; Magic 9,415 gp; Total 10,615 gp.

ADVENTURE RECORD ITEMS

Note: Shadowdark adventures include SHL6-08, 7-01, 7-02, 7-03, 7-04, and 7-05. 'Shadowdark' access is the same as 'Adventure' access, except the items can be purchased after any Shadowdark adventure, as well.

☛ Trapped in Shadow!

Benefits: If your prior AR is from a Shadowdark adventure, you gain 1 Shadow Point. This AR does not count for determining "Adventure" access length from non-Shadowdark ARs. All items on this AR are changed to 'Shadowdark' access.

Restrictions: If you use Magic Item Creation, Benefits from Non-Adventuring Activity, purchase items from a non-Shadowdark AR, or play a non-Shadowdark adventure before completing all adventures in the Shadowdark series, you lose all accumulated shadow points, all Shadowdark access reverts to Adventure access, and all Shadowdark ARs retroactively count for determining Adventure access length from non-Shadowdark ARs.

☛ **Vooch's Second Date:** Circle one item below marked *; it becomes Regional access.

☛ **Bearer of *Deathtongue*.** (one PC per table)

☛ **Pok's Friendship:** For 2 TUs Pok will teach you the following spells from the Spell Compendium, making them Open for this PC: *awaken*, *sin*, *axiomatic storm*, *grace*, *mass conviction*, *mass sanctuary*, *panacea*, *protection* from negative energy, *stabilize*.

☛ **Gratitude of House Reghez:** Shadowdark access to: *collar of obedience* ^{CAD}, *dagger of venom*, *scepter of obedience* ^{MH}, *sword of subtlety*, and *deadly precision* ^{MIC}.

If you spend 1 TU, the feat *Darkstalker* ^{LOM} is Open for this PC.

☛ **Gratitude of House Kohmbez:** Shadowdark access to: one suit of armor from table 7-2 of RW and one of the following items: *gauntlets of extended range* ^{MIC}, *ki straps* ^{MIC}, *vambraces of warding* ^{MIC}, *fortification* (any), *invulnerability*, *berserker* ^{MIC} and *sizing* ^{MIC}.

☛ **Enmity of:** (check those earned)

- ☐ House Reghez
- ☐ House Kohmbez

☛ **Jailed! or Sold into Slavery!** You have been arrested by the city guard or sold into slavery. You must either play SHL7-04 as your next adventure or pay 12 TUs.

ITEM ACCESS

APL 4-6:

- +1 *Fullblade* (Shadowdark; AEG)
- *Slippers of spider climbing* (Regional; DMG)
- *Bracers of archery, lesser* (Regional; DMG)
- *Ring of counterspells* (Shadowdark; DMG)*
- *Ring of arming* (Shadowdark; CM)*
- *Ring of mystic defiance* (Shadowdark; MIC)*
- *Pearl of power 1st level* (Regional; DMG)
- *Peal of power 2nd level* (Shadowdark; DMG)
- *Pearl of power 3rd level* (Shadowdark; DMG)
- *Memento magica 1st level* (Regional; MIC)
- *Memento magica 2nd level* (Shadowdark; MIC)
- *Memento magica 3rd level* (Shadowdark; MIC)

APL 8-12 (all of APL 4 plus the following):

- +1 *Animated hide shield* (Shadowdark; Sa; 9,200 gp)
- +1 *Adamantine mountain plate* (Shadowdark; RS; 19,250 gp)
- *Ring of chameleon power* (Shadowdark; DMG)*
- *Ring of lightning flashes* (Shadowdark; MIC)*

2: NO GOOD CAN COME FROM THIS

MALEMNIC-EZ REGHEZ**CR 18**

male dark mind flayer Rogue/Swashbuckler 10/3
LE Medium aberration, (extraplanar) advanced
Init +13; **Senses** Darkvision 60 ft., Superior Lowlight Vision
Listen +26, Spot +26

Languages Undercommon, Common, Elven, Drow, Dwarven, Suel, Flann, Rophan, Telepathy 100ft.

AC 29, touch 23, flat-footed 22
(+7 Dex, +6 armor, +3 deflection, 3 natural)

Miss Chance Contingency *greater invisibility* 50%
hp 149 (21 HD);

Immune Criticals, Sneak Attack (Heavy Fortification)
Resist cold 10; **SR** 38

Fort +14, **Ref** +22, **Will** +15

Speed 40 ft. (8 squares), base movement 40 ft.

Melee 4 tentacles +28 (1d6+18) +7d6 Sneak Attack and +2 strength damage

Space 5 ft.; **Reach** 5 ft.

Base Atk +16; **Grp** +19

Atk Options Sneak Attack, Critical Strike, Improved Grab, Extract, Mindblast, Psionics

Combat Gear Boots of Speed

Psionics (CL 8th):

At Will—*charm monster* (DC 22), *detect thoughts* (DC 20), *levitate*, *plane shift*, *suggestion* (21)

Active spells Contingency (*greater invisibility*), *chain greater magic fang* (caster level 20)

Abilities Str 16, Dex 24, Con 17, Int 30, Wis 14, Cha 26

SQ Hide in Plain Sight

Feats Combat Casting, Improved Natural Attack, Improved Initiative, Dark Stalker, Dodge, Mobility, Elusive Target, Daring Outlaw

Skills Balance, +20, Bluff +29, Concentration +18(+21 casting defensively), Diplomacy +26, Disable Device +34, Escape Artist +24, Gather Information +24, Hide +54, Intimidate +22, Listen +26, Knowledge (Arcana) +25, Knowledge (Dungeoneering) +25, Knowledge (History) +25, Knowledge (Local) +25, Move Silently +52, Search +34, Sense Motive +17, Spot +26, Tumble +27, Use Magic Device +31

Possessions combat gear plus Vest of Resistance +3, Cloak of Charisma +4, Headband of Intellect +6, Gauntlets of Dexterity +4, Amulet of Health +2, Belt of Giant Strength +4, Bracers of Armor +6 (Heavy fortification, Greater Shadow, Greater Silent Moves), Ring of Protection +3

Extract (Ex) A mind flayer that begins its turn with at least four tentacles attached and that makes a successful grapple check automatically extracts the opponent's brain, instantly killing that creature. This power is useless against constructs, elementals, oozes, plants, and undead. It is not instantly fatal to foes with multiple heads.

Hide in Plain Sight (Su): A dark creature can use the Hide skill even while being observed. As long as she is within 10 feet of some sort of shadow, a dark creature can hide herself from view in the open without anything to actually hide behind. She cannot, however, hide in her own shadow.

Skills +8 to Hide, +6 Move silently

SIVERALIS-EZ KOHMBEZ**CR 18**

Male Ulithard monk 12

LE Large aberration

Init +8; **Senses** darkvision 60'; Listen +9, Spot +19

Languages Telepathy 200', Undercommon

AC 32, touch 23, flat-footed 28

(-1 size, +4 Dex, +6 Wis, +2 class, +4 mage armor, +2 deflection, +5 natural)

hp 180 (24 HD); fast healing 4

SR 39

Fort +18, **Ref** +18, **Will** +25(+29)

Speed 60 ft. (12 squares)

Melee Greater Flurry +27/+27/+27/+23/+18/+13 (3d6+9) and 2 long tentacles +25 each (1d8+9) and 4 short tentacles +25 each (1d8+9)

Space 10 ft.; **Reach** 5 ft. (10 with tentacles)

Base Atk +18; **Grp** +35

Atk Options Combat Reflexes, Extract, Improved Grab, Mind Blast, Greater Flurry of Blows

Combat Gear potion of cure critical wounds, potion of gaseous form, boots of speed.

Psionics (CL 12th):

At will—*charm monster* (DC 20), *detect thoughts* (DC 18), *dimension door*, *levitate*, *mage armor* (self only), *plane shift*, *suggestion* (DC 19)

1/day—*dominate monster* (DC 25), *mass suggestion* (DC 22)

Abilities Str 28, Dex 18, Con 17, Int 18, Wis 20, Cha 22

Feats Combat Casting, Combat Reflexes, Improved Grapple, Improved Unarmed Strike, Improved Natural Attack (tentacles), Iron Will, Multi-attack, Combat Focus, Combat Stability, Combat Vigor, Power Attack

Skills Bluff +16, Concentration +18, Diplomacy +15, Disguise +6, Hide +9, Intimidate +18, Knowledge (Local) +14, Listen +9, Move Silently +13, Sense Motive +13, Spot +19

Possessions potion of cure critical wounds, potion of gaseous form, boots of speed, Belt of Giants Strength +4, Ring of Protection +2, Cloak of Resistance +3

Extract (Ex) An Ulithard that begins its turn with at least four tentacles attached and that makes a successful grapple check automatically extracts the opponent's brain, instantly killing that creature. This power is useless against constructs, elementals, oozes, plants, and undead. It is not instantly fatal to foes with multiple heads.

Improved Grab (Ex) To use this ability, an Ulithard must hit a Small, Medium, or Large creature with its tentacle attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and attaches the tentacle to the opponent's head. An Ulithard can grab a Huge or larger creature only if it can somehow reach the foe's head.

If an Ulithard begins its turn with at least one tentacle attached, it can try to attach its remaining tentacles with a single grapple check. The opponent can escape with a single successful grapple check or an Escape Artist check, but the Ulithard gets a +2 circumstance bonus on the check for every tentacle that was attached at the beginning of the opponent's turn.

Mind Blast (Sp) An Ulithard can discharge a devastating psionic attack in the form of a cone 60 feet long. Anyone caught in this cone must succeed on a DC 20 Will save or be stunned for 3d4 rounds. The save DC is Charisma-based. This ability is the equivalent of a 4th level spell.

Sinister and regal, this towering humanoid-shaped being stands almost 9 feet tall. Its flesh is rubbery and mauve in color, glistening with slime. It wears ornate robes that sweep the ground. Its head is octopoidal in form, with four short tentacles and two much longer ones where its mouth should be. Its eyes are blank orbs of silver-white.

4: LAY OF THE LAND

SHADOW ELF RANGER**CR 2**

Male dark-elf Ranger 1

N Medium Humanoid (extraplanar, elf)

Init +3; **Senses** darkvision 60ft, lowlight vision Listen +6, Spot +6**Languages** Elven, Undercommon**AC** 18, touch 13, flat-footed 15
(+0 size, +3 Dex, +4 armor, +1 shield)**hp** 9 (1 HD)**Immune** magical sleep**Resist** cold 10**Fort** +3, **Ref** +6, **Will** +0 (+2 vs. enchantment school)**Speed** 40 ft. in chain shirt (8 squares), base movement 40 ft.**Melee** masterwork longsword +4 (1d8+2) or (1d8+4 vs. human)**Ranged** masterwork composite longbow +5 (1d8+2) or (1d8+4 vs. human)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +1; **Grp** +3**Atk Options** point blank shot, favored enemy (Human)**Special Actions** hide in plain sight**Combat Gear** 50 arrows**Abilities** Str 14, Dex 17, Con 12, Int 12, Wis 10, Cha 8**Feats** Point Blank**Skills** Climb +6, Hide +15, Listen +6, Move Silently +13, Search +7, Spot +6, Ride +7**Possessions** masterwork composite longbow (+2 str), masterwork longsword, chain shirt, buckler, arrows (50), dagger, club, alarm whistle, exotic masterwork saddle**Hide in Plain Sight (Su):** A dark creature can use the Hide skill even while being observed. As long as she is within 10 feet of some sort of shadow, a dark creature can hide herself from view in the open without anything to actually hide behind. She cannot, however, hide in her own shadow.**Skills** +8 Hide and +6 Move Silently**NIMBLEWRIGHT****CR 7**

CN Medium Construct

Init +9*; **Senses** Listen +3, Spot +3**Languages** Undercommon**AC** 27, touch 20, flat-footed 18
(+9* Dex, +7 natural, +1 haste)**Miss Chance** 20% Ranged Attacks (entropic shield)**hp** 75 (10 HD)**Immune** Construct Traits**SR** 27**Fort** +3, **Ref** +12, **Will** +6**Weakness** Cold effects slow it for 3 rounds, Fire effects stun it for 1 round.**Speed** 70 ft. (14 squares)***Melee** 2 Rapier Hands +12 (2d6+4/15-20x2)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +7; **Grp** +10**Atk Options** tripping thrust, improved disarm, combat expertise, spring attack, mobility**Special Actions** Spell like abilities**Combat Gear** none**Spell-Like Abilities** (CL 10th):

At Will—disguise self, cat's grace, entropic shield, feather fall, haste.

Already cast disguise self, cats grace*, entropic shield, haste*

Abilities Str 19, Dex 28*, Con –, Int 10, Wis 17, Cha 19**SQ** Construct traits**Feats** Combat Reflexes (B), Dodge, Combat Expertise (B), Improved Disarm, Mobility, Spring Attack**Skills** Balance +11, Jump +31*, Tumble+24**Possessions** combat gear plus None**Augmented Critical (Ex)** Critical range for the Nimblewright is 15-20.**Tripping Thrust (Ex)** Nimblewrights rapier attacks are strong enough in their own right to push over creatures the same size or smaller. An opponent who is the target of a successful critical hit must make a DC 19 reflex save or fall prone.

5: WHO HAS THE DAGGER?

DARK STALKER WARRIOR

CR 4

Gender dark creeper* warrior 2

*Fiend Folio

NE Medium Humanoid

Init +7; **Senses** blindsight 60' Listen +5, Spot +5

Languages Undercommon

AC 18, touch 14, flat-footed 14

(+4 Dex, +2 leather armor, +2 natural)

Miss Chance 40%/20% Concealment

hp 33 (5 HD)

Fort +5, **Ref** +9, **Will** +3

Weakness Light Sensitivity

Speed 30 ft. in leather armor (6 squares), base movement 30 ft.

Melee +2 short sword +8 (1d6+4) + poison + 3d6 sneak attack

Ranged Javelin +8 (1d6+2) + poison

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +5

Atk Options shadow cloak, sneak attack +3d6, poison, evasion

Special Actions poison use

Combat Gear poison, ~~oil of greater magic weapon +2~~

Spell-Like Abilities (CL 5th):

2/day—Fog Cloud

Abilities Str 14, Dex 18, Con 14, Int 13, Wis 14, Cha 16

Feats Improved Initiative, Lightning Reflexes

Skills Hide +7, Listen +5, Move Silently +7, Sleight of Hand +7, Skill Tumble +8

Possessions combat gear plus short sword leather armor

Shadow Cloak (Su) in areas without bright light dark creepers have 40% concealment. In areas of bright sunlight (such as a daylight spell) the concealment is only 20%

Poison Use (Ex) A Dark stalker does not risk injuring herself when using poison. Dark Stalkers use shadow essence poison (DC 17 fort, 1 Strength drain; secondary 2d6 Strength damage). A dark Stalker usually starts combat with poison on his short sword and four javelins.

Light Sensitivity (Ex) When a dark stalker is exposed to sunlight or daylight or greater light spell they receive a -2 morale penalty on attacks, checks, damage and saves.

TROGLODYTE ENFORCERS

CR 4

Male troglodyte Warrior/Fighter/Barbarian 2/1/1

NE Medium humanoid (reptilian)

Init +0; **Senses** Listen +4, Spot +1

Languages Draconic, Undercommon

AC 24, touch 10, flat-footed 24

(+8 armor, +6 natural)

hp 58 (6 HD);

Fort +14, **Ref** +0, **Will** +1

Speed 30 ft. in platemail (6 squares), base movement 40 ft.;

Melee +2 fullblade +11 (2d8+6/19-20) and bite +7 (1d4+3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** +8

Atk Options power attack

Special Actions stench

Combat Gear ~~Potion of enlarge person, oil of greater magic weapon +2~~

Abilities Str 16, Dex 11, Con 18, Int 8, Wis 12, Cha 8

Feats Exotic Weapon Proficiency (fullblade), Power Attack, Weapon Focus (fullblade), Multi-attack

Skills Hide -1, Listen +4, Climb +0, Jump +4,

Possessions combat gear plus platemail

Stench (Ex) All living creatures (except troglodytes) within 30ft. must succeed on a DC 15 fortitude save or be sickened for 10 rounds. A delay poison or neutralize poison spell removes the effect from a sickened creature. Creatures immune to poison are unaffected, and creatures resistant to poison receive their normal bonus on saving throws.

Skills +4 bonus on hide checks, +8 bonus in rocky terrain.

Power-Up Suite (Rage/Enlarge): **AC** 20, touch 6, flatfooted 20, **HP** 70, **Fort** + 12, **Will** +3, **Melee** +1 fullblade +13 (3d8+9/19-20), Bite +9 (1d6+5) Space 10 ft. Reach 10 ft. **Grp** +14

4: LAY OF THE LAND

SHADOW ELF RANGER**CR 4**

Male dark-elf Ranger 3

N Medium Humanoid (extraplanar, elf)

Init +3; **Senses** darkvision 60ft, lowlight vision Listen +8, Spot +8**Languages** Elven, Undercommon**AC** 18, touch 13, flat-footed 15

(+0 size, +3 Dex, +4 armor, +1 shield)

hp 20 (3 HD)**Immune** magical sleep**Resist** cold 10**Fort** +4, **Ref** +7, **Will** +1 (+2 vs. enchantment school)**Speed** 40 ft. in chain shirt (8 squares), base movement 40 ft.**Melee** masterwork longsword +6 (1d8+2) or (1d8+4 vs. human)**Ranged** masterwork composite longbow +8 (1d8+3) or (1d8+5 vs. human)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +3; **Grp** +5**Atk Options** point blank shot, rapid shot, favored enemy human**Special Actions** hide in plain sight**Combat Gear** 50 arrows**Abilities** Str 14, Dex 17, Con 12, Int 12, Wis 10, Cha 8**Feats** Point Blank, Rapid Shot, Precise Shot, Endurance**Skills** Climb +8, Hide +17, Listen +8, Move Silently +15, Search +9, Spot +8, Ride +9**Possessions** +1 composite longbow (+2 str), masterwork longsword, chain shirt, buckler, arrows (50), dagger, club, alarm whistle, exotic masterwork saddle**Hide in Plain Sight (Su):** A dark creature can use the Hide skill even while being observed. As long as she is within 10 feet of some sort of shadow, a dark creature can hide herself from view in the open without anything to actually hide behind. She cannot, however, hide in her own shadow.**Skills** +8 Hide and +6 Move Silently**NIMBLEWRIGHT****CR 7**

CN Medium Construct

Init +9*; **Senses** Listen +3, Spot +3**Languages** Undercommon**AC** 27, touch 20, flat-footed 18

(+9* Dex, +7 natural, +1 haste)

Miss Chance 20% Ranged Attacks (entropic shield)**hp** 75 (10 HD)**Immune** Construct Traits**SR** 27**Fort** +3, **Ref** +12, **Will** +6**Weakness** Cold effects slow it for 3 rounds, Fire effects stun it for 1 round.**Speed** 70 ft. (14 squares)***Melee** 2 Rapier Hands +12 (2d6+4/15-20x2)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +7; **Grp** +10**Atk Options** tripping thrust, improved disarm, combat expertise, spring attack, mobility**Special Actions** Spell like abilities**Combat Gear** none**Spell-Like Abilities** (CL 10th):

At Will—disguise self, cat's grace, entropic shield, feather fall, haste.

Already cast disguise self, cats grace*, entropic shield, haste*

Abilities Str 19, Dex 28*, Con –, Int 10, Wis 17, Cha 19**SQ** Construct traits**Feats** Combat Reflexes (B), Dodge, Combat Expertise (B), Improved Disarm, Mobility, Spring Attack**Skills** Balance +11, Jump +31*, Tumble+24**Possessions** combat gear plus None**Augmented Critical (Ex)** Critical range for the Nimblewright is 15-20.**Tripping Thrust (Ex)** Nimblewrights rapier attacks are strong enough in their own right to push over creatures the same size or smaller. An opponent who is the target of a successful critical hit must make a DC 19 reflex save or fall prone.

5: WHO HAS THE DAGGER?

DARK STALKER WARRIOR

CR 4

Gender dark creeper* warrior 2

*Fiend Folio

NE Medium Humanoid

Init +7; **Senses** blindsight 60' Listen +5, Spot +5

Languages Undercommon

AC 18, touch 14, flat-footed 14

(+4 Dex, +2 leather armor, +2 natural)

Miss Chance 40%/20% Concealment

hp 33 (5 HD)

Fort +5, **Ref** +9, **Will** +3

Weakness Light Sensitivity

Speed 30 ft. in leather armor (6 squares), base movement 30 ft.

Melee +2 short sword +8 (1d6+4) + poison + 3d6 sneak attack

Ranged Javelin +8 (1d6+2) + poison

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +5

Atk Options shadow cloak, sneak attack +3d6, poison, evasion

Special Actions poison use

Combat Gear poison, ~~oil of greater magic weapon +2~~

Spell-Like Abilities (CL 5th):
2/day—Fog Cloud

Abilities Str 14, Dex 18, Con 14, Int 13, Wis 14, Cha 16

Feats Improved Initiative, Lightning Reflexes

Skills Hide +7, Listen +5, Move Silently +7, Sleight of Hand +7, Skill Tumble +8

Possessions combat gear plus short sword leather armor

Shadow Cloak (Su) in areas without bright light dark creepers have 40% concealment. In areas of bright sunlight (such as a daylight spell) the concealment is only 20%

Poison Use (Ex) A Dark stalker does not risk injuring herself when using poison. Dark Stalkers use shadow essence poison (DC 17 fort, 1 Strength drain; secondary 2d6 Strength damage). A dark Stalker usually starts combat with poison on his short sword and four javelins.

Light Sensitivity (Ex) When a dark stalker is exposed to sunlight or daylight or greater light spell they receive a -2 morale penalty on attacks, checks, damage and saves.

TROGLODYTE ENFORCERS

CR 6

Male troglodyte Warrior/Fighter/Barbarian 2/2/2

NE Medium humanoid (reptilian)

Init +0; **Senses** Listen +4, Spot +1

Languages Draconic, Undercommon

AC 24, touch 10, flat-footed 24

(+8 armor, +6 natural)

hp 78 (8 HD);

Fort +16, **Ref** +0, **Will** +1

Speed 30 ft. in platemail (6 squares), base movement 40 ft.;

Melee +2 fullblade +13/+8 (2d8+6/19-20) and bite +9 (1d4+3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +7; **Grp** +10

Atk Options power attack, cleave

Special Actions stench

Combat Gear ~~Potion of enlarge person, oil of greater magic weapon +2~~, potion of cure moderate wounds

Abilities Str 17, Dex 11, Con 18, Int 8, Wis 12, Cha 8

Feats Exotic Weapon Proficiency (fullblade), Power Attack, Weapon Focus (fullblade), Cleave, Multi-attack

Skills Hide -1, Listen +4, Climb +1, Jump +7,

Possessions combat gear plus platemail

Stench (Ex) All living creatures (except troglodytes) with in 30ft. must succeed on a DC 15 fortitude save or be sickened for 10 rounds. A delay poison or neutralize poison spell removes the effect from a sickened creature. Creatures immune to poison are unaffected, and creatures resistant to poison receive their normal bonus on saving throws.

Skills +4 bonus on hide checks, +8 bonus in rocky terrain.

Power-Up Suite (Rage/Enlarge): **AC** 20, touch 6, flatfooted 20, **HP** 94, **Fort** + 18, **Will** +3, **Melee** +2 fullblade +15/+10 (3d8+9/19-20), **Bite** +11 (1d6+5) **Space** 10 ft.
Reach 10 ft. **Grp** +16

4: LAY OF THE LAND

SHADOW ELF RANGER**CR 6**

Male dark-elf Ranger 5

N Medium Humanoid (extraplanar, elf)

Init +4; **Senses** darkvision 60ft, lowlight vision Listen +10, Spot +10**Languages** Elven, Undercommon**AC** 19, touch 14, flat-footed 15

(+0 size, +4 Dex, +4 armor, +1 shield)

hp 31 (5 HD)**Immune** magical sleep**Resist** cold 10**Fort** +5, **Ref** +8, **Will** +1 (+2 vs. enchantment school)**Speed** 40 ft. in chain shirt (8 squares), base movement 40 ft.**Melee** +1 longsword +8 (1d8+3) or (1d8+7 vs. human) or (1d8+5 vs. magical beasts)**Ranged** +1 composite longbow +11 (1d8+3) or (1d8+7 vs. human) or (1d8+5 vs. magical beasts)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +5; **Grp** +7**Atk Options** point blank shot, rapid shot, favored enemy human & Magical Beasts**Special Actions** hide in plain sight**Combat Gear** 50 arrows**Abilities** Str 14, Dex 18, Con 12, Int 12, Wis 10, Cha 8**Feats** Point Blank, Rapid Shot, Precise Shot, Endurance**Skills** Climb +10, Hide +20, Listen +10, Move Silently +17, Search +11, Spot +10, Ride +12**Possessions** +1 composite longbow (+2 str), +1 longsword, chain shirt, buckler, arrows (50), dagger, club, alarm whistle, exotic masterwork saddle, bracers of lesser archery, slippers of spider climbing**Animal Companion (Ex)** Large Spider**Hide in Plain Sight (Su):** A dark creature can use the Hide skill even while being observed. As long as she is within 10 feet of some sort of shadow, a dark creature can hide herself from view in the open without anything to actually hide behind. She cannot, however, hide in her own shadow.**Skills** +8 Hide and +6 Move Silently**NIMBLEWRIGHT****CR 7**

CN Medium Construct

Init +9*; **Senses** Listen +3, Spot +3**Languages** Undercommon**AC** 27, touch 20, flat-footed 18

(+9* Dex, +7 natural, +1 haste)

Miss Chance 20% Ranged Attacks (entropic shield)**hp** 75 (10 HD)**Immune** Construct Traits**SR** 27**Fort** +3, **Ref** +12, **Will** +6**Weakness** Cold effects slow it for 3 rounds, Fire effects stun it for 1 round.**Speed** 70 ft. (14 squares)***Melee** 2 Rapier Hands +12 (2d6+4/15-20x2)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +7; **Grp** +10**Atk Options** tripping thrust, improved disarm, combat expertise, spring attack, mobility**Special Actions** Spell like abilities**Combat Gear** none**Spell-Like Abilities** (CL 10th):

At Will—disguise self, cat's grace, entropic shield, feather fall, haste.

Already cast disguise self, cats grace*, entropic shield, haste*

Abilities Str 19, Dex 28*, Con —, Int 10, Wis 17, Cha 19**SQ** Construct traits**Feats** Combat Reflexes (B), Dodge, Combat Expertise (B), Improved Disarm, Mobility, Spring Attack**Skills** Balance +11, Jump +31*, Tumble+24**Possessions** combat gear plus None**Augmented Critical (Ex)** Critical range for the Nimblewright is 15-20.**Tripping Thrust (Ex)** Nimblewrights rapier attacks are strong enough in their own right to push over creatures the same size or smaller. An opponent who is the target of a successful critical hit must make a DC 19 reflex save or fall prone.

5: WHO HAS THE DAGGER?

DARK STALKER WARRIOR

CR 6

Gender dark creeper* warrior/Fighter 2/2

*Fiend Folio

NE Medium Humanoid

Init +7; **Senses** blindsight 60' Listen +5, Spot +5

Languages Undercommon

AC 19, touch 14, flat-footed 15

(+4 Dex, +3 armor, +2 natural)

Miss Chance 40%/20% Concealment

hp 48 (7 HD)

Fort +8, **Ref** +9, **Will** +5

Weakness Light Sensitivity

Speed 30 ft. in leather armor (6 squares), base movement 30 ft.

Melee +3 short sword +14/+9 (1d6+5) + poison + 3d6 sneak attack

Ranged masterwork Javelin +11 (1d6+2) + poison

Space 5 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +8

Atk Options shadow cloak, sneak attack +3d6, poison, evasion

Special Actions poison use

Combat Gear poison, ~~oil of greater magic weapon +3~~

Spell-Like Abilities (CL 5th):

2/day—Fog Cloud

Abilities Str 14, Dex 18, Con 14, Int 13, Wis 14, Cha 16

Feats Improved Initiative, Lightning Reflexes, Weapon Finesse, Weapon Focus (short sword), Iron Will

Skills Hide +8, Listen +5, Move Silently +7, Sleight of Hand+7, Skill Tumble +10

Possessions combat gear plus +1 short sword, +1 leather armor

Shadow Cloak (Su) in areas without bright light dark creepers have 40% concealment. In areas of bright sunlight (such as a daylight spell) the concealment is only 20%

Poison Use (Ex) A Dark stalker does not risk injuring herself when using poison. Dark Stalkers use shadow essence poison (DC 17 fort, 1 Strength drain; secondary 2d6 Strength damage). A dark Stalker usually starts combat with poison on his short sword and four javelins.

Light Sensitivity (Ex) When a dark stalker is exposed to sunlight or daylight or greater light spell they receive a -2 morale penalty on attacks, checks, damage and saves.

TROGLODYTE ENFORCERS

CR 8

Male troglodyte Warrior/Fighter/Barbarian 2/4/2

NE Medium humanoid (reptilian)

Init +0; **Senses** Listen +4, Spot +1

Languages Draconic, Undercommon

AC 26, touch 10, flat-footed 26

(+10 armor, +6 natural)

hp 97 (10 HD);

Fort +17, **Ref** +1, **Will** +2 **Speed** 30 ft. in Mountain plate (6 squares), base movement 40 ft.;

Melee +3 fullblade +19/+14 (2d8+13/19-20) and bite +9 (1d4+4)

Space 5 ft.; **Reach** 5 ft.

Base Atk +9; **Grp** +13

Atk Options power attack, cleave, weapon specialization

Special Actions stench

Combat Gear ~~Potion of enlarge person~~, potion of cure moderate wounds, ~~oil of greater magic weapon +3~~

Abilities Str 19, Dex 11, Con 18, Int 8, Wis 12, Cha 8

Feats Exotic Weapon Proficiency (fullblade), Power Attack, Weapon Focus (fullblade), Cleave, Exotic armor Proficiency (Mountainplate), Weapon specialization (fullblade), Melee Weapon master (slashing) Multi-attack

Skills Hide -1, Listen +4, Climb +1, Jump +8

Possessions combat gear plus mountain plate +1 fullblade, Gauntlets of Ogre Power.

Stench (Ex) All living creatures (except troglodytes) with in 30ft. must succeed on a DC 15 fortitude save or be sickened for 10 rounds. A delay poison or neutralize poison spell removes the effect from a sickened creature. Creatures immune to poison are unaffected, and creatures resistant to poison receive their normal bonus on saving throws.

Skills +4 bonus on hide checks, +8 bonus in rocky terrain.

Power-Up Suite (Rage/Enlarge): **AC** 22, touch 6, flatfooted 22, **HP** 117, **Fort** + 19, **Will** +4, **Melee** +3 fullblade +21/+16 (3d8+17/19-20), Bite +13 (1d6+7) Space 10 ft. Reach 10 ft. **Grp** +20

4: LAY OF THE LAND

SHADOW ELF RANGER**CR 8**

Male dark-elf Ranger/Beast Master 6/1

N Medium Humanoid (extraplanar, elf)

Init +4; **Senses** darkvision 60ft, lowlight vision Listen +10, Spot +10**Languages** Elven, Undercommon**AC** 19, touch 14, flat-footed 15

(+0 size, +4 Dex, +4 armor, +1 shield)

hp 43 (7 HD)**Immune** magical sleep**Resist** cold 10**Fort** +8, **Ref** +11, **Will** +2 (+2 vs. enchantment school)**Speed** 40 ft. in chain shirt (8 squares), base movement 40 ft.**Melee** masterwork longsword +8 (1d8+2) or (1d8+6 vs. human) or (1d8+4 vs. magical beasts)**Ranged** +1 composite longbow +13 (1d8+2) or (1d8+6 vs. human) or (1d8+4 vs. magical beasts)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +7; **Grp** +9**Atk Options** point blank shot, rapid shot, favored enemy human & Magical Beasts, Many shot, natural bond**Special Actions** hide in plain sight**Combat Gear** 50 arrows**Abilities** Str 14, Dex 19, Con 12, Int 12, Wis 10, Cha 8**Feats** Point Blank, Rapid Shot, Precise Shot, Endurance, Skill focus (Handle Animal), Many Shot**Skills** Handle Animal +12, Hide +22, Listen +12, Move Silently +19, Survival +10, Spot +12, Ride +14**Possessions** +1 composite longbow (+2 str), masterwork longsword, chain shirt, buckler, arrows (50), dagger, club, alarm whistle, exotic masterwork saddle, bracers of lesser archery, slippers of spider climbing**Animal Companion (Ex)** Huge Monstrous Spider**Hide in Plain Sight (Su):** A dark creature can use the Hide skill even while being observed. As long as she is within 10 feet of some sort of shadow, a dark creature can hide herself from view in the open without anything to actually hide behind. She cannot, however, hide in her own shadow.**Skills** +8 Hide and +6 Move Silently**NIMBLEWRIGHT, ADVANCED****CR 11**

CN Large Construct

Init +7; **Senses** Listen +3, Spot +3**Languages** Undercommon**AC** 27, touch 18, flat-footed 19

(-1 size, +8* Dex, +9 natural, +1 haste)

Miss Chance 20% Ranged Attacks (entropic shield)**hp** 151 (22 HD)**Immune** Construct Traits**SR** 27**Fort** +7, **Ref** +15, **Will** +11**Weakness** Cold effects slow it for 3 rounds, Fire effects stun it for 1 round.**Speed** 70 ft. (14 squares)***Melee** 2 Rapier Hands +26 (3d6+10/15-20)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +16; **Grp** +30**Atk Options** tripping thrust, improved disarm, combat expertise, spring attack, mobility**Special Actions** Spell like abilities**Combat Gear** none**Spell-Like Abilities** (CL 22nd):

At Will—disguise self, cat's grace, entropic shield, feather fall, haste.

Already cast disguise self, cats grace*, entropic shield, haste*

Abilities Str 30, Dex 26*, Con –, Int 10, Wis 17, Cha 19**SQ** Construct traits**Feats** Combat Reflexes, Dodge, Expertise, Improved Disarm, Mobility, Spring Attack**Skills** Balance +11, Jump +19, Tumble+24**Possessions** combat gear plus None**Augmented Critical (Ex)** Critical range for the Nimblewright is 15-20.**Tripping Thrust (Ex)** Nimblewrights rapier attacks are strong enough in their own right to push over creatures the same size or smaller. An opponent who is the target of a successful critical hit must make a DC 25 reflex save or fall prone.

5: WHO HAS THE DAGGER?

DARK STALKER WARRIOR

CR 8

Gender dark creeper* warrior/Fighter 2/4

*Fiend Folio

NE Medium Humanoid

Init +7; **Senses** blindsight 60' Listen +5, Spot +5

Languages Undercommon

AC 20, touch 15, flat-footed 15

(+5 Dex, +3 armor, +2 natural)

Miss Chance 40%/20% Concealment

hp 63 (9 HD)

Fort +9, **Ref** +11, **Will** +6

Weakness Light Sensitivity

Speed 30 ft. in leather armor (6 squares), base movement 30 ft.

Melee +4 short sword +20/+15 (1d6+10) + poison +3d6 sneak attack

Ranged masterwork Javelin +14 (1d6+2) + poison

Space 5 ft.; **Reach** 5 ft.

Base Atk +8; **Grp** +10

Atk Options shadow cloak, sneak attack +3d6, poison, evasion

Special Actions poison use

Combat Gear poison, ~~oil of greater magic weapon +4~~

Spell-Like Abilities (CL 5th):

2/day—Fog Cloud

Abilities Str 14, Dex 20, Con 14, Int 13, Wis 14, Cha 16

Feats Improved Initiative, Lightning Reflexes, Weapon Finesse, Weapon Focus (short sword), Iron Will, weapon Specialization, Melee Weapon Master (Piercing)

Skills Hide +11, Listen +5, Move Silently +8, Sleight of Hand +8, Spot +5, Tumble +14

Possessions combat gear plus +1 short sword +1 leather armor, gauntlets of dexterity +2

Shadow Cloak (Su) in areas without bright light dark creepers have 40% concealment. In areas of bright sunlight (such as a daylight spell) the concealment is only 20%

Poison Use (Ex) A Dark stalker does not risk injuring herself when using poison. Dark Stalkers use shadow essence poison (DC 17 fort, 1 Strength drain; secondary 2d6 Strength damage). A dark Stalker usually starts combat with poison on his short sword and four javelins.

Light Sensitivity (Ex) When a dark stalker is exposed to sunlight or daylight or greater light spell they receive a -2 morale penalty on attacks, checks, damage and saves.

TROGLODYTE ENFORCERS

CR 10

Male troglodyte Warrior/Fighter/Barbarian 2/6/2

NE Medium humanoid (reptilian)

Init +0; **Senses** Listen +4, Spot +1

Languages Draconic, Undercommon

AC 30, touch 10, flat-footed 30

(+10 armor, +4 shield, +6 natural)

hp 130 (12 HD);

Fort +19, **Ref** +2, **Will** +3 **Speed** 30 ft. in Mountain plate (6 squares), base movement 40 ft.;

Melee +4 fullblade of fury +23/+18/+13 (2d8+15+1d6/17-20) and bite +14 (1d4+5)

Space 5 ft.; **Reach** 5 ft.

Base Atk +11; **Grp** +16

Atk Options power attack, cleave, weapon specialization, improved critical, blind fight

Special Actions stench

Combat Gear ~~Potion of enlarge person~~, potion of cure moderate wounds, ~~oil of greater magic weapon +4~~

Abilities Str 20, Dex 11, Con 20, Int 8, Wis 12, Cha 8

Feats Exotic Weapon Proficiency (fullblade), Power Attack, Weapon Focus (fullblade), Cleave, Exotic armor Proficiency (Mountainplate), Weapon specialization (fullblade), Melee Weapon Mastery (slashing), Improved Critical, Blind Fight, Multi-attack

Skills Hide -1, Listen +4, Climb +1, Jump +8

Possessions combat gear plus mountain plate +1 fullblade of fury, Gauntlets of Ogre Power, Amulet of Con +2., +1 animated hide shield

Stench (Ex) All living creatures (except troglodytes) with in 30ft. must succeed on a DC 16 fortitude save or be sickened for 10 rounds. A delay poison or neutralize poison spell removes the effect from a sickened creature. Creatures immune to poison are unaffected, and creatures resistant to poison receive their normal bonus on saving throws.

Skills +4 bonus on hide checks, +8 bonus in rocky terrain.

Power-Up Suite (Rage/Enlarge): **AC** 26, touch 6, flatfooted 26, **HP** 154 **Fort** + 21, **Will** +5, **Melee** +4 fullblade of fury +25/+20/+15 (3d8+20+1d6/17-20), Bite +16 (1d6+8) **Space** 10 ft. **Reach** 10 ft. **Grp** +23

4: LAY OF THE LAND

SHADOW ELF RANGER**CR 10**

Male dark-elf Ranger/Beast Master 8/1

N Medium Humanoid (extraplanar, elf)

Init +5; **Senses** darkvision 60ft, lowlight vision Listen +10, Spot +10**Languages** Elven, Undercommon**AC** 20, touch 15, flat-footed 15

(+0 size, +5 Dex, +4 armor, +1 shield)

hp 63 (9 HD)**Immune** magical sleep**Resist** cold 10**Fort** +10, **Ref** +13, **Will** +2 (+2 vs. enchantment school)**Speed** 40 ft. in chain shirt (8 squares), base movement 40 ft.**Melee** masterwork longsword +11/6 (1d8+2) or (1d8+6 vs. human) or (1d8+4 vs. magical beasts)**Ranged** +1 longbow +16/+11 (1d8+3) or (1d8+7 vs. human) or (1d8+5 vs. magical beasts) or rapid +14/+14/+9 (1d8+3)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +9; **Grp** +11**Atk Options** point blank shot, rapid shot, favored enemy human & Magical Beasts, Many shot, natural bond**Special Actions** hide in plain sight**Combat Gear** 50 arrows**Abilities** Str 14, Dex 21, Con 14, Int 12, Wis 10, Cha 8**Feats** Point Blank, Rapid Shot, Precise Shot, Endurance, Skill focus (Handle Animal), Many Shot**Skills** Handle Animal +12, Hide +22, Listen +12, Move Silently +19, Survival +10, Spot +12, Ride +14**Possessions** +1 composite longbow (+2 str), masterwork longsword, chain shirt, buckler, arrows (50), dagger, club, alarm whistle, exotic masterwork saddle, bracers of lesser archery, slippers of spider climbing, amulet of health +2, gauntlets of dexterity +2**Animal Companion (Ex)** Gargantuan Monstrous Spider**Hide in Plain Sight (Su):** A dark creature can use the Hide skill even while being observed. As long as she is within 10 feet of some sort of shadow, a dark creature can hide herself from view in the open without anything to actually hide behind. She cannot, however, hide in her own shadow.**Skills** +8 Hide and +6 Move Silently**ULITHARD, MIND FLAYER****CR 12**

LE Large Aberration

Init +6; **Senses** darkvision 60' Listen +8, Spot +8**Languages** Telepathy 200ft Undercommon**AC** 20, touch 11, flat-footed 18

(-1 size, +2 Dex, +4 mage armor, +5 natural)

hp 114 (12 HD)**SR** 27**Fort** +9, **Ref** +6, **Will** +13**Speed** 30 ft. (6 squares);**Melee** 2 long tentacle +13 (1d8+5) and 4 short tentacle +13 (1d8+5)**Space** 5 ft.; **Reach** 5 ft. (10 ft. with long tentacle)**Base Atk** +9; **Grp** +16**Atk Options** Extract, Improved Grab**Special Actions** Mind Blast**Combat Gear** potion of cure serious wounds**Spell-Like Abilities** (CL 12th):

At Will—charm monster (DC 21), detect thoughts (DC 19), dimension door, levitate, mage armor (self only), plane shift, suggestion (DC 20);

1/day—Dominate Monster (DC 26), Mass Suggestion (DC 23)

Already cast – mage armor

Abilities Str 20, Dex 14, Con 20, Int 21, Wis 17, Cha 25**Feats** Combat Casting, Improved Initiative, Improved Natural Attack, Iron Will, Spell Penetration**Skills** Bluff +15, Concentration +18 (+22 casting defensively), Diplomacy +14, Disguise +5, Hide +8, Intimidate +17, Knowledge Local +15, Knowledge Dungeoneering +15, List +8, Move Silently +12, Sense Motive +8, Spot +8**Possessions** combat gear plus Cloak of Charisma +4, Belt of Giant Strength +4, Amulet of Health +4**Mind Blast (Sp)** An Ulithard can discharge a devastating psionic attack in the form of a cone 60 feet long. Anyone caught in this cone must succeed on a DC 23 Will save or be stunned for 3d4 rounds. The save DC is Charisma-based. This ability is the equivalent of a 4th level spell.**Improved Grab (Ex)** To use this ability, an Ulithard must hit a Small, Medium, or Large creature with its tentacle attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and attaches the tentacle to the opponent's head. An Ulithard can grab a Huge or larger creature only if it can somehow reach the foe's head.

If an Ulithard begins its turn with at least one tentacle attached, it can try to attach its remaining tentacles with a single grapple check. The opponent can escape with a single successful grapple check or an Escape Artist check, but the Ulithard gets a +2 circumstance bonus on the check for every tentacle that was attached at the beginning of the opponent's turn.

Extract (Ex) An Ulithard that begins its turn with at least four tentacles attached and that makes a successful grapple check automatically extracts the opponent's brain, instantly killing that creature. This power is useless against constructs, elementals, oozes, plants, and undead. It is not instantly fatal to foes with multiple heads.**NIMBLEWRIGHT, ADVANCED****CR 11**

CN Large Construct

Init +7; **Senses** Listen +3, Spot +3**Languages** Undercommon**AC** 27, touch 18, flat-footed 19

(-1 size, +8* Dex, +9 natural, +1 haste)

Miss Chance 20% Ranged Attacks (entropic shield)**hp** 151 (22 HD)**Immune** Construct Traits**SR** 27**Fort** +7, **Ref** +15, **Will** +11**Weakness** Cold effects slow it for 3 rounds, Fire effects stun it for 1 round.**Speed** 70 ft. (14 squares)***Melee** 2 Rapier Hands +26 (3d6+10/15-20)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +16; **Grp** +30**Atk Options** tripping thrust, improved disarm, combat expertise, spring attack, mobility**Special Actions** Spell like abilities**Combat Gear** none**Spell-Like Abilities** (CL 22nd):

At Will—disguise self, cat's grace, entropic shield, feather fall, haste.

Already cast disguise self, cats grace*, entropic shield, haste*

Abilities Str 30, Dex 26*, Con —, Int 10, Wis 17, Cha 19**SQ** Construct traits**Feats** Combat Reflexes, Dodge, Expertise, Improved Disarm, Mobility, Spring Attack**Skills** Balance +11, Jump +19, Tumble+24**Possessions** combat gear**Augmented Critical (Ex)** Critical range for the Nimblewright is 15-20.**Tripping Thrust (Ex)** Nimblewrights rapier attacks are strong enough in their own right to push over creatures the same size or smaller. An opponent who is the target of a successful critical hit must make a DC 25 reflex save or fall prone.

5: WHO HAS THE DAGGER

DARK WEAVER

CR 14

NE Large aberration advanced

Init +7; **Senses** All Around Vision, darkvision 60' Listen +18, Spot +18

Languages Abyssal, Infernal, Undercommon

AC 27, touch 17, flat-footed 24

(-1 size, +3 Dex, +4 deflection, +10 natural)

Miss Chance

hp 183 (21 HD); fast healing 3; DR 10/magic

Resist Cold 10; **SR** 16

Fort +14, **Ref** +13, **Will** +17

Weakness sunlight vulnerability

Speed 20 ft., climb 20 ft.

Melee 4 tentacle rakes +23 (1d8+8) and

Melee bite +21 (2d6+8) plus 2d4 strength

Space 10ft.; **Reach** 5ft. (15 ft. with tentacles)

Base Atk +15; **Grp** +27

Atk Options Improved Grab, power attack, combat reflexes, blind fight

Special Actions shadow strands, shadow jump

Spell-Like Abilities (CL 13th): DC 13+spell level

3/day—confusion, darkness, suggestion, tongues, web

1/day—shadow walk

Abilities Str 26, Dex 16, Con 18, Int 15, Wis 16, Cha 17

SQ shadow stuff armor, tentacle regeneration

Feats Alertness, Combat Reflexes, Power Attack, Improved Natural Attack (tentacle), Improved Natural Attack (bite), Great Fortitude, Lightning Reflexes, Multi-Attack, Improved Initiative

Skills Climb +31, Concentration +18, Hide +32, Move Silently +20, Search +17,

Improved Grab (Ex) If a darkweaver hits an opponent that is at least one size category smaller than itself with a tentacle rake attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it automatically hits with its bite, dealing 2d6+6 plus 2d4 strength damage.

Shadow Strands (Su) At will, a darkweaver can create an aura of weblike, supernatural, semisolid shadow that emanates outward from it in a 60-foot spread. A darkweaver can see normally through the shadow strands, but other creatures have great difficulty doing so. Creatures more than 5 feet away have concealment. Creatures more than 15 feet away have full concealment. Creatures with darkvision and blindsight suffer these effects, but true seeing allows a creature to see normally.

Any creature that enters this area can freely move towards the darkweaver, but any attempt to move in any other direction is resisted by the semi-solid shadow. A creature attempting to move in any other direction must make a DC 10 strength or escape artist check to move 5 feet. For every 5 feet the creature wants to move they have to beat the DC by 5 more. Example: Billy wants to move 15 feet he needs a DC 20 strength check or escape artist check. A creature who is adjacent to the darkweaver can move freely as long as it stays adjacent to the darkweaver. A creature protected by freedom of movement spell is immune to the constraining effects of the shadow strands.

The darkweaver can move about as it wishes and bring the area of shadow strands with it. Creatures are not affected by the darkweaver's moving the strands, but the direction towards the darkweaver will likely change.

Creatures within the strands do not need to guess which direction the darkweaver lies; it becomes obvious when they try to move. When a creature tries to move against the strands, the darkweaver is immediately aware of

its location even if it cannot see the creature due to invisibility.

Darkweavers are immune to other darkweaver's shadow strands and can see through them.

Shadow Jump (Su) A darkweaver can travel between shadows as if by means of a dimension door. The limitation is that the magical transport must begin and end in an area with at least some shadow. The darkweaver can shadow jump up to a total of 320 feet per day, this amount can be split up among many jumps in 10-foot increments. Thus, a darkweaver that shadow jumps 35 feet has used up 40 feet of its shadow jump limit for the day.

A darkweaver in its shadow strands always has enough shadow to jump from unless a light source as bright as a daylight spell is brought within 5 feet of it.

Shadowstuff Armor (Su) A darkweaver is shrouded in semisolid armor of shadowstuff that grants it a +4 deflection bonus to armor class and a +10 circumstance bonus on Hide checks. The armor disappears in an anti-magic zone but reappears as soon as the darkweaver is out of the field.

Tentacle Regeneration (Ex) Foes can attack a darkweaver's tentacles, but only when those appendages are actually holding an opponent. A tentacle has an AC of 27 (touch 19) and can withstand 20 points of damage. The loss of the appendage does not harm the creature, and it grows back within a day.

Skills Darkweaver has +8 racial bonus on Climb checks and can always take 10.

TROGLODYTE ENFORCER

CR 12

male troglodyte war/fgt/bar 2/8/2

NE Medium Humanoid (reptilian)

Init +0; **Senses** Listen +1, Spot +1

Languages Draconic, Undercommon

AC 31, touch 10, flat-footed 31

(+0 size, +0 Dex, +11 armor, +4 shield, +6 natural)

hp 165 (14 HD)

Fort +20, **Ref** +3, **Will** +3

Speed 30 ft. in Mountain Plate (6 squares), base movement 40 ft.

Melee weapon +27/+22/+17 (2d8+21+1d6)

Space 5 ft.; **Reach** 5 ft.

Base Atk +13; **Grp** +19

Atk Options Blind Fighting, Cleave, Uncanny Blow, Rage, uncanny dodge

Special Actions Stench

Combat Gear +2 Fury Fullblade, cure serious wounds potion, boots of speed, ~~potion of enlarge person, oil of greater magic weapon +5~~

Abilities Str 22, Dex 11, Con 22, Int 8, Wis 12, Cha 8

Feats Power attack, Cleave, Weapon Focus (Fullblade), Exotic Weapon Proficiency (Fullblade), Weapon Specialization (fullblade), Exotic Armor Proficiency (Mountain Plate), Melee Weapon Mastery (slashing), Blind Fighting, Improved Critical (Fullblade)

Skills Climb +13, Jump +13

Possessions combat gear plus +1 Mountain Plate, +1 animated hide shield, +4 belt of Giant Strength, +4 Amulet of Health

Stench (Ex) All living creatures (except troglodytes) within 30ft. must succeed on a DC 17 fortitude save or be sickened for 10 rounds. A delay poison or neutralize poison spell removes the effect from a sickened creature. Creatures immune to poison are unaffected, and creatures resistant to poison receive their normal bonus on saving throws.

Power-Up Suite (Rage/Enlarge): **AC** 27, touch 6, flatfooted 27, **HP** 193, **Fort** + 22, **Will** +5, **Melee** +5 Fury fullblade +29/+24/+19 (3d8+22+1d6/17-20), **Space** 10 ft. **Reach** 10 ft. **Grp** +26

APPENDIX 2: NEW RULES ITEMS

FEATS

COMBAT FOCUS

Benefit: In the battle, you push aside the chaos of the fight and attain a focused state that grants you a keen, clear picture of the battle. The first time you make a successful strike during an encounter, you gain your combat focus. You can maintain your combat focus for 10 rounds plus 1 additional round per combat form feat you possess aside from this one. You can only gain your combat focus once per encounter.

While you maintain your combat focus, you gain a +2 bonus on will saves. If you have three or more combat focus feats, this bonus increases to +4.

Source: PH2 87

COMBAT STABILITY

Benefit: You gain a +4 bonus on checks or rolls to resist bull rush, disarm, grapple, overrun and trip attempts made against you. If you have three or more combat focus feats, this bonus increases to +8.

Source: PH2 87

COMBAT VIGOR

Benefit: While you maintain your combat focus, you gain fast healing 2. You lose the ability when your combat focus ends.

If you have three or more combat focus feats, you gain fast healing 4.

Source: PH2 88

DARING OUTLAW

Benefit: Your Rogue and Swashbuckler levels stack for the purpose of determining your competency bonus on Reflex saves from the grace class feature and your dodge bonus to AC.

Your rogue and swashbuckler levels also stack for the purpose of determining your sneak attack bonus damage.

Source: Complete Scoundrel 76

DARKSTALKER

Benefit: When you hide, creatures with blindsense, blindsight, scent or tremor sense must make a listen or spot check (whichever is higher) to notice you, just as a sighted creature would. In addition you gain the ability to flank creatures with the all around vision special quality.

Source: Lord of Madness 179

ELUSIVE TARGET

Benefit: The Elusive Target feat enables the use of three tactical maneuvers.

Negate Power Attack: To use this maneuver, you must designate a specific foe to be affected by your Dodge feat. If that foe uses the Power Attack feat against you, the foe gains no bonus on the damage roll but still takes the corresponding penalty on the attack roll.

Diverting Defense: To use this maneuver, you must be flanked and you must designate one of the flanking attackers to be affected by your Dodge feat. The first attack of the round from the designated attacker automatically misses you and may strike the other flanking foe instead; the attacking creature makes an attack roll normally, and its ally is considered flat-footed. If the designated attacker is making a

full attack against you, its second and subsequent attacks function normally.

Cause Overreach: To use this maneuver, you must provoke an attack of opportunity from a foe by moving out of a threatened square. If the foe misses you, you can make a free trip attempt against this foe, and the foe does not get a chance to trip you if your attempt fails.

Source: Complete Warrior page 110.

IMPROVED TOUGHNESS

Benefit: You gain a number of hit points equal to your current HD. Each time you gain a HD you gain a hit point.

Source: Complete Warrior 101

MELEE WEAPON MASTERY

Benefit: When you select this feat, choose bludgeoning, piercing or slashing. When using any weapon that has the damage type that you have chosen you gain +2 to hit and +2 to damage with that weapon.

Source: PH2 81

POWER CRITICAL

Choose one weapon such as the longsword or battle axe. With that weapon you know how to hit where it counts.

Benefit: You gain a +4 bonus to confirm a threat with the weapon you have weapon focus with.

Source: Complete Warrior 103

ITEMS

SPELLGUARD RINGS

Activation: A spellcaster activates the power of spellguard rings as a free action in conjunction of casting a spell. They function up to three times per day.

Effect: In order for them to function, both spellguard rings must be worn – the gold by the spell caster, the bronze one by anyone else. When the rings are activated, the wearer of the bronze ring becomes immune to any spell cast by the wearer of the gold ring, as long as the spell is cast within 1 round.

Moderate abjuration; CL 7th; Forge Ring; Otiluke's suppressing field; Price: 4,000gp.

Source: Complete Mage 127

FULLBLADE

A fullblade is 18 inches longer than a greatsword and is too large for a Medium-size creature to use with two hands without special training; thus, it is an exotic weapon. (Medium-size creatures cannot use a fullblade one-handed at all.)

Damage: 2d8

Source: AEG 7

FURY

Benefit: A weapon with this property deals an extra 1d6 points of damage when the wielder is raging.

Faint enchantment; CL 5th; Craft magic arms and armor, rage; Price +1 bonus

Source: Heroes of Battle 130

LIGHT

There is no naturally occurring light such as a sun, moon, stars, etc. (But see below on other light sources, below).

All spell effects that are normally permanent, such as a continual light spell, have a duration of only one hour per caster level in the Shadowdark. After that time, they are consumed by the power of shadow. After 24 hours, such items “recharge” and can be used again (as described above). If removed from the Shadowdark, they regain their full power within a week’s time (by the time of the next adventure). However, magic light from weapons does not fade... the enchantment of the magic weapon seems to be based differently enough to avoid it dissipating. Lesser spell effects, as well as non-permanent light sources, have their duration halved. Non-magical items, unless specifically noted, are not affected.

VISION

Those with darkvision will find their range of vision doubled in the Shadowdark. Those with low-light vision will find it extended by half the normal range (when there is a light source available).

OTHER LIGHT SOURCES

There are also star stones scattered about. These stones have had all the darkness absorbed out of them by the Shadowdark, leaving in its place a purplish glow (20 foot radius). These will be noted in the module. Unless specifically listed, such stones cannot be mined out of the surrounding rock as doing so will crack them and the light will immediately fade. Also, other effects may be noted in each adventure giving new sources of light.

OTHER MAGIC EFFECTS

The Shadowdark is another realm. All spells with the light descriptor, when cast, have their caster level reduced by one. All spells with the darkness descriptor, when cast, have their caster level increased by one. It is impossible to travel by magic or other means from this realm to Oerth. This is because the Mindflayer King has used the power of the Mind Pool to set up a more or less impenetrable *dimensional lock*.

PURCHASING, SHADOWPOINTS, MISCELLANEOUS

If players are dedicated to the Shadowdark campaign, then they will temporarily have no access to prior AR’s or Metaorg effects. On certain Shadowdark ARs (SHLo7-01 through SHLo7-04) players may not purchase anything off of a prior non-Shadowdark AR. Also, they may not craft any items, access metaorg purchasing benefits, roll perform checks, or participate in other non-adventuring activities. They are trapped in another realm, after all! However, Shadowdark ARs also do not count as an ‘adventure’ for purposes of purchasing items that have a frequency of “Adventure”. This means that after playing the Shadowdark campaign, they may still be able to purchase items off of a prior AR as if the Shadowdark ARs do not exist.

Shadowpoints are acquired after each adventure AS LONG AS THE PRIOR AR is in the Shadowdark Campaign chain. This means that at the start of SHLo7-01, if SHLo6-08 is the prior AR in the character’s AR’s, they gain immediately gain one shadowpoint. Each shadowpoint may be traded in for access during SHLo7-05. Also, Each shadowpoint gives that character +10 feet darkvision during the Shadowdark Campaigns only (and is thus not written on any AR).

The Shadowdark is not considered part of the Shield Lands or Iuz Metaregion or Oerth for any metaorg effect or purpose. Magic Item Creation and most non-adventuring activities are not possible in this realm. Creatures here are not outsiders, but players are. This may have effects on game play.

KNOWLEDGE CHECKS

Knowledge checks marked with an * cannot be determined until the character has acquired at least one Shadow Point on an AR. Bards quickly acclimate to learning new things. As a result, they receive a cumulative +1 Circumstance modifier to their Bardic Knowledge checks for each Shadow Point they receive. But they receive a -5 penalty to their Bardic Knowledge check until they have received at least one Shadow Point.

All of the items listed below are in relation to the Shadowdark itself and are not specific to any adventure.

Bardic Knowledge

- DC 10: Many stories exist of people walking down a dark alley or home just a little too late at night and never being heard from again.
- DC 20: There are legends of heroes who can walk from the world of light to the world of twilight.
- DC 25: There is a land beneath the world of surface dreams known as the Shadowdark. It is a world where the power of darkness and shadow is strong and the power of light is weak.
- DC 30: Once trapped in Shadow, legends say that no one can escape it through normal means. The grip of shadow is too strong and only a great feat can let you free.

Knowledge (arcana)

- DC 15: There is a land beneath the world of surface dreams known as the Shadowdark. It is a world where the power of darkness and shadow is strong and the power of light is weak.
- DC 30*: Certain rituals and key words of arcane power might be enough to break the veil between light and shadow.

Knowledge (architecture and engineering)

- DC 15: The stone here appears a mixture of carved/worked and natural caverns. However, some areas look to be made magically.
- DC 30*: There are areas of magical construction that actually appear to be the after effect of a magical passage spell.

Knowledge (dungeoneering)

- DC 15: The stone here appears a mixture of carved/worked and natural caverns. However, some areas look to be made magically.
- DC 30*: The very stone itself seems infused with the power of shadow.

Knowledge (history) or (local: Iuz)

- DC 15: Many stories exist of people walking down a dark alley or home just a little too late at night and never being heard from again.
- DC 30: During conflicts with Iuz, the enemy had the power to appear from the darkness and strike from advantageous positions. Could it be through the power of shadow?

Knowledge (nature)

- DC 15: Nothing here appears completely “natural”.
- DC 30*: Much here has been infused with the power of shadow. As a result, abominations and mutations certainly exist.

Knowledge (nobility and royalty)

- DC 15*: This is the realm of the Mindflayer King. He (it?) keeps his realm safe from the outsiders. All beneath her (it?) are its cattle.
- DC 30*: The Mindflayer King serves even one greater than him (it?), the Mind Pool.

Knowledge (the planes)

- DC 15: This appears to be part of the Oerth, yet there are enough differences to show this is at least in part, extraplanar.
- DC 30: This is not the plane of shadow, nor is it the Oerth. It is something in between; almost a merger of the two. The planar effects listed in this Appendix can be learned.

APPENDIX 4: THE GREAT HOUSES

There are eight great houses of the Mindflayer King. It is very rare for these houses to war with each other. This is because the house that has the position of the Mindflayer King is able to tap directly into the Mind Pool and draw on unbelievable powers to crush any opposition. Still, when the Mindflayer King dies, or is seen to be extremely vulnerable, fighting does occur. The goal of each house is seize the King's crown and wear it. The crown acts as a direct link to the Mind Pool and allows for the communing and controlling of the Pool's knowledge and power. Ithlez is the current ruling house.

Over time, each of the eight houses has taken on a specific shape as a house identifier. The eight great houses are:

House Name*	Symbol	Primary Income	Secondary Income
Fulgez	Mushroom Shape	Food Stuffs	Spell Crafts
Ghemez	Diamond Shape	Mined Products	Food Stuffs
Reghez	Crown Shape	Work Force (Slaves	Food Stuffs
Ithlez	Perfect Circle	Spell Crafts	Arms and Armor
Kohmbez	Triangle	Arms and Armor	Manufactured Goods
Maldhez	Oval	Food Stuffs	Manufactured Goods
Ungibez	Anvil Shape	Manufactured Goods	Mined Products
Othlez	Star Shape	Manufactured Goods	Work Force (Slaves)

*The suffix "ez" is an honorific meaning "powerful" and is used when addressing superiors. So, if Mialez was a professor of magic, her students would call her Mialez-ez

APPENDIX 5: POK'S PLETHORA OF INFORMATION

Feel free to give this to the PCs to save time if they have bribed or befriended Pok into sharing the information.

- Recently an outsider was found in the shadow realms. The rumor has it that he was carrying the famous dagger, *Deathtongue*! No one is exactly sure what happened to the dagger but it is rumored that it is now in the possession of whatever is in the Howling Gorge. The Mind Flayer King sent scouts to find the outsider who returned *Deathtongue* from the world of light and to have his head delivered so that it may be consumed by the mind pool. The Mind Flayer King hopes to learn the secrets of the outsider and the world of light. Everyone is curious why so many more outsiders are suddenly appearing in the realm.
- The outsiders head will likely be somewhere in the palace, possibly consumed by the Mind Pool by now.
- The Mind Pool – Only the mind flayers really know what it is but it is definitely something that is magically powerful and has access to great information. Some believe it is impossible to keep secrets from the Mind Pool if it consumes their brain. The Mind Pool is the source of the Mind Flayer King's power. It is believed that he has complete control over this realm through the Mind Pool.
- The word on the street has it that the Mind Flayer King's hold on power is weakening and that the other Houses are making a move to gain the throne when he falls. The Mind Flayer King has a sacred trust and responsibility to the mind pool.
- It is Pok's belief that this realm is actually a Fading Land that was made as a prison for something far more evil than the mind flayers. No one is sure what is imprisoned but it is believed to be some ancient dreadful thing that it is bane to all things mortal and immortal alike. Whatever it is, it is the source of all the shadows in this realm.
- Long ago this was once part of a great underground carven system of Oerth. Unknown beings imprisoned this being here and creating this Fading Land which floats somewhere between the realm of shadow and the prime material plane. These creators set up the first Mind Flayer King as its guardian.
- Until a recently we were able to travel into the shadow realm or the prime material plane. The Mind Flayer King is able to allow people to travel back and forth which is the true financial power of the King. Now it is completely blocked.
- Pok noticed when going back and forth that time between realms is not a constant. He once returned after one day in the Shadowdark to have been gone from Oerth several months.
- Many Houses have suffered because of the lack of travel especially those that relied on the other realms for their resources such as slaves. This has made the current Mind Flayer King very unpopular.
- Pok believes that the Mind Flayer King locked down this entire realm because someone from outside was attempting to free the being imprisoned here. The tunnels that are randomly appearing are weakening the prison and are attempting to locate this being to set it free.
- Pok can't imagine the evil of such a creature that would choose to let this loose. Whoever they are they are not an ally of the King. Releasing this being might be the end of this realm and all in it.
- Pok will inform the PCs that the best place to stay in the city is The Desperate Martyr Inn.
- The PCs are in danger; their descriptions are in the hands of the city guard and there is a warrant for their arrest.
- Rumors have been spread of their company and of other groups from Oerth. Many of the Houses have decided that this is the fore front of an invasion. They need to blend in and disguise themselves as best they can.
- Word has already spread that they are the first to return from the Howling Gorge alive. This could be an advantage if you ever get into trouble. Many creatures fear the master of the Howling Gorge.

APPENDIX 6: GENERAL AZ'HALAZ INFORMATION

This general information is available with a DC 10 gather information check at any point. Feel free to give this to the PCs if they make any gather information checks DC 10 or greater or have made friends with Pok.

- Light conditions in the city are based on the star stones that are embedded all over the entire cavern that houses Az'Halaz city. People without darkvision or low-light vision can only see 20ft of shadowy illumination beyond which is impenetrable shadow. However, those with darkvision and lowlight vision can see even better than normal. (double the range)
- Spells with the Light descriptor are considered hostile act and are punishable by immediate confiscation of lighted items plus likely imprisonment and up to death. Spells such as Daylight, Sunburst, Sunbeam, Searing Light that either cause damage or spread over a large area are considered extremely hostile and the penalty for casting them is death. Spells with the light descriptor of high enough level can permanently destroy the star stones that give off faint illumination in the Shadowdark. This is why it is illegal to cast these spells in the city.
- Any person with out a Shadow Chain or slave band (bracelet) is considered potential property. No laws govern their individual sovereignty so they may be taken by slavers or anyone else because they have no rights. Acts against such people are not crimes because they have no rights.
- Slaves should not speak unless spoken too. Punishment is meted out by the person who was spoken to unprovoked. Usual punishment is a short beating but could include death for repeat offenses.
- Hierarchy of Citizens King, Leaders of the Houses, Members of the Houses, Mind Flayers, Employees of the Houses, Citizens, Animal property, slaves, non-citizens.
- City guards all work for the King. They have the lawful authority to mete out any punishment which is allowed by law, which is usually imprisonment, slavery or death. They patrol the entire city freely and are given a wide birth. They are zealous in their lawfulness and will act on all infractions that they witness. Resistance is grounds for capital punishment.
- Status, power and prestige are paramount; treating your betters without deference can lead to disaster.
- The entire city is under a *dimensional lock*. You cannot *teleport* or cast any conjuration (summoning) spells, supernatural abilities or spell like abilities with in the city. There is an additional lock surrounding the Mind Flayer Kings Palace and you can not *teleport* anywhere in the clearing surrounding the palace. People can *teleport* from one part of the city to another as long as it is not near the palace.

APPENDIX 7: GATHER INFORMATION TABLES

This is a lot of information feel free to cut this up and hand this to the PCs for any successful gather information checks. Do not give them any information they do not receive.

Market Place

DC 10

- There are rumors that others have come into the shadow realm from the world of light. Now people fear that all of these intrusions will be followed by an invasion.
- The strange tunnels that have been appearing all seem stem from something from the world of light. Everyone is on edge and expecting some hue conflict is brewing.
- Agnena the loxo has recently lost her husband and has been very cranky.
- Irainbo Vooh is rumored to have had a date with an outsider. He stole her heart away and she is here in the city looking for him.
- The Cube is back, beware of the Cube. Yesterday there was a mind flayer skeleton in the cube.

DC 15

- Troglodytes and Dark Ones have been searching for an artifact of power to make their move for independence from the Mind Flayer King.
- Pok's Place of Plenty has some of the best merchandise outside of a House controlled merchant.
- The anti-slavery movement is gaining power.
- Goblin and Kobold tribes are starting to band together for protection against slavers. It is rumored that there are extensive traps all around their villages.
- The Great Conclave is only ten days away. The Houses are jockeying for position to see who will come out on top.
- The strange tunnels that are appearing more frequently and closer to the city every week.
- The Cube has been selling the items from its meals. It is rumored that if one leans in close enough you can hear the cube's thoughts.

DC 20

- The anti-slavery group seems to have contacts with the Desperate Martyr Inn.
- The brain of the outsider has been placed into the Mind Pool, all of its secrets should soon be revealed.
- Irainbo Vooh has many contacts with those disenchanted with the Mind Flayer Houses.
- Agnena is a strong supporter of the anti-slavery underground.
- The Cube is a refugee from some sewer realm from another world. A place known as Dyvers.

DC 25

- The Cube is really a cleric in the service of the Demon Prince Juiblex. He is here to make sure that whatever Juiblex imprisoned here stays imprisoned.
- A half-orc named Koto is the leader of the anti-slavery underground.
- House Kohmbez is secretly funding the anti-slavery groups to hurt house Reghez's position.

DC 30

- The Cube is actually an Aspect of the God of Oozes. How else does it have the power to return its money or items when stolen?

Houses in general

DC 10

- Houses will follow the letter but not the spirit of the law in their deals. Always expect betrayal right before the end.
- All of the Houses have made enemies in the city and with each other.
- There are eight Houses, Appendix 4 for the names of all of the Houses and their most common products.
- Ithlezh is the current ruling house and the King is considered its most powerful member.
- The Great Conclave coming up is the talk of the town. It is only during a Great Conclave that a new ruling House can be chosen.

DC 15

- There seems to be growing tension between the Houses. There have been rumblings of a power struggle between the Houses. The major players at this time seem to be House Kohmbez and House Reghez they are near eclipsing House Ithlezh for power in the city.

- House Kohmbez has made most of its money because of its alliance with the Shadow Elven Clan Ceit'lie Ana Char. (in ancient elvish it means sundered from light). Because of this alliance House Kohmbez has less reliance on slaves as the other Houses. Shadow elvish artisans craft many of the items that House Kohmbez sells. Because of this alliance all Shadow elves are citizens of Az'Halaz from birth.
- House Reghez has a dominant hold on the slavery industry which is so necessary for the majority of the City. This has made them possibly the wealthiest House in the City. Since the Mind Flayer King has locked down this realm their acquisition of slaves has slowed, they want to be able to raid the realms of light again.
- There are rumors of anti-slavery vigilantes hiding with in the city.
- The mages of House Ithlez are very busy researching something but no one knows what.

DC 20

- A common method of betrayal is to stop a person from arriving on time to receive payment or killing them before they can collect.
- Troglodytes and Dark Ones have been making moves to attempt to reclaim independence and the power to rule themselves. They are both seeking some secret weapon to help them.
- Many of the Goblins and Kobolds in the city hate House Reghez for their constant raiding and slavery. They are ripe for rebellion against the Houses.
- The Shadow elves that are not artisans often raid near by settlements for slaves to sell.
- House Kohmbez has put a number of independent smiths and craftsman out of business by driving them into debt and then buying them out of it only to be indentured servants to House Kohmbez. The few that escaped indentured servitude were formally the most wealthy independent smiths and craftsmen. They are attempting to band together and creating their own guild.
- The head Magus Supreme of Az'Halaz's school of sorcery has been seen at the palace quite frequently in the last few weeks.

DC 25

- House Ithlez authority is slowly crumbling because of the strange ghost corridors and the destruction they are causing with in the city. Their arcane might seemingly has done nothing to stop the incursions. It is rumored that they will receive a vote of no confidence at the Great Conclave coming up.
- House Kohmbez has been stock piling weapons and recruiting more shadow elves into their personal army.
- House Reghez has not been selling many of their combat ready slaves but using them to swell their forces.

DC 30

- Malemnic-ez is an elite assassin for House Reghez. It is rumored that he killed an ancient Shadow Dragon which has granted him additional powers over the shadows. It is unknown who in the house he supports as the next Mind Flayer King. He is known to control the house from behind the throne.
- Siveralis-ez Kohmbez is general of House Kohmbez's massive forces. He wields significant power in the city and is rumored to be long time friends with the current Mind Flayer King. However, he is known to put the duty of his House before all personal gain.
- The current Mind Flayer King hopes that the houses will war with each other and be unable to challenge him for the throne.

What knowledge remains:

Little is known about the ancient blade, *Deathtongue*. Most of the myths concerning the dagger that once spread throughout the Shadowdark have, over the recent decades, faded and fragmented so that only the oldest and most learned individuals in the dark territories near Az'Halaz, the city of the Mindflayer King, are likely to remember any pieces of them. Even such learned individuals remember the tales primarily as rhymes meant to teach naughty children their lessons.

Most commonly, the denizens of the Shadowdark held that the dagger was sentient and that it possessed a great and cunning intellect. The old myths tell, too, that the dagger's wielders found great success in battle, but ironically met violent, gory deaths at their homes. Some stories claimed that the dagger drew jealous parties to plot against its owners. Some claimed that the dagger, itself, turned on its owners.

If *Deathtongue* has a purpose or intention, it remains unknown, though the myths suggest that it was created to deliver unexpected success in one momentous, nearly-impossible battle. Whether or not that battle has yet come is unknown, though troglodytes believe the dagger was meant to destroy the illithid. Others have wagered that, because the dagger most often found its way into the possession of arcane casters, that it was meant to feed or complete some sort of a magical ritual. Some have suggested the dagger—an ornate and eerily beautiful work of obsidian—feeds off the Shadowdark, while others suggest that the terror its name brings feeds the Shadowdark and causes it to grow. It is also unknown who named the dagger and why that individual chose the name *Deathtongue*.

Very few facts about the dagger's history remain to this day. The dagger first came to the attention of the denizens of the Shadowdark and its illithid overlords several centuries ago. Almost immediately, the illithid desired to gain possession of the dagger, but their efforts were always thwarted, not in any small measure because *Deathtongue* tended to find its way to powerful spellcasters. Eventually, under a Mindflayer King from House Ithlez, the illithid, frustrated by their failures to obtain the dagger, scoured the Shadowdark to find its owner and sent a small army to retrieve it. A great battle ensued, but the illithid forces were defeated by a horde of undead, unleashed upon them by their necromantic master. The few illithid that survived retreated to Az'Halaz where another, greater force was assembled by an enraged Mindflayer King. The army consisted not only of illithid, but troglodytes, giants, minotaurs, duergar, orcs, and chuul. This was one of the largest forces ever assembled in the Shadowdark, and they set out not only to retrieve the dagger but to destroy everything ever connected to the necromancer. However, when they approached the necromancer's fortress, they found it had been collapsed. The cavern walls surrounding the area had inexplicably fallen, and the fortress was destroyed.

Pieces of this story have faded from knowledge:

The forces searched the area, going so far as to clear every piece of rubble from the site, but what they found astonished them. A small chamber of the fortress was simply missing. According to the design of the building, there was a chamber in its depths that should have been collapsed with the rubble, but it simply wasn't there. It wasn't destroyed; it just didn't exist. Spellcasters attempted to divine what might have happened, but they received no insights.

For centuries, then, the dagger lay in this necromancer's chamber, entirely separated from the Shadowdark. In that chamber, the necromancer who possessed *Deathtongue* tried to complete a powerful ritual that would prolong her life indefinitely. Over time the dagger had managed to convince her that it could feed her life essence by channeling to her the life essence of her victims. However, in order to establish the link by which the dagger could feed her victims' souls to her, she would need to cut herself as part of a ritual to tie her to the dagger. She began the ritual in her chamber with only a few ghouls to guard her, but as soon as the dagger drew her blood, it drank greedily at her essence. As her soul bled into the dagger, the necromancer sought her revenge by shutting the dagger into a secret drawer in her ritual altar to keep it forever out of the hands of another wielder. The last thing the powerful spellcaster ever heard, as her world receded from perception, was *Deathtongue's* familiar voice echoing inside her head, laughing.

Without an owner, the dagger lay in the ritual chamber for centuries, and the dagger's thirst for the souls of the living began to grow until, due to either a growing corruption in the Shield Lands or to the machinations of Iuz, the Shadowdark spilled into a series of caverns beneath Scragholme Island. A farmer outside of Bright Sentry discovered an entrance to these caverns, shortly after adventurers cleansed the island of trolls and other monsters, and the dagger was discovered by a small group of novice adventurers who had tried their luck in a spelunking competition. They brought it back to the surface where Lord Regent Natan Enerick congratulated them on their victory in his contest and took the dagger into his possession to have it studied by his contacts in the Arcanists' Society.

By the numbers:

Deathtongue wishes to find a powerful master to best suit its objectives. To that extent, the dagger “hides” most of its abilities when wielded by a less powerful creature (and it hides the effects of its alignment constantly). The more powerful its wielder already is, the more *Deathtongue* decides to contribute.

Deathtongue rewards its wielder with certain benefits, depending upon the character's Hit Dice. It treats arcane casters as though their Hit Dice were one higher than their arcane Caster Level. Thus, a 5th-level Wizard would be treated as a 6 HD character. See the chart below to determine what benefits *Deathtongue* is willing to impart upon the character.

PC's HD	Dagger's Apparent Traits Int/Wis/Cha	Apparent Powers	Effective Ego	Price (gp)
1	19/10/19	Telepathy, <i>Chill touch</i> , Bluff +14	17	17,700
2	-	-	-	-
3	-	Darkvision	-	-
4	-	-	-	-
5	-	Intimidate +14	18	22,700
6	-	<i>Deathwatch</i>	19	25,400
7	-	Blindsense	-	-
8	-	<i>Sleet storm</i> 3/day	21	41,400
9	-	-	-	-
10	-	<i>Fear</i> 3/day	23	71,400
11	-	Status	25	82,400
12	-	-	-	-
13	-	Wounding	27	106,400
14	-	<i>Special Purpose/Dedicated Power</i>	-	162,400

Deathtongue limits its communication with any character of 5 HD or less, preferring to use Empathy rather than Telepathy. Likewise, it withholds knowledge of its sensory capabilities until the levels noted (3rd-level for Darkvision and 7th-level for Blindsense).

Additionally, if any character should manage to make him or herself immune to *Deathtongue*'s ego, the dagger simply refuses to offer any benefits, but openly flaunts its alignment, bestowing negative levels upon non-chaotic evil characters.

Deathtongue, Dagger of the Shadowdark: +2 wounding cold iron dagger; AL CE; Int 19, Wis 10, Cha 19; Speech, telepathy, 120 ft. darkvision, blindsense, and hearing; Ego score 25.

Lesser Powers: *Chill touch* with every hit, continual *deathwatch*, Item has 10 ranks in Bluff (+14 modifier) and Intimidate (+14 modifier).

Greater Powers: *Fear* 3/day, *sleet storm* 3/day, *status* at will

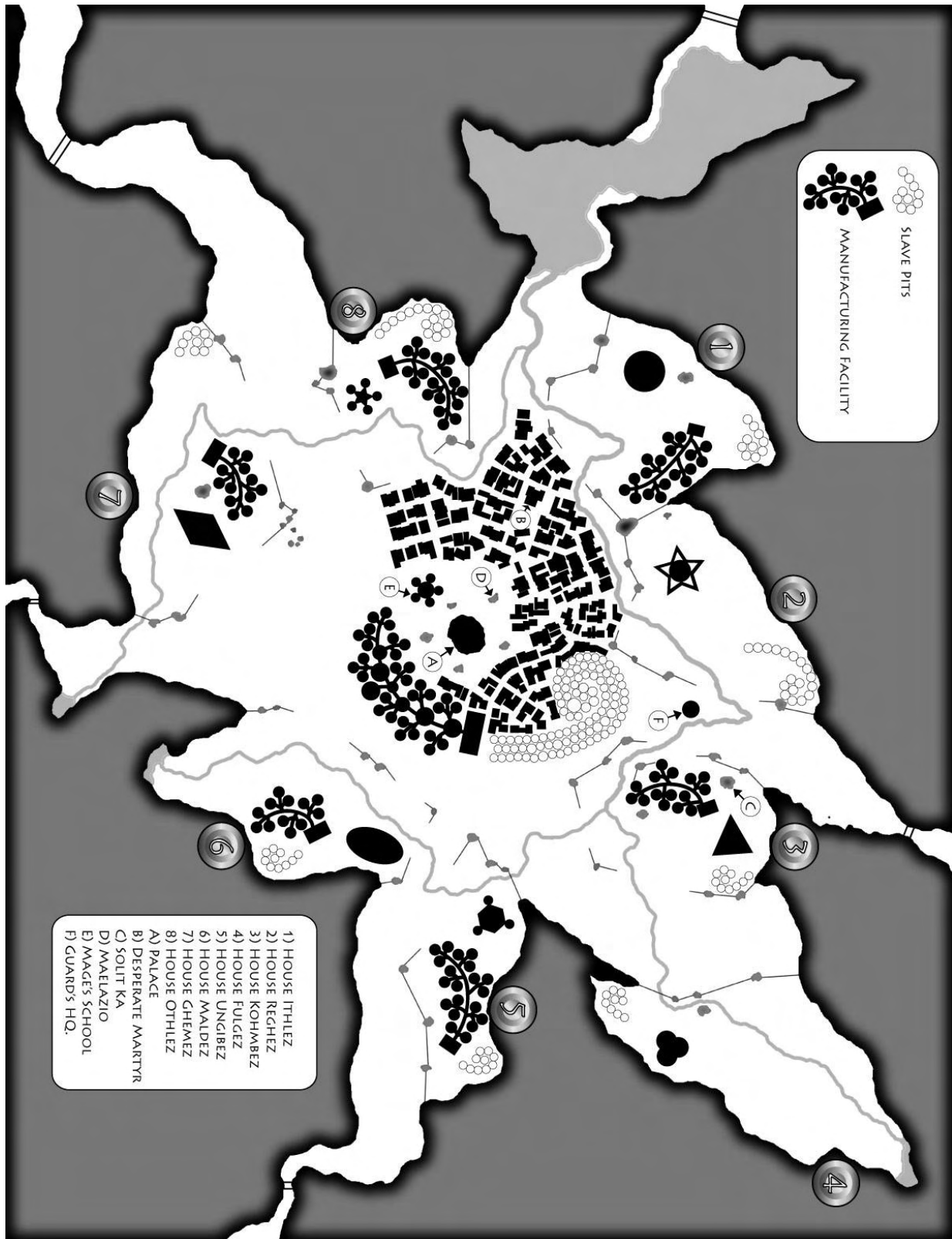
Special Purpose: Spread terror.

Dedicated Power: *Rusting grasp* as touch attack.

Personality: *Deathtongue* is a patient, manipulative mastermind. Its goal is to spread terror and fear and thereby strengthen the fabric of the Shadowdark. To that end, it is particularly fond of slaughtering the weak and wounded and sowing chaos; however, when it finds itself in the possession of one who might oppose its wishes, *Deathtongue* hides its purpose, working behind a veil of servitude and congeniality, slowly displaying its prowess, as it tries to corrupt its owner's mind with suspicion, doubt, paranoia and terror—until its owner becomes more amenable to the dagger's purpose. Additionally, the dagger is somewhat petulant and completely withholds the majority of its abilities from owners it considers beneath itself. Fond of the moral flexibility and power brokering of many arcane spellcasters, the dagger rewards them with greater access to its powers.

Strong conjuration, necromancy and transmutation; CL 17th; Craft Magic Arms and Armor, *limited wish*; Price 132,400 gp.

APPENDIX 9: MAP OF AZ'HALAZ



The honor of your presence is requested.

Today

Noon at Aaelazio

Lunch shall be served in the custom of your homeland.

Your existence depends on your cooperation; failure to attend would be considered a rude and hostile act.

Sincerely,
Malemnic-ez Reghez

PLAYERS' HANDOUT 2

During your reverie or sleep these following dream images linger after waking. For some reason these images leave you feeling a great sense of dread and as though you should have remembered more.

The scene of a chaotic battle is imprinted in your memories. Simen Sharn stands there with a dagger stuck in his back bleeding profusely as he battles several grey skinned creatures dressed in the uniform of his personal guard. The bodies of his human guards lie dead in a circle around him. Holding a loft the Sharn family sword he screams "Lawmaker aid me!" the sword flashes with a brilliant light and a grid of vibrating energy falls all around him. The death screams of the doppelgangers brings a shining fury to Simen's eyes. "You will never stop me! I will..." and the dream fades from your memory.

The Lady Katarina stands at the prow of a ship, beside her is the ever vigilant Knight Bannerette Lamanda. Turning to Lamanda she says "You know why I must do this, Walworth Isle is my home and if we don't do something we will loose it again. The Knights agree with me, if we clear the island we will be able to protect out shipping lanes and bring in trade and allies. It is our only hope for the long war ahead. Every day we have delayed more Iuzians are appearing on the island and the Dyversian enclave is gaining more power. I will not see my home lost again or sold to the highest bidder. I fear the Dyversians are playing both sides for profit."

Lamanda looking concerned replies "I understand that but why didn't you leave me as your proxy for the Council of Lords? I still do not trust the High Priest's ambition he puts the glory of the church and his position before the needs of the people."

"I'm afraid my dear that your survival must remain a secret a little longer. I fear greatly that we were mislead and there is a lot of troubling evidence pointing at..."

"Listen here chaps I have a need for you to do something for me. I have received a vision from Moradin and I have little time to avert the danger it presents. I need you to go to Law's Forge. Deep underground is the Fane of Law's Forge. It is a temple sacred to Moradin and in it is the *Law's Forge* the great altar in the Fane is the famous anvil it self. Moradin's visions have told me that a few dwarves still survive trapped in the Fane but they will not last much longer. If the enemy gets into the Fane there will never be any hope to reclaim my beloved home." The Lord Bladehone turns to his companions "Please go and..."

A laughing voices echoes in your memories "You are all such fools, you inspire betrayal greater then the arch-fiend himself."