

Devils in the Dark

Man cannot live by bread alone.

Alan Jones

If you teach a man to fish he is likely to be eaten by something nasty!

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Adventure Summary

This adventure is designed for 4-5 PCs of level 1-2 (c. 8 levels). It starts in the area near Bronsdale in Darokin but could be set anywhere.

Adventure Background

The PCs are in the village waiting for the caravan to leave.
Toney House see the PCs as a valuable resource, strong and brave.

Introduction

Now that supplies have started to flow into the village once more the villagers have relaxed slightly. Master merchant Callister of Toney House is still angry and upset that his men have been targeted again. His agents are still trying to persuade the PCs that they should come to work for him. Business has started to pick up and he is trying to recruit more men for his caravan but is having trouble finding the right people. Many see the company as jinxed and many of the orders are low profit in nature. Just as he is beginning to believe the rumours himself he receives a large order for salted tilapia to be sent to Akasoli.

A Worried Merchant

One morning a few days after you returned from rescuing the merchant caravan a lanky messenger boy visits you with a message from Paul Seabreeze, the fish and meat merchant a smoky, fishy tang follows him around.

“Sirs, my master has a message for you. He has had a request from Master Callister to supply a large number of salted fish to an important customer in Akasoli. My master sent my brother to the fishermen at Scalers’ Reach but he hasn’t come back and Master Callister is getting angry, and my mum is getting worried and Mr Seabreeze is all flustered and I’m scared that something has eaten my brother.” He starts to twist the hem of his tunic and starts to sniff. “My master says that you killed lots of orcs and rescued the merchants for Master Callister would you do the same for him. He ain’t got much money but he will give you a side of bacon and a barrel of fish if you’d help. And my mum has some cider she was keeping back for New Year and I’ll be your squire if you’d help. Please.”

The boy’s name is Dar Cippo and his brother’s name is Fedorico.

If the PCs ask around this is what they can find out about Scaler’s Point with a successful Gather Information check at DC10.

Scaler’s Point is a small hamlet, no more than a few huts set back from the shore in a sheltered, but near inaccessible cove not more than a mile or so to the south of Bronsdale. The main employment is fishing with net making and boat building a small sideline. The soft sandstone cliff behind the village is pockmarked with caves where the salting and smoking processes take place. The caves are reached by rough wooden ladders. The distinctive taste of the smoked and salted fish comes from the use of a natural lake weed that lines the barrels of salted fish and is added to the wood chips when smoking.

If the PCs visit Toney’s they will be met by Glim Osborn. He will mention that his master is concerned that no reply has come back from Scaler’s Point and he would welcome the PCs investigation of the problem. The mayor will give the same response via his secretary.

Journey to Scaler’s Point

The journey to Scaler’s Point is along the main Akorros road. The road runs close to the cliff top and once you pass the outlying farms of Bronsdale you are in rough grassland with the occasional copse atop the low hills to the east.

A Meeting on the Road

You are not far from the cliff path that leads down to Scaler’s Point when you spy a strange commotion on the road ahead. A squat muscular figure in scruffy, travel stained robes, armed with a rough quarterstaff is facing two hefty bugbears.

Bugbear (3): CR 2; Medium Humanoid(Goblinoid); HD 3d8+3 (15, 14, 14) ; Init +1; Spd 30; AC 17; Atk Morningstar +4 (1d8+2); Face/Reach 5ft by 5ft / 5ft; AL CE; Fort +2; Ref +4; Will +1; Str 15; Dex 12; Con 13; Int 10; Wis 10; Cha 9; Height 7ft; Weight 180;
Skills: Climb +2, Hide +3, Listen +3, Move Silently +6, Spot +3;
Feats: Alertness;

A third bugbear will move in to attack after 1d4 rounds unless the other two have been dispatched. The bugbears are just a hunting party, though the PCs don’t know this.

The largest of the bugbears carries the following items in his pouch; A handful of pretty stones, a feather, a large chunk of meat wrapped in a piece of parchment, a potion vial and 50gp.

The feather is a *Quaal’s Feather Token: Anchor*, the parchment once had three arcane spells on it but now only one is readable, *Identify* at 1st level.

The monk bows deeply and covers his right fist with his left hand. “Thank you kindly for your assistance. I am Quay-Zhi of the Sunshine Band order. These beasts would have been beaten, but your timely arrival shortened the battle considerably. May I ask where you are travelling?” His speech though heavily accented is quite easy to understand.

If the PCs say anything of their mission or their destination Quay-Zhi will shrug and speak again.

“May I request a boon? I have been travelling alone for some time now and would welcome some company on the road. At the moment any road will suffice for me, will you have me along?”

Assuming that the party agrees to Quay-Zhi accompanying them the monk will bow again and smile a thank-you. If the PCs ask about what he is doing in the area he will explain.

“I was sent from my monastery which lies in the mountains of Sind far to the west because I repeatedly asked unanswerable questions. My Grand Master told me not to return until he had learnt that not all questions have answers and was I tasked to bring back a pebble from each of the nations of the Known World. Now I know that is a futile task and it is meant to teach me humility and patience. This I suppose means that I can now return to my order, but my travels have given me the chance to ponder some of the questions for which my grand master has no answers.”

He will not tell the PCs what these questions are.

The rest of the journey to Scaler’s Point is uneventful.

Scaler’s Point

You arrive at the cliff top above Scaler’s point and see the rough wooden cranes used for hoisting barrels of fish up to the cliff top and sacks of salt down to the village standing idle. A set of wooden stairs, weathered grey by the winds from the lake but still sound, lead down to the cove below.

Some of the steps near the top have been partially cut through. If this is not Spotted or Found then the first PC that weighs more than 120lbs including equipment will cause the stairs to collapse. A successful reflex save will stop the fall. The PC gets to save every 10’ as they fall.

↗ **Ladder:** CR 2; Fall 4 x 10’ Reflex save every 10’; Fortitude save Avoids (DC 15); Search (DC 20); Spot (DC 25); (120xp per PC)

Cliff Foot

You reach the bottom of the cliff and look around. The hamlet is strangely quiet with only the sounds of the waves breaking on the shingle beach. There is a scent of fish guts and wood smoke on the air. The buildings that fill most of the cove are constructed of coarse blocks of stone, apparently the same rock the cliffs are made of, lengths of roughly hewn timber with roofs of turf, thatch and wooden slates. Most of the buildings are small, single story dwellings but one building is larger and has the look of an inn about it. The cliff wall that looms over Scaler’s Point has a number of caves carved into it. Some, those near the foot of the cliff, are large; those nearer the top are smaller. Many of the openings are crowned with a greasy black halo of soot.

In the shallows, when the water draws back before a wave you can see wooden stakes sticking above the surface but you cannot from here determine their purpose.

The Shoreline

As you approach the shore you see that attached to the wooden stakes are funnel shaped fishing nets. Flashes of leaping silver show that fish have been caught in them, a good catch by the look of things.

A spot check at DC16 will reveal something larger is hiding in the shallows. Three Giant Crabs are hiding in the shallows waiting for the PCs to approach. If the PCs move within 30’ of the shore, i.e. to investigate the wooden stakes, the crabs will attack.

Giant Crabs (3): CR 1; Medium Vermin(Aquatic); HD 3d8+6 (26, 26, 22) ; Init +0; Spd 30; AC 16; Atk 2 Claws +2 melee (2d6+1); Face/Reach 10ft by 10ft / 5ft; AL N; Fort +5; Ref +0; Will +0; Str 13; Dex 10; Con 14; Int 2; Wis 10; Cha 2; Height 3ft; Weight 100lbs;
Skills: Hide +6, Spot +6;
Feats: -;

Dwelling

Each dwelling is pretty much the same.

The rude stone and timber dwelling is surprisingly spacious inside though it has but one room divided by a willow screen into two rooms, one for cooking, eating and working, the other for sleeping. A small collection of pretty shells, sea thrift flowers and lucky stones sit in a niche in one wall. A single window, screened with scraped fish skin allows a little light into the main room; a stack of seal fat candles and a clay lamp containing whale oil would provide illumination after sundown. A rough wooden chest doubles up as a table.

The chest contains tools and a few carved whalebone ornaments, some unfinished. A Knowledge Religion check at DC12 would identify the shells and stones as an offering to the sea goddess Calitha Starbrow.

The Leaping Salmon

Outside the Inn

The inn is much larger and the entire lower storey is constructed of stone. As you approach you notice that the door has been smashed open and it appears that an attempt had been made to burn the building, the dampness of the wood however prevented the fires from taking hold on the roof or upper storey. The inn's sign has been torn down and splintered though you can make out the image of a leaping salmon.

The Inn's Taproom

The taproom has obviously seen a violent struggle. The rough wooden tables constructed from barrels and the simple stools have been scattered and broken. It seems that an attempt was made to barricade the door as much of the furniture is at that end of the room. Broken glass and cracked clay mugs lie everywhere and blood stains mark the stone floor and walls and there is a stale oily stink to the air. A narrow stair leads upstairs.

PCs that make a Listen check at DC15 will hear something moving upstairs but they can't tell what it is.

Upstairs at the Leaping Salmon

The stairs lead up to a corridor from which three doors lead, all have been broken down. A loud creaking sound can be heard coming from the room at the far end of the corridor.

The two side rooms are empty and contain nothing more than a bed with a straw mattress, a chest containing clothes and a simple table. The room to the left of the corridor is where the strange oily stink is strongest.

A Grisly Sight

The room at the far end of the corridor is splattered with blood and hanging by his neck from the ceiling is a man, from his garb you guess he was the innkeeper. He has been disembowelled and strange symbols have been drawn on the floor. A large bed, obviously a prized possession, a chest and a simple table under a window made from the ends of wine bottles are the only furnishings.

A Knowledge Religion ad DC20 suggests that some of the symbols may be that of Bagni Gullymaw a Chaotic Evil Immortal favoured by those that practise cannibalism.

A Healing Check at DC15 gives an estimate that the man has been dead no more than a day or so.

A Search Check at DC10 of the bed will uncover a diary. (See Appendix 7)

Under the bed is a crudely carved holy symbol of a pearl in a shell (Knowledge Religion DC10 to identify it as Calitha Starbrow).

The Caves

There are a number of caves dug into the cliff, 5 at the bottom of the cliff, 6 halfway up and six more near the top. Those at the foot of the cliff are larger than those higher up and are closed off with wooden doors. Each has a simple sigil carved into the rock by the opening; this you guess, identifies who owns the cave. The higher level caves are reached by ladders which currently lie on the ground near the foot of the cliff.

Low Level Caves

These five caves are the workshops and storerooms of the community. Doors of driftwood and rough timber keep out the worst of the elements. Working from west to east the caves contain the following:

Storeroom: There are stacks of timber, piles of drying seaweed and a few broken barrels stacked at the rear of this dry cave. [Encounter: 1 Medium Spider]

Workshop: This room appears to have been used as a smithy. A small forge with sealskin bellows and a rack of metalworking tools occupies the far end of the room. A few small iron ingots and a bucket containing nails sit beside a battered but serviceable anvil.

Empty: The roof of this cave is supported by a number of sturdy wooden props as a large crack runs across the roof of the cave. Nothing is stored here.

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Workshop: The doors to this cave are open. An upside-down boat is in here having its bottom caulked. A bucket of tar and a pile of oakum lie ready for the repair to be completed. A foul oily stench hangs in the air. The boat covers an entrance to the troglodytes' lair. [Encounter: 1 Troglodyte hiding under the boat. It won't attack unless a PC looks underneath the boat. If someone does the troglodyte will try to drag the PC under the boat – grapple check before attacking.]

🐞 **Vermin, Spider, Medium-size Hunter:** CR 1; AL N; Medium Vermin; HD 2d8+2; hp 16; Init + 3; Spd Climb 20, 40; AC 14 (FF 11, Touch 13); +1 base melee, +4 base ranged; Grapple +1; +4 Melee (Bite 1d6/crit 20/x2); SA: Web (Ex), Poison (Ex) SQ: Racial Traits: Vermin Saves: Fort + 4, Ref + 3, Will + 0; STR 11, DEX 17, CON 12, INT --, WIS 10, CHA 2 Skills: Climb + 12, Hide + 10, Jump + 9, Spot + 10. Feats: Weapon Finesse: Bite. Poison (Ex): Bite, Fortitude save (DC 14), initial and secondary damage 1d4 Strength.

🐞 **Troglodyte:** CR 1; AL NE; Medium Humanoid (Reptilian); HD 2d8+4; hp 15; Init -1; Spd 30; AC 15 (FF 15, Touch 9); +1 base melee, +0 base ranged; Grapple +1; +1 Melee (2 Claws 1d4/crit 20/x2) and -1 Melee (Bite 1d4/crit 20/x2); SA: Stench (Ex) SQ: Darkvision (Ex): 90 ft. Saves: Fort + 5, Ref -1, Will + 0; STR 10, DEX 9, CON 14, INT 8, WIS 10, CHA 10 Skills: Hide + 6, Listen + 3. Feats: Multiattack, Simple Weapon Proficiency, Weapon Focus: Javelin. Weapons: Claws & Bite Special Attacks: Stench (Ex): When a troglodyte is angry or frightened, it secretes an oily, musk like chemical that nearly every form of animal life finds offensive. All creatures (except troglodytes) within 30 feet of the troglodyte must succeed at a Fortitude save (DC 13) or be overcome with nausea. This lasts for 10 rounds and deals 1d6 points of temporary Strength damage.

Medium Level Caves

These caves have been used as salting and smoking chambers.

Salthouse: Three long pits have been dug in the floor of the cave and are filled with salt. More sacks are stacked up against the rear wall of the cave. [Encounter: 2 Ghouls. The troglodytes have killed and buried two fishermen in two of the pits. They will attack from beneath the salt if a PC walks past the pits.]

Smokehouse: Black stalactites of tar hang from the roof and the smell of wood smoke mixed with the pungent odour of fish fills the air. Every surface is the colour of pitch and despite the copious sand that has been scattered on the floor your feet stick slightly to the ground as you move about the cave. Racks for holding fish fill most of the cave. [Encounter: 2 villagers are hiding amongst the racks. A listen check at DC12 or a spot check at DC15 will reveal them as will any searching. The young boy and girl have smothered themselves in the tar which has made them almost invisible. For a successful gather information roll at DC12 the PCs get one of the following answers:

“They came up from the caves. Horrible things, smelly things.”

“They had heads like a turtle. We hid here so they wouldn’t find us.”

“Came from the boathouse.”

They don’t know how many they are or what the creatures are. Their names are Tasha and Loran.

Smokehouse: The floor of this cave is littered with broken wooden racks and the remains of the fish that had been smoking on them. The floor is sticky with the tar that hangs like big black stalactites from the ceiling. [Encounter: 2 Darkmantles. The creatures have climbed up from the troglodyte caves and feasted on the smoked fish before secreting themselves on the ceiling to wait for more pray. They can be spotted with a Spot or Search check of SC21]

Smokehouse: The floor of this cave has covered with seaweed and fresh fish have been hung up on the racks ready for smoking. Amongst the fish the body of a man has been hung. He has been gutted like the fish.

Salthouse: Four long pits have been dug into the floor of the cave and each is filled with salt. Barrels are stacked up at the rear of the cave.

Smokehouse: The floor of this cave is littered with broken wooden racks and the remains of the fish that had been smoking on them. The floor is sticky with the tar that hangs like big black stalactites from the ceiling.

➤ **Ghoul (2):** CR 1; AL CE; Medium Undead; HD 2d12; hp 22, 14; Init + 2; Spd 30; AC 14 (FF 12, Touch 12); +2 base melee, +3 base ranged; Grapple +2; +3 Melee (Bite 1d6+1/crit 20/x2) and +0 Melee (2 Claws 1d3/crit 20/x2); The ghouls have red raw visages as if something has ripped the skin from their faces.
 SA: Create Spawn (Su) , Paralysis (Ex)
 SQ: Racial Traits: Undead, Resistance: Turn (Ex): +2
 Saves: Fort + 0, Ref + 2, Will + 5; STR 13, DEX 15, CON --, INT 13, WIS 14, CHA 16
 Skills: Climb + 6, Escape Artist + 7, Hide + 7, Intuit Direction + 3, Jump + 6, Listen + 7, Move Silently + 7, Search + 6, Spot + 7.
 Feats: Multiattack, Weapon Finesse: Bite.
 Special Attacks: Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed at a Fortitude save (DC 14) or be paralyzed for 1d6+2 minutes. Elves are immune to this paralysis.
 Create Spawn (Su): In most cases, ghouls devour those they kill. From time to time, however, the bodies of their humanoid victims lie where they fell, to rise as ghouls themselves in 1d4 days. Casting protection from evil on a body before the end of that time averts the transformation. (The statistics above are for human ghouls and ghouls and ghouls may vary depending on their original race or kind.)
 Special Qualities: Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

➤ **Darkmantle (2):** CR 1; AL N; Small Magical Beast; HD 1d10+1; hp 9, 8; Init + 4; Spd 20, Fly, Poor 30; AC 17 (FF 17, Touch 11); +5 base melee, +2 base ranged; Grapple +0; +5 Melee (Slam 1d4+4/crit 20/x2);
 SA: Darkness (Su), Improved Grab (Ex) , Constrict (Ex)
 SQ: Blindsight (Ex)
 Saves: Fort + 3, Ref + 2, Will + 0; STR 16, DEX 10, CON 13, INT 3, WIS 10, CHA 10
 Skills: Hide + 11, Listen + 5.
 Feats: Improved Initiative.
 Special Attacks:
Darkness (Su): Once per day a darkmantle can cause darkness as the spell cast by a 5th-level sorcerer. It most often uses this ability just before attacking.
Improved Grab (Ex): To use this ability, the darkmantle must hit with its slam attack. If it gets a hold, it can constrict.
Constrict (Ex): A darkmantle deals 1d4+4 damage with a successful grapple check.
 Special Qualities:
Blindsight (Ex): A darkmantle can "see" by emitting high-frequency sounds, inaudible to most other creatures, that allows it to ascertain objects and creatures within 90 feet. A silence spell negates this and effectively blinds the darkmantle.

High Level Caves

These caves have shielded vents opening out onto the top of the cliff and are used for drying fish and meat.

Empty: This cave looks freshly carved and as yet has not been used for anything.

Storeroom: This cave has a collection of tools (picks, shovels, hammers) neatly stacked in the far corner. A pile of sacks and a sea stained packing crate is also stored here. The floor and ceiling are criss-crossed by a web of cracks and crevices. It looks like it has never been used but was abandoned due to the cracks in the floor. [The chest contains salvage from various wrecks that occasionally get washed up on the shore of the lake. The villagers sell them off bit by bit when they are short of money so as not to attract attention. Currently it contains a set of half-plate armour and a small pouch of pearls. The people of the village know where to walk to avoid the cracks. A search check at DC 20 will reveal the correct path to reach the items at the back of the room otherwise the PC will fall 20 feet onto the fish racks in room 2 on the level below]

Drying House: The wind whistles loudly through the racks of drying fish and seal meat hanging on the racks that almost totally fill this cave.

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↖ **Trapped Cave:** CR 2; Fall 20' onto the remains of a smoking rack; Reflex Save Avoids (DC 20); Search (DC 20); 2d6 points of falling damage + 1d4 Spikes for 1d4+2 points of damage at +10 melee.

The Troglodyte Caves

The caves, for the most part, are natural water carved caves; they extend under the sea and are cold and dank. No light fittings are present making them dark. Creatures with darkvision have no problems seeing but a source of light is vital for those ground dwellers without this ability. The floors are rough and uneven but generally do not impede movement. The ceilings of the caves and corridors are at least 8' high and most of the corridors are 8' – 10' wide.

The Chambers of Wind

An eerie, ghostlike whistle constantly drones through the chambers of this level. Listen checks for players are at -4, creatures are not penalised as they are used to the sound and block it out sub-consciously. The sound is produced by air being forced through numerous small holes in the ceiling by the actions of the waves and the tides in the chambers above.

As well as noises made by the denizens of this level PCs who make a listen check of DC12 or above will hear one of the below:

D20 Roll	What is heard / felt
1-4	Nothing
5-8	The wind makes the sound of a baby crying
9-12	The wind caresses your face like a silk scarf
13-16	The wind sounds like it is speaking but you can't make out the words
17-20	The wind blows your hair into your face

The Link to the World Above

Below the upturned hull of the fishing boat a narrow shaft descends into the ground. The first few yards appear to have been recently dug with crude tools but as you descend the smoothness of the rock suggests that it vertical shaft was eroded by water. The shaft gradually widens as it descends until it is 10' wide at which point it suddenly enters an irregular chamber some 15' square with a passage leading west. A foul oily stench drifts up from below.

The shaft is 5' wide for the first 30' (climb DC0) before widening to 10' over the next 30' (climb DC20). If the PCs provide a rope then the climb DC becomes -15 and 5 respectively. The total drop from surface to cavern floor is 70'.

Watcher in the Dark

The chamber is some 15' square with a rough stone floor littered with debris from the recent tunnelling. A foul oily stench fills the air. A narrowing passage leads westwards.

The room contains a single troglodyte and a giant lizard on guard duty. The troglodyte will raise the alarm if he is not dispatched in 3 rounds or if the PCs make a lot of noise coming down the shaft. The remaining troglodytes on this level will therefore be expecting the PCs and will hide and prepare traps for the PCs.

➤ **Troglodyte:** CR 1; AL NE; Medium Humanoid (Reptilian); HD 2d8+4; hp 11; Init -1; Spd 30; AC 15 (FF 15, Touch 9); +1 base melee, +0 base ranged; Grapple +1;
 +1 Melee (2 Claws 1d4/crit 20/x2) and -1 Melee (Bite 1d4/crit 20/x2);
 SA: Stench (Ex)
 SQ: Darkvision (Ex): 90 ft.
 Saves: Fort + 5, Ref -1, Will + 0; STR 10, DEX 9, CON 14, INT 8, WIS 10, CHA 10
 Skills: Hide + 6, Listen + 3.
 Feats: Multiattack, Simple Weapon Proficiency, Weapon Focus: Javelin.
 Weapons: Claws & Bite
 Special Attacks: Stench (Ex): When a troglodyte is angry or frightened, it secretes an oily, musk like chemical that nearly every form of animal life finds offensive. All creatures (except troglodytes) within 30 feet of the troglodyte must succeed at a Fortitude save (DC 13) or be overcome with nausea. This lasts for 10 rounds and deals 1d6 points of temporary Strength damage.

➤ **Animal, Lizard, Giant:** CR 2; Medium Animal ; HD 3d8+9 (Animal) ; hp 19; Init +2; Spd 30, Swim 30; AC:15 (Flatfooted:13 Touch:12); Atk +5 base melee, +4 base ranged; +5 (1d8+4, Bite); AL N; SV Fort +6, Ref +5, Will +2; STR 17, DEX 15, CON 17, INT 1, WIS 12, CHA 2.
 Skills: Climb +9, Hide +7, Listen +4, Move Silently +6, Spot +4.

Guarded by the Dead

This irregularly shaped cave has two large stone pillars in its southern half. The cave is roughly triangular with a flattened northern end. A narrow passage enters from the east while a wider one leads off to the west. The floor of the cave is very loose and uneven. A rotten wooden chest squats in the far southwest corner of the chamber.

➤ **Zombie, Medium-size (4)**: CR1/2; Medium Undead ; HD 2d12 (Undead); hp16,15,15,15; Init -1; Spd 30; AC:11 (Flatfooted:11 Touch:9); Atk +2 base melee, +0 base ranged; +2 (1d6+1, Slam); SQ: Racial Traits: Undead, Partial Actions Only (Ex); ALNE; SV Fort +0, Ref -1, Will +3; STR 13, DEX 8, CON --, INT --, WIS 10, CHA 1. Feats: Toughness.

One round after the PCs enter the cave, four human zombies struggle from the ground, squares are marked as 'X' on the map. Again the foul creatures have had the skin flayed from their faces. If they emerge in the same square as a PC they can attack that round. If not they take the first round dragging themselves from the loose soil. The bodies appear to be fresh and are pierced by many wounds; they are probably some of the inhabitants of Scaler's Point. The chest has already been emptied.

Crossroads

The passage joins another running at right angles at this point. The north-west passage is barred by a rusted iron gate fixed to the stone walls with iron staples which double as a hinge. A complex array of knotted wire holds it shut.

The knots can be untied by a Open Lock or Use Rope check of DC20.

Prisoners

Eight demoralised prisoners hunker down at the far end of the chamber. They have been tied hand and foot with lengths of net cut from their fishing nets.

A narrow passage leads southwest to a well, a bucket attached to a length of rope lies nearby.

The ropes can be untied with a Use Rope check at DC10 or simply cut with an edged weapon. The prisoners are pleased to see you and are willing to risk the journey back to the surface by themselves assuming a rope has been left dangling in the entrance.

They know the following:

The leader is referred to as Holy Feshh

Some have been taken below to be sacrificed to someone called Gullymaw

They saw some of the stronger fellow prisoners killed and dragged off towards the east.

They glimpsed the leader once, a large creature with a black wooden staff

The Speaker's Chamber

Strange runes have been carved into the walls of this cavern and irregularly shaped boulders have been arranged in rows facing a larger chair shaped rock.

Each day as the tide reaches its highest point; Feshh will come here and speak to all the clan. There is a 5% chance that this will occur while the PCs are in the chamber and a 10% chance that the PCs will arrive here as preparations are being made. In the latter case 2 troglodytes will be present strewing foul smelling offal around the chamber. Otherwise the room is empty.

➤ **Troglodyte (2)**: CR 1; AL NE; Medium Humanoid (Reptilian); HD 2d8+4; hp 12,12; Init -1; Spd 30; AC 15 (FF 15, Touch 9); +1 base melee, +0 base ranged; Grapple +1; +1 Melee (2 Claws 1d4/crit 20/x2) and -1 Melee (Bite 1d4/crit 20/x2); SA: Stench (Ex) SQ: Darkvision (Ex): 90 ft. Saves: Fort + 5, Ref -1, Will + 0; STR 10, DEX 9, CON 14, INT 8, WIS 10, CHA 10 Skills: Hide + 6, Listen + 3. Feats: Multiattack, Simple Weapon Proficiency, Weapon Focus: Javelin. Weapons: Claws & Bite Special Attacks: Stench (Ex): When a troglodyte is angry or frightened, it secretes an oily, musk like chemical that nearly every form of animal life finds offensive. All creatures (except troglodytes) within 30 feet of the troglodyte must succeed at a Fortitude save (DC 13) or be overcome with nausea. This lasts for 10 rounds and deals 1d6 points of temporary Strength damage.

Store Room

This room is two-thirds full of sacks, chests and barrels many bearing the marks of the great trading houses of Darokin. The locks of some of the chests show signs of being forced others are still intact.

A spot check of DC15 shows that curled up amongst the sacks is a giant lizard.

➤ **Animal, Lizard, Giant**: CR 2; Medium Animal ; HD 3d8+9 (Animal) ; hp 19; Init +2; Spd 30, Swim 30; AC:15 (Flatfooted:13 Touch:12); Atk +5 base melee, +4 base ranged; +5 (1d8+4, Bite); AL N; SV Fort +6, Ref +5, Will +2; STR 17, DEX 15, CON 17, INT 1, WIS 12, CHA 2. Skills: Climb +9, Hide +7, Listen +4, Move Silently +6, Spot +4.

The sacks contain wool, soiled by the damp conditions. The unlocked chests contain a total of 1290gp and 900sp. The smaller chests that have not been forced are locked and trapped. One contains a mass of broken glass and sticky fluids, amongst the debris are three intact glass vials. Two contain potions of cure light wounds, the other a potion of invisibility. The smallest of the chests contains a smaller ebony casket in which lies a ring of animal friendship.

Watcher's Post

This rectangular cavern is more akin to a short cross passage than a true cave. At its centre is a rugged pillar that partially blocks the passage to the south east. Its numerous ledges and nooks are stuffed with foul smelling tallow candles and the rancid fat has formed runnels jellified pools all the way down to the base.

Hiding amongst the shadows of the pillar is Akgrah's familiar. It will not attack unless its presence is noted at which point it will use a stunning shock before making a bolt for the Hidden Stair.

Crossroads

A four way junction in the rough stone passages; the passage to the southwest has a foul air and is narrower than those that run north, east and west.

The southwest passage leads to the troglodyte's midden, a stinking pile of waste.

The Hidden Stair

This large chamber, about 40' in diameter, has a single massive rocky pillar in its centre. Water has seeped through the rocks of the ceiling and has run down the pillar forming a small pool at its base. The pillar itself has a glassy sheen from the slime that has grown upon it.

Hidden in the rock is a secret door search DC20 to find it. The PCs get a +10 to the search if they see Akgrah's familiar vanish into a small crack near the base of it. They get +5 if they bang on the pillar as it has a hollow sound. Dwarves get a +5 to their search to notice the construction.

As you search the pillar you notice a hidden doorway. Pushing on the seemingly solid rock causes part of it to swing open revealing a heavily worn stone spiral stair leading downwards. The stairs like the rock of the pillar are slick with slime and water.

The Chambers of Water

The air in this level is very humid and warmer than the level above. No location is completely silent; there are plops and splashes, some sounding quite loud others much softer. As well as noises made by the denizens of this level PCs who make a listen check of DC12 or above will hear one of the below:

D20 Roll	What is heard / felt
1-4	Nothing
5-8	You hear the sound like a large object falling into a deep pool
9-12	Wet footfalls on smooth stone
13-16	A wave crashing on a cliff in a storm
17-20	A fountain splashing

The Underground River

You step out of a similar pillar to the one you entered into a slighter warmer, humid chamber through which a narrow stream in a shallow bed flows. Pale mosses and lichens cloak the rocks and everything is slick with moisture. The river exits this roughly triangular chamber through an opening to the northwest. Natural alcoves and smaller pillars lie to the north east and southwest. A pale unnatural glow emanates from the southwest passage.

If the caves are on an alert, either by a guard coming from the level above or from Akgrah's familiar alerting his master, then there will be two troglodyte guards here, otherwise the chamber will be empty.

➤ **Troglodyte (2):** CR 1; AL NE; Medium Humanoid (Reptilian); HD 2d8+4; hp 13,12; Init -1; Spd 30; AC 15 (FF 15, Touch 9); +1 base melee, +0 base ranged; Grapple +1; +1 Melee (2 Claws 1d4/crit 20/x2) and -1 Melee (Bite 1d4/crit 20/x2); SA: Stench (Ex) SQ: Darkvision (Ex): 90 ft. Saves: Fort + 5, Ref -1, Will + 0; STR 10, DEX 9, CON 14, INT 8, WIS 10, CHA 10 Skills: Hide + 6, Listen + 3. Feats: Multiattack, Simple Weapon Proficiency, Weapon Focus: Javelin. Weapons: Claws & Bite Special Attacks: Stench (Ex): When a troglodyte is angry or frightened, it secretes an oily, musk like chemical that nearly every form of animal life finds offensive. All creatures (except troglodytes) within 30 feet of the troglodyte must succeed at a Fortitude save (DC 13) or be overcome with nausea. This lasts for 10 rounds and deals 1d6 points of temporary Strength damage.

The Flooded Chamber

The shallow stream runs down the sloping passage that exits the chamber to the south east and enters a lake of still water that fills half of the chamber. At the limit of your vision the chamber narrows and you can see that the water continues beyond this.

If closely examined the water is surprisingly clear and icy cold. If anyone steps into the water or drinks from it, a figure clad only in a curtain of water rises from the water some 10' away.

The figure is stunningly beautiful all must make a will save at DC17 or be stunned for 1 round.

If the PCs make an aggressive move towards the nymph she will vanish below the surface and cast a *Summon Monster IV* to create a Small Tojanda, then cast *Adrenaline Surge* on it.

If the PCs are not aggressive she will be willing to answer questions and even help the PCs with healing etc.

She keeps the underwater lake pure despite the efforts of the troglodytes who drop their waste in it. She uses her spells to transport them elsewhere.

Long ago the pool was known as a healing spring and druids and clerics of Kallala used to make pilgrimages to it.

She knows little of the rest of the caves other than she has heard the troglodytes talking of Bagni Gullymaw, who they believe lives below the caves. They have been feeding sacrifices to this god.

She will offer PCs healing and restoration if they act in a good fashion and if they offer to rid the caves of the troglodytes.

She will point out a set of stepping stones hidden just below the water which would otherwise require a search check of DC17 to find.

She has not attacked the troglodytes themselves as they are many and she is only one.

The leader of the troglodytes, Fessh, has an evil staff. If it is given to her she will see it is disposed of.

Slime Chamber

Almost the whole floor of this chamber is covered by a luminous green slime. Rubbery stalactites hang from the ceiling like snot from a urchin's nose while the walls are covered with encrustations of dried slime. Occasionally a gloopy splat echoes through the chamber as another drop falls to the floor.

A chest, partially sheltered by the rocky walls stands in the southwest corner.

PC's who encroach within the dotted red circle must make a reflex check at DC13 or be hit by a goblet of green slime.

➤ **Green Slime** (1): CR 4; Small Plant; HD 2d10+2 (16hp); Init -5; Spd 0ft; AC 3; Atk Slam +3 (1d6 con damage flesh, 2d6 wood/metal); Face/Reach 5ft by 5ft; AL N; Fort +1; Ref -4; Will -4; Str -; Dex 1; Con 12; Int -; Wis 1; Cha 1; Height 0; Weight 0;
SA- Devour (Ex): Anyone reduced to 0 Con or an object to 0 hardness by green slime is devoured and gone forever.
SA- Splash (Ex): If the slime misses its intended target, roll for splash damage on the grenade-like weapon table in the DMG, p. 68.
SQ- Easy to Excise (Ex): If green slime is scraped off a subject in the first round of its attachment requiring a successful melee attack that removes it regardless of damage rolled, and provided that item used to scrape the slime off is then safely discarded, green slime cannot inflict further damage on that subject unless somehow reattached (which begins the damaging process all over again).
SQ- Elemental Vulnerability (Ex): Green slime takes normal damage from all spells with the fire and cold descriptor, or from normal fire or cold damage.
SQ- Ooze: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing, immune to critical hits.
SQ- Weapon immunity (Ex): Green slime is immune to all weapons, regardless of magical enhancement or material composition.

The chest contains much of the troglodytes' wealth. Goods: Freshwater (irregular) pearl (9 gp); Blue star sapphire (900 gp); Citrine (60 gp); Eye agate (7 gp).
Currency: 300 gp.

The Cave of Many Paths

Narrow tunnels lead off to the south, east, north west and north east from this junction. A crude barricade can be seen blocking the north east passage. The sound of chanting can be heard echoing through the corridors to the east.

Fesh's Chamber (CR 5)

The narrow twisting corridor that snakes southwards is guarded by two elite troglodytes who hide in the shadows cast by the wall. They will if possible try to capture the PCs rather than kill them; Fesh will want to question them.

➤ **Male Troglodyte Humanoid2/War2**: CR 2; Medium Humanoid (Reptilian); HD 2d8+4(Humanoid) , 2d8+4(Warrior) ; hp 32; Init -1; Spd 30; AC:15 (Flatfooted:15 Touch:9); Atk +3 base melee, +2 base ranged; +3/-2 (1d4, 2 Claws; 1d4, Bite); +3 (1d4, Bite); +3 (1d8, Longspear); SA: Stench (Ex) ; SQ: Darkvision (Ex): 90 ft.; AL NE; SV Fort +8, Ref -1, Will +0; STR 10, DEX 9, CON 14, INT 8, WIS 10, CHA 10.
Skills: Hide +6, Intimidate +3, Jump +2, Listen +5, Spot +2.

Feats: Alertness, Armour Proficiency: heavy, Armour Proficiency: light, Armour Proficiency: medium, Dirty Fighting, Shield Proficiency, Simple Weapon Proficiency.
Possessions: Weapons: Longspear (5 gp).

➤ **Male Troglodyte Humanoid2/Rog2**: CR 3; Medium Humanoid (Reptilian); HD 2d8+4(Humanoid) , 2d6+4(Rogue) ; hp 27; Init -1; Spd 30; AC:15 (Flatfooted:15 Touch:9); Atk +2 base melee, +1 base ranged; +2/-3 (1d4, 2 Claws; 1d4, Bite); +2 (1d4, Bite); SA: Stench (Ex) ; SQ: Darkvision (Ex): 90 ft.; AL NE; SV Fort +5, Ref +4, Will +2; STR 10, DEX 9, CON 14, INT 8, WIS 10, CHA 10.
Skills: Disable Device +3, Hide +10, Listen +7, Move Silently +6, Spot +7, Tumble +6.

Feats: Armour Proficiency: light, Iron Will, Lightning Reflexes, Simple Weapon Proficiency.

The chamber is large and drier than the passages outside. A pile of scavenged cloth forms a nest in the south of the cave while tucked around a corner is a chest.
The chest has a simple needle trap on the lock. Fesh has the key around his neck.

➤ **Needle Trap**: CR 2; Needle has small centipede poison on it 1d2 dex initial, 1d2 dex secondary; Fortitude save Avoids (DC 11); Search (DC 22); Disable Device (DC 20);

Inside the chest is a grisly prize, a partially finished hooded cape formed from the flayed skin of the faces of Fesh's victims. A pouch containing a long curved needle and a skein of silken thread.

The Flaying Room

The entrances to this chamber are barricaded. An opposed Disable Device check vs. that of the troglodyte rogue is needed to dismantle them without alerting the occupants.

20% of the time Fess will be talking to the prisoners.

50% of the time Fess will be preparing a prisoner for flaying.

20% of the time Fess will be flaying the prisoner.

10% of the time Fess will be taking the prisoner to the pit.

Three prisoners are tied to the north wall, their faces a rictus of fear as they know what fate awaits them.

Standing at a low flat stone is a tall, emaciated troglodyte wearing simple bloodstained white robes. Stretched out on the stone is one of the prisoners. The troglodyte holds a long thin bladed knife in his hands while two similarly attired troglodytes hold the struggling prisoner down

The passage that leads south from the cave has been carved and painted to resemble a large tooth encircled mouth.

The prisoners know nothing other than that the tall troglodyte was going to flay them and stuff them into the pit where Bagni Gullymaw lives.

Fessh will use his staff to animate any dead prisoners, troglodytes and PCs. He will use the Cause Fear spell first then his silence on any spell casters.

When reduced to 15 hit points or less he will run through the maw crying out for Bagni to save him before leaping into the pit taking the staff with him.

♣ Male Troglodyte Humanoid2/Adp1 (2): CR 2; Medium Humanoid (Reptilian); HD 2d8(Humanoid) , 1d6(Adept) ; hp 15; Init +1; Spd 30; AC:17 (Flatfooted:16 Touch:11); Atk +3 base melee, +2 base ranged; +3/-2 (1d4+2, 2 Claws; 1d4+1, Bite); +3 (1d4+3, Bite); +4 (1d4+3, +1 Dagger); SA: Stench (Ex) ; SQ: Darkvision (Ex): 90 ft.; AL NE; SV Fort +3, Ref +3, Will +7; STR 15, DEX 12, CON 11, INT 14, WIS 16, CHA 14.
Skills: Concentration +6, Hide +8, Knowledge (Religion) +8, Listen +9, Spellcraft +6.

Feats: Iron Will, Lightning Reflexes, Simple Weapon Proficiency.

Spells Prepared (Adp 3/2): 0 - Cure Minor Wounds x2, Guidance; 1st - Cause Fear, Obscuring Mist.

Possessions:

Weapons: +1 Dagger / Dagger

Bagni's Gullet

A few tattered fragments of flesh are snagged on the razor sharp rocks that rim the dark pit that fills most of this cave. You can't help but think that the tooth like rocks that mark the entrance are going to snap shut at any moment.

The pit leads to the lower levels of the cave complex.

Akgrah's Quarters

If the alarm is raised Akgrah will use his hiding ability to learn the power of the PCs if he thinks that they are a match for Fessh he will continue hiding until they have been weakened or killed before attacking. If the alarm has not been raised he will be in his chamber reading and resting.

A stinking nest has been constructed from a pile of looted rags in the centre of this cave. Chests and urns are stacked up against walls while incongruously a desk and stool also stands in a rough niche. A cauldron steams and bubbles over a small fire.

If Akgrah is here he will be seated at the desk; a portly troglodyte with small eyes and a pointed snout.

The chests are not trapped and contain looted food (salted fish, meat and an amphora of wine), a sample of which is being cooked in the pot.

Barracks

Several large piles of looted rags and discarded clothes form foul stinking nests that surround a fire over which a large chunk of meat is being cooked.

Any remaining troglodytes are here if the alarm has not been raised. If the PCs can show or persuade them that Fessh is dead the troglodytes will bow down to the PCs and beg to be allowed to follow their leader into Bagni's Gullet.

Appendix 1: Consolidated Monster Statistics

Location	#	Type	AC	Max HP	Current HP	Move	Attacks And Damage	Fort	Ref	Will	Enc XP
Meeting	1	Bugbear	17	15		30	Morning star +4 (1d8+2)	+2	+4	+1	360 (EL 5.2)
	2			14							
	3			14							
Shoreline	1	Giant Crab	16	26		30	2 Claws +1 (2d6+1)	+5	+0	+0	180 (EL4.2)
	2			26							
	3			22							
L. Cave #1	1	Spider	14	16		20	Bite +4 (1d6 + Poison)	+4	+3	+0	60 (EL1)
L. Cave #5	1	Troglodyte	15	15		30	2 Claws +1 (1d4), 1 Bite -1 (1d4)	+5	-1	+0	60 (EL 1)
M. Cave #1	1	Ghoul	14	22		30	Bite +3 (1d6+1), 2 Claws +0 (1d3)	+0	+2	+5	120 (EL 3)
	2			14							
M. Cave #3	1	Darkmantle	17	9		20	Slam +5 (1d4+4)	+3	+2	+0	120 (EL 3)
	2			8							
T.C. Lev 1 #1	1	Troglodyte	15	11		30	2 Claws +1 (1d4), 1 Bite -1 (1d4)	+5	-1	+0	180 (EL 3.5)
	1	Giant Lizard	15	19		30	Bite +5 (1d8+4)	+6	+5	+2	
T.C. Lev 1 #2	1	Zombie	11	16		30	Slam +2 (1d6+1)	+0	-1	+3	120 (EL 3)
	2			15							
	3			15							
	4			15							
T.C. Lev 1 #5	1	Troglodyte	15	12		30	2 Claws +1 (1d4), 1 Bite -1 (1d4)	+5	-1	+0	120 (EL 2)
	2			12							
T.C. Lev 1 #6	1	Giant Lizard	15	19		30	Bite +5 (1d8+4)	+6	+5	+2	120 (EL 2)
T.C. Lev 1 #7	1	Akgrah's Familiar	17	8		40	Bite +5 (1d4), Shock	+4	+5	+4	120 (EL 2)
T.C. Lev 2 #10	1	Troglodyte	15	13		30	2 Claws +1 (1d4), 1 Bite -1 (1d4)	+5	-1	+0	120 (EL 3)
	2			12							
T.C. Lev 2 #12	1	Green Slime	3	16		0	Special	+1	-4	-4	255 (EL 4)
T.C. Lev 2 #14	1	Troglodyte Warrior	15	30		30	Longspear+2 (1d8+1d4), Bite -2 (2d4)	+8	-1	+0	300 (EL4.5)
	1	Troglodyte Rogue	15	27		30	2 Claws +2 (1d4), 1 Bite -3 (1d4)	+5	+2	+4	
T.C. Lev 2 #15	1	Troglodyte	17	14		30	1 dagger +4, 1d4+3	+3	+7	+3	750 (EL 6.5)
	2	Cleric		12			1 dagger +3, 1d4+2				
	1	Feshh	16	39		30	2 Claws +3 (1d4-1), Bite -2 (1d4-1)	+8	+7	-1	

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Location	#	Type	AC	Max HP	Current HP	Move	Attacks And Damage	Fort	Ref	Will	Enc XP
T.C. Lev 2 #18	1	Troglydye	15	15		30	2 Claws +1 (1d4), 1 Bite -1 (1d4)	+5	-1	+0	450 (EL 5.2)
	2		15	15							
	3		15	14							

Appendix 2: Important NPCs

Feshh

Feshh, Male Troglodyte Humanoid2/Clr4: CR 5; Medium Humanoid (Reptilian); HD 2d8+2(Humanoid) , 4d8+4(Cleric) ; hp 39; Init -2; Spd 30; AC:16 (Flatfooted:16 Touch:8); Atk +3 base melee, +2 base ranged; +3/-2 (1d4-1, 2 Claws; 1d4-1, Bite); +3 (1d4-1, Bite); +2 (1d6-1, Javelin); SA: Stench (Ex) ; SQ: Darkvision (Ex): 90 ft.; AL CE; SV Fort +8, Ref -1, Will +7; STR 9, DEX 7, CON 13, INT 12, WIS 17, CHA 9.

Skills: Bluff +5, Disguise +6, Heal +4, Hide +9, Listen +7, Speak Language +1.

Domains: Evil and Destruction

Feats: Armour Proficiency: heavy, Armour Proficiency: light, Armour Proficiency: medium, Charlatan, Shield Proficiency, Simple Weapon Proficiency, Skill Focus: Bluff, Skill Focus: Disguise.

Spells Known (Clr 5/4+1/3+1):

0th -- Create Water, Cure Minor Wounds**, Detect Magic, Detect Poison, Guidance*, Inflict Minor Wounds, Light, Mending, Purify Food and Drink, Read Magic, Resistance**, Virtue;

1st -- Bane, Bless, Bless Water, Burial Blessing, Cause Fear, Command*, Comprehend Languages, Cure Light Wounds*, Curse Water, Death-watch, Detect Chaos, Detect Evil, Detect Good, Detect Law, Detect Undead, Divine Favour, Doom, Endure Elements, Entropic Shield*, Inflict Light Wounds, Invisibility to Undead, Magic Stone, Magic Weapon*, Obscuring Mist, Protection from Chaos, Protection from Evil, Protection from Good, Protection from Law, Random Action, Regenerate Light Wounds, Remove Fear, Sanctuary, Shield of Faith, Spell Flower, Summon Monster I;

2nd -- Aid, Animal Messenger, Augury, Blood Wind, Brambles, Bull's Strength, Calm Emotions, Consecrate, Cure Moderate Wounds, Darkness, Death Knell, Delay Poison, Desecrate, Divine Flame, Divine Zephyr, Endurance, Enthral, Filter, Find Traps, Fins to Feet, Fox's Cunning, Gaze Screen, Gentle Repose, Hold Person*, Inflict Moderate Wounds, Inky Cloud, Knife Spray, Lesser Restoration, Major Resistance, Make Whole, Owl's Wisdom, Rapid Burrowing, Remove Paralysis, Resist Elements, Shatter, Shield Other, Silence*, Sound Burst, Speak with Animals, Spiritual Weapon, Summon Monster II*, Undetectable Alignment, Wings of the Sea, Zone of Truth.

Possessions:

Weapons: Javelin (1 gp); Javelin (1 gp).

Armour: +1 Padded (1,155 gp).

Goods: Coin: gp (7843) (7,843 gp).

Magic: *Wondrous:* Amulet of Harmlessness (10,000 gp), Staff of Necromancy (101,000gp) [Feshh only knows how to use Animate Dead and the Cause Fear powers).

Akgrah

Akgrah , Male Troglodyte Humanoid2/Sor2: CR 3; Medium Humanoid (Reptilian); HD 2d8+2(Humanoid) , 2d4+2(Sorcerer) ; hp 16; Init +2; Spd 30; AC:14 (Flatfooted:14 Touch:8); Atk +1 base melee, +0 base ranged; +1/-4 (1d4-1, 2 Claws; 1d4-1, Bite); +1 (1d4-1, Bite); +1 (1d8-1, Longspear); +0 (1d6-1, Javelin); SA: Stench (Ex) ; SQ: Darkvision (Ex): 90 ft.; AL NE; SV Fort +4, Ref -2, Will +2; STR 9, DEX 7, CON 13, INT 15, WIS 9, CHA 16.

Skills: Alchemy +3, Concentration +8, Hide +9, Listen +1, Scry +7, Spellcraft +9.

Feats: Improved Familiar, Improved Initiative, Simple Weapon Proficiency.

Spells Known (Sor 6/5):

0th -- Daze, Ghost Sound, Mage Hand, Ray of Frost, Resistance;

1st -- Alarm, Mage Armour.

Possessions:

Weapons: Javelin (1 gp); Javelin (1 gp); Longspear (5 gp).

Goods: Coin: gp (5393) (5,393 gp).

Familiar:

Shocker Lizard, Shocker Lizard : CR 2; Small Magical Beast ; HD 4d10 (Magical Beast) ; hp 8; Init + 2; Spd Climb 20, 40, Swim 20; AC 17; Atk + 3 base melee, + 5 base ranged; +3 (1d4, Bite); SA: Stunning Shock (Su) , Lethal Shock (Su) ; SQ: Electricity Sense (Ex); AL N; SV Fort + 4, Ref + 5, Will + 4; STR 10, DEX 15, CON 13, INT 6, WIS 12, CHA 6.

Skills: Climb +12, Concentration +8, Hide +11, Jump +4, Listen +4, Scry +7, Spot +4.

Feats: Alertness.

Nimsumefel (Deepwater Lake):

Nimsumefel (Deepwater Lake): CR 6; Medium Fey ; HD 3d6 (Fey) ; hp 10; Init +1; Spd 20, Swim 15; AC:11 (Flatfooted:10 Touch:11); Atk +1 base melee, +2 base ranged; +1 (1d4, Dagger); SA: Blinding Beauty (Su) , Uearthly Beauty (Su) , Spell-like Abilities Dimension Door 7 1 , Spells Druid 7 ; AL CG; SV Fort +1, Ref +4, Will +8; STR 10, DEX 13, CON 10, INT 16, WIS 17, CHA 19.

Skills: Animal Empathy +10, Escape Artist +4, Heal +9, Hide +4, Knowledge (Nature) +9, Listen +11, Move Silently +4, Sense Motive +9, Spot +9.

Feats: Ability Focus, Alertness, Deep Denizen, Iron Will.

Spells Prepared (SA Spells: Drd 6/5/4/3/1):

0 - Cure Minor Wounds, Daze Animal, Detect Magic, Guidance, Light, Resistance;
1st - Cure Light Wounds x2, Obscuring Mist, Pass without Trace, Summon Nature's Ally I;
2nd - Adrenaline Surge, Lesser Restoration, Soften Earth and Stone, Summon Nature's Ally II;
3rd - Cure Moderate Wounds, Mass Resist Elements, Summon Nature's Ally III;
4th - Summon Nature's Ally IV.

Possessions:

Weapons: Dagger (2 gp).

Goods: Eye agate (12 gp); Blue quartz (11 gp); Coin: sp (2000) (2,000 sp).

Description: Nymphs are nature's embodiment of physical beauty: They are so unbearably lovely that even a glimpse can blind or kill onlookers. Nymphs hate evil and ugliness.

These creatures inhabit only the most secluded and tranquil wilderness places and usually dwell near a body of pure, clear water-ocean grottoes, crystalline caverns, mountain streams, and the like. Nymphs believe in the sanctity of nature and try to keep their lairs safe and pure.

Though normally solitary, they sometimes aid good beings in combating evil. Animals of all types flock to a nymph, ignoring their natural enemies; injured beasts know that a nymph will tend their wounds.

A nymph's beauty exceeds mere words. The appearance of individual nymphs varies, but all appear to be ever-young women of human size, with sleek figures, luxuriant hair, and perfect features. Their demeanour is charming and graceful, and their minds are quick and witty.

A nymph is likely to react favourably to very handsome humanoids, particularly elves, half-elves, and humans, and sometimes even rescues such beings if they appear to be in distress.

Nymphs speak Sylvan and Common.

Combat: Nymphs avoid combat whenever possible, fleeing when confronted by intruders or danger.

Special Attacks:

Blinding Beauty (Su): This ability operates continuously, affecting all humanoids within 60 feet of the nymph, those who look directly at the nymph must succeed at a Fortitude save (DC 15) or be blinded permanently as though by the blindness spell. The nymph can suppress or resume this ability as a free action.

Uearthly Beauty (Su): The nymph can evoke this ability once every 10 minutes. Those within 30 feet of the nymph who look directly at it must succeed at a Will save (DC 17) or die.

Spell-Like Abilities: Nymphs can use dimension door once per day as cast by a 7th-level sorcerer. They can also replicate druid spells as 7th-level casters (save DC 13+ spell level).

Appendix 3: Consolidated Treasure Lists

Location	Description	Value	Weight	Taken By
Meeting	Quaal's Feather Token	50	0	
Meeting	Scroll (Identify 1 st Level)	125	0	
Meeting	Coins (50gp)	50	1	
Meeting	Potion (Cure Light Wounds)	50	0	
H. Cave #2	Gems (10 pearls)	1000	0	
H. Cave #2	Medium-sized half plate armour	600		
TC L1 #6	Coins (1390gp)	1290	28	
TC L1 #6	Ring of Animal Friendship	9500	0	
TC L1 #6	Coins (900sp)	90	18	
TC L1 #6	Potion of Invisibility	300	0	
TC L1 #6	Potion (Cure Light Wounds)	50	0	
TC L1 #6	Potion (Cure Light Wounds)	50	0	
TC L2 #13	Seal skin	8	2.6	
	Ivory Statuette of Calitha Starbrow	200	1.8	
	Freshwater Pearl	9	0	
	Blue Star Sapphire	900	0	
	Citrine	60	0	
	Eye Agate	7	0	
	Coins (300gp)	300	6	
TC L2 #15	Dagger +1	2302	1	
Fessh	Staff Of Necromancy (44 Charges)	101000	5	
	Total	117941		

Appendix 4: New Monsters

Monstrous Crab, Medium (Medium-Sized Vermin)

HD:	3d8+6 (20hp)
Initiative:	+0
Speed:	30'
AC:	16 (+6 Natural)
Attacks:	2 Claws +2
Damage:	2d6+1 / 2d6+1
Face/Reach:	10ft by 10ft / 5ft
Special Attacks:	None
Special Qualities:	Tremorsense 60ft, vermin traits
Saves:	Fort +5, Ref +0, Will +0
Abilities:	Str 13, Dex 10, Con 14, Int 2, Wis 10, Cha 2
Skills:	Hide +6, Spot +6
Feats:	-
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Climate/Terrain:	Any Aquatic
Organisation:	Colony (1d6)
Challenge Rating:	1
Treasure:	None
Alignment:	Always Neutral
Advancement:	6-8 HD (Large)

Giant crabs are non-intelligent animals found in shallow waters, coastal rivers and buried in sand on beaches. They cannot swim. The common giant crab is 8' in diameter but larger specimens may be found (up to 6 hit dice, damage 3d6 points per claw).

They are always hungry and will attack and eat anything that moves. Salt water crabs have a slightly different appearance than fresh-water giant crabs.

Combat

Giant crabs tend to lie in wait in the shallows, partially buried in the sand with just their eye stalks protruding. They can sense movement within 60ft and will move to attack as soon as a creature comes within range. They tend to concentrate attacks on one creature and will stop to eat it after killing it before moving on to another victim.

Green Slime (Small Ooze)

HD:	2d20+1 (11hp)
Initiative:	-5
Speed:	0ft
AC:	3
Attacks:	Slam +3 Melee
Damage:	1d6 Con damage (flesh), 2d6 damage (wood/metal)
Face/Reach:	5 ft. by 5 ft.
Special Attacks:	Devour, Splash. Damage repeats each round until removed or target consumed/destroyed.
Special Qualities:	Bacteriological vulnerability, blindsight, camouflage, easy to excise, elemental vulnerability, ooze, immunity
Saves:	Fort +1, Reflex -4, Will -4
Abilities:	Str -, Dex 1, Con 12, Int -, Wis 1, Cha 1
Skills:	-
Feats:	-
<hr/>	
Climate/Terrain:	Any underground
Organisation:	Solitary, Pair (2) or Patch (3-6)
Challenge Rating:	4
Treasure:	None
Alignment:	Always Neutral
Advancement:	3-5 HD (medium), 6-8 HD (large)

Blindsight (Ex): Green slime can detect prey by vibration.

Devour (Ex): Anyone reduced to 0 Con or an object to 0 hardness by green slime is devoured and gone forever.

Camouflage (Ex): Spot check (DC 15) to notice it as being possibly something more than harmless.

Bacteriological Vulnerability (Ex): Casting cure disease on it immediately kills a green slime.

Easy to Excise (Ex): If green slime is scraped off a subject in the first round of its attachment (requiring a successful melee attack that removes it regardless of damage rolled), and provided that item used to scrape the slime off is then safely discarded, green slime cannot inflict further damage on that subject unless somehow reattached (which begins the damaging process all over again).

Elemental Vulnerability (Ex): Green slime takes normal damage from all spells with the fire and cold descriptor, or from normal fire or cold damage.

Ooze: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Immune to critical hits.

Splash (Ex): If the slime misses its intended target, roll for splash damage on the grenade-like weapon table in the DMG, p. 68.

Weapon immunity (Ex): Green slime is immune to all weapons, regardless of magical enhancement or material composition.

Appendix 5: New Items

Amulet of Harmlessness

This amulet causes the person wearing it to appear harmless and inoffensive to foes. Potential opponents will not attack the wearer until they have dealt with all other targets, as they regard the amulet wearer as no threat. Creatures affected do not lose track of the wearer, but consider his or her activities to be harmless, unless proven otherwise. The power of the amulet is negated for the duration of the encounter when the wearer takes an offensive action. The amulet cannot influence creatures immune to mind-affecting magic. It functions continuously unless disrupted by offensive action. Its power returns again 2d4 minutes later.

Caster level: 5th, Prerequisites: Craft Wondrous Item, charm person, suggestion, Market Price: 10,000 gp.

(Source: <http://www.silverdragonpress.com/rpg/magicitem.html>)

Appendix 6: Role Playing Bonuses

Appendix 7: Solomon's Diary

Solomon's diary is written in the margins of an old prayer book that bears the symbol of Calitha Starbrow embossed on the cover. The short book details the duties of the priesthood and the prayers for specific days and events.

The early notes seem to suggest that Solomon used to be a cleric of Calitha before heavy drinking caused him to be thrown out of the order. Despite being discharged from the order he says that he still on occasion felt the blessing of Calitha enter his spirit and this has enabled him to heal a few sick or injured folk of the hamlet but little else. Many of the notes relate to those days when he felt the presence of Calitha and describe the elation he felt at that time and the corresponding depression that followed when Calitha deserted him the following day. The intervals between these events seem to be longer as time has passed. The latter notes are perhaps more relevant.

"A stranger arrived in the village today. A harmless looking fellow but he stunk worse than Old Bron after he fell in the midden last midsummer. He paid for a room and said he was waiting for a sign. He is a wondering cleric of Calitha and has come to restore my powers as my faith has been proved strong. He is waiting for a sign from the sea which will indicate the most propitious time. Fessh, I think that is how he says his name, a old injury to his mouth makes speaking difficult, healed Samuel today after he got his leg caught between two boats. He is a good man but he sure could do with a wash, he fair near turns my gut. When I ask him if he wants a bath he told me that Calitha blessed the water for fishes to swim in not for the likes of us."

The next entry is much more hurried. "They caught Jess and Samuel by their boats and staked them out below high water, slit their guts first they did. Must of the village are in here, a couple, including Fedorico who came yesterday asking about an order of smoked fish, made a break for Bronsdale. He was going to go straight back but stayed over with young Michael so they could go fishing. I don't think they made it. They came out of the caves, the new ones we built for next year as the catches have been so good. Calitha has blessed me today but what can I do, what can any of us do. They are trying to burn us out and I can hear them bashing on the door. I must help my flock, may Calitha guard us all."

