

SHLo7-01

Falling into Shadows

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

Version 0.9

by Jeffery A. Dobberpuhl, Esq

Circle Reviewer: Britt F. Frey

Continuing the Epic Adventure begun in SHLo6-08 “Shadows of Memory”, the party must trace clues to the corruption in the Shield Lands as well as trying to find an escape from the strange world they now find themselves trapped within. An adventure for characters of APL 2 to 12.

This adventure directly follows SHL6-08 and continues a story that will run consecutively through SHL7-05.

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.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of Wizards of the Coast. To learn more about the Open Gaming License and the d20 SYSTEM license, please visit www.wizards.com/d20.

This is an official RPGA® play document. To find out more about the RPGA and to learn more on how you can sanction and run DUNGEONS & DRAGONS game events of all sizes, visit our website at www.rpga.com.

DUNGEONS & DRAGONS, D&D, GREYHAWK, Living Greyhawk, D&D Rewards, RPGA, *Player's Handbook*, DMG, and MM are trademarks of Wizards of the Coast, Inc, in the US and other countries. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental. © 2005 Wizards of the Coast, Inc.

Visit the LIVING GREYHAWK website at www.rpga.com.

For questions specific to this document, please e-mail your Triad at contact.shl@iuzlg.com; for LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA® SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA event from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D® campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL™ gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the session Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the session DM. You must be at least a HERALD-LEVEL GM to run this adventure. By sanctioning and reporting this adventure, you accomplish a couple of things. First, it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second, players and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2008.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PLAYERS READ NO FARTHER

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: *Player's Handbook*, *DMG*, and the *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 adventurers found themselves lost in shadows as well...

Thus, at the start of this adventure, the party is trapped 'beneath' the Oerth in the Shadowdark.

A BRIEF HISTORY OF THE SHADOWDARK:

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

How did the Shadowdark come into being? This is unknown. However, the Shadowdark is ancient, incredibly ancient. It intersects with Oerth in places where the 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. It sometimes 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 nightmares.

What is the Shadowdark? The section of the Shadowdark we are concerned with is the realm of the Mindflayer 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 forces of Iuz have been using the spell *earthstride* to move from place to place without interruption of magical barriers. This has torn new corridors through the underdark (usually 10' round 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 SHL06-08, we introduced the Shadowdeep along with its environmental effects. That realm is actually a transitional realm more closely tied to the plane of shadow. Thus, its effects are harsher than those presented for the Shadowdark. Still, these rules should be a challenge for most parties.

ADVENTURE SUMMARY

Introductory boxed text places the PCs in the Shadowdark. They find the headless body of Kruptan as well as booted footprints on the ground. Following the footprints out, the prints suddenly vanish (a clue they are about to be attacked).

In Encounter One, the party faces some pretty scary carrion crawlers. These monsters have swept the area, clearing it of footprints in their travels. After defeating the crawlers, the party must choose one of three paths. As they choose a path, a cave in behind them secures their course of action.

In Encounter Two, the party comes to a bridge over a dark river. Symbols on the bridge indicate that crossing is not permitted per the instructions of the King. Stepping on the bridge quickly indicates it will tip and cannot easily be secured. There is, however, a pedestal that is

nearby. Two of three odd shaped stones are sitting on it, and there are recesses for three stones. The party needs to determine the third stone has fallen off the pedestal into the water. Searching the water will reveal the other stone. Once all three stones are in place, braces extend from the rock making the bridge secure. The other side reveals a way station (empty right now) and three trails leading off...

In Encounter Three, Four and Five, the party has three areas to explore. In each area they party can pick up a clue to their surroundings. Once they have all three clues, they will be able to more easily navigate the Shadowdark.

Encounter Three has the party finding a dead end cave structure. It looks like this used to be a viable tunnel until rock got pushed into it from one of the sides. Examining the sides reveals a perfectly round tube depression on each side of the tunnel. It has collapsed on itself and is not traversable, but it is a clue as to the Iuzians using the area via *earthstride*. This is explained in more detail in later adventures. However, there is a dead body in the rubble the party can loot for 1 shadow chain and medallion.

Encounter Four is a mold farm. A family farm has been attacked and destroyed. Searching the rubble reveals the family grew and sold mold as a way of making a living. Stabled nearby is a stable of riding lizards. The lizards have attracted a wild lizard that the party must defeat. The family has another shadow chain.

Encounter Five is a trading post. Multiple paths lead out of this area. Strange creatures have set up an impromptu market area. There are guard posts at the various exits. These are guarded by bugbears that cruelly keep all strangers at bay unless they have a pass to travel "the King's Roads" (I.E. the tunnels out of this region). The various merchants have passes of various sorts that the party cannot easily access. There is, however, a merchant willing to deal in black-market shadow chains (which allow access past the troglodytes). The party can steal the chains, buy the chains (for a high price), do a favor for the merchant, try to sneak past the troglodytes, kill the merchant, etc. This merchant has enough chains for the rest of the party (I.E. it is short two chains). Asking around will learn a scout for the King was passing through here with a package of some sort.

Encounter Six brings the party past the trading area down any path they choose. They are attacked by an underground abomination near a crevasse as they go.

Conclusion. The party stands at the end of a cliff looking down into the vast Shadowdark. Sparkling lights twinkle far away and a carved stairway leads into the darkness below.

PREPARATION FOR PLAY

Be sure to read the Appendix on the environmental effects. Many otherwise simple tasks become very difficult when you simply cannot see. Crossing the bridge, for example, is a gamble when the party cannot see across. Even a high level party may question using

dimension door when they do not know what is on the other side. If characters are traveling with animals that have unique difficulties in climbing, or have no way to effectively transport such creatures, then they will have to move at half speed. There may be some encounters, such as Encounter Two, that prevents all further travel with the animal companions!

Also, in the appendix is a spreadsheet to track party light sources. This should be followed rigorously and any expended fuel noted on the AR before the next adventure.

Please note that Magic Item Creation and normal post adventure activities are not practical in these scenarios.

TROUBLESHOOTING

This adventure will be much more difficult to explain to parties if at least ONE character did not participate in the prior adventure. If none of the party participated, then read the adventure background and give the players a brief summary of such events as a 'tavern tale' or 'local gossip'.

INTRODUCTION

Players who did NOT participate in SHL6-08 will have come to the Shadowdark via another method. Perhaps they were walking down a shadowy alley at twilight, or perhaps they stepped into a half-lit cave. They may even have gone to sleep in their cozy room by a warm fire and and slipped into the Shadowdark in their sleep! Establish such actions, then read aloud or paraphrase the following:

Darkness fell and you fell with it. Encompassed by a lack of light, wrapped in a blanket of shadow, you have trod the only path in front of you: a set of carved stairs going deep beneath the Oerth.

What lights you possess seem to be literally eaten by the darkness. Every foot step appears to be suspiciously loud.

At the foot of the stairs, a cavern stretched away from you. As the last of you left the stairs, there is a whispering, like a wind on a summer day. It grows into a distant rumble and then crescendos with the power of a mighty storm. Turning around, you no longer see the stairs that brought you here. Rubble chokes it and dust spills forth. It looks like you escaped its confines just in time...

The party is trapped in the Shadowdark (see the Appendix for more information). The cavern the party is in stretches roughly 70 feet across in all directions. It is rough hewn with a bare floor. The ceiling is a domed affair, 60 feet above the floor.

There are three exits from the room, all at the far end across from the collapsed stairwell. Not more than thirty feet from the collapsed stairs, is a body – headless!

The body is dressed in Shield Lands Standing Army clothing of extremely good make, although now ruined

due to being soaked in blood. The clothing is of a ranking officer, although the identifying insignia has been cut off. A number of arrows jut from the body. The head has been skillfully severed from the body itself. There are no weapons on the body, however there is a dagger sheath that is empty. The sheath has stitching inside of it (that can be revealed by a Search check (DC 22)) that reads "To Kruptan for your service. Congratulations, Eneirik."

Players of SHL6-08 should instantly recognize this as the decapitated body of Kruptan.

Also in the blood, is a single booted print near the body. At first glance, it appears to be human. However, a character with Tracking can make a Survival check (DC 25) ascertain it is not a human boot mark, but some sort of abomination. To determine it is a mindflayer requires a Survival check DC 35. The tracks are about one day old. Apparently, traveling in shadow took more time than the party figured!

Following the trail of blood out of the room does not require a survival check. It leads towards the three corridors at the other end of the room. It then veers hard to the right to take the exit farthest from the stairs.

A player with Knowledge (Architecture and Engineering) or Stonemasonry can make a check (DC 20) to determine this entire area is not stable.

The corridor closest to the stairs can be followed about twenty yards as it twists and narrows until it becomes rubble filled. The central corridor runs about one-hundred fifty yards in a slight curve to the left before it ends at a massive drop (about 400 feet) in a dead end crevasse.

The rightmost path quickly widens to hallway about thirty feet wide and thirty feet across. The tracks abruptly end about a quarter of a mile (1300 feet) after leaving the chambers. See the Appendix for a map to be used with Encounter One, below.

1: CRAWLERS IN THE DARK

The following encounter requires some explanation as to the motives of the monsters. The parties are about to fight one or more carrion crawlers, some of which are horrible, twisted abominations (well, more so than normal...). The crawlers have lucked onto the ever so slight blood trail left by whatever is fleeing with the head of Kruptan. They have been instinctively following it the direction it gets stronger.

If the party is traveling with ANY light source whatsoever, then the crawlers have backed up around the corner (as shown on the map). At APL 4 and higher, the crawler(s) have also retreated to the roof of the hallway (as their reach extends to the five foot square below). When there are multiple crawlers, One is on the roof, and the others are a few squares behind on the walls or floor.

If the party is traveling using NO light sources, then the crawlers and the party can make the usual checks to see who sees who first. Remember, darkvision is doubled for most purposes.

CREATURES

APL 2 (EL 4)

Carrion Crawler (1): hp 19; MM 31.

APL 4 (EL 6)

Advanced Carrion Crawler (1): hp 77; Appendix 1.

APL 6 (EL 8)

Half Dragon Carrion Crawler (1): hp 95; Appendix 1.

APL 8 (EL 10)

Half Dragon Carrion Crawler Fighter 2 (1): hp 112; Appendix 1.

APL 10 (EL 12)

Half Dragon Carrion Crawler Fighter 2 (2): hp 112; Appendix 1.

APL 12 (EL 14)

Half Dragon Carrion Crawler Fighter 4 (2): hp 134; Appendix 1.

Tactics

At APLs 2, 4 and 6, these creatures are basically mindless or near mindless. They attack with little regard to tactics and are more than willing (at higher levels when they gain reach) to lash out at multiple opponents in the area. They are not stupid and will not attack (with their tentacles) creatures that are paralyzed. At APL 8, 10 and especially 12, they develop a low cunning that allows them a bit more leeway in planning their attacks (they might choose multiple opponents for tentacles, etc.).

Once they develop a breath attack, it is possible they will use it if they can catch a number of enemies at the same time, especially if they can get surprise (although from the ceiling that could be difficult). Once they develop reach, they are willing to stay on the ceiling and attack from their until they have paralyzed at least one or two enemies, then move down to chew on the paralyzed while they work on paralyzing more foes.

At the highest levels, the crawlers have mutated and grown claws. These become their primary weapons which they use in close combat against those directly fighting them.

DEVELOPMENT

With the death of the crawlers, the party can proceed down the corridor. No further footsteps are shown ahead of the party (as the carrion crawler(s) have wiped the corridor clean.

2: THE ENDLESS BRIDGE

From here on out, travels in the caverns should have a feeling of danger lurking in the dark. Travel is slow, about one to two miles per hour, due the rocky, torn floor. About two miles after defeating the Crawlers in

Encounter One, read or paraphrase the following to the party:

The surface of the floor of this tunnel has steadily become rougher. Now there is a sensation of entering a larger chamber. Rubble lays about the floor and your echoes seem fainter, as if they have to travel a great distance above you.

The tunnel stretches ahead about 50 feet. At that point there is a shift in the surface of the tunnel floor, apparently from some old earthquake. The party will face a wall 55 feet tall. The ceiling of the tunnel has broken away as well, leaving a 15 foot gap at the top to crawl through. After that the tunnel continues normally.

If time permits, insert any of the following as additional “mini-encounters” anywhere in Encounters Two, Three, Four and Five. It is also acceptable to come up with similar mini-encounters as long as 1) time permits, and 2) the encounters do not put the party in any actual danger or automatically drain resources (other than time). Most of these are not real impediments, but since most light sources are only 20 feet, some of these can cause problems.

- The cavern floor is broken. The party must drop fifty feet to the floor below.
- There is a sound coming from down a side corridor. If the party goes to investigate, the ceiling collapses between the party members (miraculously they jump out of the way!). Both corridors eventually join back up about a mile ahead.
- A grotto filled with Stalactites and Stalagmites comes into view. It eerily appears as if the party is walking into the jaws of some enormous slumbering beast.
- There is a rumble (earthquake), followed by a bit of dust trickling down from the roof. A character making a Knowledge (Architecture and Engineering) or Stonecunning check (DC 20) is ‘fairly’ certain this area is going to collapse and running for it is a great idea! (It does not, in fact collapse, but a blind run into the darkness may make parties wonder what is ahead of them... A monster? A cliff? A rock wall?)
- A strong gust of air (but from where?) suddenly blows through the party. All attended flames must make a Reflex save (DC 15) or be extinguished. If the flame is covered, such as in a bullseye lantern, it receives a +4 circumstance bonus to the save.
- Thick dust hangs in the air reducing visibility to half its normal range.

Tunnels here are typically ten feet across and twenty five feet high. They are almost all naturally occurring in this area, unless otherwise noted.

After traveling about 14 miles, the party will encounter a chasm with a bridge. Read or paraphrase the following, adjusting for any light conditions:

For the last few hours, your journey has been uphill, if even ever so slightly. The air, typically stale, is now

feeling just a bit cleaner and you can detect the hint of a breeze.

Then, you hear it: the sound of running water. It comes from somewhere ahead of you. As you move forward, you can hear a distinctive splash, like some great fish had snapped at prey near the surface.

At this point, the tunnel abruptly ends. The party is standing in a chamber 40 feet wide and about 25 feet across. The ceiling stretches high over head to nearly 140 feet over the party.

The far side of this chamber ends in a cliff wall. About dead center of this wall is a 10 foot wide bridge made of individual slates attached to some sort of bronze pole on the party's left hand side. It stretches away into the darkness. Scrawled in Undercommon are the symbols that translate to: No crossing without permission of the King.

Right next to the bridge is a stone pedestal standing about four feet high. It appears to be part of the floor. On the pedestal are three depressions: A mushroom shape, a diamond shape, and a crown shape. Each depression is about three inches across. Resting on the edge of the pedestal are two pieces of carved quartz: a diamond and a crown.

If the party attempts to cross without putting the third stone in place, the bridge will tilt to the right and the party will be dumped in the river.

The third stone has actually fallen off the ledge and into the river. A character can make a Search check (DC 30) go notice a slight chip in the floor just between the pedestal and the cliff edge.

When all three stone are in place, a metal brace shoots out of the stone and locks the bridge into place.

The cliff edge is 15 feet above the water's edge. At this point, the water is 15 feet deep. With a light source, a character can make a Search check (DC 20) to find the missing stone. Without a light source a character can make a Search check (DC 35) to find the missing stone. The river is actually 160 feet across and not exceptionally difficult to swim. At either end of the cavern, the river runs under the rock and is inaccessible.

Let the party be creative in figuring out a way across. Maybe the party just lets the bridge tip and then tries to go hand over hand across. Maybe the party just decides to swim. Maybe they are able to use magic to create the missing stone.

However, spells such as *water walking* and *dimension door* may take on a special risk because the party most likely will NOT know how far across the river runs, whether there is a giant fish in the water, etc.

This encounter should be about problem solving and not (too much) frustration.

Once on the other side, the area the party enters is fairly small – 30 feet wide and about 20 feet across. There is another pedestal, just like on the other side. All of the stones are present.

There is also a solidly manufactured building, 20 feet on a side. It is made from slate and has six sleeping bunks inside. There are symbols in Undercommon that reveal

this is the King's Rest Station (perhaps for guards?). Inside are some grey-green crackers wrapped in thin paper. These are one of the standard food staples and are made from harvested mold and fungus (Mmmm Yummy!).

By anyone's guess, this place has not seen use in quite some time. A 10 foot wide corridor leads out of here. After about one mile it splits in three directions. To the left is Encounter Three. To the Middle is Encounter Five, and to the right is Encounter Four. To complete their journey, the party will likely need to explore all three areas.

Characters with Tracking can make a Survival check (DC 15) to determine that all three paths have seen travel on them. However, if a Survival check (DC 20) is made, then it will appear as if these have not been used in weeks, at best. If a Survival check (DC 30) is made, then the tracker can pick out a specific slight set of fresher scratches leading down the central path.

3: DEATH IN RUBBLE

The corridor leading away from Encounter Two is the second widest of the three. It is 15 feet wide, 20 feet tall, and is actually rough-hewn, not natural. It slowly sinks lower and lower. After about 2 miles (about an hour of travel) Read or paraphrase the following:

As you journey forward, the temperature has gotten slightly cooler. Now and again, you can hear a slight gurgling, to the left. Also, the left hand wall is definitely damp. In a few places, you determine water has actually pooled on the floor.

The party is actually traveling right next to the mighty river they crossed in Encounter Two. There should be no danger to the party unless they foolishly decide to breach the wall. If that is the case, they will need to make four Swim checks (DC 30) to fight the onrushing water. Failure means being swept into the rapidly flooding tunnels and most likely death. Note: There is NO reason this author can think of for party members to do such a thing, but it is included for the sake of completion.

After yet another hour of travel, read or paraphrase the following:

For the past half hour, the tunnel has slowly angled upwards. The air got drier and warmer. Now the floor of the tunnel is getting rougher. Lots of loose rocks and rubble are scattered about, and just at the edge of your vision you can see what appears to be a cave in.

Indeed, the end of the corridor is caved in. Bits of what appears to be wood (it is compressed and hardened fungus used for construction) are jutting out of the rocks.

If the party spends a few minutes looking at the rubble, no search check is required to see bits of a body sticking out of the rubble as well. The body can be cleared from the rubble with little difficulty. It looks like large humanoid with a very elephantine head. It is dressed in

what where nice clothes (now ruined). A character can make a Knowledge (Nature) check DC 20 to determine this creature was a Loxo (MM II page 144). If a DC 25 check was made, the character will know these creatures are typically nomads and have a tendency towards sorcery. If a DC 30 check was made, the character also knows they usually live in plains and grass lands regions.

Once the body is recovered, a Search check (DC 22) will reveal that under the rubble is a small necklace made from white gold. At the end of the chain is an onyx stone carved with a crown. This is a "Shadow Chain", a very rare item given out to those trusted to freely travel the realm of the Mindflayer King. The shape of the stone determines which of the eight great houses gave out the stone. See Appendix 3b. On this chain the stone is an oval.

The wreckage itself can be searched if the party wants to spend an hour excavating. If they do, they will learn it was a wagon drawn by lizards. It was apparently carrying foodstuffs. It is wrecked beyond repair or salvage.

Characters can make a Knowledge (Architecture and Engineering) or Stonecunning check (DC 20) to ascertain the cause of the cave in. The edges of the cave (on either side of the tunnel) in are very uniform and smooth, and if one could excavate the entirety, the guess is it would form a perfect circle. Whatever caused this was not natural in nature, but it apparently caused the roof to collapse.

There is nothing more at the end of this corridor.

4: FUNGUS AND MOLD

The corridor leading to this encounter from Encounter Two is ten feet wide and twenty five feet tall. Like the corridor in Encounter Three, it is a 'worked' area, although only rough-hewn. The corridor runs about 3 miles (an hour and a half's walk) before it widens into an underground chamber. Read or paraphrase the following:

Blue and purple glow radiates from the area ahead of you. The twisting rock walls of your corridor have widened and opened into a sprawling cavern, hundreds of yards across and hundreds of feet high. Twinkling lights from above give the impression of a starry night.

Numerous rocks embedded in the ground glow blue or purple. They light up a number of squared off patches of earth. Each patch is about 50 feet by 50 feet and is filled with various strange plants, all glowing in bright neon colors: orange, red, blue, yellow, purple and green.

In the distance you can make out some animals in a stable, and behind that, a stone structure that must be a house.

The "plants" are all molds and funguses of various sorts. A character can make a Knowledge (nature) check or Knowledge (dungeoneering) check (DC 20) to realize all of these fungus and molds are edible! This is, in fact, a

farmstead. The family farms fungus and molds and brings them to market.

The lizards are all large sized and look completely viscous. They have sharp claws on their forearms, and their powerful legs are clearly capable of carrying them at great speed. In their massive jaws are a number of wicked looking teeth. Their bodies are bright red with dark blue-green triangular stripes down either side. These creatures are Deinonychus, a form of dinosaur, that have been raised as domesticated animals in the shadow realm. The locals call them "riding lizards". Because of their high Jump skill, they are perfectly suited for leaping from rubble bit to rubble bit or across caverns. They will not attack as long as the party does not attack them. In fact, if approached cautiously, they will readily accept any food the party has to offer as they have not eaten in about two days. With a successful Handle Animal check (DC 15) (made over three hours, and only after being fed) they will actually serve the character making the check. This check can be made untrained. If failed, the check can be retried up to three more times after three more hours of training each time.

Deinonychus (Number is to equal to number of party members): Hp 34 each. MM 61.

Against the stables, there is a large cart made of a wood like substance (pressed fungus wood). There is also a set of harnesses that would be used to hook up the deinonychus to the cart.

The farmhouse itself is made from slate and is a simple four room affair: two bedrooms, a common room and a cooking room. The rooms have standard life essentials (thread-bare clothes, cooking pans, etc., nothing of real value).

The area is suspiciously empty of other forms of life, such as the farmers who lived here. However, about seventy-five feet away from the stables is a low buzzing sound. Inspection of the patch of weeds will reveal four dead bodies. They are humans with exceedingly pale skin. Their hair is pure white.

All of them are dead, their bodies having been apparently hacked apart by some bladed weapons. Fungus and mold has already started to eat away at the bodies, making one believe the family has been dead about two days, and making further inspection difficult. Still, a successful Heal check (DC 20) will reveal the bladed weapons are actually more like claws and the bodies have actually been fed on. A successful Knowledge (Nature) check (DC 25) will determine the bodies look like they were actually buried here in a crude manner, like an animal would do.

A Search check (DC 18) will allow the party to find a shadow chain. This is a small necklace made from white gold. At the end of the chain is an onyx stone carved with a crown. The stone is an oval.

As the party inspects the bodies, they will disturb the local fungus. This will draw the attention of the feral lizard that killed these farmers (It is lurking down the tunnel as shown on the map). Note, at APL 2, it is

presumed the lizard that killed these farmers died to the violet fungus. See Development, below. Further, at all APLs, the Shrieker provides no additional challenge and is included only for the 'atmosphere' of the encounter.

CREATURES

APL 2 (EL 4)

Shrieker (1): hp 11; MM 113.

Monitor Lizard (2): hp 22; MM 276.

APL 4 (EL 6)

Shrieker (1): hp 11; MM 113.

Violet Fungus (2): hp 15; MM 113.

Deinonychus (1): hp 34; MM 61.

APL 6 (EL 8)

Shrieker (1): hp 11; MM 113.

Violet Fungus (3): hp 15; MM 113.

Deinonychus (3): hp 34; MM 61.

APL 8 (EL 10)

Shrieker (1): hp 11; MM 113.

Violet Fungus (3): hp 15; MM 113.

Megaraptor (3): hp 79; MM 61.

APL 10 (EL 12)

Shrieker (1): hp 11; MM 113.

Violet Fungus (2): hp 15; MM 113.

Yellow Mold: DMG 76.

Tyrannosaurus (3): hp 180; MM 62.

APL 12 (EL 14)

Shrieker (1): hp 11; MM 113.

Violet Fungus (2): hp 15; MM 113.

Yellow Mold: DMG 76.

Tyrannosaurus (3): hp 170; MM 62.

Advanced Tyrannosaurus (1): hp 356; Appendix One.

Tactics

At all levels, the shrieker will begin making noise when it is disturbed. The lizards are hiding in the corridor as shown on the map. If violet fungi are present, they will get their flailing attacks in as best they can (Don't forget they have a 10' move rate!). At the highest level, the farmer's bodies have partially been eroded and as such are now yellow mold.

DEVELOPMENT

Once killed, the party can easily finish searching the bodies, or even go up the corridor the monster was hiding in. Note that it's ok if the party explores the tunnel first! In fact, this may make them drop their guard when then investigate the farmers.

If the party successfully handles the riding lizards, they gain "Lizard Companion" on the AR.

5: TRADING POST AT THE EDGE OF NOTHING

The corridor leading to Encounter Five should be 25 feet wide. However, many floor, wall and ceiling failures have made this corridor sometimes only 5 feet wide, or sometimes with huge cracks or gaps in the floor. It does not require a Knowledge check to determine that at one time this must have been the start of an impressive roadway. However, it is not very usable now!

Read or paraphrase the following

Sounds and smells have traveled down the twisting corridor to you. Apparently, quite a few people have gathered ahead of you.

This corridor opens into a trading post, as shown on the map. The party will see there is about 120 creatures living in here, all of them in temporary quarters. There are three major exits out of here, and one minor exit (that runs to Encounter Four).

If the party speaks or understands Undercommon, they can purchase goods, pick up rumors, etc. Otherwise they will have to rely on their skills of observation! Note that as long as the party is generally well behaved, no one will bother them in this region. They are free to rest, talk to others, etc. If they start a fight, however, they will quickly be attacked by the Bugbear Guards (See A, below), and to the extent it seems appropriate, by the other merchants here as well. Each of the major areas is described below:

A. Bugbear Guards. At each of the three major exits leading out, there are five bugbear guards. They are dressed in black studded leather armor, and are armed with a nasty looking long spear, an axe, and a small steel shield. None of them have any particular rank symbols (because they are just soldiers). The guards will not let anyone out of this area unless 1) they have a shadow chain, or 2) they know the individual is traveling with someone with authority to bring others along (such as an established merchant). They know just about everyone here, if not by name, by sight, and so will know the party does not fall into category 2. A Diplomacy check (DC 20) is required to get any information out them (5 ranks of Profession Soldier gives a +2 circumstance bonus to the check). Killing these guards is a bad idea as it will give the party the "Light in the Darkness" reward on the AR.

B. Main Trading Area. The party can mingle with about 100 creatures of various shapes and forms. None of the creatures are mind flayers, however. Here is a BRIEF list – no attempt at fleshing out these creatures is intended. They all have great interest in purchasing any surface animals the party has with them (at 20% above Player's Handbook Prices!). As long as the party is friendly, a simple Gather Information check (DC 15) will get all of the information detailed below! In all cases, the creatures below are denizens of this realm and so their terrain type is "subterranean". Also, they all speak

undercommon instead of common. The party can buy up to 2 items each of anything in the Player's Handbook table 7-8, except for lodging, mounts (the gear can be sold), transport, and services.

- A. **Shither:** Female Areana silk merchant. This creature is in its spider/humanoid form. It has 12 human guards (actually ALSO areanas).
- B. **Grozzel Naz:** Male Bugbear Half-fiend hide merchant. This creature continually radiates a slight reddish smoke coming from its fur, and, in fact, radiates a small amount of heat (from its fiendish heritage). It has 14 bugbear guards.
- C. **Aquila Vorket:** Female Medusa statuary merchant. She has 14 kobold guards (you have to wonder if she had more because she tends to specialize in statues of kobolds...). She keeps her face veiled at all times and will NOT use her gaze attack unless attacked.
- D. **Hible:** Male Human Werewolf salted meat merchant. He has two athach guards, as well as 6 other human guards (actually werewolves). He has an extremely strong garlic odor to him.
- E. **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). They hate Aquila Vorket.
- F. **Kz'nak of the 7 Questions:** Male Raksasha bone merchant. He will try to seduce ANY females in the party. He travels with 10 troglodyte skeleton guards and two trained attack rust monsters.
- G. **2 Dozen Random Individuals:** These all seem to be working alone and are mostly human farmer types.
- C. **Agneana:** Female Loxo spell merchant. She sells scrolls (from the DMG) of 150 gp value or less, and potions of 150 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 looking for her missing mate: Anenga (See Encounter 3, above). If the party did not investigate Encounter 3, yet, she will ask the party if they could search for him. She believes he took a wrong turn into the undeveloped area, or was looking for a short cut. Either way, if the party reports the fate of Anenga, she will let them keep the shadow chain and give them a *dark lantern* (See the Appendix on new magic items).

Treasure:

All APLs: Magic *Dark Lantern* (2000 gp)

- D. **Ka Ri Masu:** Male Human Rog4. (Appraise +12, Sense Motive +12). Ka Ri Masu sells jewelry of all sorts. All of his wares seem to be junk, except that he does have a number of shadow chains! He has two less chains as there are party members. He will not

initially show them for sale, until he sees the party try to get past the bugbear guards. Then he will ask what they'd pay. He will appear to be checking out the party. Actually he is making an Appraise check (DC 22). If he is successful, he will offer to sell them for APL x 150gp each. If he fails, he will offer to sell them for APL x 75gp each. He can be bartered down to 100gp or 50gp each (if he made his check or did not, respectively). The party is free to come up with any methods they want to get these off him, including stealing them (via slight of hand). He is chaotic neutral.

- E. **Ghorkam:** Female Bugbear oddities merchant. She has a real bad attitude about something (not the party) and always seems distracted. She has a few neat items to sell: Wand of Daylight (4,500 gp), Hand of the Mage (900 gp), Hand of Glory (8,000 gp), +1 Throwing Battleaxe (radiates light) (8,310 gp)
- F. **Figord:** Male human produce merchant. He seems to have the most permanent stand here of anyone. He sells all manner of food. He is concerned that he has not seen the Dolz family in a while (The family dead in Encounter Four). If the party has not investigated Encounter Four, he will ask them to check on the family if they get the chance (and will tell them about the lesser known exit to their farm). Note – This means the party will almost CERTAINLY face the lizard part of the encounter BEFORE the fungus part of the encounter.
- G. **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 will try to seduce a male member of the party with a Charisma of 12 or better. She can sell the party any of the following rings: Feather Falling (2,200 gp), Sustenance (2,500 gp), Climbing (2,500 gp), Protection +2 (8,000 gp), Climbing, Improved (10,000 gp), Jumping, Improved (10,000 gp). If the party 1) Helped the Loxo merchant, 2) Checked on the farm family, 3) and a male (of 12 Charisma or better) in the party agrees to have a dinner with her after she shuts down her shop, she will sell the rings to them for 20% less on this AR (The party receives Vooh's Kindness on the AR). She is Neutral Evil, but not malicious.
- H. **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. 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.

Information: Players who successfully talk to the merchants or guards learn the following:

- Roads out of here are called “the King’s Road”
- The “King” is the Mindflyer King. (“Don’t you know ANYTHING?”)
- The corridor the party came from hasn’t been used in recent memory. Too many cave ins.
- There WAS someone else who came from that way, a Mindflyer scout or ranger. It was probably surveying the area for one of the major houses. He passed through here a few days ago with a large (hmmm... head sized...) package of some sort.
- Far away, there is a massive city of the Mindflyer King. That is the center of power of this realm.
- The paths out of here lead to other underground communities. This is a pretty out of the way outpost, but it is one of the safest roads and it does connect the Far Hand region with the Upper Lakes of Madness region. A few days travel out of here and there are other routes that cross back and forth.
- The merchants also like this area because its far enough away that they can sell and trade otherwise contraband goods (like arms and armor) although only The Cube brought anything like that this time...
- The typical races down here are various abominations, although there are a few dwarves, elves, gnomes, humans, etc. However, the true masters down here are the mindflyers.
- There are some weird tunnels that have appeared lately: Round tubes that will appear over the space of just a few minutes. They are all dangerous however as they tend to collapse within a week or two. Rumor has it that if you see one created, you can see the souls of the dead traveling through the stone, leaving the tunnel behind them!
- None of them know how to “escape” this realm to Oerth. They all know legends of places where the shadow begins to thin and sometimes a person will be snatched away or killed by creatures of light.

6: IT DOESN’T MATTER...

The three major routes out of this region are all well traveled. Asking around will reveal that it is not unusual to see a merchant band moving up or down the corridor. There just are none going right now. Still, if the party really wants, they can wait for 1 TU and then travel out with Agnena (She takes the central corridor). Nobody really remembers which exit the mindflyer took. The bugbears remember him leaving, but they change guard posts all the time, so they just are not positive (They will decide, if pushed, that he took the central corridor, which is the truth).

Still, it ultimately does not matter for this adventure. All the tunnels will lead the party on a twisting path

deeper and deeper into the realm of the Mindflyer King. Tracking will reveal wagon wheel scraps, boot marks, etc. on all of these routs. About once per 48 hours, the party can meet or over come a merchant band similar to those described above. The corridors here tend to be roughly hewn, 20 feet wide and 25 feet high.

After about 15 miles of twisting tunnels, the party will come across an area where part of the corridor has fallen away. The over all area is about 30 feet wide and it looks like the rock floor itself has been pulled apart! This area is only 10 feet wide on one side, 15 feet wide on the other side, with a 5 feet wide chasm (100 feet deep) in between.

The floor itself has collapsed and so the cavern roof is 40 feet high. Chunks of roof have fallen in the area which the party can scramble over. Some of the chunks are huge, as big as an orc! Lurking in this area, looking for victims, is an underground abomination!

CREATURES

APL 2 (EL 4)

Darkmantle (4): hp 6; MM 39.

APL 4 (EL 6)

Darkmantle (3): hp 6; MM 39.

Cloaker (1): hp 45; MM 37.

APL 6 (EL 8)

Advanced Cloaker (1): hp 189; *Appendix One*.

APL 8 (EL 10)

Advanced Cloaker (2): hp 189; *Appendix One*.

APL 10 (EL 12)

Roper (1): hp 85; MM 216.

APL 12 (EL 14)

Roper (2): hp 85; MM 216.

Tactics

At all APLs, these creatures are cunning. They have found an area where few merchants are currently traveling so they feel safe from discovery. They don’t want to use the chasm to toss party members down because it’s too difficult to recover the bodies to feed on. However, if it makes sense, they will use the gap to separate the party. The cloakers will tend NOT to use their engulf attack unless they can be separated from immediate counter attack by other party members.

Treasure:

APL 2: Loot – 134 gp.

APL 4: Loot – 534 gp.

APL 6: Loot – 934 gp.

APL 8: Loot – 1834 gp.

APL 10: Loot – 3534 gp.

APL 12: Loot – 5334 gp.

DEVELOPMENT

The abominations have already managed to get one victim! This was a paunchy, pale skinned human dressed in incredibly multicolored silks. Apparently the merchant had managed to sell quite a bit, because he has a pouch with some valuable gems (APL 2-6 valued at about 30-50 gp each, APL 8-10 valued at about 100-200 gp each, and at APL 12 valued at about 400 – 600 gp each) in them. Unfortunately, the gems have scattered about. The party may make Search checks. Total the Search check results. This is the percentage (in value) of the gems recovered. For example: If the party gets a 15, 24, 4, 20, 10, and 12, they will have a total Search check result of 85. In that case, they found 85% (in value) of the gems.

The merchant is partly digested. No sign of a shadow chain or any of his guards (if he had any) can be seen.

CONCLUSION

All around you is darkness. It holds everything in its seemingly unescapable grasp. Still, escape you must. The world of light, your home, needs you to return.

And what of Krupstan's head? For what strange purpose was it taken? Was it on purpose? A random event? If you had it, you could bring it to those capable of extracting its secrets!

But for now, your focus is mastering the secrets of this realm of the Mindflayer King. You must find a way to escape, and soon, before the darkness consumes you!

For most characters, they will probably be following this adventure series to its conclusion. However, not all will be doing so. For those persons, it is assumed that during their journeys they come to a junction where the shadows mysteriously lighten, where hazy images of the surface world appear. Such characters are deemed to have escaped this realm... for now!

The End

EXPERIENCE POINT SUMMARY

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

ENCOUNTER ONE

Defeating the Crawlers

APL2 120 xp
APL4 180 xp
APL6 240 xp
APL8 300 xp
APL10 360 xp
APL12 420 xp

ENCOUNTER FOUR

Defeating the Crawlers

APL2 120 xp
APL4 180 xp
APL6 240 xp
APL8 300 xp
APL10 360 xp
APL12 420 xp

ENCOUNTER SIX

Defeating the Crawlers

APL2 120 xp
APL4 180 xp
APL6 240 xp
APL8 300 xp
APL10 360 xp
APL12 420 xp

STORY AWARD

Getting past the Bugbear guards without a combat.

APL2 90 xp each
APL4 135 xp each
APL6 180 xp each
APL8 225 xp each
APL10 270 xp each
APL12 315 xp each

TOTAL POSSIBLE EXPERIENCE:

APL2 450 xp
APL4 675 xp
APL6 900 xp
APL8 1,125 xp
APL10 1,350 xp
APL12 1,575 xp

TREASURE SUMMARY

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

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

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

the coin total is subtracted from the encounter totals given below.

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

ENCOUNTER FIVE:

APL All: L: 0 gp; C: 0 gp; M: 333 gp –*Dark Lantern* (2000 gp).

ENCOUNTER SIX:

APL 2: L: 67 gp; C: 0 gp; M: 0 gp
APL 4: L: 267 gp; C: 0 gp; M: 0 gp
APL 6: L: 467 gp; C: 0 gp; M: 0 gp
APL 8: L: 917 gp; C: 0 gp; M: 0 gp
APL 10: L: 1767 gp; C: 0 gp; M: 0 gp
APL 12: L: 2667 gp; C: 0 gp; M: 0 gp

TOTAL POSSIBLE TREASURE

APL 2: L: 67 gp; C: 0 gp; M: 333 gp
APL 4: L: 267 gp; C: 0 gp; M: 650 gp
APL 6: L: 467 gp; C: 0 gp; M: 900 gp
APL 8: L: 917 gp; C: 0 gp; M: 1,300 gp
APL 10: L: 1767 gp; C: 0 gp; M: 2,300 gp
APL 12: L: 2667 gp; C: 0 gp; M: 3,300 gp

SPECIAL

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.

Vooh's Kindness: Choose ONE of the items marked with a * below. You may purchase ONE copy of that item on installments, paying 10% per AR for the next 10 ARs, including this one. You gain the ring immediately. If you miss a single payment, the ring disappears and Vooh reimburses you the total amount paid. You may not sell the ring until it is fully paid for.

Lizard Companion: You may take a Deinonychus as an Animal Companion if you have that class feature.

Shadow Chain: You have a shadow chain. This white gold chain has an opal onyx with a tiny crown carved into the stone. It allows passage in some areas. It cannot be sold.

Light in the Darkness: Word of your deed spreads and, if you are recognized, you will be known as an enemy of the Mindflayer King!

ITEMS FOR THE ADVENTURE RECORD

ITEM ACCESS

All APLs:

- +1 *throwing battleaxe* (radiates light) (Adventure; DMG; 8,310 gp)
- *Dark lantern* (Adventure; *Tome of Magic*)
- *Hand of the mage* (Adventure; DMG)
- *Hand of glory* (Adventure; DMG)
- *Ring of feather falling* (Adventure; DMG) *
- *Ring of sustenance* (Adventure; DMG) *
- *Ring of climbing* (Adventure; DMG) *
- *Ring of climbing, improved* (Adventure; DMG) *
- *Ring of jumping, improved* (Adventure; DMG) *
- *Wand of daylight* (Adventure; DMG; 4,500 gp)

1: CRAWLERS IN THE DARK**ADVANCED CARRION CRAWLER CR 6**

Neutral Huge aberration

Init +2; **Senses** darkvision 60'; scent; Listen +6, Spot +6

Languages None

AC 19, touch 8, flat-footed 17 (-2 size, +2 Dex, +9 natural)

hp 77 (9 HD)

Fort +7, **Ref** +5, **Will** +9

Speed 30 ft.; climb 15 ft.

Melee 8 tentacles +10 (paralysis) and bite +5 (1d6+3)

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

Base Atk +6; **Grp** +20

Abilities Str 22, Dex 14, Con 18, Int 1, Wis 16, Cha 6

Feats Alertness, Combat Reflexes, Track, Ability Focus (Paralysis), Extended Reach

Skills Climb +15, Hide +0, Listen +6, Move Silently +5, Spot +6

Paralysis (Ex) Those hit by a crawler's tentacle attack must succeed on a DC 20 Fortitude save or be paralyzed for 2d4 rounds. The DC is Constitution based.

Skills Crawlers have a +8 racial bonus on Climb Checks and can always choose to take 10 on Climb Checks, even if rushed or threatened.

1: CRAWLERS IN THE DARK

HALF-DRAGON CARRION CRAWLER CR 8

Chaotic Evil Huge dragon (black)

Init +2; **Senses** darkvision 60'; low light vision; scent; Listen +6, Spot +6

Languages Draconic

AC 23, touch 8, flat-footed 21 (-2 size, +2 Dex, +13 natural)

hp 95 (9 HD)

Immune paralysis, sleep, acid

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

Speed 30 ft.; fly 60 ft. (average); climb 15 ft.

Melee 2 claws +14 (1d8+10), 8 tentacles +9 (paralysis), and bite +9 (2d6+5)

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

Base Atk +6; **Grp** +24

Special Actions breath weapon (acid)

Abilities Str 30, Dex 14, Con 20, Int 3, Wis 16, Cha 8

Feats Alertness, Combat Reflexes, Track, Ability Focus (Paralysis), Extended Reach

Skills Climb +16, Hide +8, Listen +6, Move Silently +8, Spot +6

Paralysis (Ex) Those hit by a crawler's tentacle attack must succeed on a DC 22 Fortitude save or be paralyzed for 2d4 rounds. The DC is Constitution based.

Breath Weapon (Acid) (Ex) This is usable once per day and deals 6d6 acid damage in a 60 foot line. A reflex save is allowed for one-half damage (DC 19).

Skills Crawlers have a +8 racial bonus on Climb Checks and can always choose to take 10 on Climb Checks, even if rushed or threatened.

6: IT DOESN'T MATTER...

ADVANCED CLOAKER CR 8

Chaotic Neutral Huge aberration

Init +6; **Senses** darkvision 60'; Listen +20, Spot +20

Languages Undercommon

AC 19, touch 11, flat-footed 16 (-2 size, +3 Dex, +9 natural)

Miss Chance see Shadow Shift (Su)

hp 189 (18 HD)

Fort +12, **Ref** +8, **Will** +14

Speed 10 ft.; fly 40 ft. (average)

Melee tail slap +22 (2d6+10) and bite +17 (1d6+5)

Space 15 ft.; Reach 10 ft. (15 ft. with tail slap)

Base Atk +13; **Grp** +23

Special Actions moan, engulf, shadow shift

Abilities Str 30, Dex 14, Con 22, Int 14, Wis 16, Cha 15

SQ shadow shift

Feats Ability Focus (Moan), Alertness, Combat Reflexes, Hover, Improved Initiative, Improved Natural Attack (Tail slap), Stealthy

Skills Hide +21, Listen +20, Move Silently +21, Spot +20, Tumble +12

Moan (Ex) A cloaker can emit a dangerous subsonic moan as a standard action. By changing the frequency, the cloaker can cause one of four effects. Cloakers are immune to these sonic, mindaffecting attacks. Unless otherwise specified, a creature that successfully saves against one of these effects cannot be affected by the same moan effect from the same cloaker for 24 hours. All save DCs for moan effects are Charisma-based.

Unnerve: Anyone within a 60-foot spread automatically takes a -2 penalty on attack and damage rolls. Those forced to hear the moan for more than 6 consecutive rounds must succeed on a DC 17 Will save or enter a trance, unable to attack or defend themselves until the moaning stops.

Fear: Anyone within a 30-foot spread must succeed on a DC 17 Will save or become panicked for 2 rounds.

Nausea: Anyone in a 30-foot cone must succeed on a DC 17 Fortitude save or be overcome by nausea and weakness. Affected characters fall prone and become nauseated for 1d4+1 rounds.

Stupor: A single creature within 30 feet of the cloaker must succeed on a DC 17 Fortitude save or be affected as though by a *hold monster* spell for 5 rounds. Even after a successful save, the creature must repeat the save if the cloaker uses this effect again.

Engulf (Ex) A cloaker can try to wrap a Large or smaller creature in its body as a standard action. The cloaker attempts a grapple that does not provoke an attack of opportunity. If it wins the grapple check, it establishes a hold and bites the engulfed victim with a +4 bonus on its attack roll. It can still use its whiplike tail to strike at other targets. Attacks that hit an engulfing cloaker deal half their damage to the monster and half to the trapped victim.

Shadow Shift (Su) A cloaker can manipulate shadows. This ability is effective only in shadowy areas and has three possible effects.

Obscure Vision: The cloaker gains concealment (20% miss chance) for 1d4 rounds.

Dancing Images: This effect duplicates a *mirror image* spell (caster level 6th).

Silent Image: This effect duplicates a *silent image* spell (DC 15, caster level 6th). The save DC is Charisma-based.

1: CRAWLERS IN THE DARK

HALF-DRAGON CARRION CRAWLER FIGHTER 2 CR 10

Chaotic Evil Huge dragon (black)

Init +2; **Senses** darkvision 60'; low light vision; scent; Listen +6, Spot +6

Languages Draconic

AC 23, touch 8, flat-footed 21 (-2 size, +2 Dex, +13 natural)

hp 112 (11 HD)

Immune paralysis, sleep, acid

Fort +11, **Ref** +5, **Will** +9

Speed 30 ft.; fly 60 ft. (average); climb 15 ft.

Melee 2 claws +16 (2d6+10), 8 tentacles +14 (paralysis), and bite +14 (3d6+5)

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

Base Atk +8; **Grp** +26

Special Actions breath weapon (acid)

Abilities Str 30, Dex 14, Con 20, Int 3, Wis 16, Cha 8

Feats Alertness, Combat Reflexes, Track, Ability Focus (Paralysis), Extended Reach, Multiattack, Improved Natural Attack (Claw)

Skills Climb +18, Hide +8, Listen +6, Move Silent +8, Spot +6

Paralysis (Ex) Those hit by a crawler's tentacle attack must succeed on a DC 22 Fortitude save or be paralyzed for 2d4 rounds. The DC is Constitution based.

Breath Weapon (Acid) (Ex) This is usable once per day and deals 6d6 acid damage in a 60 foot line. A reflex save is allowed for one-half damage (DC 19).

Skills Crawlers have a +8 racial bonus on Climb Checks and can always choose to take 10 on Climb Checks, even if rushed or threatened.

6: IT DOESN'T MATTER...

ADVANCED CLOAKER

CR 8

Chaotic Neutral Huge aberration

Init +6; **Senses** darkvision 60'; Listen +20, Spot +20

Languages Undercommon

AC 19, touch 11, flat-footed 16 (-2 size, +3 Dex, +9 natural)

Miss Chance see Shadow Shift (Su)

hp 189 (18 HD)

Fort +12, **Ref** +8, **Will** +14

Speed 10 ft.; fly 40 ft. (average)

Melee tail slap +22 (2d6+10) and bite +17 (1d6+5)

Space 15 ft.; Reach 10 ft. (15 ft. with tail slap)

Base Atk +13; **Grp** +23

Special Actions moan, engulf, shadow shift

Abilities Str 30, Dex 14, Con 22, Int 14, Wis 16, Cha 15

SQ shadow shift

Feats Ability Focus (Moan), Alertness, Combat Reflexes, Hover, Improved Initiative, Improved Natural Attack (Tail slap), Stealthy

Skills Hide +21, Listen +20, Move Silently +21, Spot +20, Tumble +12

Moan (Ex) A cloaker can emit a dangerous subsonic moan as a standard action. By changing the frequency, the cloaker can cause one of four effects. Cloakers are immune to these sonic, mindaffecting attacks. Unless otherwise specified, a creature that successfully saves against one of these effects cannot be affected by the same moan effect from the same cloaker for 24 hours. All save DCs for moan effects are Charisma-based.

Unnerve: Anyone within a 60-foot spread automatically takes a -2 penalty on attack and damage rolls. Those forced to hear the moan for more than 6 consecutive rounds must succeed on a DC 17 Will save or enter a trance, unable to attack or defend themselves until the moaning stops.

Fear: Anyone within a 30-foot spread must succeed on a DC 17 Will save or become panicked for 2 rounds.

Nausea: Anyone in a 30-foot cone must succeed on a DC 17 Fortitude save or be overcome by nausea and weakness. Affected characters fall prone and become nauseated for 1d4+1 rounds.

Stupor: A single creature within 30 feet of the cloaker must succeed on a DC 17 Fortitude save or be affected as though by a *hold monster* spell for 5 rounds. Even after a successful save, the creature must repeat the save if the cloaker uses this effect again.

Engulf (Ex) A cloaker can try to wrap a Large or smaller creature in its body as a standard action. The cloaker attempts a grapple that does not provoke an attack of opportunity. If it wins the grapple check, it establishes a hold and bites the engulfed victim with a +4 bonus on its attack roll. It can still use its whiplike tail to strike at other targets. Attacks that hit an engulfing cloaker deal half their damage to the monster and half to the trapped victim.

Shadow Shift (Su) A cloaker can manipulate shadows. This ability is effective only in shadowy areas and has three possible effects.

Obscure Vision: The cloaker gains concealment (20% miss chance) for 1d4 rounds.

Dancing Images: This effect duplicates a *mirror image* spell (caster level 6th).

Silent Image: This effect duplicates a *silent image* spell (DC 15, caster level 6th). The save DC is Charisma-based.

I: CRAWLERS IN THE DARK**HALF-DRAGON CARRION CRAWLER FIGHTER 2 CR 10**

Chaotic Evil Huge dragon (black)

Init +2; **Senses** darkvision 60'; low light vision; scent; Listen +6, Spot +6

Languages Draconic

AC 23, touch 8, flat-footed 21 (-2 size, +2 Dex, +13 natural)

hp 112 (11 HD)

Immune paralysis, sleep, acid

Fort +11, **Ref** +5, **Will** +9

Speed 30 ft.; fly 60 ft. (average); climb 15 ft.

Melee 2 claws +16 (2d6+10), 8 tentacles +14 (paralysis), and bite +14 (3d6+5)

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

Base Atk +8; **Grp** +26

Special Actions breath weapon (acid)

Abilities Str 30, Dex 14, Con 20, Int 3, Wis 16, Cha 8

Feats Alertness, Combat Reflexes, Track, Ability Focus (Paralysis), Extended Reach, Multiattack, Improved Natural Attack (Claw)

Skills Climb +18, Hide +8, Listen +6, Move Silent +8, Spot +6

Paralysis (Ex) Those hit by a crawler's tentacle attack must succeed on a DC 22 Fortitude save or be paralyzed for 2d4 rounds. The DC is Constitution based.

Breath Weapon (Acid) (Ex) This is usable once per day and deals 6d6 acid damage in a 60 foot line. A reflex save is allowed for one-half damage (DC 19).

Skills Crawlers have a +8 racial bonus on Climb Checks and can always choose to take 10 on Climb Checks, even if rushed or threatened.

APPENDIX 1: APL 12

1: CRAWLERS IN THE DARK

HALF-DRAGON CARRION CRAWLER FIGHTER 4 CR 12

Chaotic Evil Huge dragon (black)

Init +6; **Senses** darkvision 60'; low light vision; scent; Listen +6, Spot +6

Languages Draconic

AC 23, touch 8, flat-footed 21 (-2 size, +2 Dex, +13 natural)

hp 134 (13 HD)

Immune paralysis, sleep, acid

Fort +13, **Ref** +6, **Will** +10

Speed 30 ft.; fly 60 ft. (average); climb 15 ft.

Melee 2 claws +18 (2d6+10/19-20), 8 tentacles +16 (paralysis), and bite +16 (3d6+5)

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

Base Atk +10; **Grp** +28

Special Actions breath weapon (acid)

Abilities Str 30, Dex 14, Con 20, Int 4, Wis 16, Cha 8

Feats Alertness, Combat Reflexes, Track, Ability Focus (Paralysis), Extended Reach, Multiattack, Improved Natural Attack (Claw), Improved Initiative, Improved Critical (Claw)

Skills Climb +18, Hide +9, Listen +6, Move Silent +8, Spot +6

Paralysis (Ex) Those hit by a crawler's tentacle attack must succeed on a DC 22 Fortitude save or be paralyzed for 2d4 rounds. The DC is Constitution based.

Breath Weapon (Acid) (Ex) This is usable once per day and deals 6d6 acid damage in a 60 foot line. A reflex save is allowed for one-half damage (DC 19).

Skills Crawlers have a +8 racial bonus on Climb Checks and can always choose to take 10 on Climb Checks, even if rushed or threatened.

4: FUNGUS AND MOLD

ADVANCED TYRANNOSAURUS REX

CR 13

Neutral Huge animal

Init +5; **Senses** low light vision; scent; Listen +16, Spot +16

Languages None

AC 14, touch 8, flat-footed 13 (-2 size, +1 Dex, +5 natural)

hp 356 (33 HD)

Fort +25, **Ref** +20, **Will** +12

Speed 40 ft.

Melee bite +34 (6d6+15)

Space 15 ft.; Reach 10 ft.

Base Atk +24; **Grp** +34

Atk Options Power Attack, Snatch

Special Actions improved grab, swallow whole

Abilities Str 30, Dex 12, Con 22, Int 2, Wis 16, Cha 10

Feats Alertness, Improved Initiative, Improved Natural Attack (Bite) (3), Power Attack, Run, Snatch, Toughness (3), Track

Skills Hide +5, Listen +16, Move Silently +5, Spot +16

Improved Grab (Ex) To use this ability, the Tyrannosaurus must bite its opponent who is at least one size smaller with a melee attack. This does not draw an attack of opportunity. As a free action, it may then start a grapple without provoking an attack of opportunity. If successful, it establishes a hold and may attempt to swallow the opponent whole the next round.

Swallow Whole (Ex) If it begins the round having grabbed (see Improved Grab) an opponent at least two sizes smaller, it can swallow the opponent whole by making a successful grapple check. The opponent takes 2d8+8 bludgeoning damage and 8 points of acid damage per round. It can cut its way free by inflicting 25 points of damage to the gizzard (using light slashing or piercing weapons only). Once a creature has exited, muscular action forces the hole shut so only one creature can use such a hole. The Tyrannosaurus can hold 2 medium, 8 small, or 32 tiny, or 128 diminutive opponents.

Skills A Tyrannosaurus has a +2 racial bonus to Listen and Spot.

APPENDIX 2: NEW RULES OPTIONS

FEATS

EXTENDED REACH [MONSTROUS]

Your flexible body allows you to reach farther than normal.

Prerequisite: Small or larger size, nonrigid body or a nonrigid attack form such as a tentacle, feeler, or pseudopod.

Benefit: Your body or a part of your body with which you can deliver a melee attack is boneless and flexible, allowing you to threaten a larger than normal area with melee attacks. Add +5 feet to your normal reach.

Source: *Savage Species*

ITEMS

DARK LANTERN

This item is a hooded lantern constructed of black iron with mithral filigree. It has crystalline panels. When lit it radiates shadowy illumination in a 60 foot radius. You light it like a normal lantern and it must have oil or other fuel. You must also speak the command word “Umbra” for it to activate. You can deactivate it by opening it and blowing out the flame. It sheds mystic light that creates shadowy illumination. CL9th, Weight 2lb, 2000 gp.

Source: *Tome of Magic* 156

APPENDIX 3A: THE SHADOWDARK

What are the effects of the Shadowdark? Darkness – all is darkness...

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 (SHL07-01 through SHL07-04) 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 SHL07-01, if SHL06-08 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 SHL07-05. 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 Luz 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 3B: 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 Mialee was a professor of magic, her students would call her Mialeee-ez

APPENDIX 3C: SUPPLIES!

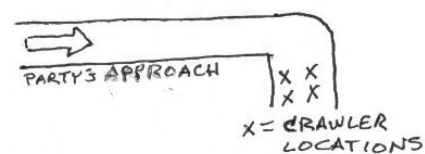
No one likes record-keeping . . . but the toughest foe the PCs will face in this adventure is darkness itself, and their most valuable weapon, more than fireballs and holy swords, may be sunrods and o-level light spells. The table below should be used to mark down every last torch, flask of oil, sunrod, and the like that the party carries. It may come down to that last candle, keeping the PCs alive in the darkness.

PC 1	PC 2	PC 3	PC 4	PC 5	PC 6

APPENDIX 4: MAPS AND COUNTERS



ENCOUNTER ONE



ENCOUNTER FOUR



ENCOUNTER FIVE

