



THE DARKNESS ARRIVES



Rise of the Drow



ROLEPLAYING GAME COMPATIBLE

Rise of the Drow

Rise of the Drow: The Darkness Arrives is a D&D 3.5 and Pathfinder Roleplaying Game Compatible Adventure that takes four to six PCs from 1st to 6th level.

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THE DARKNESS ARRIVES

PREFACE

I remember the discovery of the drow along the way to overcoming the fire giants. Before we knew it, two PCs were poisoned, a third had received a few deft blows and “the elf” disappeared. Of course we “descended into the depths of the earth” and learned the hard way that the drow are a terrible foe. If one of us wasn’t slaughtered mercilessly every third week or so we knew the DM was taking pity on us, and we demanded he throw all the drow had at us. He duly obliged...

Welcome to *The Darkness Arrives*, the prologue to *The Rise of the Drow*. Naturally, you all know the drow are involved so there’s no hiding who the forces behind the evil deeds are this time around, but does knowing mean you’ll be able to defeat them? The drow here are still cunning, sly, duplicitous, underhanded, and downright mean but your players will be ready for that...won’t they? Well, we want two things; for you to surprise them, and for you all to have a great deal of fun whilst it happens. From the start there are twists, turns, unexpected foes, and enough strangeness to have the most hardened player say, “No, that can’t be! We’ve just started and we’re being attacked by a what?!” mere moments before she either fights for her life, runs, or suffers. Enjoy!

Underhandedly yours, Stephen

Welcome to the *Rise of the Drow* prologue, *The Darkness Arrives*. This three-part adventure prepares your PCs for the devious challenges present in the main trilogy while simultaneously setting the stage for the story to come.

The entire Adventureaweek team worked hundreds of hours on *Rise of the Drow*, learning a great deal about ourselves and how we work together throughout the process, and while Stephen and I are truly proud to bring you these incredible books, they were only made possible by you—the supporter of this body of work—and for that we thank you.

Writing these books with Stephen and working with the artists and cartographers has been an absolute pleasure and something I will remember for the rest of my life. We hope you and your friends enjoy playing these adventures as much as we enjoyed writing them!

Venomously yours, Jonathan G. Nelson

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The Darkness Appears

PART ONE: DARKNESS APPEARS

Part 1 of *The Darkness Arrives Trilogy*, the prologue to the *Rise of the Drow Trilogy*

The first section of this D&D 3.5 and Pathfinder Roleplaying Game compatible adventure that takes four to six 1st level PCs to 3rd level.

INTRODUCTION

The first part of the prologue is by *Rise of the Drow* authors Stephen Yeardley and Jonathan G. Nelson. In *The Darkness Appears*, the drow of House Gullion have attacked the village of Rybalka with two goals in mind. First, to steal the *moonshard* thus allowing the completion of House Gullion's plans. Second, to kidnap a number of human slaves to sacrifice to the *vidrefacte*, an extremely powerful artifact located deep within the Underworld in the dark elven city of Holoth (full details of the settlement are in the *Rise of the Drow* adventures). Every aspect of the drow raid on Rybalka and subsequent escape has been planned by Holoth's citizens, and the expectation of the commanding officer (Thizasta Gullion) is that the Upperworlders will send warriors to hunt her raiding party in an attempt to rescue survivors, guaranteeing yet more sacrifices.

In the second part of the prologue—*The Darkest Dawn*, written by 2013 RPG Superstar Steven T. Helt—the adventure opens with an undead drow named Yoflid leading the PCs on an urgent chase through a dangerous forest. Because the drow have planned their escape under the protection of Naraneus's Shadow (an eclipse), these encounters take on a more terrifying feel—the complete absence of light becomes as much an enemy as the monsters that call the Dark Wood home. Throughout it all, the PCs' most urgent priority is to intercept the drow raiders who have taken captives (intended for sacrifice). The adventurers begin several hours behind the dark elves, allowing their adversaries to steer the party through carefully planned distractions,

several traps, and an ambush or two. Though the PCs might seek to rest (trusting that their quarry must also stop) they have only three days before the drow and their captives arrive outside their hideout.

In *The Darkness Revealed* (the final part for of the prologue, by Michael McCarthy) the PCs follow drow escapees to a squat, grey castle called Adrik's Folly. They must infiltrate the infamous fortress and free the prisoners held inside—although such a rescue attempt is easier said than done. The party finds that the castle is guarded not just by the remains of the drow forces but by Vikmordere mercenaries as well. Harder still is getting the prisoners out; one of them is a dark elf spy that raises the alarm on even the stealthiest parties, forcing the PCs into a hasty, unplanned retreat where they are hunted through the wilderness until they take a final stand and decide their fate once and for all. Only then will the adventurers be free of the drow... or so they think, until the bigger problems brewing in the Underworld reach a boiling point!

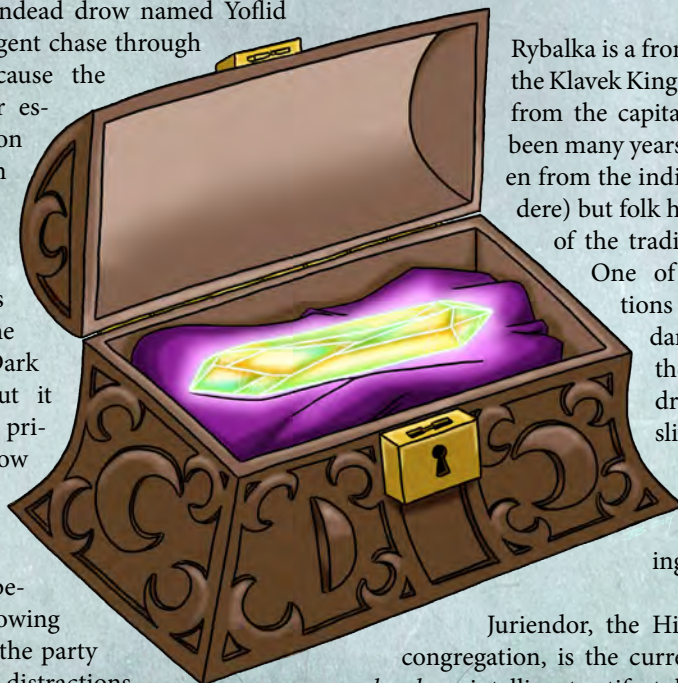
The order these encounters appear in is a suggested one; there is a set of read-aloud narratives that link them together. However, players may well want to do things their own way, so be prepared to be flexible. You CAN play the events so that the PCs meet exactly what is listed no matter when they face it, but it may be preferable to have the bell tower catch fire and begin to collapse in on the cathedral, for example, adding another element of confusion to events.

ADVENTURE BACKGROUND

Rybalka is a frontier town set on the edge of the Klavek Kingdom and situated a long way from the capital city of Mohkba. It hasn't been many years since the territory was taken from the indigenous locals (the Vikmordere) but folk here have absorbed elements of the traditions of the tribal peoples.

One of these Vikmordere traditions ensures that "light follows dark" on the longest night of the year. The Rybalkan cathedral houses the *moonshard*, a sliver of mysterious rock that glows at the moment when the longest night wanes, beginning the lengthening of days.

Juriendor, the High Priest of the Rybalkan congregation, is the current caretaker of the *moonshard*, an intelligent artifact, but neither he nor his fam-



Rise of the Drow

ily have discovered all that it can do. This is due to the fact that the *moonshard* seems "slightly shady", especially when its loyalty is questioned. Juriendor suspects that the *moonshard* has its own agenda, but try as he might the truth eludes him—in fact, the *moonshard* made its way from the heart of Vikmordere territory over a century ago. The Vikmordere were beginning to enter a period of decline, relying too heavily on a chaotic approach to life that gave greater strength to a belief in the total randomness of nature. An increasing number of vampires didn't help matters either and over the next 50 years, the *moonshard* engineered a series of events (being found, lost and transferred between owners) until it ended up in the hands of Juriendor's great-grandmother. Eventually, it came to Juriendor and 100 years after leaving Vikmordere lands, the *moonshard* suggested to him that he ask to be assigned to Rybalka's cathedral. He made the request and was surprisingly granted the title of High Priest and told to lead his congregation immediately. That was just a few years ago, and Juriendor has since melded into his position quite well, garnering respect and appreciation from his kinsfolk through his selfless and diplomatic actions.

One of the secrets Juriendor has managed to wrest from the *moonshard* is that at the precise moment that the longest night of the year ends and the days begin to get lighter, it glows with a soft, gray light. This sounds odd, as light can't be gray, but those that have seen the effect agree; the color being shed by the *moonshard* during this period is gray, as if daylight and darkness (which usually are sharply delineated as shadow-line) are pulled together within the artifact. What Juriendor doesn't know is that the *moonshard* constantly works towards balance. Its aim is to ensure that neither light nor darkness has the upper hand, and that a harmonious calm exists wherever it resides. The fact that it causes disagreement and strife whenever it reveals itself is lost on it—it thinks in millennia, not moments or minutes. The *moonshard* views life, death, and undeath in an equal light, considering them all as states of being rather than over-complicating matters with concepts of "alive and dead".

The *moonshard* has been in Juriendor's family's possession for 50 years. His "firm but fair" approach to life has made the High Priest the most neutrally-minded creature the *moonshard* has encountered, despite his lawful tendencies. The artifact influenced and convinced Juriendor to come to Rybalka, the borderline between civilized and uncivilized populations, and then made the suggestion that he allow numerous shrines in the cathedral. Juriendor is steadily becoming wiser, and he feels it is this increased wisdom that ensured the collaborative, ecumenical approach was adopted (rather than a "bland piece of dusty gray rock" somehow telling him to do so). Wise as he is, the High Priest has no real idea how persuasive the *moonshard* can be when it wants to.

Life in the border village went on—the *moonshard* glowed at the end of the longest evening, the cathedral was used by multiple religions, and the Klavek empire grew. Then the *moonshard* decided balance was required to offset the influence of the bright light that is the mighty Klavek Kingdom: it sent out a message via its creator, a potent deity. It was then that the drow—the most powerful and influential race in the Underworld—became aware of the "small, grey rock". With that, the *Rise of the Drow* began...

SYNOPSIS

Over the course of the adventure the PCs will:

1. Enter the cathedral and converse with others who have arrived to take part in the "*Vigil for Light*".
2. Discover that a number of adventurers, trappers, and hunters have had damaging "encounters".
3. See the *moonshard* glow as expected, then flicker and seemingly die before Juriendor is attacked.
4. Defend the cathedral and bell tower from attack, then notice that dawn hasn't broken.
5. Race into the clergy's quarters and stop an assault from below.
6. Try to protect the reliquary from attack by disguised drow, undead, and a strange stone creature, as well as finding that the *moonshard* has been stolen.
7. Find an expected enemy that could be an unexpected ally and that explains the mystery of the eclipse.
8. Discover the drow retreating, that several members of the congregation have been taken as prisoner, and face a defensive force making good use of the reigning night.
9. Start a chase after the attacking forces, running the risk of being overwhelmed in the darkness!

HOOKS

An easy way to bring the PCs to the remote village of Rybalka is to play through Adventure-A-Week adventure modules A0: *Crow's Rest Island*, A1: *Crypt of the Sun Lord*, and A2: *Devil of Dark Wood*. Otherwise the PCs may find themselves stumbling upon Rybalka—or any other similar remote village—on their travels. Whatever reason the adventurers have to be in the area, every time they meet someone who has lived in the region for more than a year they are reminded to make sure they are in the cathedral for the long dark night of the "*Vigil for Light*." This happens if they are approaching the village and meet workers or fishermen, if they are new to the town and are settling in, or if they are thinking of leaving and their destination is days away. Everyone is in the cathedral on that evening, as their safety isn't guaranteed if they remain outside.

A fishing village adjacent to a healthy iron mine, Rybalka had a different name just a few decades ago and was con-

KEY

1. RYBAKA CITY HALL & BARRACKS
2. RYBAKA CATHEDRAL
3. THIRSTY SERPENT TAVERN
4. RYBAKA FORGE
5. BUGG INN
6. RYBAKA LODGE
7. HOP SING MERCANTILE
8. FISHERMANS CONSORTIUM
9. MASTERA LIBRARY
10. SUEWOTIK'S SPIRITS
11. LUMBERMILL
12. VICKRUCK'S ROOT CELLAR
13. G&M FAKED GOODS
14. MINERS GUILD
15. VILLAGE GUARD LOOKOUT
16. SHIPWRIGHTS GUILD



VILLAGE OF RYBALKA



Rise of the Drow

RYBALKA

LN small town

Corruption +0; **Crime** -1; **Economy** +1; **Law** +1; **Lore** +0; **Society** +0

Qualities insular, racially intolerant (elves, half-elves, half-orcs), strategic location

Danger +0

DEMOGRAPHICS

Government autocracy

Population 328 (325 humans; 1 gnome; 1 half-elf; 1 halfling)

Notable NPCs

Mayor Igor Leonid (LN male human fighter 6)

Sage Yuri Statel (LE male human cavalier 1, loremaster 4, wizard 6)

High Priest Juriendor (LG male human cleric 10)

MARKETPLACE

Base Value 1,100 gp; **Purchase Limit** 5,000 gp;

Spellcasting 4th

Minor Items 3d4; **Medium Items** 1d6;

Major Items 1



balka is still prevalent, especially amongst new, incoming Klavekian settlers, and a few interracial families that were harassed and persecuted by these fresh faces moved into the dangerous and unforgiving wilderness to escape the ignorance and hatred of the misguided.

CHAPTER 1: LIGHT IN THE DARK

As you make your way down the street you realize that the expected murmur of activity is missing and that the settlement of Rybalka seem ominously quiet and cold. Then rounding a building, you spot a group of villagers carrying torches towards the large stone cathedral on the edge of town. Following them, you see they rap on the doors, which are opened for a brief moment, allowing a sound of voices to escape along with some light and heat, causing the air to steam. The interior of the building is bathed in warm, inviting reds and oranges, sharply contrasting the cold whites and blues of the snow and ice surrounding you in the darkness outside.

You suddenly feel quite vulnerable standing out here all alone. The last of the villagers round the bend and pass by you, heading for the cathedral.

"*You coming!?*" one of the women calls, her voice suggesting that any other choice would be madness.

If the PCs attempt to question the Rybalkan villagers outside they simply reply with, "*make haste, we'll talk when we've gained the comfort of the cathedral.*"

Encounter 1-A: Finding out more from the villagers

About 10 feet inside the doors of the building, by an open pair of finely-carved wooden swing-gates representing the rising sun, an imposing man greets each villager with a personal message or a reassuring and guiding hand on the shoulder. You hear words such as, "*evenin' mayor,*" or "*the Light be with you, Igor,*" as you get closer. He looks at you with a warmth not usually associated with such portentous meetings, and says, "*well met, friends.*"

trolled by the Vikmordere. In the past, the viking raiders used the strategic location of the settlement as a launching point for attacks against the Klavek Kingdom. The abundant mine nearby provided all the ore the Vikmordere raiders needed for their tools, weapons, and armor.

The Klavekian monarchy moved troops into the Vikmordere Valley and launched an arduous assault against the local population in hopes of securing this strategic location and obtaining the lucrative iron mine. After many failed attempts and the deaths of hundreds ground troops, the Klavek Kingdom was finally able to oust the Vikmordere raiders from Rybalka. In order to hold the location, additional soldiers were brought in to clear the mountainside forests of the rest of the Vikmordere warriors. This resulted in horrible casualties for the Klavekians, losing 10 soldiers for every 1 local raider found and killed. Many of the Vikmordere avoided persecution by hiding in abandoned ruins and mountain caves where it is thought they persist to this day.

The Klavek Kingdom placed a permanent contingent of guardsmen at Rybalka to protect the populace and the vital iron mine—without access to the ore in the mine, the Vikmordere's military strength and foothold on the region would be greatly reduced. Many Rybalkan Vikmordere villagers who were not affiliated with the raiders were allowed to stay and live freely if they continued to provide services to the Klavekian settlers: blacksmithing, fishing, mining, and ship construction as well as various menial tasks requested from time to time. Racism in Ry-

CATHEDRAL MAIN FLOOR



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For we are all friends tonight. Find a place to sit and enjoy the service. The day's dawn will herald new events for all of us. Yuri! Some seats for my compatriots!" At this final call, a man looks up from halfway down the cathedral and beckons you forward. Places are found for you and those around you offer greetings and ask your names. Their welcome is genuine and heartfelt, reflecting that the coming service is a period of warmth and rebirth.

There are storage areas either side of the cathedral hallway, the entrances (enormous saloon doors) are open showing cloaks, coats, and various pieces of equipment that help cross snow and ice. Once seated inside, the PCs see that all of the villagers have gathered here and are talking in hushed voices. The adventurers can overhear various knots of people talking about the "coming darkness," and the words "Vigil for Light" are repeated many times. As visitors, the "free seats" have clearly been specifically "found" for the party; they are towards the middle of the cathedral, 8 rows from the front and roughly in the center of the pew. The building is packed with villagers, and movement is slow-going (except for along the main aisle), but only children sit alongside the PCs (offering them a relatively unobstructed view of that aisle).

While the exterior of the cathedral is gray stone, the interior is built of the lustered wood from local trees, as are the simple benches which serve as pews and line the hall on both sides from front to back. A large, crackling fire on a raised plinth burns brightly, bathing the weathered and wrinkled faces of the villagers in an otherworldly, surreal, flickering orange glow. "The fire is never allowed to die," says one of the villagers standing to your side. "The crackling? 'Tis said to be the spirits of warriors long since passed from this world. They talk to us, not to warn us or teach us, but to bathe us in their glory so that we might remember the sacrifices those that came before us made for their children and grandchildren. War is never an easy affair, and those who fight are swept up and away, sometimes lost in the minds of kings and queens. Here, on civilization's edge, we remember those that brought light to our lives, and to this day they give us vision, warmth, and shelter. Juriendor has shown us such things; soon he'll arrive to share more wisdom."

If a player succeeds on a **Diplomacy check** the villagers reveal more about the Vigil for Light and the coming darkness. For example, a result of 20 gets one piece of information from all three lists, while a result of 17 would only get something from the DC 15 list.

What the Rybalkan townsfolk reveal at: DC 15

- Juriendor is the High Priest of the Rybalka cathedral and venerates a rather distant god of war, yet is tolerant of anyone's deity if they show the same respect for what others believe in.
- Tonight is the longest night of the year.
- The Vikmordere that originally built this village held a ritualistic ceremony on this day to ensure that the lightness returned after darkness reigns.

DC 18

- Juriendor adopted the ceremony after experiencing annual attacks from the Dark Wood on this night.
- During previous attacks, many villagers were killed, including a small boy whose father later committed suicide. Juriendor feels responsible and wishes he could have better protected the village from the darkness and the threats of the Dark Wood.
- Since adopting the ceremony no more attacks have occurred and the village has been kept safe.

DC 20+ Some of the other villagers—including Mayor Igor Leonid—may come to greet them and tell them more before Juriendor arrives, including:

- The High Priest is in possession of an artifact called the *moonshard*, used in the ritual to protect the village.
- The *moonshard* comes from another world.
- Some say the *moonshard* fell from the moon itself during an intense Vikmordere ritual hundreds of years ago.

Juriendor, High Priest of the Rybalkan Congregation



Juriendor took the ritualistic ceremony to join the priesthood at the young age of 12; now (six years later) he is the youngest High Priest of any deity in all of the Klavek Kingdom. Juriendor swore to make a difference in the world and fight for truth and justice wherever the winds of change blew strongest, as well as solving problems using wise and insightful diplomacy. When deliberations failed, he found that courage, strength and—above all—fair justice were summoned within his very being, which he in turn bestowed upon other priests. Juriendor proved himself in the church, at the negotiation table, and on the field of battle. After many grueling combats and tactical victories, he was given the accolade of High Priest. As a reward his mother gave him the *moonshard*, which had been found by her grandmother almost 50 years before. Juriendor took the *moonshard* and thought nothing more of it, until the position in Rybalka was suggested to him.

The Darkness Appears

As a progressive force in a cold and dangerous world, he has been placed on the edge of civilization in his latest position as High Priest at the Rybalka Cathedral.

Juriendor preaches a daily sermon at the cathedral each morning immediately after sunrise. His six acolytes and two priests assist townsfolk with minor concerns, while the High Priest handles larger religious and moral matters. He assists in steering the village along the proper course of action when dealing with diplomatic and neighborly relations. Thus far Juriendor has done an outstanding job and the townsfolk hold him in very high regard—his even-handedness is beyond reproach, and his name is a local byword for fairness.

A young acolyte appears descending a staircase near the front gates. He walks through the crowd toward the flaming altar and the people turn to face him, their smiles broad. As they do so, they twist away from the light of the fire and their faces become darkened. Then Juriendor appears on the stairway, moving toward the front of the room, his face lit up—as the gaze of the congregation follows him, the individual faces become equally illuminated. The High Priest is dressed in celestial plate-mail armor, its legendary sheen there for all to see. One of the townsfolk calls out, "guide us through the Darkness so that there may be Light!" Others begin to shout phrases such as, "Juriendor, please guide us!" and, "protect us from the Dark Wood devils! Bestow us with Light!"

If the PCs attempt to stop or question Juriendor he nods and smiles, simply saying, "greetings, you are welcome to attend the Vigil for Light; to be safe from the Darkness, please remain inside the cathedral. At this hour, dangers abound outside. We can speak later once the moonshard has given us its dawn." If the party refuses to heed his warning and leave the building they are attacked every 1d6+5 minutes by the following:

% roll	Encounter
01-35	1 lemur
36-65	1 grimlock
66-85	1 squamp
86-95	2 injured grimlocks (CR 2/3 each, 270 xp; 7 hp, Dex 10, AC 14, T 10, Ref +3, armed with a club (1d6+2, x 2))
96-00	2 squamps

Lemure

3.5 hp 9 / CR 1 / Pg 76
Pathfinder hp 13 / CR 1 / Pg 104

Grimlock

3.5 hp 11 / CR 1 / Pg 72
Pathfinder hp 13 / CR 1 / Pg 100

Squamps

3.5 hp 4 / CR 1 / Pg 83
Pathfinder hp 5 / CR 1 / Pg 111



Rise of the Drow

While the PCs remain within the cathedral they are safe from the dangers lurking in the darkness outside. If the adventurers or anyone else attempts to halt or interfere with the Vigil for Light they are stopped by the congregation, as well as perhaps the mayor (Igor Leonid is a very capable fighter) or Sage (Yuri Statel) if they can reach the party, which is unlikely.

Encounter 1B—The Vigil for Light: The Ceremony Begins

Once at the front of the cathedral, Juriendor pulls a long wooden torch from the wall and lights it from the large brazier at the center and end of the hall. It momentarily glows as brightly as if *daylight* had been cast, and everyone within the hall instantly appears warm and comforted. The High Priest chants a prayer, and all of the villagers join him. It sounds complex, a drone of intertwining ideas that seem more suited to a shaman than a clergyman. After long minutes have passed, the chant fades and the silence hangs heavy in the air. Then Juriendor pulls a small wooden box from within his robes. The box is finely carved and looks quite old and worn. As he slowly lifts the lid, something dark gray begins to shine with a crisp starlight, followed by a pulsing blue-yellow glow which envelopes his face. Children in the crowd to gasp and call out, "*the moonshard!*"—they're quickly hushed as the high priest carefully raises a small glowing stone shard from the box, holding it high for all to see. He begins to call out words you cannot understand, their power growing, and with each one the brightness of the light increases. Juriendor's appearance and walk up the aisle has allowed villagers to move into it, and some now sit cross-legged on the floor—there is also more space now for those who are standing around the sides and towards the back of the cathedral.

CHAPTER 2: THE VIGIL FOR LIGHT, CEREMONY INTERRUPTED

Suddenly, almost as if part of the ritual, the doors to the cathedral burst open and the ceremonial gates rattle wildly in the blast. Two men—weapons on their backs and dressed in battered armor—stagger into the room, each carrying a badly injured individual. "*Help us, please! Help us now! We require healing and our friends are at Death's door! The evils of the Dark Woods are too many, too foul. Another ally outside is turned to stone, yet I dare say that no one within these walls would fancy to face what lurks without!*"

With the clerics at the front of the cathedral, mayor Leonid calls out. "*Some help here, quickly!*" The PCs may assist the injured adventurers with a successful **DC 15 Heal check**; this repairs some minor wounds and stabilizes the dying—the party may use magic to cure the tears, cuts and puncture marks, of course. Juriendor stops his ritual, places the *moonshard* back into the box and approaches the injured men within three rounds, beginning to cure the recently wounded adventurers as fast as he can when he reaches them.

Encounter 2A—Injured Adventurers: Gryphonwind's Gatherers

Gryphonwind's Gatherers is a band of adventurers the members of which, for one reason or another, are all after their own personal goal or trophy, but as individuals recognize that they need support in order to achieve their singular aims.

Myharl Gryphonwind a.k.a. "The Dark Tower" (LN male human expert 1/warrior 1; on 1 hp [Con 14, 14 hp]) is carrying their sorcerer. A **DC 12 Spot/Perception check** by a fighting type suggests he has been heavily wounded by an animal—a **DC 15 Knowledge (geography, local or nature) check** suggests the wounds have been caused by a local type of giant rat.

He is of an unusual towering height for a human, bald-headed—except for long, braided goatee—with dark coffee-hued skin and a muscular, handsome physique. Where there is political intrigue or social change, Myharl sees the chance for coin. His quick-wit and silver-tongue have gained him a loose alliance with some of the local trappers and hunters, but deep within he is steadfastly dedicated to only one faction—himself.

Goldsneezer a.k.a. "The Alchemist" (CG male gnome wizard 1; 2 hp from death, (so -8 for 3.5E and -11 for PF) [Con 13, 5 hp]). A **DC 12 Spot/Perception check** by an arcane caster suggests he has been hit by a cold-based spell (it was actually the result of a *death attack* cast by a follower of the Death domain.) At first he appears to be a child, but is in fact a gnome.

Goldsneezer sports crazed blue and green hair, is extremely excitable, and periodically sneezes extremely fine, virtually valueless fool's gold, the result of his very first experiment—the smell of the incident still lingers around him. The gnome is desperately trying to acquire a rare alchemical component only found in a dangerous part of the Underworld and he joined Gryphonwind in order to have someone to accompany him on such a precarious quest.

Gregor Hawthorne a.k.a. "Witch Hunter" (NG male human ranger 1; poisoned—bloodroot, DC 12 [Con 12, 9

The Darkness Appears

hp]) is carrying Thyron Warstriker and under the effect of a *delay poison* potion that he can feel is about to wear off (in 3 rounds). Gregor already failed the first save (which has no effect other than to burn through his veins) and will fail the second, suffering the full effects and dropping to just 2 hp from death.

He is tall, brooding, intuitive, and fearless, and Gregor considers himself a crusader—he is consumed with ensuring evil beings are returned to Hel and whatever created them.

Thyron Warstriker a.k.a. “The Executioner” (LG male human paladin 1; 3 hp from death [Con 11, 6 hp]) is mortally wounded. A **DC 12 Spot/Perception check** by a rogue suggests this NPC has been flanked by opponents wielding 2 weapons each, with serrated daggers the likely implements.

The holy warrior has long flaming red hair and a scarred face on the right side (which has blinded his eye). Thyron is searching for his brother—a fallen paladin that escaped into the Underworld—and is determined to convert him back or execute him. He feels that Gryphonwind, despite his motives, is trustworthy enough to want to help him.

Sven Silvermane (LG male human cleric 1; [Con 11, hp 8]) is outside on a sled, currently turned to stone—he is not involved in this encounter, but part of the team by the end.

Silver haired, softly spoken, yet determined and overtly faithful, Sven was brought up in the folds of a healing order and trained to bring the light of mercy and judgment anywhere he travels. His fellows specialize in healing, fighting the scourge of the undead in all of its forms, and bringing hope to people in need. Clerics in Sven's order are well armed and wear plate armor. Since Sven has trained all of his life to be a shining beacon of faith wherever darkness lurks, he has chosen to travel and help whenever needed. If the paladin encounters evil—whether from within his companions or elsewhere—they face him and his righteous hammer.

Encounter 2B— Acting on Instinct

After the injured adventurers are healed, the villagers re-shut the front doors to the cathedral. The now-restored NPCs asks the PCs to help them find a place to sit and rest within the hall,

and then thank the party for their kindness. When asked what they encountered, they recovering adventurers simply state, “just stay inside!” Juriendor returns to the front of the cathedral and restarts the Vigil for Light ritual from the beginning, as it must be complete and uninterrupted in order to be effective—but there is another interruption:

Again, just as Juriendor begins his ceremony, the doors to the cathedral fly open. A sudden snow-storm blows in, revealing itself by dumping yet more thick white flakes over the small village. This storm—doubled with the winds whipping through from Serpent Lake—causes a considerable ruckus on its own, even without the noise made by a group of hunters blown into the building, flaring torches aloft that start to set fires to the very fabric of the cathedral itself. “*Let Light come to us all!*” one shouts out; “*drive off the darkness with the Light of the Heavens!*” another calls, as she encourages flames to ignite a hanging tapestry; they take a grip, then crawl up the material like a spider while another intruder breaks the wooden gates down and tries to light the lacquered carving.

While the mayor deals with a hunter toward the front doors and with the rest of the congregation unsure what exactly is happening, Juriendor ceases the ceremony and calls out in the direction of the PCs, “*You there, please help! These are good men and women; they must be under a curse's influence. Please stop them, but do no harm!*” The group of hunters are under the effects of *suggestion* spells and have come into the cathedral to set fire to it. They honestly believe that “it will make the place warmer and bring more light into it.” Once the compelled Rybalkans are dealt with (and the *suggestions* possibly removed), Juriendor has to again restore order and bring calm to the congregation in order to perform the ceremony.

The party needs to both remove the torches from the hands of the hunters (N human expert 2) then restrain them, at the same time as putting out the small fires that have already been started—roll d% to see which hunter they confront. All of the hunters are wearing padded armor or battered leather that acts as padded (+1 to AC, included in the table below). If hit by a weapon, they use the torch as a club, doing 1d4 damage with a 50% chance per successful hit of 1d2 hp fire damage. If



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the fire damage is successful, there is then a 40% chance of the torch going out, and a 60% chance of something igniting, as presented in the last 2 columns. To increase the tension, describe the other adventuring party doing the same, with differing levels of success than the PCs during each round.

GM Sidebar - Fire in Hand:

The rules for using a torch as a weapon above are recommended for encounters in *The Darkness Appears*, but if the GM so desires, there are existing rules for their use within both D&D 3.5 and Pathfinder.



(3.5) A torch is an improvised weapon; when lit, it deals 1d3 points of fire damage per hit.

(PF) A torch is treated as an improvised one-handed weapon; it deals bludgeoning damage equal to a gauntlet of the same size (1d2 for Small, 1d3 for Medium) plus 1 point of fire damage per hit.

%	Hunter	AC	hp	Str	Dex	To Hit	Grapple (3.5)	CMB (PF)	CMD (PF)	What Ignites
01-12	1, M	12	7	+3	+1	+4	+4	+4	15	Hair
13-25	2, M	12	9	+2	+1	+3	+3	+3	14	Cloak/robes
26-37	3, M	13	11	+1	+2	+2	+2	+2	14	Hat/adornment
38-50	4, M	15	7	+2	+4	+3	+3	+3	17	Facial hair
51-62	5, F	14	9	+1	+3	+2	+2	+2	15	Legwear
63-75	6, F	12	11	+4	+1	+5	+5	+5	16	e.g. Pouch on belt
76-87	7, F	12	7	+1	+1	+2	+2	+2	13	Nearby NPC
88-00	8, F	13	9	+1	+2	+2	+2	+2	14	Hymn book/sheet

As the party attempts to stop one of the hunters, roll a **DC 18 Spot/Perception check** for each PC; the first to succeed sees that one of the female hunters (hunter number 5) is wearing a hastily-assembled disguise and has something over her ears which has partially frozen off in the snow storm outside. If they investigate further, the hunter moves away and bumps a hanging oil lantern, burning herself and causing some makeup to melt away, revealing elf ears! She immediately uses *dimension door* to escape, but why was an “elf” leading this insurgence on the Vigil for Light ceremony and to what end? Of course, it is actually a drow—a member of the raiding party—trying to force members of the congregation out of the cathedral and toward her compatriots!

CHAPTER 3: VIGIL FOR LIGHT, CEREMONY COMPLETION

Finally Juriendor once more holds the *moonshard* aloft and with a powerful chanting sends a massive blast of bright energy throughout the cathedral that flows back to the *moonshard* and forms a glowing blue gateway centered upon the stone. Through the portal two orbs emerge—as soon as they enter the room, all normal light patterns warp and are

drawn towards them! The attracted glow forms into a swirling pattern around the spheres before being absorbed directly into the dark floating orbs. Judging by the gasps and screams of panic erupting from the crowd, this does not normally occur during the Vigil for Light ritual. The orbs begin to circle around Juriendor, spinning wildly, then begin to lash out with cold, cloying bolts of darkness that send him to the floor! The *moonshard* falls to the ground and then through a crack in the boards to somewhere deep below. You can almost feel the frigid, lifeless grasp of some ancient evil slip its fingers around the artifact as it is dragged out of sight through the cracks.

The High Priest, prone, seems frozen in place as the orbs assault him. “*Juriendor! No!*” one of the villagers calls as he charges forward, pulling a short, metal candle holder from its bracket at the end of a pew. He swings the makeshift weapon and seems to hit one of the creatures. The orb is unaffected and before you can step forward it strikes the charging man with a ray, the effect of which forces him to his knees. Screams erupt from the crowd of villagers and, as one, they panic—suddenly people are running everywhere, towards both sets of stairs and outside into the darkness of the blizzard.

The Darkness Appears

GMs notes: Usually 2 lantern archons momentarily appear as dawn breaks. Tonight, the 2 turned hooded lantern archons indicate an eclipse. From now on there is little-to-no light outside while the eclipse is in place. Worse yet, Juriendor suffered a critical blow from one of the hooded lantern archons. If the odd outsiders seem too powerful for the party, have one head either downstairs towards where the *moon-shard* slipped away or outside to bask in the eclipse. Gryphonwind's Gatherer's could also deal some damage to one of the orbs if required (before they find themselves injured again).

There is an additional threat at this point—as the congregation starts to leave the cathedral, gray shapes can just about be seen moving around in the heavily-falling snow. The first few villagers to leave the sanctuary of the building are set upon, their muffled cries and grunts of pain and exertion barely reaching the building. It's unclear what is out there through the swirling flakes, but a **DC 22 Spot/Perception check** allows someone to notice the shapes are moving slowly while a result of 25 or higher reveals that they are biting villagers. They are zombies, let loose by the drow and designed to draw people out of the cathedral and into the arms of the Underworlders.

Mayor Igor Leonid steps up to quell the chaos, calling out, *"unsheath your blades, stout fellows, and let us rain ruin upon whatever these fiends are within the grounds of the cathedral!"* He hefts his great glowing maul and moves toward the front doors. Sage Yuri Statel appears from within one of the storage areas, a pair of what look like ice crampons strapped around his forearms to make cruel-looking claws. He exchanges glances and a nod with the mayor then rushes out the front door with many of the villagers in tow; as they pass outside into the snowstorm they are suddenly surrounded by a mob of walking dead. The mayor turns to your group; *"You've shown yourselves capable. Please, save the clergy—most are little more than untested students—and protect the cathedral. I'm off to defend the rest of my village!"* He races out into the storm to confront the undead, the congregation grabbing various solid-looking items from around the cathedral while you're left in charge of the situation within the rapidly-emptying building.

Developer's Note



Having the mayor and some other characters involved in this combat scenario is purely to enhance the overall feel and flavor of this battle, bringing a sense of loyalty and camaraderie to the event. Feel free to describe some villagers in the combat against the undead. You don't need to keep track of this "exterior battle" defending the town, as it simply serves to provide the players with the sense that there is more going on in the world around them. Have fun with the various scenarios and throw in some unexpected twists (such as undead attempting to wander in from outside) to keep the players on their toes.

Don't forget to use Gryphonwind's Gatherers as you see fit! Depending on how the players are faring against the hooded lantern archons, these NPCs could either go outside to join the fight the zombies (after all, one of their members is still on the sled, turned to stone), help fight one of the archons if the players need support, or perhaps need to be saved again if the PCs are having an easy time of it. At this stage, the choice is yours.

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Turned Hooded Lantern Archon (1-2)

3.5 hp 4 / CR 2 / Pg 85
Pathfinder hp 13 / CR 2 / Pg 114



Once the archons are defeated, the PCs can help Juriendor stand; he has no idea what caused the ritual to go wrong, but suspects that the disguised elf had something to do with things going awry if the party saw her and tell the High Priest of it. Juriendor nods and begins to search around on the floor for something. "*The moonshard! Where is it?*" If/when the PCs explain what happened, he begins to charge downstairs; just as he starts his descent, the adventurers hear cries from above. "*Help! Smoke in the bell tower!*" At this, the High Priest turns and calls out to the party:

"I must find the moonshard or the village is doomed. Please head up to the bell tower and help my student priests; most of them are untested in situations like this, and it seems someone—or thing—is determined to disrupt our ceremony and threaten Rybalka's well being. Now go, please, for me!" Juriendor presses a vial of thick green liquid into the hands of the closest member of your party, then charges down the stairs.

The potion is a *cure serious wounds* (3d8+6) that can be split into 3 potions of *cure light wounds* (1d8+2). If the party goes to follow the High Priest, he turns to them and says;

"Please, the bell tower! If it ignites and falls onto the cathedral, the whole building may be lost and my priests along with it! Our lives are in your hands!"

MCF = main cathedral floor; BT = bell tower; AQ = acolytes' quarters; PQ = priests' quarters; CR cathedral reliquary

Area	Where	Purpose	Items of interest
0	MCF	"Vigil for Light" ceremony	Stairs below altar and lower front stairs down to reliquary; top front stairs to bell tower
1	BT	Bell ringing room	One bellrope is a small <i>animated object</i> (see Encounter 4)
2	BT	Bell ringing room	One bellrope is a small <i>animated object</i> (see Encounter 4)
3	BT	Juriendor's bedroom	Locked (DC 22 Open Device/Disable Device) chest with a block of <i>incense of meditation</i>
4	BT	Juriendor's quarters	For study and private prayer. Scroll with <i>magic weapon</i> and <i>magic vestment</i> (CL 6th)
5	BT	Spiral staircase	Up the bell tower (to 8). DC Move Silently/Stealth or 5th and 12th stairs creak loudly
6	BT	Juriendor's armory	2 potions (<i>status</i> , CL5), 2 scrolls (<i>speak with dead</i> , CL5), +2 <i>morningstar</i> (LN only)
7	BT	Dining room	Also storage area for non-cooked food items (currently mainly winter vegetables)
8	BT	1st level of the bell tower	Walkway from area 5 to area 9. Bellropes accessible, bells visible if enough light
9	BT	2nd level of the bell tower	Walkway from area 8 to area 10. Bellropes accessible, bells visible
10	BT	3rd level of the bell tower	Walkway from area 9 to area 11. Bellropes accessible, bells visible
11	BT	Top of bell tower	4 bells on show and accessible. Open to the elements, but a roof over the whole tower
12	AQ	Passageway	Route down from the cathedral. Images of former high priests quietly chant liturgies
13	AQ	Acolyte's preparation room	Ceremonial garb and items. DC 15 Search /Perception finds a 1st-level <i>pearl of power</i>
14	AQ	Emergency items	West wall holds 2 potions of <i>spiritual weapon</i> (CL5) and 4 vials of holy water

CATHEDRAL FLOORPLANS



TOWER LEVELS ABOVE CATHEDRAL ENTRANCE



CATHEDRAL



ROOM 26 SPIRAL STAIRS
DIRECTLY UNDER
ALTAR / TRAP DOOR

ALTAR AND BRAZIER
OVER TRAP DOOR

ROOM 36 IS DIRECTLY
BELOW ROOM 23



LEVELS BELOW CATHEDRAL



ROOM 37 IS DIRECTLY
BELOW ROOM 25



ROOM 38 IS DIRECTLY
BELOW ROOM 35



Rise of the Drow

Area	Where	Purpose	Items of interest
15	AQ	Emergency items	North wall has 2 potions of <i>cure light wounds</i> , south wall 3 <i>sanctuary</i> scrolls (all CL 6th)
16	AQ	Office/meeting room	Quarters for 1 of the 2 on-duty acolytes. <i>Hideous laughter</i> trap on the door
17	AQ	Office/meeting room	Quarters for 1 of the 2 on-duty acolytes. <i>Doom</i> trap on the door
18	AQ	Room of Wisdom	Chamber with 1 each of every holy symbol known to the Klavek authorities
19	AQ	Rest/sleeping rooms	Quarters for 3 of the acolytes, 2 off-duty acolytes usually here; all involved in vigil
20	AQ	Rest/sleeping rooms	Quarters for 3 of the acolytes, 2 off-duty acolytes usually here; all involved in vigil
21	AQ	Trapped corridor	2 large net traps fill whole corridor. The cathedral clergy all know how to avoid these
22	AQ	Trapped corridor	2 large net traps fill whole corridor. The cathedral clergy all know how to avoid these
23	AQ	Route down to reliquary	<i>Inflict light wounds</i> trap designed to prevent the wrong people going to the reliquary.
24	AQ	Potion brewing chamber	DC 22 Search/Spot/Perception finds component for any 1st- or 2nd-level divine spell
25	AQ	Route down to reliquary	<i>Inflict light wounds</i> trap designed to prevent the wrong people going to the reliquary.
26	PQ	Spiral stair from under altar	Private shrine of the clergy. DC 20 Search/Perception finds a <i>remove fear</i> scroll (CL 4th)
27	PQ	Priest preparation room	For 1 of the priests, plus a private shrine. <i>Desecrate</i> has been cast here. 1 ghoublin
28	PQ	Priest preparation room	For 1 of the priests, plus a private shrine. <i>Desecrate</i> has been cast here. 1 ghoublin
29	PQ	Living quarters	For 1 of the priests. Text gives a +2 insight bonus to Knowledge (religion) after reading
30	PQ	Living quarters	For 1 of the priests. Diary gives a +2 insight bonus to Knowledge (local) after reading
31	PQ	Storage area	Armor and weapon of 1 of the priests. Scale mail, warhammer, +1 <i>small wooden shield</i>
32	PQ	Route down to reliquary	<i>Inflict light wounds</i> trap designed to prevent the wrong people going to the reliquary.
33	PQ	Storage area	Armor and weapon of 1 of the priests. +1 <i>leather armor</i> , heavy flail, large steel shield
34	PQ	Route down to reliquary	<i>Inflict light wounds</i> trap designed to prevent the wrong people going to the reliquary.
35	PQ	Trapdoor to the reliquary	Down to 38. <i>Dust of tracelessness</i> hides the fact drow have been here.
36	CR	Two skeleton guards	Route from 23 to the reliquary. Previously LN, now NE, turned by drow. See below
37	CR	Two skeleton guards	Route from 25 to the reliquary. Previously LN, now NE, turned by drow. See below
38	CR	Four skeleton guards	Route from 35 to the reliquary. Previously LN, now NE, turned by drow. See below
39	CR	Main reliquary	Skeletal remains found around Rybalka during the fight to take possession. See below

The Darkness Appears

Area	Where	Purpose	Items of interest
40	CR	Break-in through floor	Drow ladder to a tunnel created by the stonespider. The tunnel is collapsed behind the dark elves as they escape the lower crypt.

Area	Traps 3.5E	Traps PF
16	CR 2; magic device; touch trigger, automatic reset; spell effect (<i>hideous laughter</i> , 1st-level bard, no actions for 1/r, DC 11 Will save negates); Search DC 26; Disable Device DC 26.	Hideous Laughter Trap , CR 2; XP 600; Type magic, Perception DC 26; Disable Device DC 26; Trigger touch; Reset automatic; Effect spell effect (<i>hideous laughter</i> , no actions for 1/round, DC 11 Will save negates)
17	CR 2; magic device; touch trigger, automatic reset; spell effect (<i>doom</i> , 1st-level cleric, shaken for 1/r, DC 11 Will save negates); Search DC 26; Disable Device DC 26.	Doom Trap , CR 2; XP 600; Type magic, Perception DC 26; Disable Device DC 26; Trigger touch; Reset automatic; Effect spell effect (<i>doom</i> , shaken for 1/round, DC 11 Will save negates)
21,22	CR 2; mechanical; location trigger; manual reset; Atk +5 melee (see note), large net; Search DC 20; Disable Device DC 25. Note: Characters in 10-ft. square are grappled by net (Str 18) if they fail a DC 14 Reflex save.	Large Net Trap , CR 2; XP 600; Type mechanical, Perception DC 20; Disable Device DC 25; Trigger location; Reset manual; Effect Atk +5 melee (characters in 10-ft. square are grappled by net [Str 18] if they fail a DC 14 Reflex save)
23,25, 32,34	CR 2; magic device; touch trigger, automatic reset; spell effect (<i>inflict light wounds</i> , 1st-level cleric, 1d8+1 damage, DC 11 Will for half damage); Search DC 26; Disable Device DC 26.	Inflict Light Wounds Trap , CR 2; XP 600; Type magic, Perception DC 26; Disable Device DC 26; Trigger touch; Reset automatic; Effect spell effect (<i>inflict light wounds</i> , 1d8+1 damage DC 11 Will save for half)

CHAPTER 4: AERIAL ASSAULT UPSTAIRS

Just as the PCs reach the halfway point on the stairs leading up, a single acolyte with badly burnt robes comes rushing down the stairs nearly running into the party. "Horrible devils are up there! They're setting fire to the bell tower! Please stop them!" This is a different acolyte to the one that was helping Juriendor lead the congregation during the Vigil for Light ceremony, but she was watching. If the adventurers were helpful in calming the disruptions during that encounter, the acolyte heals all of their wounds then direct the PCs to the secret stash of materials in **Area 6**; however if they were less than helpful she simply continues downstairs. The acolyte exits the cathedral to assist in healing those Rybalkan villagers that have been injured by the attacking undead.



THE BELL TOWER

Encounters 4A and 4B—Aerial skeletal fire mephits (Areas 8-10) and storm crows (Area 11)

4A—A group of skeletal fire mephits have been ordered to burn down the bell tower, mainly to serve as a distraction as the drow make their move to steal the *moonshard*. The mephits are present in **Areas 8-10** (at least 1 in each area) and are difficult to reach against the bell tower walls. The creatures are attempting to ignite the bell tower using the flames pouring off their small bodies, but the sodden wood is doggedly resisting their efforts.

A pair of storm crows hide in the bells at the top of the tower (**Area 11**) waiting patiently for the party to approach within close proximity at which point they loose an electrical charge in amongst the metal of the bells—attempting to disable or kill the PCs—then fly down to attack.

As the adventurers make their way up the stairs and into **Area 8** give them a **DC 15 Spot/Perception check**. Those who fail smell smoke while those who succeed smell the smoke and spot a glowing skeletal fire mephit plastering itself to the southern wall of the bell tower, causing the old, damp wood

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Storm Crow (2)

3.5 hp 4 / CR 2 / Pg 84

Pathfinder hp 13 / CR 2 / Pg 112

Skeletal Fire Mephit (2-4)

3.5 hp 4 / CR 2 / Pg 78

Pathfinder hp 13 / CR 2 / Pg 105

Animated Object (Bellrope)

3.5 hp 4 / CR 2 / Pg 65

Pathfinder hp 13 / CR 2 / Pg 91

to smolder. A result of 20 or above means the mephit in **Area 9** can be seen as well, while results of 25 or higher also reveals the final mephit in **Area 10**. These rolls reduce by 5 for each floor of the bell tower the PCs climb.

If the party cannot remove the mephits within 1d8+4 rounds the bell tower itself catches fire and the PCs are forced to flee this area or take 1d3 damage from falling debris and 1d3 heat damage, doubling each round until the fourth round when the bell tower collapses causing 8d6 crushing damage from bells and beams (**Reflex save DC 12** for half damage at any stage). When the tower collapses, those on the stairs may dive down them for 1d6 falling damage per floor instead, or make a **DC 12 Reflex save** or **Tumble/Acrobatics check** to halve this damage.

4B—After the PCs defeat the mephits and move further up the tower, the storm crows make an appearance (if they haven't already), releasing electrical charges through the cathedral's bells, causing the energy to arc out and strike the PCs (electrified bells: 2d4 electricity damage, **Reflex DC 12** for half).

Two of the bellropes are *animated objects* and loyal to the cathedral. If you wish, the ropes swing into action as soon as the PCs attack the mephits, attempting to grapple and then strangle one of the creatures each over the next 6-8 rounds (after which each rope has taken enough fire damage to have had the magic burned out of it). A GM can use this as a tool to assist beginner players who may need additional help.

If the PCs require further help during this battle, feel free to introduce the following extra items which may be found in a chest at the top of the tower or within hidden recesses in the walls while climbing the stairs. 1 scroll of *cure light wounds* (CL 3rd), 2 scrolls of *magic missile* (CL 5th), 2d4 *cure minor wounds* potions, 2 healing kits, and six torches.

After these encounters, any PC that looks across the landscape from the top of the bell tower notices that it is still dark. A **DC 10 Knowledge (local)** check reveals that the sun should have risen by now, while a **DC 12 Knowledge (arcana or religion)** check suggests that many light-based ceremonies conclude as dawn is about to break. A **DC 15 Knowledge (nature)** check reveals that the cloud and snow cover isn't enough to explain the darkness.

BACK DOWNSTAIRS

Encounter 4C—The Interlopers

Once the adventurers return to the main floor of the cathedral, they spot two acolytes emerging from the stairs that lead below—the same stairs Juriendor went down earlier. They look battered and bruised and stumble toward the party.

"The crypt, the dead that dwell there...they have always protected our cathedral. They have been turned, made to rise up against us! Can the gods have forsaken us?" The other man attempts to calm down his brother, speaking in hushed tones. *"We became separated from High Priest Juriendor. He pushed ahead, searching for the moonshard. He said that we could all die without it. We were...set upon by the dead of the crypt and now I fear we may never see our Juriendor alive again; he disappeared into darkness. Please, go in search of him! Our healing is spent and I fear all we can do now is pray to our god to save us all from this evil."*

The Darkness Appears

Meanwhile, outside, battle rages against the undead. The village guard seem prepared, forming a circle around the cathedral, but now skeletons have appeared to bolster the attack and occasionally slip through the gaps—they begin to enter the cathedral.

The calmer acolyte continues, *"My friends, go to Juriendor's aid. We have our maces and have trained in hand-to-hand combat for many months."* He twirls his mace skillfully as if to prove he can handle himself. *"There are just a couple of undead here, but many more in the crypt below. You'll need all you've got to win through!"* As the two acolytes charge toward the staggering skeletons, one fights while the other manages to push the main doors closed, with skeletal arms crushed between them as another creature slips in, joining the fight. You hear, *"May the gods give strength to your endeavors!"*

Human Skeleton (2-3)

3.5 hp 6 / CR 1/3 / Pg 83

Pathfinder hp 4 / CR 1/3 / Pg 111



If the PCs help the acolytes fight off the skeletons, they are most grateful but still implore the adventurers to go and look for the High Priest. After thanking the party, they say that there should be magic items hidden somewhere under the cathedral. The acolytes tell the PCs of their locations (which are up to the GM) and they could be in any of the following areas: 14, 15, 31, 33. The priest begs them to take the items to help them find Juriendor. The two clergymen stay here and begin to barricade the main doors of the cathedral, at the same time as watching for anyone who wishes to re-enter the building.

CHAPTER 5: BENEATH THE CATHEDRAL AND THE SEARCH FOR THE MOONSHARD

Encounter 5A—Beneath the Cathedral

A few days ago, a drow cleric named Ysiloth Merbannia (see below) stumbled upon a group of goblins in the woods—she slaughtered them all, then transformed each into a type of undead called ghoublins. The dark

elf figured they would come in handy as a little distraction while her troops moved in to snatch the *moonshard*; ghoublins now skulk about in the rooms just below the cathedral. They were not seen when the acolytes rushed through this area, so no information about them is given to the PCs prior to the encounter.

The ghoublins are hungry, but were told to wait in the shadows until someone approaches from above. Anyone passing through this area receives a **DC 15 Spot/Perception check** to pick up the smell of death just before the ghoublins attack the party from the gloom. Success means they are prepared for the assault, rolling initiative as normal; otherwise they're caught flat-footed and play no part in the first round of combat. There are 4 ghoublins spread around **Areas 13-17** (no more than one in any each) and two in **Area 26** (behind the shrine).

Merbannia has also cast *desecrate* in **Areas 27** and **28**, and there is 1 ghoublin in each room. If hard pressed and yet able to escape, the creatures in **Area 26** retreat to the nearest of these two rooms.



Ghoublin (3)

3.5 hp 6 / CR 1/2 / Pg 72

Pathfinder hp 3 / CR 1/2 / Pg 100



Encounter 5B—"Zombies! And moving fast!"

The creatures that appear in this section are actually drow and are the PCs first contact with the dark elves. They have used powerful illusions to disguise themselves in an effort to confuse and throw the Upperworlders off track—to the untrained eye, they look exactly like zombies, ones that act more quickly than usual. The drow attack ferociously and attempt to mimic the sound and motion of zombies to reinforce their deception; anyone who has never seen a dark elf needs a successful **DC 22 Spot/Perception check** to see through the disguise. This ruse is designed to get the enemy to let their guard down later on as real fast zombies are waiting just in the reliquary! This trio only appear once (either in **Area 24, 32** or **34**) depending on which route the PCs take to reach the reliquary.

Rise of the Drow

Suddenly and without warning a number of fast-moving zombies pour into the room, the stench of death overpowering the area. They press forward, flesh peeling from their faces and eyes, barely able to withstand the impact of blows upon their deteriorating bodies. With arms outstretched, rusted rapiers in one hand and the other set to rend the flesh from your bones, they seem set to dine upon your internal organs!

These are drow criminals given one last chance to redeem themselves. They have been drugged—which means they don't show any signs of pain—and are merciless, hoping to receive a reprieve from their harsh goddess. As such they fight to the death, or deliberately take poison if captured.

Drow Warrior (3)

3.5 hp 4 / CR 1 / Pg 70

Pathfinder hp 5 / CR 1/3 / Pg 97



As the PCs descend into the darkness below they immediately see (DC 5 **Spot/Perception check**) what seems to be a sea of white disembodied heads with empty eye sockets. The heads turn as if in unison to stare at the party then begin to move to intercept the group before they can even set foot in the crypt proper. As the adventurers move closer they can see these are in fact a large group of skeletons, many of which wear the robes similar to the priests of this cathedral. These undead are even more mindless than usual, showing none of the cunning that skeletons can often employ—they trail after the PCs, hindered by the robes (-5 feet movement), uncaring about moving through space where they might be struck and seemingly unable to predict where the party might go next. With care, they can be picked off; however, they are a distraction from the real enemies in this area.

Encounter 6B—“More drow!” (Area 40)

These are actually fast-moving zombies created from dead drow, then lit up by sickly *dancing lights* and *faerie fire* to provide cover for **Ysiloth Merbannia** (see below), a drow cleric/assassin who steals the *moonshard* and escapes thanks to the stonespider (Area 40)

CHAPTER 6: “MORE DROW! AND STILL MOVING FAST!”

Encounter 6A—The Reliquary (Area 39)

Up to 15 skeletons. See above for details

As you move further into the reliquary, more undead approach—but wait, these look like more gray-skinned elves! Behind the creatures a pile of rubble surrounds a hole in the floor, from which a massive, looming spider—seemingly made completely from stone, emerges. It tests the ground inside the room and after finding it suitable, climbs into the chamber and turns toward you. Things are not looking good.



The Darkness Appears

Fast Zombie

3.5 hp 16 / CR ½ / Pg 89

Pathfinder hp 12 / CR ½ / Pg 119

Monstrous Stonespider (Large)

3.5 hp 22 / CR 2 / Pg 84

Pathfinder hp 22 / CR 2 / Pg 112



CHAPTER 7: FROM PAST-AND-FUTURE DARKNESS COMES AN ILLUMINATED PRESENT

Close to where the drow have broken into the reliquary there is a solid stone slab covered in dust that bears the name Alin Durqua, a famous adventurer whom all Klavekians know and tell the tales of. He was rumored to have been lost in these lands long ago, perhaps finding his way on to another world where he discovered everlasting life and travel. Now you know his fate, for his tomb clearly reads that he died here almost one hundred years ago.

This information doesn't make sense because those who make a **DC 10 Knowledge (history or local) check** confirm that Rybalka has only been controlled by the Klavekians for about thirty years or so. That means that either this tomb was relocated here, is false, or the Vikmordere willingly buried a Klavekian according to their tradition (which seems to be the most ludicrous of the assumptions).

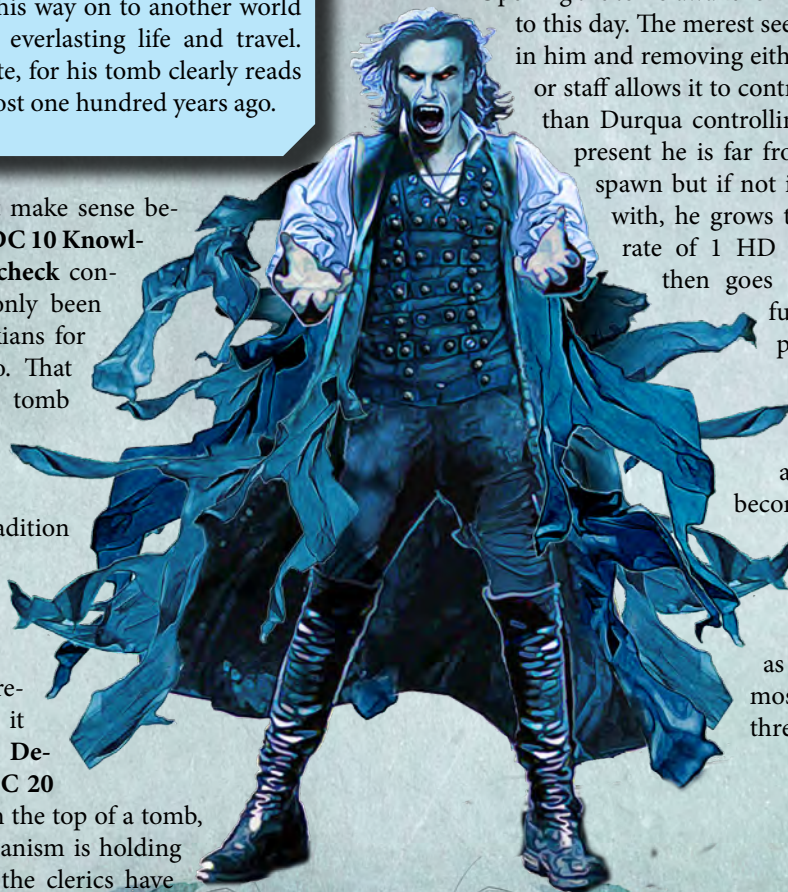
If the PCs attempt to remove the slab, they find it takes a **DC 20 Disable Device check** and then a **DC 20 Strength check**; although the top of a tomb, it feels more like a mechanism is holding it in place. This is why the clerics have

never bothered raising the lid—it feels like it's a memorial engraving that is part of the floor. If successful, the PCs release a blast of freezing air; this isn't a trap that can be disabled, this is part of the funeral process that is partially the reason there is a strong seal holding the slab in place. Everyone handling the lid needs to make a **DC 15 Fortitude save** or take 1 hp of lethal and 1d6 non-lethal cold damage, while the those within 10 feet must make a **DC 10 Fortitude save** or they take 1d4 non-lethal damage.

The PCs find a body underneath it—it is indeed Alin Durqua (**DC 22 Knowledge [geography, history, local, or nobility and royalty]**), still wearing a suit of leather armor and carrying a quarterstaff, both perfectly preserved. Pinned over his heart (into the leather) is a silver Vikmordere emblem, a tree with leafless branches and roots to match them. A **DC 10 Knowledge (religion) check** tells the PCs the creature laying there is vampiric.

All is not what it seems, however; Durqua was slain by a tribe of vampiric Vikmordere, which then attempted to turn him into a vampire spawn—he resisted with all his heart, and the effect never fully took place. Almost 125 years ago the vampires buried Durqua in this place, their seers foretelling that a non-Vikmordere holy place would eventually be built on the spot. They left the tomb in a frozen state to preserve the hero's body but hoped that time would weaken and destroy his mind and resolve.

Opening the tomb awakens Durqua, who resists to this day. The merest seed of vampirism is in him and removing either the pin, armor, or staff allows it to control his will (rather than Durqua controlling the “urge”). At present he is far from a full vampire spawn but if not immediately dealt with, he grows to that status at a rate of 1 HD per day; Durqua then goes on to become a fully-fledged vampire. If released from this state—he needs to be properly killed and staked—he becomes a benevolent spirit, donating his armor and quarterstaff to the party, as well as his notebook (the most valuable of the three treasures).



Rise of the Drow



Alin Durqua—Resisting Vampire Spawn



3.5 ½d12 (3 hp max, starts on 1 hp)
/ CR 2 / Pg 65
Pathfinder hp 16 / CR 2 / Pg 90

Durqua understood enough about the drow to give the party a real depth of knowledge—he even has a cryptic journal the PCs can claim, although they are likely to deal with him before the content is known. The notes reveal thoughts and hints about a prophecy that talks of the “rise of the drow when the light of the Upperworld falls.” This is technically accurate, as this starts with the theft of the *moonshard* during the eclipse. The GM should use this journal to reveal as much as they like as the war against the drow continues.

New Armor Enchantment



Enduring

Aura faint transmutation; CL 5th; Price +2,500 gp

DESCRIPTION

Enduring armor does not cause a penalty to the wearer’s saving throws to resist the effects of extreme heat. In cold weather, it counts as cold-weather clothing.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *endure elements*

OUTSIDE THE CATHEDRAL

CHAPTER 8: DISCOVERY OF THE DROW — A DELAYING GUARD PARTY

Eventually the PCs deal with everything inside the cathedral—they are worn out and close to exhaustion, but that doesn't mean the fight is over. In all the confusion, if the stoutness in their hearts is true, they are able to gird their loins and head out to the thick scrub at the edge of the cathedral grounds, as well as go further on into the Dark Wood. At first there are three random encounters based on the table used during Chapter 1. However, after these three take place, a full war party of drow appears, ready to drive the PCs back into the cathedral before razing the place to the ground. The party almost certainly needs to use many of the resources they have gathered during the defense of the cathedral just to survive, but should be at a level sufficient to beat these enemies back at the very least; when 3 members are killed the rest flee.

Drow Cleric

3.5 hp 4 / CR 2 / Pg 69

Pathfinder hp 5 / CR ½ / Pg 96

Drow Mage

3.5 hp 4 / CR 2 / Pg 69

Pathfinder hp 5 / CR ½ / Pg 96

Drow Rogue

3.5 hp 4 / CR 1 / Pg 70

Pathfinder hp 5 / CR ½ / Pg 97

Drow Warrior (2)

3.5 hp 4 / CR 1 / Pg 70

Pathfinder hp 5 / CR ½ / Pg 97

GM's note

The rogue, cleric, and mage can all be given some very minor potions and scrolls if you wish. They should only cover basic defensive needs, or be healing rather than attack items; they're not trusted troops.

DARK WOOD

CHAPTER 9: A DROW SLAVE PARTY RETREATS WITH MEMBERS OF THE CONGREGATION

Feared by even the most powerful Vikmordere warriors, the Dark Wood is a shadowy and foreboding place. Vikmordere legend speaks of a horrible deed done by evil druidic sorcerers long ago that created a rift to another world through which devils stepped. The Sun Lord Ka'Teek and his followers drove back most of the horde before sealing the rift, but unfortunately the damage was already done; the devils had spread into the forest and made it virtually their own. Over hundreds of years the infernal outsiders from the rift bred with the creatures of the forest creating all manner of foul beasts. Travel across the thickly wooded terrain is extremely dangerous during the day and considered suicide (by Rybalkans) if undertaken at night. Regional hunters must learn the art of the warrior or die in this unforgiving land—the strong survive while the weak become fodder for the beasts of Dark Wood.

As the PCs chase the fleeing drow and their prisoners (of which there are at least a dozen), they head north from Rybalka and into the dreaded Dark Wood where the following group is encountered. In theory, these enemies are too strong for the PCs and are here to give an exotic flavor of what the adventurers will come across as they follow the drow into the Underworld. This group has enough on its hands with the prisoners they have already, and a bunch of over-heated adventurers isn't what they want to deal with right now. They also won't take the party as prisoners, as they are more trouble than they are worth. However, players being what they are, they may want to face down the dark elf slavers and see what they can do. Remember, at this point the drow are intent on getting

away with their captured humans—with that in mind, the leaders happily send warriors against the party while they escape to hand their charges over. They may support the warriors with the odd spell or targeted attack, but act first and foremost to get themselves and the prisoners away. Ysiloth successfully casts *deeper darkness* from a scroll, which, coupled with the eclipse, makes tracking the drow extremely difficult—but these NPCs are not involved with the next part of the adventure. If the party uses light, they attract creatures from the random encounter table in Chapter 1.

There are other options: you could have the PCs and the other adventuring party band together and fight squads of warriors—in this case, give each player one of the NPC adventurers to run. Perhaps one of the NPC adventurers is captured, allowing closer links to develop between the two parties; items can be stolen by Ysiloth or Nemond; perhaps Sasha “manages” to get a message to the PCs before being “recaptured”, luring the party further into the web of the drow’s plan. One of the senior drow can drop a token or set of instructions detailing House Gullion’s involvement (although there are no other signs of this at this stage), adding to the confusion. Use these NPCs as you see fit, but ensure most of the leaders (plus Sasha) escape to the next stage of the adventure. Of course, the drow will have been killed by their superiors for failing to bring enough prisoners and their bodies fed to who knows what, but that is another tale...

Quendel the Lash

3.5 hp 12 / CR 4 / Pg 80

Pathfinder hp 9 / CR 1 / Pg 108

Ysiloth Merbannia

3.5 hp 16 / CR 8 / Pg 88

Pathfinder hp 13 / CR 2 / Pg 119

Nemond Whispers

3.5 hp 7 / CR 3 / Pg 79

Pathfinder hp 12 / CR 1 / Pg 107

Sasha—Human Expert 3

3.5 hp 7 / CR 2 / Pg 81

Pathfinder hp 10 / CR 1 / Pg 109

Drow Warrior (as required, a squad is 2-4 warriors)

3.5 hp 4 / CR 1 / Pg 70

Pathfinder hp 5 / CR 1/3 / Pg 97

CONTINUATION

However you decide to leave the players at this stage—unconscious after an epic battle, having to heal or be healed by Gryphonwind’s Gatherers, perhaps back at the cathedral being helped by the clergy, or grimly pressing on after the final drow party—the PCs are tired, exhausted and not a little worried and confused. Back in Rybalka (or your chosen village) most of the residents balk at the suggestion that mysterious humanoids are to blame for all of this; the responsibility seems to be firmly attributed to magical reasons as the *moonshard* is gone and undead lay everywhere around them. The only person who knows the truth—Sage Statel—can’t be found. Juriendor heals the collected adventuring parties, and supplies each member with a potion of *cure serious wounds* and a scroll with whatever spell enhances their main ability score (all at CL 6th).

However there seems to be little chance for rest—the darkness of the eclipse suggests something otherworldly is happening and that there is more going on than can be imagined. If the PCs wait to recover spells the drow have fled, leaving a colder trail that is more difficult to pick up. As for the *moonshard*, it is gone and Rybalka is a less safe place for it—the unfathomable artifact has moved on for the time being.

This ends the first part of *The Darkness Appears*, the beginning of *The Darkness Arrives* trilogy. The story continues with *The Darkest Dawn* and then *The Darkness Revealed*. Happy gaming to all of you!

ADDITIONAL STORY XP

Each member of Gryphonwind’s Gatherers helped and healed - 50 XP

Each hunter disarmed without being hurt - 25 XP

Using the potions donated by Juriendor and other clergy to save and heal non-party members - 50 XP per person

Leaving Durqua’s chest pin in place - 150 XP

Releasing Durqua’s spirit - 150 XP

Each local rescued from the slavers - 50 XP



Mats Lawton

THE DARKEST DAWN

The second part of this D&D 3.5 and Pathfinder Roleplaying Game compatible adventure that takes four to six 2nd-3rd level PCs to 5th level.

INTRODUCTION

The drow of House Gullion have stolen the *moonshard* from the village of Rybalka. None know what vile ends the dark elves pursue, or what apocalyptic fate awaits the surface dwellers who sleep away decades of sunrises never seen by the unknown enemies who plot from below. Worse than the unknown threat posed by the drow conspiracy is the certainty of human hostages in tow. While the drow raiding party takes to the air to retreat toward an abandoned mountain citadel called Adrik's Folly, a clever soldier of House Gullion leads any potential rescue pursuit through a legendary haunted wood under the cover of a magical total eclipse. Can the PCs survive the indigent challenges of the foreboding Dark Wood in addition to the dangers placed in the wake of their quarry?

WHAT HAS COME BEFORE

In *The Darkness Appears*, the drow of House Gullion attacked the village of Rybalka with two goals in mind. First, steal the *moonshard* to allow the completion of House Gullion's plans. Second, kidnap a number of human slaves to sacrifice to the *Vidrefacte*. Every detail of this raid and escape has been planned by the drow of Hoth, so the assumption of the commanding officer (Thizasta Gullion) is that the humans will send warriors to hunt her raiding party and rescue survivors.

The raid coincided with a major festival of light, but a series of distractions led to an undead uprising and the kidnapping of a dozen villagers. The initial chase may have brought the PCs closer to Gryphonwind's Gatherers, another adventuring band, and will have made it clear that drow are behind the events. With all this now behind them, the party has been asked to pursue the dark elves and rescue the prisoners.

GETTING STARTED

The adventure opens as the drow raiders make their way through the light woods north of Rybalka. They travel without interruption as the eclipse darkens the skies,

then give their captives to a pack of large gargoyles once Naraneus' Shadow has fallen. Free to fly over the Dark Wood, the gargoyles accomplish the delivery of the slaves and the *moonshard* while Thizasta's clever lieutenant, an undead drow named Yoflid, deploys resources to slow down the adventurers. Like the raid on Rybalka, Yoflid's gambit has only two goals. His objectives are to buy time for the gargoyles to bring their cargo to Adrik's Folly, and to weaken the opposition by killing or wounding PCs as they give chase.

So carefully planned is this diversion that Yoflid has studied the natural denizens of the Dark Wood and planned a route that forces the adventurers into one dangerous plight after another. Haunted tombs, panicked wildlife, and more join drow warriors in harrying the party. Whether they follow the Old North Road, the Dark Wood River, or the false trail set by Yoflid's dark creepers, the PCs rush to traverse the deadly Dark Wood and skirt the mountain range known as Arnut's Spears in order to locate the dark elven force at Adrik's Folly.

THE ECLIPSE

Governing the terrain and every threat along the way is the pitch blackness created by the sudden eclipse the drow call Naraneus' Shadow. The eclipse begins as the drow flee and lasts for three full days. The following read-aloud text summarizes its arrival.

Facing north in search of your quarry, you see figures escaping through the cold hills ahead. As you look on, the overcast northern sky darkens considerably. A black mist far beyond the clouds roils across the heavens. Suddenly, the golden rays of the sun are muted until a false night descends on you. For a brief time, bands of darkness radiates from the dim sky, as if the sun grows spidery legs or a mane of raven-colored hair. Very quickly, even this fades until in the span of a minute, no light shines from above—neither the sun, nor the moon, nor the stars cast even a mote of light. All is black, save scattered fires from within Rybalka.

The villagers pause from their healing and rebuilding as the darkness descends—its gloom eclipses both light and sound as a hush falls over Rybalka. Even the dogs and livestock are quiet. From the all-embracing shadow, the village elders step into view, led by High Priest Juriendor. He presents you with a few rolled pieces of parchment and several cold, black pearls

The Darkest Dawn

His voice is heavy with worry as he speaks.

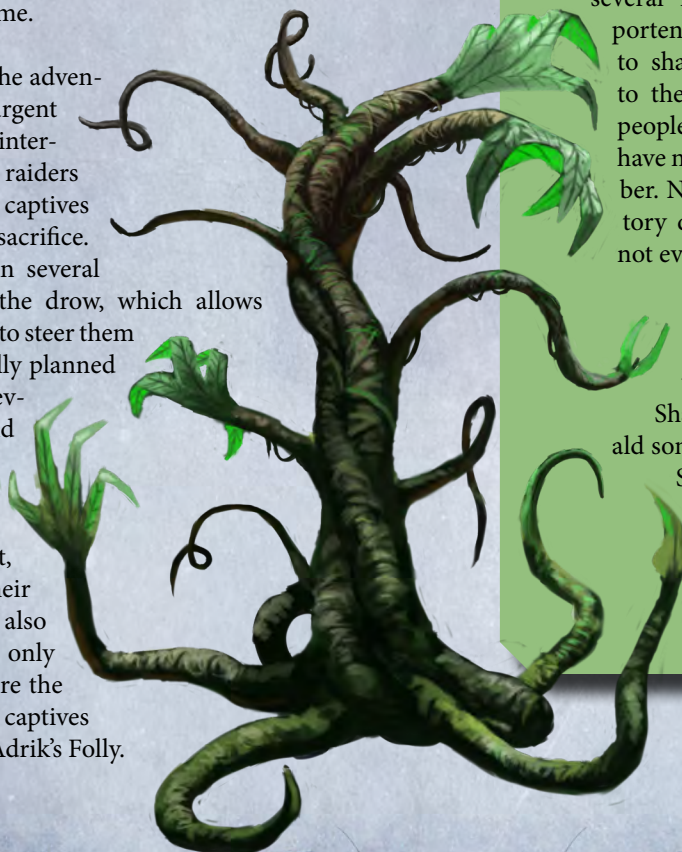
"There are precious few left who can track our missing and recover the moonshard. We pray that you accept these tools to light your way, and bring the villagers back before something worse befalls them."

The Rybalkan priest offers the party two scrolls of *cure moderate wounds* and a scroll of *daylight*. There are three pearls. A successful **DC 16 Spellcraft check** reveals the pearls are suitable as material components for an *identify* spell. The elders and nearby villagers offer their gratitude and beg the PCs to make haste to catch the raiders.

CHASING THE DARKNESS

As *The Darkest Dawn* opens, Yoflid leads the PCs on an urgent chase through a forest that would be dangerous in broad daylight. The drow have planned their escape under the protection of Naraneus' Shadow, giving these encounters a more terrifying feel—the complete absence of light becomes as much an enemy as the monsters that call the Dark Wood home.

Through it all the adventurers' most urgent priority is to intercept the drow raiders who have taken captives intended for sacrifice. The party begin several hours behind the drow, which allows their adversary to steer them through carefully planned distractions, several traps and an ambush or two. Though the PCs might seek to rest, trusting that their quarry must also stop, they have only three days before the drow and their captives arrive outside Adrik's Folly.



Naraneas's Shadow



Only a handful of Upperworld scholars know anything about Naraneus' Shadow. Ancient elven history refers to the dark day that the drow left the surface to pursue life underground, but the event is so rare that not even these venerable sources have considered when it might happen again. However, PCs capable of very high Knowledge checks may know the following.

DC 15 Knowledge (local) Many of the well-known mortal races have the ability to see even in pitch darkness; elves, dwarves, orcs and half-orcs all see better than humans. Chief among these are the races who live below ground, and of course, the undead humanoids who see in darkness even without eyes.

DC 15 Knowledge (nature) The world is surrounded by heavenly bodies. Stars, moons, and worlds beyond pass almost completely unnoticed. Infrequently, one body passes closer and looms larger than the others, blocking out the rays of the moon or the sun, though never causing such total darkness. Most eclipses last a few minutes to a few hours.

DC 25 Knowledge (history) Grand eclipses mark several moments in history, from dark portents on the day of a despot's birth, to shadow covering a climactic battle, to the sun vanishing until a prayerful people are released from slavery, eclipses have marked dates and events to remember. No event in Aventyr's recorded history describes a darkness so total that not even the stars shine.

DC 25 Knowledge (religion) A few ancient elven tomes mention a dark event called "Naraneus' Shadow", which is supposed to herald some cataclysm that befalls the elves. So few writings of this event exist that a similar actual event has only been recorded one time; an eclipse that lasted for days and presaged a great war that decimated the elves' numbers.

Rise of the Drow

Night Moves



Among the more challenging aspects of *The Darkest Dawn* is the prevalence of absolute darkness. No light shines from the heavens at all during Naraneus' Shadow, including moon- or starlight. PCs must rely on magical light, torches, darkvision or more unusual senses in order to perceive and navigate the monsters and terrain featured in the adventure. The pacing of the module assumes the party moves fairly slowly and is restricted to 20-30 feet of normal visibility. Most creatures and obstacles benefit from concealment at a distance of 20 feet, and full concealment any farther out than 40 feet.

Since most of the creatures the adventurers encounter have better vision than they do, the darkness has a dramatic impact on ranged or ambush combat. It's worth the effort to review the rules for darkness, vision, and Perception checks in the Pathfinder Roleplaying Game Core Rulebook or Dungeons and Dragons 3.5: Player's Handbook.

The read-aloud text for most encounters assumes the party has access to at least the light spell or an ample supply of torches. Some of the PCs may have low-light vision or darkvision to extend the range of their senses, reducing the difficulty of Perception checks accordingly.



D6 Encounter

1. **Fiendish Grizzly Bear** (CR 5), Neutral Medium animal, **hp 42**
2. **Bearded Devil** (CR 5), Lawful Evil Medium outsider, **hp 57**
3. **"Gurler", Ettin** (CR 6), Chaotic Evil Large humanoid (giant), **hp 65**
4. **Gray Ooze** (CR 4), Neutral Medium ooze, **hp 50**
5. **2 Ice Mephits** (CR 3), Neutral Small outsider, **hp 19 each**
6. **Dire Wolverine** (CR 4), Neutral Large animal, **hp 42**

Note that statistics for each encounter can be taken from either the *Pathfinder® Roleplaying Game: Bonus Bestiary™* or the *3.5 Core Rulebook III*. Additionally, statistics blocks for encounters requiring full statistics are included in an appendix at the end of the adventure.

The adventure is divided into three acts which approximate the progress the PCs might make over the three days of the eclipse. Each day Yoflid sends new obstacles against his pursuers, some of which impact the number of resources available to him in the final two encounters.

RANDOM ENCOUNTERS

Overland movement on the adventurers' terms is likely not much of a challenge, but moving at night amid aggressive predators and confused prey is dangerous. The suggested encounters below can be used to serve four purposes:

1. Heighten the sensation that Naraneus' Shadow disturbs the natural order of things. Adding more animal encounters as the PCs venture among the forest's confused denizens is sure to enhance the atmosphere.
2. Expose the characters to the supernatural horrors of the devil-haunted wood.
3. Provide the PCs with more opportunities for experience should they struggle with challenges placed in their path by Yoflid and his minions.
4. Slow the party down to avoid an anticlimax should they reach Yoflid before the eclipse is over.

DAY ONE

Immediately after the events of the first adventure the party is tasked with pursuit of the raiders that stole an old magical artifact and several human hostages from Rybalka. They set out as the sky darkens and begin the long chase of an adversary they don't understand, but must catch quickly.

A. TALE OF TWO PATHS (EL 4)

The Old North Road curves sharply to the east, but in this light that could only be a short bend. Enough footprints for a small crowd remain, having churned up the dirt in the road's turn. With no lights ahead, it's impossible to tell how far ahead your quarry might be. It's clear only that they were here recently, and that there were several of them.

KEY



RIVER



PLAINS



DARK WOOD FOREST



FOOTHILLS



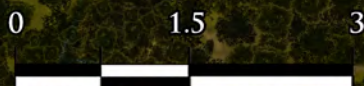
TEMPERATE FOREST



CREEPERS' PATH



ROAD



SCALE IN MILES

TO ADRIK'S FOLLY

SPEARS OF ARNUT



FOREST

WOOD

DARK

DARK WOOD RIVER

STONE FLOES

HORSE HILLS

NORTH ROAD

TO THE VILLAGE OF RYBALKA



THE DARKEST DAWN

Rise of the Drow

As Yoflid gave orders to the gargoyles to carry his captives away, the necromancer Serral animated a few dead soldiers and ordered them to lie still until their graves are disturbed. He then buries them in shallow graves in the center of the Forest Road. The graves are arranged end to end, with the recently softened earth acting to slow or swallow any Small or Medium creature crossing over it. In addition to the shallow grave trap, the animated soldiers rise to harry the party.

Trap: Yoflid and his minions bury their animated soldiers under loose earth spanning the entirety of the road. Anyone who steps into the shaded area on the encounter map alerts the zombies buried there and may struggle to find solid ground.

Shallow Grave Trap CR 1



Type mechanical; **Search/Perception** DC 20; **Disable Device** DC 20
Trigger location; **Reset** manual
Effect halve movement speed; DC 15 Reflex avoids; multiple targets (all targets in a 10 ft. x 20 ft. area)

Creatures: These recently animated zombies are fallen drow soldiers. Their pale skin won't surprise anyone given their condition, but any PC who pays close attention to the bodies during or after combat notices elven features. A **DC 15 Heal check** reveals that the creatures were only animated in the last day or two.

Drow Fast Zombie (3)

3.5 hp 16 / CR ½ / Pg 89
Pathfinder hp 22 / CR 1 / Pg 119

Development: From this location, Yoflid sends a trio of dark creepers due north, away from the road. Observant PCs might notice there are tracks (**DC 18 Spot/Perception check**) leading away from the path, but then there are fresh tracks following the dirt road as well. Yoflid's intent is to split up the party here, reasoning that the surface dwellers will move slowly in a larger group or be more vulnerable if they separated.

B. WOLF PACK (CR 6)

Your limited vision is met by several pairs of reflective dots in the darkness. They burn a dull, threatening red and appear to move as you move. There is a palpable feeling of dread as some of them blink. A low growl presages hungry panting, and the beginning stages of a prolonged howl.

The disturbance in night and day has aggravated a number of predators, including this pack of wolves (although most go on the prowl as soon as they realize an unusually large amount of prey is still active.)

Creatures: The wolves harry the adventurers until they isolate or injure a PC. They drag this victim away to feast unless the pack is attacked, in which case they fight until their alpha is killed.

Wolves (6)

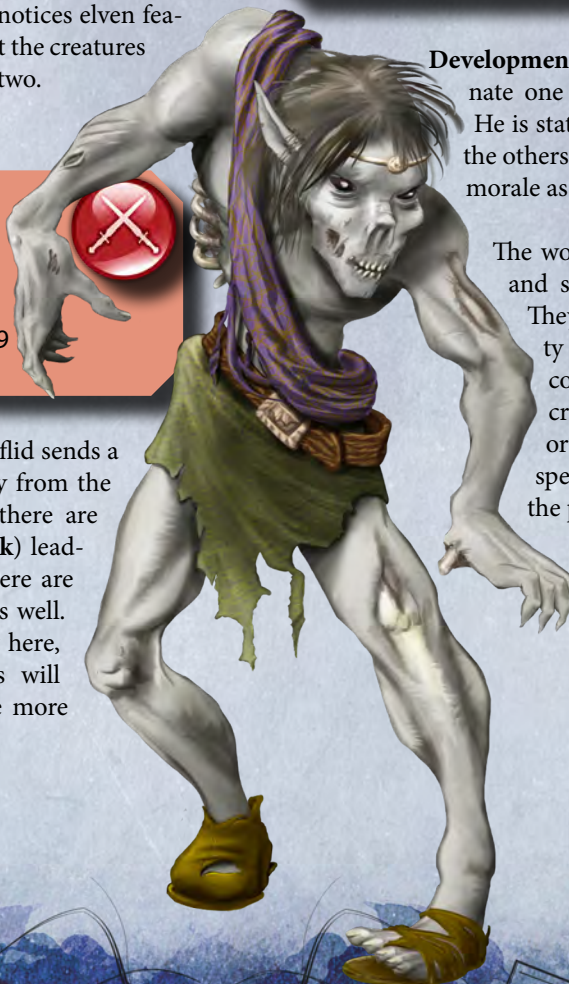


3.5 hp 13 / CR 1
Pathfinder hp 13 / CR 1

(Pathfinder® Roleplaying Game Bestiary™)

Development: Before combat, nominate one wolf as the pack's alpha. He is statistically no different from the others, but his death affects their morale as outlined above.

The wolves have low-light vision and scent, but not darkvision. They pursue slowly if the party are able to outrun them in complete darkness, but any creature without darkvision or a sufficient movement speed could be left behind for the pack to swarm.



The Darkest Dawn

C. THE HORSE HILLS (EL 7)

Thundering hooves and high-pitched battle cries herald the arrival of a trio of centaurs. As they near, you make out severe facial features and narrowed eyes. One wears a steel helm and the other two have small horns on their foreheads. All three brandish small shields, longswords, and wicked spears.

The one with the helmet steps forward and says in a guttural Common tongue, *"humans know these plains not theirs. Pay your tribute in blood!"*

Creatures: A hunting party of three centaurs approaches the adventurers with hostile intentions. Though their forefathers consorted with devils and adopted brutal, aggressive traditions, the diabolic blood in this tribe thinned out as they moved south. They have a few minor physical variations, such as horns and cloven hooves, but no abnormal abilities. They banter for a few seconds but ultimately consider the party useful for sport.



Centaurs (3)

3.5 hp 26 / CR 3

Pathfinder hp 30 / CR 3

(Pathfinder® Roleplaying Game Bestiary™)



Development: The centaurs fight from outside the PCs' light sources at first, throwing spears and maneuvering to flank before charging in with sword and shield. If one of them goes down and the centaurs are outnumbered, they retreat to find easier sport. They have not seen Yoflid or any of his soldiers at all.

Treasure: Though not significantly different from his peers, the "lead" centaur does wear a magical helm. See the *cavalier's helmet* in the appendix for magical items.

D. OWL BEAR (CR 6)

This encounter takes place just as the PCs enter the wood via the Old North Road. Alternatively, it can happen anywhere in the forest, as several old owlbears hunt the woods.

Clumsy footfalls and cracking branches herald the arrival of this great beast, which features the head of a giant bird of prey and the massive body of a large brown bear. Its claws rake the bark from a nearby tree as it lumbers toward you picking up speed with a screeching roar.

Traps: As Yoflid passes through the area, he lays out a few snare traps from his wand of *snare*. Assume three snares are active on the outside of the road, or on either side of the path. A PC with the trapfinding class feature can notice the trap with a successful **DC 23 Search/Perception check**, but otherwise they blend into the dirt and grass. The snares are arranged in a staggered layout but close to one another, so that a character going to help another character is likely to encounter one of the remaining snares.

Snare Trap CR 1

Type magical; **Search/Perception** DC 23; **Disable Device** DC 20

Trigger touch; **Reset** none

Effect 1d6 damage and subject is lifted off the ground by an arm or leg (DC 23 Escape Artist or Strength check to free itself.) The snare has AC 7 and hit points.



Rise of the Drow

Creature: Yoflid chose to trap this location so his pursuers might attract the attention of a territorial owlbear. The beast wanders into the area if the PCs make any noise, attacking the first creature it encounters and then defending its kill.

Advanced Owlbear

3.5 hp 92 / CR 5 / Pg 79

Pathfinder hp 57 / CR 5 / Pg 107



E. ASSASSIN VINE (EL 4)

The sound of rushing water ahead betrays the presence of a large, fast-flowing river. A thick, old forest beckons you to head north among its shadowy trunks, with pervasive darkness waiting beneath the canopy. A cool breeze breaks from the river ahead and rushes you through the trunks and leaves. The wind carries with it an ominous whisper.

Creature: The assassin vines of the southern dark wood are temperate creatures, refusing to hunt or reproduce on the other side of the river. A PC can notice an assassin vine in the dark with a successful *DC 25 Knowledge (nature)*, *Perception*, or *Survival* check, provided she has some way of seeing it at all.

Assassin Vine

3.5 hp 30 / CR 3 / Pg 89

Pathfinder hp 30 / CR 3 / Pg 92



Development: This encounter actually takes place anywhere in the forest along the south side of the Darkwood River. Not only are there several assassin vines that grab animals and traveling humanoids along the roads and paths, they grow deeper in the eastern portion of the forest and along the riverbank as well. Assume an assassin vine attacks the PCs as soon as they enter the forest south of the water, regardless of where the party enters.

F. THE STONE FLOES (EL 7)

The unmistakable sound of a wide river gurgles just ahead. Though the night is dark and the water

stretches beyond your sight, it is obvious the stone bridge that once crossed here has been destroyed—large sections of stone break the water's surface near the riverbank. The bridge on your side of the river has collapsed into a steep ramp descending directly into the water.

The Darkwood River turns slightly uphill here, making an ideal site for a bridge as the waters speed up but become more shallow. The bridge collapsed decades ago and became known to locals as “The Stone Floes”. Anyone who intends to cross the Floes must do so by flight, by braving the frigid waters, or by jumping the treacherous stones where they rise above the surface.

Creatures: Two of Yoflid's dark creeper soldiers await the party on the opposite side of the bridge. They wait until a PC leaps to the first stone and then fire their crossbows at the nearest enemy each round. The creepers use cover to their advantage and cast *darkness* to prevent the characters from crossing conveniently.

Dark Creeper Rogue (2)

3.5 hp 16 / CR 2 / Pg 68

Pathfinder hp 36 / CR 3 / Pg 95





ENCOUNTER F: STONE FLOES

DARK CREEPER DC

DC **DARK CREEPER**

RIVER BANK

**DARK WOOD
RIVER**

BRIDGE DEBRIS

BRIDGE SUPPORTS



ONE SQUARE = 5 FEET

ROAD

Rise of the Drow

Development: The stones are old, damp, and slippery. Jumping to any solid location on the river requires a **DC 15 Acrobatics check** in addition to the normal jump check to reach the space. Any movement over the stone squares in the river is at half speed unless the character succeeds at the same Acrobatics check.

At this location the river moves 40 feet per round. Any PC caught in the water must outpace the current or swim to the bank and travel back from there. If the dark creepers have no more pressing targets, they fire bolts into the adventurers as they struggle against the water. The creepers wait ten minutes after there are no PCs in sight before they abandon their post at the river and travel to rendezvous with Yoflid. They easily escape the notice of Sherrsa in **Area G**.

Treasure: In addition to the creepers' masterwork gear, a thorough search of their bodies reveals a total of 49 gold pieces, three potions of *cure light wounds*, and a *hand of the mage*.

DAY TWO

By the beginning of the second day of the eclipse, the PCs have spent a full day in pursuit. If they have persevered without camping, they may decide to rest and follow once their resources are replenished. The drow under Yoflid's command continues to push forward, preparing for ambushes and battling the denizens of the Dark Wood themselves. By the time **Day Two** begins, Yoflid is almost a full day ahead of the adventurers and the human captives are mere hours away from Adrik's Folly via giant gargoyles.

The party faces a tough encounter at Stone Floes and may actually wake up alone and confused on the riverbed. If so, they regain consciousness with no idea how much time has passed through the eclipse or how far behind their quarry they've become. It's up to the PCs to find one another if separated by a considerable distance before resuming their pursuit.

G. SHERRSA'S TREE

The poorly-traveled dirt road continues along the river for some time. The trees grow closer to the path here on the north side, while the south side drops steeply to the icy water. With no light yet falling from the sky, the sounds of the night and a chill wind continue to assault your senses.

This part of the road through the Dark Wood is guarded jealously by a half-fiend dryad named Sherrsa, an inheritor of the forest's hostile heritage and diabolic infestation. She tends her tree home where the water, wood and traveling prey all come together.

Creature: Sherrsa uses her spell-like abilities to confound any creatures that intrude near her tree, convincing them to dive into the river (with *suggestion*) or using *deep slumber* and *darkness* to isolate victims. Unlike most dryads, she feeds on intelligent creatures and nurtures her tree with their corpses, so she remains a threat as long as the party is within 300 yards of it. Sherrsa particularly hates good-aligned druids and attacks them immediately if she determines their moral character.



Sherrsa, half-fiend dryad



3.5 hp 26 / CR 5 / Pg 81

Pathfinder hp 39 / CR 5 / Pg 109

Development: As mentioned before, Sherrsa has not seen the drow pass by. She does remark during combat that stone creatures on giant wings carried a few screaming passengers over the forest late the night before. She intimates that if the PCs are following, the object of their chase must be over the mountains already.

H. LOG ROLL (CR 8)

The riverbank slowly falls away until you walk along an uncomfortable cliff. Above you and to the north rises a wall of stone and grass leading back into the forest. Below you, the icy Dark Wood River flows southeast. Not far ahead, the cliff face levels out and the road turns abruptly north through the trees.

The Darkest Dawn

The Old North Road travels along the Dark Wood River for about two miles, the bank rising until it becomes a low cliff overlooking the water at its widest point. Here, Yoflid dispatched a lone drider to slow down the adventurers. The drider (Gerigg) intends to ambush the PCs with a trap and then clean up anyone left behind.

Just across the river is a large stone structure: a mausoleum or temple of chiseled white rocks featuring an immense front stair and a grove of old trees planted in a double column. Two braziers burn brightly in the pervasive night, illuminating a tall pair of heavy bronze doors.

Trap: Gerigg uses his strong webs to hold back a stack of logs, waiting to burn the webs away and unleash them when the PCs pass below. As the logs roll down the hill, any PCs caught in the affected area risk being swept into the water and immediately east as the river flows away from the woods.

Rolling Logs Trap CR 5



Type mechanical; **Search/Perception** DC 20; **Disable Device** DC 20

Trigger location; **Reset** manual

Effect Atk +15 melee (3d6 and fall into icy river water below, DC 15 Ref negates fall); multiple targets (all targets in 10ft. x 20ft. area)

Creature: Gerigg collapses his collection of logs then looks to attack the survivors with *magic missile* and *ray of enfeeblement*. Unless sorely pressed, he saves his *lightning bolts* to shoot any PCs stuck in the river. If reduced to 20 hp or less, Gerigg casts *invisibility* and flees.

Gerigg



3.5 hp 45 / CR 7 / Pg 71

Pathfinder hp 76 / CR 7 / Pg 99

Development: Creatures who fall into the river must make **DC 15 Swim checks** to maneuver and are swept downstream at a speed of 40 feet per round. In 1,000 feet, the river opens into a wider mouth and slows 10 feet per round until the water comes to a stop.

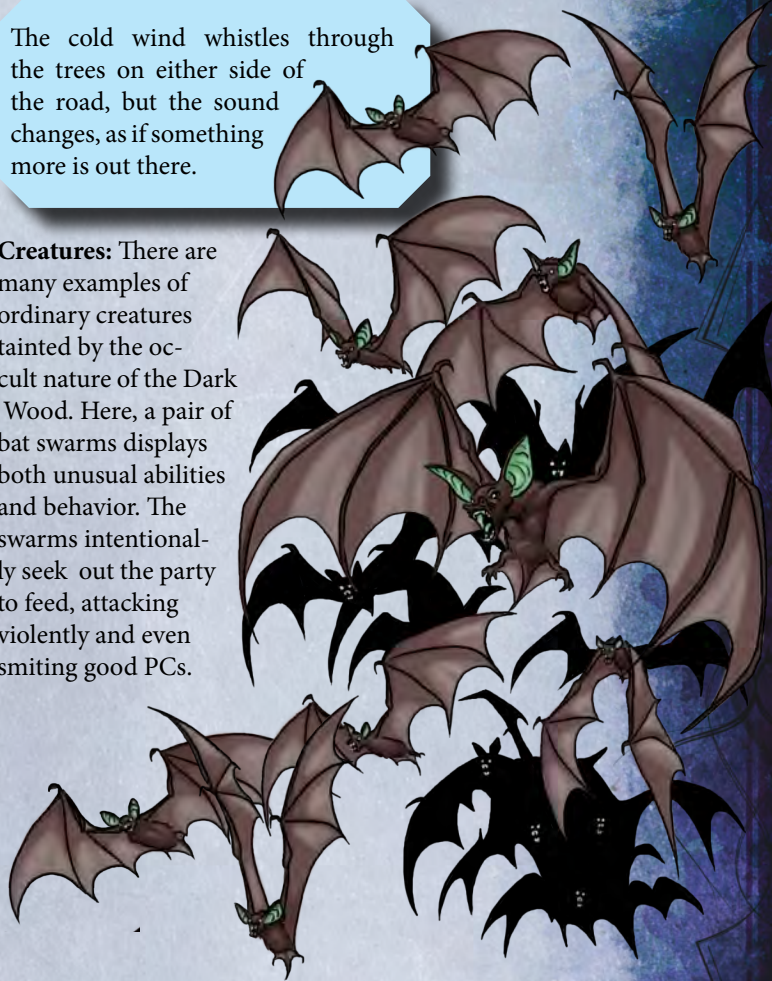
Thizasta considers the drider a valuable resource, so Yoflid orders him not to sacrifice himself in order to assault the adventurers. If the PCs find or engage Gerigg before the logs are sprung, he casts *invisibility* and flees; if he escapes the party, he waits at Yoflid's last stand at **Encounter R**.

Treasure: The drider has a pair of 25 gp garnets and 51 gold pieces. He also wears a *ring of protection +1* and has two potions of *cure moderate wounds*. The *ring of protection +1* is not included in the drider's base stat block, so during combat increase Gerigg's AC and touch AC by 1.

I. BAT SWARMS (CR 4)

The cold wind whistles through the trees on either side of the road, but the sound changes, as if something more is out there.

Creatures: There are many examples of ordinary creatures tainted by the occult nature of the Dark Wood. Here, a pair of bat swarms displays both unusual abilities and behavior. The swarms intentionally seek out the party to feed, attacking violently and even smiting good PCs.



Fiendish Bat Swarm (2)



3.5 hp 13 / CR 2 / Pg 67

Pathfinder hp 13 / CR 2 / Pg 93

J. TOMB OF JARL JEIROD (CR 6)

Just across the river is a large stone structure: a mausoleum or temple of chiseled white rocks featuring an immense front stair and a grove of old trees planted in a double column. Two braziers burn brightly in the pervasive night, illuminating a tall pair of heavy bronze doors.

Rise of the Drow

The Dark Wood is old beyond old. Hidden under its canopy (or in the cold cliffs farther north) are solitary bog trolls, lost devils, and entire tribes of frost giants. The giants remember their more powerful chiefs with permanent shrines to mark their territory and to remember their glory days.

Each of the five stone stairs is about 18 inches high, with the mausoleum floor level more than seven feet above the surrounding earth. The braziers are lit by *continual flame* effects and generate no heat. The massive bronze doors (AC 5, hardness 9, hp 60, break DC 28) open to reveal a somber burial chamber.

The expansive stone tomb is lit by tall sconces of yellow flame, though the interior remains as chill as outside. Nearer the east and west walls, bronze pedestals as tall as a man each hold a monstrous skull. A long scroll of vellum flows down from the top of each, detailing some story in an apparently ancient language.

The center of the tomb is dominated by a huge stone sarcophagus. An ornate axe, larger than any man could wield, lays flat against the north wall at almost ten feet high.

Creature: Sometimes, the negative energy and diabolic history of the Dark Wood causes devils to appear or the dead to rise. Jarl Jeirrod slumbers away the centuries on his great stone dais, but rises to meet any who disturb his final chambers.

The sarcophagus remains uncovered by design so that visiting frost giants can pay respects to their great elder. When any PCs look on him directly or touch any of the features of the tomb, Jeirrod stands and grabs the axe (old habits die hard). He attacks the PCs while standing inside the sarcophagus, only leaving if a living creature steps out of his reach but remains inside the tomb.

Frost Giant Skeleton

3.5 hp 91 / CR 9 / Pg 76

Pathfinder hp 63 / CR 6 / Pg 104



K. BROWNBARK (CR 8)

The thick trees shift just within the range of your vision and you hear the sound of panicked birds taking flight from the shadowy canopy. A booming, grandfatherly voice shouts at you in anger. "I have had enough of little humans and elves! Flee my forest and tell your people to take their black magic and warfare to other woods!"



The Darkest Dawn

The source of the voice reveals itself as it speaks. A moving tree with an angry, moss-covered face and humanoid bodies hanging from its branches walks forward on thick, tree-trunk legs. The thing moves quickly toward you, promising violence.

Creature: Brownbark guards this area of the Dark Wood, a stiff challenge for those denizens of the forest who are already severely outnumbered by brutal predators and diabolic influences. Having recently encountered a few of Thizasta's drow scouts, Brownbark is on the warpath. He decorates his branches with the broken corpses of the drow and instantly attacks any humanoid or outsider he comes into contact with.

Brownbark

3.5 hp 62 / CR 8 / Pg 68

Pathfinder hp 108 / CR 8 / Pg 94



Development: Brownbark makes for a very dangerous encounter, especially if the party is comprised of mostly of 2nd and 3rd level PCs. The key is in convincing the irritated treant that the adventurers mean no harm and actually oppose the intruders he speaks of (a **DC 26 Diplomacy check**). If they do, Brownbark ceases the attack but remains skeptical. Additional parley may move his attitude from Unfriendly to Indifferent, which means he reluctantly allows them to pass through the forest with a grave warning. If the party can move Brownbark to Helpful, he accepts them as allies in the fight against the "unholy alliance," blessing them with a single laurel of green leaves and supple branches twisted into a lood.

Treasure: The laurel becomes a permanent magic item once Brownbark offers it. It takes up space on the wearer's head and otherwise acts as an *amulet of natural armor +2*.

L. MORLOCK MOUNDS (EL 8)

The dense wood opens into a small clearing dominated by a single great tree at its center. Old roots stretch out from the massive trunk before stabbing into the ground several feet away. A few low mounds of earth rise above the moist dirt here and there, signs of some form of animal life.

Attentive PCs (or any character with darkvision) may notice (with a **DC 12 Spot/Perception check**) a few large holes in the ground, scattered throughout the clearing.

The holes resemble nothing so much as giant gopher mounds, but are actually made by the morlocks who live among the great tree's roots.

Creatures: A small tribe of morlocks lives in the tunnels below the grand tree. They didn't initially notice as premature night fell over the land, but the lack of sunrise the next day excited them. Though some of their number ventured out in the forest to hunt, many of them remain here. Should any living creature approach the tree, morlocks sneak underground to the holes and move to surround the intruders. The great tree also provides a significant tactical advantage for the pale-skinned savages—they can climb into the limbs for safety or drop from the branches onto their enemies below.

Morlock (8)

3.5 hp 27 / CR 2 / Pg 77

Pathfinder hp 23 / CR 2 / Pg 106



Development: A successful **DC 15 Perception check** reveals that several morlocks have dried blood on their hands and faces. The corpse of one of Yoflid's scouts lies below the tree in the morlock warrens.

Treasure: The morlocks stripped their drow victim of his clothing and possessions so they could carve portions of him for a meal. Scattered around the body are a masterwork scimitar, *boots of elvenkind*, and 61 gold pieces.



Rise of the Drow

DAY THREE

By the third day of the eclipse, Yoflid has completed his assignment. The prisoners and *moonshard* conveyed to Thizasta at Adrik's Folly, he now prepares to eliminate his pursuers so the dark elves can continue their plans uninterrupted. Several ambushes and scouting groups roam the road and the dark creeper trail, assaulting with crossbows from the roadside. Gargoyles attack from the southern ridge of The Spears of Arnut. On this most challenging day, the party races to defeat the drow, uncover more of their identity, and find where the hostages have been taken.

M. DARK CREEPER AMBUSH (CR 7)

The road twists continually among the thick cover of trees. At some places, the canopy is so thick it seems all would be dark even if there were a moon and stars. More aware of the sounds of the extended night, the absence of birdcalls and insects heralds something unusual in the darkness beyond.

Creatures: As the module opens, Yoflid dispatches his dark creeper companions to lead some or all of the adventurers through hostile centaur lands and past the frost giant tomb. Hours later, they wait in ambush for the PCs who survive their first night in the Dark Wood. They surround the party and toss poisoned daggers at them until their Strength scores are sapped, then descend on a single target with the intent to flank, strike, and retreat back into the darkness. The creepers repeat this strategy of ganging up on one PC at a time until they are dramatically outnumbered, or until the adventurers employ enough light to reverse their advantage.

Dark Creepers (6)

3.5 hp 16 / CR 2 / Pg 68

Pathfinder hp 19 / CR 2 / Pg 95

Development: The leader of the dark creepers here is named Grazpil. If the party search the trees near the wood kytan at **Area P**, they find the letter Grazpil wrote to Yoflid about slowing down the PCs, as well as allusions to the last stand encounter at **Location R**.

Treasure: Each creeper is armed with bandoliers of four masterwork daggers poisoned with black smear (injury; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d2 Str; cure 1 save.). The creepers each have one vial of black smear poison.

N. GARGOYLES (EL 8)

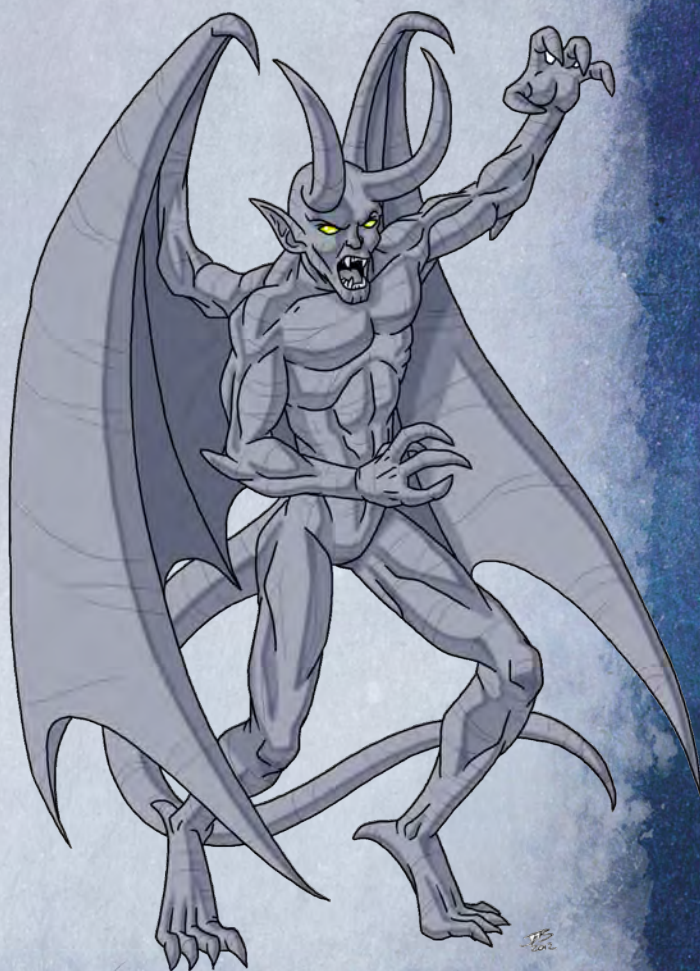
The night is quieter here...with your meager light just outlining the rise of the frozen Spears of Arnut. The silence is pierced by an inhuman screech, as a large gray shape darts toward you from a nearby escarpment.

Creatures: Perhaps the most valuable members of Yoflid's party are the advanced gargoyles Thizasta sent. Once they convey their human prisoners to Adrik's Folly, they tirelessly return over the mountains to wait for human pursuers to pass too close. They use the cover of night (and their darkvision) to scoop up one PC at a time and fly back over the mountains, dropping them onto the cold, jagged stone of The Spears of Arnut.

Advanced Gargoyle (2)

3.5 hp 76 / CR 6 / Pg 71

Pathfinder hp 75 / CR 6 / Pg 98



The Darkest Dawn

Development: This encounter can turn deadly for the PCs very quickly. If they have not earned enough experience to handle it, or they have not availed themselves of sufficient light to fight at range, consider sending one of the gargoyles to rendezvous with Yoflid at **Location R** and continue the combat with only one gargoyle.

O. LAST SUPPER (CR 7)

The perpetual night continues, the Dark Wood filled with the sounds of increasingly agitated predators and prey. The unusual occurrence of soft yellow light glows through the windows of a humble shack up ahead.

This is the current home of the barghest Fergrax. The beast encountered the shack's former owners, posing as a wounded wolf before devouring them in a night of screams and terror. He now hunts for intelligent prey in the woods near the shack, which he uses to host travelers in the guise of a paranoid old goblin.

The door opens to reveal a stout, weathered goblin in leather breeches and an old vest. He holds a hooded lamp and appraises you effortlessly despite the dim light. After a second he raises his brow and appears to give in to impulse.

"Well, if you need shelter, it's just me here. But there's still not much room. And you have to be gone by morning."



If the party enters the shack it's clear that the furnishings are meant for Medium humanoids, but he laughs off any questions about the home with the explanation that he found it empty. Fergrax tries to convince PCs to stay on watch with him, go get firewood for him, or other means of finding them alone before he assumes his true form and attacks.

Creature: Fergrax remains on the plane by virtue of the Dark Wood's infernal connection. He can leave any time, but only after he feeds on a fresh kill.

Greater Barghest



3.5 hp 67 / CR 5 / Pg 66

Pathfinder hp 85 / CR 7 / Pg 91

Development: The barghest has not eaten (and therefore has not seen) any of the drow or dark creepers that elude the party. He knows Brownbark (the treant from **Area K**) but avoids him.

P. WOOD DEVIL (CR 6)

Over the last few hundred yards, the forest takes on a more sinister appearance. Barbed vines strangle the trunks of slowly dying trees. Low-hanging leaves draw blood when brushed away, their edges firm and sharp as blades.

The diabolic heritage of the Dark Wood results in occasional perversions of better-known creatures. Usually, this results in a fiendish version of a normal animal or plant. In this case, the dense forest exerts influence on a specific bloodline of kytons.

Creature: The kyton here resembles a tattooed humanoid with bright yellow eyes. It differs from other kytons in that the fiend is wrapped in barbed vines rather than metal chains and has no ranks in the **Craft (blacksmithing)** skill. She waits high up in a tree to gain concealment from those who see in the dark and fires her thorny vines to strangle victims from on high.

Rise of the Drow

Wood Kyton (Chain Devil)



3.5 hp 52 / CR 6 / Pg 88

Pathfinder hp 60 / CR 6 / Pg 117

Development: This encounter takes place in the western portion of the Dark Wood, north or west of the ambush at **Location M**. If no other location presents itself, the wood kyton attacks the party from her tree when they reach the junction of the dark creeper path and the Old North Road.

If the PCs succeed at a **DC 20 Perception** check while searching the area, they find the mangled body of a dark creeper. The corpse bears a hastily scrawled note in Undercommon, making reference to the zombie trap in **Area A**.

Yoflid,

We have stayed behind to ambush the humans should they make it past the zombies we buried and the frost giant king. If they take the main road or fall within two days, we'll travel back to you and await them at rendezvous until the Shadow lifts. As always, we live to slay.

Grazpil

Treasure: The kyton has a few valuables the creeper or other victims carried. Wrapped in the vines that cover her body are two potions of *cure moderate wounds*, a vial of drow sleep poison, and a +1 *shadow chain shirt*.

Q. DROW SNIPERS (CR 8)

The overgrown road continues north, surrounded by trees as always. The air blows colder and thinner than the last few days, whistling through the branches more forcefully—the mountains must be near.

The road here is an ambush site. One tree near the path-way on each north and south end of the road has been hacked to the point of falling over. To secure the trees in place until the PCs arrive, each is anchored by taut ropes on the side opposite the path. Four drow rangers—ghoul disciples of Yoflid himself—sit disguised in the trees about 15 feet above the road with poisoned magical crossbow bolts loaded and ready to fire into the party.

Creatures: The ghoul rangers hold vigil in this area, spaced out and about fifteen feet up in their trees. Two are on each side of the road, and the northern- and southernmost have clear shots at the ropes securing the felled trees. Each rope is AC 14, and has 2 hp (0 hardness); two ropes are securing each trunk. If possible, the southernmost drow attempts to fell a tree on top of the last PC to enter the area.

Once the trees are down to slow the adventurers' escape the rangers fire once per round, targeting humans with their magic bolts. They concentrate on the nearest PCs to keep their firing position safe. Each bolt is dipped in drow sleep poison before loading.

Ghoul Rangers (4)



3.5 hp 24 / CR 3 / Pg 87

Pathfinder hp 35 / CR 2 / Pg 118



Yoflid Gullion

The Darkest Dawn

Development: A PC with sufficient light or darkvision range can spot one of the drow by specifically searching the trees with a **DC 28 Spot/Perception check**. If the party changes their behavior significantly, the dark elves begin firing as described above.

The trees fall across the road, taking up a 20-foot x 10-foot space on either end of the ambush. The fallen trees count as difficult terrain (affecting movement per the rules for obstacles, with each square of trees or branches in the area requiring two squares of movement).

Once the PCs gain control of the combat and outnumber the ghouls, the drow retreat to rendezvous with Yoflid at **Location R**.

Treasure: In addition to their normal gear, each ranger has 24 gold pieces.

R Line in the Dirt (CR 9)

Even with limited vision, you can tell the treeline here comes to an abrupt end. The road continues among several wooden stumps, the remains of felled trees. The dirt road quickly becomes a worn stone path, leading over frozen ground to the northeast.

The forest ends before the softer earth here, primarily because in the last several hours Yoflid and his soldiers have been cutting trees to create a killing zone. He uses the larger trunks for cover and then sprinkles several *snare* traps to hamper the adventurers when they approach his last stand. Yoflid and the remaining members of his party attempt to incapacitate a few PCs with snare traps and sleeping poison, and kill the rest or force them into retreat.

Traps: Each square marked T on the encounter map indicates a single casting of the *snare* spell from Yoflid's wand. The snares are connected to the altered tree line; they deal 1d6 points of damage when they jerk a PCs limb and carry them into the air.

Snare Trap CR 1

Type magical; **Search/Perception** DC 23; **Disable Device** DC 20

Trigger touch; **Reset** none

Effect 1d6 damage and subject is lifted off the ground by an arm or leg (DC 23 Escape Artist or Strength check to free itself.) The snare has AC 7 and hit points.



Creatures: Yoflid takes cover behind the felled logs well past the tree line. He is flanked by two fast zombies (see **Encounter A**) and his cleric cousin Serral, in addition to the drow, drider and gargoyle as described below. The zombies hold actions to interpose themselves between the PCs and the drow, with the gargoyle and drider (if they are present) moving out to dispatch tougher opponents.



Serral Gullion

Yoflid Gullion

3.5 hp 43 / CR 6 / Pg 75

Pathfinder hp 72 / CR 6 / Pg 103

Serral Gullion

3.5 hp 23 / CR 5 / Pg 74

Pathfinder hp 27 / CR 4 / Pg 102

Drow Fast Zombies (2)

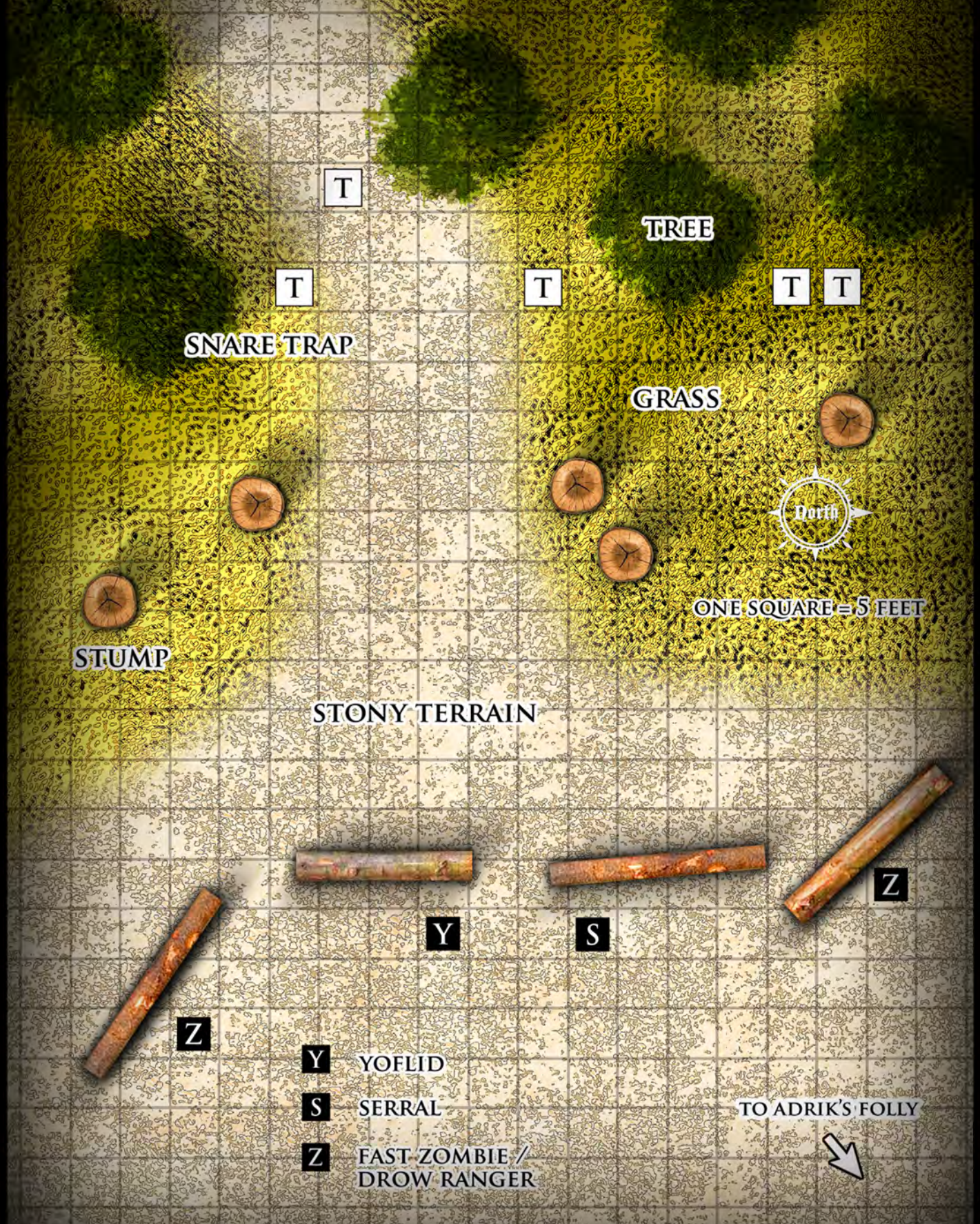
3.5 hp 16 / CR ½ / Pg 89

Pathfinder hp 22 / CR 1 / Pg 119





ENCOUNTER R: THE FINALE



T

TREE

T

T

T

T

SNARE TRAP

GRASS



ONE SQUARE = 5 FEET

STUMP

STONY TERRAIN

Y

S

Z

Z

Y

YOFLID

S

SERRAL

Z

FAST ZOMBIE /
DROW RANGER

TO ADRIK'S FOLLY



The Darkest Dawn

Development: Yoflid expects survivors under his command to meet with him before the eclipse breaks on the third day. This includes the drider from **Encounter H**, and the ghoule rangers from **Encounter Q**. If both gargoyles from **Encounter N** survived, he dispatches one to Adrik's Folly to warn the drow there of the party's proximity and orders the other to stay and fight. If only one gargoyle survived, that gargoyle leaves as described and the PCs have one less combatant to face.

cane sight (per the spell) as a spell-like ability, or be able to see *invisibility* (per the spell) as a spell-like ability. These effects can not be dispelled and last a number of rounds equal to the amount of negative energy damage taken.

Domain Spells: 1st—*floating mote*, 2nd—*shadowcast*, 3rd—*loom large*, 4th—*form of shadow*, 5th—*umbral step*, 6th—*dancing shade*, 7th—*shadow shackles*, 8th—*shadow raising*, 9th—*Naraneus's fangs*

LIFTING SHADOWS

Following the third full day of the eclipse, Naraneus' Shadow brightens into a gray dusk. At any time after this point, the PCs can emerge from the forest to find a low valley leading north to a hillside and ultimately to a set of sheer cliffs. Thinning trees give way to a debris-covered clearing—the former killing ground outside an old gray castle. The party can further pursue their quarry, learning more about the menace that thrives below Aldrik's Folly in part three of the prologue for *Rise of the Drow: The Darkness Revealed*.

APPENDIX ONE: MECHANICS

DROW DOMAIN

Granted Powers Through the gifts of the Spider Goddess you have learned to use the shadows, both external and internal, to prevail over your foes.

Shadowy Weapon (Su) – At 1st level you gain minor access to the Plane of Shadow. As a standard action, this connection grants you the ability to wrap your weapon with strands of shadow for a number of rounds equal to cleric level, which causes your weapon to deal 1 point of negative energy damage per 2 caster levels (max. 10 at level 20) in addition to your regular weapon damage. You may use this ability a number of times per day equal to 3 + your Wisdom modifier. Your weapon is considered magical for the purposes of overcoming damage reduction.

Underworld Sight (Su) – At 6th level, you may give in to the shadows inside you in order to view the world more clearly. By taking 1d4 points of negative energy damage, you gain your choice of doubling the range of your existing darkvision, gaining low-light vision, gaining ar-

APPENDIX TWO: REWARDS

Cavalier's Helm



Aura faint divination and enchantment; CL 5th
Slot head; **Price** 7,000 gp; **Weight** 3 lbs.

DESCRIPTION

This bronze-and-leather helm features curved ivory horns. The wearer gains a +1 insight bonus to AC and a +1 bonus to attack and damage rolls on a charge.

CONSTRUCTION

Requirements Craft Wondrous Item, *guidance*, *true strike*; **Cost** 3,500 gp



THE DARKNESS REVEALED

The third part of the D&D 3.5 and Pathfinder Roleplaying Game compatible adventure that takes four to six 5th level PCs to 7th level.

ADVENTURE BACKGROUND

There is no argument from the Klavek people that over the past months there has been a steady increase in both the number of drow sightings and in bandit activity across the countryside. Most who know anything suspect at a connection between the two, but none suspect the scope of the impending invasion.

Since their matron's deal with the Naraneus the Spider Goddess, the forces of House Gullion have bubbled up onto the surface, claiming caves and ruins wherever they can. Each of them have the same goal: to enslave all that cross their path and bring them to feed the Spider Goddess's insatiable hunger.

One of House Gullion's most recent outposts is an abandoned castle, Adrik's Folly, empty for years for fear of the restless spirits of the unburied dead. Unaware or unknowing of its history, Thizasta Gullion claimed the fortress for the Spider Goddess and with the aid of local mercenaries has raided the local countryside to seize every soul she can—with great success. She has already sent word to Tolgorith Tower that her second shipment of slaves is ready to be collected.

Despite her triumphs, Thizasta knows something is wrong. The dead have grown restless at the invasion of the living. The mercenaries grow paranoid and afraid—and she has begun to suspect their leader has ulterior motives. Worst of all, the raiding party sent to seize the *moonshard* has failed to return, which jeopardizes both her own safety and the number of slaves she promised to deliver. Daily, she considers executing the mercenary captain and simply sending his men to be sacrificed—for enough gold, humans would walk into any trap.

ADVENTURE SUMMARY

Having followed the drow that escaped them in *The*

Darkest Dawn, the party finds themselves facing a squat, grey castle: Adrik's Folly.

They must infiltrate the infamous fortress and rescue the prisoners held inside; a rescue that is easier said than done. The adventurers find that the castle is guarded not just by the remains of the drow force, but by Vikmordere mercenaries as well.

Harder still is getting the prisoners out, as one of them is a drow spy that raises the alarm on even the stealthiest parties, forcing them into a hasty, unplanned retreat. The PCs are hunted through the wilderness until they can put up a final defense to decide their fate once and for all.

Only then will the party be free of the drow...or so they think, because bigger problems are brewing below ground (in *Rise of the Drow*)!

ADRIK'S FOLLY

Adrik's Folly has stood sentinel over the land for generations and is locally known as one of the key stepping stones to allow the Klavek Kingdom to finally wrest what is now Rybalka from Vikmordere control. Undermanned since its original purpose was served, the castle fell eight years ago. The commander of the keep at the time (Lord Adrik Holmir) had begun to grow more and more paranoid of a Vikmordere attack they would be unable to endure. He commissioned an escape route built under the castle and to ensure it remained secret, Adrik ordered the laborers executed.

Yet with magic, even the dead tell tales. Having seen the graves they were not responsible for, Vikmordere insurgents conjured the souls of the dead laborers and ripped from them their secret. By using the hidden passage, a lone assassin stole into the castle, wiped out the soldiers and slew Adrik himself; the next morning, the castle fell. Once conquered, the Vikmordere did not claim the castle for themselves, suspecting that the original soldiers would not rest quietly. They abandoned the fortress to the dead, and to the dead it had remained until several months ago when the drow discovered the place and claimed Adrik's Folly for themselves.

ADRIK'S FOLLY LORE

Knowledge (history)

DC 9 - Adrik's Folly was originally known as Arnut's Bulwark and was only conquered once in its 60 year history, about a decade ago. It has been abandoned since.

DC 14 - Eight years ago an assassin stole into Adrik's Folly and slew the force there nearly to a man (includ-

The Darkness Revealed

ing the fort's captain, Adrik Holmir).

DC 24 - The assassin was said to have entered the castle by means of a secret passage, whose location he divined by speaking to the dead laborers that built it.

CASTLE POPULATION

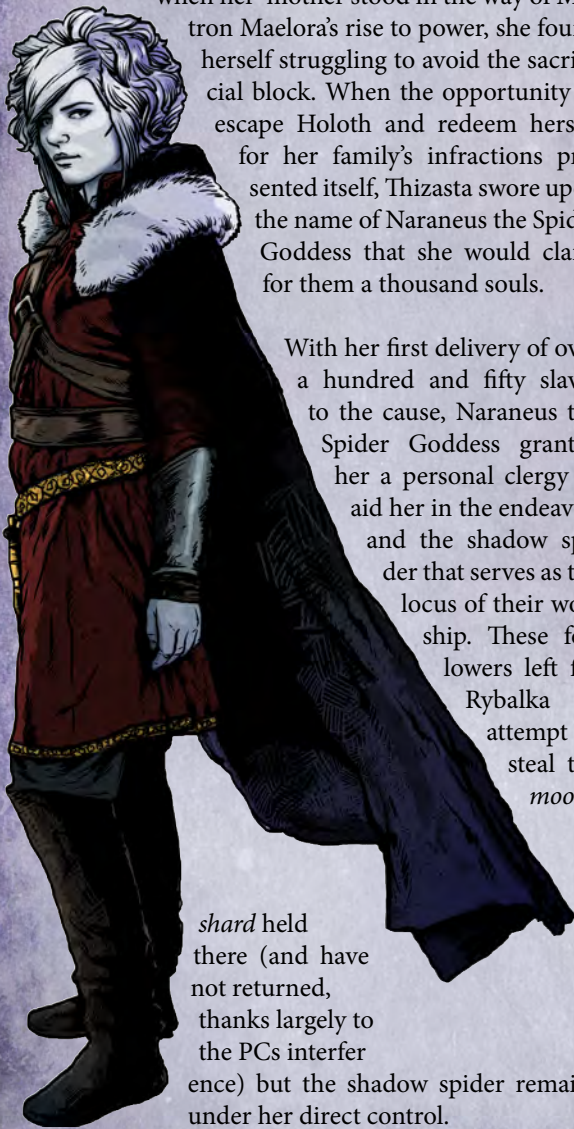
There are over a hundred creatures currently living in the castle: the soldiers, the prisoners and drow. Below is a summary of each of Adrik's Folly's different inhabitants. Statistics for each can be located in the Encounter Index at the end of this adventure, while their schedules can be found in the Castle Schedule section below.

THIZASTA GULLION

Thizasta is a member of House Gullion by blood, but when her mother stood in the way of Matron Maelora's rise to power, she found herself struggling to avoid the sacrificial block. When the opportunity to escape Holoth and redeem herself for her family's infractions presented itself, Thizasta swore upon the name of Naraneus the Spider Goddess that she would claim for them a thousand souls.

With her first delivery of over a hundred and fifty slaves to the cause, Naraneus the Spider Goddess granted her a personal clergy to aid her in the endeavor, and the shadow spider that serves as the locus of their worship. These followers left for Rybalka to attempt to steal the moon

shard held there (and have not returned, thanks largely to the PCs interference) but the shadow spider remains under her direct control.



MAINA LERITHAR

Since their rise to power the Gullion family has taken many subservient families beneath them, some publicly, some in the shadows. The Lerithar are one of the latter, providing their expertise in the subtle arts of poisons and assassination.

Maina is a talented member of her family, but young. She's a particularly capable trapsmith, and she isn't happy with her mother being assigning her to a group on the surface. Of course, she's more than smart enough not to risk her own neck by complaining about it, either.

PROFESSIONAL KIDNAPPERS (4)

Some drow see others as nothing more than money waiting to be made and these professional kidnappers have made enormous profits in recent years. These particular drow have been hired to teach and lead the Vikmordere mercenaries in how best to abduct large numbers.



DROW SERVANTS (20)

These drow servants, dressed in simple house Gullion livery, belong to Thizasta and loyally serve the entire castle. They retreat or surrender instead of actively opposing PCs, but if attacked or otherwise forced into combat are considered 1st level drow warriors (hp 5; *Monster Manual*; *Pathfinder® Roleplaying Game Bestiary™*).

VIKMORDERE MERCENARIES (25)

Large and hairy, these Vikmordere embody all the virtues their culture praises and all the physical features they are recognized for elsewhere in the world. They are also particularly superstitious, and have been growing more and more on edge with each manifestation of the castle's spirits.

After any haunts manifest within sight of a mercenary, they are shaken for 1d4 rounds.

Rise of the Drow

VIKMORDERE ARCHERS (25)

Favoring the bow, these lean Vikmordere warriors are cleaner and keep their beards trimmed shorter than their close-quarters counterparts. They are also less superstitious, though they too are growing uneasy at the castle's haunting.

VIKMORDERE CHAMPIONS (6)

Champions amongst their fellows, these Vikmordere prefer to fight with their fists, strangling opponents into submission or breaking their necks with their bare hands. They dress and equip themselves simply and none of them is less than seven feet tall.

ERIK SPLITAXE

The leader of the Vikmordere 'mercenaries', Erik is actually leading a group of insurgents, seeking to once again loosen the Klavek Kingdom's hold on nearby Rybalka and generally destabilize the local region. He already suspects the drow will turn on his men eventually and is attempting to judge how long he has before they have to cut and run—preferably killing the dark elves when they do.

HOLOTH ESCORT

This party of spider riders approaches from Holoth to collect Thizasta's newest shipment of slaves. Though they live underground, they have become adept at travelling and hunting on the surface after many trips between nearby drow encampments. None begin this adventure in the castle.

During the day, Holoth Escorts wear heavy cloaks that effectively blind them (giving total concealment to all targets they face), at the same time preventing them from being dazzled in the sunlight.

PRISONERS (52)

There are 52 common prisoners being held in the castle at the beginning of this adventure (mostly local travelers, merchants and farmers). Any particular prisoner has 1d4 levels in either commoner or expert, 5 hp and AC 10. As the Vikmordere aren't keen on taking women or children hostages, this number contains only 6 women and

currently no children. Also amongst the prisoners are Trax, Miah and Kivan Galekin.

TRAX

One of the Vikmordere mercenaries, Trax lives amongst the prisoners so as to raise the alarm if they ever attempt to escape. He makes a point of engaging the PCs and encouraging the others to risk themselves—as soon as they do, he sneaks off to raise the alarm.

MIAH

A dwarven traveller from the underground city of Embala, Miah has been travelling across the surface looking for help. He was on his way to Rybalka, his last stop before returning to the Underworld, when he was ambushed on the road by drow and taken prisoner.

KIVAN GALEKIN

Kivan was a minor Klavek noble (NG male human aristocrat 5) whose country estate lies off the road between Adrik's Folly and Rybalka. He had hired soldiers (who were actually one of the teams of Vikmordere mercenaries) with the intent on calling his family out to meet him, away from all the local trouble. Before he could, they betrayed him and hauled him off here.



The Darkness Revealed

CASTLE SCHEDULE

From the beginning of the adventure, there are eight days until the escort from Holoth arrives at Adrik's Folly. During these days the castle's inhabitants follow a regular, daily routine.

At dawn the drow withdraw into their quarters and the Vikmordere soldiers wake, gathering in the courtyard to draw straws for who is on which duty today—twelve soldiers go on patrol, twenty man the walls (one on each tower, and one on each stretch of wall between towers, plus an extra two along the rear of the castle), and eighteen are off duty for the day, relaxing and maintaining their equipment. The champions quickly decide amongst themselves who is going hunting and who is manning the gate.

The Vikmordere on patrol split into two equal groups, each guided by a drow kidnapper for their day's patrol. When they return in the evening, each group has captured 2d4-2 new prisoners who are added to those in the ballroom.

By the time the raiding parties return just before sunset, the dark elves are stirring—the drow servants relieve the Vikmordere of watch duty by manning the towers. At night, the walls are unmanned.

After eight days the escort arrives: ten Holoth Escorts and two Professional Kidnappers prepared to transport up to one hundred slaves back to Holoth. Once they arrive, they spend a single day inside the castle before departing towards the Underworld entrance at Tolgorith Tower. If the castle had been assaulted before the escorts arrive, they are warned to be on guard in case they are attacked on the road.

CASTLE HAUNTS

The spirits of Adrik's Folly have been dormant for almost a decade, but with the reoccupation of the castle they have begun to stir. While there are a number of specific haunts within Adrik's Folly, there are several effects that have begun to manifest anywhere within a quarter mile of the walls of the castle.

SILENT WHISPERS

Whispers echo constantly, just above the level of silence. They are inaudible beside any other sound but in particu-

larly quiet areas, when preparing to sleep or in areas of magical silence characters hear the voices of the departed. Anyone listening for one or more minutes may hear about any facets of the castle's history that the GM may wish to divulge.

THE DEAD WALK

The spirits of the dead crave to live, but inhabiting the freshly dead is the closest they can achieve. There is a 25% chance any time a humanoid dies that it rises as a zombie (*Monster Manual*; see the "Zombie" entry in the *Pathfinder® Roleplaying Game Bestiary*) the next round. These zombies immediately attack the nearest living creature. PCs who rise as zombies can still be resurrected once the body is again destroyed.

EMPOWERED NECROMANCY

Magic tied to the souls of the dead finds power easily here. All necromancy spells are accompanied by a blast of green mist and the keening of the dead, and are empowered, as by the Empowered Spell feat (without using up a higher spell level).

CASTLE FEATURES

The outer walls of Adrik's Folly are ten feet thick, the inner six feet of which are packed gravel to protect from being breached. These walls are topped by a fifteen foot wide walkway, protected by three foot thick, three foot tall crenellations that grant anyone on the wall improved cover from anyone outside the castle.

The main structure's walls are 1-foot thick stone, and all its interior sides are covered in tan-painted plaster. Doors are reinforced wood with good locks, many of which are locked, as indicated on the map. Secret doors are average wooden doors, blended into the walls on either side and requiring a successful **DC 30 Search/Perception check** to locate (they cannot be locked, but close tightly enough to prevent accidental discovery.) All secret doors are identical in form and locating one grants a +4 circumstance bonus on all checks to locate any other secret doors.

All aboveground rooms are lit by sunlight, unless otherwise noted, and belowground rooms are lit by lanterns hanging at 15-foot intervals along the ceiling.

Unmarked rooms on the map are bathrooms, each consisting of a single privy and a washbasin, or in some cases a large tub.

SECOND FLOOR



THIRD FLOOR



GROUND FLOOR (GF)



ADRIK'S FOLLY

BASEMENT (BA)



CASTLE LOCATIONS

A. SURROUNDING AREA

Adrik's Folly is built on the top of a large flat hillock in the foothills of the Spears of Arnut, giving it visibility for miles over the lightly wooded, rolling landscape around it. Until the fall of the castle nearby, trees had been regularly burned away—it has begun to be retaken once again by forest, but is little now but thick brush.

A1. CHAPEL OF FLAESUROS

This small chapel to the Life of Light was used by the people of Adrik's Folly for regular services, and stands over a large graveyard that holds not only tombstones for each and every one of the fallen soldiers from the castle, but several mass graves dedicated to their fallen, nameless foes as well. It has been abandoned since the castle fell—no new graves have been dug or services held—and is avoided by the drow and Vikmordere alike, making it an ideal base of operations for the PCs during this adventure.

The building itself consists of a main hall for services, a chancel to the rear of the church with a staircase leading underneath to quarters for a cleric and three acolytes, as well as a small well (blessed to always be full of cool, clean water).

A **DC 15 Search/Perception check** in the church discovers a hidden compartment in the chancel containing four potions of *cure serious wounds* and a scroll of *word of recall* (whose sanctuary is the chancel).

As the chapel is less than a quarter mile from the castle walls, it is affected by the same necromantic effects as the main castle—except for The Dead Walk haunt, which is suppressed within the building.

The graveyard that the chapel overlooks contains hundreds of graves, and a **DC 20 Search/Perception check** notes that the most recent are a set of four graves clustered together, dated one month before the castle fell. They bear the names of the laborers who created the secret passage (Asvik, Erikson, Vlad and Tobias) and serve to conceal its entrance.

A successful **DC 25 Search/Spot/Perception check** locates a hinge at the base of Vlad's tombstone as well, allowing for a character to make a **DC 20 Strength check** to tilt the tombstone forward, tearing a swatch of grass and soil free to reveal a dark chamber underneath.

A2. SECRET PASSAGE (CR 7)

In a chamber beneath the graveyard are four sarcophagi, intended as final resting places for the workers whose tombstones are above. Yet, with the despoiling of their bodies a decade ago, they have risen as wights, trapped within the same tunnel they carved out in life. The tunnel is 10 feet wide and tall, unlit and unadorned, sloping gently upwards from here until it exits in **D8**.

The wights awaken once at least two creatures have passed into the room (or upon being examined) before leaping from their tombs and attacking from behind, doing their best to convert as many targets to new wights as possible.

Wights (4)

3.5 hp 26 / CR 3 / Pg 87

Pathfinder hp 26 / CR 3 / Pg 116



Rise of the Drow

B. GROUND LEVEL (GF)

GF1. COURTYARD

Though this area is busy with soldiers moving about the castle, none spend more time here than they need to. At the south end of the courtyard is an overhang, under which sit a pair of heavy winches identical to the those within the front gates (B15-B).

GF2. ATRIUM (CR 9)

Banners dominate all four walls of this chamber, each prominently featuring a spider on the back of an eight-fingered hand. In each corner of the room burns a brazier whose fire causes shadows of the room flicker and dance as if they are alive.

The movement of the shadows isn't an illusion, for within them lives a terrifying creature; a shadow spider under the command of Thizasta and her clerics. While it has been ordered not to attack the Vikmordere or the drow, any other creature entering the room is attacked within seconds.

The drow keep six *umbra silk cloaks* here. Normally during the day, two are being used by the professional kidnappers on patrol.

Umbra Silk Cloak



Aura faint necromancy and conjuration; **CL** 1st

Slot shoulders; **Price** 1,500 gp; **Weight** –

DESCRIPTION

This sheer black cloak is stitched with silver thread which dances across the surface like liquid. When worn, the cowl of the cloak descends entirely over the wearer's face, cloaking them in the safety of darkness and hiding it from others, but allowing the wearer to see normally for 30 feet through the sheer fabric. For each 5 feet beyond that, the world appears to fall deeper into shadow, granting a cumulative -2 penalty on Spot/Perception checks up to 60 feet, at which point the wearer can see nothing but blackness.

So long as the cowl is worn, the wearer of an *umbra silk cloak* treats all light effects as one level darker than they actually are. The cloak does not prevent the effects of natural sunlight to creatures affected by it, but it does delay the onset of any negative effects by 1 round.

CONSTRUCTION

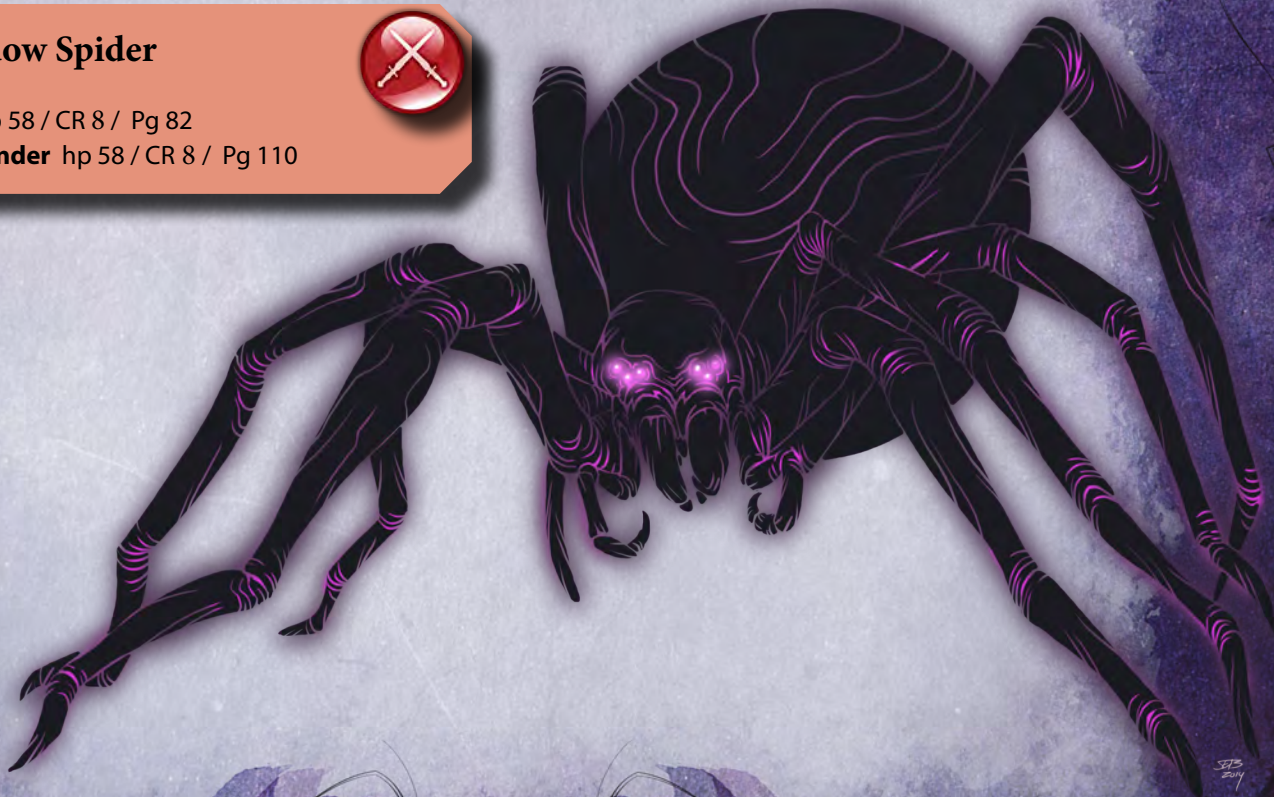
Requirements Craft Wondrous Item, *darkness*;
Cost 750 gp

Shadow Spider



3.5 hp 58 / CR 8 / Pg 82

Pathfinder hp 58 / CR 8 / Pg 110



The Darkness Revealed

GF3. KITCHEN

Area 3a is a plating area with long tables and racks of clean dishes. There is a secret door in the northern wall that the drow know about, and they have placed crates of glassware against it. Attempting to open it from the other side requires a successful **DC 18 Strength check** which knocks the crates over with a loud crash.

Area 3b is the main kitchen, with pots, pans and utensils to feed over a hundred humanoids. Any time (day or night) there are two drow servants here preparing food for the castle's next meal.

Area 3c is a large roasting pit with secret double doors leading into the atrium, intended for carrying particularly large roasts into the feast hall. The stairs lead down into the basement.

GF4. BALLROOM SUPPLY

This room is packed to the ceiling with supplies to transform the ballroom (**B6**) into a feast hall or a stage, as required. Though nice, none of the furniture here is particularly valuable.

GF5. WORK ROOMS (CR 5)

Adrik's Folly was intended to be entirely self sufficient so as to survive any siege. Each of these rooms features a pair of oil lanterns hanging on opposite walls, flanking a workbench and a set of adequate tools for a trade. A workstation for any common trade can be found here, as well as several uncommon ones—such as a small loom and an oil press.

During the day, there are typically three off-duty Vikmordere soldiers here maintaining their equipment. If interrupted they shout for help and step back into the doorways for cover. When there are only two left, one retreats to attempt to warn the rest of the castle.

Vikmordere Archer (3)

3.5 hp 20 / CR 2 / Pg 86

Pathfinder hp 22 / CR 2 / Pg 115



GF6. BALLROOM

Formerly used for elaborate balls and feasts, this central chamber is now a prison for slaves of the drow. The captives are all in reasonably good health, and they have distributed cushions and blankets taken from the upstairs

guest suite, spread out as evenly as possible.

Unless the party enters the room undetected, read or summarize the following:

All around the room, people clamor to their feet, surging towards the door. *"Who are you?"* they demand, *"are you here to save us?"* A larger man in the back shouts over them all, *"quiet!"*, before continuing, *"you don't want them to hear us, do you?"*

The large man is Trax, and his exclamation was intended to do exactly the opposite of what he said. A **DC 20 Sense Motive check** reveals that the shout was just loud enough to be heard elsewhere in the castle, and may in itself draw the attention of any nearby soldiers. Only seconds after the exclamation, all prisoners are on their feet, in front of the party, triggering **Act 2**.

GF7. THRONE ROOM (CR 0 OR 8)

The ceiling yawns almost twenty feet overhead, supported by rows of elegant marble arches. Between each support hang long banners celebrating the glory of the Spider Goddess. The room itself is spotless, and the blood-red carpet leads down the center of the room towards a dais on which sits a spider-like throne of black iron.

During the day this room stands empty; an hour before sunset however, all drow except Thizasta's slaves meet to discuss plans for the next day's raids. After the dark elves have departed for their nightly duties, Thizasta remains here, enjoying the privilege of her position to avoid physical labor.

GF8. INNER COURTYARD

The courtyard is open to the sky, though a portion of it hides in the shadow of the balcony 15 feet above. A carpet of vines makes scaling the walls almost effortless, requiring only a **DC 5 Climb check**. The vines can only support 250 pounds at one time and heavier characters attempting to climb the wall permanently increase the Climb DC by 1 for each check they attempt (up to a DC of 20). The balcony doors are blacked out and open into C1.

GF9. SIDE ROOMS (CR 5)

This labyrinth of private rooms has been largely ignored by both the drow and the Vikmordere; most of the hallways are still lined with dust from the fall of the castle eight

Rise of the Drow

years prior. Searching these chambers reveals mostly private dressing or waiting rooms, save for one room in the northeast corner. This exceptional room was Adrik's private armory. When a character enters, read the following.

This small room is little more than a large closet for a dusty—though elaborate—suit of armor. As you enter it rises from its stand, flashing with a ghostly visage. The blade draws itself and you hear a whisper, “*leave my castle at once, Vikmordere fiends!*”

This armor is haunted by the spirit of Adrik and once awakened it pursues all living creatures within the side rooms, moving up to 30 feet each round and attacking once (+2 *longsword* +7, 1d8+2). Casting *dispel magic* suppresses the spirit for one round, but only once the party has both addressed the spirit by name (Adrik Holmir) and defeated the Vikmordere threat (by slaying Erik Splitaxe) will the spirit dissipate, leaving Adrik's gear behind.

Turning or rebuking undead, dispelling magic or any similar method of dismissing the spirit suppresses Adrik for one round before the armor re-animates.

Treasure +2 *longsword*, masterwork full plate

GF10. SITTING ROOMS (CR 7)

The Vikmordere soldiers have taken to using these rooms as a place to relax on their off time. Cupboards along the walls had once held a supply of tobacco and fine wine, though these luxuries have long since been consumed.

During the day six off duty soldiers relax here, quietly whispering about the latest apparitions they have seen.

Vikmordere Archer (3)

3.5 hp 20 / CR 2 / Pg 86

Pathfinder hp 22 / CR 2 / Pg 115

Vikmordere Mercenary (3)

3.5 hp 30 / CR 2 / Pg 86

Pathfinder hp 30 / CR 2 / Pg 116



GF11. OFFICES

These offices belonged to the castle's administrative staff and have been thoroughly searched by both the drow and the Vikmordere. From north to south, the three offices belong to the steward, the kitchenmaster, the stablemaster and the master of servants.

A **DC 20 Search/Perception check** locates several labeled rings of keys within the servant-master's office which collectively unlock every door in the castle except the vault (D1; the only key to which is in Thizasta's possession). A **DC 20 Spot/Perception check** following the discovery notes that there were at least one additional set of keys for every door (which are now missing).

A **DC 25 Search/Perception check** locates, amongst the papers in the stewards office, a rough map of the two above ground floors of the castle (including all secret doors).

GF12. QUARTERMASTER'S STORAGE

This large storage room holds the majority of the castle's mundane supplies: tools, bandages, firewood, oil, linens, as well as two small chests of silver coins (2,000 sp).

The Darkness Revealed

GF12-A. QUARTERMASTER'S OFFICE

The quartermaster of Adrik's Folly had a spectacularly difficult job, managing the supplies, armory and treasury all from this office. Dozens of large, leather-bound books are stacked in the room, each a ledger that details the movement of one specific item found in storage.

A **DC 30 Search/Perception check** locates a page tucked into the back of one book that discusses the funds needed for the creation of an escape route.

GF13-A. BARRACKS - COMMON ROOM (CR 7)

During the day there are typically nine off duty Vikmordere soldiers here. They are not normally armed and must take a move action to recover their weapons from the ground or tables near them before entering combat.

At night there are instead twelve mercenaries here, kept up from the silent whispers haunt. Not only are they unarmed as above, they are also fatigued.

Tables and chairs sit everywhere in this chamber and make the entire room difficult terrain.

Vikmordere Archer (6)

3.5 hp 20 / CR 2 / Pg 86

Pathfinder hp 22 / CR 2 / Pg 115

Vikmordere Mercenary (3)

3.5 hp 30 / CR 2 / Pg 86

Pathfinder hp 30 / CR 2 / Pg 116



GF13-B. BARRACKS - BUNKS

At maximum capacity this room might hold a hundred and fifty soldiers, but currently it holds only a third of that—and they have spread out across all the available space, leaving clothes and personal effects everywhere.

During the day this space is unused. At night all but twelve of the Vikmordere soldiers are here, asleep.

GF14. STABLES

These stables once held Adrik's horses and a carriage. Now they stand empty.

GF15. CASTLE WALLS (CR 3)

The castle walls surrounding Adrik's Folly are 25 feet tall and their construction is detailed under Castle Features. During the day one Vikmordere archer patrols each stretch of wall between watchtowers, keeping an eye on the surrounding countryside for approaching troops (with a +17 to their Spot/Perception checks). If they see any groups other than their own, they open fire as long as they remain in range, leaving to sound a signal horn if approached or if their targets retreat out of range. At night the walls are unmanned.

GF15-A. WATCHTOWER (CR 3)

Adrik's Folly's watchtowers are forty feet high and surrounded on all sides by crenellations. The interior of a tower is just a simple circular stair leading from the ground to a landing that opens onto the wall on either side, and finally to the roof (on which large signal horns are mounted that can be heard anywhere for over a mile). The two towers between the front gate and the courtyard also have kill-holes looking into the gate area. The two towers along the front gates on the outside do not have ground level doors.

During the day a Vikmordere mercenary stands atop each tower, watching the surrounding countryside (with a +9 to their Spot/Perception checks). If they see anyone other than their own troops they immediately sound their signal horn and descend into the courtyard.

At night they are instead each manned by a dark elf slave capable of sounding the alarm (the drow has a +12 to their Spot/Perception check and darkvision out to 120 feet).

GF15-B. FRONT GATE

The front gate of Adrik's Folly was designed as the only way in or out, meant to grind attempted invasions to a halt. Two thirty-foot wide iron portcullises bar entry and before either can be winched open, both must be closed. There are two winches, one on either side of the gate's courtyard, that each control one of the portcullises. The portcullises provide cover from ranged attacks through them and improved cover against melee attacks. They do not block line of sight.

Opening a portcullis requires turning the appropri-

Rise of the Drow

ate winch, which takes two successful **DC 12 Strength checks** as full-round actions that provoke attacks of opportunity, at which point it locks open and must be manually released. Closing a gate takes only a move action, at which point it crashes closed with enough noise to wake the entire castle (doing 5d6 damage to anything underneath it at the time; **Reflex DC 20** to avoid). A gate can be closed quietly by making a **DC 16 Strength check** as a full-round action.

During the day both portcullises are typically closed and watched by four Vikmordere Champions (two in each of the watchtowers adjacent the castle).

At night the interior portcullis is typically left open and watched by Maina Lerithar from inside the northeastern-adjacent watchtower.

C. UPPER FLOORS

The upper floors originally served as a living area for the castle's inhabitants; now they house the invading drow.

UF1. ROYAL SUITES (CR 8)

This palatial room is divided into several distinct sections, each serving a different purpose. Near the stairs are several large comfortable chairs surrounding a large desk; near the doors is a twenty-foot long dining table and seating for twenty and around the corner, a large four-poster bed overlooks the balcony.

Currently the royal suites are home to the drow leader Thizasta Gullion. She spends the majority

of the day here, with heavy curtains pulled across both windows and the black-painted glass doors leading out to the balcony closed. The stitching

on the curtains is impressive—when shut over a light they let through only enough light to glow with the symbol of an eight-fingered hand.

Most of the wealth Thizasta has accumulated from the raids is here in her room, in an unimposing bag of holding (type II) sitting on the desk. In total, there is 3,281 gp, 18,284 sp, 22,341 cp and a +1 *battleaxe*.

Thizasta Gullion



3.5 hp 61 / CR 8 / Pg 74

Pathfinder hp 62 / CR 8 / Pg 102

UF2. FAMILY SUITES (CR 6)

This suite of rooms (four identical bedrooms, two privies and a shared bathing area) were intended for use by the relatives of the castle's lord. Currently they are inhabited by the drow, who have stolen extra beds from the servant's quarters so they don't have to share. However, most of the inhabitants of these chambers left for Rybalka several days ago and failed to return (see *The Darkest Dawn*). All the windows in these rooms have been painted black.

One bedroom is currently inhabited by the four Professional Kidnappers. At any time (day or night) two of them are sleeping within. The other three rooms could house at least ten more drow—though one of the rooms continues to smell of rotting flesh. A **DC 15 Knowledge (religion)** check identifies the smell as the lingering odor of a ghoul.

Professional Kidnapper (2)



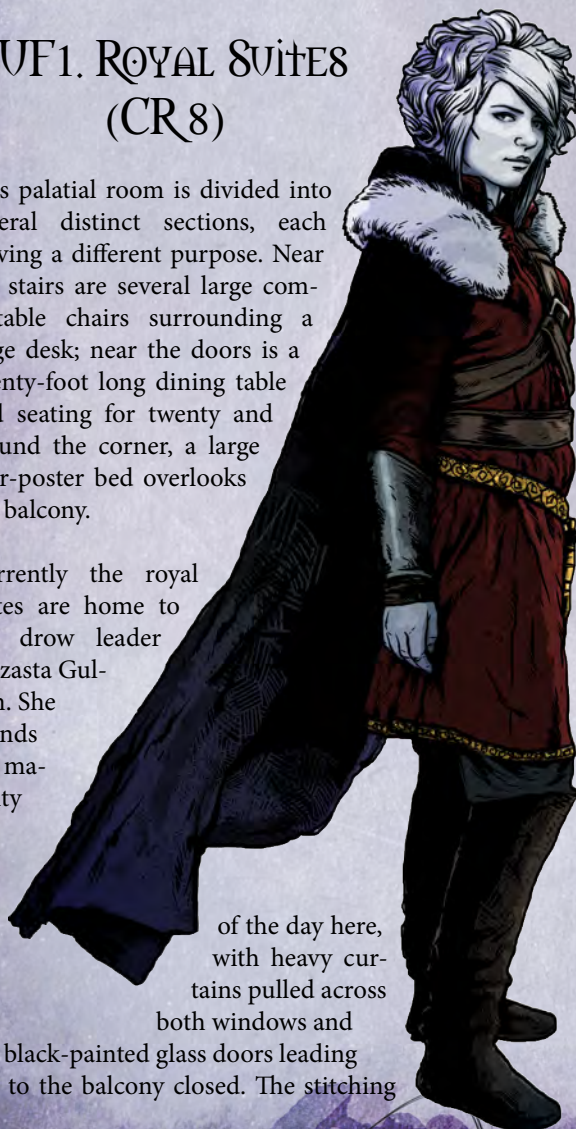
3.5 hp 22 / CR 5 / Pg 80

Pathfinder hp 42 / CR 5 / Pg 108

UF3. GUEST SUITES

The guest suites consist of two large bedrooms able to sleep eight, a shared bathing area and a large open area capable of sleeping over a dozen retainers. This last area is connected to the ballroom below and the prisoners have used the opportunity to scavenge what little comfort they can from the abandoned cots and blankets.

All doors between chambers are locked, and the doorway out to the balcony has been boarded over from the outside, requiring a **DC 22 Strength check** to break.



The Darkness Revealed

UF4. SERVANT QUARTERS

Once and again home to the servants of the castle, this wing contains fifteen double-bedrooms (half of which are missing their beds, which are now in area C2), a large common area with tables and chairs, and a large bath chamber.

During the day the drow slaves are asleep here (except for two that work the day shift in the kitchen).

UF5. LIBRARY (CR 7)

Light and airy, this understocked library peeks just above the watchtowers, looking out at the countryside in all directions. Discounting the shelves lining the walls, the only furniture is a large table in the center of the room overtop of which is a map of the local area.

The map's scale prevents it from showing anything but the general details of the terrain, but it does go into great detail of the drow activity, showing Thizastas' recent raids, Rybalka, and a nearby outpost being established in a ruin known as Krelgar Keep.

Unless otherwise occupied, Erik Splitaxe spends most of his days here studying the activity of the drow.

Erik Splitaxe

3.5 hp 113 / CR 8 / Pg 70

Pathfinder hp 101 / CR 8 / Pg 98



UF6. CASTLE ROOF

Though currently uninhabited, until recently a number of gargoyles had regularly visited the castle, perching on it's roof when they did. PCs crossing it see recent evidence of claw-footed creatures.

D. THE BASEMENT (BA)

The castle's basement serves mostly as storage and other than the barracks, sees little use by the current inhabitants of Adrik's Folly.

BA-1. VAULT

The Vault of Adrik's Folly's was abandoned with the castle years ago, and now Thizasta has the only key but assumes it would be empty after so long. The Vikmordere predict otherwise and have made several unsuccessful attempts to open the door. The vault door has hardness 15 and 51 hp remaining. It can be burst with a **DC 24 Strength check** or picked open with a **DC 35 Open Lock/Disable Device check**.

Inside is what treasure there was in the castle before the its fall: 9,484 silver pieces, two wands of *cure light wounds* (23 and 38 charges), and a +1 *returning shock javelin*.

BA-2A. ARMORY

The Vikmordere raided the armory almost immediately upon their arrival to the castle, ultimately discarding its contents as unexceptional; now they use the room to hold a still. Drinking the potent moonshine within requires a successful **DC 12 Fortitude save** to avoid being staggered for 1 hour.

The equipment that remains here are 150 long swords, 150 splint mails, and 150 light steel shields, all of which are rusty but still serviceable.

BA-2B. STORAGE

This room is used for long-term storage; it holds over a dozen stuffed animals and banners with six different coats of arms—one for each commander the castle had before Adrik.



Rise of the Drow

A DC 30 **Search/Perception** check locates two chests of royal clothing containing gaudy—though still well-made and valuable—clothing and jewelry worth a total of 600 gp.

BA-3. BARRACKS

The underground section of the barracks is used for training and reeks as much with the acrid smell of old sweat as the room above it (if not more). There are training weapons hanging on the walls, though none of them have been used since the castle was overthrown—the Vikmordere prefer to spar with live steel.

In this room the whispers of the dead are far more prominent than elsewhere. Though harmless, the constant whispering voices tell of the dead soldier's regrets, increasing the DC of any Concentration checks made here by 5.

BA-4. DUNGEON

The four prisoners who were held captive in these chambers survived the castle's slaughter only to be abandoned and eventually die of starvation. Their spirits quietly call for help from their cells and any character touching the bars is assaulted by a sudden wail and rattling that does 1 point of negative energy damage.

A DC 10 **Knowledge (religion)** check reveals that this effect can be laid to rest by anointing all four corpses with holy water.

BA-5. CAPTAIN'S OFFICE

This office is sparsely kept—a dim lantern hangs from a lonely chain on the ceiling, revealing a table and chairs on which have been thrown furs. The room is now 'used' by Erik, though he doesn't actually do any work here, instead leaving all the planning to the drow.

BA-5A. CAPTAIN'S QUARTERS

A fire crackling in the fireplace and a pile of worn furs on the warm bed of what would otherwise be a cold, damp bedchamber. At night Erik sleeps here, but it is otherwise empty.

A chest at the end of the bed contains 600 gold pieces, his 'mercenary group's' advance payment.

BA-6. PANTRY

Originally used as a pantry, the food stored here has long since rotted away. Now the Vikmordere use this cool room as a place to keep the hides of hunted animals. Ultimately the dampness doesn't help—instead, the untanned hides have attracted rats.

Characters examining the furs disturb the dozen rats that make their homes within. They aren't directly harmful themselves, but they are carriers for the *shakes*, to which any creatures in the room are exposed.

Shakes

Type disease, contact; Save Fortitude
DC 13; Onset 1 day; Frequency 1/day;
Effect 1d8 Dex damage;
Cure 2 consecutive saves



BA-7. WELL

This natural well is where the castle gets its water. It is nearly ten feet across and surrounded by four high-quality pulleys (none of them are currently connected to the single bucket and rope that descends into the water). Around the corners of the room are large laundry tubs.

BA-8. ESCAPE ROUTE

This secret passage opens to a long, dark escape route, though it has never been used as one. It connects, after nearly a quarter mile, to a secret chamber underneath the graveyard outside the castle (in Area A2). More detail on the passage can be found there.

ACT 1 – INFILTRATION

The adventure begins with the party's approach toward Adrik's Folly. The PCs have been adventuring for some time now, fighting, surviving and struggling against the drow. Though the dark elves' most recent attack has failed they remain strong in the area, maintaining a number of outposts independently, each taking slaves by the dozens. This castle is one of the larger ones thanks to a contingent of Vikmordere "mercenaries" currently working with the drow in an effort to weaken the region (with hopes of eventually recapturing Rybalka).

Read or paraphrase the following to your players to begin:

The Darkness Revealed

Since the eclipse lifted, the sun has been blazing as brightly as it ever has, as though trying to make up for lost time. Unfortunately, no matter how brightly the sun shines, the looming castle ahead sends chills down your spine. There is something unnatural here, even more so than the drow themselves. You can count out maybe ten of them manning the walls from this direction alone—how many of them are there? How many people have they kidnapped, destined for slavery—or worse?

You've stopped for now at a small chapel to Flaeuros on the hillside approach to the castle proper. From the exterior, it had looked abandoned—the drow obviously unwilling to breach a temple to the Light of Life—but inside you see some signs of recent habitation: the remains of a small cooking fire and a corner swept free of leaves. Before you have time to investigate further, a woman drops from the rafters, longsword naked in her hands. *"Alright, Vikmordere scum, let's make this easy. You release your prisoners, and I let you live."*

Assuming the party doesn't immediately attack, the woman—Alexandria Galekin (N Female human ranger 3)—will quickly admit her mistake. She hadn't expected anyone who wasn't a Vikmordere soldier to enter the shrine, and though she takes a moment to calm down, she soon introduces and explains herself.

With the rise of banditry in the local area, her "fool of a husband" (Kivan Galekin) had intended to hole up in their country house, hiring some mercenary guards to protect the family until everything blew over. However, the last she heard from him was two weeks ago—and having once been a mercenary herself (it was how they met), she left the children with the nurse and came out to investigate. Though originally fearing infidelity, she has instead puzzled out that he had been tricked by the local bandits, who eventually led him here as a prisoner.

If told the banditry is the result of drow activity, Alexandria does not hide her surprise, mostly because she doesn't know what drow are.

Obviously she wants her husband back safe and sound, but she simply doesn't have the ability to assault a fortress on her own. Alexandria asks that if the adventurers are already considering infiltrating the fortress, that while they are in there they rescue her husband.

Already well out of her league, she isn't willing to join the party in the assault, but Alexandria can tell them that two parties of soldiers led by a hooded figure exit every morning an hour after sunrise, and return with prisoners at sunset. A third group of four Vikmordere go out hunting,

leaving an hour later and returning an hour earlier.

There are a number of ways the PCs can gain entry to the castle. Several of the most likely ways and how each approach would unfold are listed below.

A DAYTIME ASSAULT

A frontal, daytime assault is unlikely to end well for the adventurers. Unless they take care to be stealthy on their approach, the soldiers on the walls quickly notice the PCs, opening fire and sounding the alarm. In under a minute, all the Vikmordere archers are on the walls and the thirteen Vikmordere mercenaries not out on patrol have assembled in the courtyard, while Erik and his champions (a CR 9 encounter) exit through the front gate and attempt to confront and capture the party.

The drow all awaken and gather in the Atrium, unlocking the door to the ballroom and issuing emergency instructions to the shadow spider. If the castle is breached, they don umbra silk cloaks and sweep out into the courtyard to bolster their forces with magic. If they feel are losing, Thizasta calls out to the shadow spider to execute the prisoners, which it will, killing one each round until all are dead or the PCs stop it. If the adventurers succeed in stopping the spider, they can proceed to **Act 3**.

A MIDNIGHT ASSAULT

At night the walls of the castle are watched only by Thizasta's servants, whose best defense is to reach a signal horn. They are unlikely to detect any approaching party unless they are openly carrying light sources.

Once inside the adventurers are offered a number of possible entry points, although the front door is the most obvious and inviting option. Inside, the shadow spider attacks almost immediately; the sounds of combat then draw the attention of the prisoners, as well as the drow (though the latter assumes for several minutes that the noise is just Vikmordere revelry).

After the fight Trax calls the PCs from the other side of the door and invites them to find a way inside—triggering **Act 2**.

INFILTRATION

Should the adventurers confront one of the Vikmordere raiding parties outside the castle (one Professional Kidnapper, and six Vikmordere Mercenaries—a CR 6 encounter), or the hunters (four Vikmordere Champions—a CR 7 encounter) they are immediately attacked, the Vikmordere aiming to capture rather than kill.

Rise of the Drow

If the PCs allow themselves to be captured or end up being defeated, they are stripped of their gear and put with the other prisoners in the ballroom, eventually to be brought to Holoth. Any confiscated equipment is brought to Thizasta and held in her *bag of holding*.

If the party disguises themselves as one of the groups outside the castle, they are allowed in as far as the courtyard before being confronted by the gate guards.

During the day, the champions have a +21 Spot/Perception to see through a raiding party disguise, and a +31 to see through PCs disguised as the hunting party, calling out to the soldiers on the walls to raise the alarm if they detect infiltration.

At night, Maina questions any group “so late to return,” forcing the party to make a Bluff check to explain their absence—the DC of which is 11 for a party disguised as hunters, and 21 for a raiding party (26 if nobody is disguised as a drow). If she discovers the ruse, Maina retreats into the watchtower to sound the alarm herself.

Day or night, once the alarm has sounded all inhabitants of the castle awaken and respond as they would to a frontal assault.

If undetected, the adventurers can proceed into the castle unmolested, until they meet a group that sees through their disguise and start a fight. Any inhabitants of adjacent rooms are alerted to the combat and typically react as listed in their room entry.

Any fight within earshot of the ballroom, or attempting to open any of the ballroom doors, draws the attention of Trax, who encourages the PCs to find their way inside and free the captives (which triggers **Act 2**).

CARAVAN AMBUSH

Should the party delay too long, they are very likely to encounter the Holoth escort (10 Holoth Escorts and 2 Professional Kidnappers—a CR 12 encounter), here to collect the prisoners and return them to the dark elves’ city. If the adventurers have attacked the castle in the last three days, the drow within Adrik’s Folly warn the escort to be on their guard for attackers—otherwise, they are caught off-guard when attacked, not expecting a force their size to be confronted.

If the PCs succeeds in freeing the slaves at this point, one of the raiding parties comes across the remains of the fight the next day and informs Thizasta, who sets out to track down the party (triggering **Act 3** with a two day lead).

USING THE SECRET PASSAGE

Clever or wise PCs will know that the front gate isn’t the only way into the castle—the very namesake of the keep refers to the unguarded secret passage leading into its heart.

When the party emerges from the passage they hear a conversation to their right—off-duty mercenaries guessing what might be in the vault—encouraging them to exit to the left, which leads them to the kitchen (where drow slaves are preparing the castle’s next meal).

The drow slaves attempt to escape into the courtyard to sound the alarm, going through the atrium (**B2**) to do so—which triggers the fight with the shadow spider within and possibly alerts the castle. A fight in either the atrium or the kitchen draws the attention of Trax, who invites the PCs into the ballroom to free the slaves (triggering **Act 2**).

ACT 2 – ESCAPE

Once the party has found the slaves, their trouble has only just begun. The adventurers have almost certainly attracted the attention of the castle’s inhabitants, who have begun to organize a counter-offensive. Even the stealthiest of parties must be careful, as Trax (the very ‘prisoner’ who has alerted the PCs to where the captives are) is actually a Vikmordere agent that tries to raise the alarm.

Once the party has made a plan to get out, Trax takes the first opportunity to escape to warn the Vikmordere. A **DC 20 Sense Motive check** notices him inching away before he actually scurries off. When he does leave, Trax can be noticed with a successful **DC 20 Spot/Perception check**.

During the day he makes his way through the throne room, into the side rooms and up to the library to warn Erik, who calls out to the soldiers on the walls to raise the alarm. At night, Thizasta stops him in the throne room and raises the alarm herself.

If the PCs prevent Trax from raising the alarm, consider the group of prisoners to always achieve a **Stealth/Move Silently check** of 5.

IF THE PARTY ENTERED THROUGH THE SECRET PASSAGE

Shortly after the party exited the basement of the castle, the mercenaries discovered the secret door ajar and have

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already begun to explore the passage beyond, alerting the drow as they do. Erik Splitaxe and Thizasta Gullion are coordinating their forces from the entrance of the tunnel and sending a group of three Professional Kidnappers, two Vikmoredere Champions, two Vikmoredere Mercenaries and two Vikmoredere Archers to explore it. The remainder of the Vikmoredere patrol the castle in groups of five (each composed of a Vikmorder Champion, three Vikmoredere Mercenaries and a Vikmoredere Archer—a CR 6 encounter). The drow slaves man the towers and the Vikmoredere Archers man the walls. Any Professional Kidnappers in the castle don *umbra silk cloaks* and wait in the front gate (a CR 5 encounter during the day or CR 7 encounter at night)

Once the party escapes, the drow fall back to regroup, triggering **Act 3**.

IF THE PARTY ENTERED ANY OTHER WAY

Whether they are alerted by Trax or by another commotion the PCs have caused, the remaining castle forces unite in the search for intruders. Thizasta, Erik and Maina don *umbra silk cloaks* to meet in the courtyard, ordering their troops while the drow slaves, Professional Kidnappers and the Vikmoredere Archers man the castle walls (a CR 12 encounter). The remaining Vikmoredere soldiers patrol the castle in groups of five (a Vikmorder Champion, three Vikmoredere Mercenaries and a Vikmoredere Archer—a CR 6 encounter).

They begin their search in the kitchens, working their way around the castle, searching and locking every room as they go, driving the PCs ultimately towards the quartermaster's office and underground. As they flee, the prisoners desperately ask the adventurers if there might be some escape route, and their distressed scrambling and searching grants a +4 aid another bonus to any PC searching for secret doors. If the party fails to detect the secret passage, the dwarf Miah does so at the last possible moment—he also offers to go first in case there are any traps.

Once the adventurers have escaped into the graveyard (and defeated the wights, who are a CR 9 encounter with so many commoners around), they find the castle's inhabitants no longer pursue them, unwilling to risk traversing the unknown tunnel. This escape triggers **Act 3**, granting an additional 2 day head start.

ACT 3 – FINAL STAND

Though the PCs have escaped the dangers of Adrik's Folly, they aren't safe yet. The adventurers are in the wilderness, miles from civilization and with dozens of tired, injured

and afraid prisoners. The party has recently come from the nearest village, Rybalka, which was nearly a week of travel across harsh terrain.

Travel Speed



Though the PCs are hardy adventurers, most of the prisoners aren't, and are hungry and weak to boot. It is assumed the party (plus prisoners) moves at an overall rate of 20 feet per round—about 16 miles per day in good conditions, or half that through a more rugged landscape. Unless noted, each 'day' of travel below is assumed to be 16 miles.

Alexandria and/or Kivan invite the group to take shelter in their estate, at least until they can be sure the drow aren't following them. It is in the same direction as Rybalka and at the current group's rate of travel should be roughly three days away. The prisoners gladly agree to some respite and for most parties, the journey unfolds as detailed below.

As confident as the PCs may be, the escapees are right to be afraid; no matter how absolute the defeat of the drow at Adrik's Folly was, there are many other dark elves in the countryside, all with the same goal of taking prisoners. Whether the threat comes from Thizasta or another minion of House Gullion, soon the drow are in pursuit. Divide the number of days left before the Holoth escort was going to arrive by two—that is how many days the party has before their enemies catch up to them.

DAY 1

By far the quickest route away from the castle is the path south past the chapel, which eventually connects with the North Road. Groups attempting to hike through the forested hills rather than using the trails move only half as fast while traveling.

On the first day spirits are high. Miah tells the party that they are true heroes and he wishes there were dozens more like them, for the drow are even worse below the surface than they are here. Nothing of importance happens today.

DROW

If the drow catch up to the PCs, they do not attack, instead observing from a distance to identify who appears to be in charge. Adventurers can spot the figures riding giant spiders through the woods with a **DC 25 Spot/Perception check**.

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DAY 2

The forest here thins as the road runs for a distance along a river coming down from the Spears of Arnut, and there is disagreement as to how best to cross. It could be forded nearby to save time or the party can follow the road to the bridge then double back.

THE FORD (CR 7)

Fording the river is easy—within a mile of the road meeting the river, a **DC 15 Spot/Perception check** locates a ford where the escapees can probably cross the current safely. Once the group is halfway across, four water mephits emerge from the water to loudly complain that the party's passage is despoiling their river. They can be appeased by shiny baubles (even of no value) or a successful **DC 30 Diplomacy check**. If they are not appeased they attack, opening by unleashing their breath weapons at the group of prisoners. If the PCs appease the mephits, grant experience as if they had been defeated in combat.

Taking this route gives the party a full day gain over the drow.

Water Mephit (4)

3.5 hp 19 / CR 3 / Pg 78

Pathfinder hp 19 / CR 3 / Pg 105



THE BRIDGE (CR 7)

Following the road eventually leads the adventurers to the bridge, a solid stone affair 80 feet long and wide enough across for two people to stand abreast. However, underneath the bridge live two trolls. Once the first creature has reached halfway across, one pulls himself up on the opposite side demanding, "who's that tripping over my bridge?", while the other remains under the side the group is crossing from. The trolls are hungry (as they always are) and demand the party offers two prisoners to feed them as a toll to cross the bridge.

The trolls are easily tricked, and for each successful **DC 20 Diplomacy** or **Bluff check** the PCs can get five creatures safely across the bridge. If the adventurers succeed at least once, grant the party experience for a CR 3 encounter. If

all the members of the group cross successfully, the trolls grumble and admit defeat, lumbering off into the woods (eventually attacking the drow)—grant the party experience for a CR 9 encounter and reduce the number of Holoth Escorts that attack the estate by 1.

Troll (2)

3.5 hp 63 / CR 5 / Pg 85

Pathfinder hp 63 / CR 5 / Pg 113



DROW (CR 5)

If the drow have caught up to the adventurers, they use guerilla tactics to dwindle away at the party's resources. Ten times over



the course of the day, one Holoth Escort approaches within 200 feet and fires a single arrow at one PC before retreating (if caught he fights to the death.)

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If the adventurers do not use expendable resources during today's encounters, grant experience for a CR 5 encounter.

DAY 3

The party leaves the main road now to follow a much smaller one through a hilly countryside, now bereft of forest. Unless the PCs have found a way to feed everybody comfortably, the survivors are exceptionally hungry by now. When the adventurers come upon a large berry patch on the roadside the survivors immediately stop to eat.

A **DC 15 Survival check** identifies the berries as poisonous and though they are not fatal, they cause stomach cramps and severe sweating for several hours after consumption. Any creature eating them must make a **DC 20 Fortitude save** or be sickened for 1d4 hours and fatigued. Characters that pass are not sickened but are still fatigued. All NPCs who eat the berries fail their save. If most or all of the survivors eat the berries, the party is delayed by half a day.

DROW (CR 8)

If the drow have caught up to the PCs today, they attack in the evening as the adventurers are approaching the Galekin Estate. Two Holoth Escorts circle around and attack the party directly from the front, dismounting from their spider mounts and sending them ahead to give the drow time to attack from a distance.

Holoth Escort (2)

3.5 hp 24 / CR 4 / Pg 120

Pathfinder hp 37 / CR 4 / Pg 120

Giant Spider (2)

3.5 hp 11 / CR 1

Pathfinder hp 16 / CR 1

(Pathfinder® Roleplaying Game Bestiary™)

ADDITIONAL DAYS

If the party stops to rest additional times or is otherwise delayed in their travels, the drow continue to attack the adventurers with hit and run tactics. Each day, two Holoth Escorts approach the party and fire arrows into the crowd of survivors until they are approached or attacked, at which point they retreat.

CONFRONTING THE DROW FORCE

At this point in the adventure none of the survivors are eager to fight the drow, knowing their force to be overwhelming. They request the PCs wait until they have some sort of shelter before attempting such a foolish act. If the party insists on fighting the dark elves regardless, the drow forces can be found in detail in the next section.

GALEKIN ESTATE

When the adventurers arrives at the estate, read or paraphrase the following:

The Galekin Estate is a small country manor, only a single story tall and clearly intended to house no more than a half dozen people comfortably. A low stone wall encircles the property and while some areas are in visible disrepair, it remains high enough to keep out passing wildlife.

THE STABLES

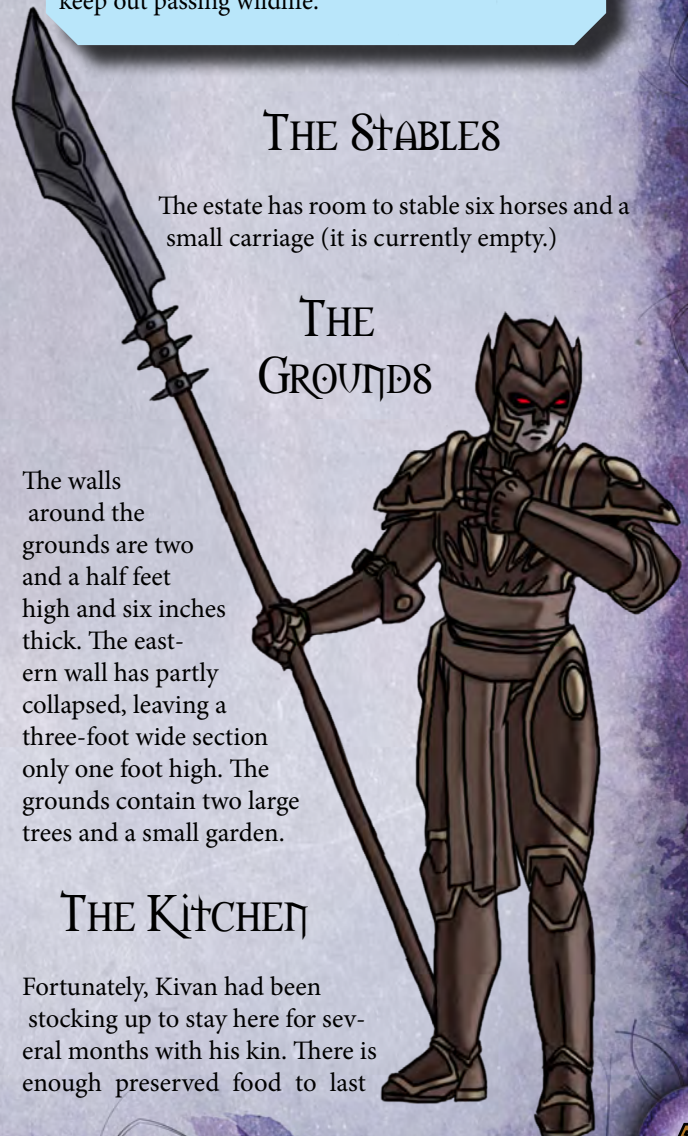
The estate has room to stable six horses and a small carriage (it is currently empty.)

THE GROUNDS

The walls around the grounds are two and a half feet high and six inches thick. The eastern wall has partly collapsed, leaving a three-foot wide section only one foot high. The grounds contain two large trees and a small garden.

THE KITCHEN

Fortunately, Kivan had been stocking up to stay here for several months with his kin. There is enough preserved food to last



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his family of five for four months—or sixty people for ten days.

THE BEDROOMS

The estate has six bedrooms, one of which has been recently converted one into a bunk for eight soldiers, creating bedding to make serviceable sleeping arrangements for twenty people. The soldier's bunk also contains eight masterwork longswords, eight masterwork longbows, and eighty arrows.

DINING ROOM

The estate's dining room is furnished with a simple table and a half-dozen chairs. In the corner is a trapdoor leading underground to a small wine cellar.

THE DROW ASSAULT

The drow arrive not long after the PCs reach the Galekin estate. They surround the estate as best they can with their remaining forces, spending the first day and night observing the adventurers.

What remains of the drow forces are:

Holoth Escorts (10)
(minus any defeated on the journey here)

3.5 hp 24 / CR 4 / Pg 120
Pathfinder hp 37 / CR 4 / Pg 120

Professional Kidnappers (2)
(if any kidnappers survived Adrik's Folly, they fled)

3.5 hp 22 / CR 5 / Pg 80
Pathfinder hp 42 / CR 5 / Pg 108

Thizasta (if she survived Adrik's Folly)

3.5 hp 61 / CR 8 / Pg 74
Pathfinder hp 62 / CR 8 / Pg 102

Maina (if she survived Adrik's Folly)

3.5 hp 33 / CR 7 / Pg 77
Pathfinder hp 55 / CR 7 / Pg 104



NIGHT 2 (CR 10)

On the second night the drow mount a straightforward assault; four Holoth Enforcers bravely approach the front door of the manor, firing burning arrows at anyone on watch. They break down the front door and begin killing anyone in their way.

Once their number has been reduced by half they retreat.

DAY 3 (CR 7)

On the morning following their first attack the drow attempt a more subtle infiltration—one less likely to take prisoners. The Professional Kidnappers sneak onto the estate through the hole in the fence and set fires on opposite corners of the building using flasks of oil and alchemists fire. They hide nearby for one minute to ensure the flames catch properly and to take parting shots at the first responders to attempt to put out the blaze.

At the end of the assault one of the prisoners discovers a cache of eight potions of *cure serious wounds* in a fire-damaged section of the house long forgotten by Kivan.

NIGHT 3 (CR VARIES)

On the third night, the drow put everything they have left into a final assault. They fire flaming arrows into every window of the house from a distance and then send their spiders ahead first to cover all the remaining drow, who move in through the front door. Thizasta and any clerics enter first, channeling negative energy before falling back to allow the Drow Enforcers to enter and finish foes off.

Tonight, all the drow fight to the death.



The Darkness Revealed

CONCLUDING THE ADVENTURE

After the final night of terror, the drow that have been harrying the PCs for so long are finally defeated. Other groups still remain dotted around the countryside, but none large or nearby enough to cause trouble for the party as they return to the nearest bastion of civilization—Rybalka.

If at least one prisoner survived, it was Miah, a dwarf who explains he has been fleeing the drow for months, trying to gather an army (or anything he can) in order to combat the rise of the drow in the Underworld. The surface villages have not provided any support but his final stop is with his cousin. He hopes that the PCs are willing to take the fight to the drow and departs as soon as he recovers, leaving to enter the Underworld through the now (thought to be) abandoned Krelgar Keep.

If they survived, Alexandria and Kivan thank the PCs graciously and on behalf of all the prisoners (many who now have nothing) they reward the adventurers with a small fortune: 8,000 gp, and should they want it, what remains of their estate (which would be worth at least as much if sold).

XP REWARDS

- For discovering the secret passageway, grant experience for a CR 6 encounter.
- For each haunt within Adrik's Folly laid to rest (the ghouls, the haunted dungeon, and Adrik), grant experience for a CR 5 encounter.
- When the party frees the slaves, grant them experience for a CR 8 encounter.
- If the party reached the slaves without alerting the castle, also grant experience for an additional CR 8 encounter.
- If none of the prisoners (not counting Trax) die before the party escapes the castle, grant experience for a CR 10 encounter. Alternately, if fewer than half the prisoners die before the party escapes the castle, grant experience for a CR 8 encounter.
- If none of the prisoners have died by the end of the adventure, grant experience for a CR 11 encounter. Or, if 10 or fewer prisoners die, grant experience for a CR 9 encounter. Or, if more than 10 but fewer than half of the original prisoners die, grant experience for a CR 7 encounter.



THE DARKNESS ARRIVES

ENCOUNTER INDEX

The Darkness Arrives

Several of the standard creatures featured throughout *The Rise of the Drow: The Darkness Arrives* referenced the proper material where their statistics can be located. We encourage GMs without the needed books to follow these locations on the internet to find these creatures listed on the appropriate game systems SRD/PRD;

3.5e - <http://www.d20srd.org/index.htm>
PF - <http://paizo.com/pathfinderRPG/prd/>

DROW TRAITS

The Rise of the Drow: The Darkness Arrives has no shortage of dark elves but rather than re-print all of the same information for each statistics block, only the most pertinent details will be included in each individual entry. All of the drow NPCs in this book have the following qualities:

3.5

Elven Immunities: Immunity to magic sleep effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Spell Resistance: Spell resistance equal to 11 + class levels.

Weapon Proficiency: A drow is automatically proficient with the hand crossbow, the rapier, and the short sword.

Spell-Like Abilities: Drow can use the following spell-like abilities once per day: dancing lights, darkness, faerie fire. Caster level equals the drow's class levels.

Light Blindness: Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Saves Bonus: +2 racial bonus on Will saves against spells and spell-like abilities.

Skills Bonus: +2 racial bonus on Listen, Search, and Spot checks. A drow who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Level Adjustment: +2

Poison (Ex) An opponent hit by a drow's poisoned weapon must succeed on a DC 13 Fortitude save or fall unconscious. After 1 minute, the subject must succeed on another DC 13 Fortitude save or remain unconscious for 2d4 hours. A typical drow carries 1d4-1 doses of drow knockout poison. Drow typically coat arrows and crossbow bolts with this poison, but it can also be applied to a melee weapon. Note that drow have no special ability to apply poison without risking being poisoned themselves. Since this poison is not a magical effect, drow and other elves are susceptible to it.

PATHFINDER

Elf: Drow are humanoids with the elf subtype.

Drow Immunities: Drow are immune to magic sleep effects and gain a +2 racial bonus on saving throws against enchantment spells and effects.

Keen Senses: Drow gain a +2 racial bonus on Perception checks.

Poison Use: Drow are skilled in the use of poison and never risk accidentally poisoning themselves.

Spell Resistance: Drow possess spell resistance equal to 6 plus their class levels.

Spell-Like Abilities: A drow can cast dancing lights, darkness, and faerie fire, once each per day, using her total character level as her caster level.

Light Blindness: Abrupt exposure to bright light blinds drow for 1 round; on subsequent rounds, they are dazzled as long as they remain in the affected area.

Weapon Familiarity: Drow are proficient with the hand crossbow, rapier, and short sword.

Drow Poison—injury; *save* Fort DC 13; *frequency* 1/minute for 2 minutes; *initial* effect unconsciousness for 1 minute; *secondary* effect unconsciousness for 2d4 hours; *cure* 1 save.

Drow Noble Traits

Spell Resistance Drow nobles have spell resistance equal to 11 + their character level.

Spell-Like Abilities Drow nobles can cast dancing lights, deeper darkness, faerie fire, feather fall, and levitate each at will, and have detect magic as a constant spell-like ability. A drow noble can also cast divine favor, dispel magic, and suggestion once per day each. In some cases, a drow noble's spell-like abilities might vary, although the level of a particular spell-like ability does not. A drow noble's caster level for her spell-like abilities is equal to her character level.

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The Darkness Arrives

Alin Durqua Resisting Vampire Spawn

Size/Type: Medium Undead

Hit Dice: ½d12 (3 hp max, starts on 1 hp)

Initiative: +2

Speed: 30 ft. (6 squares)

Armor Class: 18 (+2 Dex, +3 natural, +3 +1 leather armor of endure elements), touch 12, flat-footed 16

Base Attack/Grapple: +0/+2

Attack: Slam +2 melee (1d4+3 plus energy drain)

Full Attack: Slam +2 melee (1d4+3 plus energy drain)

Special Attacks: Blood drain, energy drain

Special Qualities: +1 turn resistance, damage reduction 5/silver, darkvision 60 ft., fast healing 2, gaseous form, resistance to cold 5 and electricity 5, spider climb, undead traits

Saves: Fort +0, Ref +4, Will +3

Abilities: Str 15, Dex 14, Con -, Int 13, Wis 13, Cha 14

Skills: Bluff +2, Climb +5, Diplomacy +4, Profession (hunter) +4, Hide +4, Jump +4, Listen +5, Move Silently +4, Search +3, Sense Motive +6, Spot +5

Feats: Alertness, Improved Initiative, Lightning Reflexes, Skill Focus [Profession (hunter)],

Challenge Rating: 2

Alignment: Neutral Evil (Currently Neutral until released, as Alin Durqua's innate NG alignment balances this out)

Alin Durqua is resisting the effects of becoming a vampire spawn, and while he is able to use many of a spawn's abilities, they are either reduced or not yet in place. In a fight, the feral nature of a spawn begins to take over.

Blood Drain (Ex) Alin Durqua can suck blood from a living victim with his fangs by making a successful grapple check. If he pins the foe, he drains blood, dealing 1d2 points of Constitution drain each round. On each such successful drain attack, Durqua gains 2 temporary hit points.

Energy Drain (Su) Living creatures hit by Durqua's slam attack gain one negative level. The DC is 12 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, Durqua gains 2 temporary hit points.

Fast Healing (Ex) Durqua heals 2 points of damage each round so long as he has at least 1 hit point. If reduced to 0 hit points in combat, he automatically assumes gaseous form and attempts to escape. He must reach his coffin home within 2 hours or be utterly destroyed. (He can travel up to nine miles in 2 hours.) Once at rest in his coffin, he is helpless. He regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 2 hit points per round.

Gaseous Form (Su) As a standard action, Durqua can assume gaseous form at will as the spell (caster level 6th), but he can remain gaseous indefinitely and has a fly speed of just 10 feet with perfect maneuverability.

Spider Climb (Ex) Durqua can climb sheer surfaces as though with a spider climb spell.

While resisting the transformation to a vampire spawn, Alin Durqua does not have the usual +4 racial bonus on Bluff, Hide, Listen, Move Silently, Search, Sense Motive and Spot checks.

Magic items include the armor (+1 *leather of endure elements*), a +1/+1 *quarterstaff*, and a *feather token (tree)* waiting to be used after sharing.

Animated Object (Bellrope)

Size/Type: Small Construct

Hit Dice: 1d10+10 (15 hp)

Initiative: +1

Speed: 30 ft. (6 squares); climb 15 ft.

Armor Class: 14 (+1 size, +1 Dex, +2 natural), touch 12, flat-footed 13

Base Attack/Grapple: +0/ -3

Attack: Whiplash +2 melee (1d3+1) (non-lethal)

Full Attack: Whiplash +2 melee (1d3+1) (non-lethal)

Space/Reach: Hanging from bell, 1 inch thick/72 ft. long; pile on the floor, 3 ft. diameter/ 2½ ft. high

Special Attacks: Constrict (1d3+1, after successful grapple)

Special Qualities: Construct traits, darkvision 60 ft., low-light vision

Saves: Fort +0, Ref +1, Will -5

Abilities: Str 12, Dex 12, Con 0, Int 0, Wis 1, Cha 1

Challenge Rating: 1

Treasure: None

Alignment: Always neutral

When hanging from bell, the rope is 1 inch thick and 72 ft. long; when in a pile on the floor, it is 3 ft. diameter and 2½ ft. high

Rise of the Drow

Barghest, Greater

Size/Type: Large Outsider (Evil, Extraplanar, Lawful, Shapechanger)
Hit Dice: 9d8+27 (67 hp)
Initiative: +6
Speed: 40 ft. (8 squares)
Armor Class: 20 (-1 size, +2 Dex, +9 natural), touch 11, flat-footed 18
Base Attack/Grapple: +9/+18
Attack: Bite +13 melee (1d8+5)
Full Attack: Bite +13 melee (1d8+5) and 2 claws +8 melee (1d6+2)
Space/Reach: 10 ft./5 ft.
Special Attacks: Spell-like abilities, feed
Special Qualities: Change shape, damage reduction 10/magic, darkvision 60 ft., scent
Saves: Fort +9, Ref +8, Will +10
Abilities: Str 20, Dex 15, Con 16, Int 18, Wis 18, Cha 18
Skills: Bluff +16, Climb +17, Concentration +15, Diplomacy +8, Disguise +4 (+6 acting), Hide +10*, Intimidate +18, Jump +21, Listen +16, Move Silently +14, Sense Motive +16, Spot +16 Survival +16 (+18 following tracks), Tumble +16
Feats: Combat Casting, Combat Reflexes, Improved Initiative, Track
Environment: An evil-aligned plane
Organization: Solitary or pack (3-6)
Challenge Rating: 5
Treasure: Double standard
Alignment: Always lawful evil
Advancement: Special (see below)
Language: Goblin, worg, infernal

A greater barghest is a lupine fiend that can take the shape of a dire wolf or a goblinlike creature. In its natural form, it resembles a goblin-wolf hybrid with terrible jaws and sharp claws. As they grow larger and stronger, their skin darkens to bluish-red and eventually becomes blue altogether. A full-grown greater barghest is about 6 feet long and weighs 180 pounds. A greater barghest's eyes glow orange when the creature becomes excited.

COMBAT

Greater barghests can claw and bite, no matter what their form, and usually disdain weapons. Though they love killing, they have little stomach for direct combat and attack from ambush whenever possible. Greater barghests start a combat by using crushing despair and charm monster to keep opponents off balance. They try to stay away from the enemy's main strength.

A greater barghest's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction. Its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Occasionally, a greater barghest uses a magic two-handed weapon in combat instead of its claws, giving it multiple attacks (attack bonus +13/+8). It can also make one bite attack (attack bonus +8) each round. The save DC against a greater barghest's spell-like abilities is 14 + spell level.

Spell-Like Abilities

At will—*blink*, *invisibility sphere*, *levitate*, *misdirection* (DC 14), *rage* (DC 15); 1/day—*charm monster* (DC 16), *crushing despair* (DC 16), *dimension door*, *mass bull's strength*, *mass enlarge person*. Caster level equals the greater barghest's HD.

The save DCs are Charisma-based.

Feed (Su) When a barghest slays a humanoid opponent, it can feed on the corpse, devouring both flesh and life force, as a full-round action. Feeding destroys the victim's body and prevents any form of raising or resurrection that requires part of the corpse. There is a 50% chance that a wish, miracle, or true resurrection spell can restore a devoured victim to life. Check once for each destroyed creature. If the check fails, the creature cannot be brought back to life by mortal magic.

A barghest advances in Hit Dice by consuming corpses in this fashion. For every three suitable corpses a barghest devours, it gains 1 Hit Die, and its Strength, Constitution, and natural armor increase by +1. Its attack bonus and saves improve as normal for an outsider of its Hit Dice, and it gains skill points, feats, and ability score improvements normally.

The greater barghests only advances by consuming the corpses of creatures whose Hit Dice or levels are equal to or greater than its own current total. A greater barghest can reach a maximum of 18 Hit Dice through feeding.

Change Shape (Su) A greater barghest can assume the shape of a goblinlike creature of Large size (about 8 feet tall and 400 pounds) or a dire wolf as a standard action. In goblin form, a barghest cannot use its natural weapons but can wield weapons and wear armor. In dire wolf form, a barghest loses its claw attacks but retains its bite attack.

Pass Without Trace (Ex) A greater barghest in wolf form can use *pass without trace* (as the spell) as a free action.

Skills *A greater barghest in dire wolf form gains a +4 circumstance bonus on Hide checks.

The Darkness Arrives

Bat Swarm

Size/Type: Diminutive Animal (Swarm)
Hit Dice: 3d8 (13 hp)
Initiative: +2
Speed: 5 ft. (1 square), fly 40 ft. (good)
Armor Class: 16 (+4 size, +2 Dex), touch 14, flat-footed 12
Base Attack/Grapple: +2/—
Attack: Swarm (1d6)
Full Attack: Swarm (1d6)
Space/Reach: 10 ft./0 ft.
Special Attacks: Distraction, wounding
Special Qualities: Blindsense 20 ft., immune to weapon damage, low-light vision, swarm traits
Saves: Fort +3, Ref +7, Will +3
Abilities: Str 3, Dex 15, Con 10, Int 2, Wis 14, Cha 4
Skills: Listen +11, Spot +11
Feats: Alertness, Lightning Reflexes
Environment: Temperate deserts
Organization: Solitary, flight (2-4 swarms), or colony (11-20 swarms)
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: None
Level Adjustment: —

A bat swarm is nocturnal, and is never found above ground in daylight.

COMBAT

A bat swarm seeks to surround and attack any warm-blooded prey it encounters. The swarm deals 1d6 points of damage to any creature whose space it occupies at the end of its move.

Distraction (Ex) Any living creature that begins its turn with a swarm in its space must succeed on a DC 11 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Wounding (Ex) Any living creature damaged by a bat swarm continues to bleed, losing 1 hit point per round thereafter. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check or the application of a cure spell or some other healing magic.

Blindsense (Ex) A bat swarm notices and locates creatures within 20 feet. Opponents still have total concealment against the bat swarm (but swarm attacks ignore concealment).

Skills A bat swarm has a +4 racial bonus on Listen and Spot checks. These bonuses are lost if its blindsense is negated.

Fiendish Bat Swarm

Size/Type: Diminutive Animal (Swarm)
Hit Dice: 3d8 (13 hp)
Initiative: +2
Speed: 5 ft. (1 square), fly 40 ft. (good)
Armor Class: 16 (+4 size, +2 Dex), touch 14, flat-footed 12
Base Attack/Grapple: +2/—
Attack: Swarm (1d6)
Full Attack: Swarm (1d6)
Space/Reach: 10 ft./0 ft.
Special Attacks: Distraction, smite good (1/day, +3 damage), wounding
Special Qualities: Blindsense 20 ft., cold resistance 5, fire resistance 5, half damage from slashing and piercing weapons, low-light vision, spell resistance 8, swarm traits
Saves: Fort +3, Ref +7, Will +3
Abilities: Str 3, Dex 15, Con 10, Int 3, Wis 14, Cha 24
Skills: Listen +11, Spot +11
Feats: Alertness, Lightning Reflexes
Environment: Temperate deserts
Organization: Solitary, flight (2-4 swarms), or colony (11-20 swarms)
Challenge Rating: 2
Treasure: None
Alignment: Always evil
Advancement: None
Level Adjustment: —

COMBAT

A bat swarm seeks to surround and attack any warm-blooded prey it encounters. The swarm deals 1d6 points of damage to any creature whose space it occupies at the end of its move.

Distraction (Ex) Any living creature that begins its turn with a swarm in its space must succeed on a DC 11 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

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Blindsense (Ex) A bat swarm notices and locates creatures within 20 feet. Opponents still have total concealment against the bat swarm (but swarm attacks ignore concealment).

Skills A bat swarm has a +4 racial bonus on Listen and Spot checks. These bonuses are lost if its blindsense is negated.

Rise of the Drow

Brownbark

Size/Type: Huge Plant (Treant)

Hit Dice: 7d8+35 (62 hp)

Initiative: -1

Speed: 30 ft. (6 squares)

Armor Class: 20 (-2 size, -1 Dex, +13 natural), touch 7, flat-footed 20

Base Attack/Grapple: +5/+22

Attack: Slam +12 melee (2d6+9)

Full Attack: 2 slams +12 melee (2d6+9)

Space/Reach: 15 ft./15 ft.

Special Attacks: Animate trees, double damage against objects, trample 2d6+13

Special Qualities: Damage reduction 10/slashing, low-light vision, plant traits, vulnerability to fire

Saves: Fort +10, Ref +1, Will +7

Abilities: Str 29, Dex 8, Con 21, Int 12, Wis 16, Cha 12

Skills: Diplomacy +3, Hide -9*, Intimidate +6, Knowledge (nature) +6, Listen +8, Sense Motive +8, Spot +8, Survival +8 (+10 aboveground)

Feats: Improved Sunder, Iron Will, Power Attack

Environment: Temperate forests

Organization: Solitary or grove (4-7)

Challenge Rating: 8

Treasure: Standard

Alignment: Usually neutral good

Advancement: 8-16 HD (Huge); 17-21 HD (Gargantuan)

Level Adjustment: +5

A treant's leaves are deep green in the spring and summer. In the fall and winter the leaves change to yellow, orange, or red, but they rarely fall out. A treant's legs fit together when closed to look like the trunk of a tree, and a motionless treant is nearly indistinguishable from a tree.

A treant is about 30 feet tall, with a "trunk" about 2 feet in diameter. It weighs about 4,500 pounds.

Treants speak their own language, plus Common and Sylvan. Most also can manage a smattering of just about all other humanoid tongues—at least enough to say "Get away from my trees!"

COMBAT

Treants prefer to watch potential foes carefully before attacking. They often charge suddenly from cover to trample the despoilers of forests. If sorely pressed, they animate trees as reinforcements.

Animate Trees (Sp) A treant can animate trees within 180 feet at will, controlling up to two trees at a time. It takes 1 full round for a normal tree to uproot itself. Thereafter it moves at a speed of 10 feet and fights as a treant in all respects. Animated trees lose their ability to move if the treant that animated them is incapacitated

or moves out of range. The ability is otherwise similar to liveoak (caster level 12th). Animated trees have the same vulnerability to fire that a treant has.

Double Damage against Objects (Ex) A treant or animated tree that makes a full attack against an object or structure deals double damage.

Trample (Ex) Reflex DC 22 half. The save DC is Strength-based. Skills: *Treants have a +16 racial bonus on Hide checks made in forested areas.

Dark Creeper Ambushers

Rogue 1

Size/Type: Small Humanoid

Hit Dice: 1d8+1d6+6 (16 hp)

Initiative: +5

Speed: 30 ft. (6 squares)

Armor Class: 19 (+2 armor, +5 Dex, +1 natural, +1 size), touch 16, flat-footed 14

Base Attack/Grapple: +0/+2

Attack: dagger +3 melee (1d3+2/19-20 plus poison), or masterwork light crossbow +7 ranged (1d6/19-20)

Special Attacks: Poison, shadow cloak, sneak attack +3d6

Special Qualities: Blindsight 60 ft., evasion, light sensitivity

Saves: Fort +3, Ref +11, Will +2

Abilities: Str 15, Dex 21, Con 16, Int 10, Wis 17, Cha 8

Skills: Hide +10 (+18 in dark or shadowy areas), Listen +8, Move Silently +9 (+12 in dark or shadowy areas), Sleight of Hand +8, Spot +6, Tumble +10

Feats: Lightning Reflexes

Challenge Rating: 2

Treasure: masterwork leather armor, masterwork light crossbow, 3 vials of drow poison

Alignment: Chaotic Neutral

Poison (Ex) An opponent hit by a weapon tainted with drow poison must succeed on a DC 13 Fortitude save or become unconscious. After 1 minute, the subject must succeed on another DC 13 Fortitude save or remain unconscious for 2d4 hours.

Shadow Cloak (Su) Three times per day, a dark creeper can wrap itself in shadows that grant it concealment from its enemies. In shadows or darkness, the cloak gives the creeper a 40% miss chance for attackers. In bright light the cloak only grants one-half concealment for attackers (a 20% miss chance). Darkvision does not negate the concealment. Creatures that can see in magical darkness are not affected.

The Darkness Arrives

Drow Cleric

Size/Type: Medium Humanoid (Elf)
Hit Dice: 1d8+1 (4 hp)
Initiative: +0
Speed: 30 ft. (6 squares)
Armor Class: 15 (+4 chain shirt, +1 light steel shield), touch 10, flat-footed 15
Base Attack/Grapple: +0/-1
Attack: Light mace -1 melee (1d6-1) or hand crossbow +0 ranged (1d4/19-20)
Full Attack: Light mace -1 melee (1d6-1) or hand crossbow +0 ranged (1d4/19-20)
Special Attacks: Poison, spell-like abilities, spells
Special Qualities: Drow traits, spell resistance 12, turn (rebuke) undead 9/day
Saves: Fort +0, Ref +0, Will +4* (+2 racial saving throw bonus against enchantment spells or effects)
Abilities: Str 8, Dex 10, Con 12, Int 13, Wis 14, Cha 14
Skills: Concentration +5, Heal +6, Knowledge (religion) +5, Listen +4, Search +4, Spellcraft +5, Spot +4
Feats: Extra turning
Challenge Rating: 2
Alignment: Chaotic evil
Spells Death and Destruction domains
0th – (3) *cure minor wounds, resistance, virtue*
1st – (2+1) *bane, obscuring mist; cause fear*

Drow Mage

Size/Type: Medium Humanoid (Elf)
Hit Dice: 1d4+2 (4 hp)
Initiative: +1
Speed: 30 ft. (6 squares)
Armor Class: 11 (+1 Dex), touch 11, flat-footed 10
Base Attack/Grapple: +0/-1
Attack: +1 *Dagger* +0 melee (1d4/19-20) or hand crossbow +1 ranged (1d4/19-20)
Full Attack: +1 *Dagger* +0 melee (1d4/19-20) or hand crossbow +1 ranged (1d4/19-20)
Special Attacks: Poison, spell-like abilities, spells
Special Qualities: Drow traits, spell resistance 12, summon familiar
Saves: Fort +2, Ref +1, Will +2* (+2 racial saving throw bonus against enchantment spells or effects)
Abilities: Str 8, Dex 12, Con 14, Int 14, Wis 10, Cha 13
Skills: Concentration +6, Decipher Script +6, Knowledge (arcane) +6, Listen +2, Search +2, Spellcraft +6, Spot +2
Feats: Eschew Materials, Scribe Scroll
Challenge Rating: 2
Alignment: Neutral evil
Spells
0th – *acid splash, message, ray of frost*
1st – *sleep* (x2)
Treasure: +1 *dagger*

Drow Rogue

Size/Type: Medium Humanoid (Elf)
Hit Dice: 1d6+1 (4 hp)
Initiative: +2
Speed: 30 ft. (6 squares)
Armor Class: 15 (+2 Dex, +2 leather, +1 light shield), touch 12, flat-footed 13
Base Attack/Grapple: +0/+0
Attack: Rapier +2 melee (1d6+1/18-20) or hand crossbow +2 ranged (1d4/19-20)
Full Attack: Rapier +2 melee (1d6+1/18-20) or hand crossbow +2 ranged (1d4/19-20)
Special Attacks: Poison, sneak attack 1d6, spell-like abilities
Special Qualities: Drow traits, spell resistance 12, trap-finding
Saves: Fort +1, Ref +4, Will +0* (+2 racial saving throw bonus against enchantment spells or effects)
Abilities: Str 10, Dex 15, Con 12, Int 8, Wis 11, Cha 12
Skills: Balance +6, Disable Device +3, Disguise +5, Hide +6, Listen +6, Move Silently +6, Search +2, Spot +6
Feats: Weapon finesse
Challenge Rating: 2
Alignment: Neutral evil



Rise of the Drow

Drow Warrior

Size/Type: Medium Humanoid (Elf)

Hit Dice: 1d8 (4 hp)

Initiative: -4

Speed: 30 ft. (6 squares)

Armor Class: 16 (+1 Dex, +4 chain shirt, +1 light shield), touch 11, flat-footed 15

Base Attack/Grapple: +1/+2

Attack: Rapier +3 melee (1d6+1/18-20) or hand crossbow +2 ranged (1d4/19-20)

Full Attack: Rapier +3 melee (1d6+1/18-20) or hand crossbow +2 ranged (1d4/19-20)

Special Attacks: Poison, spell-like abilities

Special Qualities: Drow traits, spell resistance 12

Saves: Fort +2, Ref +1, Will -1*

Abilities: Str 13, Dex 13, Con 10, Int 12, Wis 9, Cha 10

Skills: Hide +0, Listen +2, Search +4, Spot +3

Feats: Weapon Focus (rapier)

Challenge Rating: 1

Alignment: Mixed evil

Spell-Like Abilities

Drow can use the following spell-like abilities once per day: dancing lights, darkness, faerie fire. Caster level equals the drow's class levels.

Poison (Ex) An opponent hit by a drow's poisoned weapon must succeed on a DC 13 Fortitude save or fall unconscious. After 1 minute, the subject must succeed on another DC 13 Fortitude save or remain unconscious for 2d4 hours. A typical drow carries 1d4-1 doses of drow knockout poison. Drow typically coat arrows and crossbow bolts with this poison, but it can also be applied to a melee weapon. Note that drow have no special ability to apply poison without risking being poisoned themselves. Since this poison is not a magical effect, drow and other elves are susceptible to it.

The drow suffer a -5 penalty to initiative due to their heavy disguises.

Erik Splitaxe

Human Barbarian 9

Size/Type: Medium Humanoid (Human)

Hit Dice: 9d12+46 (113 hp)

Initiative: +1

Speed: 20 ft. (4 squares)

Armor Class: 17 (+8 armor, +1 Dex, -2 rage), touch 9, flat-footed 16

Base Attack/Grapple: +9/+14

Attack: Mwk Adamantine Greataxe +16 melee (1d12+7/×3) or Throwing Axe +10 ranged (1d6+5)

Full Attack: Mwk Adamantine Greataxe +16/+11 (1d12+7/×3) or Throwing Axe +10 ranged (1d6+5)

Special Attacks: Rage (3/day)

Special Qualities: DR 1/—, Fast Movement, Illiteracy, Improved Uncanny Dodge, Trap Sense +3

Saves: Fort +12, Ref +5, Will +7

Abilities: Str 20, Dex 13, Con 20, Int 10, Wis 12, Cha 9

Skills: Tumble +6 (+1 when jumping), Climb +12, Craft (weapons) +15, Knowledge (dungeoneering) +6, Listen +7, Survival +13, Spot +7

Feats: Armor Proficiency (heavy), Cleave, Improved Sunder, Power Attack, Weapon Focus (Greataxe)

Challenge Rating: 8

Treasure: Oil of magic weapon, potion of cure light wounds (3), potion of shield of faith, acid (3), masterwork full plate, masterwork adamantine greataxe, throwing axe (2), cloak of resistance +1, climber's kit, masterwork artisan's tools, 2 gp

Alignment: Neutral Evil

Languages: Common

COMBAT

During Combat Erik uses his guarded stance and alternates between Cleave and attempts to sunder weapons.

Base Statistics When not raging, Erik's statistics are AC 20, touch 11, flat-footed 19; hp 95; Saves: Fort +10, Will+5; Full Attack mwk adamantine greataxe +14/+9 melee (1d12+4/×3) or throwing axe +10 ranged (1d6+3); Abilities: Str 16, Con 16; Skills: Climb +10



The Darkness Arrives

Gargoyle, Advanced

Size/Type: Large Monstrous Humanoid

Hit Dice: 7d8 (76 hp)

Initiative: +4

Speed: 40 ft. (8 squares)

Armor Class: 16 (+1 Dex, +6 natural, -1 size), touch 10, flat-footed 15

Base Attack/Grapple: +7/+17

Attack: claw +12 melee (1d6+6)

Full Attack: 2 claws +12 (1d6+6) and bite +10 melee (1d8+3) and gore +10 melee (1d8+3)

Space/Reach: 10 ft./10 ft.

Special Qualities: freeze

Saves: Fort +8, Ref +6, Will +5

Abilities: Str 23, Dex 12, Con 22, Int 6, Wis 11, Cha 7

Skills: Hide +4, Listen +5, Spot +6 **Racial Modifiers:** +2

Hide (+8 in stony terrain), +2 Listen, +2 Spot

Feats: Hover, Multiattack, Toughness

Challenge Rating: 6

Alignment: Chaotic Evil

Freeze (Ex) A gargoyle can hold itself so still it appears to be a statue. A gargoyle that uses freeze can take 20 on its Hide check to hide in plain sight as a stone statue.

Gerigg

Drider

Size/Type: Large Aberration

Hit Dice: 6d8+18 (45 hp)

Initiative: +2

Speed: 30 ft. (6 squares), climb 15 ft.

Armor Class: 17 (-1 size, +2 Dex, +6 natural), touch 11, flat-footed 15

Base Attack/Grapple: +4/+10

Attack: Dagger +5 melee (1d6+2/19-20) or bite +6 melee (1d4+1 plus poison) or shortbow +5 ranged (1d8/×3)

Full Attack: 2 daggers +3 melee (1d6+2/19-20, 1d6+1/19-20) and bite +1 melee (1d4+1 plus poison); or shortbow +5 ranged (1d8/×3)

Space/Reach: 10 ft./5 ft.

Special Attacks: Spells, spell-like abilities, poison

Special Qualities: Darkvision 60 ft., spell resistance 17

Saves: Fort +5, Ref +4, Will +8

Abilities: Str 15, Dex 15, Con 16, Int 15, Wis 16, Cha 16

Skills: Climb +14, Concentration +9, Hide +10, Listen +9, Move Silently +12, Spot +9

Feats: Combat Casting, Two-Weapon Fighting, Weapon Focus (bite)

Environment: Underground

Organization: Solitary, pair, or troupe (1-2 plus 7-12 Medium monstrous spiders)

Challenge Rating: 7

Treasure: Double standard

Alignment: Always chaotic evil

Advancement: By character class

Level Adjustment: +4

Driders speak Elven, Common, and Undercommon.

COMBAT

Driders seldom pass up an opportunity to attack other creatures, especially from ambush. They usually begin with a spell assault and often levitate out of the enemy's reach.

Poison (Ex) Injury, Fortitude DC 16, initial and secondary damage 1d6 Str. The save DC is Constitution based.

Spell-Like Abilities

1/day—*dancing lights* (DC 13), *clairaudience/clairvoyance*, *darkness*, *detect good*, *detect law*, *detect magic*, *dispel magic*, *faerie fire*, *levitate*, *suggestion* (DC 16). Caster level 6th. The save DCs are Charisma-based.

Spells

Driders cast spells as 6th-level clerics, wizards, or sorcerers. Drider clerics can choose from the following domains: Chaos, Destruction, Evil, and Trickery. The typical spells prepared shown here are for a drider sorcerer.

Typical Sorcerer Spells Known (6/7/6/4, base save DC 13 + spell level)

0—*daze*, *detect magic*, *ghost sound*, *mage hand*, *ray of frost*, *read magic*, *resistance*; 1st—*mage armor*, *magic missile*, *ray of enfeeblement*, *silent image*; 2nd—*invisibility*, *web*; 3rd—*lightning bolt*.

Skills a drider has a +4 racial bonus on Hide and Move Silently checks. It has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.



Rise of the Drow

Ghoublin

Size/Type: Small Undead

Hit Dice: 1d12 (6 hp)

Initiative: +2

Speed: 20 ft. (4 squares)

Armor Class: 20 (+1 size, +2 Dex, +2 natural, +5 breastplate), touch 13, flat-footed 18

Base Attack/Grapple: +0/-3

Attack: Bite +2 melee (1d4+1 plus paralysis)

Full Attack: Bite +2 melee (1d4+1 plus paralysis) and 2 claws +0 melee (1d2 plus paralysis)

Space/Reach: 5 ft./5 ft.

Special Attacks: Ghoul fever, paralysis

Special Qualities: Darkvision 60 ft., undead traits, +1 turn resistance

Saves: Fort +0, Ref +2, Will +2

Abilities: Str 12, Dex 14, Con -, Int 12, Wis 11, Cha 9

Skills: Balance +1, Climb +1, Hide +1, Jump +1, Move Silently +1, Spot +3

Feats: Multiattack

Challenge Rating: ½

Alignment: Neutral Evil

Although relatively weak, ghoublins are sent into the attack whenever possible. They move steadily forward in waves to try and overwhelm their enemy. They speak any languages they spoke in life (usually Undercommon)

Ghoublin Fever (Su) Disease—bite, Fortitude DC 9, incubation period 1 day, damage 1 Con and 1 Dex. The save DC is Charisma-based.

An afflicted humanoid that dies of ghoublin fever rises as a ghoublin at the next midnight. A humanoid who becomes a ghoublin in this way retains none of the abilities it possessed in life. It is not under the control of any other ghoublins, but it hungers for the flesh of the living and behaves like a normal ghoublin in all respects. A humanoid of 2-3 Hit Dice rises as a ghoul, not a ghoublin, while a humanoid with 4 Hit Dice or more rises as a ghast.

Paralysis (Ex) Those hit by a ghoublin's bite or claw attack must succeed on a DC 9 Fortitude save or be paralyzed for 1d2+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

Grimlock

Size/Type: Medium Monstrous Humanoid

Hit Dice: 2d8+2 (11 hp)

Initiative: +1

Speed: 30 ft. (6 squares)

Armor Class: 15 (+1 Dex, +4 natural), touch 11, flat-footed 14

Base Attack/Grapple: +2/+4

Attack: Battleaxe +4 melee (1d8+3/×3)

Full Attack: Battleaxe +4 melee (1d8+3/×3)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Blindsight 40 ft., immunities (gaze attacks, sight-reliant attacks), scent

Saves: Fort +1, Ref +4, Will +2

Abilities: Str 15, Dex 13, Con 13, Int 10, Wis 8, Cha 6

Skills: Climb +4, Hide +3*, Listen +5, Spot +3

Feats: Alertness, Track^B

Challenge Rating: 1

Alignment: Often neutral evil

Blindsight (Ex) Grimlocks can sense all foes within 40 feet as a sighted creature would. Beyond that range, they treat all targets as having total concealment. They are susceptible to sound- and scent-based attacks, however, and are affected normally by loud noises and sonic spells (such as ghost sound or silence) and overpowering odors (such as stinking cloud or incense-heavy air). Negating a grimlock's sense of smell or hearing reduces this ability to normal Blind-Fight (as the feat). If both these senses are negated, a grimlock is effectively blinded.

Skills * +10 racial bonus on Hide checks when in mountains or underground.



HOUSE GULLION



3.5

Rise of the Drow

Serral Gullion

Male Drow Cleric (of Naraneus) 5

Size/Type: Medium Humanoid

Hit Dice: 5d8 (26 hp)

Initiative: +1

Speed: 20 ft. (4 squares)

Armor Class: 20 (+6 armor, +2 Dex, +1 dodge, +1 shield), 13, flat-footed 16

Base Attack/Grapple: +3/+4

Attack: Mwk rapier +7 melee (1d6+1/18-20), or mwk hand crossbow +7 ranged (1d4/19-20)

Special Attacks: channel negative energy, destructive smite, shadowy weapon

Special Qualities: darkvision 120 ft., drow traits, immunity to sleep, spell resistance 16, poison use

Saves: Fort +4, Ref +4, Will +7

Abilities: Str 12, Dex 16, Con 10, Int 8, Wis 16, Cha 12

Skills: Decipher Script +2, Diplomacy +6, Listen +7, Search +6, Spot +9

Feats: Dodge, Weapon Finesse

Challenge Rating: 5

Alignment: Chaotic Evil

Treasure: +1 scale mail, masterwork buckler, masterwork rapier, phylactery of negative channeling

Poison Use (Ex) Serral never risks accidentally poisoning himself while poisoning a weapon. An opponent struck by drow poison must succeed on a DC 13 Fortitude save or fall unconscious. After 1 minute, the subject must succeed on another save or remain unconscious for 2d4 hours.

Rebuke Undead (Su) Serral can rebuke or command undead 5 times per day as a 5th level cleric.

SPELLS MEMORIZED (CL 5)

3rd—*animate dead*, *bestow curse* (DC 16), *rage*(D)

2nd—*cure moderate wounds* (DC 15), *darkness*, *shatter* (DC 15)(D), *spiritual weapon*

1st—*cause fear* (DC 14), *command* (DC 14), *comprehend languages*, *cure light wounds* (DC 14), *true strike* (D)

0—*bleed*, *detect magic*, *guidance*, *read magic*

D—domain spell; Domains Destruction, Drow (see appendix)

Thizasta Gullion

Drow Cleric 7

Size/Type: Medium Humanoid (Elf)

Hit Dice: 7d8+21 (61 hp)

Initiative: +0

Speed: 20 ft. (4 squares)

Armor Class: 18 (+8 armor), touch 10, flat-footed 18

Base Attack/Grapple: +5/+6

Attack: Mwk Spiked Chain +7 melee (2d4+1) or Light Crossbow +5 ranged (1d8/19-20)

Full Attack: Mwk Spiked Chain +7 melee (2d4+1) or Light Crossbow +5 ranged (1d8/19-20)

Space/Reach: 5 ft./5 ft. (10 ft. with spiked chain)

Special Attacks: Rebuke Undead (5/day), Touch of Death (7d6)

Special Qualities: Aura, Darkvision 120 ft., Immune Sleep, Light Blindness, Poison Use, Spell-Like Abilities, Spells SR 18

Saves: Fort +8, Ref +3, Will +10 (+2 Will vs. Spells)

Abilities: Str 12, Dex 10, Con 14, Int 10, Wis 18, Cha 14

Skills: Concentration +12, Heal +9, Knowledge (religion) +9, Spellcraft +7, Spot +9

Feats: Exotic Weapon Proficiency (spiked chain), Greater Spell Focus (necromancy), Spell Focus (necromancy), Toughness

Challenge Rating: 8

Treasure: Potion of *cure moderate wounds*, flask of acid, smokesticks (2), masterwork full plate, light crossbow with 20 bolts, masterwork spiked chain, *cloak of resistance +1*, *unholy water*, wooden unholy symbol, onyx gems (worth 350 gp), silver dust for desecrate (worth 25 gp), 114 gp

Alignment: Lawful Evil

Languages: Common, Drow Sign Language, Elven, Undercommon

COMBAT

Before Combat Thizasta casts *deathwatch*.

During Combat Thizasta casts *magic weapon* and *shield of faith*. If she has minions, she orders them to attack so she can remain out of melee combat. She casts *darkness* to hide in and channels negative energy. If forced out of the darkness, she disables targets with *bestow curse*, *blindness*, and *poison*, then uses her spiked chain.

During Combat she taunts her opponents "Compared to me, you are but an untrained student in the ways of the world, and the gods. You have no idea



The Darkness Arrives

that you are defying our gods direct will—and we will crush you for that.”

Spell-Like Abilities (CL 7th)

1/day – *dancing lights*, *darkness*, *faerie fire*

Cleric Spells Prepared (CL 7th)

4th—*poison* (2, DC 20); *armor of darkness* (DC 18)

3rd—*bestow curse* (DC 19), *contagion* (DC 19), *dispel magic*; *blacklight*

2nd—*darkness*, *desecrate*, *eagle's splendor*, *silence* (DC 16); *blindness* (DC 18)

1st—*deathwatch*, *doom* (DC 17), *magic weapon*, *shield of faith* (2); *cause fear* (DC 17)

0 —*bleed* (3, DC 16), *detect magic* (2), *light*, *resistance*
Domains Darkness, Death

Yofflid Gullion

Male Drow Ghoul Ranger 6

Size/Type: Medium Undead (Augmented humanoid, elf)

Hit Dice: 2d12+6d8 (43 hp)

Initiative: +5

Speed: 30 ft. (6 squares)

Armor Class: 22 (+4 armor, +6 Dex, +2 natural), touch 16, flat-footed 16

Base Attack/Grapple: +7/+9

Attack: masterwork rapier +14 melee (1d6+2/18-20), or claw +13 melee (1d6+2 plus paralysis)

Full Attack: masterwork rapier +14/+9 melee (1d6+2/18-20), or masterwork rapier +14 melee (1d6+2/18-20) and claw +7 melee (1d6+1 plus paralysis) and bite +2 melee (1d4+1 plus paralysis and disease)

Special Attacks: Favored enemy (dwarves +4, humans +2), ghoul fever, paralysis

Special Qualities: Darkvision 120 ft., drow traits, undead traits, spell resistance 17, trapfinding, +2 turn resistance

Saves: Fort +5, Ref +11, Will +8

Abilities: Str 14, Dex 22, Con -, Int 13, Wis 16, Cha 12

Skills: Balance +8, Climb +10, Hide +14, Jump +9, Knowledge (nature) +6, Listen +14, Move Silently +14, Spot +11, Survival +11, Swim +7, Tumble +13

Feats: Endurance, Manyshot, Multiattack, Rapid Reload, Rapid Shot, Track, Weapon Finesse

Challenge Rating: 6

Treasure: masterwork rapier, +1 *hand crossbow*, 20 crossbow bolts, 4 vials of drow poison, masterwork leather armor, 2 potions of *cure moderate wounds*, wand of *snare* (12 charges), belt of *incredible dexterity* +2

Alignment: Chaotic Evil

Ghoul Fever (Su) Disease—bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

Paralysis (Su) Victims hit by a ghoul's bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+1 rounds. Elves are immune to this paralysis. The save DC is Charisma-based.

Spells Memorized (CL 3rd)

1st—*animal messenger*, *longstrider*



Rise of the Drow

Jarl Jerrod

Frost giant skeleton

Size/Type: Large Undead (augmented giant)

Hit Dice: 14d12 (91 hp)

Initiative: +4

Speed: 40 ft. (8 squares)

Armor Class: 15 (+4 armor, +2 natural, -1 size), touch 9, flat-footed 15

Base Attack/Grapple: +10/+23

Attack: +1 *Large greataxe* +19 melee (3d6+14, x3)

Full Attack: +1 *Large greataxe* +19/+14 melee (3d6+14, x3)

Space/Reach: 10 ft./10 ft.

Special Qualities: darkvision 60 ft., immune to cold, undead traits

Saves: Fort +9, Ref +4, Will +4

Abilities: Str 29, Dex 11, Con -, Int -, Wis 10, Cha 1

Feats: Improved Initiative

Challenge Rating: 9

Treasure: +1 *Large greataxe*, Large chain shirt

Alignment: Neutral

Lemure

Size/Type: Medium Outsider (Evil, Extraplanar, Lawful)

Hit Dice: 2d8 (9 hp)

Initiative: +0

Speed: 20 ft. (4 squares)

Armor Class: 14 (+4 natural), touch 10, flat-footed 14

Base Attack/Grapple: +2/+2

Attack: Claw +2 melee (1d4)

Full Attack: 2 claws +2 melee (1d4)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Damage reduction 5/good or silver, darkvision 60 ft., immunity to fire and poison, mindless, resistance to acid 10 and cold 10, see in darkness

Saves: Fort +3, Ref +3, Will +3

Abilities: Str 10, Dex 10, Con 10, Int Ø, Wis 11, Cha 5

Challenge Rating: 1

Treasure: None

Alignment: Always lawful evil

A lemure is about 5 feet tall and weighs about 100 pounds. They are mindless and cannot communicate, but they are sensitive to telepathic messages from other devils, typically obeying a devil's mental commands. They surge toward anything they meet and try to claw it apart. Only a telepathic command from other devils or the complete destruction of the lemures can make them stop. A lemure's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Mindless (Ex) Immunity to mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).



The Darkness Arrives

Maina Lerithar

Drow Rogue 6

Size/Type: Medium Humanoid (Elf)

Hit Dice: 6d6+6 (33 hp)

Initiative: +7

Speed: 30 ft. (6 squares)

Armor Class: 19 (+3 armor, +1 deflection, +4 Dex, +1 dodge), touch 16, flat-footed 14

Base Attack/Grapple: +4/+4

Attack: Mwk Dagger +6 melee (1d4/19-20) or Mwk Light Crossbow +9 (1d6/19-20)

Full Attack: Mwk Dagger +6 melee (1d4/19-20) or Mwk Light Crossbow +9 (1d6/19-20)

Special Attacks: Sneak Attack +3d6

Special Qualities: Darkvision 120 ft., Evasion, Immune Sleep, Light Blindness, Trapfinding, Trap Sense, Poison Use, Spell-Like Abilities, SR 17, Uncanny Dodge

Saves: Fort +4, Ref +10, Will +4 (+2 Will vs. Spells)

Abilities: Str 10, Dex 18, Con 12, Int 16, Wis 12, Cha 10

Skills: Tumble +13, Bluff +9, Climb +7, Craft (traps) +13, Open Lock +18, Escape Artist +13, Hide +9, Knowledge (dungeoneering) +12, Knowledge (engineering) +9, Listen +11, Move Silently +6, Spot +11, Use Magic Device +9

Feats: Dodge, Improved Initiative, Lightning Reflexes

Challenge Rating: 7

Treasure: Potion of cure moderate wounds, scroll of knock, wand of detect magic (20 charges, masterwork studded leather, masterwork dagger, masterwork light crossbow with 10 bolts, cloak of resistance +1, goggles of minute seeing, ring of protection +1, masterwork artisan's tools, thieves' tools, 577 gp

Alignment: Neutral Evil

Languages: Common, Draconic, Drow Sign Language, Dwarven, Elven, Giant, Undercommon

COMBAT

During Combat Maina uses her crossbow whenever she can.

Spell-Like Abilities (CL 6th)

1/day – dancing lights, darkness, faerie fire

Morlock

(Advanced Grimlock statistics)

Size/Type: Medium Monstrous Humanoid

Hit Dice: 5d8+5 (27 hp)

Initiative: +1

Speed: 30 ft. (6 squares)

Armor Class: 16 (+1 Dex, +5 natural), touch 11, flat-footed 15

Base Attack/Grapple: +5/+8

Attack: Battleaxe +8 melee (1d8+3/x3)

Full Attack: Battleaxe +8 melee (1d8+3/x3)

Special Qualities: Blindsight 40 ft., immunities, scent

Saves: Fort +2, Ref +5, Will +3

Abilities: Str 16, Dex 13, Con 13, Int 10, Wis 8, Cha 6

Skills: Climb +6, Hide +5*, Listen +6, Spot +5

Feats: Alertness, Improved Natural Armor, Track

Environment: Underground

Organization: Gang (2–4), pack (10–20), tribe (10–60 plus 1 leader of 3rd–5th level per 10 adults).

Challenge Rating: 2

Treasure: Standard coins; standard goods (gems only); standard items

Alignment: Often neutral evil

Advancement: By character class

Level Adjustment: +2

Blindsight (Ex) Grimlocks can sense all foes within 40 feet as a sighted creature would. Beyond that range, they treat all targets as having total concealment. Grimlocks are susceptible to sound- and scent-based attacks, however, and are affected normally by loud noises and sonic spells (such as ghost sound or silence) and overpowering odors (such as stinking cloud or incense-heavy air). Negating a grimlock's sense of smell or hearing reduces this ability to normal Blind Fight (as the feat). If both these senses are negated, a grimlock is effectively blinded.

Immunities Grimlocks are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Skills *A grimlock's dull gray skin helps it hide in its native terrain, conferring a +10 racial bonus on Hide checks when in mountains or underground.



Rise of the Drow

Mephit, Water

Size/Type: Small Outsider (Extraplanar, Water)

Hit Dice: 3d8+6 (19 hp)

Initiative: +0

Speed: 30 ft. (6 squares), fly 40 ft. (average), swim 30 ft.

Armor Class: 16 (+1 size, +5 natural), touch 11, flat-footed 16

Base Attack/Grapple: +3/+1

Attack: Claw +6 melee (1d3+2)

Full Attack: 2 claws +6 melee (1d3+2)

Space/Reach: 5 ft./5 ft.

Special Attacks: Breath weapon, spell-like abilities, summon mephit

Special Qualities: Damage reduction 5/magic, darkvision 60 ft., fast healing 2

Saves: Fort +4, Ref +3, Will +3

Abilities: Str 14, Dex 10, Con 13, Int 6, Wis 11, Cha 15

Skills: Bluff +8, Escape Artist +6, Hide +10, Listen +6, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +6, Spot +6, Swim +10, Use Rope +0 (+2 with bindings)

Feats: Power Attack, Toughness

Environment: Elemental Plane of Water

Organization: Solitary (1), gang (2-4 mephits of mixed types), or mob (5-12 mephits of mixed types)

Challenge Rating: 3

Treasure: Standard

Alignment: Usually neutral

Advancement: 4-6 HD (Small); 7-9 HD (Medium)

Level Adjustment: +3 (cohort)

Language: Common, Aquan

Water mephits are jaunty creatures from the Elemental Plane of Water with an unflagging sense of humor who quickly get on the nerves of everyone around them. Each one is about 4 feet tall and weighs about 30 pounds.

COMBAT

Breath Weapon (Su) 15-foot cone of caustic liquid, damage 1d8 acid, Reflex DC 13 half. The save DC is Constitution-based and includes a +1 racial bonus.

Spell-Like Abilities Once per hour a water mephit can hurl an acidic blob that functions like acid arrow (caster level 3rd). Once per day it can create a mass of smelly fog that duplicates the effect of a stinking cloud spell (DC 15, caster level 6th). The save DC is Charisma-based.

Fast Healing (Ex) A water mephit heals only if it is exposed to rain or submerged up to its waist in water.

Skills A water mephit has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered.

It can use the run action while swimming, provided it swims in a straight line.



Mephit, Skeletal Fire

Size/Type: Small Undead

Hit Dice: 3d12 (19 hp)

Initiative: +6

Speed: fly 40 ft. (8 squares) (average)

Armor Class: 14 (+1 size, +2 Dex, +1 natural), touch 13, flat-footed 12

Base Attack/Grapple: +1/-3

Attack: Claw +2 melee (1d3)

Full Attack: 2 claws +2 melee (1d3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Fiery aura

Special Qualities: Damage reduction 5/bludgeoning, Darkvision 60 ft., immunity to fire, undead traits, vulnerability to cold

Saves: Fort +1, Ref +3, Will +3

Abilities: Str 10, Dex 15, Con -, Int -, Wis 10, Cha 1

Feats: Improved Initiative

Challenge Rating: 1

Alignment: Neutral Evil

This small humanoid skeletal creature has thin, leathery wings that are alight, small horns, mischievous smile, and is trailing a thick plume of smoke from its legs as it flies.

Fiery Aura (Ex) Creatures adjacent to a skeletal fire mephit take 1d4 points of fire damage at the start of their turn. Anyone striking a skeletal fire mephit with an unarmed strike or natural attack takes 1d4 points of fire damage. A skeletal fire mephit loses its breath weapon as a result of gaining its fiery aura.

The Darkness Arrives

Nemond Whispers

Drow Rogue 1/Ranger 1 (Archer)/Scout

Size/Type: Medium Humanoid (Elf)

Hit Dice: 1d6+1 plus (7 hp)

Initiative: +3

Speed: 30 ft. (6 squares)

Armor Class: 15 (+3 Dex, +2 leather armor), touch 13, flat-footed 12

Base Attack/Grapple: +0/+1

Attack: Masterwork dagger +3 melee (1d4+1/19-20 plus poison) or *composite (+1) shortbow* +4 ranged (+5 within 30 ft.) (1d6+1 /x3 plus poison)

Full Attack: Masterwork dagger +3 melee (1d4+1/19-20 plus poison) or *composite (+1) shortbow* +4 ranged (+5 within 30 ft.) (1d6+1/x3 plus poison)

Special Attacks: 1st favoured enemy [humanoid (elf)], poison, sneak attack 1d6, spell-like abilities, spells

Special Qualities: Drow traits, spell resistance 13, track, trapfinding, wild empathy

Saves: Fort +3, Ref +7, Will +1* (+2 racial saving throw bonus against enchantment spells or effects)

Abilities: Str 12, Dex 16, Con 12, Int 11, Wis 13, Cha 12

Skills: Appraise (bows) +3, Climb +6, Craft (bowmaking) +5, Intimidate +6, Knowledge (local) +4, Listen +5, Search +4, Spot +5, Swim +6, Use Magic Device +5

Feats: Point-Blank Shot

Challenge Rating: 3

Alignment: Lawful evil

Has his hair in ponytail with standard drow features; is vengeful towards many drow but cautious, and "all about the bow".

Nemond grew up in the worst part of the drow city. He murdered and stole his way to the freedom of the surface world where he adopted the ranger way of life. He is now back in the Underworld, using the humans to exact revenge on those that treated him badly. You can take the drow out of the Underworld but you can't take the Underworld out of the drow.

Owlbear, Advanced

Size/Type: Large Magical Beast

Hit Dice: 8d10+48 (92 hp)

Initiative: +1

Speed: 30 ft. (6 squares)

Armor Class: 15 Total (+1 Dex, +5 natural, -1 size), touch 10, flat-footed 14

Base Attack/Grapple: +8/+18

Attack: Claw +13 melee (1d6+6)

Full Attack: 2 claws +13 melee (1d6+6) and bite +8 (1d8+3)

Space/Reach: 10 ft./5 ft.

Special Attacks: Improved grab

Special Qualities: Darkvision 60 ft., Low-light vision, Scent

Saves: Fort +11, Ref +7, Will +3

Abilities: Str 22, Dex 12, Con 21, Int 2, Wis 12, Cha 10

Skills: Listen +9, Spot +9

Feats: Alertness, Toughness, Track

Challenge Rating: 5

Treasure: None

Alignment: Neutral



Rise of the Drow

Professional Kidnapper

Drow Rogue 4

Size/Type: Medium Humanoid (Elf)

Hit Dice: 4d6+4 (22 hp)

Initiative: +4

Speed: 30 ft. (6 squares)

Armor Class: 18 (+4 armor, +4 Dex), touch 14, flat-footed 14

Base Attack/Grapple: +3/+4

Attack: Mwk Sap +5 melee (1d6+1 nonlethal) or Mwk Light Crossbow +9 ranged (1d8/19-20)

Full Attack: Mwk Sap +5 melee (1d6+1 nonlethal) or Mwk Light Crossbow +9 ranged (1d8/19-20)

Special Attacks: Sneak Attack +2d6

Special Qualities: Darkvision 120 ft., Evasion, Immune Sleep, Light Blindness, Poison Use, Spell-Like Abilities, SR 15, Trapfinding, Trap Sense +1, Uncanny Dodge

Saves: Fort +2, Ref +8, Will +2; (+2 Will vs. Spells)

Abilities: Str 13, Dex 18, Con 12, Int 12, Wis 12, Cha 10

Skills: Tumble +11, Climb +10, Escape Artist +11, Hide +8, Knowledge (dungeoneering) +8, Listen +8, Move Silently +8, Spot +9, Survival +5, Swim +8

Feats: Rapid Reload, Weapon Focus (light crossbow)

Challenge Rating: 5

Treasure: Potion of cure moderate wounds, potions of spider climb (2), alchemist's fire (2), +1 studded leather, masterwork light crossbow with 20 bolts, masterwork short sword, climber's kit, 100 ft. silk rope, 303 gp

Alignment: Lawful Evil

Languages: Common, Drow Sign Language, Elven, Dwarven, Undercommon

COMBAT

Before Combat The kidnapper prefers to find an elevated spot so she can shoot opponents while they waste time climbing to her.

During Combat The kidnapper stays at range as long as possible. Once the target is weakened, she enters melee combat to knock it unconscious and bind it.

Spell-Like Abilities (CL 4th)

1/day – dancing lights, darkness, faerie fire

Quendel the Lash

Drow Warrior 1/Wizard 2

Size/Type: Medium Humanoid (Elf)

Hit Dice: 1d8+1 plus 2d4+2 (12 hp)

Initiative: +2

Speed: 30 ft. (6 squares)

Armor Class: 13 (+1 deflection, +2 Dex), touch 13, flat-footed 11

Base Attack/Grapple: +2/+3

Attack: +1 Whip of Spell Storing +4 melee (1d6-1/18-20) or hand crossbow +4 ranged (1d4/19-20 plus poison)

Full Attack: Rapier +2 melee (1d6-1/18-20) or hand crossbow +4 ranged (1d4/19-20 plus poison)

Special Attacks: Poison use, spells

Special Qualities: Drow traits, spell resistance 14, summon familiar (no familiar at present)

Saves: Fort +3, Ref +2, Will +3* (+2 racial saving throw bonus against enchantment spells or effects)

Abilities: Str 13, Dex 14, Con 12, Int 14, Wis 10, Cha 8

Skills: Climb +5, Concentration +5, Handle Animal +3, Jump +5, Knowledge (arcana) +6, Swim +5

Feats: Eschew Materials, Exotic Weapon Proficiency, Scribe Scroll

Challenge Rating: 4

Alignment: Neutral evil

Equipment: +1 whip of spell storing

Spell-Like Abilities (CL 4th)

1/day – dancing lights, darkness, faerie fire

Spells

0th— acid splash, flare, ghost sound, ray of frost

1st—chill touch, color spray, shocking grasp (in whip)

Quendel is an always-smiling mistress of the whip who delights in sowing mayhem wherever she goes. Short, lithe, charismatic, and quirky, her motives, while not evil, are to have fun and cause as much chaos as is possible.

The Darkness Arrives

Sasha

Human Expert 3

Size/Type: Medium Humanoid (Human)

Hit Dice: 3d6-3 (7 hp)

Initiative: +1

Speed: 30 ft. (6 squares)

Armor Class: 13 (+1 Dex, neck-shackle of protection +2), touch 13, flat-footed 12

Base Attack/Grapple: +2/+1

Attack: Dagger +1 melee (1d4-1/19-20) or dagger +3 ranged (1d4/19-20)

Full Attack: Dagger +1 melee (1d4-1/19-20) or dagger +3 ranged (1d4/19-20)

Special Qualities: Low-light vision 30 ft., light dazzled (as drow light blindness but without the round of blindness)

Saves: Fort +2, Ref +4, Will +4

Abilities: Str 8, Dex 12, Con 9, Int 16, Wis 13, Cha 16

Skills: Bluff +11, Diplomacy +15, Disguise +11, Intimidate +13, Knowledge (religion) +9, Listen +4, Perform (act) +9, Sense Motive +9, Speak Language +9, Spot +4

Feats: Great Fortitude, Negotiator, Persuasive

Challenge Rating: 2

Alignment: Lawful evil

Languages: Common, Drow Sign Language, Dwarven, Elven, Gnome, Goblin, Halfling, Infernal, Orc, Undercommon

Spell-Like Abilities (CL 3)

1/day – *dancing lights, darkness, faerie fire*

Poison (Ex) An opponent hit by a drow's poisoned weapon must succeed on a DC 13 Fortitude save or fall unconscious. After 1 minute, the subject must succeed on another DC 13 Fortitude save or remain unconscious for 2d4 hours. A typical drow carries 1d4-1 doses of drow knockout poison. Drow typically coat arrows and crossbow bolts with this poison, but it can also be applied to a melee weapon. Note that drow have no special ability to apply poison without risking being poisoned themselves. Since this poison is not a magical effect, drow and other elves are susceptible to it.

Sasha is an expert in spying, with a superior ability to bluff–deceptive, scrawny, and scarred (physically and psychologically), she is a “pro-drow” zealot.

Faction: The drow, although she is a human mole/slave. Captured from the surface as a youth and subjected to many years of drow mind-control magics and torture to ensure loyalty, Sasha is subtly introduced among Holoth slaves to root out insurgents and quell uprisings. Once insinuated into the slave population of a House, she encourages them to obey their masters and brings information of potential revolts to her drow handlers; after several months she's placed in a different group of slaves and repeats the process.

Sherrsa

Half-fiend dryad

Size/Type: Medium Outsider (augmented fey)

Hit Dice: 4d6 (26 hp)

Initiative: +7

Speed: 30 ft. (6 squares)

Armor Class: 22 (+7 Dex, +5 natural), touch 17, flat-footed 15

Base Attack/Grapple: +2/+4

Attack: Claw +9 melee (1d4+2)

Full Attack: 2 claws +9 melee (1d4+2) and bite +4 (1d6+2)

Special Attacks: smite good, spell-like abilities

Special Qualities: darkvision 60 ft., immunity to poison, resistance acid 10, cold 10, electricity 10 and fire 10, damage reduction 5/cold iron and magic, spell resistance 14, tree dependent, wild empathy

Saves: Fort +8, Ref +13, Will +9

Abilities: Str 14, Dex 25, Con 16, Int 23, Wis 16, Cha 18

Skills: Bluff +8, Concentration +7, Escape Artist +14, Handle Animal +11, Hide +14, Knowledge (nature) +15, Listen +10, Move Silently +14, Ride +16, Search +10, Spot +10, Survival +10, Use Rope +14

Feats: Power Attack, Weapon Finesse

Challenge Rating: 5

Treasure: *cloak of resistance* +2

Alignment: Neutral Evil

Smite Good (Su) Once per day, Sherrsa can make a normal melee attack deal 4 extra damage against a good foe. Tree Dependent (Su) Sherrsa is mystically bound to a single tree and may not stray more than 300 yards from it. Her tree does not radiate magic.

Spell-Like Abilities (CL 6)

at will – *entangle* (DC 14), *speaking with plants, tree shape*

1/day – *suggestion* (DC 16)

3/day – *charm person* (DC 14), *deep slumber* (DC 16), *tree stride*

Spell-Like Abilities (CL 4)

1/day – *desecrate* (DC 20)

3/day – *darkness* (DC 20)

Rise of the Drow

Shadow Spider

Size/Type: Medium Undead (Incorporeal)

Hit Dice: 9d12 (58 hp)

Initiative: +2

Speed: Fly 40 ft. (good) (8 squares)

Armor Class: 14 (+2 Dex, +2 deflection), touch 14, flat-footed 12

Base Attack/Grapple: +4/—

Attack: Incorporeal touch +6 melee (1d8 Str)

Full Attack: Incorporeal touch +6 melee (1d8 Str)

Space/Reach: 5 ft./5 ft.

Special Attacks: Strength damage

Special Qualities: Darkvision 60 ft., incorporeal traits, +2 turn resistance, shadowed invisibility, undead traits

Saves: Fort +3, Ref +5, Will +7

Abilities: Str 0, Dex 15, Con 0, Int 6, Wis 12, Cha 14

Skills: Hide +14*, Listen +9, Search +6, Spot +9

Feats: Alertness, Dodge, Mobility, Spring Attack

Environment: Any

Organization: Solitary

Challenge Rating: 8

Treasure: None

Alignment: Always chaotic evil

Advancement: —

Level Adjustment: —

A shadow can be difficult to see in dark or gloomy areas but stands out starkly in brightly illuminated places.

A shadow is 5 to 6 feet tall and is weightless. Shadows cannot speak intelligibly.

COMBAT

Shadows lurk in dark places, waiting for living prey to happen by.

Although no more intelligent than an average shadow, a greater shadow is more fearsome because of its increased damage and its hit-and-run tactics.

Shadowed Invisibility (Ex) A shadow spider's form is defined by the shadow its form would have cast, and is at all times invisible (as *greater invisibility*). In areas of dim light, its ink-black shadow can reveal its location with a DC 15 Spot check. In normal or brighter light the DC for this check is 10. It casts no shadow in darkness. As this ability is inherent, it is not subject to the *invisibility purge* spell.

Strength Damage (Su) The touch of a shadow deals 1d8 points of Strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies. This is a negative energy effect.

Skills Shadows have a +2 racial bonus on Listen and Spot checks and a +4 racial bonus on Search checks. *A shadow gains a +4 racial bonus on Hide checks in areas of shadowy illumination. In brightly lit areas, it takes a -4 penalty on Hide checks.



The Darkness Arrives

Skeleton, Human

Size/Type: Medium Undead

Hit Dice: 1d12 (6 hp)

Initiative: +5

Speed: 30 ft. (6 squares)

Armor Class: 13 (+1 Dex, +2 natural), touch 11, flat-footed 12

Base Attack/Grapple: +0/+1

Attack: Claw +1 melee (1d4+1)

Full Attack: 2 claws +1 melee (1d4+1)

Space/Reach: 5 ft./ 5 ft.

Special Attacks: -

Special Qualities: Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits

Saves: Fort +0, Ref +1, Will +2

Abilities: Str 13, Dex 13, Con 0, Int 0, Wis 10, Cha 1

Feats: Improved Initiative

Challenge Rating: 1/3

Alignment: Always neutral evil

Squamp

Size/Type: Tiny Outsider (Evil, Extraplanar, Lawful)

Hit Dice: 1d8 (4 hp)

Initiative: +3

Speed: 20 ft. (4 squares), fly 50 ft. (perfect)

Armor Class: 20 (+2 size, +3 Dex, +5 natural), touch 15, flat-footed 17

Base Attack/Grapple: +1/-7

Attack: Sting +3 melee (1d2+1 plus poison)

Full Attack: Sting +3 melee (1d2+1 plus poison)

Space/Reach: 2 ½ ft./0 ft.

Special Attacks: Poison, spell-like abilities

Special Qualities: Damage reduction 3/good or silver, darkvision 60 ft., fast healing 1, immunity to poison, resistance to fire 5

Saves: Fort +1, Ref +4, Will +2

Abilities: Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 14

Skills: Diplomacy +6, Hide +15, Knowledge (local) +4, Listen +5, Move Silently +7, Search +4, Spellcraft +4, Spot +5

Feats: Dodge

Challenge Rating: 1

Treasure: None

Alignment: Always lawful evil

Squamps are lemures that have started on the process to become imps, yet aren't fully grown. They do not have a fully grown imp's ability to assume alternate forms or commune questions. They are about 12 inches high and weigh about 2 pounds. A squamp's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Poison (Ex) Injury, Fortitude DC 12, initial damage 1d2 Dex, secondary damage 1d4 Dex. The save DC is Constitution-based and includes a +2 racial bonus.

Spell-Like Abilities

At will—*detect good*, *detect magic*, *invisibility* (self only)

1/day—*suggestion* (DC 15). Caster level 6th.

The save DC is Charisma-based.



Rise of the Drow

Stonespider, Monstrous

Size/Type: Large Vermin

Hit Dice: 4d8+4 (22 hp)

Initiative: +3

Speed: 30 ft. (6 squares), burrow climb 20 ft.

Armor Class: 14 (-1 size, +3 Dex, +2 natural), touch 12, flat-footed 11

Base Attack/Grapple: +3/+9

Attack: Bite +4 melee (1d8+3 plus petrification)

Full Attack: Bite +4 melee (1d8+3 plus petrification)

Space/Reach: 10 ft./5 ft.

Special Attacks: Petrification, stone shower

Special Qualities: Darkvision 60 ft., tremorsense 90 ft., vermin traits

Saves: Fort +5, Ref +4, Will +1

Abilities: Str 15, Dex 17, Con 12, Int 0, Wis 10, Cha 2

Skills: Climb +11, Hide +3*, Jump +2*, Spot +4*

Challenge Rating: 2

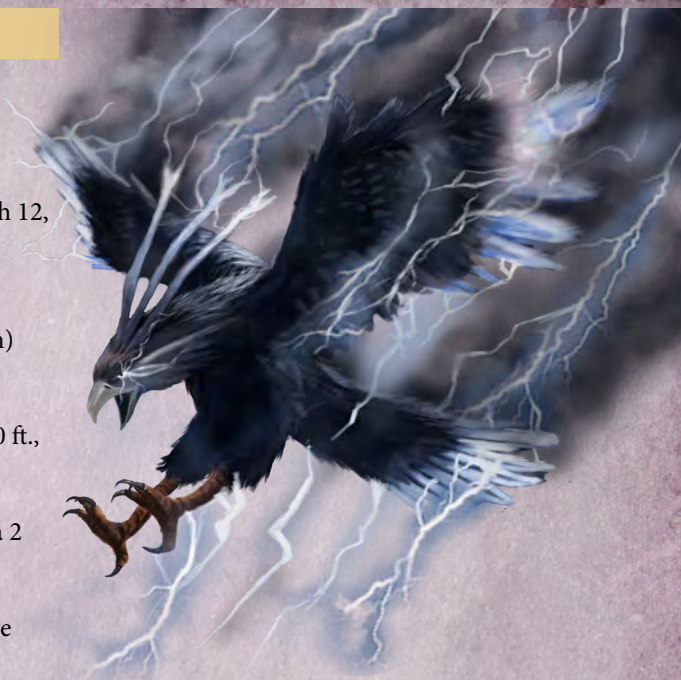
Treasure: Gems (total value 600gp; 2/3rds inside the stonespider, 1/3 embedded in the outer skin)

Petrification (Ex) A monstrous spider has a petrifying bite. Over the course of 2 rounds, the subject, along with all its carried gear, turns into a mindless, inert statue. If the statue resulting from this spell is broken or damaged, the subject (if ever returned to its original state) has similar damage or deformities. The creature is not dead, but it does not seem to be alive either when viewed with spells such as deathwatch. Only creatures made of flesh are affected by this attack. A Fortitude DC 13 saving throw to resist the petrification is allowed in each round.

Stone Shower (Ex) Unlike most monstrous spiders, a stonespider does not have the ability to produce webs. Instead, 8 times per day, it can produce a 15-foot cone of rock shards and pebbles that can pin a creature which can have three-quarters of its space covered by the material. A pinned creature can escape with a successful Escape Artist DC 13 check or a Strength DC 17 check. The save DC is Constitution-based and includes a +1 racial bonus, and the Strength check DC includes a +4 racial bonus.

Skills Monstrous stonespiders have a +4 racial bonus on Hide and Spot checks and a +8 racial bonus on Climb checks. A monstrous stonespider can always choose to take 10 on Climb checks, even if rushed or threatened. Monstrous stonespiders use either their Strength or Dexterity modifier for Climb checks, whichever is higher. Stonespiders have a +8 racial bonus on Hide and Move Silently checks when on barren rock, shale, or similar stony ground.

A stonespider can leave a tunnel behind it if it burrows at 15 ft. per round



Storm Crow

Size/Type: Medium Animal

Hit Dice: 3d8 (13 hp)

Initiative: +2

Speed: 20 ft. (4 squares), fly 80 ft. (good)

Armor Class: 14 (+2 Dex, +2 natural), touch 12, flat-footed 12

Base Attack/Grapple: +2/+2

Attack: Beak +4 melee (1d4)

Full Attack: Beak +4 melee (1d4)

Space/Reach: 5 ft./5 ft.

Special Attacks: Electricity

Special Qualities: Darkvision 60 ft.

Saves: Fort +3, Ref +5, Will +2

Abilities: Str 11, Dex 14, Con 11, Int 2, Wis 14, Cha 9

Skills: Listen +8, Spot +10

Feats: Alertness, Weapon Finesse^B

Challenge Rating: 1

A large crow roughly 5 feet long and with a wingspan of about 8 feet, it is seemingly made of thick smoke and semi-solid darkness instead of feathers, although it has a solid body beneath the outer form. Periodically, a flash of electrical light between its claws illuminates its form

Electricity (Ex) Once every 1d4 rounds as a standard action, a storm crow can release a 10-foot cone of electricity, damage 1d4, Reflex DC 12 half. Living creatures that fail their saves are dazzled for as many rounds as they took in hp damage due to the flare. The save DC is Constitution-based

Skills Storm crows have a +4 racial bonus on Spot checks.

The Darkness Arrives

Troll

Size/Type: Large Giant
Hit Dice: 6d8+36 (63 hp)
Initiative: +2
Speed: 30 ft. (6 squares)
Armor Class: 16 (-1 size, +2 Dex, +5 natural), touch 11, flat-footed 14
Base Attack/Grapple: +4/+14
Attack: Claw +9 melee (1d6+6)
Full Attack: 2 claws +9 melee (1d6+6) and bite +4 melee (1d6+3)
Space/Reach: 10 ft./10 ft.
Special Attacks: Rend 2d6+9
Special Qualities: Darkvision 90 ft., low-light vision, regeneration 5, scent
Saves: Fort +11, Ref +4, Will +3
Abilities: Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6
Skills: Listen +5, Spot +6
Feats: Alertness, Iron Will, Track
Environment: Cold mountains
Organization: Solitary or gang (2-4)
Challenge Rating: 5
Treasure: Standard
Alignment: Usually chaotic evil
Advancement: By character class
Level Adjustment: +5
Language: Giant

Trolls walk upright but hunched forward with sagging shoulders. Their gait is uneven, and when they run, their arms dangle and drag along the ground. For all this seeming awkwardness, trolls are very agile.

A typical adult troll stands 9 feet tall and weighs 500 pounds. Females are slightly larger than males. A troll's rubbery hide is moss green, mottled green and gray, or putrid gray. The hair is usually greenish black or iron gray.

COMBAT

Trolls have no fear of death: They launch themselves into combat without hesitation, flailing wildly at the closest opponent. Even when confronted with fire, they try to get around the flames and attack.

Rend (Ex) If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Regeneration (Ex) Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Turned Hooded Lantern Archon

Size/Type: Small Outsider (Archon (turned), Chaotic, Extraplanar, Evil)
Hit Dice: 1d8 (4 hp)
Initiative: +4
Speed: Fly 60 ft. (perfect) (12 squares)
Armor Class: 15 (+1 size, +4 natural), touch 11, flat-footed 15
Base Attack/Grapple: +1/-8
Attack: Dark ray +2 ranged touch (1d6)
Full Attack: 2 dark rays +2 ranged touch (1d6)
Space/Reach: 5 ft./5 ft.
Special Attacks: Spell-like abilities
Special Qualities: Aura of menace, damage reduction 10/good and magic, darkvision 60 ft., immunity to electricity and petrification, magic circle against good, teleport, tongues
Saves: Fort +2 (+6 against poison), Ref +2, Will +2
Abilities: Str 1, Dex 11, Con 10, Int 6, Wis 11, Cha 10
Skills: Concentration +4, Intimidate +4, Knowledge (the planes) +2, Listen +4, Sense Motive +4, Spot +4
Feats: Improved Initiative
Challenge Rating: 2
Alignment: Always chaotic evil

Turned hooded lantern archons appear as floating balls of darkness that absorb all light from the radius of a torch. Only their destruction can extinguish the darkness, though they can try to hide it.

COMBAT

A turned hooded lantern archon has little reason to get within melee range. It usually hovers just close enough to bring the enemy within its aura of menace, and then blasts away with its darkness rays. Turned hooded lantern archons prefer to concentrate on a single opponent, seeking to reduce enemy numbers quickly.

Aura of Menace (Su) Will DC 12 negates.

Darkness Ray (Ex) A turned hooded lantern archon's darkness rays have a range of 30 feet. This attack overcomes damage reduction of any type.

Spell-Like Abilities (CL 3)

At will—*aid*, *detect good*, *quench* (DC 13)
The save DCs are Wisdom based.

Teleport (Su) Archons can use greater teleport at will, as the spell (caster level 14th), except that the creature can transport only itself and up to 50 pounds of objects.

Tongues (Su) All archons can speak with any creature that has a language, as though using a tongues spell (caster level 14th). This ability is always active.

Rise of the Drow

Vikmordere Archer

Human Rogue 3

Size/Type: Medium Humanoid (Human)

Hit Dice: 3d6+6 (20 hp)

Initiative: +3

Speed: 30 ft. (6 squares)

Armor Class: 16 (+3 armor, +3 Dex), touch 13, flat-footed 13

Base Attack/Grapple: +2/+3

Attack: Rapier +3 melee (1d6+1/18-20) or Mwk Composite Longbow +6 ranged (1d8+7/x3)

Full Attack: Rapier +3 melee (1d6+1/18-20) or Mwk Composite Longbow +6 ranged (1d8+7/x3)

Special Attacks: Sneak Attack +2d6

Special Qualities: Evasion, Trapfinding, Trap Sense +1
Saves: Fort +3, Ref +6, Will +1

Abilities: Str 12, Dex 17, Con 14, Int 13, Wis 10, Cha 8

Skills: Tumble +9, Climb +7, Disguise +5, Escape Artist +9, Hide +6, Listen +4, Move Silently +6, Perform (wind) +5, Ride +6, Sense Motive +6, Spot +7, Survival +3, Swim +7

Feats: Point-Blank Shot, Precise Shot, Skill Focus (Spot)

Challenge Rating: 2

Treasure: Oil of magic weapon (2), potion of cure moderate wounds, sleep arrow, masterwork studded leather, masterwork composite longbow with 20 arrows, rapier, 73 gp

Alignment: Chaotic Neutral

Languages: Common, Dwarven

COMBAT

During Combat The archer uses his sleep arrow against ranged attackers or anyone she needs to keep alive.

Vikmordere Champion

Human Monk 5

Size/Type: Medium Humanoid (Human)

Hit Dice: 5d8+5 (31 hp)

Initiative: +5

Speed: 40 ft. (8 squares)

Armor Class: 17 (+1 deflection, +1 Dex, +1 dodge, +1 monk, +3 Wis), touch 17, flat-footed 15

Base Attack/Grapple: +3/+10

Attack: Unarmed Strike +6 melee (1d6+3) or Javelin +4 ranged (1d6+3)

Full Attack: Unarmed Strike Flurry of Blows +6/+6 melee (1d6+3) or Javelin +4 ranged (1d6+3)

Special Attacks: Flurry of Blows, Stunning Fist (5/day, DC 15), Ki Strike (magic)

Special Qualities: Evasion, Immune Disease, Fast Movement, High Jump

Saves: Fort +6, Ref +6, Will +8; +2 vs. enchantments

Abilities: Str 16, Dex 13, Con 12, Int 10, Wis 16, Cha 8

Skills: Tumble +7 (+12 when jumping), Climb +8, Hide +5, Intimidate +7, Knowledge (religion) +8, Listen +7,

Move Silently +5, Sense Motive +11, Spot +7

Feats: Combat Reflexes, Deflect Arrows, Dodge, Improved Grapple, Improved Initiative, Improved Unarmed Strike

Challenge Rating: 4

Treasure: Potions of cure light wounds (2), javelin (2), cloak of resistance +1, ring of protection +1, 347 gp

Alignment: Lawful Evil

Languages: Common

Vikmordere Mercenary

Human Fighter 3

Size/Type: Medium Humanoid (Human)

Hit Dice: 3d10+9 (30 hp)

Initiative: +5

Speed: 30 ft. (6 squares)

Armor Class: 16 (+5 armor, +1 Dex), touch 11, flat-footed 15

Base Attack/Grapple: +3/+6

Attack: Mwk Greataxe +8 melee (1d12+4/x3) or Sap +7 melee (1d6+3 nonlethal) or Longbow +6 ranged (1d8)

Full Attack: Mwk Greataxe +8 melee (1d12+4/x3) or Sap +7 melee (1d6+3 nonlethal) or Longbow +6 ranged (1d8)

Saves: Fort +5, Ref +2, Will +2

Abilities: Str 17, Dex 12, Con 14, Int 10, Wis 8, Cha 13
Skills: Climb +4, Intimidate +9, Survival +3, Swim +3, Survival +5

Feats: Improved Initiative, Iron Will, Power Attack, Weapon Focus (greataxe)

Challenge Rating: 2

Treasure: Potion of bull's strength, potion of cure moderate wounds, potion of enlarge person (CL 3rd), masterwork breastplate, javelins (4), masterwork greataxe, sap, sack, gold necklace (worth 100 gp), 124 gp

Alignment: Lawful Neutral

Languages: Common

COMBAT

During Combat The mercenary opens with an Intimidate check to demoralize the nearest enemy, then wades in with his axe using Cleave when possible.

Morale The mercenary surrenders if reduced to 3 hp

The Darkness Arrives

Wight

Size/Type: Medium Undead

Hit Dice: 4d12 (26 hp)

Initiative: +1

Speed: 30 ft. (6 squares)

Armor Class: 15 (+1 Dex, +4 natural), touch 11, flat-footed 14

Base Attack/Grapple: +2/+3

Attack: Slam +3 melee (1d4+1 plus energy drain)

Full Attack: Slam +3 melee (1d4+1 plus energy drain)

Space/Reach: 5 ft./5 ft.

Special Attacks: Create spawn, energy drain

Special Qualities: Darkvision 60 ft., undead traits

Saves: Fort +1, Ref +2, Will +5

Abilities: Str 12, Dex 12, Con 0, Int 11, Wis 13, Cha 15

Skills: Hide +8, Listen +10, Move Silently +16, Spot +10

Feats: Alertness, Blind-Fight

Environment: Any

Organization: Solitary, pair, gang (3-5), or pack (6-11)

Challenge Rating: 3

Treasure: None

Alignment: Always lawful evil

Advancement: 5-8 HD (Medium)

Level Adjustment: —

Language: Common

A wight's appearance is a weird and twisted reflection of the form it had in life. A wight is about the height and weight of a human.

COMBAT

Wights attack by hammering with their fists.

Create Spawn (Su) Any humanoid slain by a wight becomes a wight in 1d4 rounds. Spawn are under the command of the wight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Energy Drain (Su) Living creatures hit by a wight's slam attack gain one negative level. The DC is 14 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the wight gains 5 temporary hit points.

Skills Wights have a +8 racial bonus on Move Silently checks.

Yoflid's Rangers

Drow ghoulish ranger 1, rogue 1

Size/Type: Medium Undead (Augmented humanoid, elf)

Hit Dice: 2d12+1d8+1d6 (24 hp)

Initiative: +5

Speed: 30 ft. (6 squares)

Armor Class: 19 (+2 armor, +5 Dex, +2 natural), touch 15, flat-footed 14

Base Attack/Grapple: +2/+3

Attack: Mwk rapier +8 melee (1d6+1, 18-20), or claw +7 melee (1d6+1 plus paralysis)

Full Attack: Mwk rapier +8 melee (1d6+1, 18-20) and claw +7 melee (1d6+1 plus paralysis) and bite +2 melee (1d4+1 plus paralysis and disease)

Special Attacks: favored enemy (humans +2), ghoulish fever, paralysis, sneak attack +1d6

Special Qualities: Darkvision 120 ft., drow traits, undead traits, spell resistance 14, trapfinding, +2 turn resistance

Saves: Fort +2, Ref +9, Will +6

Abilities: Str 13, Dex 20, Con —, Int 13, Wis 16, Cha 12

Skills: Balance +7, Climb +5, Hide +10, Jump +5, Listen +7, Move Silently +10, Spot +8,

Survival +6, Swim +4, Tumble +10

Feats: Multiattack, Track, Weapon Finesse

Challenge Rating: 3

Treasure: masterwork

rapier, masterwork

hand crossbow, 5 +1

human bane bolts, 10

crossbow bolts, 4 vials of

drow poison, masterwork

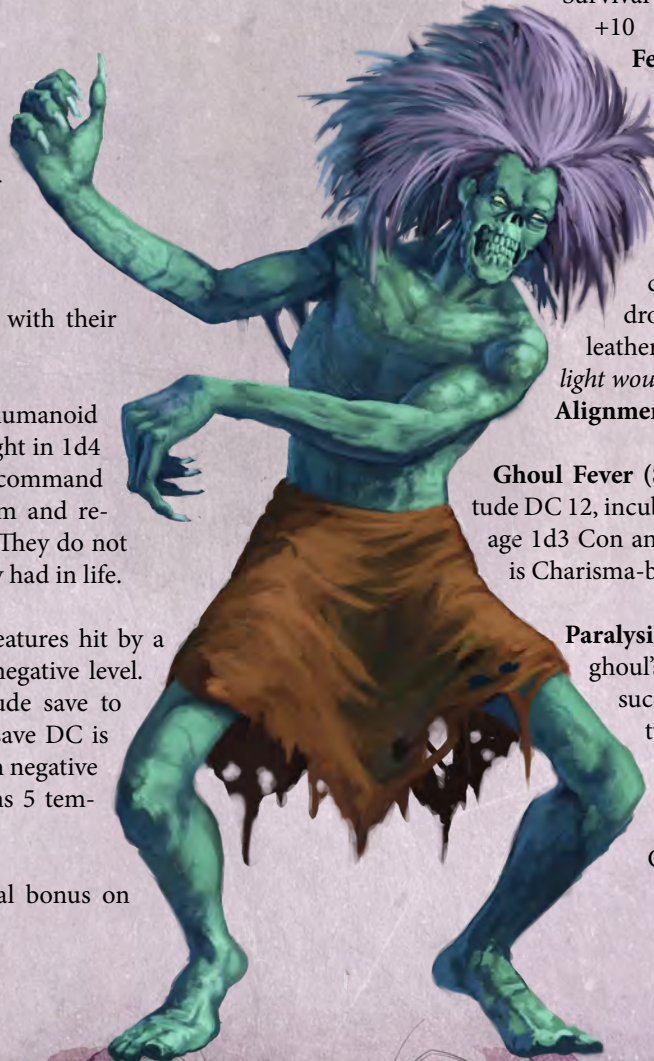
leather armor, 2 potions of *cure*

light wounds

Alignment: Chaotic Evil

Ghoulish Fever (Su) Disease—bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

Paralysis (Su) Victims hit by a ghoulish's bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+1 rounds. Elves are immune to this paralysis. The save DC is Charisma-based.



Rise of the Drow

Wood Kyton (Chain Devil)

Size/Type: Medium Outsider (Evil, Extraplanar, Lawful)
Hit Dice: 8d8+16 (52 hp)

Initiative: +6

Speed: 30 ft. (6 squares)

Armor Class: 20 (+2 Dex, +8 natural), touch 12, flat-footed 18

Base Attack/Grapple: +8/+10

Attack: Barbed vines +10 melee (2d4+2/19-20)

Full Attack: 2 barbed vines +10 melee (2d4+2/19-20)

Space/Reach: 5 ft./5 ft. (10 ft. with barbed vines)

Special Attacks: Dancing vines, unnerving gaze

Special Qualities: Damage reduction 5/silver or good, darkvision 60 ft., immunity to cold, regeneration 2, spell resistance 18

Saves: Fort +8, Ref +8, Will +6

Abilities: Str 15, Dex 15, Con 15, Int 6, Wis 10, Cha 12

Skills: Climb +13, Escape Artist +13, Hide +13, Intimidate +12, Listen +13, Spot +13, Use Rope +2 (+4 with bindings)

Feats: Alertness, Improved Critical (barbed vines), Improved Initiative

Environment: A lawful evil-aligned plane

Organization: Solitary, gang (2-4), band (6-10), or mob (11-20)

Challenge Rating: 6

Treasure: Standard

Alignment: Always lawful evil

Advancement: 9-16 HD (Medium)

Level Adjustment: +6

Language: Infernal, Common

Wood Kytons are humanlike devils, wrapped in barbed vines instead of clothing. A chain devil is 6 feet tall and weighs about 300 pounds, vines included.

COMBAT

A chain devil attacks by flailing away with the barbed vines that serve as its clothing, armor, and weapons.

A chain devil's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Dancing Vines (Su) A chain devil's most awesome attack is its ability to control up to four barbed vines within 20 feet as a standard action, making the vines dance or move as it wishes. In addition, a chain devil can increase these vines' length by up to 15 feet and cause them to sprout razor-edged barbs. These vines attack as effectively as the devil itself. If a vine is in another creature's possession, the creature can attempt a DC 15 Will save to break the chaindevil's power over that chain. If the save is successful, the kyton cannot attempt to control that particular vine again for 24 hours or until the vine leaves the creature's possession. The save DC is Charisma-based.

A chain devil can climb vine it controls at its normal speed without making Climb checks.

Unnerving Gaze (Su) Range 30 ft., Will DC 15 negates. A chain devil can make its face resemble one of an opponent's departed loved ones or bitter enemies. Those who fail their saves take a -2 penalty on attack rolls for 1d3 rounds. The save DC is Charisma-based.

Regeneration (Ex) Chain devils take normal damage from silvered weapons, good-aligned weapons, and spells or effects with the good descriptor. A chain devil that loses a piece of its body regrows it in 2d6×10 minutes. Holding the severed member against the stump enables it to reattach instantly.

Skills Wood kyton (chain devils) have a +8 racial bonus on Escape Artist.

Ysiloth Merbannia

Drow Rogue 2/Cleric 4/Assassin 1

Size/Type: Medium Humanoid (Elf)

Hit Dice: 1d6-2 plus 4d8-8 plus 1d6-2 plus 3 hp (16 hp)

Initiative: +1

Speed: 30 ft. (6 squares)

Armor Class: 15 (+1 Dex, +3 +1 leather armor, +1 ring of protection), touch 13, flat-footed 14

Base Attack/Grapple: +3/+2

Attack: Rapier +2 melee (1d6-1/18-20) or hand crossbow +4 ranged (1d4/19-20 plus poison)

Full Attack: Rapier +2 melee (1d6-1/18-20) or hand crossbow +4 ranged (1d4/19-20 plus poison)

Special Attacks: Death attack (domain and assassin), poison use, sneak attack 2d6, spells

Special Qualities: Drow traits, rebuke undead, spell resistance 19, trapfinding

Saves: Fort +3, Ref +6, Will +7* (+2 racial saving throw bonus against enchantment spells or effects)

Abilities: Str 8, Dex 12, Con 6, Int 12, Wis 17, Cha 18

Skills: Bluff +8, Diplomacy +7, Disguise +9, Gather Information +7, Hide +10, Intimidate +8, Knowledge (religion) +4, Listen +8, Move Silently +10, Perform (oratory) +7, Search +8, Spot +8

Feats: Endurance, Skill Focus [Knowledge (religion)], Toughness

Challenge Rating: 8

Alignment: Lawful evil

Spells Death and Trickery domains

Cleric: 0th—*cure minor wounds, guidance resistance (2), virtue*

1st—*bane, doom, obscuring mist, sanctuary; cause fear*
2nd—*bear's endurance, death knell, lesser restoration; invisibility*

Assassin: 1st—*disguise self*

The Darkness Arrives

Priestess/Assassin: she is manipulative, craves deep shadows, and remains ambitious. She is still allied to the drow, but not the current leaders – she wishes to replace them with herself. She fled House Invidious a century earlier in a failed temple coup. Left behind (at great expense) a dead clone and the body of her dead mage lover. She is now amassing money and magic, waiting for her time to strike, and assembling a coterie of renegade drow and drow-lovers (mostly humans) who do her bidding. She currently is suffering from the loss of 3 permanent points of Constitution.

Zombie, Fast

Size/Type: Medium Undead

Hit Dice: 2d12+3 (16 hp)

Initiative: -1

Speed: 30 ft. (6 squares; can't run)

Armor Class: 11 (-1 Dex, +2 natural), touch 9, flat-footed 11

Base Attack/Grapple: +1/+2

Attack: Slam +2 melee (1d6+1)

Full Attack: 2 slams +2 melee, (1d6+1)

Special Attacks: Quick strikes

Special Qualities: Damage reduction 5/slashing, darkvision 60 ft., undead traits

Saves: Fort +0, Ref -1, Will +3

Abilities: Str 12, Dex 8, Con 0, Int 0, Wis 10, Cha 1

Feats: Toughness

Challenge Rating: ½

Alignment: Always neutral evil

Quick Strikes (Ex) Whenever a fast zombie takes a full-attack action, it can make one additional slam attack at its highest base attack bonus.

Assassin Vine

Size/Type: Large Plant

Hit Dice: 4d8+12 (30 hp)

Initiative: +0

Speed: 5 ft. (1 square)

Armor Class: 15 (-1 size, +6 natural), touch 9, flat-footed 15

Base Attack/Grapple: +3/+12

Attack: Slam +7 melee (1d6+7)

Full Attack: Slam +7 melee (1d6+7)

Space/Reach: 10 ft./10 ft. (20 ft. with vine)

Special Attacks: Constrict 1d6+7, entangle, improved grab

Special Qualities: Blindsight 30 ft., camouflage, immunity to electricity, plant traits, resistance to cold 10 and fire 10

Saves: Fort +7, Ref +1, Will +2

Abilities: Str 20, Dex 10, Con 16, Int 0, Wis 13, Cha 9

Environment: Temperate forests

Organization: Solitary or patch (2-4)

Challenge Rating: 3

Treasure: 1/10th coins; 50% goods; 50% items

Alignment: Always neutral

Advancement: 5-16 HD (Huge); 17-32 HD (Gargantuan); 33+ HD (Colossal)

Level Adjustment: —

The assassin vine is a semi-mobile plant that collects its own grisly fertilizer by grabbing and crushing animals and depositing the carcasses near its roots. A mature plant consists of a main vine, about 20 feet long. Smaller vines up to 5 feet long branch off from the main vine about every 6 inches. These small vines bear clusters of leaves, and in late summer they produce bunches of small fruits that resemble wild grapes. The fruit is tough and has a hearty but bitter flavor. Assassin vine berries make a heady wine. An assassin vine can move about, albeit very slowly, but usually stays put unless it needs to seek prey in a new vicinity.

COMBAT

An assassin vine uses simple tactics: It lies still until prey comes within reach, then attacks. It uses its entangle ability both to catch prey and to deter counterattacks.

Constrict (Ex) An assassin vine deals 1d6+7 points of damage with a successful grapple check.

Entangle (Su) An assassin vine can animate plants within 30 feet of itself as a free action (Ref DC 13 partial).

The effect lasts until the vine dies or decides to end it (also a free action). The save DC is Wisdom-based. The ability is otherwise similar to entangle (caster level 4th).

Improved Grab (Ex) To use this ability, an assassin vine must hit with its slam attack.

It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

If it wins the grapple check, it establishes a hold and can constrict.

Blindsight (Ex) Assassin vines have no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

Camouflage (Ex) Since an assassin vine looks like a normal plant when at rest, it takes a DC 20 Spot check to notice it before it attacks.

Anyone with ranks in Survival or Knowledge (nature) can use one of those skills instead of Spot to notice the plant. Dwarves can use stonecunning to notice the subterranean version.

Rise of the Drow

Alin Durqua CR 2 Resisting Vampire Spawn

XP 1,200

LE (Currently Neutral until released, as Alin Durqua's innate strong NG alignment balances this out) Medium undead

Init +1; Senses darkvision 60 ft.; Perception +11

DEFENSE

AC 18, touch 11, flat-footed 17 (+3 armor, +1 Dex, +4 natural)

hp 16 (4d8+8); fast healing 2

Fort +1, Ref +0, Will +3

Defensive Abilities channel resistance +1; DR 5/silver;

Immune undead traits; Resist cold 5, electricity 5

Weaknesses vampire weaknesses

OFFENSE

Speed 30 ft.

Melee +1 *quarterstaff* +5 (1d4+1 plus energy drain)

Special Attacks blood drain, energy drain (1 level, DC 14)

STATISTICS

Str 12, Dex 12, Con -, Int 11, Wis 13, Cha 14

Base Atk +3; CMB +2; CMD 13

Feats Blind-Fight, Skill Focus (Perception)

Skills Intimidate +7, Knowledge (religion) +5, Perception +9, Stealth +6

Languages Common

SQ gaseous form, spider climb

Gear *feather token (tree)*, +1 *enduring leather*, +1 *quarterstaff*

Alin Durqua is resisting the effects of becoming a vampire spawn, and while he is able to use many of a spawn's abilities, they are either reduced or not yet in place. In a fight, the feral nature of a spawn begins to take over.

While resisting the transformation to a vampire spawn, Alin Durqua effectively has 2 negative levels (figured into the stat block above) and does not have the usual +4 racial bonus on Bluff, Hide, Listen, Move Silently, Search, Sense Motive and Spot checks. He

cannot use the usual dominate ability, nor is he vulnerable to resurrection. When viewed in a mirror, his image is smokelike. He has a barely visible shadow.

SPECIAL ABILITIES

Blood Drain (Su) Alin Durqua can suck blood from a grappled opponent; if Durqua establishes or maintains a pin, he drains blood, dealing 1d2 points of Constitution damage. Durqua heals 2 hit points or gains 2 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) each round it drains blood.

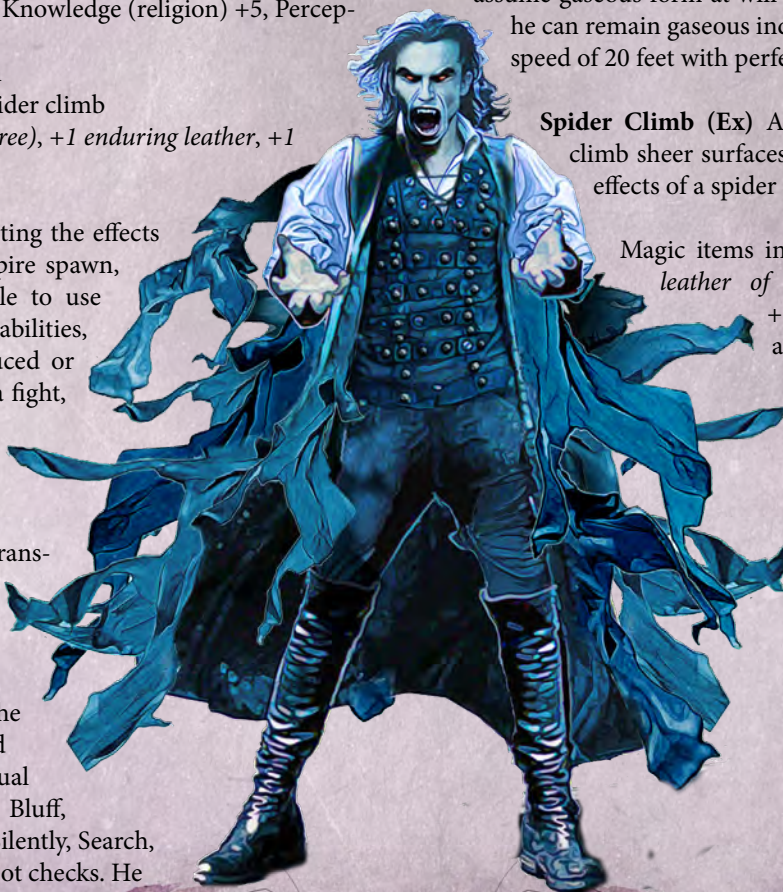
Energy Drain (Su) A creature hit by Durqua's slam (or other natural weapon) gains one negative level. This ability only triggers once per round, regardless of the number of attacks Durqua makes.

Fast Healing (Su) Durqua also gains fast healing 2. If reduced to 0 hit points in combat, Durqua assumes gaseous form (see below) and attempts to escape. He must reach his coffin home within 2 hours or be utterly destroyed. (He can normally travel up to 9 miles in 2 hours.) Additional damage dealt to Durqua when forced into gaseous form has no effect. Once at rest, Durqua is helpless. He regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 2 hit points per round.

Gaseous Form (Su) As a standard action, Durqua can assume gaseous form at will (caster level 5th), but he can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Spider Climb (Ex) A vampire spawn can climb sheer surfaces as though under the effects of a spider climb spell.

Magic items include the armor (+1 *leather of endure elements*), a +1/+1 *quarterstaff*, and a *feather token (tree)* waiting to be used after sharing,



The Darkness Arrives

Animated Object (Bellrope) CR 1

XP 400

N Small construct

Init +1; Senses darkvision 60, low-light vision; Perception -5

DEFENSE

AC 16, touch 12, flat-footed 14 (+1 Dex, +4 natural, +1 size)

hp 21 (2d10+10)

Fort +0, Ref +1, Will -5

Defensive Abilities hardness 5; Immune construct traits

OFFENSE

Speed 20 ft., climb 20 ft.

Melee whiplash +2 (1d3+1)

STATISTICS

Str 12, Dex 12, Con 0, Int 0, Wis 1, Cha 1

Base Atk +2; CMB +2; CMD 13

Skills Climb +9

SQ 1 construction point (climb speed)

When hanging from bell, the rope is 1 inch thick and 72 ft. long; when in a pile on the floor, it is 3 ft. diameter and 2½ ft. high

Barghest, Greater CR 7

XP 3,200

LE Large outsider (evil, extraplanar, lawful, shapechanger)

Init +6; Senses darkvision 60 ft., scent; Perception +16

DEFENSE

AC 20, touch 11, flat-footed 18 (+2 Dex, +9 natural, -1 size)

hp 85 (9d10+36)

Fort +9, Ref +10, Will +10

DR 10/magic

OFFENSE

Speed 40 ft.

Melee bite +14 (1d8+6), 2 claws +14 (1d6+6)

Spell-Like Abilities (CL 9th)

At will—*blink*, *invisibility sphere*, *levitate*, *misdirection*

1/day—*charm monster* (DC 18), *crushing despair* (DC

18), *dimension door*, *mass bull's strength*, *mass enlarge*

STATISTICS

Str 23, Dex 15, Con 19, Int 18, Wis 18, Cha 18

Base Atk +9; CMB +16; CMD 28 (32 vs. trip)

Feats Combat Cast-

ing, Combat Reflexes,

Improved Initiative, Great

Fortitude, Lightning

Reflexes

Skills Acrobatics +14,

Bluff +16, Climb +15,

Diplomacy +16, Intimidate

+16, Perception +16, Sense Mo-

tive +16, Stealth +10, Survival +16,

Swim +15

Languages Common, Goblin, Infernal

SQ change shape (goblin or wolf, polymorph)



Rise of the Drow

Assassin Vine

CR 3

This gnarled vine, as thick as a man's arm and bearing hand-shaped leaves, convulses across the ground in an unnatural slither.

XP 800

N Large plant

Init +0; Senses blindsight 30 ft., low-light vision; Perception +1

DEFENSE

AC 15, touch 9, flat-footed 15 (+6 natural, -1 size)

hp 30 (4d8+12)

Fort +7, Ref +1, Will +2

Immune electricity, plant traits; Resist cold 10 and fire 10

OFFENSE

Speed 5 ft.

Melee slam +7 (1d8+7 plus grab)

Space 10 ft.; Reach 10 ft.

Special Attacks constrict (1d8+7), entangle

STATISTICS

Str 20, Dex 10, Con 16, Int —, Wis 13, Cha 9

Base Atk +3; CMB +9 (+13 grapple); CMD 19 (can't be tripped)

SQ camouflage

SPECIAL ABILITIES

Camouflage (Ex) Since an assassin vine looks like a normal plant when at rest, a DC 20 Perception check is required to notice it before it attacks for the first time. Anyone with ranks in Survival or Knowledge (nature) can use either of those skills instead of Perception to notice the plant.

Entangle (Su) An assassin vine can, as a free action, cause plants within 30 feet of it to animate and grasp at foes. This ability is otherwise similar to entangle (CL 4th, DC 13). The save DC is Wisdom-based.

ECOLOGY

Environment temperate forests

Organization solitary, pair, or patch (3–6)

Treasure incidental

The assassin vine is a carnivorous plant that collects its own grisly fertilizer by grabbing and crushing animals and depositing the carcasses near its roots. These remarkable plants can see minute movements in the earth and air and detect changes in light and heat through their broad leaves, giving them exceptional awareness of the area around them. Possessing no intelligence or agenda, they lash out at whatever living things pass nearby, regardless of the target's size, sentience, or potential deadli-

ness. A mature plant consists of a main vine, about 20 feet long; smaller vines up to 5 feet long branch off from the main vine about every 6 inches. These small vines bear clusters of leaves, and in late summer they produce bunches of small fruits that resemble wild blackberries. The fruit is tough and has a hearty and typically bitter flavor, although some say the berries change in taste depending on what victims composted a given plant's roots. The most murderous assassin vines supposedly produce the sweetest berries.

An assassin vine can move about, but usually stays put unless it needs to seek prey in a new vicinity. The plants use simple tactics, lying still until prey comes within reach and then attacking. Once an assassin vine is engaged, it pursues prey (albeit slowly) in order to catch and compost the creature. The plants prove tenacious, as long as their quarry remains within sight. Once a creature moves beyond the plant's ability to perceive it, the unthinking vine falls still and lies in wait for the next passerby.

Assassin vines lurk within dense forests and swamps, but some might encroach upon poorly tended fields and vineyards. The vine's seeds might be spread far by birds swift enough to pluck them and escape. Tales often tell of assassin vines appearing in flower beds or infiltrating greenhouses, murderous surprises planted by rivals and enemies or arbitrary doom dropped by unsuspecting wing.



The Darkness Arrives

Bat Swarm

CR 2

XP 600

N Diminutive animal (swarm)

Init +2; Senses blindsense 20 ft., low-light vision; Perception +15

DEFENSE

AC 16, touch 16, flat-footed 14 (+2 Dex, +4 size)

hp 13 (3d8)

Fort +3, Ref +7, Will +3

Defensive Abilities swarm traits; Immune weapon damage

OFFENSE

Speed 5 ft., fly 40 ft. (good)

Melee swarm (1d6)

Space 10 ft.; Reach 0 ft.

Special Attacks distraction (DC 11), wounding

STATISTICS

Str 3, Dex 15, Con 11, Int 2, Wis 14, Cha 4

Base Atk +2; CMB —; CMD —

Feats Lightning Reflexes, Skill Focus (Perception)

Skills Fly +12, Perception +15; Racial Modifiers +4 Perception when using blindsense

SQ swarm traits

SPECIAL ABILITIES

Wounding (Ex) Any living creature damaged by a bat swarm continues to bleed, losing 1 hit point per round thereafter. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check or the application of a cure spell or some other healing magic.

ECOLOGY

Environment any temperate or tropical

Organization solitary, pair, flight (3–6 swarms), or colony (11–20 swarms)

Treasure none

Bat swarms dwell in large caves, ruins, or even city sewers—anywhere they can find darkness to hide in during the day and a supply of food to feast upon at night. They are only encountered outside in a group at dawn or dusk, or when they have been startled and forced to flee their lairs.

Bat Swarm, Fiendish

CR 2

XP 600

N Diminutive animal (swarm)

Init +2; Senses blindsense 20 ft., darkvision 60 ft., low-light vision; Perception +15

DEFENSE

AC 16, touch 16, flat-footed 14 (+2 Dex, +4 size)

hp 13 (3d8)

Fort +3, Ref +7, Will +3

Defensive Abilities swarm traits; Immune weapon damage; Resist cold 5, fire 5; SR 7

OFFENSE

Speed 5 ft., fly 40 ft. (good)

Melee swarm 1d6 plus distraction (DC 13)

Space 10 ft.; Reach 0 ft.

Special Attacks distraction (DC 11), smite good (once per day, +3 damage), wounding

STATISTICS

Str 3, Dex 15, Con 11, Int 2, Wis 14, Cha 4

Base Atk +2; CMB —; CMD —

Feats Lightning Reflexes, Skill Focus (Perception)

Skills Fly +12, Perception +15; Racial Modifiers +4 Perception when using blindsense

SQ swarm traits

SPECIAL ABILITIES

Wounding (Ex) Any living creature damaged by a bat swarm continues to bleed, losing 1 hit point per round thereafter. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check or the application of a cure spell or some other healing magic.

ECOLOGY

Environment any

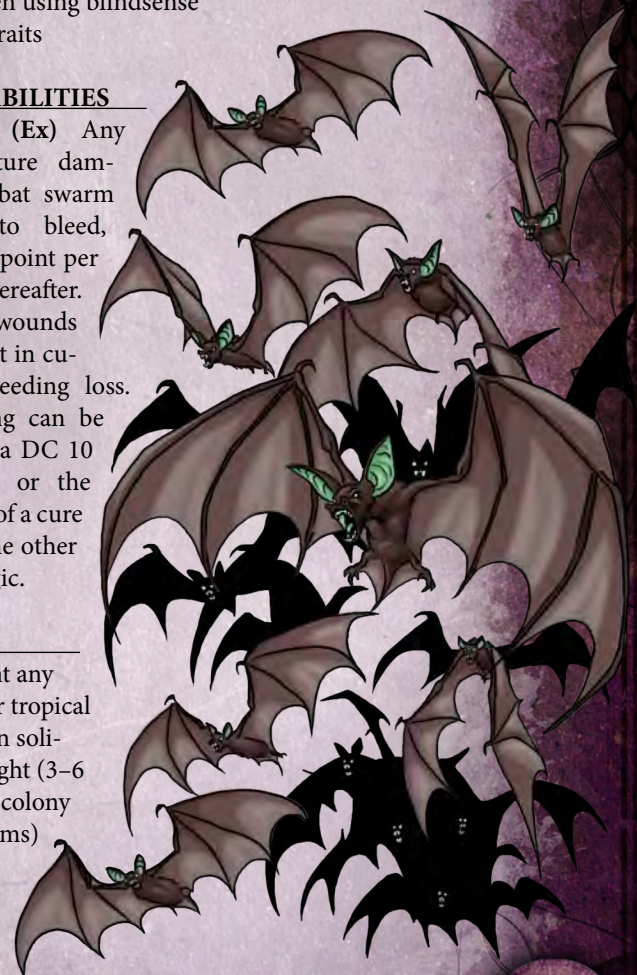
temperate or tropical

Organization solitary, pair, flight (3–6 swarms), or colony

(11–20 swarms)

Treasure

none



Rise of the Drow

Brownbark

CR 8

This animated tree's bark is knotted into vaguely humanoid features, with branches for arms and roots for legs.

XP 4,800

NG Huge plant (Treant)

Init -1; Senses low-light vision; Perception +12

DEFENSE

AC 21, touch 7, flat-footed 21 (-1 Dex, +14 natural, -2 size)

hp 108 (12d8+60)

Fort +13, Ref +3, Will +9

Defensive Abilities plant traits; DR 10/slashing

Weaknesses vulnerability to fire

OFFENSE

Speed 30 ft.

Melee 2 slams +17 (2d6+9/19-20)

Ranged rock +7 (2d6+13)

Space 15 ft.; Reach 15 ft.

Special Attacks rock throwing (180 ft.), trample (2d6+13, DC 25)

STATISTICS

Str 29, Dex 8, Con 21, Int 12,

Wis 16, Cha 13

Base Atk +9; CMB +20; CMD 29

Feats Alertness, Improved Critical (slam), Improved Sunder, Iron Will, Power Attack, Weapon Focus (slam)

Skills Diplomacy +9, Intimidate

+9, Knowledge (nature) +9,

Perception +12, Sense Motive +9,

Stealth -9 (+7 in forests); Racial

Modifiers +16 Stealth in forests

Languages Common, Sylvan, Treant

SQ animate trees, double damage against objects, treespeech

ECOLOGY

Environment any forest

Organization solitary or grove (2-7)

Treasure standard

SPECIAL ABILITIES

Animate Trees (Sp) A treant can animate any trees within 180 feet at will, controlling up to two trees at a time. It takes 1 full round for a tree to uproot itself, after which it moves at a speed of 10 feet and fights as a treant (although it has only one slam attack and lacks the treant's animation and rock-throwing abilities), gaining the treant's vulnerability to fire. If the treant that animated it terminates the animation, moves out of range, or is incapacitated, the tree immediately

takes root wherever it is and returns to its normal state.

Double Damage Against Objects (Ex) A treant or animated tree that makes a full attack against an object or structure deals double damage.

Treespeech (Ex) A treant has the ability to converse with plants as if subject to a continual speak with plants spell, and most plants greet them with an attitude of friendly or helpful.

The typical treant is 30 feet tall, with a trunk 2 feet in diameter, and weighs 4,500 pounds. Treants tend to resemble the species of trees most common in their woodland territories.



The Darkness Arrives

Dark Creeper

CR3

Filthy, reeking black rags wrap this small humanoid from head to toe, leaving only its hands and pale white nose visible.

Dark Creeper Rogue

XP 600

CN Small humanoid (dark folk) rogue 1

Init +3; Senses see in darkness; Perception +9

DEFENSE

AC 18, touch 16, flat-footed 13 (+2 armor, +5 Dex, +1 size)

hp 36 (4d8+17)

Fort +5, Ref +10, Will +2

Weaknesses light blindness

OFFENSE

Speed 30 ft.

Melee dagger +8 (1d3 plus poison, Crit 19–20/x2)

Ranged mwk light crossbow +9 (1d6, 19–20)

Special Attacks death throes, sneak attack (+2d6)

Spell-Like Abilities (CL 3rd)

At will—darkness, detect magic

STATISTICS

Str 13, Dex 21, Con 18, Int 8, Wis 12, Cha 8

Base Atk +2; CMB +2; CMD 17

Feats Skill Focus (Sleight of Hand), Weapon Finesse

Skills Acrobatics +12, Climb +5, Perception +9, Sleight

of Hand +12, Stealth +14, Swim +5; Racial Modifiers +4

Climb, +4 Perception, +4 Stealth

Languages Common, Dark Folk, Undercommon

SQ poison use, rag armor

ECOLOGY

Environment any underground

Organization solitary, pair, gang (3–6), or clan (20–80 plus 1 dark stalker per 20 dark creepers)

Treasure standard (dagger, black poison [3 doses], other gear)

SPECIAL ABILITIES

Death Throes (Su) When a dark creeper is slain, its body combusts in a flash of bright white light, leaving its gear in a heap on the ground. All creatures within a 10-foot burst must make a DC 13 Fortitude save or be blinded for 1d6 rounds. Other dark creepers within 10 feet are automatically blinded for at least 1 round, due to their light blindness. The save is Constitution-based.

Poison Use (Ex) Dark creepers are skilled in the use of poison and never risk accidentally poisoning themselves. Dark creepers favor a foul-smelling black paste distilled from certain deep-underground fungi known as black smear—injury; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d2 Str; cure 1 save.

Rag Armor (Ex) A dark creeper's multiple layers of filthy rags function as leather armor when worn by one of their kind.

See in Darkness (Su) A dark creeper can see perfectly in darkness of any kind, including that created by deeper darkness.

Dark creepers lurk in the black places deep below the surface of the world, venturing forth at night or into neighboring societies when the urge to steal and cause mayhem grows too great to resist. Endless layers of filthy, moldering black cloth shroud these small creatures, leading some to believe that the creature inside is smaller still. Usually encountered in groups, dark creepers flee from bright light, but are quite brave in the dark.

Dark creepers stand just under 4 feet tall and weigh 80 pounds. Their flesh is pale and moist, and their eyes are milky white. Dark creepers exude a foul stench of sweat and spoiled food, owing primarily to the fact that they never take off their clothing—instead piling on new layers when the outermost one grows too ragged.

For all the mayhem and trouble a pack of dark creepers can cause, this is nothing compared to the dangers a tribe led by the taller, even more sinister dark stalkers represents. Dark creepers treat their tall, lithe masters almost like gods, presenting them with offerings and obeying their every whim. Invariably, several dark stalkers serve as leaders to dark creeper tribes, with all of the tribe's heavy work and labor falling on the diminutive shoulders of the creepers, freeing the dark stalkers for their own decadent pleasures. Yet the dark creepers themselves see no inherent imbalance in this arrangement—to a dark creeper, a life in the servitude of a dark stalker is a life fulfilled.

Rise of the Drow

Drow Cleric

CR 1/2

XP 200

Female drow cleric of Naraneus 1

CE Medium humanoid (elf)

Init +0; Senses darkvision 120 ft., low-light vision; Perception +4

DEFENSE

AC 15, touch 10, flat-footed 15 (+4 armor, +1 shield)
hp 5 (1d8+1)

Fort +3, Ref +4, Will +4; +2 vs. enchantment

Immune magic sleep; Resist elven immunities; SR 7

Weaknesses light blindness

OFFENSE

Speed 20 ft. (30 ft. base)

Melee light mace +0 melee (1d6-1)

Ranged hand crossbow +0 ranged (1d4 plus poison, Crit 19-20/x2)

Special Attacks channel negative energy (5/day, DC 12, 1d6), destructive smite (+2 atk, +1 damage, 5/day)

Domain Spell-Like Abilities (CL 1st; concentration +3)

5/day—*bleeding touch*

Spell-Like Abilities (CL 1st; concentration +3)

1/day—*dancing lights, darkness, faerie fire*

Cleric Spells Prepared (CL 1st; concentration +3)

0th—*resistance, stabilize, virtue*

1st—*bane* (DC 13), *obscuring mist; cause fear* (DC 13)

Domains death, destruction

STATISTICS

Str 8, Dex 10, Con 12, Int 13, Wis 14, Cha 14

Base Atk +0; CMB -1; CMD 9

Feats Weapon Finesse

Skills Bluff +4, Heal +6, Knowledge (religion) +5, Perception +4, Sense Motive +8, Spellcraft +5; Racial Modifiers -2 Acrobatics, +2 Bluff, -2 Climb, +2 Intimidate, +2 Perception, +2 Sense Motive, -2 Survival

Languages Elven, Undercommon

SQ aura, orisons, poison use, spontaneous casting

Gear drow poison (2 doses), chain shirt, light steel

shield, crossbow bolts (10), hand crossbow, light mace

Drow Mage

CR 1/2

XP 200

Male drow wizard (universalist) 1

NE Medium humanoid (elf)

Init +1; Senses darkvision 120 ft., low-light vision; Perception +4

DEFENSE

AC 11, touch 11, flat-footed 10 (+1 Dex)

hp 5 (1d6+2)

Fort +2, Ref +1, Will +2; +2 vs. enchantment

Immune magic sleep; Resist elven immunities; SR 7

Weaknesses light blindness

OFFENSE

Speed 30 ft.

Melee +1 dagger +0 melee (1d4, Crit 19-20/x2)

Ranged hand crossbow +1 ranged (1d4 plus poison, Crit 19-20/x2)

Spell-Like Abilities (CL 1st; concentration +2)

1/day—*dancing lights, darkness, faerie fire*

Wizard Spells Prepared (CL 1st; concentration +3)

0th—*acid splash, message, ray of frost*

1st—*sleep* (x2) (DC 13)

STATISTICS

Str 8, Dex 12, Con 14, Int 14, Wis 10, Cha 13

Base Atk +0; CMB -1; CMD 10

Feats Eschew Materials, Scribe Scroll

Skills Appraise +6, Craft (alchemy) +6, Knowledge (arcane) +6, Perception +4, Spellcraft +6; Racial Modifiers +2 Acrobatics, -2 Bluff, -2 Intimidate, +4 Perception, -2 Sense Motive, +2 Stealth

Languages Elven, Undercommon

SQ arcane bond (+1 dagger), specialized school (universalist), poison use

Gear: +1 *dagger*, crossbow bolts (10), hand crossbow, spell components

The Darkness Arrives

Drow Rogue

CR 1/2

XP 200

Male drow rogue 1

CE Medium humanoid (elf)

Init +2; Senses darkvision 120 ft.; low-light vision; Perception +8

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 armor, +2 Dex)

hp 5 (1d8+1)

Fort +1, Ref +4, Will +0; +2 vs. enchantment

Immune magic sleep; Resist eleven immunities; SR 7

Weaknesses light blindness

OFFENSE

Speed 30 ft.

Melee rapier +2 (1d6, Crit 18–20/x2)

Ranged hand crossbow +2 (1d4 plus poison, Crit 19–20/x2)

Special Attack sneak attack 1d6

Spell-Like Abilities (CL 1st; concentration +2)

1/day—*dancing lights, darkness, faerie fire*

STATISTICS

Str 10, Dex 15, Con 12, Int 18 Wis 11, Cha 12

Base Atk +0; CMB +0; CMD 12

Feats Weapon Finesse

Skills Acrobatics +8, Disable Device +7, Disguise +5,

Escape Artist +6, Perception +8, Stealth +8, Use Magic

Device +5; Racial Modifiers +2 Acrobatics, -2 Bluff, -2

Intimidate, +4 Perception, -2 Sense Motive, +2 Stealth

Languages Elven, Undercommon

SQ poison use, trapfinding

Drow Warrior

CR 1/3

XP 135

Female drow warrior 1

CE Medium humanoid (elf)

Init -3; Senses darkvision 120 ft.; Perception +2

DEFENSE

AC 15, touch 12, flat-footed 13 (+2 armor, +2 Dex, +1 shield)

hp 5 (1d10)

Fort +2, Ref +2, Will -1; +2 vs. enchantment

Immune magic sleep; Resist elven immunities; SR 7

Weaknesses light blindness

OFFENSE

Speed 30 ft.

Melee rapier +3 (1d6, Crit 18–20/x2)

Ranged hand crossbow +3 (1d4 plus poison, Crit 19–20/x2)

Spell-Like Abilities (CL 1st; concentration +1)

1/day—*dancing lights, darkness, faerie fire*

STATISTICS

Str 11, Dex 15, Con 10, Int 10, Wis 9, Cha 10

Base Atk +1; CMB +1; CMD 13

Feats Weapon Finesse

Skills Acrobatics +2, Bluff -2, Climb +2, Intimidate +2,

Perception +2, Sense Motive +2, Survival -2; Racial

Modifiers +2 Perception

Languages Elven, Undercommon

SQ poison use

Combat Gear drow poison (2 doses); Other Gear leather armor, buckler, 10 crossbow bolts, hand crossbow, rapier

SPECIAL ABILITIES

Poison Use (Ex) Drow are skilled in the use of poison and never risk accidentally poisoning themselves. Drow favor an insidious toxin that causes its victims to lapse into unconsciousness—this poison allows drow to capture slaves with great ease.

The drow suffer a -5 penalty to initiative due to their heavy disguises.

Rise of the Drow

Erik Splitaxe

CR 8

XP 4,800
Male human barbarian 9
NE Medium humanoid (human)
Init +1; Perception +13

DEFENSE

AC 18, touch 9, flat-footed 17 (+9 armor, +1 Dex, -2 rage)
hp 101 (9d12+52)
Fort +12, Ref +5, Will +7
DR 1/—

OFFENSE

Speed 20 ft.
Melee mwk adamantite greataxe +16/+11 (1d12+7, Crit ×3)
Ranged light hammer +10 (1d4+5) or throwing axe +10 (1d6+5)
Special Attacks rage (19 rounds/day), rage powers (guarded stance +2, 3 rounds), knockback, strength surge +9, unexpected strike)

*STATISTICS

Str 20, Dex 13, Con 20, Int 10, Wis 12, Cha 9
Base Atk +9; CMB +14 (+18 sunder); CMD 23 (27 vs. bull rush or trip, 25 vs. sunder)
Feats Armor Proficiency (heavy), Cleave, Greater Sunder, Improved Sunder, Power Attack, Weapon Focus (Greataxe)
Skills Acrobatics +6 (+2 when jumping), Climb +12, Craft (weapons) +14, Knowledge (dungeoneering) +6, Perception +13, Stealth +10, Survival +13
Languages Common, Vikmordere
SQ improved uncanny dodge, fast movement, trap sense +3
Combat Gear oil of *magic weapon*, potion of *cure light wounds*, potion of *shield of faith* (+2), acid (3); Other Gear masterwork full plate, light hammer (2), masterwork adamantite greataxe, throwing axe (2), *cloak of resistance* +1, climber's kit, masterwork artisan's tools, 2 gp

TACTICS

During Combat Erik uses his guarded stance and alternates between cleaving and sundering weapons.

*Base Statistics When not raging, Erik's statistics are AC 20, touch 11, flat-footed 19; hp 95; Fort +10, Will+5; Melee mwk adamantite greataxe +14/+9 (1d12+4, Crit ×3); Ranged light hammer +10 (1d4+3) or throwing axe +10 (1d6+3); Str 16, Con 16; CMB +12 (+16 sunder); Skills Climb +10

Gargoyle, Advanced

CR 6

XP 2,400
CE Large monstrous humanoid (earth)
Init +5; Senses darkvision 60 ft.; Perception +8

DEFENSE

AC 21, touch 12, flat-footed 18 (+3 Dex, +9 natural, -1 size)
hp 75 (6d10+42)
Fort +9, Ref +8, Will +7
DR 10/magic

OFFENSE

Speed 40 ft., fly 60 ft. (average)
Melee 2 claws +11 (1d8+6), bite +11 (1d6+6), gore +11 (1d6+6)

STATISTICS

Str 23, Dex 16, Con 24, Int 10, Wis 15, Cha 11
Base Atk +6; CMB +13; CMD 26
Feats Flyby Attack, Hover, Skill Focus (Fly)
Skills Fly +13, Perception +8, Stealth +9 (+15 in stony areas); Racial Modifiers +2 Stealth (+6 in stony environs)
Languages Common, Terran
SQ freeze



The Darkness Arrives

Gerigg

CR 7

XP 3,200

CE Large aberration (Drider)

Init +2; Senses darkvision 120 ft., detect good, detect law, detect magic; Perception +15

DEFENSE

AC 20, touch 12, flat-footed 17; (+2 Dex, +1 dodge, +8 natural, -1 size)

hp 76 (9d8+36)

Fort +7, Ref +5, Will +9

Immune sleep; SR 18

OFFENSE

Speed 30 ft., climb 20 ft.

Melee mwk heavy mace +9/+4 (1d8+3), bite +3 (1d4+1 plus poison)

Ranged mwk composite longbow +8/+3 (1d8+2/×3)

Space 10 ft.; Reach 5 ft.

Special Attacks web (+7 ranged, DC 18, hp 9)

Spell-Like Abilities (CL 9th)

Constant—*detect good, detect law, detect magic*

At will—*dancing lights, darkness, faerie fire*

1/day—*clairaudience/clairvoyance, deeper darkness, dispel magic, levitate, suggestion* (DC 16)

Sorcerer Spells Known (CL 6th)

3rd (4/day)—*lightning bolt* (DC 16)

2nd (6/day)—*invisibility, web* (DC 15)

1st (7/day)—*mage armor, magic missile, ray of enfeeblement* (DC 14), *silent image* (DC 14)

0 (at will)—*bleed* (DC 13), *daze* (DC 13), *ghost sound, mage hand, ray of frost, read magic, resistance*

STATISTICS

Str 15, Dex 15, Con 18, Int 15, Wis 16, Cha 16

Base Atk +6; CMB +9; CMD 21 (33 vs. trip)

Feats Blind-Fight, Dodge, Combat Casting, Weapon Focus (bite, mace)

Skills Climb +22, Intimidate +15, Knowledge (arcana)

+14, Perception +15, Spellcraft +14, Stealth +14; Racial

Modifiers +4 Stealth

Languages Common, Elven, Undercommon

SQ undersized weapons

SPECIAL ABILITIES

Poison (Ex) Bite—injury; save Fort DC 18; frequency 1/round for 6 rounds; effect 1d2 Str; cure 1 save. The save DC is Constitution-based.

Spells A drider casts spells as a 6th-level cleric, sorcerer, or wizard, but does not gain any other class abilities.

Undersized Weapons (Ex) Although a drider is Large, its upper torso is the same size as that of a Medium humanoid's upper torso. As a result, it wields weapons as if it were one size category smaller than its actual size (Medium for most driders).

ECOLOGY

Environment any underground

Organization solitary, pair, or group (3–8)

Treasure double (masterwork heavy mace, masterwork composite longbow [+2 Str] with 20 arrows, additional treasure)

Created from the body of a drow, warped and mutated through special poisons and elixirs to take on the characteristics of a giant spider, the drider is a dangerous creature.



Rise of the Drow

Ghoublin

CR 1/2

A small, green-skinned creature, clad in an iron breastplate, moves towards you, an unpleasant stench following it.

XP 200

NE Small undead

Init +2; Senses darkvision 60 ft.; Perception +4

DEFENSE

AC 20, touch 13, flat-footed 18 (+5 armor, +2 Dex, +2 natural, +1 size)

hp 3 (1d8-1)

Fort -1, Ref +2, Will +2

Defensive Abilities channel resistance +1; Immune undead traits

OFFENSE

Speed 20 ft.

Melee bite +2 melee (1d4+1 plus paralysis and disease) and 2 claws +0 melee (1d2 plus paralysis)

Special Attacks ghoublin fever, paralysis (DC 9, 1d2+1 rounds)

STATISTICS

Str 12, Dex 14, Con -, Int 12, Wis 11, Cha 9

Base Atk +0; CMB +0; CMD 12

Feats Multiattack

Skills Acrobatics -1, Climb +1, Escape Artist -1, Perception +4, Stealth +6

Languages Goblin

Ghoublin Fever (Su)

Disease—bite, Fortitude DC 9, incubation period 1 day, damage 1 Con and 1 Dex. The save DC is Charisma-based.

An afflicted humanoid that dies of ghoublin fever rises as a ghoublin at the next midnight. A humanoid who becomes a ghoublin in this way retains none of the abilities it possessed in life. It is not under the control of any other ghoublins, but it hungers for the flesh of the living and behaves like a normal ghoublin in all respects. A humanoid of 2-3 Hit Dice rises as a ghoul, not a ghoublin, while a humanoid with 4 Hit Dice or more rises as a ghast.

SPECIAL ABILITIES

Paralysis (Ex) Those hit by a ghoublin's bite or claw attack must succeed on a DC 9 Fortitude save or be paralyzed for 1d2+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based

Grimlock

CR 1

A muscular humanoid stares with dark, eyeless sockets. It fingers a notched battleaxe and emits a low growl.

XP 400

NE Medium monstrous humanoid

Init +1; Senses blindsight 40 ft., scent; Perception +9

DEFENSE

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)

hp 13 (2d10+2)

Fort +1, Ref +4, Will +2

Immune gaze attacks, visual effects

Weaknesses blind

OFFENSE

Speed 30 ft.

Melee battleaxe +4 (1d8+3, Crit x3)

STATISTICS

Str 15, Dex 13, Con 13, Int 10, Wis 8, Cha 6

Base Atk +2; CMB +4; CMD 15

Feats Alertness, Skill

Focus (Perception)

Skills Climb +7,

Perception +9,

Sense Motive +1,

Stealth +6 (+16 in

mountains and

underground),

Survival +4;

Racial Modifier

+10 to Stealth

in mountains

and under-

ground

Languages

Grimlock, Un-

dercommon



The Darkness Arrives

HOUSE GULLION



PATHFINDER

Rise of the Drow

Serral Gullion

CR 4

XP 1,200

Male drow cleric of Naraneus 5

CE Medium humanoid (elf)

Init +3; Senses darkvision 120 ft.; low-light vision; Perception +7

DEFENSE

AC 21, touch 14, flat-footed 17 (+6 armor, +3 Dex, +1 dodge, +1 shield)

hp 27 (5d8+5)

Fort +4, Ref +4, Will +7; +2 vs. enchantment

Immune magic sleep; Resist elven immunities; SR 11

Weaknesses light blindness

OFFENSE

Speed 20 ft.

Melee mwk rapier +7 (1d6+1/18–20)

Ranged mwk hand crossbow +7 (1d4/19–20 plus poison)

Special Attacks channel negative energy (4/day, 5d6, DC 13), destructive smite (6/day, +2 damage), shadowy weapon (swift action, 6/day, +2 damage)

Spell-Like Abilities (CL 5th; concentration +6)

1/day—*dancing lights*, *darkness*, *faerie fire*

Cleric Spells Prepared (CL 5th; concentration +8)

3rd—*animate dead*, *bestow curse* (DC 16); *rage*

2nd—*cure moderate wounds* (DC 15), *shatter* (DC 15), *spiritual weapon*; *darkness*

1st—*cause fear* (DC 14), *command* (DC 14), *comprehend languages*, *cure light wounds* (DC 14); *true strike*

0 (at will)—*bleed*, *detect magic*, *guidance*, *read magic*

Domains destruction, drow

STATISTICS

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

Base Atk +3; CMB +4; CMD 17

Feats Combat Casting, Dodge,

Weapon Finesse

Skills Knowledge (religion) +3, Perception +7, Stealth +2; Racial Modifiers +2 Acrobatics, -2 Bluff, -2 Intimidate, +4 Perception, -2 Sense Motive, +2 Stealth

Languages Elven, Undercommon

SQ aura, poison use, spontaneous casting

Gear +1 *scale mail*, masterwork buckler, masterwork hand crossbow, masterwork rapier, phylactery of negative channeling

Thizasta Gullion

CR 8

XP 4,800

Female drow cleric of Naraneus 9

LE Medium humanoid (elf)

Init +0; Senses darkvision 120 ft., eyes of darkness(4 rounds), low-light vision; Perception +9

Aura destructive aura (30 ft., +4; 7 rounds/day)

DEFENSE

AC 19, touch 10, flat-footed 19 (+9 armor)

hp 62 (9d8+18)

Fort +9, Ref +4, Will +11 (+2 vs. enchantment)

Defensive Abilities death's embrace; Immune magic sleep; Resist elven immunities; SR 15

Weakness light blindness

OFFENSE

Speed 20 ft.

Melee mwk light mace +8/+3 (1d6+1)

Ranged light crossbow +6 (1d8, Crit 19–20/x2)

Special Attacks channel negative energy 5/day (DC 18, 5d6), destructive smite (7/day, +2 to atk, +9 damage)

Domain Spell-Like Abilities (CL 9th; concentration +11)

7/day—*touch of darkness* (4 rounds)

Spell-Like Abilities (CL 9th; concentration +11)

1/day—*dancing lights*, *darkness*, *faerie fire*

Cleric Spells Prepared (CL 9th; concentration +11)

5th—*slay living* (DC 21); *shout* (DC 20)

4th—*cure critical wounds*, *poison* (DC 20), *summon monster IV*; *shadow conjuration* (DC 18)

3rd—*bestow curse* (DC 19), *contagion* (DC 19), *dispel magic* (2); *deeper darkness*

2nd—*cure moderate wounds*, *darkness*, *desecrate*, *eagle's splendor*, *silence* (DC 16); *blindness/deafness* (blindness only, DC 18)

1st—*cause fear* (DC 17), *deathwatch*, *doom* (DC 17), *magic weapon*, *shield of faith* (2); *true strike*

0 (at will)—*bleed* (DC 16), *detect magic*, *light*, *resistance*

Domains Darkness, Destruction

STATISTICS

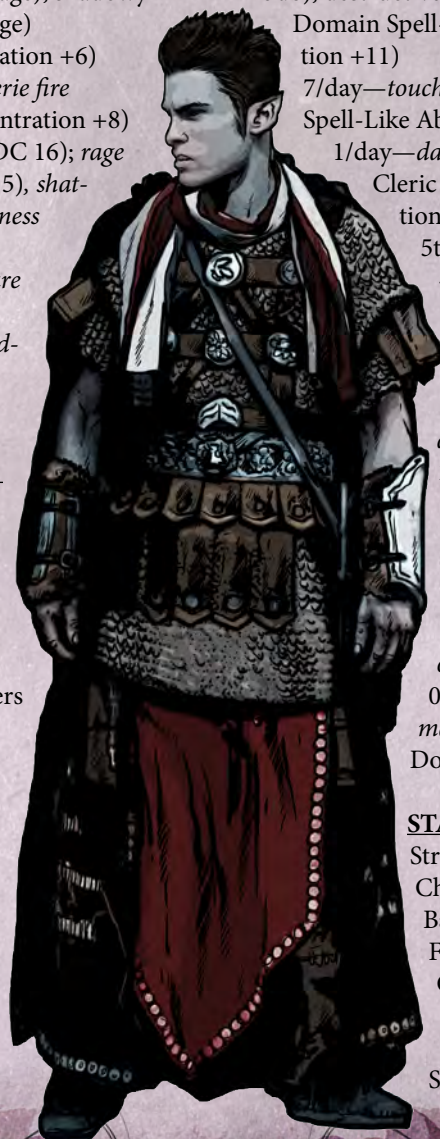
Str 12, Dex 10, Con 14, Int 8, Wis 18, Cha 14

Base Atk +6; CMB +7; CMD 17

Feats Blind-Fight, Command Undead, Greater Spell Focus (necromancy),

Heavy Armor Proficiency, Improved Channel, Spell Focus (necromancy)

Skills Heal +10, Knowledge (religion)



The Darkness Arrives

+8, Linguistics +3, Perception +9, Spellcraft +7
Languages Common, Elven, Undercommon
SQ aura, death's embrace

Combat Gear potion of *cure moderate wounds*, flask of *acid*, smokesticks (2); Other Gear masterwork full plate, light crossbow with 20 bolts, masterwork light mace, *cloak of resistance* +1, *unholy water*, wooden unholy symbol, onyx gems (worth 350 gp), silver dust for desecrate (worth 25 gp), 114 gp

TACTICS

Before Combat Thizasta casts deathwatch.

During Combat Thizasta casts magic weapon and shield of faith. If she has minions, she orders them to attack so she can use slay living from a distance. She casts darkness to hide in and channels negative energy. If forced out of the darkness, she disables targets with bestow curse, blindness, and poison, then uses her spiked chain.

During combat she taunts her opponents: "Compared to me, you are but an untrained student in the ways of the world, and the gods. You have no idea that you are defying our gods direct will—and we will crush you for that."



Yoflid Gullion

CR 6

XP 2,400

Male drow ghoulish ranger 6

CE Medium undead (augmented humanoid, elf)

Init +6; Senses darkvision 120 ft.; Perception +13

DEFENSE

AC 20, touch 16, flat-footed 14 (+2 armor, +6 Dex, +2 natural)

hp 72 (6d10+2d8+30)

Fort +8, Ref +11, Will +7; +2 vs. enchantment

Defensive Abilities channel resistance +2, Immune undead traits; Resist elven immunities; SR 14

Weaknesses light blindness

OFFENSE

Speed 30 ft.

Melee bite +13 (1d6+4 plus disease and paralysis) and 2 claws +13 (1d6+4 plus paralysis) or mwk rapier +14/+9 (1d6+4, Crit 18–20/x2)

Ranged +1 *hand crossbow* +14/+9 (1d4+1 plus poison, Crit 19–20/x2)

Spell-Like Abilities (CL 3rd; concentration +9)

1/day—*dancing lights*, *darkness*, *faerie fire*

Ranger Spells Prepared (CL 3rd; concentration +5)

1st—*animal messenger*, *longstrider*

STATISTICS

Str 18, Dex 22, Con –, Int 11, Wis 14, Cha 16

Base Atk +7; CMB +11; CMD 27

Special Attacks favored enemy (dwarf+4, human +2), paralysis (1d4+1 rounds, DC 14, elves are immune to this effect)

Feats Deadly Aim, Endurance, Point Blank Shot, Precise Shot, Rapid Reload (hand crossbow), Rapid Shot, Weapon Finesse

Skills Acrobatics +15, Climb +10, Knowledge (local) +6, Knowledge (nature) +7, Intimidate +8, Perception +13, Stealth +19, Survival +10, Swim +8; Racial Modifiers +2 Acrobatics, -2 Bluff, -2 Intimidate, +2 Perception, -2 Sense Motive, +2 Stealth

Languages Common, Elven, Undercommon

SQ combat style (archery), favored terrain (underground +2), hunter's bond (companion), poison use, track, wild empathy

Gear masterwork leather armor, masterwork rapier, +1 *hand crossbow*, crossbow bolts (20), vials of drow poison (4), potions of *cure moderate wounds* (2), wand of *snare* (14 charges), *belt of incredible dexterity*

+2

Rise of the Drow

Jarl Jerrod

CR 6

XP 2,400
NE Large undead (Skeleton, frost giant)
Init +4; Senses darkvision 60 ft.; Perception +0

DEFENSE

AC 15, touch 9, flat-footed 15 (+4 armor, +2 natural, -1 size)
hp 63 (14d8)
Fort +4, Ref +4, Will +9
DR 5/bludgeoning; Immune cold, undead traits

OFFENSE

Speed 40 ft.
Melee +1 large greataxe +19/+14 (3d6+14, Crit x3) or 2 claws +18 (1d6+9)
Space 10 ft.; Reach 10 ft.

STATISTICS

Str 29, Dex 11, Con —, Int —, Wis 10, Cha 10
Base Atk +10; CMB +20; CMD 30
Feats Improved Initiative

Lemure

CR 1

A roiling wave of flesh gushes forward. Amid the fatty surge wriggle half-formed limbs and a dripping tumorous face.

XP 400
LE Medium outsider (devil, evil, extraplanar, lawful)
Init +0; Senses darkvision 60 ft., see in darkness; Perception +0

DEFENSE

AC 14, touch 10, flat-footed 14 (+4 natural)
hp 13 (2d10+2)
Fort +4, Ref +3, Will +0
DR 5/good or silver; Immune fire, mind-affecting effects, poison; Resist acid 10, cold 10

OFFENSE

Speed 20 ft.
Melee 2 claws +2 (1d4)

STATISTICS

Str 11, Dex 10, Con 12, Int —, Wis 11, Cha 5
Base Atk +2; CMB +2; CMD 12
Mindless (Ex) Immunity to mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

Maina Lerithar

CR 7

XP 3,200
Female drow rogue 8
NE Medium humanoid (elf)
Init +7; Senses darkvision 120 ft., low-light vision; Perception +12

DEFENSE

AC 19, touch 16, flat-footed 14 (+3 armor, +1 deflection, +4 Dex, +1 dodge)
hp 55 (8d8+16)
Fort +4, Ref +13, Will +4; +2 vs. enchantments
Immune magic sleep; Resist elven immunities; SR 14
Weakness light blindness

OFFENSE

Speed 30 ft.
Melee mwk dagger +7/+2 (1d4, Crit 19–20/x2)
Ranged mwk light crossbow +11 (1d8, Crit 19–20/x2)
Special Attacks sneak attack +4d6
Spell-Like Abilities (CL 8th; concentration +9)
1/day – dancing lights, darkness, faerie fire

STATISTICS

Str 10, Dex 18, Con 12, Int 14, Wis 12, Cha 10
Base Atk +6; CMB +6; CMD 22
Feats Dodge, Improved Initiative, Lightning Reflexes, Skill Focus (Craft [traps])
Skills Acrobatics +13 (+8 when jumping), Bluff +11, Climb +9, Craft (traps) +18, Disable Device +20, Escape Artist +15, Knowledge (dungeoneering) +13, Knowledge (engineering) +10, Perception +12, Stealth +15, Use Magic Device +11; Racial Modifiers -2 Acrobatics, +2 Bluff, -2 Climb, +2 Intimidate, +2 Perception, +2 Sense Motive, -2 Survival

Languages Draconic, Drow Sign Language, Dwarven, Elven, Undercommon
SQ evasion, improved uncanny dodge, poison use, rogue talents (ledge walker, quick disable, resiliency, trap spotter), trapfinding, trap sense +3
Combat Gear potion of cure moderate wounds, scroll of knock, wand of detect magic (20 charges); Other Gear masterwork studded leather, masterwork dagger, masterwork light crossbow with 10 bolts, cloak of resistance +1, goggles of minute seeing, ring of protection +1, masterwork artisan's tools, thieves' tools, 577 gp

TACTICS

During Combat Maina uses her crossbow to make direct attacks



The Darkness Arrives

Mephit, Skeletal Fire

CR 1

XP 400

NE Small undead

Init +7; Senses darkvision 60 ft.; Perception +0

Aura fiery aura (5 ft., 1d4 fire)

DEFENSE

AC 15, touch 14, flat-footed 12 (+3 Dex, +1 natural, +1 size)

hp 19 (3d8+6)

Fort +1, Ref +4, Will +3

DR 5/bludgeoning; Immune fire, undead traits

Weaknesses vulnerability to cold

OFFENSE

Speed fly 40 ft. (average)

Melee 2 claws +4 (1d3+1)

STATISTICS

Str 13, Dex 17, Con -, Int -, Wis 10, Cha 10

Base Atk +2; CMB +2; CMD 15

Feats Improved Initiative

Languages Common, Ignan

SPECIAL ABILITIES

Fiery Aura (Ex) Creatures adjacent to a skeletal fire mephit take 1d4 points of fire damage at the start of their turn. Anyone striking a skeletal fire mephit with an unarmed strike or natural attack takes 1d4 points of fire damage. A skeletal fire mephit loses its breath weapon as a result of gaining its fiery aura.

Mephit, Water

CR 3

XP 800

N Small outsider (varies)

Init +6; Senses darkvision 60 ft.; Perception +6

DEFENSE

AC 17, touch 14, flat-footed 14 (+2 Dex, +1 dodge, +3 natural, +1 size)

hp 19 (3d10+3); fast healing 2

Fort +2, Ref +5, Will +3

DR 5/magic

OFFENSE

Speed 30 ft., fly 40 ft. (average), swim 30 ft.

Melee 2 claws +5 (1d3+1)

Special Attacks breath weapon (15-foot cone, effect based on type, Reflex DC 13 for half)

Spell-Like Abilities (CL 6th)

1/hour—*acid arrow*

1/day—*stinking cloud* (DC 15), *summon* (level 2, 1 mephit of the same type 25%)

STATISTICS

Str 13, Dex 15, Con 12, Int 6, Wis 11, Cha 14

Base Atk +3; CMB +3; CMD 15

Feats Dodge, Improved Initiative

Skills Bluff +8, Fly +10, Perception +6, Stealth +12

Languages Common, one appropriate elemental language (Aquan, Auran, Ignan, or Terran)

ECOLOGY

Environment any (elemental planes)

Organization solitary, pair, gang (3–6), mob (7–12)

Treasure standard

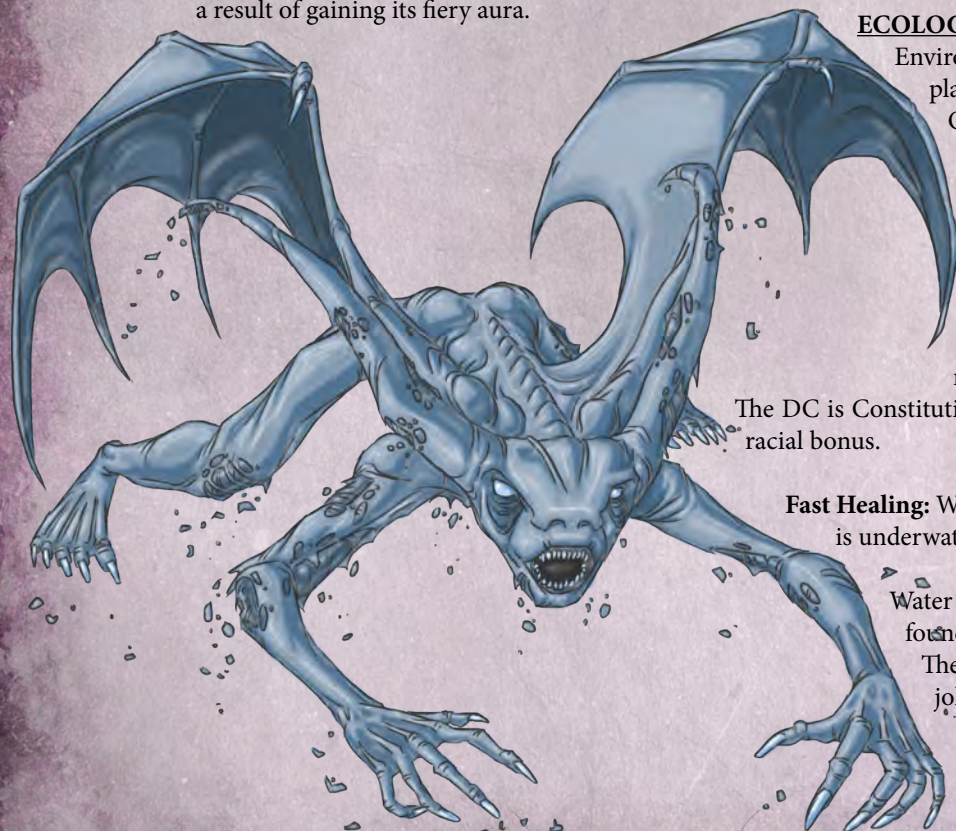
SPECIAL ABILITIES

Breath Weapon (Su): A cone of acid that deals 1d8 acid damage every 4 rounds as a standard action.

The DC is Constitution-based and includes a +1 racial bonus.

Fast Healing: Works only while the mephit is underwater

Water mephits are commonly found on the Plane of Water. These mephits are constant jokesters



Rise of the Drow

Morlock

CR 2

Skin pale as a slug's belly, eyes huge and bulging, this thing crawls down the wall like a spider, but its shape is hideously humanoid.

XP 600

CE Medium monstrous humanoid

Init +8; Senses darkvision 120 ft., scent; Perception +2

DEFENSE

AC 15, touch 14, flat-footed 11 (+4 Dex, +1 natural)

hp 22 (3d10+6)

Fort +3, Ref +9, Will +5

Immune disease, poison

Weaknesses light blindness

OFFENSE

Speed 40 ft., climb 30 ft.

Melee club +5 (1d6+2), bite +0 (1d4+1)

Special Attacks leap attack, sneak attack +1d6, swarming

STATISTICS

Str 14, Dex 19, Con 15, Int 5, Wis 14, Cha 6

Base Atk +3; CMB +5; CMD 19

Feats Improved Initiative, Lightning Reflexes

Skills Acrobatics +13, Climb +22, Stealth +8 (+12 in

caverns); Racial Modifiers +4 Stealth in caverns, +8

Acrobatics, +16 Climb

Languages Undercommon

SQ expert climber

ECOLOGY

Environment any underground

Organization solitary, pair, band (3–6), or tribe (7–18)

Treasure standard

SPECIAL ABILITIES

Expert Climber (Ex) A morlock can cling to cave walls and even ceilings as long as the surface has hand- and footholds. In effect, a morlock is treated as constantly being under a nonmagical version of the spell spider climb, save that it cannot cling to smooth surfaces. This ability doubles the normal +8 racial bonus to Climb checks normally afforded creatures with a climb speed to a +16 racial bonus.

Leap Attack (Ex) As a standard action, a morlock may make a single attack during a jump. It can make this attack at any point along the course of the leap—the start, the end, or while in mid-air. While jumping, a morlock does not provoke attacks of opportunity for leaving a threatened square.

Swarming (Ex) Morlocks dwell and fight in cramped quarters every day of their lives, and as such are quite adept at swarming foes. Up to two morlocks can share

the same square at the same time. If two morlocks in the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

Degenerate humans long lost from the world of light, morlocks have regressed through years of subterranean dwelling into ravenous, barely thinking beasts of the endless night. They no longer remember the civilized lives their ancestors led, although many morlock tribes still dwell in the shattered ruins of their ancient homes. Ironically, in many cases morlocks worship the statues left behind by these ancestors as their gods. Morlock priests of such ancestor worship have access to the domains of Darkness, Earth, Madness, and Strength. A typical morlock stands just over 5 feet tall and weighs roughly 150 pounds.

Morlocks move about on two legs at times, but often drop down to a creepy four-limbed shuffle when speed or stealth is necessary. Their wiry, often emaciated frames mask the strength of their limbs and their swift reactions.

Morlocks typically give birth to broods of three to four babies at a time, ravenous creatures born with a full set of teeth and a cannibalistic predisposition. The first few weeks of a brood's life must be carefully mothered to prevent attrition—it usually takes that long for the morlock young to overcome their natural inclination to feed on whatever is closest. Morlocks mature quickly, achieving adulthood after only 5 years of life. A typical morlock can live to a ripe old age of 60—although the majority of their kind die far sooner than that due to violence.



The Darkness Arrives

Nemond Whispers

CR 1

XP 400

Male drow ranger (archer) 1/rogue (scout) 1

LE Medium humanoid (elf)

Init +3; Senses darkvision 120 ft., low-light vision; Perception +9

DEFENSE

AC 15, touch 13, flat-footed 12 (+2 armor, +3 Dex)

hp 12 (1d8+1d10+2)

Fort +3, Ref +7, Will +1; +2 vs. enchantment

Immune magic sleep; Resist elven immunities SR 8

Weaknesses light blindness

OFFENSE

Speed 30 ft.

Melee mwk dagger +3 (1d4+1 plus poison, Crit 19-20/x2)

Ranged *composite (+1) shortbow* +4 (1d6+1 plus poison, Crit x3)

Special Attacks favored enemy [humanoid (elf)] +2, sneak attack +1d6

Spell-Like Abilities (CL 1st; concentration +3)

1/day—*dancing lights, darkness, faerie fire*

STATISTICS

Str 12, Dex 16, Con 12, Int 11, Wis 13, Cha 12

Base Atk +1; CMB +2; CMD 15

Feats Point-Blank Shot

Skills Climb +6, Craft (bows) +5, Intimidate +4, Knowledge (local) +5, Perception +9, Stealth +10, Swim +6, Use Magic Device +5; Racial Modifiers +2 Acrobatics, -2 Bluff, -2 Intimidate, +4 Perception, -2 Sense Motive, +2 Stealth

Languages Elven, Undercommon

SQ track, trapfinding, wild empathy

Gear leather armor, *composite (+1) shortbow*, masterwork dagger

Has his hair in ponytail with standard drow features; is vengeful towards many drow but cautious, and “all about the bow”.

Nemond grew up in the worst part of the drow city. He murdered and stole his way to the freedom of the surface world where he adopted the ranger way of life. He is now back in the Underworld, using the humans to exact revenge on those that treated him badly. You can take the drow out of the Underworld but you can't take the Underworld out of the drow.

Owlbear, Advanced

CR 5

XP 2,400

N Large magical beast

Init +7; Senses darkvision 60 ft., low-light vision, scent;

Perception +14

DEFENSE

AC 19, touch 12, flat-footed 16 (+3 Dex, +7 natural, -1 size)

hp 57 (5d10+30)

Fort +12, Ref +7, Will +4

OFFENSE

Speed 30 ft.

Melee 2 claws +10 (1d6+6 plus grab), bite +10 (1d6+6)

Space 10 ft.; Reach 5 ft.

STATISTICS

Str 23, Dex 16, Con 20, Int 6, Wis 16, Cha 14

Base Atk +5; CMB +12 (+16 grapple); CMD 25 (29 vs. trip)

Feats Improved Initiative, Great Fortitude, Skill Focus (Perception)

Skills Perception +14



Rise of the Drow

Professional Kidnapper CR 5

XP 1,600

Female drow rogue 6

LE Medium humanoid (elf)

Init +4; Senses darkvision 120 ft., low-light vision; Perception +10

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 armor, +4 Dex)
hp 42 (6d8+12)

Fort +3, Ref +9, Will +3; +2 vs. enchantments

Immune magic sleep; Resist elven immunities; SR 12

Weaknesses light blindness

OFFENSE

Speed 30 ft.

Melee mwk sap +6 (1d6+1 nonlethal) or mwk short-sword +6 (1d6+1, Crit 19-20/x2)

Ranged mwk light crossbow +10 (1d8, Crit 19-20/x2)

Special Attacks sneak attack +3d6

Spell-Like Abilities (CL 8th; concentration +8)

1/day – *dancing lights*, *darkness*, *faerie fire*

STATISTICS

Str 13, Dex 18, Con 12, Int 10, Wis 12, Cha 10

Base Atk +4; CMB +5; CMD 19

Feats Point-Blank Shot, Precise Shot, Rapid Reload, Rapid Shot, Weapon Focus (light crossbow)

Skills Acrobatics +9 (+5 when jumping), Climb +10, Escape Artist +13, Knowledge (dungeoneering) +9, Perception +8, Stealth +11, Survival +5, Swim +9; Racial Modifiers -2 Acrobatics, +2 Bluff, -2 Climb, +2 Intimidate, +2 Perception, +2 Sense Motive, -2 Survival
Languages Common, Elven, Dwarven, Undercommon
SQ evasion, rogue talents (combat trick, resiliency, weapon training), trapfinding, trap sense +2, uncanny dodge

Combat Gear potion of *cure moderate wounds*, potions of *spider climb* (2), alchemist's fire (2); Other Gear +1 *studded leather*, masterwork light crossbow with 20 bolts, masterwork sap, masterwork shortsword, climber's kit, 100 ft. silk rope, 303 gp

TACTICS

Before Combat The rogue prefers to find an elevated spot so she can shoot opponents while they waste time climbing to her.

During Combat The rogue uses Rapid Shot, making the most of Point Blank Shot and her darkvision. Once the target is weakened, she enters melee combat to knock it unconscious and bind it.

Quendel the Lash CR 1

XP 400

Female drow magus (whip kensai) 2

CN Medium humanoid (elf)

Init +2; Senses darkvision 120 ft., low-light vision; Perception +2

DEFENSE

AC 13, touch 13, flat-footed 11 (+1 deflection, +2 Dex)
hp 9 (2d8)

Fort +3, Ref +2, Will +3; +2 vs. enchantment

Immune magic sleep; Resist elven immunities; SR 8

Weaknesses light blindness

OFFENSE

Speed 30 ft.

Melee whip +3 (1d3+1, Crit 19-20/x2)

Ranged hand crossbow +3 (1d4 plus poison, Crit 19-20/x2)

Special Attacks spellstrike (whip—one free melee attack to deliver a spell that is usually a touch attack)

Spell-Like Abilities (CL 2nd; concentration +3)

1/day—*dancing lights*, *darkness*, *faerie fire*

Magus Spells Prepared (CL 2nd; concentration +4)

0th—*flare* (DC 12), *ghost sound* (DC 12), *ray of frost*

1st—*chill touch* (DC 13), *corrosive touch*

STATISTICS

Str 13, Dex 14, Con 10 Int 14, Wis 10, Cha 13

Base Atk +1; CMB +2; CMD 14

Feats Eschew Materials, Weapon Focus (whip)

Skills Appraise +4, Craft (alchemy) +7, Knowledge (arcana) +7, Perception +2, Spellcraft +7; Racial Modifiers -2 Acrobatics, +2 Bluff, -1 Climb, +2 Intimidate, +2 Perception, +2 Sense Motive, -2 Survival

Languages Elven, Undercommon

SQ arcane pool (3 points), chosen weapon (whip), poison use, spell combat (-2 penalty to attack rolls when using other hand to cast a spell)

Gear drow poison (2 doses), crossbow bolts (10), hand crossbow, whip, ring of protection +1

Quendel is an always-smiling mistress of the whip who delights in sowing mayhem wherever she goes. Short, lithe, charismatic, and quirky, her motives, while not evil, are to have fun and cause as much chaos as is possible.

The Darkness Arrives

Sasha

CR 1

XP 400

Female human expert 3

LE Medium humanoid (human)

Init +1; Perception +9

DEFENSE

AC 13, touch 13, flat-footed 12 (+2 deflection, +1 Dex)
hp 10 (3d8-3)

Fort +2, Ref +4, Will +4;

Weaknesses light dazzled (as drow light blindness but without the round of blindness)

OFFENSE

Speed 30 ft.

Melee dagger +1 (1d4-1, Crit 19-20/x2)

Ranged dagger +3 (1d4-1, Crit 19-20/x2)

STATISTICS

Str 8, Dex 12, Con 9, Int 16, Wis 13, Cha 16

Base Atk +2; CMB +1; CMD 12

Feats Alertness, Great Fortitude, Persuasive

Skills Bluff +9, Diplomacy +11, Disguise +9, Intimidate +11, Knowledge (local) +9, Knowledge (religion) +9, Linguistics +9, Perception +9, Perform (act) +9, Sense Motive +9

Languages Common, Drow Sign Language, Dwarven, Elven, Gnome, Goblin, Netheril, Undercommon

Gear dagger, *neck-shackle of protection* +2

SPECIAL ABILITIES

Poison Use (Ex) Drow are skilled in the use of poison and never risk accidentally poisoning themselves. Drow favor an insidious toxin that causes its victims to lapse into unconsciousness—this poison allows drow to capture slaves with great ease.

Drow Poison—*injury*; save Fort DC 13; frequency 1/minute for 2 minutes; initial effect unconsciousness for 1 minute; secondary effect unconsciousness for 2d4 hours; cure 1 save.

Sasha is an expert in spying, with a superior ability to bluff—deceptive, scrawny, and scarred (physically and psychologically), she is a “pro-drow” zealot.

Faction the drow, although she is a human mole/slave Captured from the surface as a youth and subjected to many years of drow mind-control magics and torture to ensure loyalty, Sasha is subtly introduced among Holoth slaves to root out insurgents and quell uprisings. Once insinuated into the slave population of a House, she encourages them to obey their masters and brings information of potential revolts to her drow handlers; after several months she’s placed in a different group of slaves and repeats the process.

Sherrsa, half-fiend dryad CR 5

XP 1,600

CE Medium outsider (augmented fey, native)

Init +6; Senses darkvision 60 ft., low-light vision; Perception +12

DEFENSE

AC 20, touch 16, flat-footed 14 (+6 Dex, +4 natural)
hp 39 (6d6+18)

Fort +9, Ref +13, Will +10

Immune poison; Resist acid, cold, electricity, fire 10

DR 5/cold iron and magic; SR 16

Weaknesses tree dependent

OFFENSE

Speed 30 ft., fly 60 ft. (good)

Melee 2 claws +10 (1d4+1) and bite +10 (1d6+1)

Ranged mwk composite longbow +9 (1d8)

Spell-Like Abilities (CL 6th; concentration +12)

Constant—*speak with plants*

At will—*entangle* (DC 17), *tree shape*, *wood shape* (1 lb. only)

3/day—*charm person* (DC 17), *darkness*, *deep slumber* (DC 19), *tree stride*

1/day—*desecrate*, *suggestion* (DC 19)

STATISTICS

Str 12, Dex 23, Con 17, Int 16, Wis 17, Cha 22

Base Atk +3; CMB +4; CMD 20

Special Attacks smite good (once/day, +7, +4)

Feats Great Fortitude,

Power Attack, Weapon Finesse
Skills Climb +10, Craft (sculpture) +12, Escape Artist +15, Fly +16, Handle Animal +12, Knowledge (nature) +12, Perception +12, Stealth +15, Survival +10; Racial Modifiers +6 Craft (wood)

Languages Common, Elven, Sylvan; speak with plants
SQ tree meld, wild empathy, woodcraft
Gear cloak of resistance +2



Rise of the Drow

Shadow Spider

CR 8

This shadowy figure sways and moves with an erratic grace, as if lit by an unseen fire.

Variant Greater Shadow

XP 4,800

CE Medium undead (incorporeal)

Init +5; Senses darkvision 60 ft.; Perception +13

DEFENSE

AC 18, touch 18, flat-footed 12 (+2 deflection, +5 Dex, +1 dodge)

hp 58 (9d8+18)

Fort +5, Ref +8, Will +7

Defensive Abilities incorporeal, channel resistance +2;

Immune undead traits, **shadowed invisibility**

OFFENSE

Speed fly 40 ft. (good)

Melee incorporeal touch +11 (1d8 Strength)

Special Attacks strength damage

STATISTICS

Str —, Dex 20, Con —, Int 6, Wis 12, Cha 15

Base Atk +6; CMB +11; CMD 24

Feats Dodge, Flyby Attack, Mobility, Skill Focus (Perception, Stealth)

Skills Fly +15, Perception +13, Stealth +20 (+24 in dim light, +16 in bright light); Racial Modifiers +4 Stealth in dim light (–4 in bright light)

ECOLOGY

Environment any

Organization solitary

Treasure standard

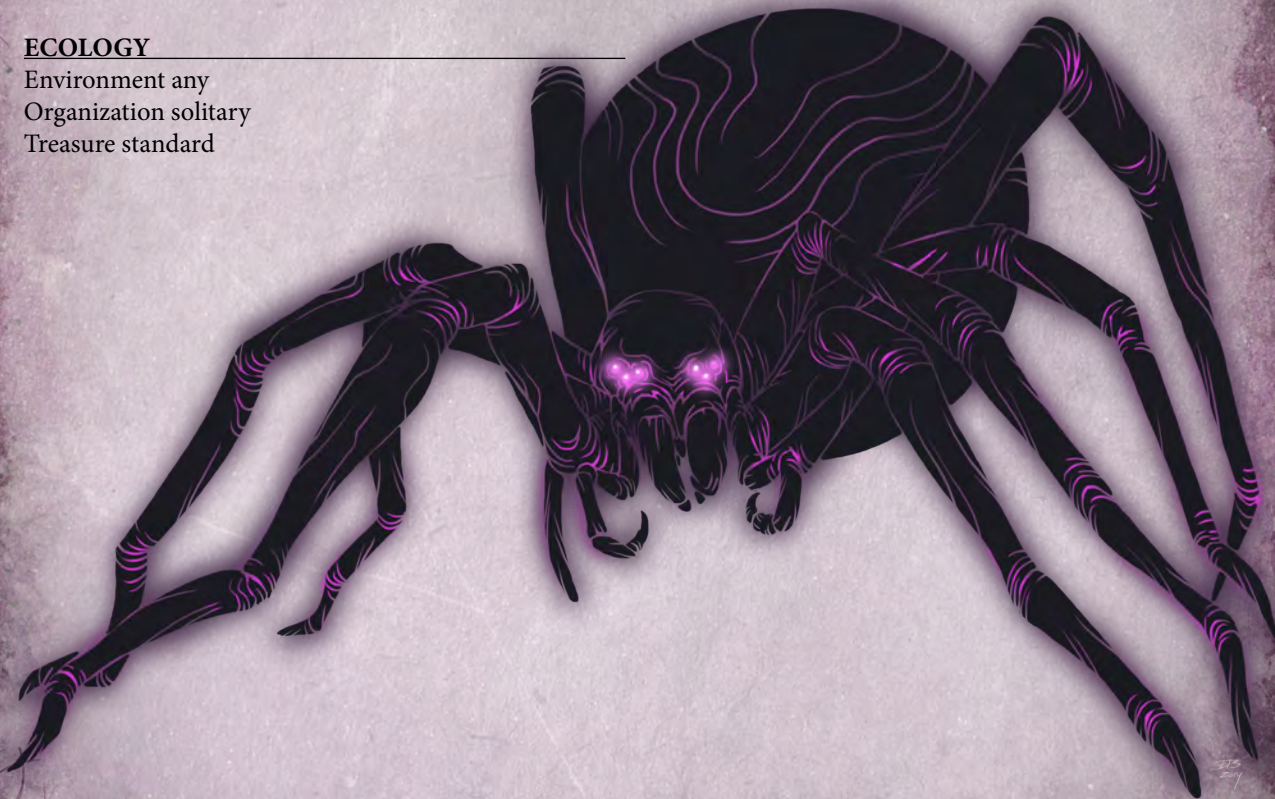
SPECIAL ABILITIES

Shadowed Invisibility (Ex) A shadow spider's form is defined by the shadow its form would have cast, and is at all times invisible (as *greater invisibility*). In areas of dim light, its ink-black shadow can reveal its location with a DC 15 Perception check. In normal or brighter light the DC for this check is 10. It casts no shadow in darkness. As this ability is inherent, it is not subject to the *invisibility purge* spell.

Strength Damage (Su) A greater shadow's touch deals 1d8 points of Strength damage to a living creature. This is a negative energy effect. A creature dies if this Strength damage equals or exceeds its actual Strength score.

Greater shadows are those undead shadows that have come to be particularly infused with negative energy, such as those that have spent vast lengths of time in areas of the Plane of Shadow awash in negative energy, or those that have drained the lives of thousands of victims. These undead monsters are often found with a small band of normal shadows, which typically treat a greater shadow as a leader to rally behind.

A shadow spider does not have the create spawn special ability.



The Darkness Arrives

Skeleton, Human

CR 1/3

XP 135

NE Medium undead

Init +6; Senses darkvision 60 ft.; Perception +0

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

hp 4 (1d8)

Fort +0, Ref +2, Will +2

DR 5/bludgeoning; Immune cold, undead traits

OFFENSE

Speed 30 ft.

Melee 2 claws +2 (1d4+2)

STATISTICS

Str 15, Dex 14, Con —, Int —, Wis 10, Cha 10

Base Atk +0; CMB +2; CMD 14

Feats Improved Initiative^B

Squamp

CR 1

XP 400

LE Tiny outsider (devil, evil, extraplanar, lawful)

Init +3; Senses darkvision 60 ft., detect good, detect magic, see in darkness; Perception +5

DEFENSE

AC 17, touch 16, flat-footed 13 (+3 Dex, +1 dodge, +1 natural, +2 size)

hp 5 (1d10); fast healing 1

Fort +0, Ref +5, Will +3

DR 5/good or silver; Immune fire, poison; Resist acid 10, cold 10

OFFENSE

Speed 20 ft., fly 50 ft. (perfect)

Melee sting +3 (1d2+1 plus poison)

Space 2-1/2 ft.; Reach 0 ft.

Spell-Like Abilities (CL 6th; concentration +8)

Constant—detect good, detect magic

At will—invisibility (self only)

1/day—suggestion (DC 15)

STATISTICS

Str 10, Dex 17, Con 10, Int 13, Wis 12, Cha 14

Base Atk +1; CMB +2; CMD 13

Feats Dodge

Skills Acrobatics +7, Bluff +6, Fly +19, Knowledge

(arcana) +5, Knowledge (planes) +5, Perception +5,

Spellcraft +5

Languages Common, Infernal

SPECIAL ABILITIES

Poison (Ex) Sting—injury; save Fort DC 12; frequency 1/round for 6 rounds; effect 1 Dex; cure 1 save. The save DC is Constitution-based, and includes a +2 racial bonus.

A squamp's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Squamps are lemures that have started on the process to become imps, yet aren't fully grown. They do not have a fully grown imp's ability to assume alternate forms, use augury, or commune questions. They are about 12 inches high and weigh about 2 pounds.



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Rise of the Drow

Stonespider, Monstrous CR 2

XP 600

N Large vermin

Init +3; Senses darkvision 60 ft., tremorsense 90 ft.;

Perception +4

DEFENSE

AC 14, touch 12, flat-footed 11 (+3 Dex, +2 natural armor, -1 size)

hp 22 (4d8+4)

Fort +5, Ref +4, Will +1

Immune mind-affecting effects

OFFENSE

Speed 30 ft., burrow 20 ft., climb 30 ft.

Melee bite +4 (1d6+1 plus petrification)

Space 10 ft.; Reach 5 ft.

Special Attack petrification, stone shower

STATISTICS

Str 12, Dex 17, Con 12, Int —, Wis 10, Cha 2

Base Atk +3; CMB +5; CMD 18 (30 vs. trip)

Skills Climb +17, Perception +4 (+8 on stony ground),

Stealth +3 (+7 on stony ground); Racial Modifiers +8

Climb, +4 Perception, +4 Stealth (+8 on stony ground)

SPECIAL ABILITIES

Petrification (Ex) A monstrous stonespider has a petrifying bite. Over the course of 2 rounds, the subject, along with all its carried gear, turns into a mindless, inert statue. If the statue resulting from this spell is broken or damaged, the subject (if ever returned to its original state) has similar damage or deformities. The creature is not dead, but it does not seem to be alive either when viewed with spells such as deathwatch. Only creatures made of flesh are affected by this attack. A Fortitude DC 13 saving throw to resist the petrification is allowed in each round.

Stone Shower 8 times per day, 15-foot cone of rock shards and pebbles that can pin a creature which can have three-quarters of its space covered by the material. A pinned creature can escape with a successful Escape Artist DC 13 check or a Strength DC 17 check. The save DC is Constitution-based and includes a +1 racial bonus, and the Strength check DC includes a +4 racial bonus.

A stonespider can leave a tunnel behind it if it burrows at 15 ft. per round



Storm Crow CR 1

A large crow, seemingly made of thick smoke and semi-solid darkness, flies directly at you. As your eyes adjust to its inky blackness, a flash of electrical light nearly blinds you

XP 400

N Medium Animal

Init +2; Senses darkvision 60 ft., Perception +6

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

hp 13 (3d8)

Fort +3, Ref +5, Will +2

OFFENSE

Speed 20 ft., fly 80 ft. (good)

Melee Beak +4 melee (1d4)

Special Attacks electricity

STATISTICS

Str 11, Dex 14, Con 11, Int 2, Wis 14, Cha 9

Base Atk +2; CMB +2; CMD 14

Feats Alertness, Weapon Finesse

Skills Fly +10, Perception +12, Sense Motive +5; Racial Modifiers +4 Perception

SPECIAL ABILITIES

Electricity (Ex) Once every 1d4 rounds as a standard action, a storm crow can release a 10-foot cone of electricity, damage 1d4, Reflex DC 12 half. Living creatures that fail their saves are dazzled for as many rounds as they took in hp damage due to the flare. The save DC is Constitution-based.

The Darkness Arrives

Troll

CR 5

XP 1,600

CE Large humanoid (giant)

Init +2; Senses darkvision 60 ft., low-light vision, scent; Perception +8

DEFENSE

AC 16, touch 11, flat-footed 14; (+2 Dex, +5 natural, -1 size)

hp 63 (6d8+36); regeneration 5 (acid or fire)

Fort +11, Ref +4, Will +3

OFFENSE

Speed 30 ft.

Melee bite +8 (1d8+5), 2 claws +8 (1d6+5)

Space 10 ft.; Reach 10 ft.

Special Attacks rend (2 claws, 1d6+7)

STATISTICS

Str 21, Dex 14, Con 23, Int 6, Wis 9, Cha 6

Base Atk +4; CMB +10; CMD 22

Feats Intimidating Prowess, Iron Will, Skill Focus (Perception)

Skills Intimidate +9, Perception +8

Languages Giant

ECOLOGY

Environment cold mountains

Organization solitary or gang (2-4)

Treasure standard

Trolls possess incredibly sharp claws and amazing regenerative powers, allowing them to recover from nearly any wound. They are stooped, fantastically ugly, and astonishingly strong—combined with their claws, their strength allows them to literally tear apart flesh to feed their voracious appetites. Trolls stand about 14 feet tall, but their hunched postures often make them appear shorter. An adult troll weighs around 1,000 pounds.

A troll's appetite and its regenerative powers make it a fearless combatant, ever prepared to charge headlong at the nearest living creature and attack with all of its fury. Only fire seems to cause a troll to hesitate, but even this mortal threat is not enough to stop a troll's advance. Those who commonly battle with trolls know to locate and burn any pieces after a fight, for even the smallest scrap of flesh can regrow a full-size troll given enough time. Fortunately, only the largest part of a troll regrows in this way.

Despite their cruelty in combat, trolls are surprisingly tender and kind to their own young. Female trolls work as a group, spending a great deal of time teaching young trolls to hunt and fend for themselves before sending them off to find their own territories. A male troll tends to live a solitary existence, partnering with a female for only a brief time to mate. All trolls spend most of their time hunting for food, as they must consume vast amounts each day or face starvation. Due to this need, most trolls stake out large territories as their own, and fights between rivals are quite common. While these are usually nonlethal, trolls are aware of each others' weaknesses and will use such knowledge to kill their own kind if food is scarce.



Rise of the Drow

Turned Hooded Lantern Archon

CR 2

Shedding a cold and menacing shadow, these orbs of darkness move with a preternatural silence and a sinister air of doom.

XP 600

CE Small outsider (Archon (turned), Chaotic, Extra-planar, Evil)

Init +4; Senses darkvision 60 ft., low-light vision, Perception +4

Aura aura of menace (DC 13)

DEFENSE

AC 15, touch 11, flat-footed 15 (+4 natural, +1 size; +2 deflect vs. good)

hp 13 (2d10+2)

Fort +4, Ref +3, Will +0; +4 vs. poison, +2 resistance vs. good

DR 10/good; Immune electricity, petrification

OFFENSE

Speed fly 60 ft. (perfect)

Ranged 2 darkness rays +3 ranged touch (1d6)

Spell-Like Abilities (CL 3rd): At will— aid, detect evil, greater teleport (self plus 50 lbs. of objects only), quench (DC 13)

STATISTICS

Str 1, Dex 11, Con 12, Int 6, Wis 11, Cha 10

Base Atk +2; CMB -4; CMD 6

Feats Improved Initiative

Skills Diplomacy +5, Fly +14, Knowledge (planes) +3, Perception +4, Sense Motive +5

Languages Celestial, Draconic, Infernal; truespeech
SQ conjoining

SPECIAL ABILITIES

Conjoining (Su) Nine turned hooded lantern archons can fuse together as a full-round action, becoming a single Large entity that is more powerful than the individual archons that make up its parts. Looking like an angry storm cloud, the conjoined creatures have all the powers and abilities of a Large air elemental plus the following: archon (turned), chaotic, and evil subtypes; archon traits (aura of menace DC 16); 2 darkness rays (2d6); DR 5/good and magic. The turned hooded lantern archons can remain in this form for 2d4 rounds. When the conjoining separates back into individual turned hooded lantern archons, its remaining hit points are divided evenly among them; if it had less than 9 hit points, some of the component archons die when the conjoining ends.

Darkness Ray (Su) A turned hooded lantern archon can fire beams of darkness to damage foes. These darkness rays have a maximum range of 30 feet. This attack overcomes damage reduction of any type.

Turned hooded lantern archons appear as floating balls of darkness that absorb all light from the radius of a torch.. Only their destruction can extinguish the darkness, though they can try to hide it.



The Darkness Arrives

Vikmordere Archer

CR 2

XP 600

Male or female half-elf rogue 3

CN Medium humanoid (human)

Init +3; Senses low-light vision; Perception +11

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

hp 22 (3d8+9)

Fort +3, Ref +6, Will +1; +2 vs. enchantments

OFFENSE

Speed 30 ft.

Melee rapier +3 (1d6+1, Crit 18–20/x2)

Ranged mwk composite (+1) shortbow +6 (1d6+1, Crit x3)

Special Attacks sneak attack +2d6

STATISTICS

Str 12, Dex 17, Con 14, Int 13, Wis 10, Cha 8

Base Atk +2; CMB +3; CMD 16

Feats Point-Blank Shot, Precise Shot, Skill Focus (Perception)

Skills Acrobatics +9, Climb +7, Disguise +5, Escape

Artist +9, Perception +11, Perform (wind) +5, Ride

+6, Sense Motive +4, Stealth +9, Survival +3, Swim +7;

Racial Modifiers +2 Disguise, -2 Diplomacy, +2 Escape

Artist, -2 Sense Motive, +2 Survival

Languages Common, Dwarven

SQ elf-blood, evasion, rogue talents (surprise attack), trapfinding, trap sense +1

Combat Gear oil of *magic weapon* (2), potion of *cure moderate wounds*, *sleep arrow*; Other Gear masterwork studded leather, *masterwork composite (+1) shortbow* with 20 arrows, rapier, 73 gp

TACTICS

Before Combat The rogue picks a perch that's hard to reach and waits for targets to come into range.

During Combat The rogue uses her sleep arrow against ranged attackers or anyone she needs to keep alive.

(The Vikmordere Champion uses the statistics of the "Cruel Devotee" entry in the Pathfinder® Roleplaying Game: NPC Codex™)

Vikmordere Champion CR 4

XP 1,200

Male or female human monk 5

LE Medium humanoid (human)

Init +5; Perception +11

DEFENSE

AC 17, touch 17, flat-footed 15 (+1 deflection, +1 Dex, +1 dodge, +1 monk, +3 Wis)

hp 31 (5d8+5)

Fort +6, Ref +6, Will +8; +2 vs. enchantments

Defensive Abilities evasion; Immune disease

OFFENSE

Speed 40 ft.

Melee unarmed strike +6 (1d8+3) or mwk siangham

+7 (1d6+3) or unarmed strike flurry of blows +6/+6 (1d8+3)

Ranged javelin +4 (1d6+3)

Special Attacks flurry of blows, *ki* strike (magic), stunning fist (5/day, stun or fatigue, DC 15)

STATISTICS

Str 16, Dex 13, Con 12, Int 10, Wis 16, Cha 8

Base Atk +3; CMB +8 (+10 grapple); CMD 23 (25 vs. grapple)

Feats Combat Reflexes, Dodge, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Power Attack, Scorpion Style, Stunning Fist

Skills Acrobatics +7 (+12 when jumping), Climb +8,

Intimidate +7, Knowledge (religion) +8, Perception +11,

Sense Motive +11, Stealth +9; Racial Modifiers -2 Diplomacy, +2 Intimidate, -2 Ride

Languages Common

SQ fast movement, high jump, *ki* defense, *ki* pool (5 points, magic), maneuver training, purity of body, slow fall 20 ft.

Combat Gear potions of *cure light wounds* (2); Other Gear javelin, masterwork siangham, *cloak of resistance* +1, *ring of protection* +1, 347 gp

TACTICS

During Combat The monk uses Stunning Fist to make opponents drop weapons, attacking if foes try to retrieve them.

Rise of the Drow

Vikmordere Mercenary CR 2

XP 600

Male or female human (Vikmordere) fighter 3 (as traitorous brigand; NPC Codex)

LN Medium humanoid (human)

Init +5; Perception -1

DEFENSE

AC 17, touch 11, flat-footed 16 (+6 armor, +1 Dex)

hp 30 (3d10+9)

Fort +5, Ref +2, Will +2

Defensive Abilities bravery +1

OFFENSE

Spd 30ft.

Melee mwk greataxe +8 (1d12+4, Crit x3) or sap +7 (1d6+3 nonlethal)

Ranged javelin +4 (1d6+3)

STATISTICS

Str 17, Dex 12, Con 14, Int 10, Wis 8, Cha 13

Base Atk +3; CMB +6; CMD 17

Feats Cleave, Improved Initiative, Iron Will, Power Attack, Weapon Focus (greataxe)

Skills Climb +5, Intimidate +9, Stealth +4, Survival +3, Swim +5; Racial Modifiers -2 Diplomacy, +2 Intimidate, -2 Ride

Languages Common

SQ armor training 1

Combat Gear potion of *bull's strength*, potion of *cure moderate wounds*, potion of *enlarge person* (CL 3rd); Other Gear masterwork breastplate, javelins (4), masterwork greataxe, sap, sack, gold necklace (worth 100 gp), 124 gp

TACTICS

During Combat The mercenary opens with an Intimidate check to demoralize the nearest enemy, then wades in with his axe using Cleave when possible.

Morale A Vikmordere Mercenary surrenders if reduced to 3 hp

Wight CR 3

CR 3

The flesh of this walking corpse is rotting and putrid, its body skeletal in places and its eye sockets glowing with red light.

XP 800

LE Medium undead

Init +1; Senses darkvision 60 ft.; Perception +11

DEFENSE

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)

hp 26 (4d8+8)

Fort +3, Ref +2, Will +5

Defensive Abilities undead traits

Weaknesses resurrection vulnerability

OFFENSE

Speed 30 ft.

Melee slam +4 (1d4+1 plus energy drain)

Special Attacks create spawn, energy drain (1 level, DC 14)

STATISTICS

Str 12, Dex 12, Con —, Int 11, Wis 13, Cha 15

Base Atk +3; CMB +4; CMD 15

Feats Blind-Fight, Skill Focus (Perception)

Skills Intimidate +9, Knowledge (religion) +7, Perception +11, Stealth +16; Racial Modifier +8 Stealth

Languages Common

SQ create spawn

ECOLOGY

Environment any

Organization solitary, pair, gang (3–6), or pack (7–12)

Treasure standard

SPECIAL ABILITIES

Create Spawn (Su) Any humanoid creature that is slain by a wight becomes a wight itself in only 1d4 rounds. Spawn so created are less powerful than typical wights, and suffer a -2 penalty on all d20 rolls and checks, as well as -2 hp per HD. Spawn are under the command of the wight that created them and remain enslaved until its death, at which point they lose their spawn penalties and become full-fledged and free-willed wights. They do not possess any of the abilities they had in life.

Resurrection Vulnerability (Su) A raise dead or similar spell cast on a wight destroys it (Will negates). Using the spell in



The Darkness Arrives

this way does not require a material component.

Wights are humanoids who rise as undead due to necromancy, a violent death, or an extremely malevolent personality. In some cases, a wight arises when an evil undead spirit permanently bonds with a corpse, often the corpse of a slain warrior. They are barely recognizable to those who knew them in life; their flesh is twisted by evil and undeath, the eyes burn with hatred, and the teeth become beast-like. In some ways, a wight bridges the gap between a ghoul and a spectre—a warped animated corpse whose touch steals living energy.

As undead, wights do not need to breathe, so they are sometimes found underwater, though they are not particularly good swimmers unless they were originally swimming creatures such as aquatic elves or merfolk. Underwater wights prefer low-ceilinged caves where their limited swimming isn't as much of a liability.

The wight presented here is a typical example of its kind, but sometimes when a wight creates spawn from particularly unusual humanoids, the resulting wights are quite different in power, such as the following three variants.

Brute Wight (CR 5): Giants that are killed by wights become hunchbacked, simple-minded undead. Brute wights are giant advanced wights, but cannot create spawn of their own.

Cairn Wight (CR 4): Some societies deliberately create these specialized wights to serve as guardians for barrows or other burial sites. A cairn wight is an advanced wight that fights with a weapon, typically a sword, that channels its energy drain attack and affects creatures damaged by the weapon as if they had been struck by the wight's slam attack.

Frost Wight (CR 4): Wights created in cold environments sometimes become pale undead with blue-white eyes and ice in their hair. Frost wights have the cold subtype and their slam attacks deal 1d6 cold damage in addition to the normal effects. A creature touching a frost wight with natural weapons or unarmed strikes takes 1d6 cold damage.

Yoflid's Rangers

CR 2

XP 600

Male drow ghoul ranger 1/rogue 1

CE Medium undead (augmented humanoid, elf)

Init +5; Senses darkvision 120 ft.; Perception +10

DEFENSE

AC 19, touch 15, flat-footed 14 (+2 armor, +5 Dex, +2 natural)

hp 35 (1d10+3d8+12)

Fort +5, Ref +9, Will +5; +2 vs. enchantment

Defensive Abilities channel resistance +2, Immune undead traits; Resist elven immunities; SR 10

Weaknesses light blindness

OFFENSE

Speed 30 ft.

Melee bite +7 (1d6+3 plus disease and paralysis) and 2 claws +7 (1d6+3 plus paralysis) or mwk rapier +8 (1d6+3, Crit 18–20/x2)

Ranged mwk hand crossbow +8 (1d4 plus poison, Crit 19–20/x2)

Spell-Like Abilities (CL 3rd; concentration +6)

1/day—*dancing lights*, *darkness*, *faerie fire*

STATISTICS

Str 17, Dex 20, Con —, Int 11, Wis 14, Cha 16

Base Atk +2; CMB +5; CMD 20

Special Attacks favored enemy (human +2), paralysis (1d4+1 rounds, DC 14, elves are immune to this effect), sneak attack +1d6

Feats Point Blank Shot, Weapon Finesse

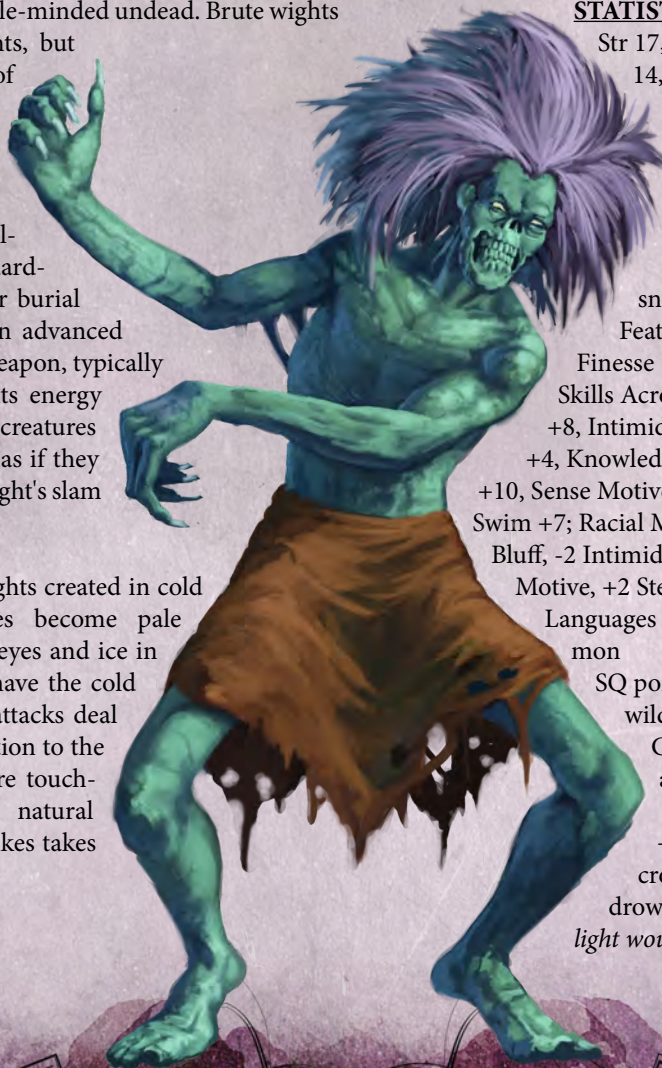
Skills Acrobatics +12, Bluff +6, Climb +8, Intimidate +6, Knowledge (local)

+4, Knowledge (nature) +5, Perception +10, Sense Motive +5, Stealth +12, Survival +8, Swim +7; Racial Modifiers +2 Acrobatics, -2 Bluff, -2 Intimidate, +2 Perception, -2 Sense Motive, +2 Stealth

Languages Common, Elven, Undercommon

SQ poison use, track, trapfinding, wild empathy

Gear masterwork leather armor, masterwork rapier, masterwork hand crossbow, +1 human bane bolts (5), crossbow bolts (10), vials of drow poison (4), potions of cure light wounds (2)



Rise of the Drow

Wood Kyton

CR 6

Wickedly barbed vines adorn this lean figure, and gaps in the bindings reveal deathly pale flesh etched with jagged scars.

XP 2,400

LE Medium outsider (evil, extraplanar, kyton, lawful)
Init +7; Senses darkvision 60 ft.; Perception +14

DEFENSE

AC 21, touch 13, flat-footed 18 (+4 armor, +3 Dex, +4 natural)
hp 60 (8d10+16); regeneration 2 (good weapons and spells, silver weapons)
Fort +8, Ref +9, Will +3
DR 5/silver or good; Immune cold; SR 17

OFFENSE

Speed 30 ft.
Melee 4 vines +11 (2d4+2)
Space 5 ft; Reach 5 ft. (10 ft. with vines)
Special Attacks dancing vines, unnerving gaze

STATISTICS

Str 15, Dex 17, Con 14, Int 11, Wis 12, Cha 12
Base Atk +8; CMB +10; CMD 23
Feats Alertness, Blind-Fight, Improved Initiative, Weapon Focus (barbed vine)
Skills Acrobatics +14, Climb +13, Escape Artist +14, Intimidate +12, Perception +14, Stealth +14
Languages Common, Infernal
SQ barbed vine armor

ECOLOGY

Environment any
Organization solitary, pair, link (3–6), or chain (7–20)
Treasure standard

SPECIAL ABILITIES

Barbed Vine Armor (Ex) The vines that adorn a wood kyton grant it a +4 armor bonus, but are not treated as armor for the purpose of arcane spell failure, armor check penalties, maximum Dexterity, weight, or proficiency.

Dancing Vines (Su) A wood kyton can control up to four vines within 20 feet as a standard action, making the vines dance or move as it wishes. In addition, a wood kyton can increase these vines' length by up to 15 feet and cause them to sprout razor-edged barbs. These vines attack as effectively as the wood kyton itself. If a vine is in another creature's possession, the creature can attempt a DC 15 Will save to break the wood kyton's power over that vine. If the save is successful, the wood kyton cannot attempt to control that particular vine again for 24 hours or until the vine leaves the creature's possession. A wood kyton can climb vines it controls at its normal speed without

making Climb checks. The save DC is Charisma-based.

Unnerving Gaze (Su) Range 30 ft., Will DC 15 negates. A kyton can make its face resemble one of an opponent's departed loved ones or bitter enemies. Those who fail their saves become shaken for 1d3 rounds. This is a mind-affecting fear effect. The save DC is Charisma-based.

Often classified among the ranks of the infernal and called chain devils by the uninitiated, the sadomasochistic kytons are not true devils. Many suggest that kytons were natives of Hell who existed there before the advent of devilkind, while others hypothesize they were later brought to the plane by some sadistic power. Regardless of their origins, kytons roam the planes in their lust to cause and receive suffering, seeking pain through violent abductions and sadistic debauches.

The kyton presented here is a typical member of this fiendish race of outsiders, but is by no means the only type of its kind. Just as there are numerous different species of demon and devil, rumor holds that different kinds of kytons dwell in their jangling cities in Hell and on the Plane of Shadow. These kytons are invariably more powerful than the one presented here, often having spell-like abilities or hideous and unsettling special attacks along the themes of torture and pain. Rumor holds that the most powerful kytons are completely inhuman, and that these monsters are the true progenitors of the kyton race—the kyton presented here but the result of unholy dalliances with their unfortunate victims.

The Darkness Arrives

Ysiloth Merbannia

CR 2

XP 600

Female drow assassin 1/cleric of Naraneus 1/rogue 1

LE Medium humanoid (elf)

Init +1; Senses darkvision 120 ft., low-light vision; Perception +10

DEFENSE

AC 15, touch 13, flat-footed 14 (+3 armor, +1 deflection, +1 Dex)

hp 13 (3d8)

Fort +1, Ref +4, Will +5; +2 vs. enchantment

Defensive Abilities copy cat; Immune magic sleep; Resist elven immunities; SR 9

Weaknesses light blindness

OFFENSE

Speed 30 ft.

Melee rapier -1 (1d6-1, Crit 18-20/x2)

Ranged hand crossbow +1 (1d4 plus poison, Crit 19-20/x2)

Special Attacks bleeding touch (6/day, 1 round), channel negative energy (7/day, DC 14, 1d6), death attack (DC 11), poison use, sneak attack +2d6

Spell-Like Abilities (CL 1st; concentration +5)

1/day—*dancing lights*, *darkness*, *faerie fire*

Cleric Spells Prepared (CL 1st; concentration +4)

0th—*bleed* (DC 13), *guidance*, *resistance*

1st—*bane* (DC 14), *doom* (DC 14); *cause fear* (DC 14)

Domains death, trickery

STATISTICS

Str 8, Dex 12, Con 9, Int 10, Wis 17, Cha 18

Base Atk +0; CMB -1; CMD 10

Feats Endurance, Toughness

Skills Bluff+10, Diplomacy +8, Disguise +10, Intimidate +10, Knowledge (religion) +4, Perception +10, Perform (oratory) +8, Stealth +6, Use Magic Device +9; Racial

Modifiers -2 Acrobatics, +2 Bluff, -2 Climb, +2 Intimidate, +2 Perception, +2 Sense Motive, -2 Survival

Languages Elven, Undercommon

SQ aura, orisons, spontaneous casting, trapfinding

Gear drow poison (2 uses), +1 *leather armor*, crossbow bolts (10), hand crossbow, rapier, *ring of protection* +1

Priestess/Assassin: she is manipulative, craves deep shadows, and remains ambitious. She is still allied to the drow, but not the current leaders – she wishes to replace them with herself. She led House Invidious a century earlier in a failed temple coup. Left behind (at great expense) a dead clone and the body of her dead mage lover. She is now amassing money and magic, waiting for her time to strike, and is assembling a coterie of renegade drow and drow-lovers (mostly humans) who do her bidding.

Zombie, Fast

CR 1/2

XP 200

Male fast drow zombie

NE Medium undead

Init +2; Senses darkvision 60 ft.; Perception +2

DEFENSE

AC 14, touch 10, flat-footed 12 (+2 Dex, +2 natural)

hp 12 (2d8+3)

Fort +0, Ref +2, Will +3

Immune undead traits

OFFENSE

Speed 40 ft.

Melee slam +4 (1d6+4)

STATISTICS

Str 17, Dex 14, Con —, Int —, Wis 10, Cha 10

Base Atk +1; CMB +4; CMD 16

Feats Toughness

SQ Quick strikes

SPECIAL ABILITIES

Quick Strikes (Ex) Whenever a fast zombie takes a full-attack action, it can make one additional slam attack at its highest base attack bonus

Zombie, Fast Drow

CR 1

XP 400

NE Medium undead

Init +3; Senses darkvision 60 ft.; Perception +0

DEFENSE

AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)

hp 22 (4d8+4)

Fort +1, Ref +4, Will +4

Immune undead traits

OFFENSE

Speed 40 ft.

Melee slam +5 (1d6+3)

Special Attacks quick strikes

STATISTICS

Str 15, Dex 17, Con —, Int —, Wis 10, Cha 10

Base Atk +3; CMB +5; CMD 18

Feats Toughness

SPECIAL ABILITIES

Quick Strikes (Ex): Whenever a fast zombie takes a full-attack action, it can make one additional slam attack at its highest base attack bonus.

Rise of the Drow

Holoth Escort

Drow Ranger 3

Size/Type: Medium Humanoid (Elf)

Hit Dice: 3d10+3 (24 hp)

Initiative: +3

Speed: 30 ft. (6 squares); 30 ft., 30 ft. climb on spiderback

Armor Class: 19 (+4 armor, +3 Dex, +2 shield), touch 13, flat-footed 16

Base Attack/Grapple: +3/+5

Attack: Mwk Scimitar +6 melee (1d6+2/18–20) or Mwk Composite Shortbow +7 ranged (1d6+2/×3)

Full Attack: Mwk Scimitar +6 melee (1d6+2/18–20) or Mwk Composite Shortbow +7 ranged (1d6+2/×3)

Special Attacks: Favored Enemy (dwarves +2)

Special Qualities: Combat Style (Archery), Darkvision 120 ft., Immune Sleep, Light Blindness, Poison Use, Spell-Like Abilities, SR 14, Wild Empathy +4

Saves: Fort +5, Ref +7, Will +3 (+2 Will vs. Spells)

Abilities: Str 15, Dex 16, Con 12, Int 12, Wis 12, Cha 10

Skills: Handle Animal +6, Heal +7, Hide +6, Knowledge (nature) +7, Listen +8, Move Silently +6, Ride +7, Spot +8, Survival +7

Feats: Endurance, Mounted Archery, Mounted Combat, Track

Challenge Rating: 4

Treasure: Oil of *magic weapon*, potion of *blur*, potion of *cure moderate wounds*, potion of *invisibility*, masterwork chain shirt, masterwork heavy wooden shield, masterwork composite (+2 Str) shortbow with 20 arrows, masterwork scimitar, *cloak of resistance* +1, combat-trained giant spider, exotic riding saddle, 72 gp

Alignment: Neutral Evil

Languages: Common, Drow Sign Language, Elf, Undercommon

COMBAT

During Combat The ranger shoots from spiderback. When fighting dangerous opponents, she uses oil of *magic weapon* on her bow and drinks her potion of *blur*.

Spell-Like Abilities (CL 3rd)

1/day – *dancing lights*, *darkness*, *faerie fire*

Holoth Escort

CR 4

XP 1,200 (+400 for giant spider)

Female drow ranger 5

NE Medium humanoid (elf)

Init +3; Senses darkvision 120 ft., low-light vision; Perception +11

DEFENSE

AC 19, touch 13, flat-footed 16 (+4 armor, +3 Dex, +2 shield)

hp 37 (5d10+5)

Fort +6, Ref +8, Will +3; +2 vs enchantment

Immune magic sleep; Resist elven immunities; SR 11

Weakness light blindness

OFFENSE

Speed 30 ft. (30 ft. climb on spiderback)

Melee mwk scimitar +8 (1d6+2, Crit 18–20/x2)

Ranged mwk composite (+2) shortbow +10 (1d6+2, Crit ×3)

Special Attacks favored enemy (humans +2, dwarves +4)

Spell-Like Abilities (CL 5th; concentration +5)

1/day – *dancing lights*, *darkness*, *faerie fire*

Ranger Spells Prepared (CL 2nd; concentration +3)

1st—*endure elements*, *resist energy*

STATISTICS

Str 15, Dex 16, Con 12, Int 10, Wis 12, Cha 10

Base Atk +5; CMB +7; CMD 20

Feats Endurance, Mounted Archery, Mounted Combat,

Point-Blank Shot, Weapon Focus (composite shortbow)

Skills Handle Animal +8, Heal +9, Knowledge (nature)

+8, Perception +11, Ride +9, Stealth +9, Survival +9;

Racial Modifiers -2 Acrobatics, +2 Bluff, -2 Climb, +2

Intimidate, +2 Perception, +2 Sense Motive, -2 Survival

Languages Common, Elf, Undercommon

SQ combat style (archery), favored terrain (desert +2),

hunter's bond (companions), poison use, track +2, wild empathy +4

Combat Gear oil of *magic weapon*, potion of *blur*, potion of *cure moderate wounds*, potion of *invisibility*; Other Gear masterwork chain shirt, masterwork heavy wooden shield, masterwork composite shortbow (+2 Str) with 20 arrows, masterwork scimitar, *cloak of resistance* +1, combat-trained giant spider, exotic riding saddle, 72 gp

TACTICS

During Combat The ranger shoots from spiderback. When fighting dangerous opponents, she uses oil of *magic weapon* on her bow and drinks her potion of *blur*.

The Darkness Arrives

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Thanks For Playing!



The northern climes have proven difficult to cross the further the party travels, beleaguered by both the rapidly shortening days and forests that grow thicker with every mile. The ever-falling snow, whether as gentle flakes or an energy-sapping blizzard, only increase the sense of silence, darkness, and isolation. A journey between settlements of what should have been a day or two has become twice as long; everyone is desperate to reach a roaring fire and a full stew pot.

The appearance of the village, the party's intended destination, seems perfectly timed. The locals are heading for the central cathedral and talk of warmth, light, and succor while encouraging everyone to, "get out of the darkness." Following this advice, the adventurers find themselves in the middle of a service to mark the ending of the longest night and a return to the comfort of daylight—thanks to an ancient relic.

However the ceremony does not go smoothly as several interruptions prevent the high priest from properly fulfilling his duties. The PCs called upon to aid another band of travelers before helping drive off unexpected undead! But all of this is just the precursor to worse events; slavers appear, attempting to capture villagers and drag them away. These malicious enemies are like none seen before, accompanied by strange creatures that target the building and individuals alike. The local residents are hard-pressed to face these foes and the party proves to be a vital force in preventing a devastating defeat!

Can the PCs deal with the many problems before them, overcoming multiple challenges as an unknown enemy attacks the cathedral from all directions? Can the party face down the slavers, rescuing the villagers from a terrible fate, or will they fall for the tricks and bluffs of the mysterious humanoids that use the very darkness as a weapon? Can anyone stop this attack and prevent the remorseless, merciless Rise of the Drow?