

FLOWCHART

INTRO' - page 4

With questions & knowledge local - page 5

AT THE MANOR - page 5

See if they are spotted (Perception check @ +2) by Thug - who will alert friends

See how they enter (can alert Thugs)

See how it goes w. the Thugs, if they feed the PCs (DC 12 Fortitude save or fall asleep) page 8

Down to the BASEMENT

Room B1 - page 9

Trap

"Shrieker" gray grub worm

N Small - Init +0; Senses blindsight 60 ft.; Perception +1

DEFENSE AC 14, touch 11, flat-footed 13 (+3 natural, +1 size)

hp 11 (2d8+2) Fort +4, Ref +0, Will +0 Immune sonic

OFFENSE Speed 5 ft. Space 5 ft.; Reach 0 ft. Special Attacks shriek (DC 11 Fort, 1d4 sonic)

STATISTICS Str 9, Dex 10, Con 13, Int —, Wis 12, Cha 10

Base Atk +1; CMB -2; CMD 8 (can't be tripped)

SPECIAL ABILITIES

Shriek (Ex)

Light sources or movement within 10 feet of a shrieker causes it to emit a piercing sound that lasts for 1d3 rounds. **All creatures within 30 feet of a shrieker when it emits this noise must succeed on a DC 11 Fortitude save or take 1d4 sonic damage each round.** *A creature that successfully saves is not subject to the same shrieker's noise for 24 hours.*

Room B2 - page 9

If alerted by the wailing worm in area **B1**, the Diva hides behind the organ.

She attempts to distract PCs with *ghost sound* or *ventriloquism* as they explore the room. Once their attention is diverted, she uses her *scroll of suggestion* on the PC with the highest Charisma, directing that PC to play a somber dirge on the organ.

Scroll of Suggestion

School enchantment (compulsion) [language-dependent, mind-affecting]; Level bard 2, sorcerer/wizard 3

Casting Time 1 standard action

Components V, M (a snake's tongue and a honeycomb)

Range close (25 ft. + 5 ft./2 levels)

Target one living creature

Duration 1 hour/level or until completed

Saving Throw Will negates; Spell Resistance yes

You influence the actions of the target creature by suggesting a course of activity (limited to a sentence or two). The suggestion must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the spell.

The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. You can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the spell duration expires, the activity is not performed.

A very reasonable suggestion causes the save to be made with a penalty (such as -1 or -2).

Room B3 - page 11

The Dark Creeper tries to have the PCs help him stop the light... then attacks them.

Dark Creeper

Filthy, reeking black rags wrap this small humanoid from head to toe, leaving only its hands and pale white nose visible.

CN Small humanoid (dark folk)
Init +3; Senses see in darkness; Perception +4

DEFENSE AC 16, touch 14, flat-footed 13 (+2 armor, +3 Dex, +1 size)
hp 19 (3d8+6) Fort +3, Ref +6, Will +1
Weaknesses light blindness

OFFENSE Speed 30 ft.
Melee dagger +6 (1d3/19–20 plus poison)
Special Attacks death throes, sneak attack (+1d6)
Spell-Like Abilities (CL 3rd): At will—darkness, detect magic

STATISTICS Str 11, Dex 17, Con 14, Int 9, Wis 10, Cha 8
Base Atk +2; CMB +1; CMD 14
Feats Skill Focus (Sleight of Hand), Weapon Finesse
Skills Climb +8, Perception +4, Sleight of Hand +7, Stealth +12; Racial Modifiers +4 Climb, +4 Perception, +4 Stealth
Languages Dark Folk SQ poison use, rag armor

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.

Scroll of Comprehend Languages

Divination

Level: Brd 1, Clr 1, Sor/Wiz 1

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level

You can understand the spoken words of creatures or read otherwise incomprehensible written messages. In either case, you must touch the creature or the writing. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables you to understand or read an unknown language, not speak or write it.

Written material can be read at the rate of one page (250 words) per minute. Magical writing cannot be read, though the spell reveals that it is magical. This spell can be foiled by certain warding magic (such as the secret page and illusory script spells). It does not decipher codes or reveal messages concealed in otherwise normal text.

Scroll of Darkvision

Transmutation

Level: Rgr 3, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject gains the ability to see 60 feet even in total darkness. Darkvision is black and white only but otherwise like normal sight. Darkvision does not grant one the ability to see in magical darkness.

ROOM B4 - page 13

DC 11 Fortitude or be blinded (cf.)

DC 20 Disable Device to turn off

DC 18 Linguistics to see Jistka Numbers on rings

DC 12 Perception to find instructions (see Handout)

The Jistka Imperium was the first human kingdom to establish itself in the Inner Sea region after the centuries of darkness and devastation caused by Earthfall.[2] Its citizens spoke a nearly forgotten language called Jistka, whose alphabet became the basis of the alphabets of the modern languages of Skald, Varisian, and Taldane.

ROOM B5 - page 14

See how they get down (20 ft drop at bottom) - DC 20 Disable Device - from bottom only - to get things going again - **but can lower chain**

Room D1 - page 15

OPTIONAL ENCOUNTER

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: Blindsight 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 aboveground 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.

Blindsight (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.

Room D2 - page 16

See if Zoathrias is warned (will use Deeper Darkness, and poisoned blades - 6 doses total)

If only 1 hit / round (because he moves) he has +2 to Hit

Black Smear, save Fort DC 15; *frequency* 1/ round for 6 rounds; *effect* 1d2 Str; *cure* 1 save.

If Zoathrias is not dealt with, each player loses 231 gp.

Spell: Deeper Darkness Evocation [Darkness] Level: Clr 3 Duration: One day/level (D)

This spell causes an object to radiate shadowy illumination out to a 60-foot radius.

The light level is lowered by two steps.

Bright light becomes dim light and normal light becomes darkness. Areas of dim light and darkness become supernaturally dark. This functions like darkness, but even creatures with darkvision cannot see within the spell's confines.

All creatures gain concealment (20% miss chance) in dim light. All creatures gain total concealment (50% miss chance) in darkness.

Even creatures that can normally see in such conditions (such as with darkvision or low-light vision) have the miss chance in an area shrouded in magical darkness.

Normal lights (torches, candles, lanterns, and so forth) are incapable of brightening the area, as are light spells of lower level. Higher level light spells are not affected by darkness.

If darkness is cast on a small object that is then placed inside or under a lightproof covering, the spell's effect is blocked until the covering is removed.

Darkness counters or dispels any light spell of equal or lower spell level.

Daylight brought into an area of deeper darkness (or vice versa) is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect.

Deeper darkness counters and dispels any light spell of equal or lower level, including daylight and light.

CONCLUSION

#47: The Darkest Vengeance

Primary: The PCs rid Miregroid Manor of the squatters and dark folk that inhabit it.

Secondary: The PCs rescue Skeldon Miregroid, ensuring that he answers to the Decemvirate.