



# Shadows



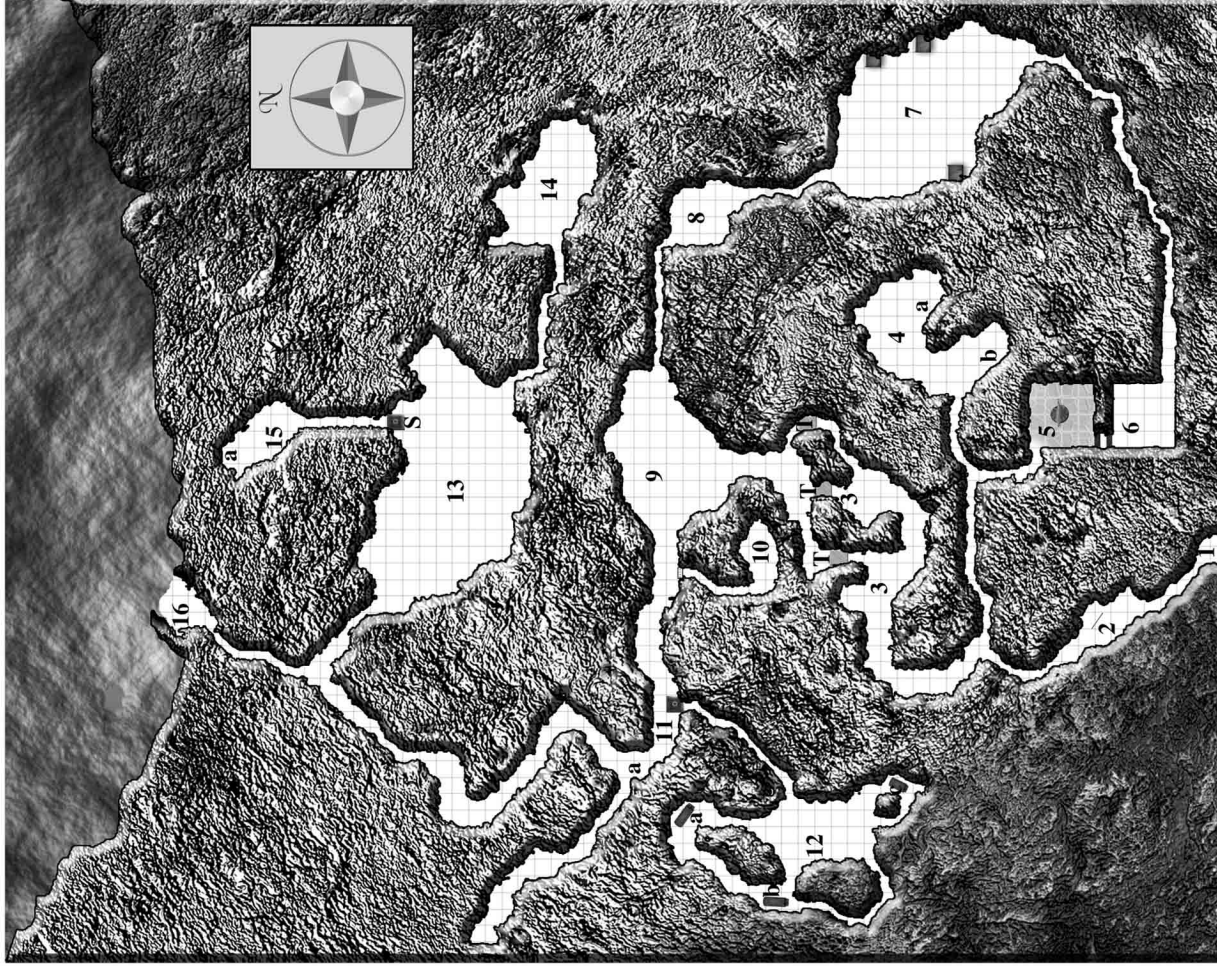
## Under Thessalaine



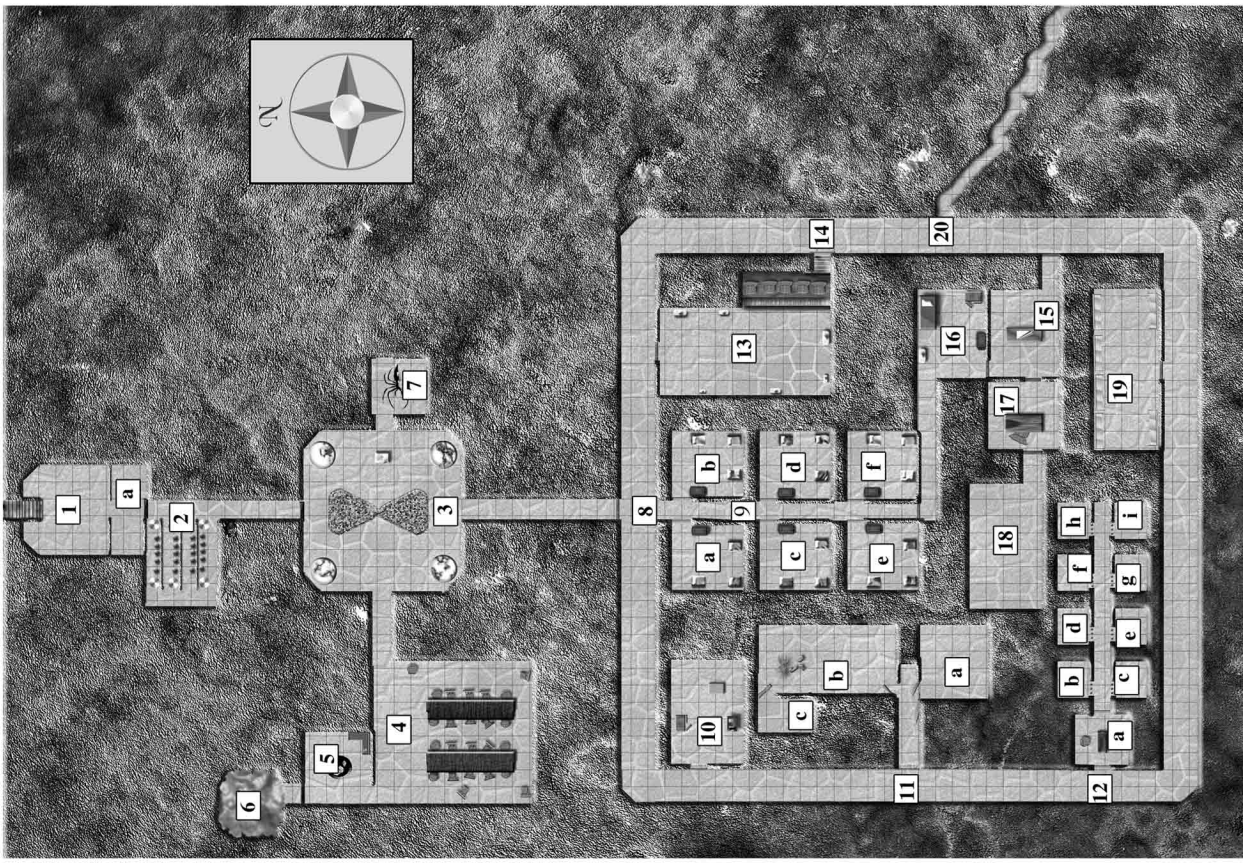
by Ari Marmell

Requires the use of the Dungeons and Dragons® Player's Handbook, 3rd Edition  
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# Sea Devil's Lair



# Drow Outpost





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# Shadows Under Thessalaine

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## Table of Contents

<b>Introduction</b>	<b>4</b>	Nighttime Skirmish	30
The Duchy of Thessalaine	4	The Drow Outpost	32
Synopsis	5	<b>Chapter Three:</b>	<b>43</b>
Character Hooks	7	<b>Mount Errewon</b>	<b>43</b>
<b>Chapter One:</b>	<b>8</b>	The Road to Uzthril	44
<b>Harwynn's Shoal</b>	<b>8</b>	Uzthril: Level 1	44
An Audience With the Mayor	10	Uzthril: Level 2	48
Something Fishy	11	Uzthril: Level 3	50
Sea Devils' Lair	14	Ending the Adventure	56
The Goblin Cave	23	Further Adventures	56
<b>Chapter Two:</b>	<b>25</b>	<b>Appendix</b>	<b>57</b>
<b>Madratur</b>	<b>25</b>	NPCs	57
The Hall of Duke Ellgrym	27	Monsters	60

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# Introduction



**S**hadows Under Thessalaine takes place in the province of Thessalaine, a moderately sized territory belonging to the kingdom of Surengol although it can be easily adapted for use in nearly any campaign setting.

## Telling the Tale

The text found in the gray parchments is player information, that can either be read “as is” or paraphrased. Dungeon Masters are strongly recommended to modify the information based on player actions (such as describing only parts of the entry if the characters are in a hurry or otherwise distracted, etc.). Sidebars contain notes or information useful to the DM for developing the scene. Monster and NPC statistics, when necessary, can be found in the Appendices to this module. Unless otherwise noted, maps are drawn on a scale of 5 feet per square.

## Encounter Levels

Scenes where conflict is likely are given an Encounter Level (EL). The EL rates the difficulty for a party of 4 heroes to overcome that challenge.

**Shadows Under Thessalaine** is intended for an average-sized party (4 characters) of 4<sup>th</sup> level. 3<sup>rd</sup> level characters might manage, though they would find the story particularly challenging, and characters of 5<sup>th</sup>

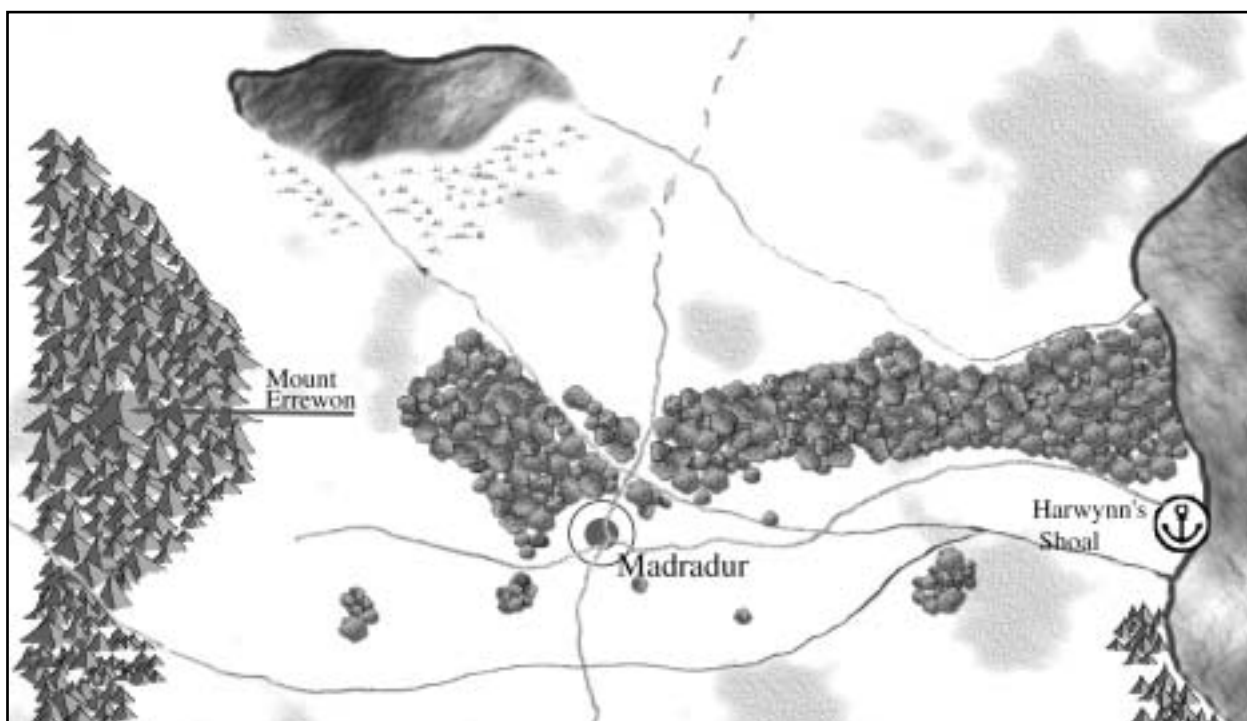
level can be played, but they require added obstacles. Should the party consist of substantially more characters, or the characters average a higher level, encounters will have to be modified. This can be done either through a simple increase in the numbers of the opponents, or through modification of specific foes; suggestions for such modification are given with individual encounters.

While most PC classes and races are acceptable, the party must have magic available to them to stand a reasonable chance of success; healing magics in particular are imperative.

This module is intended for a party that is primarily good-aligned. A party that is primarily neutral can be made to work, though it might require a bit of work on the part of the Dungeon Master; evil characters are not well suited to this particular tale.

## The Duchy of Thessalaine

*L*ocated near the southern coast of the continent, Surengol is less a kingdom than a unified





## Introduction

agglomeration of essentially independent provinces. Though there is a King, Rendl IV, on the throne, his authority over the Dukes is limited, and he functions primarily as a mediator of ducal disputes. So long as the Dukes pay their taxes and provide their complement of soldiers to the king's army, they are left to govern their territories as they choose.

Thessalaine is one such territory. Located on the Gulf of Irul Kinthé, it has long been the home of scattered villages and cities, but was unified into a single duchy only within the past several generations. Most of Thessalaine's towns are small, numbering fewer than a thousand people; only Madradur (Thessalaine's capital), the fishing and port city of Harwynn's Shoal, and one or two others claim larger populations.

Bordered by mountains and scattered with woodlands, Thessalaine boasts fertile soil and good farming inland, excellent fishing in the Gulf, and prospering trade with other lands. It also, however, boasts hazards aplenty; orcs lurk in the mountains and waylay caravans, mysterious creatures are sporadically sighted in the deep waters of Irul Kinthé, and occasional hobgoblin raids remind all in Thessalaine of days long past.

The citizens of Thessalaine don't know it yet, but those days have come again.

### A Brief History of Thessalaine

For ages untold, humans have lived in the lands immediately west of Irul Kinthé. Drawn by the farming, the climate—which, save for a brief but violent typhoon season, is relatively temperate—and the chance to make a good life for themselves, many settlers have put down roots here since the beginnings of recorded history.

About three hundred years ago, life got a lot less pleasant. The Searing Wind, a particularly vicious tribe of hobgoblins, swept in from beyond the western mountains and began making life a living hell. Entire villages were enslaved, forced to pay nearly all of their crops and income as tribute; people starved, and those who refused to cooperate saw their entire towns burned around them before they were brutally murdered by laughing hobgoblins. And because there was no unified resistance, this state of affairs lasted for generations.

Less than a century ago, King Rendl II of Surengol issued a proclamation: the territories currently claimed by the Searing Wind would be granted as a duchy to any lord who could drive the hobgoblins out. Many tried, and failed—until the coming of Duke Arthyrr the Strong. With an army assembled from dozens of minor lords and thousands of mercenaries who would

be granted their own lands in return for their service, Arthyrr marched on Thessalaine. It was not an easy victory—the war against the Searing Wind required six long years—but the hobgoblins were eventually driven away. Arthyrr set up his capital in what was then the small trading post of Madradur, and ruled fairly, if strictly, from that day forth.

The current lord of Thessalaine, Duke Ellgrym, is Arthyrr's grandson; he still rules from Madradur, which has grown into a city of substantial size. He has plenty of issues to deal with, as all rulers do, but nothing of any great import to the duchy as a whole.

Or so he thinks. Ellgrym doesn't know it yet, but the Searing Wind is back, in a most unexpected form...

## Synopsis

**S**hadows Under Thessalaine appears to involve two separate and unrelated stories; only later will the players discover how closely linked they actually are.

The adventure can begin in either Harwynn's Shoal or Madradur (see below for hints on getting the characters involved, regardless of which location is first). In Harwynn's Shoal, the characters are asked to investigate the disappearance of many of the town's fishermen and traders in the waters of the Gulf of Irul Kinthé. There, the party will discover a stretch of beach covered in a massive fish kill, and they will be forced to struggle their way through a partially submerged stronghold of the sahuagin "sea devils." The heroes learn that the attacks on the fishermen and transports were in fact made in retaliation for a massive poisoning of the local coastline; a poisoning that the sahuagin blame, incorrectly, on the people of Harwynn's Shoal. A hidden cave by the shore contains the body of a hobgoblin, apparently slain by the sahuagin and left to rot. In his pouch, he has a written message that links him to the troubles in Madradur—and hints that a greater threat is responsible for the events in both cities.

Once in Madradur, they hear horror stories. The city is no longer safe after nightfall; people disappear, or are found dead in alleyways. Orcs and stranger, gray-skinned humanoids have been spotted and battled by Ellgrym's soldiers. Should the party lurk about at night, they do indeed encounter raiding parties of orcs and grimlocks—led by drow! Either through interrogation or pursuit, the heroes can find the source of the invasion, a drow outpost located deep in the earth



## Shadows Under Thessalaine



below the city. Here they discover, to their horror, that the drow are themselves following the orders of mind flayers! They also, however, find a map that, combined with the hints found upon the body of the dead hobgoblin in the cave by the shore, will allow them to find the mind flayers' lair.

The party may well be reluctant to risk a sojourn in Illithid territory—mind flayers are scary, especially to a low-level party, but many of the people taken from Madradur were sent to the mind flayers as slaves. Any good-aligned party (and even most neutral ones, especially if they've already accepted the Duke's commission) will be unable to simply turn their backs. And here their courage pays off, for they learn that the mind flayers are not mind flayers at all, but masquerading hobgoblins using well-crafted disguises. Still, this is not an easy task; the hobgoblins are far more dangerous than average members of their race, and their leader is a sorcerer of no mean ability. The party might be relieved they need not face Illithid, but they still may have the fight of their lives ahead of them.

### How Are They Doing That?!

How in the gods' names can a bunch of hobgoblins masquerade as mind flayers? Yes, a good craftsman can make a pretty believable mind flayer mask with the right materials—in this case, dead squid and octopi gathered from the poisoned coastline (you

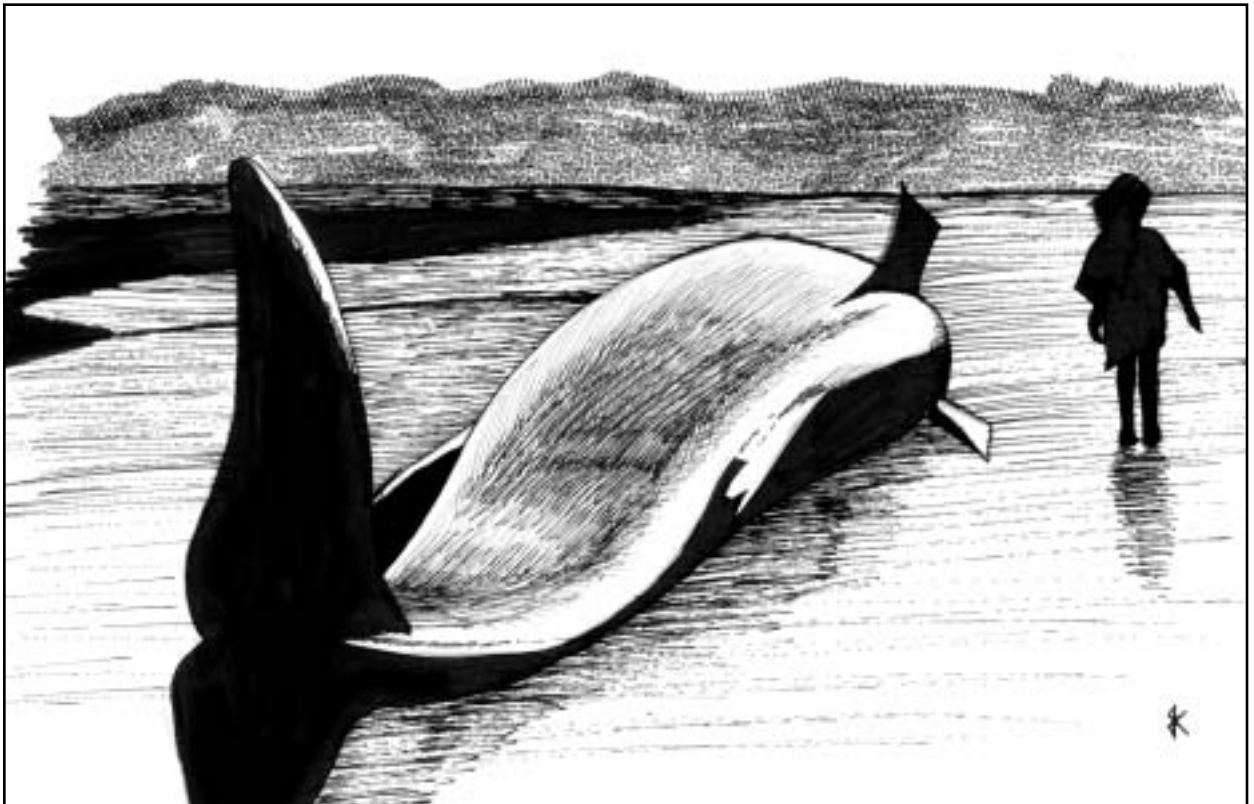
knew there was a reason for that, didn't you?). But what about their mental powers?

That's where Aicheroc comes in.

Aicheroc is the leader of what's left of the Searing Wind tribe. He's a cold, calculating hobgoblin, exceedingly intelligent and utterly vindictive. For years, he has desired to regain his tribe's old position of power, and to take revenge on Duke Ellgrym, the grandson of the human who drove them out. But how to do it? The Searing Wind had neither the manpower (hobgoblin power?) to attack the humans, nor did they have enough clout to gather allies.

And then it hit him—everyone fears the mind flayers! There were drow, orcs, and grimlocks nearby; he knew, because the Searing Wind had battled them for territory in years past. Maybe, just maybe, the hobgoblins could convince these others to do the job for them.

The plan to masquerade as the mind flayers was his—and he himself is the key to pulling it off. Aicheroc is a sorcerer, and he focuses in mind-influencing spells. He is especially fond of charms. He's not nearly as powerful as a true Illithid, of course; but if you saw a humanoid figure with slimy skin and facial tentacles throwing charms around, would you question whether it was really a mind flayer?







## Introduction

### Hooks

The DM should tailor the story hooks to the city in which the party begins; having a relative in Harwynn's Shoal, for instance, is not going to convince the heroes to deal with Madradur's problems—at least until they've dealt with the port city first.

Harwynn's Shoal is located directly on the Gulf of Iruil Kinthé, some forty miles east-southeast of Madradur. If the party is traveling by sea, or else coming up the roads from the south, they will have to pass through Harwynn's Shoal even if Madradur is their intended destination. Should they be coming overland from the north, or over the mountains to the west, they will reach Madradur first (assuming they stay on the main roads).

The following are presented as suggestions for involving the characters in the events of **Shadows Under Thessalaine**, but feel free to come up with your own should none of these fit your campaign.

#### Locals

Some or all of the characters may, in fact, be residents of one of Thessalaine's cities. Perhaps they were at home when the troubles began, or perhaps they have heard rumors of trouble back home and have returned to investigate. In either case, little inspires greater heroism than a threat to friends and family.

#### Passing Through

Both Harwynn's Shoal and Madradur sit on major trade routes. It is entirely possible that the characters just happen to be passing through the area. Few adventurers worth the title, and certainly none of good alignment, will be able to move on without investigation once they hear rumors of the troubles facing the two cities.

#### Hired Swords

Duke Ellgrym's soldiers are hard pressed to battle the invading orcs, grimlocks, and drow. They need help—and so does Harwynn's Shoal, for the Duke has no warriors to spare to investigate the port town's own difficulties. Both Duke Ellgrym and Mayor Gwynneth have sent messengers and heralds to lands far and wide, seeking brave heroes to come and save their cities from ruin. The party could be responding to either (or even both) of these pleas for assistance. Remember, however, that just because the party is answering the call of one city, that doesn't mean they cannot deal with the other one first. After all, heroes traveling to Thessalaine by ship must pass through Harwynn's Shoal, even if their goal is Madradur; and parties

bound for Harwynn's Shoal, if they come from the north or west, will likely follow the main road through Madradur before arriving there.

#### Help Wanted

The pleas for aid can be found tacked to fence posts, making the rounds in taverns, and being handed out by messengers on the streets of cities far beyond the borders of Thessalaine. Depending on which cry for help the PCs answer (if they are answering such a plea at all), the DM should read aloud one of the following proclamations.

##### From Harwynn's Shoal:

To all brave and noble denizens of the realm,

The city of Harwynn's Shoal is in desperate straits. Men, women, even entire ships have vanished from the waters off our coast. We have no soldiers or spell-workers capable of investigating, and Duke Ellgrym has to date denied our petitions for aid.

If you believe you can aid us, please travel most swiftly to Harwynn's Shoal in the duchy of Thessalaine, there to meet with me at the City Hall. We offer all we can as reward for your services, should you make our waters and our shores safe once more.

In gratitude, Mayor Gwynneth, Harwynn's Shoal

##### From Madradur:

Attention all!

Duke Ellgrym of Thessalaine seeks your assistance in matters most urgent. The city Madradur faces dangers in the night against which the Duke's soldiers have proven insufficient. Make all haste to Madradur, where you will be permitted to meet with the Duke himself, there to discuss the terms of service.

Duke Ellgrym offers substantial reward for those seeking such things, should they prove effective in dealing with this unnatural threat.

Bring you this missive when you arrive, for that you may be admitted to Caerbon Keep and the Duke's court.

Master Reniar, Seneschal to Duke Ellgrym



# Chapter One: Harwynn's Shoal

The party may start either here, or in Madradur (in which case, you should begin the module with **Chapter Two: Madradur**, and then work back to Chapter One). The section, as written, assumes that the party has not been to Madradur yet; if they have, the DM should make whatever changes he feels are appropriate to reflect what has happened thus far.

Harwynn's Shoal is one of the largest cities—and the largest coastal city—in Thessalaine. The town has existed, in one form or another, since well before the

Searing Wind occupation, though it is only in the years since Thessalaine became a duchy that it has expanded to its current size and prosperity.

Directly east of the city lie the shores of the Gulf of Irul Kinthé, a massive body of water that eventually opens into the glistening expanse of the Delquin Sea. The Gulf supplies the bulk of Harwynn's Shoal's income, from constant trade to the city's massive fishing fleets—both of which have now been crippled by the mysterious disappearances at sea. The lands south and west of Harwynn's Shoal are primarily farmland; a heavy woodland to the north prevents similar endeavors in that direction. The forest is home to several old ruins, built in a style unrecognizable to humans

and currently occupied by a very hostile tribe of lizard folk and other, nastier creatures. These have no bearing on the events of this story, but DMs are encouraged to use them to expand their own campaigns beyond the scope of this module.

## Harwynn's Shoal

**Power Center:** *Conventional*

**Alignment:** *CG*

**Wealth:** *3,000 gp limit; 292,320 gp assets (lowered from the town's normal 417,600 gp assets, due to the loss of revenue caused by the sahuagin raids on fishermen and traders)*

**Population:** *2,784; Mixed (human 72%, halfling 8%, elf 6%, gnome 5%, half-elf 4%, dwarf 3%, half-orc 2%)*

**Authority Figures:** *Mayor Gwynneth the Wise*

**Notable Characters:** *Priest Angwynn of Naughweyuhn, barkeep Rufold*

**Notable Locations:** *The City Hall, the Temple of Naughweyuhn, the docks, the Ebb and Flow Tavern*

## Rumors

Although the characters can eventually hear the full story of what is happening in town from Mayor Gwynneth, they may wish to seek out information beforehand. It is not difficult to gather information on the troubles plaguing Harwynn's Shoal, since that's all most people are talking about. It is a bit harder, though still no real chore, to discover rumors of the troubles plaguing Madradur as well.

For every successful Gather Information check (DC 10), the party learns one of the following rumors about Harwynn's Shoal; should the check beat a DC of 18, the DM should also grant the party one of the rumors regarding Madradur. Alternatively, the DM may simply use a single check to allow the players to locate a source of information (perhaps Rufold at the Ebb and Flow tavern, or someone equally talkative) and simply role-play a conversation in which the players can learn whatever they think to ask about. Rumors are marked as true or false, though the people spreading them believe them to be true regardless. (Of course, DMs have the option of deciding such rumors are true after all, but they go beyond the scope of this module.)

- “Dozens of fishermen and sea-going merchants have vanished over the past months while sailing in the Gulf of Irul Kinthé.” (Skip this rumor if the party is already aware of the general situation in Harwynn's Shoal.) (This is true, obviously.)
- “The disappearances are an act of war! Old Brak down by the docks saw a strange warship flying a black flag just last week!” (False. Old Brak was drunk as a skunk and mistook a crow flying close to the horizon for a ship.)
- “The ships are being dragged down into the depths by hideous creatures from below the waves!” (Partially true, though the creatures described in these rumors are a lot larger and more alien than the sahuagin.)
- “You know, I dunno what's going on, but strange things have been afoot since even before the first man went missing!” (True; further investigation by the characters will reveal that fishing had gotten



## Harwynn's Shoal

very bad of late, as though something had happened to the area's fish population.)

- "Duke Ellgrym himself is taking our people! He just wants to wait until we're desperate for his help, so he can raise our taxes!" (False, and paranoid to boot.)
- "There's a dragon living in the woods to the north; maybe it's grabbing our ships!" (False, or at least the disappearances are not the result of dragon activity. It's up to the DM to decide if there really is a dragon in the woods, but again, it's not a part of this particular tale.)

The following rumors are a bit harder to pick up (as already noted, DC18), as they involve events outside Harwynn's Shoal:

- "Madratur's got its own problems right now. I hear they're being attacked by some foreign power! Maybe it's the same blighters what are taking our people!" (Partially true. Madratur isn't exactly under attack by a foreign power, but it is under siege—and there is a connection with the troubles in Harwynn's Shoal.)
- "The messengers we've sent to Duke Ellgrym never arrived; they were all killed en route." (False.)
- "The Duke doesn't have enough men available to send help to us, because of his own problems. We're on our own." (True.)
- "The Duke could send help, but the bastard won't do it! He'd rather watch us suffer!" (False.)
- "I've heard that whatever's attacking Madratur isn't human. They're strange creatures, from places man wasn't meant to go." (Pretty much true.)

Regardless of how the DM chooses to handle this information—either through role-played conversation or handing out rumors piecemeal—someone will eventually suggest that the party go visit Mayor Gwynneth. "You seem capable enough," they'll be told as the stranger eyes their weapons and equipment, "and we could use your help. There's a reward, you know. Talk to Mayor Gwynneth, she'll tell you. You can find her at City Hall, or at least someone there'll tell you where to look."

### Places of Note

Because Harwynn's Shoal is a large town—a small city, really—and only a few select locations within it have any bearing on the story, no map of the city is included. The Dungeon Master should feel free to include whatever sorts of shops, buildings, and establishments she feels are appropriate. Those

locations that do come into play are described below.

#### City Hall

This wide, three story building is one of the few structures in Harwynn's Shoal made entirely of stone. It was clearly a fortress at one point in the past, though most of the outer walls and defenses have long been removed. The Hall has a sense of age about it, and indeed it has stood on this spot for many centuries. Today, it is used as the center of government for Harwynn's Shoal; the mayor and other town officials all have offices here, and the cavernous rooms on the ground floor are used for town meetings and audiences between the mayor and her citizens. In addition to Gwynneth, there are a dozen other city officials, six city watchmen (warrior NPC class, ranging from 1st to 3rd level), a score of servants and messengers, and any number of Harwynn's Shoals citizens seeking an audience with someone. When the party enters City Hall, either after arriving in town or after being directed here by some helpful citizen, skip to **An Audience With the Mayor** below.

#### The Ebb and Flow

The most popular tavern in Harwynn's Shoal, the Ebb and Flow is known throughout Thessalaine—and even beyond, in tales carried by mariners who have stopped here—for its friendly atmosphere and powerful drinks. This is not a place for the tender of palate; the spirits served here taste like the breath of Death himself, and they'll knock you out just as quickly. The building itself is constructed of heavy wood, and adorned with all sorts of mementos from Rufold's life at sea. Rufold himself, a former sailor and 3rd level fighter, keeps a stout cudgel under the bar, a heavy crossbow hanging (loaded) on the wall behind him, and a dagger at his waist. He rarely has to use them, but he makes his point quite clearly—there will be no trouble in his establishment.

Assume that any reasonable drink or food can be found here for the prices listed in the *Player's Handbook*.

#### The Docks

This stretch of coastline is home to dozens of docks and piers that form the backbone of the city's economy. Today, the docks are quiet, as they have been for some time. Those berths that are empty remain empty, and those ships that sit at anchor have not moved in weeks. People are afraid to go out into the Gulf.



## Shadows Under Thessalaine



Characters who wish to buy trade goods and basic equipment (but not weapons or armor) can do so at the many shops that line the docks, and they can get them for 75% of the listed price; the merchants here are desperate to sell, to make up for the massive loss of business.

### The Temple of Naughweyuhn

Naughweyuhn (pronounced naw-way-oon) is the local god of the sea, a temperamental, powerful deity who is both loved and feared by those who rely on his bounty. (Alternatively, the DM may substitute an ocean more suitable to his own campaign.) Nearly every citizen of Harwynn's Shoal depends on the sea in some shape, form, or fashion, so the worship of Naughweyuhn is prevalent; no local sailor would even think of setting foot onboard a ship without first offering up at least a prayer, if not a small offering, to the Sea King. The temple is built largely of blue-tinted stone, and seems to reflect sunlight much as water does.

The priest, Angwynn, is a gruff, bearded man who is unhappy with the turn things have taken in Harwynn's Shoal—not so much because he cares for those who have been lost (he is chaotic neutral, after all), but because if people don't need him to bless their journeys, his own power and influence in the city begin to wane. Angwynn can offer the characters a means to function underwater: *potions of water breathing*. He will charge them the normal cost for potions if they approach him privately, but will grudgingly grant them one potion apiece for free if requested to do so by Mayor Gwynneth. (These potions are granted in wineskins, not vials

or the like; this is so they can be consumed underwater.)

## An Audience With the Mayor

When the party first approaches City Hall, they are challenged by two watchmen, who glare suspiciously at any weapons and armor the characters might be displaying openly. Once they learn that the heroes are there to speak with the mayor about the current troubles, however, their demeanor changes completely. “Of course, sir!” “Right this way, sir!” That sort of thing.

They are, however, asked to turn over their weapons for the duration of their consultation with the mayor; it's simply a standard precaution. Players may refuse, of course, but they're going to have to fight their way to the mayor if they still want to see her, and that's not going to endear them to her.

Once they've acquiesced, the entire party is led through a carpeted entry hall with vaulted ceilings, past a milling throng of citizens who are going about their business or waiting their turn to see someone. Mayor Gwynneth herself sits behind a desk; this is very obviously a workplace, not a throne of any sort. One of the guards whispers in her ear for a moment; she nods, rises, and beckons towards one of the servants.

“If you will follow Glen, here,” she tells the characters, “he will take you to a room where we may converse privately. I'll be along in a moment; feel free to request any refreshment you may desire.”

The room to which the party is led is small, containing nothing but a round table and six chairs (if the party is particularly large, extra chairs can be crammed into the room, but it'll be tight). A decanter of wine and several goblets sit in the middle of the table; other food and drink are brought if requested. The mayor arrives but a moment later.

Wearily, the mayor closes the door behind her and slumps into the nearest chair. Close up, you can see that her blonde hair is frazzled and that she has circles under her eyes. She reaches for one of the glasses, filling it with wine and guzzling it in undignified gulps.





## Harwynn's Shoal

"My city is in trouble," she says sadly and softly, a far cry from the powerful voice you heard in the audience chamber. "For months, people have vanished in the waters of the Gulf of Irul Kinthé. Fishermen, merchants, travelers—even a ship of pirates to whom I had offered amnesty if they solve our problem. All gone. More than half the people in Harwynn's Shoal are mourning loved ones, and we are all beginning to feel the pinch on our coin purses. Duke Ellgrym has refused to aid us; I have heard rumors that he has troubles of his own in Madradur, and cannot spare us any warriors." Her tone of voice seems to twist around her words, making it quite clear what she thinks of that notion.

"I've precious few clues to offer you, I fear. None of the ships have gone down within sight of the city. Most, we believe, were in deep water, though some might have been close to shore but far from Harwynn's Shoal. Most of the ships did not even leave wreckage!"

Gwynneth shuts her eyes tiredly, but rallies herself and continues. "This must stop. If you can help us, I and my city would be eternally grateful. I can offer you only a little reward: 500 pieces of gold each. I realize this is not much, but it is all we can spare during this time of hardship. Still, any other reward we can offer—food, lodgings, travel—they are all yours, free, as long as I am mayor of Harwynn's Shoal. What say you?"

The characters can haggle all they want, but it won't do them any good—500 gp per character really is the most she can offer. Still, it's not a tiny sum, and they'll always have a place to come back and live, free of cost, should the need arise.

The characters may, of course, ask the mayor any questions they choose. She can provide the following answers:

- Many of the ships, though by no means all of them, vanished in a particular stretch of waters some miles from the coast; unfortunately, none of the local ship captains are willing to ferry the characters out into the Gulf.
- Though most of the ships vanished without a trace, some bits of wreckage have washed up on beaches to the south. The characters might wish to check it out.

- The characters may well have to do some of their investigation underwater. If the characters do not have their own means of doing so, Gwynneth offers to speak with the priest Angwynn and arrange for aid (in the form of the potions of water breathing mentioned above).

It is up to the DM to decide what answers she can or cannot give beyond those covered here. The rest of the adventure assumes that the players agree to help, of course.

Once they are through, the heroes may return to their lodgings and rest for a night; the mayor asks them to meet her at the Temple of Naughweyuhn an hour past sunrise on the morrow.

## Something Fishy

The meeting with Mayor Gwynneth and Angwynn the priest allows the characters one last chance to ask any questions that might have sprung to mind, and to retrieve the *potions of water breathing* from the surly cleric. Unless the players have thought of a different line of investigation, Gwynneth provides them directions to the distant beach on which some of the wreckage has washed ashore, and wishes them the best of luck.

The Gulf of Irul Kinthé is not a small body of water; the stretch of coast in question is a good fifty miles south of Harwynn's Shoal. Even on the available roads, this is a journey of several days, and the roads are not good. On their way, the party will pass an abandoned fishing village; other than that, there is little civilization in this direction, and the road itself is old and rough. Though the heart of Thessalaine, and especially the major trade routes, are patrolled and relatively free of monsters, less civilized regions can still

### Encounter Table

For every six hours, roll 1d10; on a roll of 1, roll a d6 to determine the encounter.

1-2:	1d4 + 2 orcs
3-4:	1 owlbear
5:	1 displacer beast
6:	1 troll



## Shadows Under Thessalaine



prove quite deadly. If the party is particularly tough, the DM may wish to include random encounters.

(these orcs are not part of the Bloody Stump tribe). The stretch of coastline is in an area of rocky hills and gritty sand, with little in the way of vegetation. Characters should get a sense of desolation about the place; it is not particularly hostile or dangerous, but simply ugly.

### The First Beach

Read the following only after the party has clambered its way over rocky outcroppings and low hills to where they can see the shoreline itself.

As you approach the shore, the salty tang of the ocean washes over you; it tickles at the nose and feels sharp against the skin. The sea breeze is pleasantly cool—but you realize that it carries more than the scent of the endless waters before you. Something else is present, almost but not quite masked by the sea air. Something rotten...

The beach here is made up mainly of tiny stones, though there is still sand enough to fill in the cracks. To the south, the rocks become larger and more jagged, forming a small ridge of hills and crevices. Far to the north, you see a similar, though smaller, outcropping of stone; beyond it, as you recall from your travels, the beach becomes brighter, sandier, and definitely more friendly.

Scattered across the rocks and sand, like the toys of some temperamental and very large child, lie shards and scraps of wood that might once have been the hulls of ships. Bits of torn rope and tattered cloth confirm that thought; you are definitely looking at the remains of some of those vessels lost in the Gulf. But what might have caused their destruction, or what happened to the others, you still do not know.

Strangely, there is a large number of dead fish washed up on shore, rotting in the sun. These seem to be the source of the scent of decay you noticed moments ago.

Most players will probably wish to search the area. A thorough search can provide some or all of the following information; the DM should choose what she reveals based on exactly where the character is looking, and on how well he succeeded on his Search or Spot check.

- The current here is quite powerful, and runs to the south. There may be further wreckage beyond the stony hills. Only characters down by the water—perhaps they are examining the wreckage, or perhaps they are looking at the ocean itself—may notice this. with a Spot check (DC 10.).
- Some of the wood seems strangely warped and out of shape, as though it had been mangled and bent by some force—or by ravages of time and weather that should long since have rendered the ship unseaworthy. (Only characters actively examining the wood may notice this. Search check (DC 10). Anyone with Knowledge, Arcana or Spellcraft may make a check (DC 15) to recognize that the damage might have been caused by the *warp wood* spell, or a similar effect.)
- The scent of rot seems to grow stronger to the south, as you approach the line of hills. (No roll is required to notice this; it is sensed automatically by the first character to move in that direction.)
- Hidden behind an outcropping of rock, high on one of the rocky hills, is a small opening that widens out into a much larger cave. This is, in fact, the former home of a band of goblins; if the characters find this cave and enter it, proceed to **The Goblin Cave**, below. (Only characters actively examining or passing through the rocks and hills may notice this. Search check (DC 24) for those actively looking, Spot check (DC 26) for those simply passing through.)

The hills themselves are rocky, jagged, uncomfortable and difficult to cross, but not actually dangerous. It will take the party approximately half an hour to pass through them all (it's a thick cluster of hills); longer to go around them, because the road must wind a ways to the west to get around them. In either case, those who persevere will eventually reach a second stretch of beach, equally rocky and foreboding—and even more disgusting.



# Harwynn's Shoal

## The Second Beach

You finally come over the last rise. A second beach, rocky and barren like the one you just saw, lies before you. Scattered haphazardly across the beach, there are indeed further signs of wreckage—but you can hardly see them beneath layer after layer of dead fish!

Thousands upon thousands of them, from tiny minnows to full-grown sharks and everything in between, lay scattered across the rocks. The scent of rot, hidden from you until now by the winds, suddenly threatens to overwhelm you; it rises into the air, a shimmering miasma of decay that seems to weigh on you like a physical presence.

Have each character make a Fortitude save (DC 10). Those who fail suffer a penalty of -2 to all rolls for the next 10 minutes due to nausea and illness brought on by the smell. (Fortunately for them, combat is unlikely in the next 10 minutes.)

As with the earlier beach, a thorough investigation on the part of the characters can net them all sorts of information.

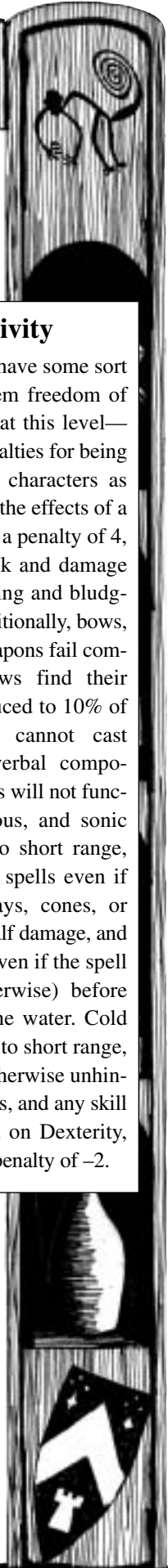
- The dead fish have been washing up here for quite some time. While many of them are relatively intact, others have already decayed to skeletons and less than skeletons. The oldest have been here for months, at least. There are several other animal carcasses lying about; vultures and seagulls, as well as a number of rats and other rodents. (Only characters down by the waterside, among—or at least near—the dead fish can notice this. Spot or Search check (DC 15). If the fish are closely examined, a Heal or Knowledge, nature check that exceeds DC 20 suggests that the fish died of either a poison or an illness of some sort. Of course, players may come to the same conclusion based on the death of those scavengers that have fed off the fish.)
- Some of the wreckage washed up here looks warped, just as the earlier flotsam did. Again, only characters actively looking at the wood should notice this. It requires a Search check (DC 10).
- Buried within the dead fish is the corpse of some hideous sea creature! It is partially rotted, but it appears to have been humanoid, with green, scaly skin, webbed and clawed hands and feet, and hideously sharp teeth! Judging by its location and its position, it was attempting to drag itself across

the sand towards the north. (Only those in or near the dead fish have a chance of discovering the body of the sahuagin, and they must succeed in a Search check (DC 20) as it is quite thoroughly buried. It is left to the DM to decide if any of the characters have sufficient knowledge to identify the creature as a sahuagin. In either case, examination of the body reveals a tattered leather belt with a pouch that contains a strange clay pot. It is mostly empty, but the very bottom contains a bit of very thick paste. An Alchemy check (DC 20), a Spellcraft check (DC 15), or simple experimentation will reveal that the paste has the properties of the warp wood spell, and that it is thick enough to apply even underwater. It should become clear that this is the tool the sahuagin are using to sink the ships in the gulf; there is enough left in this particular pot for a single use.)

- There is a cave hidden in the rocks to the north, just by the waterline. This is the entrance to the sahuagin lair; once the characters have entered it, they must climb down a steep incline, which takes them to area 1 in **The Sea Devils' Lair**. (Characters examining the rocky hills can discover the cave. It requires a Search check (DC 15), or a Spot check (DC 20) if they aren't looking in the right spot. If they have found the dead sahuagin, reduce these difficulties by 2, as the corpse pointed them in the right direction.)
- There are no squid or octopi among the dead fish. Characters will not notice this with a simple die-roll; only if a player specifically asks about squid or octopi should the DM make this information available.

### Underwater Activity

Unless the characters have some sort of magic granting them freedom of movement—unlikely at this level—they suffer serious penalties for being underwater. Treat all characters as though they are under the effects of a *slow spell*, (but assess a penalty of 4, rather than 2, to attack and damage rolls made with slashing and bludgeoning weapons). Additionally, bows, slings, and thrown weapons fail completely, and crossbows find their range increments reduced to 10% of normal. Spellcasters cannot cast spells that require verbal components. Fire-based spells will not function; electrical, gaseous, and sonic spells are restricted to short range, and function as burst spells even if they are normally rays, cones, or lines. Acid spells do half damage, and last only one round (even if the spell description says otherwise) before they are diluted by the water. Cold spells are also limited to short range, but their effects are otherwise unhindered. Dexterity checks, and any skill checks that are based on Dexterity, suffer a circumstance penalty of -2.





## Sea Devils' Lair

This used to be nothing but a small outpost of a much larger sahuagin community. Since most of them died in the poisoning of the coastline, however, the remainder have come here to recover and to launch their counterattacks against the surface-dwellers they believe responsible. Every passage and chamber in the complex is partially submerged. Most are shallow enough for humans to operate safely, but some are dangerously deep. Water depths are given in each of the keyed locations; use the following guidelines for water depth in the passageways:

- South, southwest, and west of area 9: approximately 18 inches.
- Southeast and east of area 9: approximately three feet.
- North of area 9: approximately five feet.

The water is dark and cold; characters who are not actively checking the water ahead of them run the risk of being surprised by lurking sahuagin on a regular basis. Characters shorter than the depth of the water must either swim or be carried (or else make use of the water breathing potions). Because of the constant thundering of the distant waves, all Listen checks attempted in the caves suffer a -1 penalty (this applies only to the characters, not the sahuagin. There is no ambient light here; the party must supply its own illumination. The triggering of any traps in the complex also sounds an alarm that alerts the sahuagin to the presence of intruders. Once they are on alert, all their Spot checks receive a +2 circumstance bonus.

Note: none of the sahuagin carry any treasure on them. The wealth of the clan is stored in areas 12 and 15.

There are actually a dozen more sahuagin in the tribe than are encountered below, but these are currently out in the Gulf and will not return for several days (unless the DM wishes to make things even tougher on a powerful party, of course).

For every half hour spent in the complex, the DM should roll 1d6. On a roll of 1, the party encounters a patrol of sahuagin. Other than this patrol, the sahuagin here largely remain where they are.

### Encounter Level 5

- 3 Sahuagin (hp 17, 12, 9)

### 1. Entryway

As you clamber down the rocks to stand in the small cave, you are once again struck by the scent of the sea that permeates the air. The caves echo constantly with the distant sounds of the tide, making it difficult to hear anything else. The chamber is ankle-deep in cold sea water, which quickly soaks through your shoes. The faint sense of movement as the water slowly runs around your feet is nerve-wracking; it feels as though something is constantly grabbing at your ankles. The chamber itself is cramped and uneven, barely 10 feet on a side; a single narrow corridor, apparently carved in the rock through years of flowing water, leads off to the northwest.

The party can search as much as they like, but there is nothing worth mentioning in this tiny entrance chamber.

### 2. Guard Post

Unless the party is exceedingly stealthy, the sahuagin guards here probably know they're coming (let them make Listen checks at DC 10, or against the party's worst Move Silently roll to detect the heroes). If the sahuagin are caught by surprise, read the entire text below. If the sahuagin detect the party, they will swiftly climb the walls of the chamber (see description) and wait near the ceiling. Characters must succeed in a Spot check (DC 20) to detect them before they leap down upon the intruders. Should this be the case, omit the text in brackets from your description.

This cave is an uneven oblong shape. The walls are particularly rough and uneven; they'd be an easy climb, if only they actually led anywhere. The water is a bit deeper here. There is a plank of wood floating in the center of the room, with fish bones scattered across it. [In the center of the chamber, sitting around the plank, are two hideous, scale-covered humanoids, munching on raw fish.]

### Encounter Level 4

- 2 Sahuagin (hp 16, 13)







## Harwynn's Shoal

There is no way the party can sneak past the sahuagin guards; the chamber simply isn't large enough, no matter how stealthy the characters may be. If the sahuagin are surprised, they fight defensively; one will attempt to flee to the north and warn the others, while the second backs into the hall and attempts to hold it against the characters. Should the sahuagin leap from the ceiling and surprise the party, they will both take their partial actions to attack; only then will one try to escape. In either case, the one guarding the passage will back 10 full feet into the corridor; thus, only one member of the party can approach and engage him in melee combat at a time. If the sahuagin succeeds in getting away, it will warn the others, and the complex is now considered alert.

If the DM wishes to make this combat tougher, she may simply add a third sahuagin (hp 11) to the battle.

### 3. Gathering Chamber

You stand at what seems to be the intersection of several corridors and small caves. The water grows just a bit deeper in these halls; it is, perhaps, two feet deep now. Due to the numerous converging passages, the slow currents create tiny whirlpools that form and fade before your eyes. It is difficult to tell how much of the ambient noise is simple current or random echoes, and how much may be something more.

#### Encounter Level 2

- Trident-launching trap (CR 2)

Though the chamber is not guarded, the sahuagin have set up defenses. At all three points marked on the map, a pressure plate lies beneath the water; Search (DC 25) to find, because they are both camouflaged against the stone and hidden by the water. Stepping on any plate causes a trident (1d8/x2 crit) to shoot from the ceiling above and strike the victim (requires an attack roll; bonus +10, victim is considered flatfooted). If the traps are detected, they can be disarmed by a rogue who succeeds in Disable Device (DC 20) (or they can simply be stepped over, of course).

### 4. Food Storage

The water here is two feet deep, maybe a bit more. Some property of the cave, which is partially split into two chambers, keeps it colder than the surrounding water. At the ends of both chambers, a large heap of—something—protrudes from the water, but it's tied with netting and, at this range, it is impossible to determine what it might be.

Should the party investigate, they learn exactly what's tied in the netting—dozens of human corpses, taken from the sunken ships! The sahuagin have dragged them here and placed them in this cold cave for use as food. The bodies are all in various stages of decomposition, and they have been stripped of all valuables—or almost all valuables. Should the players really insist on searching both piles of corpses, have them make a Search check, DC 20, while checking the pile at 4b. If they succeed, they locate a necklace that appears to be made of amber stones strung together with silver; it is actually a *necklace of prayer beads (karma)*.

### 5. The Temple of the Devil-Shark

This room is filled with a faint blue glow that shimmers and wavers, not unlike a light shined through water. Unlike most of the chambers encountered thus far, this room clearly was deliberately carved, not naturally formed. The stone floor, which lies beneath a mere three or four inches of water, is adorned with carvings of fish, mollusks, crustaceans—it looks, in fact, much like the ocean floor. The walls sport similar carvings, though these are of larger sea-going creatures such as sharks and mighty serpents. A single door, decorated to look like the mouth of a great whale, sits in the south wall; the passage in the northeast corner is similarly decorated.

In the center of the room stands a small pedestal, barely a foot across and only three feet high. Atop it, carved from a single sapphire, is an ornate sculpture of a shark.



## Shadows Under Thessalaine

Back when this clan of sahuagin had a cleric of their devil-shark god, this was the temple in which she led their prayers (in small groups, obviously, given the size of the chamber). She is long dead, but the shrine is still protected by the malevolent power of the god. Should the characters steal, prod, or even touch the sapphire statue, several of the dead sahuagin in area 6 will animate. Their only goal is to track down those who defiled the statue and slaughter them (it takes them one full minute to rise, steady themselves, and push through the doors into area 5; see area 6 for details). The statue itself is worthless, though the heroes cannot know this; it will crumble into dust if it is taken more than half a mile from the chamber.

### Drowning

*PCs can hold their breath for a number of rounds equal to their current con score. After this time, con checks (DC10) are required each round to continue holding their breath. Every round you should increase the DC by 1. Once the con check is failed the PC begins to drown. On the first round of drowning, you go unconscious. On the second round of drowning your hit points drop to -1. On the third round of drowning you expire.*

### 6. The Crypt

An overwhelming odor of decay floods the hall as the door creaks open, almost as though it were lurking just inside the doorway and waiting to get out. This square room is obviously artificial, not natural, and the walls and floor are painted black. It is difficult to judge precisely how deep the water is, though it would seem to be about six inches. The water is not the most notable of the room's features, though.

Along all four walls, the room is lined with recessed shelves—and many of those shelves hold corpses of the sea devils that dwell in this place. There are dozens of them, some stacked three and four to a shelf.

Close examination will reveal that many of the dead bear no obvious wounds, and a successful Heal check (DC 15) will suggest that they died of the same poison as the fish. Unfortunately, five rounds after any of the bodies are disturbed, a number of them will animate, eager to tear the life from those who defiled their crypt.

#### Encounter Level 5

- 4 Ghouls (sahuagin) (hp 20, 14, 10, 9)

Although they are sahuagin corpses, these are statistically identical to “normal” ghouls. They make use of no strategy, but simply attempt to paralyze, slay, and consume their “defilers.” These ghouls are capable of flawlessly tracking those who disturbed their rest (or the statue in area 5), so long as they are within a dozen miles. They do not give up until they, or their victims, are destroyed.

DMs who require a tougher fight should use ghosts rather than ghouls (though they should also reduce the number to 3, rather than 4).

### 7. “Abandoned” Cavern

This enormous chamber is so humid that breathing is almost a chore. The walls are slick, rivulets of water run from stalactites that cover the ceiling—and yet, the water is relatively shallow, barely more than six inches. Here and there, small rocks protrude from the walls that appear to have been used as shelves. Bone utensils, metal tools, jewelry carved from coral—all this and more lies scattered about, as if it were left long ago. Several of the shelves glint, as though gems or something similar sit upon them.

The water swishes and swirls strangely; perhaps the currents running through it are stronger than normal.

This cavern once served as living quarters and storage when the clan was much larger than it is today. It has now been largely abandoned; the gems scattered about the shelves (3 irregular pearls, 2 bits of blue quartz, and a chunk of tiger eye turquoise, all worth 10 gp each) were in fact left as bait to catch intruders.

#### Encounter Level 3

- 20 foot pit traps, flooded

In the center of the room, the floor slopes down; the depth of the water becomes a full six feet in this area, but remains only six inches near the walls. The marked areas on the map indicate shelves with gems—and pit traps. It requires a Search roll (DC 25) to spot the pits, because they are well constructed, and also masked by the water. Setting foot on one triggers it; a character may attempt to leap aside with a Reflex save, (DC 22). Failure indicates the character has fallen into the 20 foot pit. Unencumbered characters may try to swim out, but they have only one round to make the attempt; the



## Harwynn's Shoal

pit then slams shut. (From inside: DC 22 to open with Pick Locks, (DC 27) to force open with brute Strength, but remember to take the underwater and drowning rules into account. Companions of those trapped can aid them, of course—but they still must find the pit (though the DC is now only 15, since they know it's there). These pit traps, once found, can be disarmed (Disable Device, DC 23) or simply avoided.

### 8. Refuse Pit

As you approach this foul-smelling chamber, the water swirling about your legs takes on a sickly, yellow-brown tinge, as though corrupted by some hideous filth. And this is, in fact, not far from the truth—for rising up in disgusting chunks and protrusions from the water is a massive refuse pile, its various liquids mixing with the seawater around it. Dead animals, old clothes, worthless trinkets taken from sunken ships, and human body parts—all of them can be seen here, and in copious amounts.

Even worse, the edges of the waste reach to all of the caverns walls. There seems to be no way past but to go through it.

#### Encounter Level 4

- 1 Otyugh (hp 43)

At this point, truly savvy players will already start muttering about otyughs, but make them roll a Spot check anyway (DC 18) to spot the two-eyed tentacle peering out from the top of the trash heap. The creature was brought here when it was young, as both guardian and garbage disposal for the sahuagin, and is now too large to leave its small lair. It is an unhappy creature, and it will attack anyone intruding upon its domain; because the beast is six feet wide and has a 10-foot reach, there is no place in the chamber it cannot attack.

There is really no room in the chamber for a second creature, so DMs wishing a tougher fight should advance the otyugh's hit dice appropriately.

If the characters take the time (and have the intestinal fortitude) to search the trash heap, have them make Search checks. What they find is based on how well they rolled; the following chart is cumulative (thus, a roll of 15 locates both the black pearl and 7,000 sp).

- Search check 10 – 13: 7,000 sp.
- Search check 14 – 16: 1 black pearl (400 gp value).
- Search check 17 – 19: 13,000 sp.
- Search check 20+: 1 amethyst (130 gp value), 1 scroll (in stained hardwood case) with the following arcane spells: darkvision, web, and water breathing.

### 9. The Central Grotto

The sound of water lapping against stone is louder here. The water moves swiftly, almost violently, and the cavern is shot through with waves. Due to the darkness of the waters, though it is difficult be sure how deep it actually is.



## Shadows Under Thessalaine



Actually, the floor drops off quite precipitously here; the water is a good forty feet deep in the center, and over ten feet deep even at the room's edges. The characters have no choice but to swim across (or else use magic to fly, or breathe water and walk across the bottom, or the like).

As soon as the characters hit the water, they're in trouble.

**Encounter Level 3** (but see below)

- 1 Sahuagin (hp 13)
- 1 Medium-size Shark (hp 17)

Normally a lone sahuagin and a medium shark would prove no match for a party of this sort, but the creatures make excellent use of the party's lack of mobility. The sahuagin attacks first, to draw the party's attention; the shark (following the sahuagin's orders) attacks from either the rear or beneath, catching the party in a flank (+2 for the sahuagin and shark both to hit). Remember too that the monsters do not suffer from the same penalties as the characters while fighting underwater.

Still, the party is not doomed. The sahuagin fights to the death, unable to believe that "land men" can defeat it in its own element; once the sea devil is dead, however, the shark will flee when it has been reduced to fewer than 10 hit points. (It retreats through a passage at floor level, not shown on the map, that empties out at sea.)

Should the DM require a tougher fight, rather than increase the number of foes, he may choose to add character class levels to the sahuagin; one level for every additional point of CR. Rogue might be a particularly appropriate choice, so as to make most effective use of the flanking situation (but beware that this gets exceedingly deadly, so use with care).

### 10. Cell

If the iron barred door leading into this small chamber weren't evidence enough, the stone cot and rusted manacles suggest that this is a holding cell of some sort. Perhaps this is where the sahuagin keep those they capture alive?

There is nothing of any value to be found here; it's been quite some time since the sahuagin took prisoners.

### 11. Hidden Passages

When the characters move past the area marked 11, have them make Spot checks (DC 15). Should they succeed, they notice a faint stream of bubbles coming

up from the floor, almost but not quite lost in the flow of the water. If they stop to search, they may attempt to find the trap door hidden in the floor (DC 10, since they can follow the bubbles). This takes them to a passage (completely submerged) that leads to area 12.

At the area marked 11a, a pile of stone rubble lies scattered throughout the water. The passage leading west also slopes upwards, drying out very quickly. It appears that this passage was uncovered only recently (hence the rubble). Following this passage takes the party to **The Goblin Cave** (see below).

### 12. Hidden Cache

This entire chamber is submerged, except for approximately 18 inches of breathable air at the very top. The following text assumes that the characters have some means of seeing under the water (darkvision or magical light being the most likely options); should this not be the case, the DM should alter the text accordingly and omit many of the details. Review the suggestions for underwater combat described above, as well as the rules for concealment and darkness in the *Player's Handbook*.

The trapdoor pushes open sluggishly, and the water bubbles around you as you pass through. Any hopes of air or dry footing are dashed; this entire cavern seems to be filled with water. As you peer through the slowly flowing water, you see that the cavern is uneven; though the trapdoor itself was clearly added later, the chamber itself looks natural. Several narrow passages open to the north, west, and south; it looks as though they lead to portions of the cavern currently obscured by the rocky walls. Multiple stone formations thrust upward from the floor, and similar spires point down from above, nearly hidden by the murky water. Scattered about the floor are a number of tarnished coins and other small trinkets.

Once the characters have had a full minute of game time to examine the area, or as soon as one of them moves within 15 feet of any of the lettered areas on the map, they are attacked by the guardians the sahuagin have placed to guard their treasure.

**Encounter Level 4**

- 4 Squid (hp 19, 15, 12, 8)



## Harwynn's Shoal

As with the encounter in area 9, this fight is a lot harder than it looks. The squid do not suffer the same penalties the characters do for fighting underwater, and the party's spellcasters are partially crippled by their inability to cast spells with verbal components while submerged.

One squid emerges from each of the corridors leading to areas A, B, and C, and also from the corridor in the southwest corner. Characters must roll a Spot check (DC 15) to see them coming (assuming they have light), and are almost certainly flanked. (These animals are not smart enough to deliberately maintain a flanking position, should the party find some way to maneuver out of it.) The squid (which have been trained to leave sahuagin alone) will fight until two have died and the other two are both reduced to half their hit points; the survivors will then jet away (leaving dark clouds of ink behind) and hide in various holes in the rock.

If the DM requires a tougher encounter, she may either add extra squid or simply advance those present by hit dice.

The sahuagin tribe keeps much of its wealth here, though the personal possessions of their leader and his family are stored in area 15. Once the squid have been slain or driven off and the party examines any of the lettered areas, read the following boxed text (which, as above, assumes the characters can see, and should be modified if this is not the case).

In a small alcove of stone, covered in barnacles and sea salt, sits a small wooden chest. It appears to be banded in metal of some sort, though it is far too coated in corrosion to be precisely identified. The lock looks old, but heavy.

The chests in areas 12a and 12c are not trapped. The chest in 12b contains a poison needle trap in the lock (DC 15 to locate and to disarm both), but its only effect is to cause a single hit point of damage; the poison has long since been diluted by seawater and lost all potency (though the wound stings badly for a few minutes, which might worry paranoid characters).

The chests contain:

- 3,400 sp (chest a)
- 650 gp (chest a)
- A pair of waterlogged but still sturdy leather gauntlets with rusted metal studs; they are actually

*gauntlets of ogre power*, which the sahuagin, with their webbed hands, cannot wear. (chest b)

- A matching suit of leather armor, also soaked but still sturdy, also covered in rusted metal studs; this is a suit of *studded leather armor* +2. (chest b)
- A sealed ceramic vial containing a frothy pink liquid that smells and tastes greasy; it is a potion of glibness. (chest b)
- A silver dining set, worth 90 gp (chest c)
- A portrait frame made of entwined silver and gold, worth 115 gp (chest c)
- A small set of jade statues, carved to look like a family of four, worth a total of 720 gp (chest c)
- A broken ivory statuette of a unicorn, worth 60 gp (chest c)
- An old gold crown, worth 1,000 gp (chest c)

### 13. The Main Hall of the Sahuagin

DM's Note: If the party has still not randomly encountered the roving patrol of sahuagin, they will arrive 3d10 rounds after the sahuagin ring the alarm gong; unless Keshkrath, the sahuagin leader, has surrendered by this time, they will attack the party the instant they arrive.

This chamber, the largest in the complex so far, is quite uneven. The walls are rocky, and the floor beneath your feet rises and falls as you enter. Though the water near the hall is only chest-height on an average man, it becomes a lot deeper towards the center of the room.

The water here is choppy, and you definitely have a sense of things moving in the murky depths.

The water in this chamber does indeed vary dramatically; it is three to four feet deep around the edges and on a small raised area in the center of the chamber, but the remainder of the cave drops to a depth of 10 to 15 feet. Much of the sahuagin tribe dwells in this chamber, and they rush to attack intruders. They are determined to protect their young (area 14) and their leader (area 15)—but they are not as much of a threat as they appear to be.

#### Encounter Level 3

- 6 Sahuagin (sick) (hp 9, 7, 7, 5, 4, 2)

The sahuagin tribe has already lost most of its number to the poisons in the water; those who remain here,



## Shadows Under Thessalaine



rather than patrolling or guarding the complex and swimming out to sink ships, suffer from the same malady. In addition to their drastically lowered hit points, all the sahuagin in this chamber suffer a  $-2$  to all rolls, regardless of type. Furthermore, the sahuagin are too weak to enter into a blood frenzy as other sahuagin can. When the party is first detected, one of the sahuagin will immediately ring a massive gong, located along the east wall, and then move to defend the corridor to area 14. The remainder will attack the party, attempting to make full use of their superior mobility in the water; they fight to the death, having nowhere else to go. (And don't forget the patrol that might show up shortly.)

Should the DM require a tougher fight, he may simply decide that not all the sahuagin here are unhealthy and grant them their full hit points and abilities.

If the party searches the chamber once the sahuagin have been slain, have them make Spot checks, (DC 15). If they succeed, they see bubbles rising from the floor near the north wall, much as in area 11. A successful Search check (DC 10), will reveal the trapdoor. The passage beyond, which leads to area 15, is totally submerged.

### 14. The Hatchery

The water at the entrance is chest deep, but the floor slopes downward sharply; the room quickly becomes deep. At the far end, small shapes move about in the water. Suddenly a green, scaly head breaches the surface, and dark eyes stare curiously about. It looks like a sahuagin—but it's a lot smaller. Its jaw opens wide and it croaks, a strange, almost plaintive sound.

There are, in fact, two dozen young sahuagin in this chamber—all noncombatants. The sahuagin are an evil race, true enough, but good-aligned characters should feel at least some compunctions about slaughtering helpless infants. Still, if the party attacks the sahuagin young, they can slay a handful of them before the others flee into tiny holes and cracks in the floor and the far wall, too small for even halflings to enter. There is nothing of value in this room.





## Harwynn's Shoal

### 15. The Lair of Keshkrath

The passageway slopes downward as it progresses, taking you deeper than you have yet traveled. Finally, it terminates in what appears to be a dead end, save for the rusted trap door above your heads.

The trapdoor leading into this area is locked; an Open Locks check at (DC 18) will bypass it, but remember to take all underwater penalties into account. Once the party has gotten through, continue below.

As you push through the trapdoor, the lopsided cavern gives the initial impression of being small and cramped. Though not precisely tiny, it is dwarfed by some of the other chambers through which you have passed...

Or so it appears. After a moment to get your bearings, you realize that the cavern may not be wide, or long, but it is incredibly deep.

In fact, the party is a good 60 feet below the surface of the water when they first enter the trapdoor; the roof of the cavern is 10 feet higher still.

This deep chamber is the home of Keshkrath, the sahuagin leader. He is already hiding against the jagged wall some 30 feet up when the party enters, unless the party somehow prevented the sahuagin from ringing the gong in area 13, and cannot be surprised (though he will certainly attempt to surprise the party).

#### Encounter Level 5

- Keshkrath (Sahuagin/3rd level ranger) (hp 43)

There are also several female sahuagin—Keshkrath's mates—lurking near the surface; they do not fight unless they are attacked first.

Keshkrath attacks from above, and makes great use of his swimming speed, often moving to get behind or beneath foes before striking. Should he be reduced to 10 hit points or fewer, he immediately drops his *+1 trident* and places his hands on his shoulders—a traditional sahuagin sign of surrender.

Should the DM wish to make this fight harder, she may simply add additional levels to the ranger class.

If the party accepts the surrender, Keshkrath leads them to the raised area in the north of the chamber

(marked 15a) where they can speak. (Should the party slay Keshkrath before he surrenders, or refuse to accept that surrender, the following can be negotiated by one of his mates.)

The rock on which you stand is not wide, less than ten feet wide and five feet long. There is a metal door in the stone wall, perhaps 18 inches square.

Before you can examine it further, the injured creature hauls itself onto the rocky ledge, and turns to glare at you with liquid, hate-filled eyes. In a bubbling, rasping voice it hisses in broken Common, "Not enough is to poison our homes, now you come to attack us! What want you?"

Keshkrath is angry, but he's cooperative. He has no wish to die here, nor does he want what little remains of his tribe to be exterminated. He will, if the players ask the right questions and lead the conversation in the right direction, reveal the following.

- The coastal waters of these regions have been poisoned. It began some months back, and has continued ever since. This is the cause of the fish kill, and the sickness among the sahuagin.
- The sahuagin believe the people of Harwynn's Shoal responsible, as it is the only large community of "surface dwellers" nearby. He is reluctant, at first, to believe the heroes if they claim the village is innocent, but he can be convinced.
- The sahuagin attacks on local shipping were in retaliation for the poisoning; if the remainder of the tribe is allowed to depart, they will leave and bother Harwynn's Shoal no further, now that they know the humans are not responsible. (This isn't entirely accurate. The sahuagin make a practice of attacking land-dwellers anyway, as their culture believes that all other creatures are inferior. Keshkrath isn't stupid, though; he's not going to tell the party that. He's also telling the truth about leaving; if they're allowed to go, the sahuagin will indeed depart in peace. For the current generation, anyway...)
- Most of the goods from the ships were either left on the ocean floor (the sahuagin have little use for human treasure) or stored in area 12. Keshkrath's own stash, however, is behind the metal door in the wall. He is reluctant to admit to it, but will offer it as payment if it seems like doing so will increase



## Shadows Under Thessalaine



his chances of getting out alive. (See below for treasure.)

- If Keshkrath has secured a promise that he and the survivors of the tribe (mostly hatchlings at this point) can leave, he offers one further bit of information. “If humans not poison,” he hisses softly, “maybe is ugly short things. Sahuagin think these are not smart enough, but maybe you find differently. We kill them, because they near sahuagin caves. You go see.” The chieftain directs the party to the cave at 11a, if they have not already explored it. If the party travels this way, proceed to **The Goblin Cave**.

The party can, of course, refuse to negotiate. If this happens, or if they renege on the deal, Keshkrath flies into a blood rage (even if he’s already done so that day; this is a special occasion), and fights to the death.

The treasure behind the metallic door (which is locked, with a DC of 16 to open, but not trapped), is:

- 1 bloodstone (50 gp)
- 1 black pearl (600 gp)
- *bag of tricks* (rust); Keshkrath does not make use of this because the summoned creatures cannot survive underwater
- a verdigris-coated copper ring, actually a *ring of chameleon power*, which Keshkrath cannot wear due to his webbed hands

In addition to the above, Keshkrath also has Urchin, his *+1 trident*, with which he was fighting. If the party thinks to ask for it, he will reluctantly retrieve it from the bottom of the water (he dropped it, remember?) and turn it over with the rest of the treasure. If they do not ask, however, he will not remind them of it.

### 16. Room With a Brew

This small chamber is open on the far end, leading out into an expanse of water that you can only assume allows access to the Gulf of Irul Kinthé. The water here is surprisingly shallow, given its proximity to the sea—only about a foot deep. In the center of the chamber sits an enormous clay vat, easily four feet high and five feet in diameter; it takes up the great part of the room. There is a strange, viscous white paste in the cauldron, and a sharp sickly-sweet scent permeates the room.

This is where the sahuagin priestess brewed her “potion” (more of a paste, really) of *warp wood* before she succumbed to the poisons in the water and died. The sahuagin cannot make any more, but there is still enough in reserve to sink quite a few ships. The party







## Harwynn's Shoal

may wish to take some with them, but this proves harder than it sounds. In addition to warping wood, the substance will slowly eat through any leather containers in which it is put. Only clay—such as the pots the sahuagin use to carry it—metal, or stone containers will suffice. If the characters search around the chamber, they will find a small shelf on the west wall with three of the clay pots (no roll required); each will hold two doses of the paste.

## The Goblin Cave

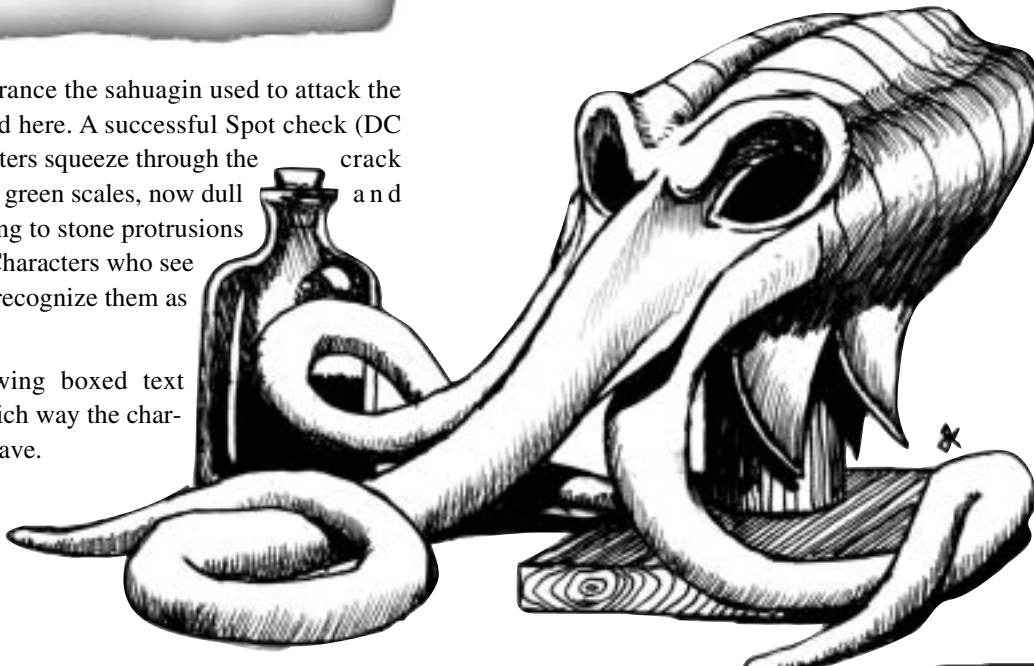
**Note:** because it is a simple open cavern, no map of **The Goblin Cave** is provided.

Read the following text only if the party comes from area 11a in **The Sea Devils' Lair**; if they enter the cave through the opening in the hills on the beach, skip to the second boxed text.

The corridor here slopes up dramatically for a short distance; though the air is humid and laced with the tang of saltwater, the ground itself is now dry. Once the passageway levels out, it seems to continue east interminably; you would guess that you are now passing under the beach with the dead fish. Finally, the passage ends in a stone wall. You can see another cave beyond through a tall but narrow crack in the rock; it looks just wide enough for the largest of you to squeeze through.

This was the entrance the sahuagin used to attack the goblins that lived here. A successful Spot check (DC 20) as the characters squeeze through the crack will reveal a few green scales, now dull and lusterless, clinging to stone protrusions here and there. Characters who see them can easily recognize them as sahuagin scales.

Read the following boxed text regardless of which way the characters enter the cave.



It's a tight squeeze indeed, pushing through the rocks around the opening into the cave, but you manage.

The first thing you notice are the bodies. Scattered throughout the cave are over a dozen goblins, all quite dead. Dried blood stains the floor and the walls around them, and the corpses themselves look as though they were slashed apart. It's difficult to tell precisely how long they've lain here—the moist sea air accelerates the process of decay—but you would guess that this happened sometime within the past two or three weeks.

Beyond the corpses, the cave itself is fairly ordinary; it is perhaps fifty feet on a side, bedecked with stone columns and strange protrusions along the walls. The floor and the bodies are coated sporadically with bat guano, and the entire chamber has a musty scent to it that masks the worst of the rotting goblin stench.



## Shadows Under Thessalaine



Characters who have come from the sahuagin complex (as opposed to coming in straight from the beach) can roll Intelligence (DC 12) to recognize some of the wounds as sahuagin claw marks. Any search of the cave itself will turn up the entrance to the passage leading to area 11a of the sahuagin lair (if the party doesn't already know of it). An examination of the bodies reveals that their valuables, if any, have been stripped from them. It also reveals, however, that one of the corpses in the shadows is not a goblin at all, but a much larger hobgoblin!

The hobgoblin is clad in chainmail, constructed in a very different fashion than the clothes and armor worn by the goblins; it should be clear that the hobgoblin comes from some other tribe, and was not simply leading this one. A search of his body reveals no valuables, but he does have a message (written in Goblin) in a scroll case on his belt; the seal on the case is unbroken, suggesting that he had not yet delivered it. The sahuagin, who do not read, left it behind. If none of the party reads Goblin, and none of the spellcasters can interpret it magically, they can have it translated back in Harwynn's Shoal (Mayor Gwynneth and the priest Angwynn both speak Goblin.)

In addition to the letter, the hobgoblin has a tattoo on his back, just above the left shoulder blade. Unfortunately, this is precisely where one of the sahuagin clawed him, and the flesh is too torn and damaged to make out what the picture might have been.

Chief Gruymnosh,

The Masters understand your concern, but any further delay is unacceptable. The soldiers of the human Duke Ellgrym are engaged with our forces in Madradur; your tribe is safe so long as you continue to do as instructed.

A new shipment of the venom will be sent from Uzthril shortly; when it arrives you will continue both the poisoning and the harvests. If you do not, the Masters will grow displeased with you; and make no mistake, Gruymnosh, the wrath of the Masters is far more dangerous than any attention from Duke Ellgrym.

I trust our position is clear?

Mirizt de'Irdne, Voice of the Masters

None of the characters has ever heard the name Uzthril before, unless they have already been to Madradur, and the drow outpost beneath the city. Bards and those who speak Goblin, or who have encountered goblins and hobgoblins frequently in the course of their previous adventures, may make an Intelligence check (DC 10 if they speak the language, 15 otherwise) to realize that neither "Uzthril" nor "Mirizt de'Irdne" sound Goblin. Clearly, there is another race involved.

What the heroes now know, beyond any doubt, is that there is some connection between the poisoning of the coastline and the attacks on the city of Madradur. But—unless, again, they went to Madradur before Harwynn's Shoal—they still have no notion of what that connection is. For that matter, what is this "harvest" of which the message speaks?

Perhaps the answers can be found in Madradur itself...



# Chapter Two: Madradur



The party may or may not have dealt with the Sahuagin and the problems in Harwynn's Shoal prior to coming here. This section assumes that the party is dealing with this chapter first, and has not yet been to Harwynn's Shoal. The DM should alter the chapter accordingly if this is not the case, but very few such changes should be required.

Madradur is the largest single community in Thessalaine; which is appropriate considering that it is Duke Ellgrym's seat of power. Before the occupation by the Searing Wind tribe, Madradur was a small town built around a defensible rocky hill with a natural spring. Several wooden forts had existed on that location throughout history, but it wasn't until the coming of Duke Arthyrr the Strong that a more permanent structure—the stone Caerbon Keep—was constructed. The city, both because it's Thessalaine's capital and because it sits on a major trade route, grew swiftly from its humble beginnings, reaching its current size during the reign of Duke Ellgrym's father.

Built on the southern shore of the Aiglar River, Madradur is bordered on the east and south by rich and fertile farmlands. Thick woods stretch north from the river—part of the same forest system, if not actually the same forest, as the woods north of Harwynn's Shoal. There are thick growths to the west as well, though these fade away as the earth becomes harsher and rockier leading into the foothills of the western range. The river is both a source of water and of trade, but it is a small waterway, unable to handle larger boats. Most merchants and goods come by way of caravans over the roads, and during the height of trade, wagons line up at the main gates for hours to get inside.

The roads around Madradur are heavily patrolled—or at least they were, before Ellgrym had to call all his available soldiers into the city to fight the underground invaders—and are still relatively free of danger.

Note that some people are blaming the elves for what's happening; someone caught a brief glimpse of a drow and mistook it, in the dark, for a surface elf. Any social rolls made by an elven or half-elven char-

acter (Gather Information, Diplomacy, etc.) suffer a -2 circumstance penalty until the invaders are routed.

## Rumors

Eventually the party will meet with Duke Ellgrym, and they will be told in no uncertain terms what is taking place in his city. Still, should they wish to do any preliminary investigation, it is not hard to gather information. The troubles currently besetting Madradur are on everyone's mind, and it is fairly easy to pick up rumors. Some people are currently discussing the strangeness afoot in Harwynn's Shoal as well.

For every successful gather information check (DC 10), the party learns one of the following rumors about Madradur; should the check beat a DC of 18, the DM should also grant the party one of the rumors regarding Harwynn's Shoal. Alternatively, the DM may use a single check to allow the players to run across someone particularly helpful and role-play a conversation in which the players can learn any or all of the following information at once. Rumors are marked as true or false, though the people spreading them certainly think they're true.

- "Hideous creatures from beneath the earth are invading our city! The Duke's men are doing their best, but they can't hold them off forever!" (True, but skip this rumor if the party already knows this when they get into town.)
- "Some of the creatures are big slobbering orcs; but others are weird, gray-skinned things! (True; the rumor refers to the grimlocks.)
- "This is an act of war by the elves! Those bastards are tired of us having all the land nearby and want it for themselves!" (False. This rumor was started

**Madradur**

**Power Center:** Conventional

**Alignment:** LN

**Wealth:** 15,000 gp limit; 6,730,044 gp assets (lowered from the city's normal 7,912,500 gp assets, due to the loss of revenue caused by the nighttime raids)

**Population:** 10,549; Mixed (human 69%, dwarf 10%, halfling 5%, elf 5%, gnome 8%, half-elf 2%, half-orc 1%)

**Authority Figures:** Duke Ellgrym the Gray

**Notable Characters:** Priestess Karissa of Anat-thul, Reniar (Seneschal to Duke Ellgrym), Nol-run the Wizard, Barkeep Ulgol

**Notable Locations:** Caerbon Keep, the Temple of Anat-thul, the central market in the Merchant's Quarter, the main gates, The Twelve Points Inn



## Shadows Under Thessalaine



when someone got an unclear glimpse of a drow. It has made life very unpleasant for the local elves, however.)

- “The invaders are smart. They’ve been focusing their attacks mostly on the Merchant’s Quarter, and on incoming trade caravans.” (Mostly true; that is, the invaders can appear seemingly anywhere, but they have been hitting these targets more often than others.)

- “You know, their issues sound kind of like ours. Maybe they’re related.” (True, though not particularly helpful without more detail.)
- “They need help down there; hells, they’ve already begged Duke Ellgrym! But we can’t spare any of our soldiers, you know?” (True.)

### Stalking the Night

If the characters are wandering about the streets after dark—something they will have been warned against by the people they pump for information—there is a chance, albeit a small one, that they will run into one of the raiding parties. Any night in which the characters are out and about for more than two hours, roll 1d12. On a result of 1, they run into a small group of raiders.

#### Encounter Level 4

- 2 Orcs (hp 7, 5)
- 3 Grimlocks (hp 15, 14, 8)

The orcs and grimlocks have been forced to work together, and they don’t like it very much. Some of the other groups, led by drow, function as a single unit; this one, however, lacking a unifying presence, simply attacks en masse. In fact, should the orcs get into trouble, it’s possible the grimlocks might refuse to help, and vice-versa.

They are smart enough to come at characters from different directions, if at all possible. Should the DM need a tougher fight, she may simply add more opponents.

The five humanoids together have only 80 gp-worth of various coins among them.

• “Before he died, Captain Eslei reported that one of the creatures he saw in the darkness was completely inhuman, more horrible even than the gray-skins!” (True; though Duke Ellgrym has done his best to keep this rumor from spreading, it has been making the rounds nonetheless. Captain Eslei—an officer of the watch who was one of the first to battle back against the invaders, and was mortally wounded—spotted one of the “mind flayers” directing the drow. The Duke is afraid that people will panic even more than they have if this rumor spreads too far.)

• “Duke Ellgrym is dead! He was killed in one of the first attacks, and the nobles at Caerbon Keep are trying to make us think he’s still around. The line of Arthyrr the Strong has ended!” (False, and Ellgrym makes regular public appearances to prove that it’s false, but the rumor continues.)

The following rumors are harder to pick up, as most of Madradur’s citizenry is more concerned with their own problems than with those of Harwynn’s Shoal.

- “They’re having some strange problems over in Harwynn’s Shoal. All kinds of strange creatures coming ashore; maybe they’re causing our problems too?” (False; nothing’s come ashore at Harwynn’s Shoal, the problems are all occurring out at sea.)
- “There’s nothing wrong with shipping! Those bastards at the coast know that we’re having problems! They’re just holding out so they can charge more for trade goods and transport!” (False.)

Word will eventually reach Caerbon Keep that the characters are asking around town, trying to figure out what’s going on. If they didn’t already plan to go there, a messenger from the Keep will be dispatched to find them (he will wait at whatever Inn they’re staying at, if that’s the only way to locate them). The messenger will inform them that Duke Ellgrym wishes to speak to them early the next morning, and they should make their way to Caerbon Keep immediately upon awakening.

### Places of Note

Madradur is even larger than Harwynn’s Shoal; it is a full-sized city, with nearly 11,000 inhabitants. As such, no map of the city is included. The DM should feel free to include a variety of shops, taverns, craftsmen, and any other establishments he feels appropriate to a city of this size. Locations that are specifically relevant to the story are described below.

#### Caerbon Keep

This large stone fortress sits on a squat hill in the northeast corner of the city. Surrounded on all sides by a ten-foot stone wall, it can be accessed only through a pair of heavy wooden gates. Each gate is banded in iron and manned all hours of the day and night by a contingent of half-a-dozen watchmen (3rd level warriors) and a guard captain (4th level warrior).

The upper floors of Caerbon Keep are accessible only to the Duke, his diplomatic or distinguished guests, and his court and servants. This includes his war room, various guest suites, and the living quarters of the Duke himself. The lower levels contain the kitchens and dining rooms, sleeping quarters for the servants, and the audience hall in which Duke Ellgrym meets with petitioners and citizens. The hall itself is very nearly a throne room; a long arched ceiling is supported by massive stone pillars, and a worn red carpet leads from the entryway to the foot of the raised dais on which the Duke’s throne sits. The lower levels are occupied at all times of the day with scores of people, from servants to petitioners to members of the Duke’s court trying to go about their business. Whether the party has sought out Duke Ellgrym on their own or they have been commanded to appear,



## Madratur

they will eventually speak to him here, in the audience chamber.

### The Temple of Anat-thul

Ellgrym honors Anat-thul, goddess of law and justice, above all others, and thus her temple has become the largest in Madradur (though certainly not the only one.) The half-elven high priestess Karissa holds a great deal of power in the city and is one of Ellgrym's chief advisors. The temple itself is constructed of granite faced with white marble, and its doors and columns are trimmed with wrought iron. Though only a single story, the arched ceilings are so high that the structure towers over other nearby buildings. There is a sense of weight and power, beauty that is benevolent and yet somehow frightening. The priesthood of Anat-thul is an important part of Madradur's justice system; any time a magistrate (or even the Duke, in truly important cases) feels he does not have sufficient evidence to judge a suspect guilty or innocent, the prisoner is turned over to the temple for judgment. The priesthood of Anat-thul is fair, but strict in interpreting law. Because they do sometimes host criminals awaiting sentence, the temple contains a row of cells in a level below ground.

Alternately, the DM may substitute a god or goddess from her own campaign, if she feels this is more appropriate.

### The Central Market

This is not so much a single marketplace as it is an enormous area that takes up most of the center of town. Block after block, courtyard after courtyard, is filled with shops, stalls, and wandering vendors. Many of the merchants to be found here are not even residents of Madradur, but simply traders who have come to buy and sell, and then move on. The Central Market is, in fact, larger than many small towns, and literally thousands of people can be found here at any given time of day. It is a noisy, hot, chaotic environment, one that can prove overwhelming for people of tender sensibilities.

### City Watch

The headquarters of the city watch is located directly in the center of the market quarter, and armed guards are on patrol at all times. The Central Market is the financial heart of Madradur, and Duke Ellgrym will not stand for any disruption. Unfortunately, while still crowded, the market has indeed suffered a loss of revenue of late, due to the attacks from below that the watch has yet proved unable to deal with.

Any item from the *Player's Handbook* that falls within the city's price range can be found in the Central Market. The asking price of most items is high—perhaps 120% to 180% of normal—but successful Diplomacy and Charisma checks against varying difficulties (or simple role-playing) can usually reduce such costs to the standard prices. The characters can sell items here as well, but will never receive more than 65% value, and will have to do some substantial haggling to get the price even that high.

### The Twelve Points Inn

Named for the massive set of antlers hung over the bar (and painted on the sign outside), the Twelve Points is one of the most successful inns and taverns in all of Madradur. It's not the cheapest, or the best, though it's not any more expensive or worse than average either. No, the Twelve Points is successful because it is located very near the east gate to the city, where it will catch travelers' attention, and because the barkeep, Ulgol, bribes the watchmen at both gates to direct anyone who asks about inns to his place.

The inn is a large wooden structure, built of interlocking logs. Oil lamps, rather than torches, burn in sconces along the walls, each located beside an open window so the smoke will not fill up the chamber. The bar, a square contraption with all the drinks in the middle, sits in the middle of the common room, rather than along one wall. Ulgol himself normally mans the bar, letting his employees take care of the kitchen (in back). The Twelve Points does not have a bouncer; Ulgol himself undertakes such tasks, and in fact relishes the opportunity for a spot of mild violence when it erupts. He is never the first to pull steel, preferring to have it out fist-to-fist, but he won't hesitate to grab up his axe—which hangs prominently on a stand in the center of the bar area—should a troublemaker draw a weapon first. Drinks, food, and lodging are all available for standard cost. A set of stairs in the northeast corner leads to the second floor, where guest lodgings are to be found.

## The Hall of Duke Ellgrym

The party may be coming to see the Duke because they heard or read about the problems in Madradur, or they may be escorted by the messenger sent to retrieve them after Ellgrym learned of their interest. In either case, they find a line of



## Shadows Under Thessalaine

people extending out past the gate that permits entry into the fortress. (If the messenger is with them, they need not wait; otherwise, the guards are adamant about everybody waiting their turn.) When it is finally the heroes' turn, the guards curtly inform them that weapons are not permitted inside Caerbon Keep. They will turn their arms over to a clerk, who will issue receipts. This is non-negotiable, and applies even if the messenger accompanies them.

The entry hall here dwarfs the foyer at the City Hall in Harwynn's Shoal. The walls are adorned with multiple tapestries, and suits of platemail stand in niches along the wall. Dozens of people stand patiently (or not so patiently) in line, waiting to approach Duke Ellgrym.

The Duke sits upon a large throne of brass, atop a raised and carpeted dais at the far end of the chamber. He wears a gray tunic and boots, and could easily be mistaken for a common laborer were it not for the deep red cape and emerald signet ring that proclaim his station. Beside him stands a scrawny scarecrow of a man, dressed in the finest silks; the ironshod staff he carries and the open tome in which he occasionally scribbles would suggest that this is the Duke's seneschal.

On Ellgrym's other side stand a man and a woman. She is short and slender, with a vaguely elven look about her. She wears a silver medallion in the shape of an open eye—the symbol of Anat-thul. The man is dressed in a hideously bright yellow robe, and has a short black beard.

If the party is accompanied by the Duke's messenger, the young man moves ahead and whispers to Reniar for a moment. If they are not, they must wait for several long minutes until another servant sidles up to them and asks their names and purpose. He then delivers this information to the seneschal, whose task it is to announce the petitioners as they approach the Duke.

In either case, the party may be surprised that they are required to wait in line like everyone else. If they ask one of the guards or servants, the answer is simply, "The Duke grants special treatment to none. It is meant as no insult—but neither would he insult those who arrived ahead of you. You will be seen in your turn, have no worries."





## Madratur

And indeed, the party is forced to wait for about an hour (game time, not real time!) until their turn finally comes up. As they step forward, Reniar pounds his staff upon the stone floor (as he does when announcing all petitioners), and calls out the characters' names (or whatever names he was given). Protocol indicates that the characters kneel at this point.

Duke Ellgrym nods, granting you his permission to rise. "I understand," he begins, his voice deep, "that you are here to aid us in our time of troubles. Is this correct?"

(Assuming the party answers in the affirmative, he continues.)

"Excellent! We are well pleased. Madradur is facing its greatest threat since my grandfather drove the Searing Wind from our lands. Our streets and our citizens have been besieged for some time now, and my soldiers..." Here he pauses and throws an angry glance at the nearest guards, who shuffle their feet. "My soldiers seem unable to deal with our attackers. They are orcs, and more than orcs. We have seen strange, humanoid creatures, gray of skin and black of hair. We have even heard reports of elves involved."

(A mutter goes through the waiting crowd as he says this, and more angry looks are directed at the priestess Karissa and any elven or half-elven PCs.)

"It is not enough, my brave fellows, that you fight off a single group of attackers. Even my watchmen have done this—on occasion. If you would claim your reward, you must find some way to stop these attacks completely. Otherwise, and I mean no disrespect by this, you are no more useful to me than a common band of mercenaries."

"Should you succeed in your task, I offer you a reward of 1,500 gold coins apiece. Will you accept my commission?"

Duke Ellgrym has made what he considers a fair offer. It is extremely difficult to talk him up (Diplomacy check, DC 25), and he will never go higher than 2,000

apiece. Once the party agrees (or comes to some other arrangement), he has his seneschal bring them contracts, which they must all sign.

"And now," the Duke says as Master Reniar collects your signatures, "I have other business to which I must attend. My advisors, Karissa of Anat-thul and Nolrun, will attend to you further and answer any questions you may have. The gods smile upon you, my friends. May you have better luck than those who have come before you."

The seneschal steps forward and ushers you away from the throne; this audience is clearly at an end. The other two figures from the raised dais accompany you, however. "This way," the half-elven priestess announces, even as she leaves the main hall and pushes open a heavy wooden door.

After passing through the door, you are in what is obviously a chapel. A stained glass window, in the same open-eye symbol worn by the priestess herself, sits high up on the far wall, looking down at a simple podium. The remainder of the room is full of stone pews, and it is upon these that your two companions sit, gesturing for you to do the same.

"As you've probably figured out," she says, pushing a few stray strands of red hair out of her face, "I am Karissa, high priestess of Anat-thul. This gentleman," and here she waves at her companion, "is Nolrun, the Duke's advisor on all matters arcane."

The bearded fellow nods, but makes no comment.

"Is there anything in particular, then, that you need to know?" Karissa asks.

Again, the DM should parcel out the following information based on the flow of the conversation, but Karissa and Nolrun can reveal or explain all of the following:

- The attacks have been ongoing for several months. Many citizens and soldiers have died, and many thousands of gold-pieces worth of goods have been stolen or destroyed.
- Not all victims of the assaults are slain; many of Madradur's citizens have simply vanished.
- The invaders seem to attack at random—but a great proportion of their activity has been in the richer



## Shadows Under Thessalaine



parts of town. By that same token, there seems to be no way to predict which nights the invaders will come and which they won't—but they are more likely to show up late in the evening on days when a large merchant caravan has just arrived in town.

- The Duke's soldiers have fought off several groups of attackers, but they have never yet succeeded in either capturing any of the enemy or in following them back to their point of origin. Either or both of these might be acceptable tactics for the heroes to pursue.
- Should the characters ask about Duke Ellgrym's reference to the "Searing Wind," or otherwise ask about previous troubles in the region, Karissa can tell them all the details of the Searing Wind hobgoblins from the **A Brief History of Thessalaine** section. (Of course, local characters may know this already.)
- Neither Karissa nor Nolrun can provide the party with any magical items; all they had available have already been claimed and utilized by the Duke's watchmen.
- That the orcs have been working in tandem with these other creatures is odd in and of itself; orcs tend to be chaotic creatures, unwilling to cooperate with others. Some great force must be commanding them.
- Every dead orc has borne either on its shield or armor a crude symbol of a severed arm; this is the sign of the Bloody Stump, an orc tribe that has inhabited the region for quite some time.
- Karissa scoffs at the thought of elven involvement. "Even were there hostile elven communities nearby, which there are not, they would hardly involve themselves with orcs!" She then frowns. "Drow, on the other hand..." Should the party be unfamiliar with the drow, she can fill them in on who and what the drow are.
- If the party asks specifically about the rumors of another "inhuman" creature, skip to the information given in the boxed text below.

Should the party ask about anything not mentioned above, the DM must decide how much information, if any, Karissa and Nolrun can provide. Towards the end of the conversation, Nolrun will suddenly ask, "Where are you staying while you're in town? Just in case we need to reach you." There is more to this question than meets the eye; Nolrun is actually under the effects of Aicheroc's *charm spells*, and will betray the characters' location to the drow.

Just as the characters are about to leave, read the following text.

"Karissa," Nolrun objects, "the Duke has ordered—"

"I care not. It is not right that they should walk blindly into this." The priestess returns her attention to you.

"You may have heard rumors of something else, something horrible, accompanying these creatures. The Duke wishes to halt the spread of such rumors, for fear of causing panic—but they are true. One of our guard captains saw a creature alongside the others we have discussed already. He was able to give little in the way of description before he was called to the next life. But he said that he saw tentacles.

"Make of it what you will. But I thought you should know."

Neither of them can give any further information; if the players make any guesses about mind flayers (or anything else, for that matter), the NPCs can neither confirm nor deny their suspicions.

## Nighttime Skirmish

Because the attackers appear only at dusk or later, the heroes will have to execute any plans they develop after dark. Unless they come up with some other option, they will have to either follow a raiding party back to their point of origin (a difficult task, in which every one of the raiders will likely receive multiple Spot and Listen checks, opposed by the characters' Hide and Move Silently rolls, to detect the heroes), or else they will have to take one of the raiders alive and question him. In either case, the first step is finding a raiding party. (Some players may attempt to simply search for underground access, but the odds of them stumbling upon the proper building in a city as large as Madradur are so small as to be functionally impossible.)

### Random Searches

The party may simply wander about Madradur at night, sticking particularly to the wealthier sections of town. This provides only a small chance for success; the raiders do not come every night, and there is no guarantee that they will strike at the party's location.





# Madradur

For every night in which the party attempts this, roll 1d12. Only on a roll of 1 does the party encounter the raiders (see below).

## Ambush

The party may think to set a trap for the invaders. Perhaps they start rumors of a rich caravan coming to town (or simply lurk in wait among the guards of a real caravan), or arrange for a particular merchant to receive a very large payment from one of Madradur's nobles. If the players' scheme is particularly creative, and the DM judges it to be feasible, she may increase the odds that the invaders attack the characters' chosen location. In this case, a raiding party appears on a roll of 1 on a d4.

## The Assault

If the heroes have not encountered a raiding party by the fourth night, the attackers come to them. Tipped off by the treasonous Nolrun, the drow know that there is a group of heroes in town and attempt to eliminate them. They know, too, where the party is staying, and they will wait until the party is asleep to attack. (If the party has been staying awake all night and sleeping during the day, the attack comes just a few moments before dawn.) They will attempt to strike when most of the party is, if not asleep, at least unarmored and unprepared.

## The Raiders

In any case, the raiding party has the following composition:

### Encounter Level 4

- 2 Orcs (hp 8, 5)
- 2 Grimlocks (hp 16, 14)
- 2 Drow (hp 7, 4)

Because of the presence of the drow, the orcs and grimlocks will work together. The entire group is well coordinated; the orcs and grimlocks will attempt to flank the party, making particular use of their darkvision, while the drow hang back out of melee range and attempt to harry the party with their spell-like abilities and (if they feel they can do so without the risk of hitting their allies) their poisoned crossbows.

Should the DM require a tougher battle, she may add character levels (fighter or rogue are most appropriate) to the drow.

Any of the raiders who are taken alive can be forced to reveal the source of the raids (or perhaps allowed to escape and then followed). The drow and the grimlocks must be intimidated into talking (Intimidate check, opposed by a Willpower save), and the speaker must have some means of communicating (grimlocks speak only their own language). The orcs, however,





can be either intimidated or bribed (they will speak for a reward of 1,000 gp).

The entire raiding party has a combined wealth of 300 gp in various coins. In addition, one of the drow has a small star ruby in a silver ring, worth 600 gp, and one of the orcs wears *boots of striding and springing* (and the DM should look for opportunities for the orc to use these abilities during the combat).

## The Drow Outpost

Whether the party followed a retreating raider, questioned a prisoner, or otherwise discerned their target, they will eventually be directed to a tanner's shop at the north side of town, built away from the marketplace because of the stench.

The smell of partially tanned hides is enough to make your eyes water and your nose sting. The building is a small wooden structure, unassuming in every respect—but you know there is more to it than meets the eye.

If the party successfully bribed or intimidated a prisoner, they will have been told about the secret trapdoor beneath an empty vat in the tanner's workroom. If they found the shop through other means, they may have to search for it (Search check, DC 18).

Once they have found it, they may proceed down the stairs and into the darkness. Any light must be provided by the characters, as the drow, the orcs, and the grimlocks all have other means of seeing in the dark.

### Random Encounters

Every hour characters spend within the outpost, the DM should roll 1d6. A roll of 1 indicates a random encounter. Roll another d6 and consult the following chart:

- 1-2: 1d4 drow
- 3-4: 1d4 grimlocks
- 4-5: 1d6 orcs
- 6: A wandering patrol. This group is identical to the group of raiders encountered above, save that there is only one drow, not two; they have 300 gp between them, with no jewelry or magic. If the complex has been alerted to the intruders' presence, the heroes can encounter three such patrols (though not all at once); if the complex has not been alerted, there is only one such patrol at any given time. Once all the patrols have been slain, treat a roll of 6 as no encounter.

### 1. Entry Chamber

After traveling for several minutes down what seems an endless staircase, you find yourself in a room carved from the rock beneath the city. The chamber is twenty-five feet right to left, thirty-five from the door to the far wall. There are two half-walls, perhaps four feet in height, 25 feet from the entryway. A gap between those half-walls allows access to the other side of the room; a thin wooden door can be seen in the far wall.

The two half-walls are, in fact, a defensive fortification. As soon as the party begins moving forward, the drow who are crouched behind them will attack.

#### Encounter Level 3

- 4 drow (hp 6, 6, 4, 2)

The drow remain crouched behind the walls (area 1a), peering over the top so they can fire their crossbows. This provides them one-half cover (+4 AC bonus, +2 Reflex Save bonus). Once two of the drow have been slain, or the instant one of the PCs makes it into melee range, one of the drow will flee down the south corridor and warn the complex. If he succeeds in escaping, all drow, orcs, and grimlocks in the complex receive a +2 circumstance bonus to all Spot and Listen checks (because they are alert), and none of the inhabitants of area 9 will be asleep or unprepared for combat.



# Madradur

These drow have no valuables on them, save for their mundane equipment.

## 2. Equipment Storage

The corridor opens on the right into a large chamber, divided into aisles by three freestanding stone racks. On the racks hang dozens of weapons, shields, bits of armor—everything a small platoon might need to equip itself before venturing into hostile territory.

This is, indeed, where the drow raiding parties store much of their equipment. None of the weapons or goods here belong to the orcs or grimlocks; they keep their possessions with them.

Any mundane simple or martial weapon can be found here (except lances and pole arms), as well as several hand crossbows. Characters can also find small shields and bucklers, as well as leather, studded leather, and chainmail. The armor, unfortunately, is sized for drow, and will likely fit only other elves. One suit of chainmail is in fact *elven chain*.

## 3. Temple of the Spider Queen

Unlike the previous rooms, this horrible chamber is not entirely shrouded in darkness. Four pillars stand at the corners of this massive room, each glowing with a faint red radiance that illuminates carved images of spiders feasting upon the flesh of men. The floor is made up of black flagstones, save for the center which forms a huge mosaic of a red hourglass. A stone altar, stained deep brown with what can only be ancient blood, sits between the easternmost pillars.

All the drow (and the other inhabitants of the outpost) must pass through the temple on their way to the mess hall (area 4) or the outside world; this is a constant reminder of the dominion of the Spider Queen, their goddess. Though Rathsha, the priestess, is currently in her quarters (area 10), the temple is not unguarded.

### Encounter Level 4

- 1 Monstrous Spider, huge (hp 67)



## Shadows Under Thessalaine



The giant spider lives in its web in the southwest corner of the room. It lurks in the shadows, and can be seen only on a successful Spot check (DC 25). It has been trained not to attack the drow, orcs, or grimlocks, but the party is fair game. It will lower itself from over their heads on its web, likely gaining the benefit of surprise. It fights until reduced to below 10 hit points, at which point it will attempt to flee back into its web.

If the DM needs a greater challenge, he may add additional spiders (of medium size) to the battle.

In the spider's web are several desiccated corpses, on which the party may find a total of 50 gp and a flask with a liquid that tastes strongly of mint; this is a *potion of cure moderate* wounds.

### 4. The Mess Hall

When reading the boxed text, include the sections in brackets only if the party managed to prevent the drow in area 1a from alerting the complex.

This enormous chamber is almost entirely occupied by a pair of long tables. Wooden chairs sit scattered about, and wooden dishes and utensils are flung about the table. [Three orcs sit at the far table, rudely shoveling all sorts of dripping meats into their gaping snouts. They freeze for an instant, staring at you in wide-eyed astonishment.]

If the complex has been alerted, these orcs are not here; they are, instead, guarding the doorway at area 8. If they are here, they are fully surprised by the party's appearance.

#### Encounter Level 2

- 3 Orcs (hp 6, 6, 4)

Caught by surprise and unprepared for battle, the orcs fight wildly, and will escape into the complex if they have the chance. The DM may simply increase the number of orcs if she desires a tougher fight, but this particular battle is intended to be an easy one.

The orcs have 300 sp on them. The cutlery on the table is worth nothing, and the food—while edible—is far





# Madradur

from appetizing. (The orcs and grimlocks tend to prefer large chunks of nearly raw, ripened meat, and the drow diet is liberally seasoned with fungi and underground insects.)

## 5. Kitchen

Huge slabs of meat, bordering on rotten, hang from hooks along the eastern wall of the room; judging by the shapes, some of them are animals of the two-legged variety! Shelves with spices, herbs, and jars of pickled insects line the other walls, and cabinets lie open with all sorts of wooden cookware spilling out. A large fire pit in the center of the room boasts a rack for spitted roasts; embers still blink dully amongst the ash. There is a single door, in the northeast corner.

The drow chef, Jaz'n pahr Kir, is actually hiding behind the hanging slabs of meat. He attacks, enraged, when these intruding surface-dwellers invade his kitchen, and fights until slain.

### Encounter Level 4

- Jaz'n pahr Kir (Drow/3rd level Barbarian) (hp 36 [40 when raged])

Jaz'n is maddened, and launches into a battle rage the instant he attacks. That does not mean that he is incapable of utilizing tactics, however. The drow chef ducks in and out of the hanging meats as he attacks, granting him one-quarter cover (+2 to AC, +1 to Reflex saves) on every other round. The DM may simply increase his barbarian level should he require a more powerful opponent.

Jaz'n keeps his treasure in a small locked cupboard in the southeast corner of the room, currently hidden behind a large sack of grain (Search check, DC 15, to find it). It contains 1,400 sp, a golden wine goblet worth 105 gp, and a +1 keen dagger (called Wasp), which Jaz'n has been using as a meat cleaver.

## 6. Watery Refuse Pit

The door from the kitchen is swollen in its frame, and difficult to open. When it finally does give, it reveals a small stretch of stone—and then a wide pit of dark, brackish water. Various bits of filth, rotted meat, broken dishes and other refuse float about on the surface. Ripples in the water suggest something moving beneath the surface, but it is impossible to make out what it might be.

In fact, this refuse pit is disgusting, but harmless; the ripples are made by blind cave fish and other underground scavengers. Some decades back, this was in fact the cistern and water supply for the outpost, until the city of Madradur began making use of a primitive sewer system. This corrupted the water running through this area, and the drow began using it as a refuse dump instead. (Their new water supply is a combination of rain runoff collected from above, and a small underground stream some forty yards beyond the map down the corridor at area 20.)

There is nothing of note, either in terms of hazard or treasure, here.

## 7. Priestess' Preparation Chamber

Every inch of this room, floor, ceiling, and walls, is covered in embossing and carvings of spiders of all shapes and sizes. It is almost difficult even to walk, due to the uneven surface of the stone. Several black and red robes hang on hooks to the right of the entrance, and several lengths of whips and scourges hang beside them. The far wall boasts three sets of thin yet sturdy manacles.

This is where Rathsha, the drow high priestess, prepares for ceremonies held in area 3. The robes are her ceremonial accoutrements, and the manacles are used to hold prisoners who are to be sacrificed to the Spider Queen.

The party has little time to examine the chamber; its guardian does not take kindly to intrusions.

### Encounter Level 5

- 1 Wraith (hp 49)



## Shadows Under Thessalaine



Once the heroes have spent more than a minute in the chamber, the wraith slides up through the floor and attacks until either destroyed or driven off by turning. DMs requiring more powerful foes may either increase the wraith by hit dice, or else simply substitute a specter.

There is nothing magical about the robes, the whips, or the manacles.

### 8. Guard Post

DM's note: the door leading deeper into the outpost is barred from the south side. It requires a Strength check against DC 23 to break it down, and this will alert the guards on the other side. Alternatively, the bar can be maneuvered out of its bracket with the proper thieves' tools, but this requires an Open Locks against a DC of 20, and is also noisy (the bar falls).

Once the door is opened, the party is immediately attacked by the guards (if the complex was already alerted, remember to add the orcs from area 4 to the following enemies; this raises the encounter level by 1).

#### Encounter Level 4 (5 with orcs from area 4)

- 2 Grimlocks (hp 18, 13)
- 2 Drow (hp 6, 5)

For every round of combat, there is a 5% cumulative chance that the wandering patrol (mentioned above) will hear the sounds and come running. It takes them 3d10 rounds to arrive. The DM should consider that adding the patrol to these combatants here may well overwhelm the party, and is encouraged to involve them only if the party can reasonably handle it, regardless of what the dice indicate.

The grimlocks and the drow have 500 gp among them.

### 9. Barracks

These are the living quarters of the drow; all the dark elves residing in Kelnizzd DI'ur (except for the priestess Rathsha and General Orruz) sleep here. Even in the best of times, because many of the drow are either on patrol, at other duty stations, or away from the outpost at any given time, the rooms were never fully occupied.

When the heroes arrive, the number of drow present depends on whether or not the complex has been alerted. If the drow know of the intruders, there are four dark elves here (two in 9c, one in 9d, and one in 9f) awaiting further orders. If the drow have not raised an alarm, there are 8 drow present—those mentioned

above, plus two more in 9a, one more in 9c, and one more in 9d). These additional drow are currently asleep, however, and will have to fight unarmored even if awakened.

The following boxed text applies to each of the six chambers; the DM should also mention the drow, of course, should any be present.

Three beds, each just a bit smaller than normal for humans, occupy the corners of this room. They are rumpled and obviously see a great deal of use. A large chest, presumably for communal use by all who sleep here, sits beside the door.

The challenge rating of this particular encounter varies from 1 to 6 based on how many drow the heroes battle at once (they might find a way, for instance, to deal with those in 9c without alerting the others), and on how many of the drow are fully awake and armored. (It attains an encounter level of 6 only if all eight drow are present, and they are all awakened in time to prepare for the heroes; this is unlikely unless the characters are monumentally careless.)

#### Encounter Level 1-6

- 1-8 Drow (3 hp ea.)

All told, the six chests contain 630 gp-worth of various coins (divided throughout the chests), an agate worth 14 gp (9b), a golden yellow topaz worth 500 gp (9c), and an arcane scroll of *grease, mount, and wind wall* (9f).

The secret door at the south end of the corridor requires a Search check against DC 20 to find. It is trapped.

#### Encounter Level 4

- Scythe-blade trap

Any attempt to open the door without pressing a specific spot on the door causes a heavy blade to swing down from above. This blade is far deadlier than an average scythe trap, as it is both heavier than normal and coated in spider venom. The scythe has a +10 to hit, and does 2d6 points of damage (x3 crit). The poison requires a Fortitude save (DC 14); initial damage is 1d4 Strength, secondary damage is 1d6 Strength. Detecting the trap requires a Search check (DC 21); successfully disarming it requires a Disable Device check (DC 20).



### 10. Rathsha’s Quarters and Secondary Temple

Unlike most of the other doors in the complex, which are wood, this one is made of heavy stone; a carving of a black widow spider takes up most of the surface. Once the party gains entrance, proceed to the boxed text.

It’s difficult to tell if this room is a bedroom or a shrine. An enormous canopied bed, draped in black and red silks, occupies the middle of the south wall. Along the east is a sculpture of a man on his hands and knees; a giant spider sits upon his back, and the top of the spider serves as a small table—or altar. There is what appears to be a wardrobe on the north wall near the statue.

Even as you are looking around, a figure steps forth from behind the alter. “Who are you,” she asks in Common, “and what do you think you are doing in my chambers?”

If the characters are willing to talk, Rathsha is more than happy to keep the conversation going. She doesn’t care who they are, and fully intends to kill them, but the longer they talk, the more time her allies have to move into position by crawling down the wall behind the party. She and her spiders will attack as soon as they are in a good flanking position; unless one of the heroes is specifically checking behind them, the spiders gain a surprise round when combat begins.

#### Encounter Level 5

- 2 Monstrous Spiders, small (hunter variety) (hp 7, 6)
- Rathsha (drow/3rd level cleric) (hp 29)

Because of the magics imbued in the altar, the DC to save against any of Rathsha’s spells when in this room (or in the main temple in area 3) is increased by 1.

In addition to the *buckler +2* and the *shocking burst light mace +1* (named *Cloudbreaker*) that Rathsha uses in combat, she has 700 gp and an ornate silk screen with a painting of an umber hulk, worth 330 gp. These are both hidden behind the wardrobe.

### 11. Wizard’s Quarters

Until their accident, these were the quarters (11a) and laboratory (11b) of Giiruj and Guurij, twin drow wizards. Like the door to area 10, the door to the main



## Shadows Under Thessalaine



hall is carved of stone (though it lacks the spider carving). The three doors that allow ingress to areas 11a and 11b are wooden, however; they are also charred, and hang partially off their hinges. The party will find nothing in 11a save burnt scraps of furniture, the charred remains of a bed, and the equally charred remains of a drow. Examination of 11b reveals a massive table, alchemical equipment, various cupboards and shelves, and a second corpse—also all burnt.

11c, the wizards' supply closet, contains their old spellbooks (their primary tomes were, unfortunately, destroyed in the flames), with the following spells:

- 1st level: *animate rope, burning hands, endure elements, feather fall, grease, identify, obscuring mist, shield, silent image, sleep, true strike, unseen servant*
- 2nd level: *cat's grace, levitate, magic mouth, Melf's acid arrow, scare*
- 3rd level: *flame arrow, slow, tongues, water breathing*

### A Little History

For those who must know, the twins came across a scroll with a high-level summoning spell, one well beyond their ability to cast. They attempted to use it anyway to summon a servant of the Spider Queen, convinced that their devotion to the spider-goddess would protect them from any magical mishaps. They were wrong. The other drow heard a massive explosion from this chamber some weeks ago, and decided to leave well enough alone, unsure of what horrors they might find. The heroes are the first people to enter this area since the twins were slain, and their essences stolen by something that has (thankfully) returned to its own plane.

## 12. The Dungeons

Both doors leading into and out of area 12a are heavy wood, bound with iron. The westernmost door (leading into the main hall) is not locked; the eastern door (which leads to the cells) is barred from this side.

A long desk sits in the center of this bare stone room, turned parallel to the north wall. The desk, strangely enough, appears to be reinforced with iron. A large alarm bell stands in the northeast corner. Two drow stand behind the desk, already leaping into action.

### Encounter Level 2

- 2 Drow (hp 7, 5)

One of the drow will immediately begin sounding the alarm bell unless the heroes can stop her, while the other begins attacking with his crossbow. If the bell sounds, one of the roving patrols will arrive in 2d10 rounds (unless the party has already slain all of them, in which case no help is forthcoming). The desk is

designed so that it can be pushed up against the eastern door, thus barricading it; this is intended as a security precaution should the prisoners escape their cells.

If the DM requires a tougher fight, she may add character class levels (fighter or rogue are most appropriate) to the drow guards.

They have no treasure on them, having left their share in the chests in area 9 for the duration of their guard duty. The female guard does, however, have keys to the cells.

The hallway beyond the heavy door is actually lit with a dim red glow; just enough light to prevent any surface dwellers kept in the cells from going permanently blind in the darkness (they make better workers when they can see).

### The following description applies to all eight cells:

A door of rusted—but still quite sturdy—metal bars provides the only means of access into the grimy chamber beyond. Barely ten feet on a side, the cell contains two heaps of filthy straw covered with a ratty blanket. Rats and roaches scurry about the room and the hallway both, and you can hear the chittering of smaller vermin in the walls and beneath the straw. The stink of sweat and human waste permeates the room.

- Cell 12b: Abram, a guardsman (2nd level warrior) from Madradur, and a little girl taken from her family
- Cell 12c: Empty
- Cell 12d: 1 old man (a cobbler) from Madradur and the corpse of another citizen
- Cell 12e: 2 corpses of citizens who couldn't survive their mistreatment by the drow
- Cell 12f: Liez, a halfling (3rd level rogue) who had the misfortune of running into a drow raiding party
- Cell 12g: 1 corpse
- Cell 12h: Empty
- Cell 12i: 1 wealthy merchant and 1 jeweler

None of the prisoners have any possessions, save for the filthy clothes in which they are dressed. The party is going to have to help the prisoners escape the outpost; if left on their own, they may encounter drow patrols and be slain or recaptured. If the party is of low level and appears to need help surviving the remainder of the outpost, the DM may have either Abram or Liez





# Madradur

accompany them after the others have been freed. Leading the prisoners to the exit can be a challenge, as most of them are skilled at neither combat nor stealth.

The prisoners will reveal to the party that they are not the only citizens missing from Madradur. "According to the dark elves who taunted us," Abram reveals, "dozens of others have been sent to 'the Masters,' whoever those may be. We were told that those of us who were fortunate would end up as slaves—and others would be eaten!"

## 13. Training Room

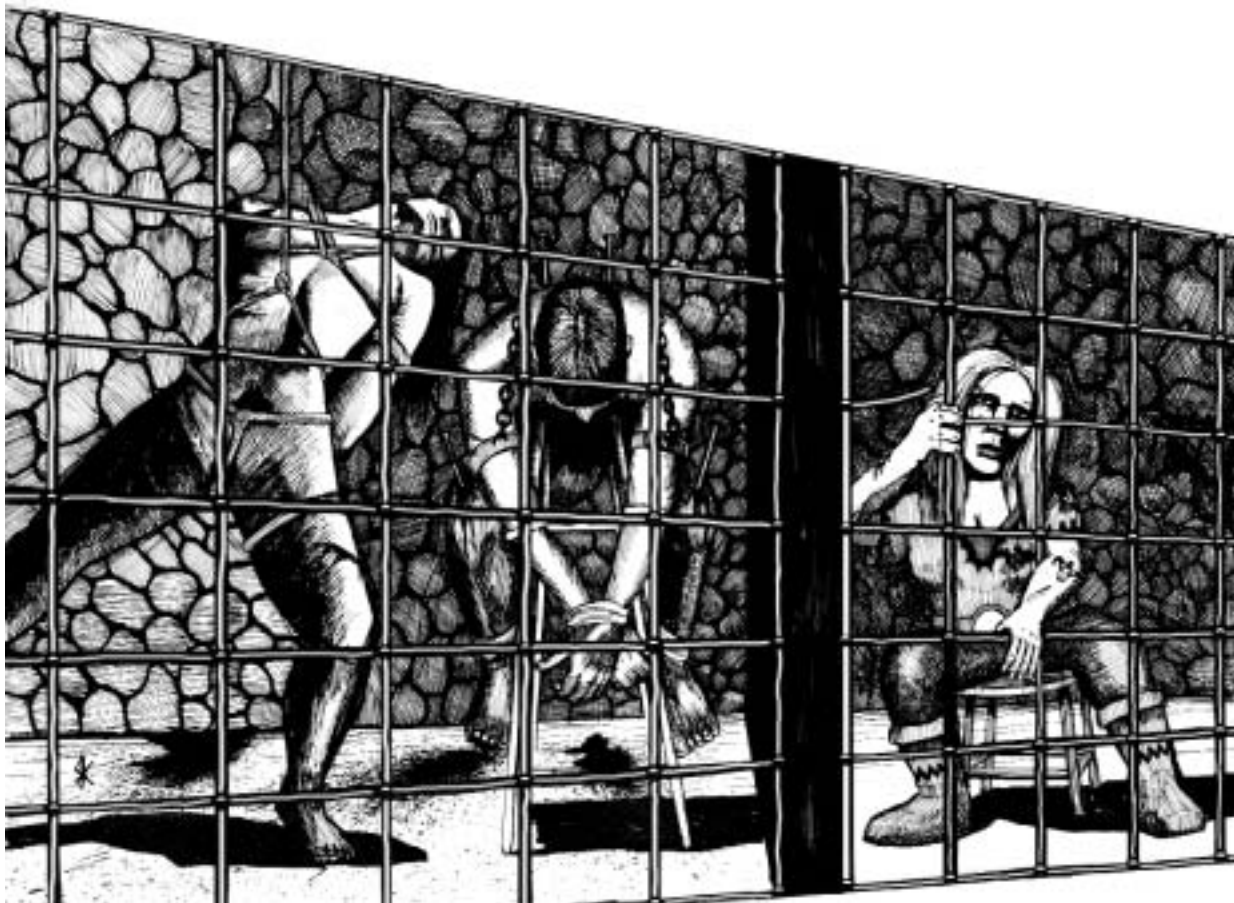
This enormous chamber is clearly used as a practice ground for drow warriors. Various human-sized, straw-filled dummies hang from the walls with numerous bolts protruding from them. Pendulums hang from the ceilings, with similar targets tied to them. Racks of weapons—both wooden practice blades and those that are all too real—stand along the walls beside the door.

Characters who succeed in a Spot check (DC 15) notice a shaded balcony along the east wall in the southern half of the room; the balcony has a lattice-work screen across it, making it impossible to see if the balcony is occupied (unless the characters can climb or fly and look directly through it). This is the observation deck (area 14).

## 14. Observation Room

From the doorway, a set of stairs leads up perhaps a dozen feet, and opens into a wide balcony with five chairs positioned near the edge. A latticework of thin metal, twisted into various abstract designs, separates the balcony from the chamber below. Those inside can see out just fine, but it would be difficult for anyone in the other room to see in.

The drow officers use this balcony to watch their soldiers in training. There is currently no one here.





## 15. War Room

This is clearly a planning or preparation room of some sort. Several chairs surround a long table in the center of the room, and spread out upon that table is a large woven map of Thessalaine! You recognize several familiar features, though they bear different names on the map. Madradur is Juhn'kinnae. Harwynn's Shoal is labeled Kzzir. The Gulf of Irul Kinté is labeled Vammakuz. And though it takes you a moment to figure out what the names Uzthril and Gothzir indicate, you soon realize that they refer to Mount Erwewon and Mount Revon, the largest mountains in Thessalaine's western range. Dozens of other small villages and territories are marked as well, but there is nothing to indicate what the drow are planning for the region.

Let the heroes make Listen checks against a DC of 10. Any who succeed hear voices from behind the door in the west wall leading to area 17. (Any player who actually says that her character is going to listen at the door need not make a Listen check, but succeeds automatically). Read the following:

"...difficult to time it properly," an unfamiliar voice is saying. "Slave caravans are tricky at the best of times. I would prefer to wait a bit longer before sending you the latest batch of prisoners. If the Duke should send out patrols, the shipment could be discovered."

"There will be no patrols." The second speaker has an awful voice, deep, bubbly, inhuman. "Your raiding parties have his soldiers pinned down in Madradur. We will wait no longer for our newest slaves. You will send them immediately."

"As you wish, Master." The first speaker sounds bitterly unhappy. Whoever he's addressing, the title of "master" is not one he gives willingly.

What happens next depends on the players' actions. If they immediately push through the door into area 17, proceed to that entry. If they prefer to look at the map further, to explore area 16 first, or to do anything else,

have all the NPCs in area 17 make Listen checks (DC 10 unless the entire party is moving silently, in which case the DC equals the lowest Move Silently roll). If they succeed, one of them hears the party moving about, and they come out to investigate. If this happens, the party may be surprised. Run the combat as described in area 17, but run it in this room instead.

## 16. General Orruz's Quarters

The door opens into a relatively spacious bedroom. A sizable bed sits in the northeast corner; it is plain, simple, but quite comfortable-looking. A large wardrobe stands in the southeast corner, with a small but sturdy chest beside it. A stuffed practice dummy hangs along the north wall, and several weapons stand in a rack beside it.

This is where General Orruz sleeps, and where he practices when he does not choose to do so alongside his soldiers in area 13. The wardrobe contains nothing but clothes and other personal items. The secret door in the northwest corner requires a Search check (DC 20) to find, but it is not trapped. The chest is locked (DC 18 to open). Though it is not trapped per se, it does have a hidden catch alongside it (Search check against DC 25 to find it, Disable Device 20 to figure out how to properly trigger it). If the chest is opened without the catch being properly activated, it causes a loud bell to ring. If the bell sounds and the party has not already encountered the NPCs in area 17, they arrive in two rounds.

Inside the chest is the general's wealth and treasure, save for what he carries on him.

- 700 gp-worth of coins, mixed gold and platinum
- a platinum candelabra worth 800 gp
- a gold ring set with diamonds and rubies, worth 3,000 gp
- a small wand, carved to resemble an arm with a pointing finger; this is a *wand of detect magic*

## 17. General Orruz's Office

If the party has not yet encountered General Orruz and his "guests," read the entire boxed text and proceed to the resulting encounter. If they have already dealt with the general in one of the other rooms, skip the bracketed portion of the text and let the characters explore the room.



## Madradur

There is a bell attached to the inside (west side) of this door, that rings when the door is opened or even jostled hard. There is no nonmagical means of opening the door without ringing the bell, so those inside the room are almost certainly not surprised when the party enters.

Even as you enter the chamber, you hear the chiming of a bell from above the doorway. A long desk made of a dull gray wood stands near the far wall, [with three figures gathered around it. One, rising from behind a heavy oaken desk, is the tallest drow you have ever seen; nearly six feet tall! Beside him is a truly brutish orc, with the severed arm symbol of the Bloody Stump tribe tattooed across his face. And standing behind them, purple claws grasping a large staff of gnarled and twisted wood, is a truly hideous creature! Humanoid, yes, but surely not human. Its head is purple, with a faint sheen, hairless—and surrounded by tentacles!

Surely you face nothing less than one of the dreaded mind flayers of the depths!]

It's not really a mind flayer, of course, but rather Aicheroc in disguise. The heroes don't know that, though. At his turn in the first round of combat, the

fake Illithid will activate his *staff of passage* and teleport back to the lair at Mount Errewon; he's far more concerned with escaping and alerting his tribe than he is in helping his servants. The party may be relieved—but they're still in for a very tough fight.

### Encounter Level 6

- General Orruz (drow/4th level fighter) (hp 48)
- Chief Sangush (orc/3rd level barbarian) (hp 38 [44 when raged])

Though not particularly fond of each other, the two leaders fight well in unison. They will spread out, trying to flank their attackers if at all possible, and putting their backs to the walls so they themselves cannot be flanked. Orruz will attempt to focus his attacks on any obvious spellcasters in the party, while Sangush immediately rages and attacks the nearest character who appears to be a warrior of any sort. They both fight to the death.

If the DM requires a more difficult encounter, she may simply add levels to either or both opponents.

Orruz's +2 *rapier* is named "Denozht Ferrehn," which, translated from Drow, roughly means "Slayer of Surface Elves." He has this on him at all times, along with his +1 *large wooden shield*, but the rest of his treasure can be found in area 16. Sangush has 200 gp on him, but nothing else of real value.



# Shadows Under Thessalaine



The party also finds the following letter (written by Nolrun, though they probably won't know that).

General Orruz,

The Masters have asked me to keep an eye on the developments in my city, and to warn you if anything occurs that I feel warrants your attention. I thought, then, that I should inform you of recent events.

Another group of meddlers have arrived in town, and spoken with the Duke. They intend to "investigate" your raiding parties, and try to find a way to stop your attacks. I know you are, of course, too strong for such a pitiful little band, but I thought you ought to be warned nonetheless. They are staying at the Twelve Points Inn, near the East Gate, should you wish to handle them.

If the party chose to stay elsewhere than the Twelve Points, substitute that location. Though they may not know that Nolrun is the traitor, they now know that someone betrayed them to the drow.

The door leading to area 18 requires a Search check against DC 25 to locate.

## 18. Hidden Chamber

This entire chamber is occupied by a tiny model of a city! It is clearly not human in design; it appears to have been carved from the rock, and many of the structures hang down from the ceiling or protrude from the walls. It is alien, but it is extremely detailed; if this does represent a real city somewhere, this model would be enough to allow you to find your way through it as well as any map.

This is, indeed, the model of a real city. It is called Morag Tovan; built by a strange alliance of aboleth, drow and beholders (and possibly other, even more alien creatures), it is the city the drow occupying this outpost are originally from. The map does not show how to get to Morag Tovan from the outpost, nor does it give any indication of where the city might be located.

Morag Tovan does not, in fact, enter directly into this story at all, but DMs wishing to use **Shadows Under Thessalaine** as a springboard for additional adventures are encouraged to develop it further.

## 19. General Storage

This is a storage room or a warehouse of some sort. Shelves of rope, hammers, hooks, and other delving equipment stand throughout the chamber; packs and shovels line the walls. In the center of the room sits an anvil, separated from the equipment by a low stone wall. Perhaps this is where the drow forge their tools.

The party can, should they choose, gather any equipment they feel they might need. Anything on the Adventuring Gear table in the *Player's Handbook* (except for the locks, the lanterns, and the spyglass) can be found here in whatever the DM determines to be reasonable quantities. There is nothing magical in the room.

## 20. Passage Into Darkness

A truly formidable-looking door sits in the east wall of the passage. It appears to be constructed of thick iron. Several iron bars sit beside the door in the hallway; you see brackets on both the door and the nearby wall in which those bars could fit.

If the party opens the door, continue with the following:

The passage beyond the door is blanketed in darkness. You can tell that it is largely a natural passage, with only slight evidence here and there of having been worked or shaped by living hands. It is narrow—only five feet across, on average—and it twists and winds as it goes.

Beyond the map, the passage opens into a veritable maze of scores of tunnels, leading into various areas of the caverns beneath Thessalaine. Make it very clear that the party could easily get lost down here. The corridors, their contents, and their inhabitants are beyond the scope of this adventure, but the DM should feel free to develop the area for further stories.



## Mount Errewon

# Chapter Three: Mount Errewon

Unless something truly unexpected has happened, the heroes should have dealt with both Harwynn's Shoal and Madradur before coming here. Only by completing both **Chapter One** and **Chapter Two** will they have learned that Mount Errewon is the lair of the mysterious "Masters" behind both the raids on Madradur and the poisoning of the coastline. The party has even seen one of them—the "mind flayer" in the drow outpost.

By this time, the players should know the following:

- The drow, orc, and grimlock raiding parties are being directed by the Masters—possibly the mind flayers.
- The poisoning of the coastline was also ordered by the Masters, for unknown reasons.
- The Masters—and their prisoners—can be found somewhere called Uzthril.
- According to the drow map, Uzthril is the drow name for Mount Errewon, the tallest peak in the Western Range.

It is entirely possible, of course, that the players may be reluctant to pursue the Masters to Uzthril. After all, many of them will be familiar with mind flayers, and will be understandably frightened of taking them on. Even if the players don't know of the Illithid, the DM should assume the characters have heard terrifying myths and legends about them, and inform the players accordingly. The characters should be scared!

But the players should also be reminded that a large number of Madradur's citizens have been taken to Uzthril, as slaves and potential meals for the mind flayers. No good-aligned party should be comfortable with the notion of just abandoning them, despite the risk. (If necessary, the Duke can offer them an additional reward for returning his lost citizens, as added incentive.)

For whatever reasons on which they eventually settle, the remainder of **Shadows Under Thessalaine** assumes that the heroes do indeed proceed to Mount Errewon.





# The Road to Uzthril

It is several days travel from Madradur to the Western Range (even farther from Harwynn's Shoal, of course). For the first few dozen miles, the road is well maintained, and many small villages can be found along the way. As the ground becomes rockier and the foothills of the mountains grow thick, however, the road grows rougher, and eventually fades completely. By the time the party is fully into the foothills, there is little more than a faint winding trail that requires either Search checks (DC 20) or Tracking (Wilderness Lore, DC 15) to find.

There are no random encounters along the way, until the characters actually reach the mountains (unless the DM wishes to add a few to push the characters' experience up to the next level). The Searing Wind hobgoblins keep the region clear of anything that might interfere with their own operations.

## The Mountainside

Despite the rocky outcroppings jutting forth around you, despite the miles of hills you've yet to travel, you can clearly see your destination stretching towards the western sky.

Mount Errewon. It towers over the surrounding mountains like an ogre amidst elves; even its nearest neighbor, Mount Revon—a mighty peak in its own right—is nearly lost in Errewon's shadow.

And somewhere upon, or perhaps within, that peak lurk the masterminds behind the horrors you have so recently confronted.

For all its height, Mount Errewon is actually not a difficult climb, at least on its lower slopes. By following the trail, which winds up and around various other hills and smaller mountains, even horses and pack animals can ascend the first quarter of the slope (though it takes several days to accomplish this).

Presumably, the characters will be searching for evidence of the Masters during the ascent. For the first several days, though the DM is encouraged to call for random Search checks, there is little to find. Once the party has reached the upper ends of the path, just before the slope turns steep (and danger-

ous), the party will find a dozen caves of various sizes dotting the mountainside.

Counting from the left, caves 1, 3, 4, 6 through 10, and 12 are empty (unless the DM chooses otherwise, of course). The fifth cave from the left hides the entrance to Uzthril. Caves 2 and 11 contain groups of guards, set to watch for intruders. They will observe the party, and will attack the instant the heroes begin to examine any of the caves.

### Encounter Level 5

- 6 drow (hp 7, 7, 5, 4, 4, 4)

The drow attack from both caves at once (3 from each) possibly flanking the party. Both caves are equipped with chords attached to alarms inside the complex itself, and the drow ring them both before attacking (they cannot be heard outside). This will make it very difficult for the party to surprise any of the inhabitants of the complex. The drow fight to the death.

If the DM wishes to make this battle harder, he may add character levels (fighter, rogue, or wizard are all appropriate) to one or more of the drow.

The drow have 600 gp on them, but nothing else of real value.

Once the party enters the fifth cave, continue with **Uzthril**, below.

## Uzthril: Level 1

There are no random encounters in Uzthril. There are some NPCs who move about through various specific locations, however; these will be noted in the relevant room descriptions.

### 1. Entrance Chamber

The cave, ten feet in width at first, takes but a few turns before abruptly widening out into a large, uneven chamber. The sounds of scrabbling feet echo from the shadows; something is moving about up ahead!

At the spot marked 1a on the map, just inside the entrance, there is a hidden panel on the wall. Only characters who are actively searching (or elves and dwarves) have a chance of finding it (Search check





## Mount Errewon

against a DC of 20). Behind this panel is a lever, currently in the up position; there is no hint of what the lever might do the lever may be disabled Disable Device (DC 15).

At the spot marked 1b on the map lurks the guardian of the chamber, a basilisk placed here and fed (carefully) by the drow and their “mind flayer” masters.

### Encounter Level 5

- 1 Basilisk (hp 47)

The basilisk wears an iron collar, and is chained to the wall at the spot marked “b”. Normally, the chain is long enough to allow the basilisk to move 25 feet (5 squares on the map) in any direction; this allows it to attack nearly anyone in the chamber, and to use its *gaze attack* (30-foot range) on everyone present. If the hidden lever is pulled, however, the chain retracts into the wall, pinning the basilisk against the stone. This prevents it from attacking, and renders characters against the west wall immune to its gaze attack (they are out of range). This is how the inhabitants of Uzthril go in and out. There is a similar lever in the middle of the passage leading from areas 1 to 2 (also marked “a”), that is used to release the basilisk once the inhabitants have passed through the chamber, or to chain it so they might leave the complex unhindered.

The same roll is required to find this one as to locate the first.

The party may either fight the basilisk or simply bypass it, depending on whether or not they find the lever. The basilisk has no treasure. DMs who require a tougher battle may simply advance the basilisk by hit dice.

## 2. Brewing Chamber

Again the corridor widens into a massive chamber, but this one is not entirely natural. The walls quickly smooth, jagged rock becoming carved stone. This chamber has clearly been enlarged artificially. Two doors, one in the north wall and one in the west, provide additional means of egress.

In the center of the chamber is a massive iron cauldron sitting atop a fire pit. Noxious fumes rise up from the bubbling mixture within. Several men and women, dressed in filthy and tattered clothes, stand around the cauldron; some stir with long wooden paddles, while others add new ingredients, pouring viscous fluids from a collection of flasks and pots that lay scattered about the floor.



## Shadows Under Thessalaine



This is where the Searing Wind brews the poisons that have been afflicting the coastline near Harwynn's Shoal; the drow know that the mind flayers are constantly brewing something deadly here, but they do not know for what purpose. Unless the heroes attempt to interfere with the brewing of the poison, the people around the cauldron will ignore them.

If the party attempts to "free" the slaves, they will protest. They don't want to leave, they claim; the Masters have too much for them to do. Their eyes are wide, and slightly glassy; a successful Spellcraft or Knowledge (Arcana) roll against a DC of 15 suggests that they are under the effects of some sort of charm or compulsion. If it is dispelled, they will be all too anxious to leave.

Even if they remain charmed, the prisoners do not mind talking to the heroes, so long as the party does not try to interfere with their duties. They readily admit that they were taken by force from Madradur and sent here by the drow. They will also tell the party that there are other prisoners (or "servants") serving the Masters. Unfortunately, they cannot say where. These people are kept in area 3 when they aren't working on the poison; they do not know where the other people the Masters have brought in are kept, nor do they know about the secret door in area 3 (Aicheroc rarely uses the door when the prisoners are in area 3, and he normally casts *sleep* on them if he must do so while they are present.)

If anyone examines the substance in the vat, they can tell instantly that the yellowish goo smells awful; noses burn and eyes water from simple proximity. After several moments of study, and examination of the various toxins that are going into the mix, a successful Alchemy or Heal check (DC 18) reveals that this substance is designed to spread itself very thin when added to a large quantity of water, without losing its potency. This poison, if ingested or breathed through gills, requires a Fortitude save (DC18) or the victim suffers 2d6 initial and secondary temporary Con damage.

The door leading to area 3 has a heavy bar on it, on this side. Obviously, it is meant to keep people from moving from area 3 to area 2, not the other way around. At the moment, however, the bar is off (after all, the prisoners are at work).

Normally, the prisoners aren't guarded—they're all charmed, and where would they go if they did want to escape? None of them knows how to chain the basilisk in area 1. If the party spends more than a minute talking to them, the DM should roll Listen checks (DC

15) for the drow in area 4. If they hear the party, they will proceed to area 3 and attack. Run the combat from area 4, but transplant it here. (Note that Mirizt de'Irdne and her guards from area 5 use the same tactics described below, regardless of where the combat is waged.)

### 3. Slaves Quarters

The stench wafting over you as the door opens is nearly overwhelming. It is the stink of exhaustion, of starvation, of bitter sweat and human waste.

The floor is littered with filthy sleeping pallets, the remains of old meals, even used chamber pots that have been shoved into a corner and forgotten. Truly the magic that holds the loyalty of the prisoners must be strong indeed, to bind them even in such conditions.

The room itself is a perfect square; the walls are carved with various depictions of mind flayers and other, more horrible tentacled creatures consuming helpless humans.

Should there be a dwarf in the party, or if any character has Craft, Knowledge, or Profession skills in any way related to stone-working, let the player make a skill check (or an Intelligence check for dwarves without these skills) against a DC of 15. If they succeed, they realize that the carvings are a recent addition; this room has existed for years, but the images carved in the walls are only months old.

Locating the secret door in the northwest corner requires a Search check, DC 20. The switch to open the door is hidden in one of the carvings; it appears to be the tentacle of a mind flayer.

#### Encounter Level 5

- Falling block trap

Should anyone pull the lever or attempt to force the door without first disarming this trap, a huge stone block crashes down from the ceiling at the end of an iron piston (it automatically retracts itself after 10 rounds have passed). Anyone directly in front of the door or in the square to the right suffers 6d6 points of damage (this can be avoided with a Reflex save, DC 18). It requires a second Search check (DC 20) to locate the trap, and a Disable Device check (DC 25) to disarm it.





## Mount Errewon

The spiral staircase behind the secret door leads up to area 6.

### 4. Drow Quarters

This perfectly square room is adorned with various tapestries and icons depicting giant spiders. The floor boasts a large number of mattresses and blankets—and that is all you can see before the inhabitants of the room are upon you!

#### Encounter Level 5

- 6 drow (hp 7, 6, 6, 4, 4, 3)

There are a dozen drow who make their homes in this room; six are on guard in the caves outside, and the others remain here. Because of the alarm bells sounded by their allies outside, all the drow in this area are awake and armored.

The drow will spread out, preventing any area effect spells from catching them all at once. They attempt to flank the party or, barring that, at least work themselves into positions such that magic users will have difficulty targeting them. They fight to the death, fear-

ing what the “mind flayers” would do to them if they surrender.

Again, the DM may simply add character levels to some of the drow if she requires a more difficult battle.

As soon as all the drow are dead, continue with the following boxed text.

Just as you have begun to catch your breath, sudden movement in the northeast corner of the room draws your attention from the carriage. Abruptly, a deafening thunderclap shakes the chamber! The entire room seems to shudder, and ears ring with the sound of the blast.

#### Encounter Level 6

- Mirizt de’Irdne (drow/5th level cleric) (hp 42)

Mirizt de’Irdne, the leader of the drow and the so-called “Voice of the Masters,” has entered the fray—and she opens with the spell *sound burst*. She has already cast *resist elements (against fire)* and *protection from good* on herself before entering the room.





## Uzthril: Level 2

### 6. Landing

The black iron staircase spirals upwards into the mountain; you can almost feel the weight of the rock surrounding you, pressing on you from all sides. Finally, after several long and dizzying minutes, the staircase opens up into a stone chamber. An open doorway in the south leads to a corridor with cracked and broken walls—apparently another natural passage. The staircase continues on as well, moving yet higher into the rock above.

If the heroes continue up the stairs, they eventually arrive in area 11.

### 7. Natural Cavern

Like the passage leading into it, this cavern is clearly natural. Stalactites hang from the ceiling above; several smooth spots on the floor suggest that their stalagmite counterparts have been removed, though even the stumps are high enough to trip those who aren't careful. The cavern is humid, despite the relative dryness in other portions of the complex.

The open passageways leading east and south, unlike the rest of the cavern, are clearly artificially carved into the rock.

The hobgoblins keep to the north and south walls of the room as they pass through, in order to avoid the organic "trap" they have set in place. Unless the charplayers specifically state they are doing so, give the first character to move through the room a Spot check (DC 25). If she fails, she gets near enough to agitate the patch of yellow mold hidden behind a stalagmite stump in the center of the room.

#### Encounter Level 6

- Yellow Mold

When the mold's spores burst forth, all within 10 feet must make a Fortitude save (DC 15) or suffer 1d6 temporary Constitution damage. A second identical save, one minute later, is required (even by those who succeeded the first time) to prevent an additional 2d6 points of temporary Constitution

She is loyal to the Masters (partially because she has been regularly charmed, despite her innate spell resistance). She will, however, surrender if she falls below 10 hit points and feels the heroes will spare her life. If the opportunity arises, she will heal herself and come back at them at a later time, hoping to strike from behind. If questioned, she can give precious little information. She does not know why the Masters want the coastline poisoned, nor does she know where the secret entrance to their lair is (though she knows it must be hidden somewhere in the complex).

If Mirizt isn't tough enough for the party, the DM may simply give her additional levels of cleric.

Her treasure (much of which was confiscated from the other drow) can be found either on her person, or in the chest in the southwest corner of her chamber (area 5). On her person she has 2 *potions of cure moderate wounds* and a *minor cloak of displacement*.

### 5. Mirizt's Bedchamber

A small chest and an enormous bed take up the south wall of the room. The bed is covered with silken sheets and a gossamer canopy; the four mahogany poles are topped with what appear to be human skulls. What appears to be nothing less than a unicorn-skin carpet covers the floor.

The carpet is worth 10000 gp if you can find someone willing to buy it. The thought should be abhorrant to any good aligned character. The chest, which contains both her own treasure and that of the drow in area 4, is neither locked nor trapped; the drow were far too terrified of Mirizt to risk stealing from her. Inside can be found:

- 70 pp
- 600 gp
- a golden comb worth 400 gp
- a golden-framed painting of a beautiful drow woman bathing in blood, worth 1,000 gp
- a near-perfect violet garnet, worth 600 gp
- a worn leather sack, which is actually a *bag of holding* (type 2)





## Mount Errewon

damage. The application of open flame instantly destroys the mold.

Other than the mold “trap,” there is nothing to be found in this room. The DM should, however, require a Listen check from every character (DC 25 if the party is moving normally, only 15 if they remain silent). Anyone who succeeds hears sounds of movement and occasional voices from either area 8 or area 9, depending on where Kavosch and his acolyte are to be found (see below).

### 8. Workroom

DM’s Note: There is a 25% chance that the Searing Wind priest, Kavosch, is here with his acolyte, working on the hobgoblins’ Illithid masks. If so, read the entire boxed text below, including the sentences in brackets; if not, omit the bracketed sentences. If they are not here, they will be in area 10, performing various religious rites. Because the PCs will have to open the door leading into the room, there is no way (without the use of magic) for them to surprise anyone inside.

Two more cauldrons and vats occupy this rectangular chamber, though none are quite so big as the one on the level below. There is also a stone table with various tools scattered across it. Several alchemical smells fill the chamber—but beneath it all can be detected the familiar tang of saltwater. [Before you can investigate further, figures suddenly rise up from behind the cauldrons and beside the door, hands and weapons raised!]

#### Encounter Level 5

- Kavosch (hobgoblin/4th level cleric) (hp 31)
- Acolyte (hobgoblin/2nd level cleric) (hp 17)

The clerics will strike with surprise if at all possible, leading with their spells rather than approaching to melee range. The acolyte is beside the door when the heroes enter; Kavosch is the one who ducked behind one of the iron cauldrons, which provides him one-quarter cover (+2 to AC, +1 to Reflex saves). Kavosch isn’t interested in dying here; he will take any opportunity to escape and join his allies on level three. He will surrender if his acolyte is slain and he himself is reduced to 10 hit points, but his surrender is not genuine. He will happily answer any questions the party asks—falsely—and will attempt to escape at the first opportunity.

The DM may add levels to Kavosch and/or his acolyte if she requires tougher opponents.

The clerics have the following treasure on them (though they may have used the scrolls during combat; if so, be sure to remove the spells they used from the list given below):

- 400 gp in various coins
- 1 divine scroll with *magic fang*, *magic weapon*, and *bull’s strength* (acolyte)
- 1 divine scroll with *command*, *silence*, and *dispel magic* (Kavosch) (Note that Kavosch is very likely to use this scroll, especially against any obvious magic users in the party)

The heroes can, if they examine either of the hobgoblins, discover that each of them bears a tattoo over the left shoulder blade. (Intelligent characters—and players—will immediately connect this with the tattoo on the hobgoblin in the cave by the coast.) Now, they can see the symbol clearly; it appears to be a stylized flame of some sort.

If the characters examine the cauldrons, they find that one contains an alchemical mixture that smells faintly of alcohol. An Alchemy, Crafts (leatherworking), or Profession (herbalist) check (DC 12) reveals that it has preservative qualities. Floating in the substance are a number of dead octopi and squid.

The other vat contains seawater and yet more dead squid. The tools on the table are knives, needles, thread, scrapers, awls—everything one might expect to find in the shop of a tanner, leatherworker or other craftsman.

### 9. Temple Chamber One

This enormous, chevron-shaped room is lit by a number of fires that blaze away at the top of thick stone pillars dotting the chamber. A long, narrow stair leads to a second level, but it is impossible to see what might be up there, as the upper chamber has a half-height wall separating it from the long drop to the floor.

The walls and pillars are carved and painted with various fire motifs.

If Kavosch and his acolyte were not in area 8, they are on the upper level of the temple (see area 10, below). If so, they will hear the party enter unless the heroes are all being exceptionally stealthy, in which case the DM



## Shadows Under Thessalaine



should roll Listen checks for the hobgoblins, opposed to the heroes' Move Silently rolls.

If the clerics detect the party, they will begin attacking from above, launching spells and crossbow bolts from behind the half-wall. The combination of the wall and their elevation above the party grants them one-half cover (+4 to AC, +2 to Reflex saves); in addition, being in his deity's shrine grants Kavosch an additional +2 to all saving throws. The party will likely have to proceed to area 10 (being attacked the entire way) to combat the hobgoblins; if the party begins throwing too many spells or arrows, the hobgoblins will simply duck beneath the wall. If defeated, Kavosch will behave as described in area 8.

### 10. Temple Chamber Two

DM's note: The characters may well be involved in combat when they first enter this area; if so, the combat should be concluded before they are given the room description (unless someone makes a specific point of asking). The heroes, after all, have other things occupying their attention!

This gargantuan chamber is shaped not unlike a gemstone of sorts. The half-height walls protect those within from any missteps that might send them tumbling to the floor of the other chamber, some fifteen feet below. More of the fire-topped pillars adorn the room, illuminating what can only be a temple of some sort.

At the center of the east wall stands a statue, ten feet in height. It appears to be a hobgoblin, but a hobgoblin unlike any other. Powerful features, gleaming eyes—this must be a hobgoblin god! There is a wide stone slab laid before the statue, on which stands a silver chalice; clearly, this is an altar to the deity.

As below, the walls are carved with depictions of fire.

Any character who closely examines the statue must succeed in a Search check (DC 10) to notice a tiny inscription across the very base of the idol. If any of the characters read goblin, or have magical means of translation, they learn that it says the following:

"Ahzrulet the Mighty, Drinker of Blood, Reaper of Souls, Breather of the Searing Wind, We Bequeath Thee..."

If the DM chooses, she may substitute a hobgoblin god more appropriate to her campaign world, but it is important that the "Searing Wind" reference remain in the inscription, as it is a clue to what is really happening in Thessalaine.

The silver chalice on the altar is worth 300 gp, and the rubies that form the statue's eyes, if pried loose, are worth 400 gp apiece. Any character who desecrates the statue in such a fashion, however, must make a Will save (DC 17) or be stricken with a *bestow curse* spell that reduces her Intelligence by 6. This effect lasts until removed in any of the standard ways.

## Uzthril: Level 3

### 11. Entrance Chamber

Unlike the previous landing, the spiral stair does not emerge in the center of this room; rather, you find yourself standing against the northernmost wall as you step off the iron stairs onto the stone floor. The room is perfectly bare, save for the stairs and a heavy door—also made of iron—that stands in the southern wall. A face is carved into the iron; it appears hobgoblin by its features, though the image is exaggerated and difficult to interpret.

As soon as the party approaches within 10 feet of the door, the face appears to speak (this is actually the result of a *magic mouth spell*). The voice speaks Goblin, so only characters who know that language or have magical means of translating will understand it. Only if someone in the party can interpret it should the DM read the following:

"Ignore me, and I live. Name me, and I am destroyed."

The hobgoblins, who all know the answer, use this as a last line of defense to ensure that intruders do not invade their lair unannounced. (Should Kavosch or any other hobgoblin prisoner be with the party, the heroes might question them as to the answer of the riddle. Even knowing the consequences, the prisoner

Mount Errewon



## Shadows Under Thessalaine



will lie, telling them that the answer is “hatred.”) The real answer, of course, is “silence.” If anyone speaks the answer—in Goblin, not in Common—the magical trap on the door is deactivated. Otherwise, the party will trigger the trap when they attempt to open the door (unless it has been found and disarmed by a Rogue in the normal fashion).

### Encounter Level 4

- *Fireball* trap

When triggered, the magic of the trap causes a *Fireball* to explode in the center of the room (damage 5d6); characters can attempt a Reflex save (DC 17) for half damage. The trap can be detected only by a rogue who succeeds in a Search check (DC 25); disarming it requires a Disable Device check against the same difficulty.

In addition, an alarm bell rings when the trap is triggered. If this happens, the inhabitants of areas 17, 18, and 19 will not be found in their rooms, but will instead wait in the hall at area 13 to ambush the party. (Note that even if the party avoids this alarm, the hobgoblins still know there are intruders in the complex, thanks to the alarm sounded by the drow; they simply will not be aware that the party has made it as far as this level.)

### Why A Riddle?

Some players (and indeed some DMs) may wonder why Aicheroc uses a riddle here. After all, wouldn't it be safer simply to tell all the other hobgoblins the password? That way, intruders couldn't possibly figure out the right answer.

The reason for the riddle is that Aicheroc's family is occasionally visited by representatives of other families of the Searing Wind tribe. The sorcerer wanted to make sure that none of these visiting hobgoblins were caught in the fireball trap. The riddle is a favorite one in hobgoblin culture; there is little chance that a visiting member of the Searing Wind would not know it.

If the DM wants to let his players in on this knowledge—after the fact, of course—he may include this information in Aicheroc's journal in area 16.

## 12. Ready Room

The hallway splits here, opening into two separate chambers, one to the left, one to the right. Each is rectangular, perhaps twenty feet from north to south. To your right, weapons of steel and heavy suits of armor hang from racks—precisely the sort of accouterments to be expected from a band of hobgoblins.

To the left, however, the equipment becomes far stranger. Robes of red, white, and purple hang from the walls here. Against the south wall stands a large trough filled with water. The air in the room smells very slightly of alcohol and alchemical substances.

Any Alchemy, Craft (leatherworking), or Profession (herbalist) against DC 10 reveals that the water has had a preservative added to it. (Alternatively, if the characters have already investigated area 8, they need make no roll, as the scents are identical.)

If the characters investigate the vat, they find what at first appear to be a large number of dead squid. Upon closer examination, however, they realize that these are, in fact, masks! Tentacles have been removed and rearranged, and the dead sea creatures have been expertly crafted and preserved; they are now near-perfect replicas of mind flayer heads!

The party has discovered the secret of the “Illithid”—they aren't mind flayers at all, but hobgoblins!

The thought of fighting “mere” hobgoblins when they were expecting mind flayers may inspire a certain degree of overconfidence in the characters (and even the players). The DM is encouraged to play this up;





## Mount Errewon

their arrogance will be shattered soon enough.

### 13. Intersection

If the heroes managed to avoid triggering the alarm in area 11, skip to the second boxed text and ignore the combat scenario described below. If the trap was triggered, proceed with the first boxed text.

You see a door ahead of you, at the end of the hall, as well as what appears to be a side passage running right and left. Even as you approach, however, shapes suddenly lunge at you from both sides!

#### Encounter Level 5

- Daenech (hp 22)
- Nimowiche (hp 12)
- Vuzhog (hp 26)

The hobgoblins will attempt to attack with surprise. Daenech attacks from the west, the others from the east. Not only have they got their victim flanked, but it is very difficult for any of the characters still in the north-south passage to reach them. (Nimowiche will take full advantage of his flanking position to use his sneak attack.)

If the DM requires a tougher battle, he may simply increase some or all of the character class levels.

Except for Skull-splitter (Daenech's *longsword* +1) and Nimowiche's *gloves of dexterity* +2, the three hobgoblins keep their possessions in their quarters.

Once the battle is concluded (or if there is no battle to be fought), proceed with the following text:

The passageway here runs east and west. A ponderous wooden door leads south; there is a thick bar laid across it, as though preventing something on the other side from escaping.

This door is not trapped, and requires no roll to open (it is sealed only with the bar). The other doors in the hallway all look similar to this one, but without the bar.

Every minute the heroes spend in this hall, roll a Listen check for the inhabitants of areas 16, 17, and 18 (DC 20 unless the heroes are all Moving Silently). Should one of the hobgoblins hear the party, he will

sound the alarm (each room is equipped with an alarm bell). Two rounds later, all three hobgoblins will emerge and attack the party from both sides (as described above).

### 14. Prisoner's Cell

The room at the end of this hall is blocked by a gate of iron bars, which does nothing to hide the deplorable conditions of the room behind. Though large, the room is crammed with filthy prisoners, all of whom stare with wide, frightened eyes. The reek of unwashed flesh is overwhelming.

There are nearly a dozen prisoners here (all have NPC classes and are non-combatants; mostly low-level commoners and experts). Some will be charmed, and sent to the upper levels to serve the Masters; others will be slain, to maintain the deception that the "mind flayers" are consuming the brains of some of their servants. The party can free them, but the prisoners—all weak and malnourished—have nowhere to go. Wise heroes will instruct them to wait here until they have dealt with the hobgoblins, and will then accompany the prisoners back home.

The prisoners cannot confirm that the "Illithid" are actually hobgoblins; Aicheroc and his fellows never approach the captives except in disguise. As far as the prisoners know, their captors really are mind flayers.

### 15. Council Chamber

If any non-hobgoblin approaches within 15 feet of this door, another *magic mouth* appears and asks "Whom do you serve?" in Goblin. The answer is "Aicheroc," but there is little chance that the party knows this. If the party cannot answer the question immediately, an alarm gong begins to sound, and the inhabitants of rooms 17, 18, and 19 leave their chambers and attack the party (unless they've already been slain, of course). Daenech arrives in one round, the others in two. Run the combat as described above, save that the party will probably not be flanked. The inhabitants of area 15 will prepare for combat, but they will not emerge, confident that their fellows can take care of the problem.

Once that combat is resolved—or if the party has already dealt with these hobgoblins earlier—they may proceed through the door, which is neither locked nor trapped (save for the *magic mouth*, of course).





The rectangular chamber boasts a long table, though no chairs stand around it. Various parchments and maps lay scattered about, as though the table was abandoned in the midst of a planning session.

There is little time to examine it, however. Standing beside the table, sword in hand, is another hobgoblin—and across the room, near the northwest corner, stands a mind flayer, mystic staff in hand. It glares at you with dull, glassy eyes.

### Encounter Level 7

- Aicheroc (hp 33)
- Locheklah (hp 39)

Players may roll an Intelligence check (DC 15) to recognize the staff as the same one used by the “mind flayer” to teleport out of the drow outpost. By now the players probably know enough to realize that this is not a real Illithid; but those who assume that all hobgoblins are fighter types may be surprised when the “mind flayer” starts throwing spells. Aicheroc will already have cast *shield* the instant he heard the alarm; he will begin combat by trying to *charm* one of the party into defending him from the others (and remember to take into account his Spell Focus in the Enchantment school). If this doesn't work, however, Aicheroc has no compunctions about moving to more offensive spells. Locheklah will fight to prevent the characters from getting near her chieftain, sacrificing her life if need be.

If Locheklah is killed or Aicheroc himself is reduced to 10 hit points, he will attempt to flee through the door in the wall beside him. If he makes it through, he will latch the door. This will not stop a determined party, but it will grant him a moment to concentrate on his *staff of passage* and teleport to safety, many miles away. If he cannot reach the door, he will still attempt to teleport, despite the risk of an attack of opportunity.

The maps on the table represent Thessalaine; Madradur is circled.

Locheklah wears +3 *chainmail*, and carries a *potion of bull's strength* in her backpack. She has 400 gp on her.

If he is slain before he flees, Aicheroc has the *staff of passage* (which, because he uses it regularly, has only 11 charges left), his +6 *bracers of armor*, a *ring of evasion*, and a *wand of dispel magic* (which he will certainly use in combat if necessary). The rest of his belongings can be found in area 16.

## 16. Aicheroc's Quarters

Two simple sleeping pallets, a heavy wardrobe, a small chest, and a writing desk make this room look less like the quarters of a hobgoblin chieftain and more like the abode of some simple merchant or scribe. It seems mundane—almost relaxing.

Aicheroc and Locheklah made their home in this chamber. The sleeping pallets are normal, and there is nothing to be found in the wardrobe save a number of outfits in the latest hobgoblin styles. The chest contains the remainder of the chieftain's treasure:

- 11,000 gp in various coins
- a single, flawless emerald worth 8,000 gp
- a small flask with a mint flavor so strong that it nearly fills the room when uncapped; this is a potion of *cure serious wounds*
- a similar flask which, when uncorked, gives off the faint scent of yeast; this is a potion of *enlarge*.

On the writing desk, the heroes can find Aicheroc's journal (he was chronicling the “triumphant return of his clan's former glory”). If any of the party can read Goblin, or if they have any magical means of translation, the journal provides them with all the details of Aicheroc's plan (though the party will likely have pieced most of this together already, if they've been paying attention). The DM should paraphrase the following information:

- Aicheroc is both chieftain and sorcerer for a surviving family of the Searing Wind tribe.
- He has been determined since his youth that he would one day lead the tribe to retake their lands. Unfortunately, the Searing Wind never really recovered from their defeat at the hands of Duke Arthyr the Strong. They did not have the strength to take on Duke Ellgrym on their own, nor did they have the resources to hire mercenaries.
- It was Aicheroc himself who came up with the plan to take command of the local drow, orc, and grimlock communities by using his own Enchantment spells to masquerade as a mind flayer. Using a tribe of goblins as dupes, the Searing Wind poisoned the coastline so they might harvest the dead squid and octopi for the construction of mind flayer masks.
- The drow raids on Madradur were to continue for many months. This served multiple purposes in Aicheroc's greater plan. First, by operating in small groups, it allowed the raiders to whittle away at Madradur's forces without having to confront their entire army at once. Second, it damaged the city economically, which would eventually have made it





## Mount Errewon

difficult for them to hire more soldiers (or even pay the ones they had). The goods and gold stolen in the raids were to be used to hire more mercenaries (both human and otherwise), for an eventual takeover of Madradur. This plan was still months, if not years, from fruition. Most of the stolen goods from Madradur have already been sent to other Searing Wind families, so that they may begin seeking out mercenaries.

- The journal makes mention of “the traitor” in Duke Ellgrym’s court. Whether or not it specifically names Nolrun, however, is up to the DM.
- In addition, the journal may or may not make mention of other schemes the Searing Wind has going at the time. The DM may use this as a jumping-off point for further adventures.

The players may choose to take the journal and some of the masks with them as proof that there were no “real” mind flayers involved; this will be useful in proving to the drow and the orcs that they’ve been duped, should the DM choose to continue the raids (after all, not all the drow, orcs, and grimlocks were in the outpost when the heroes were there, so they have not all been slain).

### 17. Daenech’s Quarters

DM’s note: The following boxed description also applies to areas 18 and 19.

The door is locked, requiring an Open Locks (DC 15) to open. Anyone inside will be alerted by the sounds of the lock being picked, and cannot be surprised without the use of magic.

This room, rectangular in shape, appears to be a sleeping chamber. A bed and a chest occupy the far wall; the floor is carpeted with the skin of some animal, possibly a bear. A rope hangs in the center of the room.

The rope is a bell-pull, which sounds an alarm.

If Daenech has not already been slain in area 13, he will be here. He will just have pulled the alarm bell when the heroes enter. He fights alone for one round. Nimowiche arrives in the second round of combat, and Vuzhog in the third. They will attempt to strike the party from behind when they arrive.

The chest contains clothes, and Daenech’s wealth: 450 gp. He also has his *longsword* +1 (called Skull-splitter) on him at all times.

### 18. Nimowiche’s Quarters

DM’s note. The door is locked, as with area 17. Use the boxed text description from that area as well.





If Nimowiche has not been slain in area 13, she will be here. Having already sounded the alarm, she attempts to Hide beside the door as the characters enter, so she might sneak attack them. Vuzhog arrives on the second round of combat, and Daenech on the third.

The chest contains clothes and Nimowiche's wealth: 300 gp, and a small ivory statuette of a cat worth 200 gp. She also has her *gloves of dexterity* +2 on her at all times.

### Area 19. Vuzhog's Quarters

DM's note: Again, the door is locked as area 17, and the boxed description is the same.

Vuzhog simply pulls the alarm as the heroes are picking the lock on (or breaking down) his door, and then attacks head-on. Nimowiche arrives in the second round of combat, and Daenech on the third.

The chest contains Vuzhog's clothes and his riches: 200 gp.

## Ending the Adventure

Although the main threat has been eliminated, the heroes still have to get the prisoners back to Madradur. This can lead to all sorts of interesting side adventures (protecting a dozen noncombatants during battle is not as easy as it sounds), if the DM chooses. Once back, they party can claim any additional reward due them. They will find their reputation spreads quickly through Madradur, and Duke Ellgrym even makes a public proclamation about their heroism. This is all very nice, of course—but heroes are constantly called on to be heroic, and surely there will be other threats to Thessalaine in the future...

## Further Adventures

Many of the events in **Shadows Under Thessalaine** can serve as a springboard for further adventures if the DM wishes. Some of the possibilities, but certainly not all of them, are described below.

- If Aicheroc escaped, he can become a very effective recurring villain. He's extremely intelligent, just as powerful as the PCs and he certainly holds a grudge. Even if he was slain, there are other families of the Searing Wind tribe out there, and they are not going to be pleased that their plans were thwarted.
- The drow and orc raids may continue, until the PCs can convince them that they were duped. Perhaps they might even continue beyond that point, since they've certainly proven profitable up to now.
- Because of those drow raids—or for any other reason the DM wishes—the party might eventually find their way to Morag Tovan (though this should certainly wait until the heroes are of a much higher level).
- The party may have to do some investigation to learn that Nolrun is the traitor mentioned in Aicheroc's journals. Of course, it's not entirely his fault; he labors under the influence of powerful charm spells. Still, he's a danger as long as he remains undiscovered.
- A band of real Illithid might hear of what has been happening here and come to investigate; again, this should probably not occur until the party has gained a few more levels.
- Perhaps the Sahuagin do not keep their word to depart after all, but return some months later with reinforcements. Even though the humans were not the ones poisoning them, they may decide to destroy Harwynn's Shoal anyway, just to be "on the safe side."

The DM may, of course, use Thessalaine as the basis for any other stories she may come up with; indeed, entire campaigns can be set in this distant province. The party truly are heroes now; but it's a title they're going to have to keep earning over and over...



# Appendix

**Note:** For reasons of space, the NPCs of Madradur and Harwynn's Shoal have been excluded from this chapter. This should not greatly impact the story, as none of these NPCs are intended to engage in combat. Should the DM decide otherwise, she is encouraged to grant these characters whatever classes, statistics, and abilities she feels are most appropriate.

Any adjustments to an NPC's combat modifiers—such as bonuses for magic weapons and feats—have already been taken into account in the following stat blocks.

## NPCs

### Acolyte

Hobgoblin Cleric (Level 2); CR 2; Medium-size humanoid; hp 17; Initiative +2 (dex); Spd 30 ft.; AC 18 (+2 Dex, +5 breastplate, +1 buckler); Atk morningstar +3 melee (1d8+2); or light crossbow +3 ranged (1d8); Face/Reach 5 ft. by 5 ft./5 ft.; SA spells; SQ Darkvision 60 ft., spells; SV Fort +5, Ref +2, Will +6; Abilities Str 15, Dex 14, Con 15, Int 11, Wis 16, Cha 14

Skills Concentration +6, Heal +4, Knowledge (arcana) +1, Knowledge (religion) +3, Scry +2, Spellcraft +4; Languages Goblin, Common; Feats Extra Turning, Still Spell

Treasure 1 *divine scroll with magic fang*, *magic weapon*, and *bull's strength* and 100 gp.

#### Special Qualities

Domains The acolyte has access to the Destruction and War Domains.

Spells The acolyte normally has the following spells prepared (but may swap out any prepared spell for an inflict wounds spell of the same level)

0 level (DC 13) *Create Water*, *Detect Magic*, *Infllict Minor Wounds*, *Light*

1st level (DC 14) *Cure Light Wounds*, *Doom*, *Infllict Light Wounds\**, *Protection From Good*

### Aicheroc

Hobgoblin Sorcerer (Level 6); CR 6; Medium-size humanoid; hp 33; Initiative +6 (+2 Dex, +4 Improved

Initiative); Spd 30 ft.; AC 18 or 25 (Dex +2, Bracers +6 [Shield Spell +7]); Atk halfspear +3 melee (1d6); or light crossbow +5 ranged (1d8); Face/Reach 5 ft. by 5 ft./5 ft.; SA spells; SQ Darkvision 60 ft., evasion, spells; SV Fort +4, Ref +4, Will +9; Abilities Str 10, Dex 15, Con 14, Int 16, Wis 14, Cha 18

Skills Alchemy +12, Concentration +10, Knowledge (arcana) +11, Knowledge (history) +7, Listen +4, Search +6, Spellcraft +10, Spot +4; Languages Goblin, Common, Drow, Undercommon; Feats Brew Potion, Improved Initiative, Iron Will, Spell Focus Enchantment

Treasure *staff of passage* (only 11 charges left), *bracers of armor* +6, *a ring of evasion*, *a wand of dispel magic*, and see Area 16 of Uzthril.

#### Special Attacks and Special Qualities

Evasion, as per a Rogue; this is due to his ring of evasion.

Spells Aicheroc knows the following spells; remember that the DC to save against any Enchantment spell cast by Aicheroc is at +2.

0 level (DC 14) *Daze*, *Detect Magic*, *Detect Poison*, *Ghost Sound*, *Light*, *Mage Hand*, *Prestidigitation*

1st level (DC 15) *Charm Person*, *Magic Missile*, *Shield*, *Sleep*

2nd level (DC 16) *Magic Mouth*, *Tasha's Hideous Laughter*

3rd level (DC 17) *Fireball*

### Daenech

Hobgoblin Fighter (Level 2); CR 2; Medium-size humanoid; hp 22; Initiative +1 (Dex); Spd 20 ft. (scale mail), base 30 ft.; AC 17 (+1 Dex, +4 scale mail, +2 large steel shield); Atk longsword +7 melee (1d8+4); Face/Reach 5 ft. by 5 ft./5 ft.; SQ Darkvision 60 ft.; SV Fort +6, Ref +1, Will +1; Abilities Str 17, Dex 13, Con 16, Int 14, Wis 12, Cha 12

Skills Climb +2, Handle Animal +4, Intimidate +2, Jump +2, Listen +3, Ride +3, Spot +3; Languages Goblin, Common, Dwarf, Orc; Feats Dodge, Power Attack, Sunder, Weapon Focus Longsword

Treasure *Skull-splitter* (longsword +1) and see Area 17 of Uzthril.



## Shadows Under Thessalaine



### Jaz'n pahr Kir

Drow Barbarian (Level 3); CR 3; Medium-size humanoid; hp 36 (40 when raged); Initiative +3 (dex); Spd 30 ft.; AC 15 (+3 Dex, +2 leather); Atk battle axe (+5 or +7 when raged) (1d8+5 or +7 when raged); Face/Reach 5 ft. by 5 ft./5 ft.; SQ Drow traits; SV Fort +9, Ref +4, Will +1; Abilities Str 15 (19 when raged), Dex 17, Con 14 (18 when raged), Int 11, Wis 10, Cha 8

Skills Climb +3, Handle Animal +0, Hide +1, Intimidate +4, Intuit Direction +1, Jump +3, Knowledge (nature) +1, Listen +9, Literacy +1, Profession (cook) +3, Search +3, Spot +7; Languages

Drow, Common; Feats Alertness, Great Fortitude

Treasure see Area 5 of The Drow Outpost.

### Kavosch

Hobgoblin Cleric (Level 4); CR 4; Medium-size humanoid; hp 31; Initiative +1 (dex); Spd 20 ft. (banded mail), base 30 ft.; AC 19 (+1 Dex, +6 banded mail, +2 large steel shield); Atk morningstar +5 melee (1d8+2); or light crossbow +4 ranged (1d8); Face/Reach 5 ft. by 5 ft./5 ft.; SA spells; SQ Darkvision 60 ft., spells; SV Fort +6, Ref +2, Will +9; Abilities Str 14, Dex 12, Con 14, Int 14, Wis 17, Cha 13

Skills Concentration +8, Diplomacy +5, Heal +8, Knowledge (arcana) +6, Knowledge (religion) +9, Search +5, Spellcraft +8; Languages Goblin, Common, Draconic, Gnome; Feats Heighten Spell, Iron Will, Spell Penetration

Treasure 1 *divine scroll with command, silence, and dispel magic*, and 300 gp.

Special Qualities

Domains Kavosch has access to the Destruction and War Domains.

Spells Kavosch normally has the following spells prepared (but may swap out any prepared spell for an inflict wounds spell of the same level)

0 level (DC 13) *Create Water, Detect Magic, Guidance, Inflict Minor Wounds, Resistance*

1st level (DC 14) *Bane, Cure Light Wounds, Divine Favor, Magic Weapon\*, Protection From Good*

2nd level (DC 15) *Darkness, Enthrall, Hold Person, Spiritual Weapon\**





## Appendix

### Keshkrath

Sahuagin Ranger (Level 3); CR 3; Medium-size humanoid; hp 43; Initiative +4 (dex); Spd 30 ft., swim 60 ft.; AC 19 (+4 Dex, +5 natural); Atk trident +8 melee (1d8+4), 2 rakes +6 melee (1d4+3) (or 2 rakes +8 melee (1d4+1), 2 claws +6 melee (1d2+1)), bite +6 melee (1d4+1); or heavy crossbow +8 ranged (1d10); Face/Reach 5 ft. by 5 ft./5 ft.; SA Blood frenzy; SQ Speak with sharks, underwater sense, light blindness, amphibious, freshwater sensitivity; SV Fort +7, Ref +5, Will +2; Abilities Str 17, Dex 18, Con 15, Int 14, Wis 13, Cha 9

Skills Animal Empathy +6, Handle Animal +1, Heal +4, Hide +14\*, Intuit Direction +4, Knowledge (nature) +6, Listen +13\*, Move Silently +8, Profession (hunt) +6, Spot +13\*, Wilderness Lore +6\*; Languages Sahuagin, Aquan, Common; Feats Dodge, Mobility, Power Attack, Track

Treasure *Urchin* (trident +1), and see Area 15 of The Sea Devils' Lair.

### Locheklah

Hobgoblin Fighter (Level 4); CR 4; Medium-size humanoid; hp 39; Initiative +2 (Dex); Spd 20 ft. (chainmail), base 30 ft.; AC 20 (+2 Dex, +8 magic chainmail); Attacks greatsword +10 melee (2d6+9); Face/Reach 5 ft. by 5 ft./5 ft.; SQ Darkvision 60 ft.; SV Fort +8, Ref +3, Will +1; Abilities Str 20, Dex 14, Con 15, Int 13, Wis 11, Cha 9

Skills Climb +7, Intimidate +2, Jump +8, Listen +1, Ride +5, Use Rope +4; Languages Goblin, Common, Drow; Feats Combat Reflexes, Great Fortitude, Power Attack, Cleave, Weapon Focus Greatsword, Weapon Specialization Greatsword

Treasure *Chainmail* +3, *potion of Bull's Strength*, and 400 gp.

### Mirizt de'Irdne

Drow Cleric (Level 5); CR 5; Medium-size humanoid; hp 42; Initiative +2 (dex); Spd 30 ft.; AC 17 (+2 Dex, chainmail +5); Atk light mace +3 melee (1d6); or hand crossbow +5 ranged (1d4+posion); Face/Reach 5 ft. by 5 ft./5 ft.; Special Atk poisoned bolts, spells; SQ Drow traits, miss chance 20%, spells; SV Fort +7, Ref +3, Will +8; Abilities Str 11, Dex 14, Con 12, Int 14, Wis 18, Cha 13

Skills Concentration +7, Diplomacy +3, Heal +7, Hide -2, Knowledge (arcana) +6, Knowledge (religion) +10, Listen +10, Search +5, Spellcraft +7, Spot

+9; Languages Drow, Common, Goblin; Feats Combat Casting, Empower Spell

Treasure 2 *potions of cure moderate wounds*, a *minor cloak of displacement*, and see Area 5 of Uzthril.

Special Attacks and Special Qualities

20% miss chance due to cloak of displacement.

Domains Mirizt has access to the Chaos and Destruction Domains.

Spells Mirizt normally has the following spells prepared (but may swap out any prepared spell for an inflict wounds spell of the same level)

0 level (DC 14) *Detect Magic*, *Detect Poison*, *Mending*, *Purify Food and Drink*, *Read Magic*

1st level (DC 15) *Command*, *Comprehend Languages*, *Cure Light Wounds*, *Protection From Good*, *Protection From Law*\*

2nd level (DC 16) *Resist Elements*, *Silence*, *Shatter*\*, *Sound Burst*

3rd level (DC 17) *Blindness/Deafness*, *Contagion*\*, *Searing Light*

### Nimowiche

Hobgoblin Rogue (Level 2); CR 2; Medium-size humanoid; hp 12; Initiative +8 (+4 Dex, +4 Improved Initiative); Spd 30 ft.; AC 17 (+4 Dex, +3 masterwork studded leather); Atk rapier +5 (+6) melee (1d6+1), or light crossbow +5 (+6) ranged (1d8); Face/Reach 5 ft. by 5 ft./5 ft.; SA Sneak attack; SQ Darkvision 60 ft.; SV Fort +1, Ref +7 (+8), Will +0; Abilities Str 13, Dex 18 (20)\*, Con 13, Int 16, Wis 10, Cha 11

Skills Appraise +6, Balance +7 (+8), Climb +6, Disable Device +7, Escape Artist +7 (+8), Hide +9 (+10), Jump +4, Listen +5, Move Silently +9 (+10), Open Lock +9 (+10), Pickpocket +7 (+8), Search +7, Spot +5, Tumble +9 (+10), Use Magic Device +2; Languages Goblin, Common, Gnome, Orc, Undercommon; Feats Improved Initiative, Weapon Finesse Rapier

Treasure \**Gloves of Dexterity* +2, and see Area 18 of Uzthril.

### Orruz

Drow Fighter (Level 4); CR 4; Medium-size humanoid; hp 48; Initiative +5 (dex); Spd 30 ft.; AC 21 (+5 Dex, +3 masterwork studded leather, +3 shield); Atk rapier +12 melee (1d6+9); or hand crossbow +9 ranged (1d4+posion); Face/Reach 5 ft. by 5 ft./5 ft.; SA poisoned bolts; SQ Drow traits; SV Fort



## Shadows Under Thessalaine



+8, Ref +6, Will +2; Abilities Str 16, Dex 20, Con 15, Int 15, Wis 12, Cha 10

Skills Climb +6, Hide +7, Intuit Direction +1, Knowledge (tactics) +4, Listen +8, Search +9, Spot +7; Languages Drow, Common, Elven, Orc; Feats Dodge, Power Attack, Weapon Finesse Rapier, Weapon Focus Rapier, Weapon Specialization Rapier

Treasure *Denoztht Ferrehn (rapier +2), large wooden shield +1*, and see Area 16 of The Drow Outpost.

### Rathsha

Drow Cleric (Level 3); CR 3; Medium-size humanoid; hp 29; Initiative +2 (dex); Spd 30 ft.; AC 20 (+2 Dex, chainmail +5, buckler +3); Atk light mace +3 melee (1d6+1); or hand crossbow +4 ranged (1d4+posion); Face/Reach 5 ft. by 5 ft./5 ft.; SA poisoned bolts, spells; SQ Drow traits, spells; SV Fort +6, Ref +3, Will +6; Abilities Str 10, Dex 15, Con 12, Int 13, Wis 17, Cha 15

Skills Concentration +5, Diplomacy +2, Heal +4, Hide -2, Knowledge (arcana) +3, Knowledge (religion) +4, Listen +9, Search +4, Spellcraft +4, Spot +8; Languages Drow, Common, Goblin; Feats Combat Casting, Silent Spell

Treasure *Cloudbreaker (shocking burst light mace +1), buckler +2*, and see Area 10 of The Drow Outpost.

Special Attacks and Special Qualities

Domains Rathsha has access to the Chaos and Destruction Domains.

Spells Rathsha normally has the following spells prepared (but may swap out any prepared spell for an inflict wounds spell of the same level)

0 level (DC 13) *Create Water, Detect Magic, Detect Poison, Virtue*

1st level (DC 14) *Cause Fear, Cure Light Wounds, Inflict Light Wounds\*, Random Action*

2nd level (DC 15) *Shatter\*, Sound Burst, Spiritual Weapon*

### Sangush

Orc Barbarian (Level 3); CR 3; Medium-size humanoid; hp 38 (44 when raged); Initiative 0; Spd 30 ft. (Breastplate), base 40 ft.; AC 15 (+5 breastplate); Atk great axe +9 (+11 raged) melee (1d12+7 or +10 raged); Face/Reach 5 ft. by 5 ft./5 ft.; SQ Darkvision 60 ft., light sensitivity; SV Fort +6, Ref +1, Will +2; Abilities Str 21, Dex 11, Con 16, Int 12, Wis 12, Cha 7

Skills Climb +6, Craft (carpentry) +3, Handle Animal +0, Intimidate +4, Intuit Direction +4, Jump +7, Lis-

ten +4, Ride +2, Spot +3, Wilderness Lore +4; Languages Orc, Common; Feats Power Attack, Improved Bull Rush, Weapon Focus Great Axe

Treasure See Area 17 of The Drow Outpost.

### Vuzhog

Hobgoblin Fighter (Level 2); CR 2; Medium-size humanoid; hp 26; Initiative +2 (Dex); Spd 20 ft. (scale mail), base 30 ft.; AC 16 (+2 Dex, +4 scale mail); Atk great club +7 melee (1d10+6); Face/Reach 5 ft. by 5 ft./5 ft.; SQ Darkvision 60 ft.; SV Fort +8, Ref +2, Will -1; Abilities Str 18, Dex 14, Con 20, Int 7, Wis 9, Cha 8

Skills Climb +2, Jump +3; Languages Goblin, Common; Feats Power Attack, Cleave, Improved Bull Rush, Weapon Focus Great club

Treasure See Area 19 of Uzthril.

## Monsters

### Basilisk

CR 5; Medium-size Magical Beast; HD 6d10+12; hp 45; Init -1 (Dex); Spd 20 ft.; AC 16 (-1 Dex, +7 natural); Atk bite +8 melee (1d8+3); Face/Reach 5 ft. by 5 ft./5 ft.; SA Petrifying gaze; AL N; SV Fort +9, Ref +4, Will +3; Abilities Str 15, Dex 8, Con 15, Int 2, Wis 12, Cha 10;

Skills Hide +0\*, Listen +7, Spot +7; Feats Alertness, Great Fortitude

Petrifying Gaze (Su) Turn to stone permanently, range 30 feet; Fortitude negates (DC 13).

Skills \*The basilisk's dull coloration and its ability to remain motionless for long periods of time grant it a +4 racial bonus to Hide checks in natural settings.

### Displacer Beast

CR 4; Large Magical Beast; HD 6d10+18; hp 51; Init +2 (Dex); Spd 40 ft.; AC 16 (-1 size, +2 Dex, +5 natural); Atk 2 tentacles +9 melee (1d6+4), bite +4 melee (1d8+2); Face/Reach 5 ft. by 10 ft./5 ft. (15 ft. with tentacles); SA none; SQ Displacement, resistance to ranged attacks; AL N; SV Fort +8, Ref +7, Will +3; Abilities Str 18, Dex 15, Con 16, Int 5, Wis 12, Cha 8.

Skills Hide +12, Listen +3, Move Silently +7, Spot +6; Feats Alertness, Dodge.



## Appendix

**Displacement (Su)** A light-bending glamer continually surrounds a displacement beast making it difficult to surmise the creature's location. Any melee or ranged attack directed at it has a 50% miss chance unless the attacker can locate the beast by some means other than sight. A *true seeing* effect allows the user to see the beast's position, but *see invisibility* has no effect.

**Resistance to Ranged Attacks (Su)** A displacer beast gains a +2 resistance bonus to saves against any ranged spell or ranged magical attack that specifically targets it (except for ranged touch attacks).

### Drow (typical)

CR 1; Medium-size Humanoid; HD 1d8-1; hp 3; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 Dex, +3 studded leather, +1 small shield); Atk longsword +1 melee (1d8), or hand crossbow +2 ranged (1d4); Face/Reach 5 ft. by 5 ft./5 ft.; SA poisoned bolts; SQ Drow traits; AL CE; SV Fort 1, Ref 1, Will 2; Abilities Str 10, Dex 13, Con 8, Int 13, Wis 11, Cha 9 (male) or 13 (female)

Skills Hide +1, Listen +3, Search +3, Spot +2

Poisoned bolts Unconscious for 1 minute initial, unconscious 2d4 hours secondary; Fortitude negates (DC 17)

Spell Resistance 11 + class level.

+2 racial bonus to Will saves against spells and spell-like abilities.

Spell-like Abilities 1/day—dancing lights, darkness, and faerie fire; as spells cast by a sorcerer of the drow's character level.

Darkvision up to 120 feet.

Light Blindness (Ex) Abrupt exposure to bright light blinds drow for 1 round. In addition, they suffer a -1 circumstance penalty to all attack rolls, saves, and checks when operating in bright light.

### Ghoul

Note Although the ghouls faced in this adventure are dead sahuagin, rather than humans, their stats are identical to those of normal ghouls.

CR 1; Medium-size Undead; HD 2d12; hp 13; Init +2 (Dex); Spd 30 ft.; AC 14 (+2 Dex, +2 natural); Atk bite +3 melee (1d6+1 and paralysis), 2 claws +0 melee (1d3 and paralysis); Face/Reach 5 ft. by 5 ft./5 ft.; SA Paralysis, create spawn; SQ Undead, +2 turn resistance; AL CE; SV Fort 0, Ref 2, Will 5; Abilities Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 16

Skills Climb +6, Escape Artist +7, Hide +7, Intuit Direction +3, Jump +6, Listen +7, Move Silently +7, Search +6, Spot +7; Feats Multiattack, Weapon Finesse (bite)

Paralysis (Ex) Those hit by a ghoul's bite or claw attack must succeed at a Fortitude save (DC 14) or be paralyzed for 1d6+2 minutes. Elves are immune to this paralysis.

Create Spawn (Su) In most cases, ghouls devour those they kill. From time to time, however, the bodies of their humanoid victims lie where they fell, to rise as ghouls themselves in 1d4 days. Casting protection from evil on a body before the end of that time averts the transformation.

Undead Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

### Grimlock

CR 1; Medium-size Monstrous Humanoid; HD 2d8+2; hp 11; Init +1; Spd 30 ft.; AC 15 (+1 Dex, +4 natural); Atk battleaxe +4 melee (1d8+3); Face/Reach 5 ft. by 5 ft./5 ft.; SA Blindsight; SQ Immunities, scent; AL NE; SV Fort 1, Ref 4, Will 2; Abilities Str 15, Dex 13, Con 13, Int 10, Wis 8, Cha 6

Skills Climb +7, Hide +6\*, Listen +6, Search +5, Spot +3; Feats Alertness

Blindsight (Ex) Grimlocks can ascertain all foes within 40 feet as a sighted creature would. Beyond that range, they treat all targets as totally concealed.

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 are negated, the 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 to Hide checks when in mountains or underground

### Orc (typical)

CR 1/2; Medium-size Humanoid; HD 1d8; hp 4; Init +0; Spd 20 ft. (scale mail; base 30 ft.); AC 14 (+4



## Shadows Under Thessalaine



scale mail); Atk greataxe +3 melee (1d12+3), or javelin +1 ranged (1d6+2); Face/Reach 5 ft. by 5 ft./5 ft.; SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort 2, Ref 0, Will -1; Abilities Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8

Skills Listen +2, Spot +2; Feats Alertness

Light Sensitivity (Ex) Orcs suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

### Otyugh

CR 4; Large Aberration; HD 6d8+6; hp 33; Init +0; Spd 20 ft.; AC 17 (-1 size, +8 natural); Atk 2 tentacle rakes +3 melee (1d6), bite -2 melee (1d4); Face/Reach 5 ft. by 5 ft./10 ft. (15 ft. with tentacle); SA Improved grab, constrict 1d6, disease; SQ Scent; AL N; SV Fort 3, Ref 2, Will 6; Abilities Str 11, Dex 10, Con 13, Int 5, Wis 12, Cha 6

Skills Hide +5\*, Listen +6, Spot +9; Feats Alertness

Improved Grab (Ex) To use this ability, the otyugh must hit a Medium-size or smaller opponent with a tentacle attack. If it gets a hold, it can constrict.

Constrict (Ex) An otyugh deals automatic tentacle damage to a Medium-size or smaller opponent with a successful grapple check.

Disease (Ex) Filth fever—bite, Fortitude save (DC 12), incubation period of 1d3 days; damage 1d3 temporary Dexterity and 1d3 temporary Constitution.

### Owlbear

CR 4; Large Beast; HD 5d10+20; hp 47; Init +1 (Dex); Spd 30 ft.; AC 15 (-1 size, +1 Dex, +5 natural); Atk 2 claws +7 melee (1d6+5), bite +2 melee (1d8+2); Face/Reach 5 ft. by 10 ft./5 ft.; SA Improved grab; SQ Scent; AL CE; SV Fort +8, Ref +5, Will +2; Abilities Str 21, Dex 12, Con 19, Int 5, Wis 12, Cha 10.

Skills Listen +8, Spot +7; Feats NA.

Improved Grab (Ex) To use this ability, the owlbear must hit a Medium-size or smaller opponent with a claw attack.

Scent (Ex) The owlbear can detect approaching enemies, sniff out hidden foes, and track by sense of smell. The creature can detect opponents by sense of smell, generally within 30 feet. If the opponent is upwind, the range is 60 feet. If it is downwind, the range is 15 feet.

### Sahuagin (typical)

CR 1; Medium-size Humanoid ; HD 2d8+2; hp 11; Init +1 (Dex); Spd 30 ft., swim 60 ft.; AC 16 (+1 Dex, +5 natural); Atk trident +3 melee (1d8+2), 2 rakes +1 melee (1d4+2) (or 2 rakes +3 melee (1d4+1), 2 claws +1 melee (1d2+1)), bite +1 melee (1d4+1), or heavy crossbow +2 ranged (1d10); Face/Reach 5 ft. by 5 ft./5 ft.; SA Blood frenzy; SQ Speak with sharks, underwater sense, light blindness, amphibious, freshwater sensitivity; AL LE; SV Fort 4, Ref 1, Will 1; Abilities Str 14, Dex 13, Con 12, Int 14, Wis 13, Cha 9

Skills Animal Empathy +2, Hide +6\*, Listen +7\*, Profession (hunt) +2, Spot +7\*, Wilderness Lore +1\*; Feats Multiattack

Blood Frenzy Once per day a sahuagin that takes damage in combat can fly into a frenzy the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Constitution and +2 Strength, and suffers a -2 AC penalty. The sahuagin cannot end its frenzy voluntarily.

Speak with Sharks (Ex) Sahuagin can communicate telepathically with sharks up to 150 feet away. The communication is limited to fairly simple concepts such as “food,” “danger,” and “enemy.” Sahuagin can use Animal Empathy to befriend and train sharks.

Underwater Sense (Ex) A sahuagin can locate creatures underwater within a 30-foot radius. This ability negates the effects of invisibility and poor visibility. It is less effective against creatures without central nervous systems, such as undead, oozes, and constructs; a sahuagin can locate such creatures only within a 15-foot radius. Sahuagin are not fooled by figments when underwater.

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds sahuagin for 1 round. In addition to temporary blindness, they suffer a -1 morale penalty to all attack rolls, saves, and checks while operating in bright light.

Amphibious (Ex) Sahuagin can survive out of the water for 1 hour per 2 points of Constitution.

Freshwater Sensitivity (Ex) A sahuagin fully immersed in freshwater must succeed at a Fortitude save (DC 15) or leave the water immediately. If the sahuagin fails and cannot escape, it suffers a -4 morale penalty to all attack rolls, saves, and checks. Even on a success, it must repeat the save attempt every 10 minutes it remains immersed.





## Appendix

Skills Sahuagin receive a +4 racial bonus to Hide, Listen, and Spot checks. \*Underwater, the bonus improves to +8. They receive a +8 bonus to Wilderness Lore and Profession (hunt) checks within fifty miles of their homes.

### Shark, Medium

CR 1; Medium-size Animal; HD 3d8+3; hp 16; Init +2 (Dex); Spd Swim 60 ft.; AC 15 (+2 Dex, +3 natural); Atk bite +4 melee (1d6+1); Face/Reach 5 ft. by 5 ft./5 ft.; SQ Keen scent; AL N; SV Fort +4, Ref +5, Will +2; Abilities Str 13, Dex 15, Con 13, Int 1, Wis 2, Cha 2

Skills Listen +7, Spot +7; Feats Weapon Finesse (bite)

Keen Scent (Ex) A shark can notice creatures by sent in a 180-foot radius and detect blood in the water at range of up to a mile.

### Spider, Monstrous (huge, hunter type)

CR 4; Huge Vermin; HD 10d8+10; hp 55; Init +3 (Dex); Spd 40 ft., climb 20 ft.; AC 16 (-2 size, +3 Dex, +5 natural); Atk Bite +9 melee (2d6+6 and poison); Face/Reach 15 ft. by 15 ft./10 ft.; SA Poison, Web; SQ Vermin; AL N; SV Fort +8, Ref +6, Will +3; Abilities Str 19, Dex 17, Con 12, Int -, Wis 10, Cha 2

Skills Climb +16, Hide +2, Jump +4\*, Spot +7\*

Poison (Ex) Initial and secondary damage 1d8 points of Strength (temporary), Fortitude save negates (DC 22).

Web (Ex) Monstrous spiders often wait in their webs or in trees, then lower themselves silently on silk strands and leap onto prey passing beneath. A single strand is strong enough to support the spider and one creature of the same size.

Skills \*Monstrous spiders gain a +8 competence bonus to Hide and Move Silently checks when using their webs; a +4 racial bonus to Hide; and hunting spiders receive a +6 racial bonus to Jump checks and a +8 racial bonus to Spot checks.

### Spider, Monstrous (small, hunter type)

CR ½; Small Vermin; HD 1d8; hp 4; Init +3 (Dex); Spd 40 ft., climb 20 ft.; AC 14 (+1 size, +3 Dex,); Atk Bite +4 melee (1d4-2 and poison); Face/Reach 5 ft. by 5 ft./5 ft.; Special Atk Poison; SQ Vermin; AL N; SV Fort +2, Ref +3, Will +0; Abilities Str 7, Dex 17, Con 10, Int -, Wis 10, Cha 2

Skills Climb +10, Hide +14, Jump -2\*, Spot +7\*

As with Monstrous Spider, Huge (above), except as noted

Poison (Ex) Initial and secondary damage 1d3 points of Strength (temporary), Fortitude save negates (DC 11).

### Squid

CR 1; Medium-size Animal; HD 3d8; hp 13; Init +3 (Dex); Spd Swim 60 ft.; AC 16 (+3 Dex, +3 natural); Atk 10 arms +4 melee (0), bite -1 melee (1d6+1); Face/Reach 5 ft. by 5 ft./5 ft.; SA Improved Grab; SQ Ink cloud, Jet; AL N; SV Fort +3, Ref +6, Will +2; Abilities Str 14, Dex 17, Con 11, Int 1, Wis 12, Cha 2  
Skills Listen +7, Spot +7

Improved Grab (Ex) To use this ability, the squid must hit with its arms attack. If it gets a hold, it automatically deals bite damage each round the hold is maintained.

Ink Cloud (Ex) A squid can emit a cloud of jet-black ink to 10 feet high by 10 feet wide by 10 feet long once a minute as a free action. The cloud provides total concealment, which the squid normally uses to escape a losing fight. Creatures within the cloud suffer the effects of total darkness.

Jet (Ex) A squid can jet backwards one a round as a double move action, at a speed of 240 feet.

### Troll

CR 5; Large Giant; HD 6d8+36; hp 63; Init +2 (Dex); Spd 30 ft.; AC 18 (-1 size, +2 Dex, +7 natural); Atk 2 claws +9 melee (1d6+6), bite +4 melee (1d6+3); Face/Reach 5 ft. by 5 ft./10 ft.; SA Rend (2d6+9); SQ Regeneration 5, Scent, Darkvision 90 ft.; AL CE; SV Fort +11, Ref +4, Will +3; Abilities Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6.

Skills Listen +5, Spot +5; Feats Alertness, Iron Will.

Rend (Ex) If a troll hits with both claw attacks, it latches on to 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 grows in 3d6 minutes.

Scent (Ex) The troll can detect approaching enemies, sniff out hidden foes, and track by sense of smell. The creature can detect opponents by sense of smell, generally within 30 feet. If the opponent is upwind, the range is 60 feet. If it is downwind, the range is 15 feet.





## Wraith

CR 5; Medium-size Undead; HD 5d12; hp 32; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft., fly 60 ft. (good); AC 15 +3 Dex, +2 deflection); Atk incorporeal touch +5 melee (1d4 and 1d6 permanent Constitution drain); Face/Reach 5 ft. by 5 ft./5 ft.; SA Constitution drain, create spawn; SQ Undead, incorporeal, +2 turn resistance, unnatural aura, daylight powerlessness; AL LE; SV Fort 1, Ref 4, Wil 6; Abilities Str -, Dex 16, Con -, Int 14, Wis 14, Cha 15

Skills Hide +11, Intimidate +10, Intuit Direction +6, Listen +12, Search +10, Sense Motive +8, Spot +12; Feats Alertness, Blind-Fight, Combat Reflexes, Improved Initiative

**Constitution Drain (Su)** Living creatures hit by a wraith's incorporeal touch attack must succeed at a Fortitude save (DC 14) or suffer 1d6 points of permanent Constitution drain.

**Create Spawn (Su)** Any humanoid slain by a wraith becomes a wight in 1d4 rounds. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

**Unnatural Aura (Su)** Both wild and domesticated animals can sense the unnatural presence of a wraith at a distance of 30 feet. They will not willingly approach

nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Undead Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

**Incorporeal** Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

**Daylight Powerlessness (Ex)** Wraiths are utterly powerless in natural sunlight (not merely a daylight spell) and flee from it.

## Yellow Mold

(CR 6): If disturbed, a patch of this mold bursts forth with a cloud of poisonous spores. All within 10 feet of the mold must make a Fortitude save (DC 15) or take 1d6 points of temporary Constitution damage. Another Fortitude save (DC 15) is required 1 minute later—even by those who succeeded at the first save—to avoid taking 2d6 points of temporary Constitution damage. Fire destroys yellow mold, and sunlight renders it dormant.

# Coming soon from



## MONKEY GOD ENTERPRISES



### Ruins of Rackfall

by Jarad Fennell

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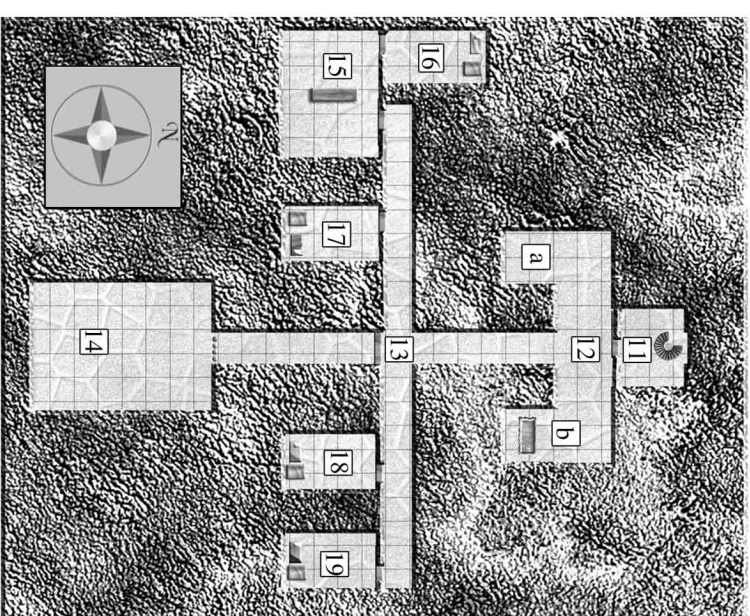
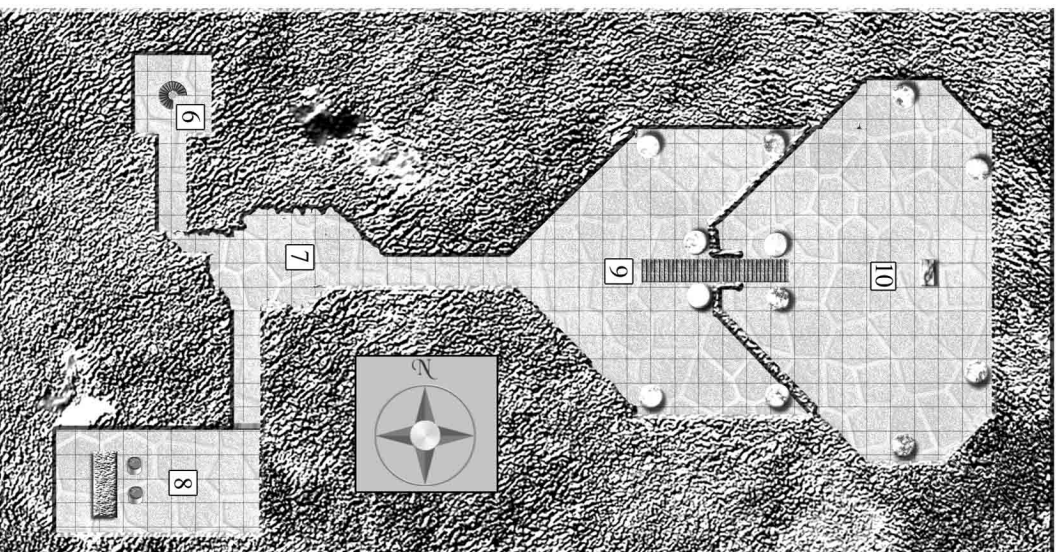
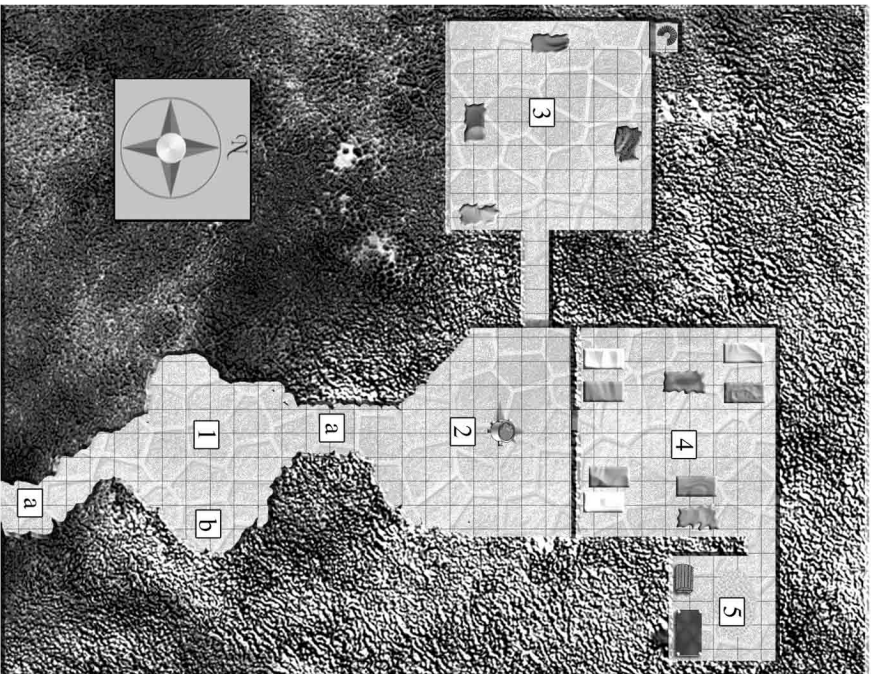
Alistene Krineweld has disappeared.

The authorities of the city of Ragmoran have arrested her husband for her murder, even though he maintains she was kidnapped. For Benesh Krineweld is both a moneylender and an elf, and for a man with as many enemies as he has, there is no justice.

Unless a group of adventurers can be found to do what no one else is willing to do—brave the ruins at the source of the Rackfall River, rescue Alistene from her kidnappers, and prove Benesh's innocence—he will be executed for a murder he did not commit.

The Ruins of Rackfall is an adventure full of action, intrigue, horror and dramatic reverses for a group of four to six seventh level adventurers.

# Uzthril (Mount Errewon)



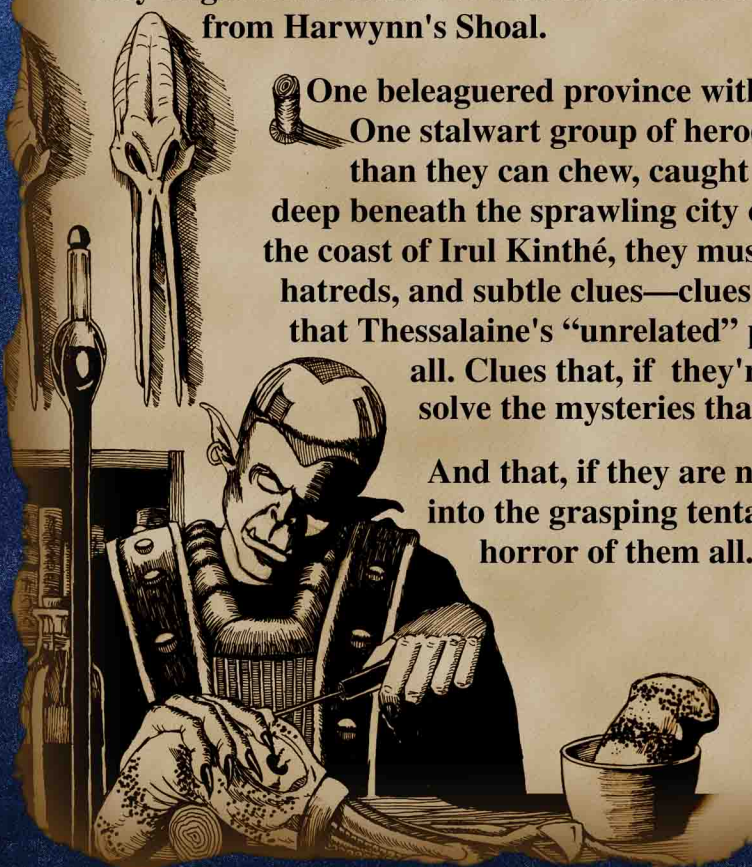
Level 1

Level 2

Level 3

# Terror from the Depths!

The duchy of Thessalaine is under siege. Fishermen and merchants set sail into the Gulf of Irul Kinthé and never return, leaving the port city of Harwynn's Shoal weeping for lost husbands and sons, and desperate for lost revenues. Pleas sent to Ellgrym's court, begging for aid, are ignored; for Madradur, the duke's capital city, has its own problems. There, the nights are no longer safe to walk; the streets and the sewers swarm with creature from the depths: Grimlocks, orcs, and other, more hideous horrors. And leading them, cloaked in shrouds of darkness, the drow. Nightly, Duke Ellgrym's soldiers are beaten back by these attackers from beneath, and none know why they come or where they might strike next. No men are available to investigate the vanishing ships from Harwynn's Shoal.



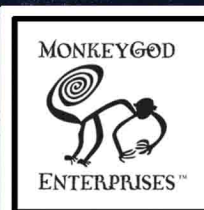
One beleaguered province with two very different problems. One stalwart group of heroes, who may have bitten off more than they can chew, caught up in them both. From caverns deep beneath the sprawling city of Madradur to tidal caves along the coast of Irul Kinthé, they must follow a trail of spilled blood, old hatreds, and subtle clues—clues that may just lead them to suspect that Thessalaine's “unrelated” problems may not be unrelated at all. Clues that, if they're fortunate, will allow them to solve the mysteries that surround them.

And that, if they are not so fortunate, might lead them into the grasping tentacles of the greatest underground horror of them all.

Shadows under Thessalaine is a D20 system adventure suitable for third to fourth level characters.



Requires the use of the Dungeons and Dragons® Player's Handbook, 3rd Edition published by Wizards of the Coast®



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Thessalaine  
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