

Lair of Abrax the Skarily Evil.

A Dungeons and or Dragons adventure for a party of 1st - 3rd level.

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I made this adventure when I was 14 and I have converted it to 3.5 and the Pathfinder System, yet preserving it with the zaniness of the ideas I had back then, in addition I have expanded it and added lots of cool things from various sources...

It was created in the twisted yet simplistic style of the mind of a 14 year old Dungeon Master who ran a group of four players in a small town in rural Whitianga New Zealand in the year 1991, but it has been edited for comprehensibility.

Important Note:

In reading this Adventure, be very certain you don't go past a word you don't fully understand.

"The only reason a person gives up a study or becomes confused or unable to learn is because he or she has gone past a word that was not understood."- Basic study manual. LRH.

The confusion or inability to grasp or learn comes AFTER a word that the person did not have defined and understood.

A good resource for definitions is www.dictionary.com

I would Love to hear from you on how my adventure played out.
Any questions / comments can be directed to me- Weston Latimer
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Shadowdale...

A group of powerful adventurers have found the hideout of an evil mage, long thought to be dead, slain four years ago in Myth Drannor. His allies and henchmen seem to be of the lesser type, so a notice has gone up on the town noticeboard, giving the lairs location.

Thus, any would be adventurers could go and interfere with his evil plans by invading his evil den.

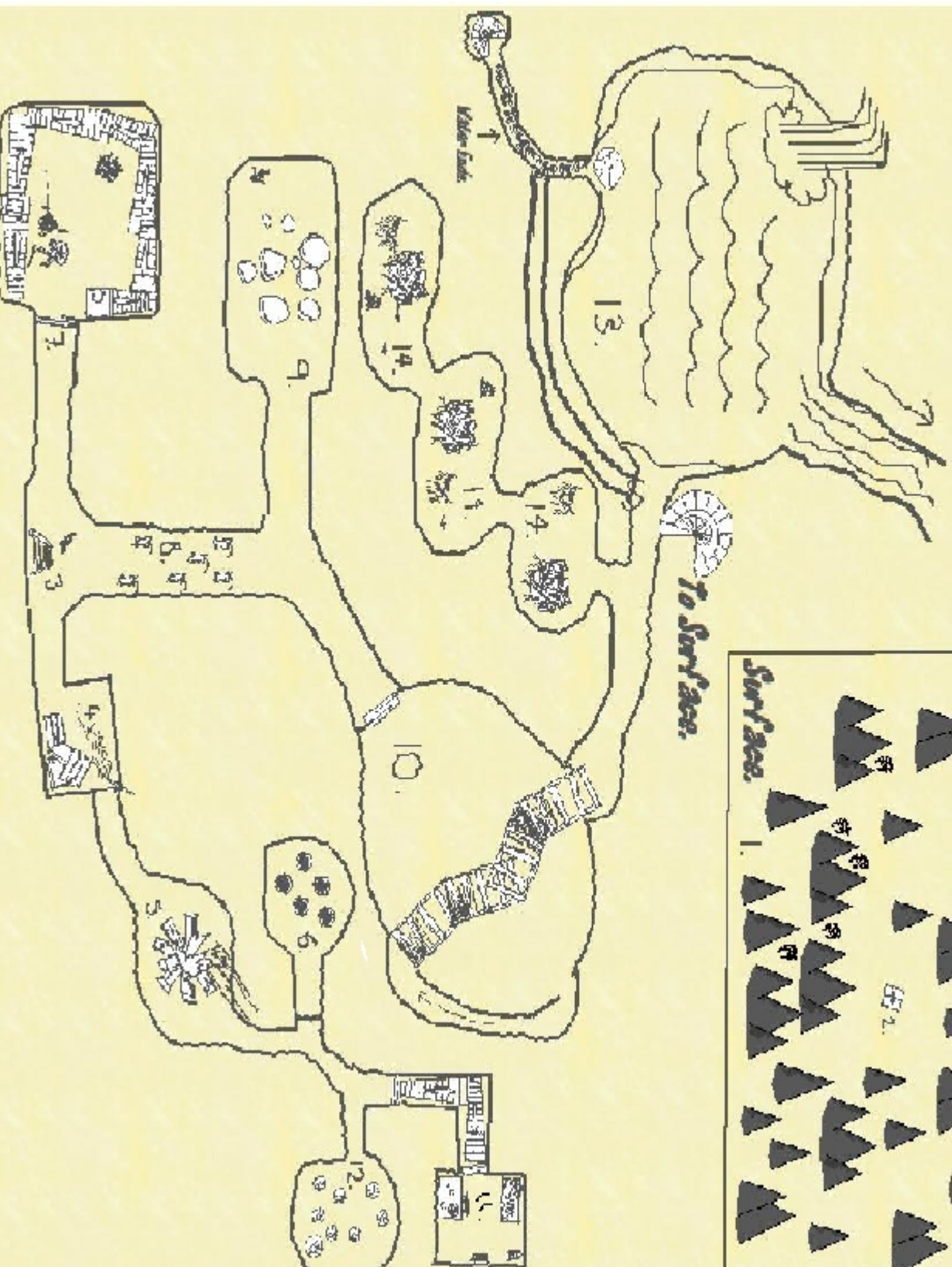
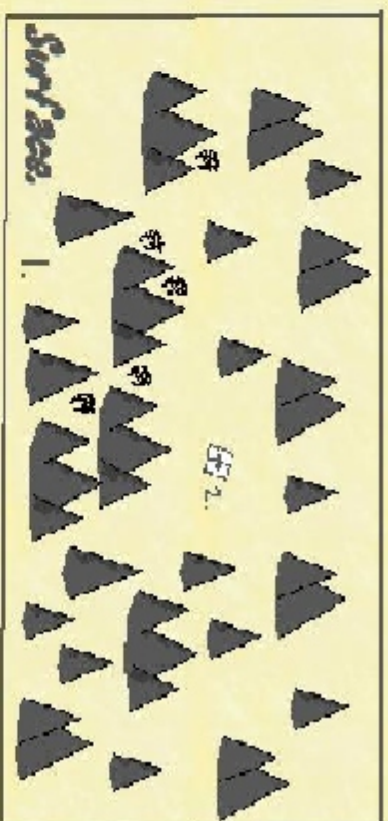
Anyone who applies to the local temple of Tymora is given a map and any extra basic gear they may want, one potion of healing each and free healing if they get back to the temple alive.

The lair is about eight hours walk away through the forest to the north and the party is given a good map to it.

Encounters on the way are up to DM.

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air of Abrax the Scarily Evil Level ONE



1. THE LAIR.

After a time the party comes to the entrance of the base....

Smoke can be detected as the party approach- This smoke comes from impossible to find hidden chimneys designed to diffuse the smoke and prevent the chimneys discovery.

The wooden hatch that conceals the ladder into the lair is hidden at the base of a 20 ft high boulder that sits in the forest.

On a Notice check DC 18 a character may see four goblins hiding in the trees. They have crude light crossbows, and will fire on the party hoping to entice them to run at them.

On a Notice check DC 25 a goblin, hiding and holding a rope will be revealed. If he is not seen he will pull this rope tight and it will spring up to neck level hopefully snagging and brutalizing running party members.

Trap: Rope springing out at neck level.

Reflex save DC 15 to duck in time .

If this is failed the player takes 1-3 subdual damage is stunned for a round and is knocked prone.

Search: DC 15 to see the leaf and dirt covered rope.

Disable: Just don't run into it - or mince the goblin hiding behind the tree holding the rope.

The 5 goblins are minions of Abrax and have 14 crude goblin silver between them.

2. THE WOODEN HATCH.

A five foot round wooden disk covers a four foot round hole that drops down into the ground. A strong rope ladder is fastened to the wall and leads down into smoky darkness.

As soon as the hatch is lifted a mass of smoke billows out and once finally cleared light smoke continues to come from the hole. High pitched screaming can be heard from below.

NOTE : The tunnels are at best 6 foot high and five foot wide. They have been carved out of the earth and rock by goblins and orcs. Doors are crude and made of wood from the forest above.

3. FIRST HALL.

At the base of the ladder lies the body of a butchered goblin (Killed by the out of control children.

The smoke comes from the east and yelling and screaming goblins and barking can be heard from this direction.

Suddenly out of the smoke comes a crowd of goblin children pushing a wheeled torture rack on which a goblin child wails torturously. The goblin children are unsupervised and have gone mad with freedom induced power. Two wolf pups leap and bark about them.

When they see the party the scream and rush, swarming and biting and stabbing with small knives and sharpened sticks.

There are 20 of the children and 2 pups.

Treat the children as 1/3 strength goblins and the pups as 1/3 strength wolves.

Of course once the battle turns against them they will flee, but while they are in a mob they gain the benefit of the swarmfighting feat.

Swarmfighting Feat. This allows up to four of them to occupy a single 5' square and gain a + 1 bonus on the attack roll for each additional ally beyond the first attacking the target but only if the target is medium or larger.

4. TORTURE CRATES.

This room contains crates of torture devices in packed and unpacked states. The goblin children have managed to assemble a kit set rack and there is half of a kit set Iron Maiden assembled.

The room is very smoky, obscuring a trap above the door.

Trap: Broadsword balancing over door

Reflex save DC 12 to dive back from it in time .

If this is failed the falling sword gets at attack at +3 and does 1-6 dam.

Search: Notice DC 12 to see the leaf and dirt covered rope.

Disable: Just take it down off the door.

5. BONFIRE ROOM.

This room has a bonfire going in it ! Most of the smoke escapes through a hole in the ceiling, which then drifts out through cracks in the earth up into the forest. Vision is reduced to 10 feet and those in the room must hold their breaths or suffer from heavy smoke (DMG).

Rocks occasionally pop and hot fragments shoot out of the fire.

PCs in the room must make a reflex save DC 10 every 1d6 rounds or be hit by a hot fragment for one damage. Characters in med or heavy armor are immune to this effect.

6. PRISON.

The door to this tunnel is slightly sturdier than the others and is locked with a crude lock.

The tunnel leads to a roundish room with five 15 ft deep pits in the floor.

Pit 1. Within this pit is a carrion Crawler which functions as a refuse eater.

Pit 2. Lying in a ball on the floor of this pit is a wounded, dying and starving bugbear with 3 HP.

Pit 3. Standing in this pit is a stronger bugbear with 12 HP.

Pit 4. This pit contains a dead goblin.

Pit 5. In this pit is a captured Elf (Elf War 1) standing Knee deep in apples. His name is Radia.

7. ROOM OF THE DEAD.

This Iron bound door to this room is barred from the inside. Goblin runes on the door say "DEAD SCARY THINGS ABRAXS STUFF"

Within the room are:

15 Skeleton Rats. (1 hp + 0 BaB 1 damage on hit AC 16).

10 Goblin Skeletons.

Dirt and wood steps lead up to a secret exit in the form of an earth covered trapdoor in the ceiling.

Lying on the ground is a halflings skeleton with a small amount of dried flesh still attached, his cloak and clothes are torn to shreds and it looks like he went down fighting.

Laying about is his stuff: A short sword, a silk rope and grapnel, a 6ft pole, a decayed and moldy backpack full of rotten food, two halfling made alchemist fires, a milky blue potion (Levitation).

His rotted pouch contains 32 Tricrowns (PP) and a blue quartz (18gp).

8. RATTUS RATTUS

Six smoked giant rats hang from the ceiling here and when the players reach this area two goblins will be in the area patrolling the area from the north. They are armed with short bows and short swords.

Any player stating that they are listening can hear the sounds of goblin laughter and merriment coming from 9.

9. GOBLIN PIERCER GAMBLE.

The cave like ceiling of this room is home to eight 1HD piercers (see MONSTERS section).

A crowd of 14 goblins are hanging just outside the room and are betting on the chances of a sole goblin who is running back and forth across the room. If the party is not already mincing the goblins and they are seen, the lead goblin will call out to them in common: " You must be Abraxs' friends, do you want to bet with us ?" .

The goblins have a total of 125 cp, 32 sp and 15 gp.

A pierced goblin corpse lies on the other side of the room. He has a Masterwork halfling made short sword with the name " Dunbras" carved on it as well as 3 gp and 8 sp of Hillsfar mint.

If a battle ensues the goblins will run into the piercer room and try to entice the piercers to drop on the party.

10. RATS VRS WEASELS PARTY.

The door to this room is barred. Within a crowd of Six drunk goblins are watching a fight between four giant rats and a pack of 12 weasels. They are cheering and hollering from atop a rickety wooden bridge that spans the room. A ramp leads up to one side of the bridge and the bridge leads out through a tunnel six feet up the wall on the other side.

If the door is opened the rats and weasels will attempt to escape. They will not fight unless cornered. The goblins will then rain down abuse, urine and the empty barrel. The goblins will not come down from their bridge and will fight to the drunken screaming death.
One gutted rat lies on the floor of the room.

11. BUNZWIKS ROOM.

Both of the doors leading to Bunzwiks room are barred. If he hears breaking noises or if anyone knocks on his door he will demand to know who is there, while he hastily dons his armor and loads his X bow.

He rents this room off Abrax for Five gold a week and occasionally does small human mercenary type missions for him. He is not necessarily hostile.

See NPCs for his stats.

His room reeks and contains a bed and a table covered in food scraps and a set of copper cups, pots and pans.

A locked and trapped steel strongbox rests in one corner.

A ladder leads up to a concealed trapdoor that leads out.

Trap: Steel spike shooting randomly from chest.

Reflex save DC 14 to dive back from it in time .

If this is failed the spike strikes at +10 and hits for 1-4 damage.

Search: DC 20 to see the mechanism.

Disable: DC 22.

It contains two sets of reeking fighter clothes, a torn pair of boots, 116 gp (Sembian florins) 250 gp (Hillsfar Shills) 2 pp (Cormyrian Tricrowns), 2 Waterdeep Toals (worth 2 gp in Waterdeep), Six

blue/green chysodonals (25 gp each), One pale yellow Witherlite (70 gp).

12. GOBLIN GRAVE ROOM.

Eight stones mark the goblin graves in this dirt floored room.

A large stone marks the grave of an old evil goblin leader.

Four giant rats are digging at the grave by the large headstone...

And if left they will dig up a the old goblin leader !

He is a Coffer Corpse now ! See MONSTERS.

Buried with him is a rotted wooden shield and a rusty battleaxe. He wears a copper ring set with a 450gp topaz.

13. WATERFALL POOL ROOM.

This large cave is filled with a massive pool. A 15 ft high waterfall feeds the pool and a tunnel carries water out to the north. The north river goes on for 2000 yards before reaching the surface.

The pool is only about three feet deep and the walls of the cave are hanging with an immense amount of lichen.

12 Rothe graze about the edges of the room.

Rothe resemble musk oxen, with long shaggy coats of thick black/brown hair. They stand 4 feet high and are good swimmers. Twice a day they can cast Dancing Lights to communicate to other members of the herd.

They are immune to any ill effects of mold and fungus.

They are pretty unintelligent animals and would react as such is the party decide to harass them.

They are calmly eating the lichen.

Near the entrance tunnel lies a Lichensack. This is an unintelligent Vermin shapechanger that can change from a large patch of lichen into an average sized sack of heavy brown cloth for up to an hour at a time. It uses this ability to protect it from lichen eating predators. It is currently in sack form.

Sitting on the large rock and possibly alerted to the partys presence is a young boy. This is Abraxs son- Jolly Jim. Jim is not jolly at the interruption of his game of "Throwing rocks at the Rothe" and he will cast a spell at the party and then flee to tell his dad on them. The gravel strewn tunnel to the SW leads to the RICKETY STAIRS # 1 of Level 2.

See NPCS for Stats.

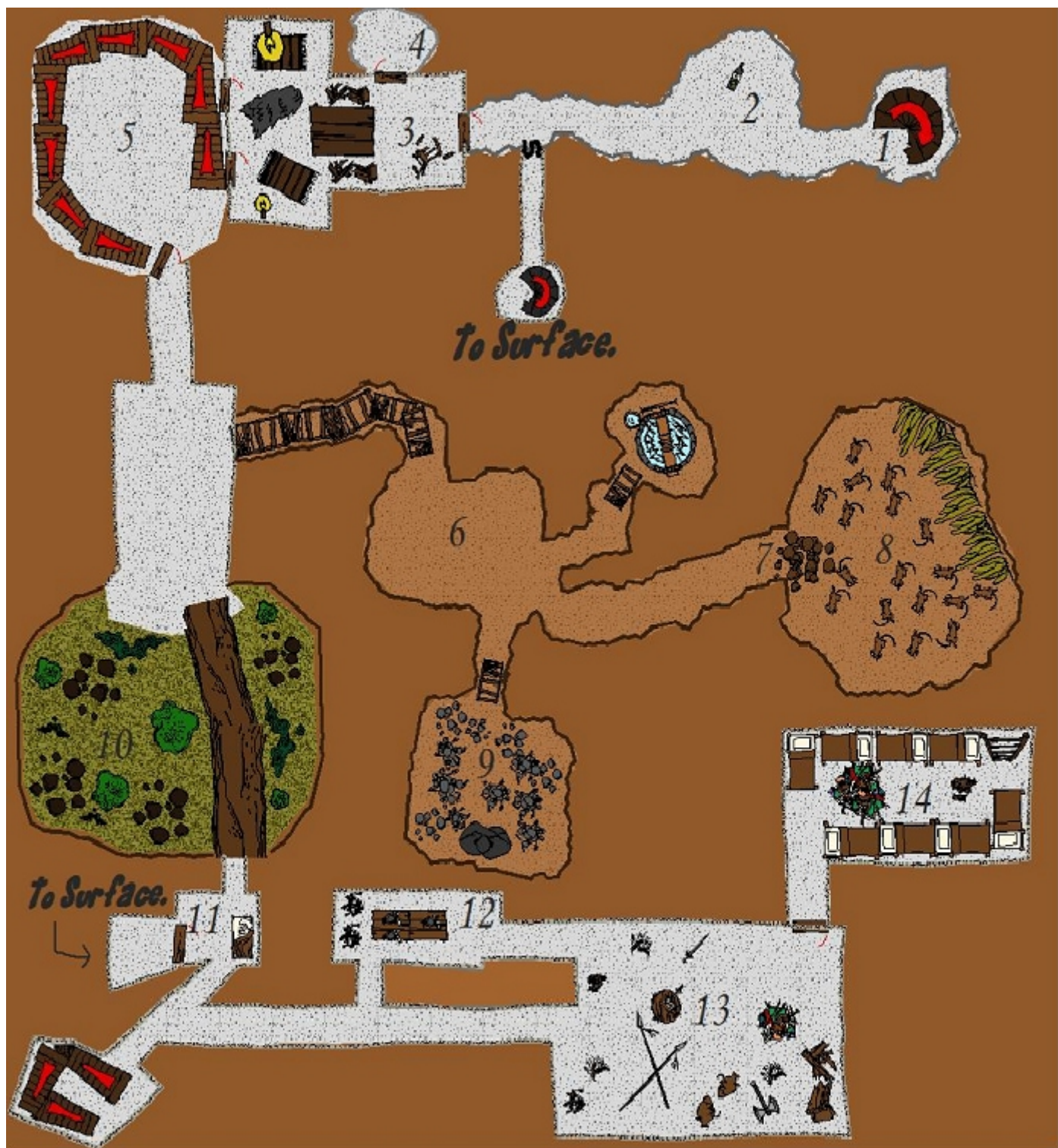
In the pool lurks a giant Moray Eel (see MONSTERS). It will only attack creatures entering the water, it is the reason there are so many Rothe in the room... They swam in from the waterfall area and are too scared to swim out.

14. GOBLIN ROOMS.

These rooms are filled with stinking rotted food and meats, goblin weapons lie about the place. A disease has run through the warrens, which is why there are only three very sick goblins in here. One in each room. The rooms are filled with trash and a goblin lies on a pile of trash in each room.

Two of them are defenseless but one has a loaded Light X bow.

Buried in the corner of the far room (Search DC 23) is a sack of 83 sp and 152 gp.



Secretly make a save for each player spending more than 2 minutes in this area, or once for each infected item touched. A failure results in

Fester Fever.

New Disease - Fester Fever.

Fester Fever results in weakness and apathy while orange lumps spread about the body.

Infection - Touch or inhaled. DC 10 Incubation 1-20 days

Damage Str 1d3 Chr 1d3. The Charisma Drain is permanent.

LEVEL 2.

The tunnels are between 7 and 8 feet high here, or they are widened natural caves. They have been carved out of the earth and rock by orcs, and ogres. Doors are thick and made of wood from the forest above.

1. RICKETY STAIRS.

Rickety stairs made of old wooden boards lead from level 1 to level 2 here. They creak and twist alarmingly as they are traveled, requiring a DC 12 Acrobatics check to negotiate safely. The DC is increased by 1 for every lb over 200 that the player weighs (including gear). Failure means the player crashes through the stairs and falls 40 ft. to the bottom. A nice DM may allow a check to grab on.

2. BOTTLE ROOM.

This dusty floored room is empty but for a corked smoky green glass bottle lying on the floor. It is filled with a very high quality wine. Lurking and living in the wine is a tiny Throat Leech!

A Throat Leech is an aquatic parasite that, when drunk by an unsuspecting adventurer, attaches itself to the back of the throat and

swells with blood until it chokes the victim to death. The drinker will begin to suffocate and will die unless some ingenious way of removing the leech is devised. A good idea, some tools and a Heal check DC 16 should do it .

3. ORC ROOM.

The door to this room is barred- the pass knock is a hard knock with both hands but unless the party have got this from a monster on level 1 there is no way they will know this.

This room contains some bracken matts and hides as well as a table and broken up furniture. A small bit of deer meat hangs from the ceiling and there are two sputtering torches on the walls.

Five orcs are in this room in the process of painting more orcan graffiti on the walls. These orcs are from the tribe of the Severed Bloody Head.

If they party has to break in they will be met by thrown spears, of which the orcs have 3 each.

The orcs are wearing human made studded leather and small shields. Between them they have 42 Cormyrian Blue eyes (Electrum pieces worth 5 silver each) . The leader has a pair of Black Panther skin boots worth about 200 gp and a Black Onyx worth 380 gp.

On the wall is a large crude painting of a giant one eyed orc.

4. CRAZY ROPE TRAP.

Knotted ropes hang here leading up to a tiny room which opens out through a camouflaged trap door to the surface. Four of the three ropes have large stones attached to them and one is tied securely to a

sturdy log, that lies across the hole in the floor of the tiny room. The ropes are of various lengths, the longest one is the tied one.

If one of the rock ropes is pulled the rock will drop, falling down into the face of the puller. A Reflex save DC 10 avoids 2d6 face whacking damage.

5. UNDERSTAIR OGRE.

These wooden stairs are sturdy but they are guarded by an Ogre !

He is well chained to a metal post but will throw rocks from his pile at the party as they come down the 60 ft. of stairs.

He has a club and some meat and bones but no treasure. Stinking deer skins form a crude bed for him.

6. THE DRAGONS.

This area has been hewn out of the dark earth and looks like a new construction. There is a mildewy smell as the party traverse the moldy walkway that slopes down into this series of cavernous rooms.

Lurking about here invisibly is a Pseudo Dragon (Details of this creature are listed in the Dragonomnicon) but I have given some details in the Monsters Section of the Module.

The kindest looking PC will be contacted telepathically by the female Pseudodragon - Who's name is Spindle.

The PC will be begged to rid her of her old mate. She tells a blubbing tale of woe detailing the mates descent into madness, the eating of their children and the stealing of her treasure. She has been bitten and

beaten as well. She Begs the PC to help her, and will offer to lead them to his cave and reward them with his treasure.

The Moldy walkway leads into a muddy excavated cavern. To the northeast is a small room containing a well made Well that drops down into a pool of cool clean water.

7. Here it looks like the tunneling finished, but a two foot wide hole has been dug through into a large natural hollow beyond.

When the orcs were digging this area out they were scared off by the Dragons. Soon after they were scared off, part of the ceiling of area 9 collapsed, dampening their enthusiasm for more digging.

A hideous rotting stench wafts from the two foot wide hole through the dirt that leads to the cavern beyond.

8. THE ROOT FILLED HOLLOW.

This bowl shaped room arches 30 feet high and is adorned with long roots on the far wall. The roots come from a huge tree in the forest above. 18 giant rat and two goblin corpses are scattered about the area decaying, stinkily.

High in the roots lurks a Yellow musk creeper, which infests the tree above and below ground. There are three yellow musk goblins and one yellow musk Orc, concealed in the roots above (see FF).

Vaarg the Pseudodragon has hidden his treasure up there in the roots...

He Hides invisibly behind some rocks and waits and watches, very awake.

There is a tiny tunnel that leads up and out through the trunk of the tree, allowing the Dragons to travel to the surface.

Vaargs and Spindles treasure is secured in an oak barrel:

A barrel [oak, 2 gp] contains a walking cane of fine wood, with a handle in the form of a horse [2 gp], an elegant umbrella made of orange silk [5gp] and a fine masterwork steel short sword in a black leather sheath embellished with white-painted dragons [65 gp]. The sword hilt is a riot of color, with seven gems in as many shades [malachite, lapis lazuli, carnelian, moonstone, citrine, tigereye and obsidian; short sword 225 gp]. Plain linen [1 yard, 4 gp] is wrapped around a hand-high crystal vase, which is delicately beautiful [148 gp]. A large leather-bound book is wedged beside it. The book is a work of art with fine leather covers highlighted in gold leaf, but it has been heavily used. It is a classic work on the physics of magic [1000 gp]. A large silver bowl with decorative designs cut out along the rim [46 gp] holds a pile of two-tined silver forks [18; 5 gp each], a pair of fine, white calfskin gloves for small hands [5 gp], and a small stuffed toy dog—very worn—with jeweled eyes and a gem on its collar [obsidian eyes, red-brown garnet on the collar; stuffed dog, 120 gp]. You have to tug to get the bowl and book out, but under them you find a soft pouch [5 sp] containing a butterfly, cut of green quartz [40 gp]; a silver and gold holy symbol [to a god who protects travelers; 50 gp]; an onyx medallion [142 gp] and coins [23 gp, 57 sp, 122 cp].

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Once Vaarg is dead Spindle may ask to accompany the party depending on how they have conducted themselves. She cannot stand arguing or yelling. Once sure of a good friendship she will give them a tigers eye inset electrum ring of Nightvision. This ring only works above ground at night but bestows full darkvision up to the characters range of sight.

9. COLLAPSED TEMPLE ROOM.

Twelve giant rats chew on the bodies in this room. Six of them will flee from the party into the burrows the honeycomb this place.

A Huge stone head of a heavily scarred Orc, lies on top of a decaying orc body. Seven other decayed bodies lie about the room, each pinned under rubble. It is obvious that the Orcs were trying to carve out a temple of sorts here before a cave in occurred. The Orcs have no possessions other than some mining equipment, trapped under the rocks with them. One orc has a pouch that holds an robins egg sized black pearl, that was going to used as an eye (300gp) . The pouch also contains the smashed remains of the other pearl that was going to be the other eye.

10. STAGNANT POND.

This are opens up into a wide cavern, filled with a muck and rubble chocked, stagnant, spring fed pond. It is spanned by a rickety bridge. While rickety the bridge is safe and can support 500lbs at a time.

The pond is 12 ft. deep at its deepest point. Floating in small patches about the pond is 22 aromatic moss plants. They fill the area with the smell of cinnamon. They could be gathered and sold for up to 8 gold each if kept alive.

If the party has light or is making noise, the Orcs will be alerted and will plie out from their guard room, and shoot their short bows at the party as they try to cross the bridge.

The Six Orcs are armed with short swords and short bows. They wear Studded Leather and have Medium shields.

11. GUARD ROOM.

This is a small stinky guardroom. It is empty but for a crudely made three tiered bunk, bedecked with reeking blankets and a door which leads to a room containing a long long ladder that leads up and out a secret trapdoor to the forest above.

12. TABLE ROOM.

This orc dining room is a total mess. The well used table is covered in stains and rotten food. The floor is a mess of smashed clay plates. Only a few copper plates remain unbroken.

Painted on the wall is the banner of the Orc Tribe of the Severed Bloody Head.

Lying comatose under the table are two orcs in a state of severe intoxication.

13. TRAINING AREA.

This is a large trashed training room.

There are a few piles of garbage, broken pots and a smashed bench in here.

There is a small assortment of orc weapons here: 2 halberds, 1 short sword, a broken battle axe, and a shield with no straps.

A small round wooden table has a parchment letter pinned to it with a dagger.

The letter reads :

SLORF,

GATHER YOUR FELLOWS AND HEAD NORTH EAST ABOUT SIX MILES. IN THAT AREA YOU WILL SEEK OUT AND DESTROY A CLAN OF GNOMES TRYING TO SET UP A VILLAGE. BRING ME EVERYTHING YOU FIND! MY MAGIC WILL KNOW IF YOU DON'T AND IT WILL PUNISH YOU. DON'T EVEN THINK ABOUT BRINGING ANY WOMEN DOWN HERE. I DIDN'T BRING YOU FROM YOUR TRIBE TO START A FAMILY. YOU WILL BE PAID WHEN YOU GET BACK. DON'T COMPLAIN TO ME ABOUT HAVING NO MONEY WHEN ALL YOUR MEN DID WITH IT WAS BUY GROG OFF BUNZWIK. I'M ALSO MAD THAT YOU ORCIALIZED YOUR LIVING AREA. IT'S A MESS! CLEAN IT UP OR FEEL MY MAGIC WRATH!

ORRAX THE SCARSLY EYEL.

The whole area shows signs of very recent departure and it is still warm with the heat and stench of many orc bodies.

The Orcs left only 20 minutes after the party's arrival!

14. BUNK ROOM.

8 bunks lie around the walls of this dirty trashed room.
Junk and bones lie ankle deep in some places.

2 Orogs lurk in this room - See MONSTERS.

These are a pair of especially gifted Orogs that have mastered two weapon fighting and chop down their enemies with a battle axe in each hand.

One of the Battle axes is a finely made magical one with a black wooden handle and a flame style blade. It is + 1 . Don't forget to factor that in.

One of the Orog has a Torc made of copper and electrum worth 23gp.

A long long ladder leads up to a secret trapdoor to the surface, which is an option if the battle turns against the Orog.

SIDE QUEST : THE HELP THE NOMES.

There is an option here for a side quest.
The party may want to help save the Nomes....

They could either try to track the orcs and fight them alone, or rush to help the Nomes. The orcs have gotten lost and will arrive at the gnome encampment four hours after the party.

Here are some details that will make such a side quest possible.

The Gnome encampment :

This consists of a small group of 14 Gnome Frontiersmen. They are living in tents and they are just starting to dig their homes and terraform the land. They will be initially wary of the party but will soon become friendly. They will tell the party that orcs sacked and burned the area

the were in so they left to make a new home. The rest of the Gnome clan will be here in eight days.

Armaments: The Gnomes have short bows and short swords, daggers and slings.

8 Gnomes have studded leather and shields.

5 Have chain mail and shields.

Their leader has a suit of Plate Mail and a Short Bow of Accuracy: + 3 to hit, treats all ranges as short.

They also have some trained animals to help them.

10 Badgers, 2 Giant Badgers and 3 Wolves.

When warned about the attack the Gnomes set about digging foxholes and setting traps ! The party is allowed to assist in any way they seem best.

The Orc Raiders :

There are 30 orcs in the raiding party. With out the help of the party, and even possible with the partys help, the Gnomes will be wiped out.

10 of the Orcs are Pike men.

They have Studded leather, Huge shields and short swords.

They will come at the gnomes in a dangerous V formation of overlapping shields and vicious pike stabs.

10 of the Orcs are Bow men.

They have Chainmail, Bucklers, Longbows and hand axes.

They will creep round the back of the encampment and snipe from the trees behind cover and concealment.

9 of the orcs hold up the three standards, of the Tribe of the Bloody Severed Head and guard their leader.
They have Chainmail, Body shields, and Long swords.

The Tribes leader is an Orog called Grode, who wears Plate Mail and wields a Cold Iron Two Handed Sword.

If the battle is going really badly against the party and the Gnomes, you may want to have a hidden contingent of Elven Rangers happen by...

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Reward for the party and actually how you conduct this battle of 50 or so participants is wholly up to you the DM...

If the party do not deal with the Orcs now, it will be funny when they all start pouring back into the Lair...

LEVEL 3.

This level is nearly 170 feet below ground and has been carved out of the soft rock. The walls have been mortared and the floor even tiled in places. The tunnels are between 7 and 8 feet high here and nicely straight. They have been carved out of the earth and rock by orcs, and ogres. Doors are thick and made of wood from the forest above.

The only light in the place comes from the fireplaces or from lamps the inhabitants may carry.

LAIR LEVEL 3.



1. OGRE ROOM.

This is a guard room where three ogres live. It has a 15 ft ceiling to give the ogres room to swing their weapons.

It doesn't stink as all the inhabitants of this level go outside when they need to perform daily rituals. The Ogres are loyal to Abrax and keep the room clean and their beds made.

They are all in here, either resting, eating, playing or arguing.

The Ogres are all dressed in well made clothes of blue cloth and wear wide brimmed hats. They are each armed with nicely made Large Mauls which they wield two handed : + 8 to hit 3d6 + 7 damage.

There is a curtained off area of tan curtains that hides three nicely made ogre beds. Each ogre has a sack under his bed containing his treasure.

Sack 1 : 42 gp, 12 sp and an elf brain in a glass jar.

Sack 2 : 30 gp and a dented dwarven helm.

Sack 3 : An eye carved from onyx (120gp) and 12 sp.

2. THE LAB.

This is Abrax's lab for appraising and checking out magic items and potions. It contains basic lab test equipment and test rats in a basket. A brazier warms and lights the room.

There is no magic in this room.

3. THE CELLS.

This is the dungeon of the dungeon. The room contains an unused table and chair. The barred cell doors are locked and Bill the Human Fighter has the key.

In a ball in the corner of one of the cells lies a recently deceased Gnome.

4. THE LOUNGE.

This lounge is the domain of Sun and Bill. They will probably be alerted to the party when the party open the doors from 1.

Sun will drop a globe of darkness over the party and then they will both ready actions to shoot their missile weapons and anyone who moves out of the globe. The two fighters are detailed in the NPC section.

The Lounge contains a merrily burning fire, two armchairs and a low table. On the table is various drinking vessels and containers half filled with mediocre alcoholic beverage.

5. THE KITCHEN.

This is the Kitchen, it is loaded with wonderful foodstuffs. There are barrels and sacks of yummy food and ales. There is fruit and nice copper cookware. No expense has been spared to feed Abrax and his friends. A door leads from the kitchen to a storeroom even more packed with yummy goodies. A door leads from this room to a very clean and well made well. Depending on the time of day, the humble servants may be here preparing feasts. The servants are both cooks that were abducted from an inn somewhere. They were initially charmed and came here of their own free will but now they are no better than slaves. They are drunk middle aged women (peasant 2) called Frumpton and Minger and are too scared to flee.

6. HUMBLE SERVANTS QUARTERS.

These humble quarters contain nothing more than two crude beds, a night table and a wardrobe that contains the humble peasant belongings that they hastily packed.

The room reeks of booze and it is evident that the women have started dipping into the ale in an effort to block out the pain of their servitude.

7. ABRAXS ROOM.

The door to this room is reinforced with steel bands. If Abrax is aware the party is after him then he has barred the door and is fleeing up the stairs, leaving the escape door open to show his escape route.

The room is the finest in the dungeon. He room contains a large and luxurious bed, a small table, a closet and a chamber pot.

In the closet is a large amount of fine clothes and a jewelry box. This box is locked and it is empty.

A fine rug decorates the floor and a door in the south leads to a rickety wooden stairway that climbs around 160 feet up and out a secret and hidden trapdoor, to the forest above.

8. SECRET TREASURE ROOM.

This is Abraxs secret treasure room.

The sliding stone door can be found in the wall with a DC 20 search check.

A stone plug hides a keyhole. Abrax has the only key and the wall is one foot thick. The DC to pick the lock is 30.

Many Traps and treasures lie within.

Trap: A Trip wire across the doorway sets off a spring loaded scything blade at chest level.

Blade strikes at + 10 for 3d4 Crit X4 .

Search: DC 20 to see the trip wire and then the scythe.

Disable: DC 22- Or it can be triggered harmlessly.

Trap: A Trip wire across the floor in front of the chest triggers a 300lb stone block to fall from the ceiling and bash in the head of the person by the chest.

Block bashes for 8d6 damage and could knock a PC out or put him into a coma at the DMs whim.

Reflex DC 20 to leap back out of the way of the block.

Search: DC 20 to see the trip wire or the slight square shape in the ceiling.

Disable: DC 22- Or it can be triggered harmlessly.

The Chest: The chest is made of solid iron and well locked (DC 30).

The lock is also trapped with a poison needle.

Trap: A sharp needle shoots from the lock as soon as a pick is put in.

Hits at + 10 for 1 dam. The needle is poisoned with Drow Knockout poison. DC 13 or fall unconscious. One minute later another save must be made or the poisoned PC remains unconscious for 2d4 hours.

Search: DC 20 to see tiny trap in there.

Disable: DC 20- Or it can be triggered harmlessly with some ingenious method.

Treasure: Hopefully there is someone still alive after all those traps...

The chest has a tray on the top over the other treasure. This cannot be seen unless the gold is searched. The tray contains 1000 gp and a Gold Bug swarm (See Monsters).

The actual treasure besides the 1000 gp on top is below and consists of 2000 gp, a grape sized ruby worth 5000gp, three polished human skulls and a baby black dragons skull.

DEVELOPMENT.

Abrax and his son will most likely be at the top of the stairs and waiting for the party with his Charmed Ogre Madrad.

On contact with the party he will ask them to leave peacefully as he wouldn't want anything permanent to happen to such as aspiring bunch of adventuring do gooders.

If they try to rush up the stairs he will cast a bunch of spells own upon the players and/or enhancements upon Madrad and then have Madrad push the big boulder they have up there down on them. It will smash down on a badly positioned party member of the DMs choice (A reflex save DC 10 avoids its 8d6 damage smash).

It will also possibly smash through and collapse the stairs at the DMs evil option.

Madrad will then throw rocks on them as Abrax cast spells. He will attempt to capture the party and imprison them in the cells, with Madrad standing guard.

He will attempt to charm everyone and he will use his necklace to make sure they are not faking it.

If the party are too much for him to overcome he will flee, to return as an enemy at some time in the future !

Concluding the Adventure:

If the party make it back to Shadowdale with news of the defeat of Abbrax the will receive congratulations from some minor official and a handshake from Storm Silverhand, Bard of Shadowdale. They will also be given hastily made copper medals of honor and free room and board at the Old Skull Inn for one week.

END.

MONSTERS

COFFER CORPSE

Medium-Size Undead

Hit Dice: 2d12 (13 hp)

Initiative: +4 (+4 Improved Initiative)

Speed: 20 ft

AC: 12 (+2 natural)

Attacks: 2 claws +5 melee

Damage: Claw 1d4+4 and death grip

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Improved grab, death grip

Special Qualities: Undead, damage reduction 10/+1, illusory death, weapon immunity, turn resistance +2

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

Abilities: Str 18, Dex 11, Con -, Int 6, Wis 11, Cha 10

Skills: Intimidate +3, Hide +5, Listen +4, Sense Motive +3, Spot +5

Feats: Improved Initiative

Climate/Terrain: Any land and underground

Organization: Solitary

Activity Cycle: Any

Challenge Rating: 3

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 3-4 (Medium-size); 5-6 HD (Large)

The coffer corpse is an undead creature formed as the result of an incomplete death ritual. They are most often found in stranded funeral barges or in the area where the ritual was never completed. They hate life, and will attack any living creature that disturbs them.

A coffer corpse appears much as it did in life. Its clothes hang in shreds and its skin is dry, brittle, and drawn tightly over its bones. Its hands end in sharp claws with long nails.

COMBAT

A coffer corpse attacks using its claws. It will attempt to grab a foe around the throat and will not release its grip until either it or its victim is dead.

Improved Grab (Ex): To use this ability, the coffer corpse must hit an opponent of up to Large size with both claw attacks. If it gets a hold, it uses its death grip.

Death Grip (Ex): A coffer corpse deals 1d4+4 points of damage per round with a successful grapple check against a Large or smaller creature. Because the coffer corpse grasps the victim's throat, a creature in its grasp cannot speak or cast spells with verbal components.

A creature caught can hold its breath for a number of rounds equal to its Constitution score. After this time, the character must succeed at a Constitution check (DC 10) in order to continue holding its breath. The check must be repeated each round, and the DC increases by 1 for each previous success. If the victim runs out of breath, she falls unconscious

(0 hp), and begins taking suffocation damage. (See page 88 of the DMG).

Illusory Death (Ex): In any round a coffer corpse is struck for 6 or more points of damage by a single non-magical weapon, it will slump to the ground as if dead. If it has fastened its death grip on a victim, the victim falls as well, unless a successful Reflex save (DC 12) is made. Even if the save is made, the coffer corpse does not release its grip but, rather, slumps against its opponent's body.

On its next turn the coffer corpse rises again as if through reanimation. Any creature viewing this must succeed at a Will save (DC 10) or become panicked for 2d4 rounds.

Weapon Immunity (Ex): A coffer corpse takes half damage from all piercing and slashing weapons.

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. A coffer corpse has darkvision with a range of 60 feet.

EEL, Moray (Giant)

Large Beast

Hit Dice: 5d10 (27 hp)

Initiative: +3 (Dex)

Speed: Swim 20 ft

AC: 16 (-1 size, +3 Dex, +4 natural)

Attacks: Bite +5 melee, tail lash +0 melee

Damage: Bite 1d8 and disease, tail lash 1d4

Face/Reach: 5 ft by 10 ft/5 ft

Special Attacks: Improved grab, tear, disease

Special Qualities: Immunities, amphibious, darkvision 60 ft, low-light vision

Saves: Fort +4, Ref +7, Will +2

Abilities: Str 10, Dex 17, Con 11, Int 1, Wis 12, Cha 2

Skills: Hide +0, Listen +7, Spot +7

Feats: Weapon Finesse (bite)

Climate/Terrain: Warm aquatic

Organization: Solitary or school (4-8)

Challenge Rating: 4

Treasure: None

Alignment: Always neutral

Advancement: 6-8 HD (Large); 9-15 HD (Huge)

A giant moray eel is a feared predator, known for its fearsome diseased bite.

It appears as an 8-foot long eel with mottled brown leathery skin, with lighter brown or yellow spots on its dorsal area. It has pronounced incisor teeth.

COMBAT

A giant moray eel will conceal itself in a reef, seaweed, or underneath stones. When its prey passes by, it lunges out, biting its prey and striking with blinding speed. It will attack almost anything that passes near it, regardless of the size of the prey.

The eel will only use its tail lash on a foe trapped in its jaws or on a foe attempting to flank it.

Improved Grab (Ex): To use this ability, a giant moray eel must hit a foe with its bite attack. If it gets a hold, it tears the flesh.

Tear (Ex): A giant moray eel automatically hits a held opponent with all its melee attacks each round it maintains the hold.

Disease (Ex): The bite inflicts its foe with a disease akin to mummy rot.

Immunities (Ex): Giant moray eels are immune to all forms of fear and disease, magical or otherwise.

Amphibious (Ex): Giant moray eels can survive out of the water for 1 minute per point of Constitution (after that, refer to the Suffocation rules on page 88 of the DMG).

Skills: Giant Moray eels gain a +4 racial bonus to Hide, Listen and Spot checks.

Feats: The Giant Moray Eel gains Weapon Finesse (bite) as a bonus feat.

Goldbug

Fine Vermin

Hit Dice: 1/4d8 (1)

Initiative: +1 (Dex)

Speed: 5 ft.

AC: 19 (+8 size, +1 Dex)

Attacks: Bite +3 melee

Damage: Bite 1d2

Face/Reach: 0 ft. by 0 ft./0 ft.

Special Attacks: Poison

Special Qualities: Camouflage, vermin

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

Abilities: Str 1, Dex 12, Con 11, Int --, Wis 10, Cha 2

Skills:

Feats:

Climate: Any land and underground

Organization: Swarm (1-20)

Challenge Rating: 1/6

Treasure: None

Alignment: Always neutral

Advancement: --

Goldbugs are a strange type of beetle that have evolved an appearance similar to that of gold coins. At a glance, goldbugs are nearly indiscernible from the coins in which they nest.

Combat

Goldbugs tend to nest in piles of gold coins, and only attack if disturbed. Goldbugs inject a virulent poison when they bite; this poison is highly sought by assassins.

Poison (Ex): Bite, Fortitude save (DC 10) resists, initial and secondary damage 2d6 temporary Constitution.

Camouflage (Ex): A Spot check (DC 20) is required to tell a goldbug apart from a gold coin.

OROG

Medium-Size Humanoid (Orog)

Hit Dice: 3d8+6 (20 hp)

Initiative: +0

Speed: base 30 ft

AC: Chain shirts + dex . P: 17 B: 15 S: 18

Attacks: Two Battle axes + 1 / +1

Damage: Axes 2d4 +5 X3 Crit.

Face/Reach: 5 ft by 5 ft/5 ft

Special Qualities: Darkvision 60 ft, orc/ogre blood

Saves: Fort +5, Ref +4, Will +0

Abilities: Str 16, Dex 16, Con 14, Int 10, Wis 8, Cha 8

Skills: Listen +4, Spot +5

Feats: Two weapon fighting.

Climate/Terrain: Any land and underground

Organization: Solitary, pair, gang (2-4), squad (11-20 plus 2 3rd level sergeants and 1 leader of 3rd-6th level) or band (20-80 plus 100% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th-level lieutenants, and 3 7th-level captains)

Challenge Rating: 1

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

Orogs are the result of the union of a male orc and female ogre. They are highly disciplined warriors and it is easy to distinguish an orog from a common orc on the battlefield.

Orogs stand about 6 feet tall and resemble orcs. Orogs speak Orc and Common.

COMBAT

Orogs prefer weapons that deal massive amounts of damage. They prefer a direct fight to subterfuge, but will employ such tactics if the need arises.

Orc/Ogre Blood (Ex): For all special abilities and effects, an orog is considered an orc or ogre. Orog, for example, can use special ogre (or orc) weapons or magic items with racially specific ogre (or orc) powers as if they were ogres (or orcs).

PIERCER

Tiny Vermin

Hit Dice: 1d8 (4 hp)

Initiative: -3 (Dex)

Speed: 5 ft, climb 5 ft

AC: 16 (+2 size, -3 Dex, +7 natural)

Attacks: Impale +2 melee

Damage: Impale 1d6

Face/Reach: 2 1/2 ft by 2 1/2 ft/0 ft

Special Attacks: Improved critical, acid

Special Qualities: Vermin

Saves: Fort +2, Ref -3, Will +0

Abilities: Str 10, Dex 4, Con 11, Int —, Wis 10, Cha 9

Skills: Hide +4*, Listen +13, Spot +3

Climate/Terrain: Any underground

Organization: Cluster (5-10) or colony (11-20)

Challenge Rating: 1/4

Treasure: None

Alignment: Always neutral

Advancement: 2 HD (Small); 3 HD (Medium-size)

The piercer appears as a stalactite about 1-foot long (though they can grow to a length of 6 feet). This is its outer shell. Inside, the piercer appears as a slug-like creature with a long tail. Two tiny eyestalks protrude from its sides.

COMBAT

The piercer attacks by dropping on unsuspecting individuals and impaling them with its shell. Once its attack is expended, the piercer must climb the walls of its lair and resume its position to drop again. On the ground a piercer is easily slain. If flipped over, and its insides are exposed, a piercer is AC 9.

Improved Critical (Ex.): A piercer threatens a critical on an attack roll of 19-20.

Acid (Ex.): The piercer's soft underbelly is coated with a corrosive acid that deals 1d6 points of damage if it contacts exposed flesh.

Vermin: The piercer is immune to all mind-influencing attacks. Piercers have darkvision with a range of 60 feet.

Skills: The piercer receives a +8 racial bonus to Listen checks. *The piercer receives a +15 racial bonus to Hide checks when against a background of natural stone.

PSEUDODRAGON.

Pseudodragons are a species of small flying lizard that inhabits heavily forested wilderness areas. These playful, benign creatures have magical powers that they can share with others, so they are often sought as companions.

Pseudodragons resemble miniature red dragons. They have fine scales and sharp horns and teeth. A pseudodragon's coloration is red-brown as opposed to the deep red of red dragons. Its tail is about 2 feet long (longer than the pseudodragon itself), barbed, and very flexible.

Pseudodragons communicate via a limited form of telepathy. If one elects to take a human companion, it can transmit what it sees and hears at a distance of up to 240 yards. Pseudodragons can vocalize animal

noises such as a rasping purr (pleasure), a hiss (unpleasant surprise), a chirp (desire), or a growl (anger).

Combat: The pseudodragon can deliver a vicious bite with its small, dragonlike jaws, but its major weapon is its sting-equipped tail. The creature can move it with flashing speed and strikes at +6 on attack rolls. Any creature struck Make a DC 16 save or go into a state of catalepsy that lasts 1-6 days. The victim appears quite dead, but at the end of that time the character will either wake up unharmed (75% chance) or die (25% chance).

Pseudodragons have a chameleonlike power that allows them to alter their coloration to blend with their surroundings. They can blend into any typical forest background with an 80% chance of being undetected by creatures which cannot see invisible objects. Pseudodragons have infravision with a 60 foot range and can see invisible objects.

A pseudodragon is highly magic resistant and can transmit this magic resistance to its human companion via physical contact (a pseudodragon likes to be perched on the top of one's head or curled around the shoulders and upper back).

Habitat/Society: These forest-dwelling creatures place their lairs in the hollows of great trees or in large caves.

A pseudodragon will very rarely take a human or demihuman as its companion. Some view these pseudodragons as the human's pet; the pseudodragon will be sure to correct this misunderstanding. There are two ways to become a pseudodragon's companion; one is to use magic to summon it (a find familiar spell). Another way is to find the pseudodragon on an adventure and persuade it to become a companion. The pseudodragon that searches for companionship will stalk a candidate silently for days, reading his thoughts via telepathy, judging his deeds to be good or evil. If the candidate is found to be good, the pseudodragon will present itself to the human as a traveling companion and observe the human's reaction. If the human seems overjoyed and promises to take

very good care of it, the pseudodragon will accept. If not, it will fly away.

The personality of a pseudodragon has been described by some as catlike. A pseudodragon is willing to serve, provided that it is well-fed, groomed, and receives lots of attention. At times a pseudodragon seems arrogant, demanding, and less than willing to help. In order to gain its full cooperation, the companion must pamper the pseudodragon and make it feel as though it were the most important thing in his life. If the pseudodragon is mistreated or insulted it will leave, or worse, play pranks when least expected. Pseudodragons particularly dislike cruelty and will not serve cruel masters.

Ecology: Pseudodragons are omnivorous but prefer to eat meat. Their diet consists chiefly of rodents and small birds with occasional leaves, fruits, and berries. In the wild, pseudodragons live solitary lives, protecting small personal hoards in their nests. They gather to mate once per year, in early spring, when gatherings of dozens of pseudodragons are not uncommon. After mating, males and females separate; females lay speckled brown eggs in clutches of four to six which hatch in mid-summer; females raise the young by themselves. Pseudodragons hibernate in winter; the young leave the nest in spring to mate.

Pseudodragons have a lifespan of 10-15 years. Like dragons, they are attracted to bright shiny objects. Pseudodragon eggs can be resold for up to 10,000 gold pieces while a hatchling is worth as much as 20,000 gold pieces

NPCS

Name: Abbrax (The Scarily Evil)

Size: M

Race/Sex: Male human 29 yrs old.

Class/Level: Wizard (Enchanter) 6

Alignment: LE

Hit Points. 58

Initiative: Dagger + 3 Or Spell + 1

Speed: 30

Armor Class:

Attacks: 1 dagger stab + 4 : 1D4 +1 Crit 19-20 x2

Base Att: +3

Saves: Fort :+ 7 Ref: + 3 Will: + 5

Abilities: Str 12 Dex 13 Con 20 Int 16 Wis 11 Chr 17

Skills: Spellcraft + 10, Notice + 5, Stealth + 4.

Bluff + 10, Diplomacy + 10, Concentration + 12

Feats and Class abilities: Dodge, Run, Spell focus - Enchantment, Toughness, Extend Spell.

Languages: Common, Giant, Orc, Elven, Undercommon.

Spells :4/4/4/3.

0- Flare, Light, Dancing Lights, Daze.

1st - Color spray, Silent Image, Charm Person, Ray of Enfeeblement, Sleep, Hypnotism.

2nd.- Hideous laughter, Mirror Image, Web, Fog cloud.

3rd.- Hold Person, Deep Slumber, Heroism, Rage.

Equipment: Abbrax wears fine purple and blue silk courtly clothes.

He wears a small backpack containing His spell book with the listed spells within. A silk rope and mithril grapple hook, five flasks of Alchemist fire and an unlit torch.

He has a magical Clear Crystal on a chain that he wears around his neck. This crystal glows with a bright pink light when around the neck of a person influenced by a charm.

He has a Sustaining spoon in his pocket.

He has two masterwork daggers and wields a + 2 Black Oak Quarterstaff- the Baton Des Freres Marques.

Baton Des Freres Marques-

This Black Oak Quarterstaff, is found marked with signs of chopping and sawing. The staff can grow or shrink (in 1-3 rounds) to exactly twice the height of the person holding it. If the ends are cut off or if the staff is broken, the largest portion of the staff will regenerate fully. One end of the staff detects traps by swinging to point at the trap (range 10'). This staff does not use charges but can only be used three times a day for 10 min a use.

Appearance: Abbrax has black hair and a sharp face with thin lips and a villains black goatee and moustache. He is a tall thin man with uncanny inner reserves of powerful self preservation.

Personality: Abbrax has roamed the lands fighting monsters and charming, enslaving or tricking people and monsters. He has become slightly powerful but is very cautious and controlling. He trusts no one but always has either a happy face or an intimidating one on according to the strength of the person he faces. He knows that unless he keeps paying people and charming them they will turn on him.

He will not hesitate to run from a battle, to return and destroy the lives of his thwarters.



ABBAX.

Name: Bill the Human Fighter

Size: M

Race/Sex: Male

Class/Level: Fighter 4

Alignment: CE

Hit Points. 30

Initiative: Longbow +5 dagger +7

Speed: 30

Armor Class: P 12 B 12 S 12 Wearing clothes only.

Attacks: 1 Longbow shoot +6 ; 1d8 Dam Crit X 3

OR

1 dagger stab + 11 ; 1 D4+7 Dam

Crit + 4 to confirm. 19-20 X2

Base Att: +4

Saves: Fort :+ 7 Ref: + 3 Will: + 0

Abilities: Str 16 Dex 14 Con 16 Int 8 Wis 10 Chr 8

Skills: Intimidate + 4, Notice + 3

Sense Motive +3.

Feats and Class abilities: Weapon Focus, Specialization and Mastery dagger, Quickdraw.

Equipment: Longbow, Dagger +2.

Travelers clothes.

Languages: Common.

Personality: Bill the Fighter is Sun's Meatshield. He likes to stab people with his magic dagger.

Dagger Focus, Specialization and Mastery. My new rules for these are detailed below.

Focus. + 1 hit +1 damage + 1 speed factor or +2 to hit or + 2 to dam.
Gain skill Pommel smack: may deal non lethal damage with the pommel at no attack penalty,
may throw daggers at attack rate with out having quick draw feat.
+1 to hit and damage vrs tiny size creatures.

Specialization: + 1 hit and dam or + 2 hit or dam.
Gain extra attack every third round at highest attack bonus.
+2 to hit and damage vrs tiny size creatures
Speed factor increased to + 5

Mastery : gets + 4 to confirm critical and + 1 d 20 on the % roll.
Speed factor increased to 7.
Can attack with full attack actions and all attacks and get a move action.
+3 to hit and damage vrs tiny foes.

Name: Bunzwik

Size: M

Race/Sex: Male

Class/Level: Fighter 3

Alignment: LE

Hit Points. 32

Initiative: Crossbow +4 Broadsword +3

Speed: 30

Armor Class: P 20 B 18 S 22 Chain + Shield.

Attacks: 1 Crossbow shoot +4; 1d12+1 Dam Crit 19-20 X2

OR

1 Broadsword hack +6; 2D4+4 Dam Crit 19-20 X2

Base Att: +3

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

Abilities: Str 16 Dex 11 Con 16 Int 10 Wis 10 Chr 6

Skills: Acrobatics + 3 Intimidate + 4, Notice + 3

Sense Motive +3.

Feats and Class abilities: Quick don (Don armor in half the time), Quick draw, Weapon focus X bow.

Equipment: Heavy X bow, Dagger that is +1 for 20 strikes, Broadsword, Chainmail, Large shield, Two potions of Healing and one of Enemy detection 15' radius- duration 40 min + 10-40 min and a +1 helmet.

Languages: Common.

Personality: Bunzwick is a muscular, boorish, compulsive raddish eater. He enjoys sitting alone, walking alone and cooking things in his copper cookware.



Name: Jolly Jim

Size: M

Race/Sex: Male Human 12 yrs old.

Class/Level: Wizard 1

Alignment: N

Hit Points. 4

Initiative: Dagger + 3

Speed: 30

Armor Class: P 11 B 13 S 13 Leather 10 % spell failure.

Attacks: 1 dagger stab + 0 : 1D4 Crit 19-20 x2

Base Att: +0

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

Abilities: Str 10 Dex 11 Con 10 Int 15 Wis 10 Chr 14

Skills: Acrobatics + 1 , Notice + 5 Stealth + 4.

Feats and Class abilities: Dodge

Equipment: Leather Armor, dagger. Pockets full of rocks.

A massive lollipop.

Languages: Common.

Spells : Three Zero level and Two First Level.

0- Flare, Light, Dancing Lights.

1st - Color spray, Silent Image.

Personality: Jolly Jim is a spiteful and hateful little kid. His father stole him away from his mother when Jim was 6 to school him in magic and have someone to carry on the great wizarding name of Abrax. Anytime Jim argues with his father, he gets charmed. When he snaps out of the charm he comes to the pool and abuses the Rothe until hunger drives him back to his father.

Name: Sun the Drow.

Size: M

Race/Sex: Male

Class/Level: Fighter 5

Alignment: CE

Hit Points. 46

Initiative: Mace + 6, Hand X bow + 8

Speed: 30

Armor Class:15 Wearing clothes and black cloak only.

Attacks: Mace + 10 Ignore up to four points of armor. 2d4 + 9 damage, Crit on 20 x2.

OR

Poisoned Hand Crossbow + 10 1 d4 + 2 Dam Crit on 20 x2.

Base Att: +5

Saves: Fort :+ 4 Ref: + 5 Will: + 1

+2 on saves vrs spells, SLAs and Enchantments.

SR 16

Darkness, Fairy fire, Dancing Lights, Detect Good , Detect Magic and Levitate once per day.

Light Blindness.

Abilities: Str 14 Dex 18 Con 10 Int 14 Wis 10 Chr 10

Skills: Intimidate + 4 , Notice + 7 Sense Motive +3, Stealth + 10

Feats and Class abilities: Highborn Drow, Dodge, Poison use, Hand Crossbow Focus (+ 1 hit and dam +1 ini and reload as free action), fade into Darkness (use one use of darkness ability to get + 5 on sheath checks for 50 min).

Equipment: Black fighting leathers and cloak. Pouch containing 40 drow platinum and a scorpion guardian.

Vial of drow Poison. - Injury DC 13 Unconsciousness one Min / Unconsciousness . Enough doses for 2 swords or 8 daggers.

5 Javelins.

Adamantine Drow made Heavy mace + 3 . Ignores 4 points of armor and gets + 7 damage. Dissolves utterly if exposed to sunlight.

Languages: Common, Elven , Undercommon.

Personality: Sun is a Drow noble exile who is working with Abbrax in exchange for a base to relax in. He has fallen on hard times and is trying to get his act together.

He is a typical Drow who feels all are beneath him. If he can attack without getting hurt he will, but he will run and hide at the first sign of real trouble.

End.

