

d12 Monthly

**UNDERDARK
ISSUE**

Issue 8
January, 2022

SURVIVAL OF THE FITTEST

**EXTENDED SURVIVAL
UNDERGROUND**

CRYSTAL MAGIC

**THE MAGIC
WITHIN**

WEAPON SPOTLIGHT

**THIS TIME WE LOOK
AT THE CROSSBOW**

Location: We look at the city of the Dark Creepers!

d12 Monthly is a helpful resource for fantasy roleplayers.

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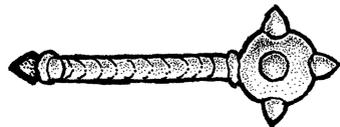
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Article *Campaign Idea* by J.E McKeever



The Deepdark Issue

The Deepdark, or as you may know it, the underdark, is a moonless and terrifying place that surface dwellers were not meant to visit.

Despite the best warnings of those who have gone before (and managed to survive), new adventurers, explorers, and knowledge-seekers plunge the depth of the Deepdark for wealth and glory.

This is the stuff of adventure!

Dungeons and caverns are a staple in most campaigns, even if they are just small dungeons close to the surface, but once you plunge ever deeper, you will come across the myriad of tunnels that is the Deepdark.

It is only then you realise the terror of being deep underground and the feeling of dread as you may never see daylight again.

This is where you not only need to watch out for traps and monsters, but you need to be able to survive the place itself - food, water, shelter - all of these are important for survival.

Characters need certain skills in order to survive, and also the right weapons and equipment.

Outlined in this issue there are articles to help you survive the ever-dangerous caverns of the Deepdark.

From light sources - both natural and magical - to magical crystals, to skills and equipment that may just save your life, and much more.

This issue is chock full of ways to survive.

And, as always, happy gaming!

- Russ from YUMDM

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About Me

I have been roleplaying for over 30 years and DMing for most of those. I have played over 50 different roleplaying games, but my first love is fantasy - it's like coming home.

Thanks to my Patrons: *RollStats, Matt Kurowski, John, Jacob Alexander, ButterflyDefect, J. David Chrisman, Alex, Korg INC, NOLA Bert, GameCat, Kay Bee, Roll to Save, Widsith Atopos, Lee Boden, DM Jangy, Rory Starks, Joseph Hurley, Steven Bode, Ben, William Mayorga, Daniel Chivers, Dave Manley, Darryl McCarthy, Michael Brewer, Jason Lemieux, Eric Scheid, and Steven D Warble* for making this zine as good as it is.

Want to join this team and support the zine? I have a Patreon account:

<https://www.patreon.com/yumdm>

(New tiers are now available to receive a physical copy each month).



History of the Deepdark

Millennia ago the deepest tunnels and caverns were but separate, naturally created, chambers.

Over time some creatures and humanoids tunnelled further and joined some of these natural warrens together. But it was a chaotic place which was not at all accessible from the surface.

Dungeons on the surface had been built and explored, but nothing as deep as these caverns.

Then, from who knows where, the illithid appeared in these deepdark caverns and started enslaving other creatures and races with their magic, carving out more tunnels.

Again though, this was limited compared to what the Deepdark is today.

It wasn't until the illithid broke through into some of the upper dungeons that the "land above" was discovered by these powerful overlords.

The first surface-dwelling creatures the illithid met were the dwarves. But they proved too tough and resistant to the illithid's magic to control.

Then, the illithids discovered the gnomes.

At that stage, the gnomes were a less-populous race, most sages say, descended from dwarves, who lived in burrows.

In fact, a place called The Burrows, exists today and is where the majority of gnomes reside.

Once the illithid discovered the gnomes, the gnomish world changed forever.

They were enslaved en masse and there was nothing they could do about it. A whole race disappeared from the surface world and was put to work digging out more tunnels and chambers - which would eventually become known as the deepdark.

For a millennia the gnomes toiled away for their illithid masters, but that ended with the heroism of a small group of resistance fighters.

It started as one, then a few, and soon there were many. An underground (literally) network of gnomes who were willing to risk death to free their peoples from the tyranny of the illithids.

Eventually, with the help of magic stolen from their illithid masters, the gnomes won their freedom and, with no other place to go, returned to the surface world.

Much had changed, including them, and they became the gnomes we know today: an unwavering, but deeply broken race.

Gnomes are a pale-skinned peoples, about as tall as a dwarf but with much leaner builds, similar to halflings. They often scar their bodies with ritual tattoos, some of these are magical. They are studious and many gnomes are mages or sages.

Drowcraft Items

How the Dark Elves create their weapons & armour



Dark Elf weapons are much sought after as they are much more powerful and made with such craft that they take on semi-magical properties.

You can apply the following template to any weapon a dark elf has.

Template Features

When added to a weapon or armour, the item takes on the following aspects.

Armour

This **black mail armour** does not impede stealth checks at all.

In addition, it provides a +1 non-magical bonus to the armour. This can increase up to +3, depending on the skill of the armorer who makes it (see crafting below).

Bucklers are also manufactured using the same element and also have a +1 non-magical bonus to AC, and can have up to +3 as well.

Weapons

Shortswords and daggers are fashioned from this rare metal by able craftsmen.

This provides a non-magical +1 bonus to hit and damage rolls (this stacks with the +1 bonus from the weapon being masterwork).

This bonus can also increase to +3, depending on the skillful artisan who creates it.

Crafting a Templated Item

Dark Elf weapons are made from a mixture of steel and adamantite. It takes longer and costs more to craft a drowcraft item.

The skill required is also commensurate with the bonus achieved.

Below is a table that lists the various components that need to be met for each bonus. The DC check is the difficulty to craft the item.

Table: Costs for Drowcrafted Items

Bonus	Cost	Time	DC Check
+1	+500GP	1 week*	20
+2	+1,000GP	2 weeks*	25
+3	+1,500GP	3 weeks*	30

* An item's creation time depends on the price of the item. Use the prices above to indicate how long it will take to create. If not using this system assume 1 week per +1.

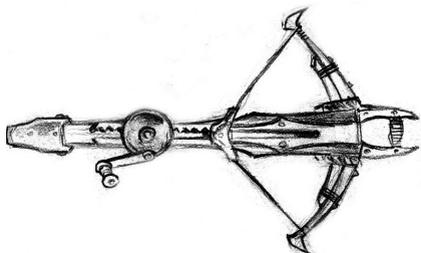
Sunlight

All of these items start to lose their abilities once subjected to sunlight. One plus is negated for each day of sunlight exposure.

Weapon Spotlight

This month we look at the crossbow.

The Crossbow



The crossbow is a simple weapon that most soldiers and peasants can use with little training.

There are different varieties though, which we will cover here.

Hand Crossbow

The hand crossbow is a symbol of the dark elves - a weapon they use to inject the recipient with their horrid poison. It takes a move action to load a hand crossbow.

Light Crossbow

This is the standard weapon given to those untrained with bows or other weapons. They are accurate and can cause significant damage. They are loaded by simply pulling the string back, which takes a move action.

Heavy Crossbow

Heavy crossbows are larger and heavier than light crossbows and require an additional tool to pull the string back to load it. They cause significant damage to

your opponents but are slow to load. It takes a full round to load a heavy crossbow.

Double Crossbow

This newer sort of crossbow out of the city of Sanest is an under and over hand crossbow that can be fired twice before reloading, or both bolts can be fired together at the same target. A different hit roll is required for each bolt. It takes a full round action to load two bolts with a double crossbow (or a move action for just one bolt).

Arbalest

The arbalest is the largest of the crossbow and requires a cumbersome tool to reload it. It takes two full rounds to load it, but does significant damage to your target. It also ignores any light armour worn by the target, such is its penetrating power.

All crossbows are piercing weapons.

Crossbow Table

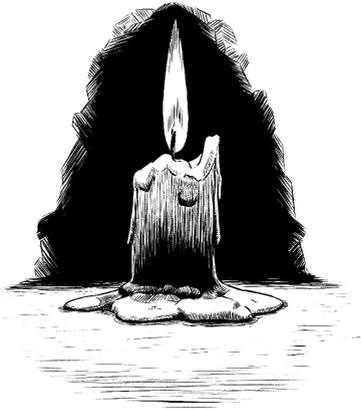
Weapon	Slots**	Damage	Prof.
Hand Crossbow	1	D6	Simple
Light Crossbow	1	D8	Simple
Heavy Crossbow	2	D10	Martial
Double Crossbow	1	D6	Martial
Arbalest	3	D12*	Martial

* Also ignores any light armour.

** See *Slotting In* in *Issue 7* of *d12 Monthly* for rules on slots and carrying capacity.

Seeing In The Dark

How to get about in the underdark



Light (or at least some way to see) is imperative to surviving the Deepdark. There are many ways to see in the Deepdark, from night vision, to light sources you bring with you, to natural occurring illumination.

Senses

Some creatures (and characters) have access to innate vision-improving senses.

Night Vision / Infravision

Night Vision (or Infravision to you OSR folk) is a trait some of the races have.

This is a great trait to have, but one that isn't foolproof. You may still have disadvantage to spot checks (in 5e), even with dark vision, or a creature may not show up at all.

Tremorsense

Usually used by creatures who live deep underground, tremor sense is a handy trait to have. It lets the creature detect those around it without needing vision at all.

Blind-Fighting

Always useful, this skill doesn't help you see, but it does mitigate some of the penalties.

Minerals

Certain naturally occurring minerals and vegetation give off some light.

Glowing Crystals

The crystals that grow in the Deepdark (see article *Some Kind of Magic* in this issue) give off a small glow, lighting an area out to 10ft.

Moss Globes

Some moss or lichen can give off light if carefully extracted from its natural habitat. If placed in a glass globe or similar device it gives off light out to 10 feet.

Smoulder Moss

This moss is usually tied in clumps to a torch to keep it going when it may go out. It smokes quite a lot but will keep a torch going for another 30 minutes.

Lava

Lava gives off a lot of heat but also some light, albeit red-tinged and eerie. The amount of light depends on how much lava there is. It gives off as much light as the width of the source (for example, a 10ft pool gives off light in a 10ft radius).

Mineral Luminescence

Gemstones and minerals sometimes glow with a colourful luminescence. These glow out to a range of 20ft from the source.

Animals

Certain animals give off light naturally.

Glowworms

Hanging from the ceiling of some caverns, glow worms give off light for D4 days after capture in a 10 foot radius.

Fire Beetles

Giant fire beetles have two glands above their eyes which produce luminosity for D6 days after removal. They radiate out to 10 feet.

Fireflies

Fireflies produce a reaction inside their bodies that allows them to light up. A jar or other container of fireflies gives out light out to 10 feet.

Equipment

Equipment is usually brought into the caverns of the Deepdark by adventurers and explorers.

Candles

Candles are easily extinguished and only supply light out to 10ft. But they are better than nothing.

Torches

The basic equipment to take with you into a dungeon, the torch lights your way in the most primitive way: with fire.

Lanterns

Several different lanterns are available: from hooded lanterns, that let you cover your light; to bullseye lanterns, which give a greater range but only in a 60 degree arc.

Fire

Any sort of fire - from a torch to a campfire - gives off some light. How much depends on the size of the fire. Small campfire, 10 feet. Medium campfire, 20 feet. A large bonfire, 30 feet.

Any fire will attract attention and give away positions of those carrying them easily.

Magic

Light spells

Light spells are universally used when in the Deepdark and can be the difference between survival and death. They do not last forever (although *continual light* is the exception), but they are a good way to light your way in the dark.

Other Spells That Produce or Enhance Light

Depending on the edition you play, here are some other spells that can produce light, or enhance existing light.

Control Flame, Faerie Fire, Fire Shield, Flame Bade, Moon Beam, Produce Flame, Wall of Fire.

Magical weapons may also produce light, depending on the campaign rules.





Some Kind of Magic

The Magic Within Crystals

Deepdark crystals hold special power within them. The power they hold all depends on the type (colour) of crystal you have.

Each specialises in a particular school of magic (in fact, some sages believe it was through these crystals, the schools were created by some of the early gnome mages).

Spell Schools and Colour

Below is a list of the spell school and the colour of the crystal associated with it.

Abjuration - Violet
Conjuration - Amber
Divination - White
Enchantment - Ashen
Evocation - Crimson
Illusion - Rainbow
Necromancy - Black
Transmutation - Azure
Universal - Clear

As mentioned above, crystals come in all shapes, sizes, and colours, depending on the crystal type. Although, all types are delicate and prone to shattering.

If you are carrying a crystal and fall more than 5ft or are knocked prone, each crystal you have must make a save or shatter, rendering them useless. You can use the item save chart from older editions of the game or simply roll a D6: on a 1-3 the crystal shatters.

Crystals are harvested (similar to mushrooms), and need to grow to a certain size before being used. Any under-grown crystals harvested will fade and be useless within minutes.

Those that are harvested fully-developed are used by geomancers to build magical items, or just used in their natural form.

All crystals glow and can provide some light out to 10ft.

Crystals vary in colour and their innate powers are based on their structure and innate magical ability, which gives them their colour. Crystals have several functions as shown below.

Absorb Spells

Crystals have the power to use their innate magic to absorb spells cast at the wielder. Each crystal will absorb any spell (no matter what school).

When a spell with the wielder of the crystal is targeted toward them (and them only), the crystal, if held by the target, will absorb the spell. This is automatic, but a crystal can only do this three times before fading and becoming useless.

If the crystal is of the same school as the spell cast, it can, at the wielder's option, deflect the spell's effect back on the caster (the caster will still gain any saving throws associated with the spell cast). This counts towards the number of spell absorptions the crystal can manage.

Augment Spells

You can use any one crystal that matches the spell school of the spell being cast as a material component to augment a spell when cast or to augment a magic item when used in its creation (see article *Augmenting Spells* in Issue 4 of *d12 Monthly* for information on spell augmentation).

A crystal can be used three times when used this way for spellcasting, or just once when used for magic item creation.

Harvesting Crystals

As mentioned previously, crystals need to be grown before they are mature enough to harvest.

This does not mean they are alive, instead the crystal needs to be a certain size to be effective.

Crystals generally grow in patches of 2D4 mature crystals. There will be smaller ones available but these will fade and become useless after a few minutes. Only one colour (type) of crystal will be found in each patch.

To harvest crystals, the geomancer must take care not to damage any of the crystals they harvest.

A successful difficult Dexterity check is needed in order to harvest the crystals correctly so they not only don't break, but also retain their magical power.

A crystal will last until either damaged or their magic fades after use.

Survival of the Fittest Skills or Proficiencies for Surviving the Deepdark



Survival in the Deepdark is difficult to say the least. Even if you discount the monsters and dangerous races, you still need to eat, drink, and sleep. And that alone can be difficult.

You need people with the proper skills or proficiencies to at least attempt surviving in the deepdark.

Below is a list of skills that can come in handy while traversing the Deepdark.

Animal Empathy, Handle Animal

Many animals prowl the Deepdark and having a skill to be able to deal or even befriend them will come in handy.

Appraise

This skill helps you know the valuable loot from the duds. This will lighten your load by making sure you are carrying out actual treasure. A handy skill indeed!

Awareness, Listen, Search, Spot

No doubt these skills come in handy when trying to spot your foe before they spot you!

Climb, Acrobatics, Balance, Jump, Swim, Tumble

These physical skills are life-savers for adventurers while they traverse the Deepdark tunnels.

Craft

Many of the craft skills would come in handy for any number of repairs and making new, useful items; especially weapons and armour.

You can also create useful items like sacks and baskets, as well as waterskins and scroll cases. These could be fashioned out of animals and creatures the PCs kill and may provide a benefit depending on the materials they are made of.

Decipher Scripts, Read Languages

Useful to read and understand ancient languages and texts that are found throughout the Deepdark.

Bluff, Diplomacy, Gather Information, Intimidate

While these social skills see much use in the lands of the sun, sometimes it is smarter to communicate with some of the denizens of the Deepdark rather than fight them.

Disable Device, Open Lock, Trap-Setting

These skills are immeasurably useful as the adventurers explore the Deepdark.

Heal, Herbalism

When you fight your way through the Deepdark you need some way to bind your wounds, and natural healing is one way to do this.

Hide, Move Silently, Sneak, Stealth

All of these skills are handy to have in the Deepdark. Being able to move silently (especially combined with darkvision) is a good way to stay alive and spot your opposition before they spot you.

Knowledge

Any of the knowledge skills are useful as you will come across a wide variety of creatures and places. Any knowledge to do with dungeons or the Deepdark will be particularly useful.

Open Locks, Find/Remove Traps

These sorts of skills are the backbone of good dungeon-crawling.

Spellcraft, Knowledge (Arcana)

These skills come in handy to detect magic and to understand any magical effects or items you come across.

Survival

Use survival to forage for food, build a camp in a safe place, and to harvest creature parts.



Underdark Places

A Random Table of Features



Below is a list of random events or places or dressings that the PCs may come across. These are more about dressing your dungeon and making it more interesting than random encounters.

D20+D12	Result
2	Cave-in - current or in the past
3	Sinkhole - hidden or defined
4	Ancient trap - functional
5	Ancient trap - not functional
6	Passage slopes down
7	Passage slopes up
8	Blood splatters
9	Small pool of water
10	Stream
11	Muddy ground
12	Abandoned mining tools

13	Skull of some monster
14	Scattered bones
15	A natural tunnel bored by some large creature
16	Old cobwebs
17	Harmless fungus
18	Harmless mould
19	Mushroom patch
20	Rusted weapons
21	Signs of combat (recent or old)
22	Skeleton of some explorer
23	Partial collapse of tunnel
24	Shredded husk of some creature
25	A mischief of rats
26	Druidic signs on the walls
27	A rotted pouch of 2D6 ancient gold coins scattered across the ground
28	Steam-filled passage or chamber
29	An old shrine sits in a alcove
30	Small statue in the passage or chamber
31	Tremor or Earthquake!
32	Crystal mound (see article <i>Some Kind of Magic</i> in this issue)

Feel free to edit or expand this table for use in your own campaign.

Campaign Idea

An Idea for a Dark Elf Campaign

By J.E McKeever



<https://www.drivethrurpg.com/product/222184/Character--Dark-Elf-Warlock--RPG-Stock-Art>

“Listen up you lot,” the lieutenant snarled. Walking down the line he scowled. A motley assortment of flesh arrayed before him. prodding each volunteer with his stick as he went, none were ship-shaped: an untucked doublet, a morsel on the back of a sleeve, and one hapless cutter with mismatched boots. The last was a lad barely a hundred years old whose eyes kept darting to the lieutenant nervously. “Welcome to The Crawler,” he

continued. “She’s your home and hearth for the next six thrilling years.”

“You’re in the brotherhood now,” he said, dropping his stick against his palm with each pause. “Do well, and we’ll all be there to see you through to the end.”

“Do poorly -” he leaned over and glowered into the face of the boy who stiffened looking around for anything that wasn’t the dusk hued face with red eyes blazing. “You eyeballing me, blood?”

The youth barely opened his mouth when the lieutenant drove his stick into the boy’s solar plexus. The blow collided with his stomach, driving upward towards the heart beneath the ribs. Air rushed from his victim’s lungs. The blow was merely uncomfortable. If the strike sending the victim to the deck had been a knife, results would have been lethal. “Do poorly,” the lieutenant resumed. “and you will die.”

The Fall

In the none too distant past a great cataclysm shook the underdark for the first time in uncounted ages. The gods below rescinded their protection, and a time of testing began far from the caress of the hated sun.

Some Great cities survived, many others did not. Particularly, the coast of Sea of Endless Night suffered terribly as failing magic led many grand port cities to collapse under the waves, survivors becoming prey for slavers.

The Covenant of Rime

To survive, the merchant princes put keel to water and reorganized their society.

Through guidance by the God of Thieves, bold captains took center stage as leaders.

Each ship a city, bound in shared language and culture, the dark elves again became a terror as their fleets took to reaving the waves zealously.

When black barque drifts towards port, it is as often to trade the booty of a dozen brutal raids as it is to bring down a rain of fire and dwarf-made cannonade upon unsuspecting communities.

The Underdark burns bright, and under the glitter of coin the underground seas become great once again.

The Code Shall be the Whole of the Law

Above all else the Pirate Lords are held together by the *Covenant of Rime* between themselves and The God of Thieves.

Always included in the ship's articles, it outlines the rights and privileges each man-jack and lady of the spider is entitled. This includes the right to shares of treasure gained for life or limb risked, and lawful hearing before the mast.

The most sacred of these rights, going back to land born days, is the challenge. At any time, any man or woman of the ship who has signed their name to the black book may challenge the captain for the right to

leadership. Usually this involves currying favor with the various grim-faced factions who populate the ship, proving one's worth, and earning the respect of those who have greater seniority in merit and noble blood. However, it is not unknown for one to risk all and seize command by the strength of one's own arm.

The Long Reach of the Spider Queen

Alas, the golden age may be coming to an end. Already the priestesses of the Queen find their powers return.

Whatever esoteric mystery the gods sought to inflict having resolved itself, and the old order shall again be instituted with a violent purge of those malefic egalitarians who have revealed themselves through their work of piracy. The new cycle of assassination and betrayal lies like an ill wind on the horizon.

Yet, there is also opportunity: many of the Pirate Lords have taken this opportunity to quit the Black Sea for the warm waters of the surface.

From a remote island fortress under cover of night, the black ships have begun to pepper the brackish oceans above and bring the unique horror of their marauding to coastal cities where they find them.

Their reign may yet be ending, but as with any elf they will yet make their descent a vainglorious one.



Location, Location, Location

A Dark Creeper city, known as Nilvyr, exists deep within the Deep Dark, resting on one edge of the Sea of Endless Night.

Ruled over by a cabal of Dark Stalkers, it is home to over 100 Dark Creepers, as well as a small troop of Myconids who tend the mushroom and fungi fields.

Those who wander too close to the city generally end up as fungi-infested slaves of the Myconids, working their fungal grotto (Area 13) and living in the workers cottages (Area 14). The Myconids themselves live among the shrooms in Area 20.

Dark Stalker Goals

The Dark Creepers are sent out to find crystals (and other magical items) for their masters - the Dark Stalkers - who use them to power their magic (see article *Some Kind of Magic* in this issue for more information about crystal magic).

Their ultimate goals are unknown to outsiders, but it is rumoured they are seeking knowledge to wipe out a nearby dark elf colony to expand their empire.

The City

The city itself is dark, with light penetrating few places, and it's roads and laneways are twisted and provide ample locations to hide. This serves the Dark Creepers perfectly. Together with their hit-and-run

tactics, it makes this city difficult to attack, even for those accustomed to the dark.

The Royal Workshops (Area 21) create magical weapons, using the crystals found and harvested by the Dark Creepers, which give the darklings ample firepower if needed.

The Cabal of Six, as it is known, rules over the city and makes all the strategic decisions. There is one who rules over them - the Grand One - who is also known as Kelios. All of the six are Dark Stalkers and each has their area they have command over.

Kelios is a priest of some power and rules over the Church of the Lost (Area 9) as well as his own abode - a tower carved from a giant natural pillar in the centre of the city (Area 22).

From here he sees all and makes judgements accordingly.

History

Nilvyr was originally built by human settlers - followers of the church of Larish - deity of caverns and caves, the Deepdark, and those who lurk there.

The spot was picked out by Cavern-Walkers - specialty priests of Larish - and then later built by the priesthood.

The humans didn't last long however, as they were discovered and attacked by a band of wandering underground Sunless Locathah.

Greatly weakened, the humans repelled the raiders, but suffered great losses and never recovered. They were easy prey for the next race to arrive, which was the Dark Creepers with their Stalker masters.

Seeing an opportunity, the Dark Stalkers enslaved what was left of the humans (later using the Myconids to turn them into zombified constructs), and took their city, reconstructing it a little more to suit their needs and lifestyle.

The head priest however, found the main temple to Larish and changed his belief based on her teachings, telling his

followers it was a sign from the gods themselves.

Calling the new temple the Chapel of the Lost (Area 9), Kelios put himself at the head of the church, and put the human slaves to work constructing his new abode: Kelios' Tower (Area 22) in the centre of the city.

Meanwhile, the more militant Dark Stalkers reside in the Nilavier's Keep (Area 3), in the north-west corner.

It is overseen by Nilavier who has ambitions to challenge Kelios for leadership of the whole city.



Encounters in Nilvyr

The town is like any on the surface: it is teeming with people - in this case, dark creepers - who are going about their daily lives. Although they may remain unseen.

If the PCs are wandering the town, then roll once each 30 minutes to see what they encounter. These encounters occur on a 1-2 on a D6.

Table: Nilvyr Random Encounters

D6 +D4	Encounter
2	Dark Creeper assassin on assignment
3	Dark Stalker with 2D4 Dark Creeper guards
4	Myconids, D4
5	Dark Creepers repairing a building, D4
6	Dark Creeper craftsman on way to work
7	Dark Creeper guards patrolling, 2D3
8	Dark Creeper low-level priest
9	Myconid with D6 fungal slaves
10	Kelios with 2D4 Dark Creeper guards, plus D4 under-priests

The dark creepers are weary of strangers. If the PCs are bold enough to just wander into the city, it won't be long before a guard contingent confronts them, asking without politeness what they are doing here.

If they don't like the answer, they will try to apprehend the intruders and give them over to the keep for questioning.

Dark Creeper Patrols

A typical dark creeper patrol consists of 2D3 individuals who all carry daggers (their favoured weapon) and slings, with the leader having a Dagger +1.

The leader also carries a *wand of communication* (powered by a crystal), which he will use to alert more guards if intruders prove difficult or attack.



A Dark Creeper patrolling the city

Wand of Communication

Allows the user to send a message as per the *Sending* spell. It has 12 charges.

Dark Creepers in OSE

Below are the updated stats for OSE. This can be changed as needed to fit another edition.

Dark Creeper

Short and deadly, Dark Creepers are plaid-skinned, light-hating humanoids who dwell wherever there are places to hide.

AC 0 or 8 [20 or 12], HD 1+1 (6hp), Att 1 x dagger (d4), THAC0 20 [+0], MV 60' (20'), SV D12 W13 P14 B15 S16, ML 7, AL Chaotic or Neutral, XP 30, NA 2D4 (1d6), TT: M

Thief Skills: Dark Creepers have thief skills as per a 4th level thief.

Detect Magic: Dark Creepers can detect magic out to 15 feet.

Create Dankness: Create darkness in a 50 feet area. All torches, lanterns and other non-magical sources of light are extinguished. Any magical light less than 3rd level will also be extinguished.

Light Phobic: Dark Creepers hate light and will try and extinguish it any chance they get. They also have an AC of 8 when in the light.

Some Dark Creepers carry magical daggers. These are usually the leaders and the more martial types within the city.

Dark Stalker

The tall, deadly masters of the Dark Creepers, these rare individuals plan and plot to seek greater power.

AC 0 or 8 [20 or 12], HD 2+1 (10hp), Att 1 x short sword (d6), THAC0 17 [+2], MV 60' (20'), SV D12 W13 P14 B15 S16, ML 7, AL Chaotic or Neutral, XP 30, NA 2D4 (1d6), TT: M

Thief Skills: Dark Creepers have thief skills as per a 4th level thief.

Detect Magic: Dark Creepers can detect magic out to 15 feet.

Create Dankness: Create darkness in a 50 feet area. All torches, lanterns and other non-magical sources of light are extinguished. Any magical light less than 3rd level will also be extinguished.

Light Phobic: Dark Creepers hate light and will try and extinguish it any chance they get. They also have an AC of 8 when in the light.

Wall of Fog: Can create a *wall of fog* (as per spell) twice per day.

Feel free to add class levels to Dark Stalkers. The ones that rule over Nilvyr all have additional class levels and use their abilities to maximum effect.



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