

PERSM5-03

Der Reinheit von Schall (The Purity of Sound)

A Single-Round D&D LIVING GREYHAWK[®] Perrenland Special Mission Adventure

Version 2.1

Round 1

by Andrew Cowan

The Annual Spring Festival in the village of Laufgen has unearthed a magical song. With the people of Laufgen left reeling in the song's wake, agents of the Voice have been unable to trace its origin. It is left to heroes with an ear for music to get to the bottom of this mystery. A special mission for musically inclined PCs who meets the requirements for entry into the Seeker of the Song prestige class. It also contains roleplaying opportunities for worshippers of Joramy. For APLs 8-16.

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of the author. To learn more about the Open Gaming License and the d20 system license, please visit www.wizards.com/d20

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and record-keeping after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Keep in mind that you must have at least four players (not counting the judge), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Playing the Game

Instruct the players either to prepare their characters to participate in the adventure before the session begins, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the judge) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the judge can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in bold italics. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and judge fill out the RPGA Tracking Sheet. The judge should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

LIVING GREYHAWK

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials discussed in the Preparation section above that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the *LIVING GREYHAWK Gazetteer*.

LIVING GREYHAWK Levels of Play

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars paladin's mounts, etc.) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately. Nevertheless, if a character has the Mounted Combat feat, he may bring a single warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.
3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC may gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character will receive only one-half of the experience points for the adventure. Further, if the

PC is three character levels or more lower than the APL at which this adventure is being played, that PC will receive one-half gold for the adventure as well. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may

find difficulty with the challenges in a LIVING GREYHAWK adventure. If a group is APL 1 there are two things that the group can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a move action (spoken command) that may be attempted each round. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases to 12.

Time Units and Upkeep

This is a standard two-round Regional Special Mission, set in Perrenland. Characters native to Perrenland pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may

	Mundane Animals Effect on APL	# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

A character who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

Adventure Background

The eruption of Mount Hellspaar a year ago shifted the very earth in the mountains – opening a cavern that had been lost for a thousand years. Within is the source of one of the primal chords of music – a pure sound, uncorrupted and beyond all understanding. Throughout its history many have attempted to recreate this perfect sound, but each attempt and its imperfections have plagued all who hear its corrupted form.

Jorgensen Vraag is one of these imitators. Once he was a bard with rising talent, but Jorgensen became a victim of his growing fame and importance. Living well beyond his means and livelihood, he built up considerable debts to nefarious creditors – eventually his creditors came to collect, taking everything.

For years Jorgensen tried to rebuild his shattered career, but the demons of his past still haunted him and he could not shake their lure time and time again. Eventually he left the city altogether, fleeing to the hills and living as a hermit – in a self imposed exile for over a decade, not far from the village of Laufgen in central Quagfludt.

Now in his early fifties, recently Jorgensen found the sound that will kick-start his career again. Whilst foraging in the hills, a severe storm forced him further from his hovel and he found himself lost in the wilderness at the mercy of the elements. He hovered close to death, until the most beautiful music reached his ears – somehow he followed the sound through the blinding storm,

and made it to the cave and its shelter from the storm. Inside burned the purest flame, fire from the centre of Oerth itself – the source of the primal song. The heat of the flame kept Jorgensen alive, feeding his body with its power, and soothing his soul with its song. For days he survived sustained only by the primal fire, whilst its song healed his mind and body.

When Jorgensen finally awoke he felt revitalized, healthy and full of confidence. He returned to his hut to make plans for restarting his career, and soon discovered that he could tap into the very elements of nature through his songs – a legacy of his exposure to the primal song. He spent some months tuning his new abilities, but his continued isolation only refuelled his doubts, and he thought he needed more of an edge if he was to resurrect his career – if he could recreate the primal song itself for the audience, he would be remembered as one of the greats and it would carry his name into the history books of the future.

But Jorgensen could not get the song to sound the same as he heard it – it was missing something and sounded incomplete. He could not remember the missing part, so he tried to find the primal flame to hear its song again, but he was unable to find the cave, wasting months searching vainly with out success.

Eventually he gave up searching for the cave and tried to fill the missing piece to the song with his own creation. Satisfied the song was now complete, he set about getting ready for his first performance – at the Annual Spring Festival in Laufgen. Selling most of his remaining possessions, Jorgensen organized posters for the festival featuring his likeness, and went about promoting the event through the nearby region for maximum exposure.

But the festival did not go well for Jorgensen. At first the song had the crowd enthralled with its purity, but the part that filled the missing piece was terrible, corrupting the song. The effect of the tainted song on the audience was profound – causing them to be caught up in the present moment of their lives, unable to break free of the tainted song's compulsion. The tainted song could be heard for miles (over even greater distances for a select few – the PCs), although the effect was not as strong away from the source and the compulsion was easier to break.

Jorgensen fled the scene of his failed performance, fleeing back to his hut and the security he found in isolation. He remained there

since, trying to perfect the song. But try as he might, he cannot get it right – and the tainted song's effect on Jorgensen himself grew with each further attempt. Now he is trapped in a compulsion of his own creation and he cannot stop – each attempt only strengthening his fall.

On the day following the festival a merchant caravan passed through Laufgen, seeing for themselves the strange behaviour of the villagers. But one of the merchants saw a poster that Jorgensen missed and took it, recognizing the bard's name, story and the amount this information was worth.

It is only now that Jorgensen remembered the posters linking him to the incident – he has gone back to the inn to remove the posters and may be spotted by the PCs as he is leaving. But his old debts have finally found him, and they are sending some of their own to deal with him for good anyway...

Adventure Summary

INTRODUCTION

The PCs hear the tainted song from the festival no matter where they are in Perrenland. But no one else heard it, and no one believes them. But they quickly hear of a bard of the Voice who has heard it as well, who wants to meet any others that who shared the experience.

At the Lion Inn, the bard tells the PCs about the strange occurrence at Laufgen following a recent festival – now the village has almost ground to a standstill as its residents neglect their normal lives, trapped in the effects of the tainted song. He wants the PCs to investigate Laufgen, given their connection to the song.

ENCOUNTER 1

The PCs arrive at Laufgen and are led to the inn by an affected villager. At the Inn they find it filled with more affected villagers, watching an empty stage. As they search the inn they find more examples of this behaviour, as well as a clue as to how is responsible. The PCs also find instances of theft from the crowd and may also feel the effect the song has had on the monster trophy wall...

ENCOUNTER 2

The PCs head into Laufgen itself and find a few more villagers affected by the song, but it is mostly empty, with most people at the inn. They also discover evidence of theft in the affected village,

implicating the merchants that passed through the town lately or a strange hermit that lives in the hills near Laufgen. But in fact it was another group, sent by Jorgensen's old creditors taking advantage of the situation – they hold up in some of the houses when the PCs arrive, and keep an eye on the PCs progress, hoping they will lead them to Jorgensen.

ENCOUNTER 3

The PCs spot the elusive hermit in town, and can follow him back to his home. If they catch up or stop him, they find out the hermit is deaf and could not hear the song, but may be able to explain a little of what happened the night of the festival.

DM's Note: The hermit is in fact Jorgensen, and he writes/pantomimes about the time of his performance in the third person (with an extremely good bluff skill). Only the mention of the thievery in town breaks through his performance – but he covers himself quickly, claiming he wasn't responsible. Unless the PCs discover the truth about him, he takes them back to his hut to hank them (actually to learn about them). If the PCs do discover his identity, he caves in, telling them everything, inviting them back to his hut for the full story.

ENCOUNTER 4

The bounty hunters looking for Jorgensen have followed the PCs, and launch their attack on Jorgensen as well as the PCs. Covering up their activities in Laufgen and dealing with Jorgensen all in one blow, they set fire to the hut with the PCs inside, trying to flush them out for an ambush or burn them alive. But Jorgensen uses his seeker of the song abilities to protect himself and the PCs, and they can bluff the thieves by hiding in the burnt remains, or choose to strike back at the now surprised thieves.

If any of the thieves/hunters are discovered in the town, reduce the numbers in this encounter for any that were dealt with earlier.

ENCOUNTER 5

Jorgensen now completes the true story, having exposed his abilities to the PCs now. He is sorry for the trouble he has caused, but the compulsion to perfect the song was too much for him to withhold. In fact the PCs have to stop him from exposing them to the tainted song close up, as he loses the battle with the compulsion again and claims he has it right this time. The PCs eventually learn about the cave and the primal

song from Jorgensen, who offers to show them where it is (actually he is hoping the PCs will hear the song & lead him to it as well).

ENCOUNTER 6

The PCs search the hills for the cave containing the primal song. At first they have no luck, learning that Jorgensen cannot remember the cave's location. That is until the prospective seeker PC(s) start to hear a perfect, primal tone on the wind, drawing them to its source. When they find the fissure leading to the cave they also find an Advanced Galeb Duhr, resting and listening to the primal song himself – he awakens and talks to the PCs, requiring them to perform for him if they want to get inside.

ENCOUNTER 7

The PCs enter the cave and are exposed to the primal song of Oerth. They can also discover some of the history of this cave – a shrine to the primal flame, built long ago by a forgotten people and dedicated to Joramy. However hieroglyphs on the walls reveal a darker twist to this tale – and a change of devotions for the shrine over the flames.

ENCOUNTER 8

The PCs may stir the spirit within the flames – a Fire Weird that was formerly a priest of Pyremius, who attacks those who defile his shrine.

ENCOUNTER 9

The PCs leave the cave, and can convince the Galeb Duhr to amplify the Primal song so the people of Laufgen hear it and are cured of the tainted song's effects. If they forget to ask, he gets carried away and does it anyway....

CONCLUSION

The PCs return to Laufgen, to see the effects of the tainted song cured and life returning to normal for the villagers of Laufgen. They thank the PCs for their efforts, and offer their hospitality and favours. The PCs also earn the respect and thanks of the Voice, who ask the PCs for their side of the story for the record books.

For the prospective seeker, his blood pumps with the spirit of the primal flame within him, opening new powers of a Seeker of the Song.

Preparation for Play

This adventure is a special mission for players wishing to advance their PC in the 'The Seeker of the Song' Prestige Class. At least one PC should be a prospective seeker (meeting the prerequisites for the PrC) – the remaining players can be of any classes and should be a similar level as the prospective seeker for APL balance. Because of the requirements of the Seeker of the Song PrC this adventure is for APLs 8-16.

There is also a special roleplaying opportunity for any followers of Joramy. The shrine at the primal fire was once dedicated to their goddess, but a rival priest of Pyremius defeated the Joramy shaman over a thousand years ago and desecrated the shrine, turning it into a shrine for his evil god. In Encounters 7 & 8 the PCs learn about this desecration – if they try to remove the evil taint this triggers the fire spirit of the once Pyremius priest to attack them. Defeating the priest (Fire Weird), they can remove the taint and rededicate the shrine to Joramy – this creates a new site for a Temple to Joramy – if the PCs are willing to fund some of the initial costs (Noted on the AR).

As the players investigate Laufgen, they may also come across some of the thieves that are taking advantage of the situation in the village. These thieves are members of the Nightsong Guild, professionals hired only by the wealthiest clients (and wealthiest victims) – they have been hired by Jorgensen's creditors to bring him in.

Introduction

The following section actually occurred to all of the PCs (not just bards/prospective seekers) 2 days ago, during a quiet period just before this adventure.

"Hey, what happened to you? You alright? Lost you there for a second..."

Your heart slows as the sound fades, returning your thoughts back to your surroundings. Indeed you were lost, caught up by a sound so pure, so primal, but also flawed – as if there was a missing piece, filled instead with another sound, a foul sound. For a moment your animal emotions rose to the fore, your senses heightened, your blood almost at a boil. The urge to act on these impulses was almost too much to ignore, fuelled by the mysterious song on the wind.

But before you did act, the primal song turned foul – instead other sound, a wrong sound came to the fore, and with it came utter confusion, draining your thoughts, leaving you feel empty and alone.

Only the PCs playing this adventure hear the song at a distance – other people they are with at the time hear nothing out of the ordinary. The DM should describe the animalistic urges that each PC felt – personalizing the experience for the PCs at the table.

Present day:

It seems ages since you last heard that song, but the memory of that sound remains as fresh in your mind as it did when you heard it days ago. It comes as no surprise to you to hear of another who also heard the song – someone who has spread the word for others who shared a similar experience to join him at The Golden Lion Inn in Shwartzenuin as soon as possible.

The Lion Inn:

The hum of the busy tavern returns to normal, following the raucous applause of only a few moments ago. Catching your eye, Jonas Fireleaf, bard extraordinaire and high ranking member of The Voice leaves the stage, motioning for you all to join him at a nearby table.

Jonas Fireleaf; Elven Bard 12 / Virtuoso 1.

“Firstly let me thank you all for coming. It seems we may have all shared a similar experience, hearing a sound on the wind that no other heard. But firstly, please tell us in your own words what you heard and felt.”

Give each PC a moment to quickly explain their own experience with the primal tone (and the animal urges it spurred) before continuing:

“Then I was right – we all heard the same sound. This is both strange and fortuitous, for I believe it may be related to recent events that have occurred in the south that has the Voice worried.”

“You see, there have been some strange reports coming out of the south – centred near the village of Laufgen in the Quagfludt Canton. Merchants returning from the region recently have told us that the people of Laufgen seem caught up in some sort of trance.

Jonas pauses for a moment, taking a long drink before continuing.

If the village residents also heard the sound it could be the reason for the strange happenings reported. The song was the purest I have heard yet it was tainted as well – how? Why?

The Voice cannot explain this song or its origins – or why only we few here heard it from afar. But its importance could be significant – music not heard before. Given the lack of similar side effects in us here, I believe the song could have had a stronger effect on those closer to the source.”

“The Voice needs your group to travel to Laufgen and investigate this matter yourselves. Your connection to the song may help. I and others of the Voice will be investigating other reports that could be related, to make sure the affect is not spreading further. That, along with the current war effort has spread the Voice thin, and there is no one else more qualified than yourselves to turn to.”

“Will you help the Voice get to the bottom of this mystery?”

Hopefully the PCs will agree to this. (Otherwise the adventure is over for them).

Jonas relaxes once the PCs agree, and will make some small chat with them before answering some of the questions they may have (some answers are listed below). He cannot talk for long though, as the tavern crowd grows restless, waiting for his encore performance...

Can we speak to the merchants that brought these reports?

“The merchants work for the Hondvoet Family, the oldest houses the Vossier clan. I don’t think you will have much luck dealing with them – I certainly didn’t. They...sort of....don’t want me on their lands. A misunderstanding I assure you. You should instead make haste to the source – Laufgen.”

Are we going to be paid for this?

“I had hoped that your own curiosity and patriotic duty would be all the reward needed in this endeavour.

How did the Primal sound affect you Jonas?

"I was wondering if you would ask that question. As for my own experience from the song, suffice to say that my female companion at the time was quite surprised and excited, if you take my meaning..."

At this point the crowd begins to chant Jonas' name, and with a smile and a nod he gets up, to answer the call of the crowd, leaving you to your thoughts – accompanied by the virtuoso flute performance of the master bard.

The PCs can leave that night if they choose, or choose to get any supplies before they leave the city in the morning, and can purchase horses and other general goods fairly quickly at normal prices if needed/wanted.

If there are any Vosser clan PCs, they may try to contact the Hondvoet family – the merchants have travelled on to Hondvoethaus city, and are unreachable at this time.

Encounter 1 – The Inn

The Western Road

Read below as the PCs first approach Laufgen:

In the early afternoon your group finally spots the village of Laufgen. Secluded away, the small village sits nestled in the foothills of the surrounding mountains, surrounded by rolling pastoral hills to the north and thick forests to the south. That is except for the single building, sitting on top of the hill overlooking Laufgen, that you first spotted hours ago.

As you follow the road's gentle slope down into the valley, you see a young man leaning heavily on a hand held sign of some sort, standing at a fork in the road. As you watch him, you notice his head slowly droop lower and lower, before jerking back up quickly – only to start drooping again.

The young man is Rigga Erikssen age 13; Com 1

During the festival, Rigga was given the job of directing the late arrivals up to the inn – letting them know about the talent quest – the highlight of the festival. But Rigga has had a problem with staying awake lately, and was asleep at the job when the corrupted song of Jorgensen's reached his ears. Now he can barely stay awake at all, lugged into a magical sleep he is unable to overcome.

If the PCs wake Rigga, he is still mostly asleep and responds to them sluggishly, nodding off again during any break in the conversation. Otherwise he will remain standing asleep – oblivious to the PCs arrival.

Upon closer inspection (which the PCs can possibly do without waking him) they will find his pockets are filled with partially eaten stale bread (from the merchants who visited recently), and he carries a half filled water skin slung over his front (merchants again). He is mostly healthy, if a little thin (*DC 10 Heal check*) – and shows signs of exposure to the elements for days without a change of clothes (the smell definitely gives it away).

Searching the nearby area, the PCs will find the sign of Laufgen lying amongst the undergrowth (it was knocked over by a wagon a few weeks ago, and no one fixed it back up before the festival).

Ideally, the PCs should try to take him to the inn or into the village where they can put him asleep in a bed or other location less exposed. Should the PCs move him (with or without waking him) he is almost oblivious to their attentions – they can lead him almost anywhere they want. Should any PC think of asking him, Rigga will point out the inn where he stays and works.

The Inn at Laufgen

The sign of a light at the end of a winding road waves in the breeze above a huge two-storey building perched on the hill overlooking the rest of the village. A vast verandah surrounds the entire ground floor, with large glass windows separating it from the interior of the inn, allowing you to see clearly inside the large structure. The second floor is closed from view, but has many windows for the tens of rooms the inn houses on its upper level.

As the PCs approach the inn they can make out more of the interior – noticing that the inn is almost entirely full of people on the ground floor – seated on scores of tables and chairs that can be seen surrounding the raised platform in the centre of the inn.

The PCs may also notice Jorgensen as he leaves the inn down the hill – a PC's Spot check opposed by Jorgensen's hide check to detect him (roll this secretly for each PC).

When the PCs go inside:

Entering the huge inn only confirms your earlier observation – the inn is almost completely full with hundreds of people. The main floor of the inn seems even bigger than you first expected – this is further enhanced by the sheer number of people within! In the centre of the inn is a raised platform surrounded by occupied tables and chairs, some still covered with plates and tankards. The far side of the inn is taken up by a large bar on the left seating at least 20 people, opposite an open kitchen area on the other corner of the inn that is alive with activity. Between the kitchen and bar is a wall decorated with the heads of many monsters, some of them known to you. But it is the crowd of people that gets your attention – all of them seated facing the centre stage, with wide, vacant expressions on their faces.

The inn is full with people that attended the festival – (200+) including most the villagers (leaving most of the buildings vacant – see the other locations of Laufgen for details on each location and its inhabitants if any).

These people were all here for the performance of Jorgensen, which was supposed to be the highlight of the festival – the performance of a master bard. But instead they all heard him play the corrupted song – and all were affected in a similar way. Now they wait patiently for the rest of Jorgensen's performance (and have been for days), but he fled the scene when the song came out wrong, leaving them all in a state of limbo (awaiting the finale of the performance). A broad cross-section of races are represented in the inn, though the slight majority are human.

As the PCs watch the scene before them, they notice some activity. People occasionally get up and leave the inn (to the outhouse to relieve themselves, or to get food and drink) then return moments later, sitting back down to watch the stage with anticipation. The inn's staff do their rounds, handing out drinks as well as cooking and handing out food (without payment) – caught like the others under the effects of the tainted song.

If the PCs try to talk to the crowd, they get shushed, if they persist, the crowd gets angry at them, but then quickly return to watching the stage. Individual festival goers react in a similar way to the PCs – but certain skills Intimidate, Diplomacy, Perform and Sense Motive can calm them down (otherwise they are ejected from the inn).

Any PC jumping up on to the stage to perform is booed at by the crowd initially – a Perform check (DC 30) is needed to calm them down again or they will throw the unfortunate PC out of the inn. Attempts to fascinate the crowd or use of other magical means to calm them down are up left for the DM to decide how effective they are. Only the pure primal song can lift the curse (which hopefully happens later in the adventure if the PCs are successful). In any case the crowd, who return to watching the stage once the PC is ejected, shouldn't seriously injure the PCs.

If the PCs look over the villagers closely or search for coin or valuables, they discover virtually no coin on any of them, and no signs of jewellery or adornments either. The thieves in encounter 4 have already visited the inn, taking many personal items from the patrons and the inn as well.

If the PCs approach the monster wall (within 10'), they are attacked – as the tainted song has animated a few of the monster heads. The DM is encouraged to choose what heads are on the wall – there are over 40 monster heads on the wall, including several dragon heads.

The PCs cannot spot the animation before it happens – the heads only animate when they smell prey nearby (10ft).

Creatures:

APL 8 (EL 6)

Animated Wall (3 Monster Heads): CR 6; Large Animated Constructs, hp 52; *see Monster Manual p 13.*

APL 10 (EL 8)

Animated Wall (6 Monster Heads): CR 8; Large Animated Constructs, hp 52; *see Monster Manual p 13.*

APL 12 (EL 10)

Animated Wall (9 Monster Heads): CR 10; Large Animated Constructs, hp 52; *see Monster Manual p 13.*

APL 14 (EL 12)

Animated Wall (12 Monster Heads): CR 12; Large Animated Constructs, hp 52; *see Monster Manual p 13.*

APL 16 (EL 14)

Animated Wall (20 Monster Heads): CR 14; Large Animated Constructs, hp 52; see *Monster Manual* p 13.

Save for the following changes: The heads all have Improved Grab ability, and attempt to pin their victim whilst the other heads assist – using grapple checks to deal damage in subsequent rounds. The heads all have 10' reach, but they cannot move (-1 CR). Once there is no one within reach the heads return to their still pose. The animated heads have a hardness of 2, thanks to the substances used to preserve the heads.

The PCs can search the inn without trouble or stirring the interest of the people inside (including the rooms upstairs – most empty except for a couple of very sleepy occupants), finding some of the following clues/items of interest.

- **DC 5 (The PCs must find this clue)** – several torn posters for the Spring Festival – the bottom half torn off from the wall in every case – give the players handout #2.
- **DC 10** – scratched into the top of one table are the words “Kavos was here”
- **DC 20** – a broken lute can be found on the floor near the stage – it is blackened & scorched beyond repair (Jorgensen burnt it when the song *went* wrong & kicked it away)
- **DC 30** – Attached behind and underneath the bar can be found a light repeating crossbow (actually a +2 *Merciful Repeating Heavy Crossbow*). The crossbow belongs to Gorax and bears his name inscribed on it – any PC taking it risks paying Kopprijs equal to its value (thousands of gp) – remind budding thieves of this law if necessary, but do not stop them from taking it if they insist – just drop hints about the obvious magic of the weapon and the possible size of the fine **when** caught with it (not ‘if caught’).
- **A Spot Check (DC 15)** notices a village dog relieving itself at a nearby tree seen from the inn. When it finishes it returns to a normal stance, but then again lifts its leg and starts again – continuing this behaviour indefinitely.
- **At night only - a Spot Check (DC 25)** notices the moths around a nearby light source are flying in continually around it in perfect symmetry
- **A Spot Check (DC 5)** notices two burly humans locked in a perpetual arm wrestle – that has lasted for days...

- Any PC investigating the upper rooms of the inn or one of the houses in town stumble across a couple enjoying themselves.
- A spot check (DC 20) notices a rabbit frozen with indecision outside – it can't decide which way to flee, so remains still – (alive and breathing)
- Two of the patrons at the inn are glaring at each other – they haven't broken the stare between them for hours...

One patron is stacking glasses on the table. He has built the pile quite high – several feet in fact, but it is starting to teeter. The PCs will need to reduce the pile before they smash everywhere...

The PCs may also recognize some/most of the festival goers themselves – members of the Hondvoet family of the Vossier Clan (Knowledge Nobility and Royalty DC 20). Anika Höndvoet, Clan Graf herself is not present being an aged woman in her early 80s, she is at the silver mansion along with a handful of her servants (see the Silver Mansion entry for further details).

There is only other thing of interest in the inn – the sound of the owner, Gorax Ironskin, counting his hoard (beneath the inn in a secret room) can be heard – a Listen check DC 30 picks up the sound on clinking coins coming from beneath the inn. There is no obvious way to reach the sound – the entrance to the secret chamber is well hidden from all but the most experienced searchers (a Search check DC 50 is needed to find the secret door). If this is somehow achieved, the PCs find Gorax sitting on top of a pile of coins and treasure half filling the 20ft square room, counting his treasure and completely oblivious to the PCs discovery of his hoard (under the corrupted song's effect).

Gorax Ironskin, Half Orc Barbarian 16; 248hp (no stats are provided).

If the PCs fight him, feel free to scare them with massive damage rolls and the effects of the numerous magic items at his disposal. In any case they receive no experience for fighting him.

Inn Background

The Inn at Laufgen is simply known as ‘The Inn’ in these parts – it is the largest structure for miles, and is the largest inn of its kind in Perrenland (and possibly the Flanness??). It is owned by Gorax Ironskin, a renowned Halforc adventurer (now retired) and successful dragon slayer. Gorax used his considerable wealth (his share of the hoard) to

build the giant inn over 30 years ago – mostly for his many adventurer friends who helped him dream up the idea over many a tankard. But for years the inn served the normal village traffic only, with few of the barbarian's friends visiting over the years.

It is only recently in his early 70's that Gorax has found an answer to how to fill up his massive inn. He has parted with some of his dragon hoard treasure, allowing some items to be found at the Market of Scales three years ago and since. Up until then the market was little more than a joke, set up by the villagers to build relations with the numerous kobold tribes in the region. But after several magical items and ancient coin were found in the kobold's stalls (much to the kobold's surprise as well), adventurers and the like have started to flock to the village on an annual basis, hoping for a similar find. Gorax has kept up the charade since each year, craving the attention and companionship that result's each year over his (still considerable) treasure hoard.

ENCOUNTER 2 – LAUFGEN

The following section highlights the village of Laufgen, and the effect the tainted song has had on the residents not at the inn. There are several locations described – some have situations that the PCs might stumble into and have to deal with.

The residents and visitors at Laufgen for the spring festival are all still suffering from the effects of hearing the tainted song. The effect was profound – leaving them caught up in the present moment of their lives, unable to break free of the tainted song's compulsion. What ever they were doing at the time has continued since – only the strongest urges have pierced through this effect – hunger, thirst and exhaustion, only for the compulsion to once again take hold once these urges subside. For most of the people at the festival, they were at the Inn for the performance of Jorgensen – the rest of the village itself was mostly empty at the time, and remains so.

Not all of these locations need to be used by the DM – especially if running time is an issue.

Laufgen (Hamlet)

Laufgen is an out of the way hamlet suffering from many of the tribulations of isolated, frontier human communities. Comprised of around 200 residents, overwhelmingly humans, the main industries are trapping, alluvial mining and some forestry. It is ruled by the aging Landgraf

Yenjanna. Once a prime example of strong Roodberg leadership, the Landgraf is a broken man, who hasn't been seen outside his mansion since his wife's brutal and mysterious murder a decade ago. Laufgen was officially founded nearly 40 years ago from farmsteads and a small gnome outpost, but has been around far, far longer. The Landgraf is the first ruler, awarded his title due to exemplary military service in the Auszug. While the town was at first prosperous, it has been slowly degenerating since its ruler went into seclusion. It has a standing militia of a dozen lazy guards, who mostly keep up a public presence, shoo away Kobold raiders or wild animals, and keep the Highfolk tax collectors at bay. In the last few years several adventurers have made their home in Laufgen, deeming it one of the least likely places to be invaded by demons or undead.

The Thieves

A group of nightsong guild thieves has been sent after Jorgensen by his old creditors (they have hired the Nightsong Guild). They hide in the village to avoid contact with the PCs, hoping the PCs will lead them to Jorgensen who they have not found yet. They were distracted by the opportunity to steal from the village that is unable to defend itself, and have gathered a considerable amount in the wagons hidden in the grain barn). One of their number keeps an eye on the PCs activities, allowing them to set up their ambush in encounter 4.

The DM is free to decide where they are in the village – but they avoid engaging the PCs, waiting until the fight is on their terms in Encounter 4. Though PCs with high spot and listen skills may be able to notice one or some of the thieves as they move about the village.

The DM is encouraged to run these thieves depending on how the PCs react after their discoveries – the PCs may decide to try to capture one of them, or track them down in the village before they go after the hermit in encounter 3. Statistics for the thieves are included in Appendix 1 – the DM should review the thieves *Hide and Move Silently skills* and keep them handy for this encounter. If any of the thieves are killed or captured in this encounter, subtract them from Encounter 4.

LAUFGEN KEY (Refer to Map #1)

1. The Inn at Laufgen – see encounter 1

2. General Store

The general store is similar to many others found across Perrenland – most general goods up to a value of 100gp value can be found within the store. The owner, Felix Brimblefoot, is a jolly Halfling who is perpetually hungry now (under the effect of the corrupted song) – he attempts to trade with the PCs for food rather than coin).

PCs searching through his wares – a Search check DC 20 notices that there are few items over 15gp value in the store – and several shelves are suspiciously empty.

Felix Brimblefoot, Halfling Exp 5; 17hp.

3. Voldrig's Stable and Saleyards

These stables differ from the ones at the inn – they are not as large, and cater more for draft animals than riding stock (2 dozen draft horses and mules currently occupy the stables and yards). Inside a young stable hand tends to the horses, whistling contently. He does not acknowledge the PCs presence – any attempts to get his attention break his concentration for a second or two only, before he returns to running down or feeding the animals.

No matter what the PCs say he does not answer them – he is far too happy in his job (this is plainly evident on his face) and he can't help but enjoy himself (effect of the corrupted song).

If the PCs stable their mounts here, he takes them into his care with a smile on his face (and without asking for payment).

Any PCs checking the horses can make a *Handle Animal Check* (DC 10) – they are mostly healthy and well fed – but a couple of them have been over groomed and bear scars from the near constant brushing from the young stable hand.

Julius Tomlinson, Com 1; hp 4.

3. The Anvil

This squat stone building is the smithy of Brugas, an aged but expert dwarven armour and weapons crafter. Brugas was at the inn for the contest. The smithy is locked with an excellent lock (Open Locks DC 30). A *Search check* DC 30 discovers the lock has been tampered with recently.

Inside there are no completed examples of his work – only tools and unfinished works can be seen. All of the completed weapons and armour have been taken by the thieves.

4. Shellinghump Brewery

The brewery is owned and operated by the Shellinghump gnomes – mostly employed by the inn proprietor. The family has perfected a sweet-tasting ale that is slowly gathering acclaim and is well liked by the Laufgen residents. The whole family went to the inn for the contest. The building is locked. Inside is a collection of machinery, boilers and the like all jury-rigged together – thankfully it lies dormant, unless someone plays with it. Any thieves chased by PCs may come here and rig things to help them escape...

5. Wilson's Leather

This leatherworking, tanning and shoeing business is run by the Wilson brothers, and is locked up while they attended the contest at the inn.

If the PCs check inside a *Search Check* DC 20 finds the dust print of a missing rug (a valuable winter wolf pelt stolen by the thieves)

6. Hampton Bakery and Delights

Eric and Vellis a young human couple, run the only bakery in Laufgen, which was still open during the festival. Inside is an array of confectionery and sweets, and the smell of fresh bread fills the room. In the corner of the room is a rotund Halfling, who has been eating non-stop since the festival and doesn't look like stopping either...

Eric and Vellis, Com 1; hp 5 & 4.

Willis Brimbleleaf, male Halfling Com 1; hp 6.

7. Tailor & Drapery

Filamah Coombes and her husband Styliis, both half elves, run this store. They are also at the Inn, but a *Search check* DC 15 finds a section of the floor ripped up. (the thieves have been here recently, and are speeding up their operation now that the PCs are in town)

Filamah and Styliis Coombes, Human Com1; 4, 5 hp.

8. Watchhouse

This former house is owned by the Sheriff of Laufgen – it has been since converted into a watch house for the 3 regular guards of Laufgen. There is a simple gaol inside, and bunks for several deputies and the sheriff himself. The PCs can use this building to lock up any thieves they capture.

Only two figures are inside – a deputy sitting at a desk asleep, and a criminal in a cell. The criminal is using a sharpened spoon handle to mark notches in the cell wall – he has completely filled the walls with notches, and has even broken out a large chunk in one of the walls, allowing the sunlight outside to break through. He does not respond to the PCs – lost in his last actions like everyone else in the village.

9. Residence

This home is owned by Kandas Willhelm, a retired adventurer who journeyed with Gorax on several adventures 20+ years ago. The house is empty (she is at the inn as well) and the house shows plenty of signs of missing belongings. The thieves spent the most time in the house yesterday, almost going through it completely in their hunt for items of value. A Search check DC 20 finds burn marks surrounding a book on a desk in a back room (a once trapped spellbook – *Exploding Runes*)

10. Residence

This house is the home of Pel-Seth a Cleric of Kord that tends the nearby shrine at Kord's hill. The house is rather large but also mostly empty – as Pel-Seth had very little belongings to begin with – and this house has yet to be targeted by the thieves (although the PCs might think otherwise).

11 – Laufgen Marketplace

The market area is packed with many stalls and wagons, just as it was during the festival a week ago. But apart from one exception (11c) the stalls lay abandoned, some turned over, others bearing the weathered remains of what they were selling during the festival – a mix of foodstuffs, novelties and cheap jewellery.

11c – Yiddibikk's Stall

The stall owner is Yiddibikk, somewhat of a civilized kobold who left his tribe years ago and set up in Laufgen, eventually creating a small business of his own. By selling the wares of his old community (the Dribblebop Clan) Yiddibikk has been able to prosper, and by buying useful items for his clan has helped his more primitive clansmen and clanswomen grow in prosperity and stature as well (compared to the other kobold clans in the region).

However since hearing the corrupted song, Yiddibikk's greed has got the better of him. Now his asking price keeps going up – and under no circumstances will he part with his goods anyway.

If the PCs haggle for one of his wares, he insists on seeing their coin first – holding out his hand for them to hand their coin over. The hand stays out as long as the PCs keep giving him money (although he quickly stashes in his pockets any coins given to him – motioning for more if they stop or claim they have paid enough. He becomes threatening and hostile if the PCs push or try to take any of his wares, slipping back into his native tongue as he yells at them.

This situation should cost some of the PCs a little bit of coin until they get frustrated and give up. Should any PC provoke him into a fight he will fight back viciously, though the PCs should be able to deal with him without too much trouble.

The thieves have mostly left Yiddibikk alone – they were not interested in his inexpensive wares and have instead planted a couple of stolen items under his stall to link the kobold to the thefts (*Search check DC 20*).

Yiddibikk, male Kobold War1/Exp3; hp 16.

12. The Grain Barn

This large warehouse is used to store much of the grain and stores before shipment. The barn is normally empty this time of year – but the thieves have hidden their wagons in here and have been loading the wares stolen from the unsuspecting villagers.

If the PCs decide to investigate they find the building is locked. If they enter inside they find 3 large covered wagons. If they investigate the wagons they find the missing valuables from the village inside – including furniture, personal belongings from people at the inn, weapons and armour from the smithy, etc.

The thieves remain hidden at this time – waiting to see if the PCs will lead them to Jorgensen. The PCs can find several signs of recent activity in the barn.

13. The Silver Mansion

The Silver mansion is the home of Anika Hondvoet, a member of one of the most powerful families in the Vosser clan. The house is locked up, whilst the family attended the inn for the highlight of the festival. It has remained the same since, with the grounds guarded by a trio of advanced vosserkats (so far protecting the mansion from the thieves in the village).

If the PCs kill the vosserkats they receive no experience for the combat, and they will each

have to pay Kopprijs to the Hondvoet family – 100gp per animal (noted on AR).

Anika Hondvoet will not see the PCs – see was asleep at the time of the tainted song, and is tended to by her servants.

14. Kord's Hill

The hill has several boulders for hefting over the head. PCs make strength checks (they may take 20) to see who may lift the heaviest boulder. Boulder DCs begin at 14 and go all the way up to 32, then 34, 38 and finally the stone atop Kord's Hill can be rent from the earth at a humbling DC 64.

Encounter 3 – The Hermit

This encounter occurs 1 hour into this adventure, or after the PCs find the barn:

Whilst you search the village for signs of your quarry, you notice a figure cross the street ahead of you, disappearing behind a nearby building.

If the PCs move to investigate:

You spot the figure again as it walks down the street, turning north along the road out of Laufgen.

This is Jorgensen in his hermit disguise – he returned to the village this morning to grab the posters from the festival with his name on them. He panicked at first when he remembered the posters, and came down to the village to remove any links to his involvement. Now having destroyed those posters left in the village, he is returning to his hut to attempt the song again, hoping to get it right this time.

The PCs can follow Jorgensen fairly easily without alerting him – getting the song right consumes his thoughts. If they follow but don't alert him, he follows the road for 2 miles before turning east – into foothills and dense undergrowth for another mile to his rustic home.

If the PCs move to intercept him they can get close enough to stop him without him noticing. If the PCs call out to him he doesn't hear them (thinking about the primal song) – they will have to step in front of him, tackle or grab him before he reacts. Jorgensen does not consider that others (even his old debts) may be looking for him – or the PCs for that matter. His only concern is getting the song right.

Jorgensen, Human male Bard 10 / SotS 1; hp 52. (See appendix 1)

Jorgensen is completely surprised by the PCs, and looks dumbfounded for a few seconds before composing himself. He thinks quickly on his feet, talking in an overly loud voice and feigning deafness in his old age (reason for not hearing the song). He explains to the PCs that he was in town scavenging, and for the first time wasn't hassled or run out of town, because of what has happened to everyone.

Secretly roll a PC Sense Motive check vs Jorgensen's Bluff check (some players will ask to roll one anyway) – any PC succeeding is not convinced with his story, finding it all to neat and convenient.

Through roleplaying this encounter, the PCs may be able to make him slip up, giving himself away, or at least arousing the PCs suspicions. Any mention of the thieves in town startles him, along with any attempts to look in his carry sack. But if any PCs mentions hearing the song from miles away he smiles, as he remembers the original primal song again.

If the PCs outright accuse him of being responsible for the song he initially denies it, but he caves in quickly and owns up if the PCs push the issue.

When this happens, continue with:

With a forlorn look, the hermit returns your gaze, letting out a big sigh.

"It all went wrong. It wasn't supposed to – I mean I thought I had it right. It was beautiful at first – all I had hoped for. But the last bit didn't work, and I still can't get it."

"You want to know how? Why? I can tell you it all, but there is a lot to tell. My hut isn't far – we can talk there."

If the PCs disagree, he will explain things here – modify the bounty hunters ambush to reflect this (ignoring references to the hut). As he begins to talk, the hunters launch their attack – see Encounter 4.

If the PCs agree, continue with:

It is only a short trip into the wilderness before you arrive at the hermit's home – a ramshackle collection of random materials put together to form a home of sorts. But as you peer closer at the structure, you see no signs of it falling apart and it actually looks quite sturdy.

Ducking as he steps through the opening, the hermit waves for you to follow him inside.

The Hermit makes room inside for the PCs to sit. The interior is small but well kept and tidy, with a simple straw bed, furniture made from wood and animal skins and other materials scavenged from Laufgen.

As he begins his story, the bounty hunters launch their attack – see Encounter 4.

Encounter 4 – Out of the Flames

Some of Jorgensen's old creditors have learned of his location. Now they have sent some more experienced bounty hunters to bring him in – when they discover the PCs are also looking for him they decide to make sure only one group ends up with the prize, as well as cleaning up any witnesses to their larceny...

APL 8 (EL 10)

Nightsong Thugs, Human Rog3/Ftr2 (4): hp 36, 31, 34, 34; see *Appendix 1*.

Nightsong Commander, Human Rog 7 (1): hp 35; see *Appendix 1*

APL 10 (EL 12)

Nightsong Thugs, Human Rog3/Ftr4 (4): hp 55, 51, 54, 54; see *Appendix 1*.

Nightsong Commander, Human Rog7/ Nightsong Infiltrator2 (1): hp 48; see *Appendix 1*.

APL 12 (EL 14)

Nightsong Thugs, Human Rog3/Ftr4/ Nightsong Enforcer 2 (4): hp 68, 65, 67, 67; see *Appendix 1*.

Nightsong Commander, Human Rog7/ Nightsong Infiltrator4 (1): hp 58; see *Appendix 1*.

APL 14 (EL 16)

Nightsong Thugs, Human Rog3/Ftr4/ Nightsong Enforcer 4 (4): hp 81, 78, 80, 80; see *Appendix 1*.

Nightsong Commander, Human Rog7/ Nightsong Infiltrator6 (1): hp 66; see *Appendix*

APL 16 (EL 18)

Nightsong Thugs, Human Rog3/Ftr4/ Nightsong Enforcer6 (4): hp 94, 91, 93, 93; see *Appendix 1*.

Nightsong Commander, Human Rog7/ Nightsong Infiltrator8 (1): hp 79; see *Appendix 1*

Tactics: The Bounty Hunters begin by using a scroll of *Wall of Fire* to encircle Jorgensen and the PCs, and fuel the flames with flasks of alchemist fire, trying to flush the PCs out into the open. They take any advantage of any opportunity to attack Jorgensen, but don't ignore the PCs either – flanking with each other to maximize their effectiveness. The Nightsong Infiltrator uses his Use Magic Device Skill to activate varying wands and scrolls, with a collection of both offensive and defensive spells.

If the PCs are inside the hut when the attack happens it quickly catches ablaze.

Jorgensen reacts to the flames by using his seeker of the Song ability in the first round - which grants *Fire Resistance 15* to himself and all the PCs (even if this gives him away). *Exposure to this song qualifies as access to the special requirements to join the Seeker of the Song Prestige Class.*

This fight can be altered by the PCs, who can hide inside the flames and can gain surprise on the hunters instead (after waiting several rounds before counterattacking).

Treasure:

APL 8: L: 624gp; C: 650gp; M: 853gp; Magic: Elixir of Sneaking, 21gp, Elixir of Sneaking, 21gp, Elixir of Hiding, 21gp, Elixir of Hiding, 21gp, Wand of Melf's Acid Arrow, 188gp, Wand of Scorching Ray, 188gp, 2 Scrolls of Mage Armor, 4gp, 2 scrolls of Shield 4gp, 2x Scroll of Wall of Fire, 117gp, Vest of Resistance +1, 80gp, Wand of Cure Moderate Wounds, 188gp.

APL 10: L: 537gp; C: 650gp; M: 1511gp; Magic: 2 x +1 Shortsword, 385gp, Elixir of Sneaking, 21gp, Elixir of Sneaking, 21gp, Elixir of Hiding, 21gp, Elixir of Hiding, 21gp, Cloak of Resistance +1, 80gp, +1 Short sword, 193gp, Wand of Melf's Acid Arrow, 188gp, Wand of Scorching Ray, 188gp, 2 Scrolls of Mage Armor, 4gp, 2 scrolls of Shield, 4gp, 2x Scroll of Wall of

Fire, 117gp, Vest of Resistance +1, 80gp, Wand of Cure Moderate Wounds, 188gp.

APL 12: L: 528gp; C: 650gp; M: 3282gp; Magic: 2 x +1 Shortsword, 385gp, +1 Mithral Shirt, 175gp, +1 Buckler, 109gp, Elixir of Sneaking, 21gp, Elixir of Sneaking, 21gp, Elixir of Hiding, 21gp, Elixir of Hiding, 21gp, Cloak of Resistance +1, 80gp, Ring of Protection +1, 166gp, +1 Short sword, 193gp, Wand of Melf's Acid Arrow, 188gp, Wand of Scorching Ray, 188gp, 2 scrolls of Greater Mage armor, 117gp, 2 scrolls of Shield, 4gp, 2x Scroll of Wall of Fire, 117gp, Vest of Resistance +1, 80gp, Wand of Cure Moderate Wounds, 188gp, Wand of Bear's Endurance, 375gp, Wand of False Life, 375gp, Ring of Protection +1, 166gp.

APL 14: L: 444gp; C: 650gp; M: 5794gp; Magic: 2 x +2 Shortsword, 1385gp, +2 Mithral Shirt, 425gp, +1 Buckler, 109gp, Elixir of Sneaking, 21gp, Elixir of Sneaking, 21gp, Elixir of Hiding, 21gp, Elixir of Hiding, 21gp, Cloak of Resistance +1, 80gp, Ring of Protection +1, 166gp, +2 Short sword, 692gp, Wand of Melf's Acid Arrow, 188gp, Wand of Scorching Ray, 188gp, 2 scrolls of Greater Mage armor, 117gp, 2 scrolls of Shield, 4gp, 2x Scroll of Wall of Fire, 117gp, Vest of Resistance +2, 333gp, Wand of Cure Moderate Wounds, 188gp, Wand of Bear's Endurance, 375gp, Wand of False Life, 375gp, Ring of Protection +1, 166gp, 2 scrolls of Greater Invisibility, 117gp, Scroll of Evard's Black Tentacles, 58gp, 2 scrolls of Mass Enlarge Person, 63gp, Wand of Blur, 188gp.

APL 16: L: 444gp; C: 650gp; M: 9541gp; Magic: 2 x +2 Frost Shortsword, 3052gp, +2 Mithral Shirt, 425gp, +2 Buckler, 425gp, Elixir of Sneaking, 21gp, Elixir of Sneaking, 21gp, Elixir of Hiding, 21gp, Elixir of Hiding, 21gp, Cloak of Resistance +1, 80gp, Ring of Protection +1, 166gp, +2 Frost Short sword, 1526gp, Wand of Melf's Acid Arrow, 188gp, Wand of Scorching Ray, 188gp, 2 scrolls of Greater Mage armor, 117gp, 2 scrolls of Shield, 4gp, 2x Scroll of Wall of Fire, 117gp, Vest of Resistance +2, 333gp, Wand of Cure Moderate Wounds, 188gp, Wand of Bear's Endurance, 375gp, Wand of False Life, 375gp, Ring of Protection +2, 667gp, 2 scrolls of Greater Invisibility, 117gp, Scroll of Evard's Black Tentacles, 58gp, 2 scrolls of Mass Enlarge Person, 63gp, Wand of Blur, 188gp, 2 scrolls of Greater Dispel Magic, 271gp, 2 Scrolls of Stoneskin, 158gp.

Encounter 5 – The Full Story

Once the hunters are dealt with, Jorgensen tell the PCs the full story – his history, the discovery of the cave and the fateful night at the festival.

“You see it all started years ago, when I first started to perform. My early performances were popular, and I won several contests in my youth. My voice was considered one of the best of the times, and I was soon in demand, especially in high society circles. That’s when things to a turn for the worse.”

“That high society living. It caused my downfall. All the parties, concerts, balls – I needed funds to continue, and I ended up loaning a substantial amount over time to fit in with the nobility. But eventually my creditors came for their repayment, after I had squandered everything – I barely made it out of that situation alive.”

“When my bruises healed I fled the city, before they found me again. But they had already done their damage – my jaw was broken and never healed properly, and my throat was always too sore for me to sing – even if I could. I fled into the mountains, hiding away from all contact for years – I can’t remember exactly how long it has been now.”

“That all changed this year. I was hunting in a storm – silly I know, but I was hungry. Really hungry. The storm got steadily worse however, and soon I was in a battle just to survive. I don’t think I have ever seen a storm so fierce.”

“Anyway I was close to death and slowly fading when I heard the most beautiful music I have ever heard. The song gave me strength, and I was able to follow it to the source – within a fissure in a rockwall, low to the ground. I crawled inside to find a cave and in its centre a pure flame erupting from the earth, burning without any fuel. The song came from the fire, and I think it is what kept me alive.”

“I woke up days later refreshed and healed from my ordeal. Then I noticed my old injuries were healed as well – my jaw and throat – I could now sing again. When I did I found I could replicate the tones in the fire’s song, and these tones gave me new abilities. I left that cave a new man, I tell you. I practiced my

singing – both normal songs and the primal tones as well, and I can now use the tones to protect myself from flames and also project fire as well. Perhaps the tones can be used to emulate the other elements – I haven't got that far yet however, but anything's possible."

"As for the occurrence in Laufgen, that's entirely my fault. Years of living up here in isolation has affected me greatly – I wanted to resurrect my singing career, but I needed an edge, something special, if I was to return to by previous heights. That's when I thought of the primal song. If I could duplicate it, If could impress everyone, heal wounded, bring hope to all – the boundaries were limitless. That was until that night at the inn, when it all went wrong."

"You see I couldn't get the song completely right – it was as if I couldn't remember the last part that night, although I can remember it clearly now. Instead I played something else – and it sounded terrible. I stopped, expecting a lynching or laughing for my failed performance, but everyone just kept staring at me, not saying a word. Eventually it got too much for me and I fled back here."

"I know it is all my fault, but I have been trying to fix things – if I can just get the song right. Hey are any of you talented? Perhaps you can help me get the song right, and we can fix things in the village. What do you think?"

If the PCs agree, Jorgensen begins to play the song so the PC helping him can hear it first. But it soon sounds wrong and he stops, but not before it washes over the PCs – A successful Will save DC 20 is needed to escape any affects from the partially completed tainted song. If any PC fails this save, they cannot think for themselves (until they hear the complete primal song) and the other PCs have to tell them what to do (survival instincts do supersede this effect – any PC affected won't walk off a cliff, for example).

If the PCs disagree, or after the song fails yet again, continue with:

"There is probably only one way to cure things – we need to reach the fire I told you about. If I hear the song again I'm sure I can get it right. I can lead us to the cave if you like..."

By now the PCs should begin to realize his obsession with the song, but he is their only lead to the cave he spoke of. Like it or not, they need

to find that cave – that means taking Jorgensen along.

A successful Sense Motive (opposed by Jorgensen's Bluff skill) picks up that Jorgensen is still hiding something, though he has told the truth so far.

Encounter 6 – A Song on the Wind, a Face in the Stone

For the past day you have followed Jorgensen through the foothills, searching for the fissure in the rock that leads to the cave he told you about. But all you have been doing all day is travelling around in circles – there again is the same tree you have already passed twice today.

If the PCs question Jorgensen he claims it is around here somewhere – it is just hard to spot. As the search continues without success he begins to watch any bard PCs more closely (waiting to see if they can hear the song).

Eventually he will confess that he can't remember where the cave is – he will tell the PCs about his searches for it since the incident at the inn. He is hoping one of the PCs will hear it – which soon comes true.

Read aloud to any prospective Seeker of the Song PrC PCs:

As the wind picks up you hear a faint sound – a long single tone carried on the wind. The tone is pure, and solid – almost tangible to the senses, and you feel it drawing on your soul, luring you towards its source.

The PC(s) in question can easily follow the tone – negotiating around any obstacles with ease (and without any thinking as well). After ½ hour of walking the PCs reach the rock wall and the fissure.

It is only a short journey following the tone on the wind before you come to a cliff face. The wind is stronger here, blowing across the cliff face – which is actually a Galeb Duhr.

When the PCs go to approach the fissure, continue with:

As you approach the fissure, the wind strengthens, its howl quickly becoming a roar. Then, to your amazement the cliff begins to move – revealing features of a gargantuan humanoid form. A face appears, then arms, a

torso and legs. Finally the stone creature stands, stretching out with a loud groan. On the ground between its legs, you see a smaller boulder, with the same fissure at its centre.

“Now.....where.....do.....you.....think.....you r.....going.....little.....things?” As the creature speaks, it lifts its leg, blocking off the fissure with its huge foot.

This creature is Oldus Rockus, an advanced Galeb Duhr thousands of years old. Hundreds of years ago he felt the primal song vibrating through the stone, and sat down to listen to it. He likes to sing, and the song that lured the PCs here is his (as he hums along to the primal song).

Oldus Rockus, Advanced Galeb Duhr (40HD); 348hp (see Appendix 1)

The PCs can talk to him, which he is happy to do. His voice is deep and thunderous and his words slow and reserved. Galeb Duhrs love a good conversation and Oldus is no exception – it just takes him awhile to formulate his thoughts and words. He is quite smart, just slow, and he will remind any impolite PC of this if necessary.

If the PCs ask him why he is here, he tells them he likes the song – he can feel it through the rock. It sounds different that way of course, and he might even stay longer (another 200 years or so) because he likes it so much. He is also a guardian of sorts – he doesn’t want its power to fall into the wrong hands.

If the PCs ask him to sing, he does so in a voice that reverberates off the mountains nearby. If they ask, the song is about stone and times attempt to wear it down. He hasn’t finished it yet – he still has a thousand more verses to add before it is complete.

If the PCs mention Jorgensen or point him out, Oldus tells them he remembers when he last came here almost dead – he let him inside because he didn’t want to see Jorgensen die in front of him. He came out a few days later, and Oldus didn’t feel like talking back then anyway.

If the PCs mention the tainted song, he tells them he heard it as well – it sounded bad. He suspected it was Jorgensen’s fault, and mentions that the primal song cannot be copied by anyone – all who have tried have failed – eventually driven mad trying to complete an impossible task.

The PCs will have to convince Oldus to let them inside the cave beyond the fissure. It’s a good thing for the PCs that Oldus has a liking for

good music, and can be swayed by a great performance to let them pass inside.

A Perform check DC 40 is needed to impress him enough to let the PCs inside. The following circumstance bonuses may apply to assist the PCs reaching this high DC (Oldus will suggest some of these ideas if the PCs are having difficulty):

- The players actually make up a song on the spot (+5)
- The song is about stone or rock (+5)
- The song includes a dance (+3) – it amuses him
- Any flashy showmanship or magical tricks (+3)
- The song is about him or includes his name (+5)
- The song is about the PC(s) (+4) – he likes true stories
- They perform as a group (+2 for each extra performance)
- Each other relevant ideas (DM’s discretion) (+2)

The idea is for the PCs to pass this little test of course. Oldus is actually very patient and supportive, and mentions ideas and ways for the PCs to improve their performance (at least in his own eyes).

When the PCs are successful, he claps his hands and smiles, stepping aside to let the PCs gain entry. As they enter, he asks them to tell him what it looks like in there when they come back out.

He will not let Jorgensen pass inside – especially if the PCs tell him about the events in the village. He Picks Jorgensen up in his hand, ignoring the bard’s objections to this action.

DM’s Note: Oldus is able to amplify the Primal song through his own voice, and if asked he can do it loud enough to be heard in Laufgen. This will cleanse the effects of the tainted song from the villagers and return things to normal – ideally the PCs will think of this when they return outside (Encounter 9).

Encounter 7 – The Primal Flame

The narrow fissure in the rock face is barely large enough for you to fit through, but you make it through, losing only a little skin in the process. (Each PC loses 1hp)

The PCs will have to take off any armour heavier than light to fit through the opening.

After 5 feet the fissure widens noticeably, revealing a narrow corridor with a bright light at its end.

A powerful song fills all of your ears, a series of deep tones and vibrations causing your heart to race and your eyes to tear. Quickly you are caught up in the purity and emotion of the song, as it reaches down deep into your body and soul.

As you travel down the corridor the song gets stronger in your ears, soon becoming a dull roar as you finally step out of the corridor into a large cave. At the far side of the cave, you can see a large fire burning from a fissure in the rock. As you watch, the flames dance in tandem with the song. Surrounding the fissure is some sort of shrine dedicated to the fire itself, and the light of the flames reveals a series of artwork painted on the cave wall.

The PCs begin to feel a tingling effect – as their wounds gained from entry are healed up (gaining *Fast Healing 5* while in the cavern, as well as curing any PC affected by the tainted song). As the PCs bask in the song and warmth of the fire, they feel invigorated and rested – and feel stronger, healthier, quicker, feel greater insight, presence and greater understanding. (all the main attributes are enhanced - *+4 enhancement bonus* to all attributes for as long as they remain in the cavern).

The Primal Flame

The Fire itself comes from the centre of Oerth – and is one of the fundamental elements of its creation. For thousands of years it has been trapped beneath rock, but has broken through in only a few locations across Oerth. This is one such site, and was once a site of worship for both Joramy and currently Pyremius. The song is an integral part of the flames, which have burnt since the dawn of Oerth's creation...

The Shrine

The Shrine is made up of different sized painted stones (mostly red & black) stacked together to form a receptacle for part of the flame where offerings were left. It was build thousands of years ago by a shaman as a dedication to Joramy, but a shaman/priest of Pyremius battled the Joramy shaman and defeated him – desecrating the shrine a rededicating it to Pyremius. The hieroglyphs on the walls give a hint into the history of the cavern.

When the PCs investigate the shrine, continue below:

As you have a closer look at the shrine the emotion invoked by the flame's song within you darkens, and begins to fuel less wholesome thoughts as feelings of extreme jealousy and murderous intent threaten to overcome you.

The PCs must make a *Will save DC 20* each round until they succeed – any PCs that fail the will save are overcome by these emotions and begin threatening other PCs.

All APLs (EL 4)

Modified Confusion Trap on the Shrine – CR 4; magical Trap; proximity trigger (10ft); automatic reset; no bypass; *Confusion spell p 212*. DC 20; Will save negates; Search DC 25; Disable Device DC 29; Market value 14,000gp

It is possible that this may result in several rounds of combat between affected PCs, but it should be more about **roleplaying** than combat stats – other PCs who are unaffected can try to calm down the affected PCs, substituting their *Bluff* or *Diplomacy skills* each round for the Will save DC for an affected PC. Once a PC has succeeded against the check they cannot be affected again for 24hrs.

There are no remains in the shrine from previous offerings (consumed by the flames), but a search check DC 20 finds faint traces of dried blood on some of the stones – in the past animal (and human) sacrifices have be made to the flames. The shrine bears no obvious symbols to any specific god, but any *Detect Evil* or similar spells or abilities reveal a strong evil aura from the shrine.

Searching the rest of the Cavern – Only if the gear was not recovered from the nightsong thieves, will the following be present. A Search check DC 25 finds a hidden trapdoor in the stone

floor – inside is what remains of the belongings of the Priest of Pyremius:

Treasure:

All APLs: L: 0gp; C: 0gp; M: 2812gp; Staff of Fire (1479gp), Periapt of Wisdom +4 (1333gp);

Wall Paintings

The paintings on the walls are actually a series of detailed, but fading hieroglyphs that tell the story of this cavern – a Decipher Script DC 25 can allow the PCs to understand some of the drawings (others have faded too much to decipher). The hieroglyphs would have once filled the walls of the cavern completely.

The first series of hieroglyphs show a cavern completely filled with flames, and a shaman-like figure stepping through the opening. (A *Knowledge Religion check DC 20* recognizes the shaman's trappings – worshipper of Joramy).

The next section shows the shaman alive within the flames unaffected by them. In the next image he has quelled the flames, and subsequent images all show the flames on a much smaller scale as a shrine is built around the fire.

The next part is faded, a large section missing. A *Search check DC 20* sees a faint image of 2 figures facing off against each other – There is no detail to the images as they are almost gone.

The next series of hieroglyphs detail several sacrifices made to the flames – both animals and humanoids. A shaman appears in every image, although some are badly faded and can only just be made out. Observant PCs (*Search check DC 25*) notices the change in the fire's shadow from earlier pictures, and other slight differences between these hieroglyphs and the previous ones. A second *Search check DC 20* notices a holy symbol on the shaman in one of these images – a *Knowledge Religion check DC 25* identifies it as *Pyremius*, god of Fire, Poison and Murder.

The last series of hieroglyphs shows the scenery outside the cave as well as within – the landscape is completely frozen. The Shaman can be seen looking deeply into the flames while standing naked, facing away from the frozen land around him. There is room for one last image on the wall, but it has completely faded away. (that missing image showed the priest jumping into the flames)

Resanctifying the Shrine

There are several ways to end the desecration effect on the shrine/flames. Any of these options (and any other relevant ideas the DM thinks should work) trigger Encounter 8 – cut straight to that encounter.

Firstly, the PCs can destroy the shrine, releasing the flames to completely fill the cave. **Before they complete the job, Agasata attacks – go to Encounter 8**, then return back to this section. Each round a PC remains in the cavern they take *6d6 fire damage (Reflex Save DC 20 for half damage)*, but releasing the flame cleanses the cavern of the taint of the desecration. The PCs still benefit from *fast healing 5* while in the cave, but the fire damage will exceed this.

A Priest or priestess of Joramy with the Fire domain can use a Fire Domain Turn check (level DC = APL+3) to cleanse the desecration from the shrine – they can later cast a consecrate and rededicate the shrine to Joramy if they choose so (see AR for further details). The priest may try several turn attempts until they are successful.

Similarly a priest of another faith can cast consecrate on the shrine, negating the desecration effect.

Encounter 8 – The Spirit in the Fire

The priest of Pyremius who desecrated the shrine after he defeated the shaman of Joramy (see wall paintings) furthered this desecration over many years of sacrifices to the flames. He lived for hundreds of years following that, increasing his devotions, sacrifices and the ambitions of his god during that time.

But suddenly the ice crept down from the mountain and land around the cavern froze up, and the priest sacrificed himself to the flames, rather than dying of thirst and hunger. His soul still lies within the flames, and the removal of the desecration on the shrine triggers his anger and hatred. His spirit manifests as the creature listed below:

APL 8 (EL 10)

Weakened Fire Weird (Agasata, former priest of Pyremius): hp 86; see *Appendix 1*.

APL 10 (EL 12)

Fire Weird (Agasata, former priest of Pyremius): hp 112; see *Monster Manual II* page 91 or see *Appendix 1*.

APL 12 (EL 14)

Advanced Fire Weird (Agasata, former priest of Pyremius): hp 179; see *Appendix 1*.

APL 14 (EL 16)

Advanced Fire Weird (Agasata, former priest of Pyremius): hp 276; see *Monster Manual II* page 91 – reprinted in *Appendix 1*.

APL 16 (EL 18)

Advanced Fire Weird (Agasata, former priest of Pyremius): hp 303; see *Monster Manual II* page 91 – reprinted in *Appendix 1*.

Tactics: Agasata, the former Priest of Pyremius is now mostly insane, and uses his spells to vent his anger and despair. He rants loudly in between his spell casting, swearing and taunting any priests of Joramy especially. He mostly wants to inflict pain and won't finish PCs off straight away (the *fast healing 5* is still in effect, but it doesn't work on Agasata) – he prefers to taunt them again, pointing out their weaknesses, wanting them to suffer for longer. He will become agitated if his spells seem to having a lesser effect (if PCs cast resist or protection from fire), and will start using Empowered and/or Maximized versions of the spells (and Heightened at APLs 14 & 16).

When the PCs have defeated him, the primal fire strengthens & bathes each PC with its flames. Read below:

The fire creature dissipates with your final blows, and the primal fire bursts forth, bathing each of you in its flames. The flames dance about your body but you feel no pain – after a few seconds the flame recedes, returning to its normal size. But you feel different than before, and you now feel a connection to this place that will never leave you...

Encounter 9 – Stone Man's Song

Leaving the cave, the huge figure of Oldus ambles over to you, still lightly holding Jorgensen in his hand.

"I could feel your fight with the fire spirit through the stone. Now I no longer sense the

evil within, and see you alive. That means you won. Good for you."

Oldus is happy the PCs survived, and tells the PCs the primal song sounds even better now. He begins to hum the song softly – the PCs all recognize it as the real song, not a tainted version.

They should think to ask him to hum along to the primal song louder, so the people of Laufgen hear it – and he is happy to do so. If they don't ask, he gets carried away with the song and sings it loud enough anyway, removing the curse of the tainted from the villagers.

If a Priest or Priestess of Joramy is present, continue with:

Oldus turns to look at you more closely, sensing your desire to see this site rededicated to your god. "I will guard the song until you return. The Flame is tied to your faith, and should be heard by your brothers. I only ask that I can stay a while longer, and in return I will let no other inside, save you brothers and friends here."

Even Jorgensen seems cured, and apologises profusely for what he has caused, and vows to abandon future attempts at playing the primal song. He is truthful this time, and the PCs no longer sense the obsession that once controlled him. He will not try to restart his career – he will remain here and become more involved in the village instead, possibly starting up a business.

Move to the Conclusion.

Conclusion

Your return to Laufgen is a happy one, and you are the toast of the village. It seems everyone remembers what happened clearly, and remember your faces from your earlier visit. Your last night in the village culminates in a re-run of the Festival's biggest night, where all of you get up to sing, along with most of the villagers as well.

Finally you leave a village that owes you its thanks, off on another journey you have no idea where will end up.....

The PCs have completed their mission, and have gained the thanks of Laufgen and the Voice. Several days later Jonas (from encounter 1) tracks each PC down for their version of the story, promising to include their efforts in the histories of the future.

PC Theft from Laufgen

Read the following section out if anyone stole items from Laufgen – (including the magical heavy crossbow that can be found in the inn):

It seems the law has finally caught up with you. You took advantage of the villagers while they were under the effects of the corrupted song – now it has all caught up to you, and it is you that must pay the cost.....

The PC(s) in question must pay Kopprijs equal to the amount stolen from the village, or be imprisoned for 4 TUs.

If any PC took the magical heavy crossbow from the inn, Gorax does not want Kopprijs – only the return of the weapon. He is thankful that the PCs lifted the corrupted song's affect from the village, but cannot forget their betrayal – spreading word about the PC's actions. This cancels out the Favour of the village of Laufgen.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter One

Encountering the Monster Wall:

- APL 8 – 180xp
- APL 10 – 240xp
- APL 12 – 300xp
- APL 14 – 360xp
- APL 16 – 420xp

Encounter Four

Dealing with the Thieves and their ambush:

- APL 8 – 300xp
- APL 10 – 360xp
- APL 12 – 420xp
- APL 14 – 480xp
- APL 16 – 540xp

Encounter Seven

Experiencing the modified Confusion Trap:

All APL's – 120xp

Encounter Eight

Defeating the spirit within the flames:

- APL 8 – 300xp
- APL 10 – 360xp
- APL 12 – 420xp
- APL 14 – 480xp
- APL 16 – 540xp

Story Award

Putting Rigga to Bed:

All APLs – 30xp

Learning about the thieves in Laufgen:

All APLs 30xp

Not stealing from the village:

All APLs 30xp

Asking Oldus Rockus to amplify/sing the primal song (do not award this if they forget to ask him and he does it anyway):

All APLs – 30xp

Discretionary roleplaying award

- APL 8 – 120xp
- APL 10 – 150xp
- APL 12 – 180xp
- APL 14 – 210xp
- APL 16 – 240xp

Total possible experience:

- APL8 – 1140xp (Max 1125 xp)
- APL10 – 1350xp
- APL12 – 1560xp
- APL14 – 1770xp
- APL 16 – 1980xp

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.

Encounter Four: Out of the Flames

APL 8: L: 624gp; C: 650gp; M: 853gp
APL 10: L: 537gp; C: 650gp; M: 1511gp
APL 12: L: 528gp; C: 650gp; M: 3282gp
APL 14: L: 444gp; C: 650gp; M: 5794gp
APL 16: L: 444gp; C: 650gp; M: 9541gp

Encounter Seven: The Primal Flame:

All APLs: L: 0gp; C: 0gp; M: 2812 gp

Total Possible Treasure

APL 8: L: 624gp; C: 650gp; M: 853gp – Total 2127gp, Max: 1300gp

APL 10: L: 537gp; C: 650gp; M: 1511gp – Total 2698gp, Max: 2300gp

APL 12: L: 528gp; C: 650gp; M: 3282gp – Total 4460gp, Max: 3300gp

APL 14: L: 444gp; C: 650gp; M: 5794gp – Total 6888gp, Max: 6600gp

APL 16: L: 444gp; C: 650gp; M: 9541gp – Total 10635gp, Max: 9900gp

Special

Song of the Seeker: You have heard the singing of a Seeker of the Song, exposing you to a new kind of music. This favour meets the prerequisites for the *Seeker of the Song* Prestige Class (CA).

Temple to Joramy (Special Roleplaying Opportunity for followers of Joramy only): Your actions at the cavern have allowed it to be rededicated to your goddess. You can now develop this location as a future temple to Joramy – a 1000gp investment is necessary to start the temple building process (contact your triad for further information on this project).

Favour of the village of Laufgen: Thanks to your efforts the people of Laufgen are cured of the effects of the tainted song – this favour grants free standard upkeep in any Perrenland adventure starting near Laufgen (Quaglands).

Thievery from Laufgen or Vosserkats killed (cross out the reason that doesn't apply): For your thievery within Laufgen or for killing the Hondvoet Vosserkats, you are ordered to pay Kopprijs equal to _____gp

Items for the Adventure Record

None

Appendix One – APL 8

Encounter Three

Jorgensen Vraag, Male Human Brd10/SotS1: CR 11; Medium Humanoid ; HD 10d6+10(Bard), 1d6+1(Seeker of the Song); hp 52; Init +5; Spd 30; AC:15 (Flatfooted:14 Touch:11); Atk +7/2 base melee, +8/3 base ranged; +5/0 (1d8, Longbow, composite, Masterwork); +9/4 (1d8, Mace, heavy, Masterwork); SA Bardic Music 11/day, Seeker Music (Burning Melody), Rapture of the Song (+2 AC); AL N; SV Fort +4, Ref +8, Will +8; STR 10, DEX 13, CON 12, INT 14, WIS 8, CHA 19.

Skills: Appraise +8, Balance +10, Bluff +15, Climb +10, Diplomacy +11, Disguise +11, Escape Artist +10, Gather Information +11, Hide +10, Jump +10, Move Silently +10, Perform (Song) +18, Sense Motive +10, Sleight of Hand +5, Tumble +12, Use Magic Device +11.

Feats: Armor Proficiency: light, Dodge, Eschew Materials, Improved Initiative, Mobility, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus: Mace, heavy.

Spells Known (Brd 3/4/4/3/1): 0 -- Detect Magic, Know Direction, Light, Open/Close, Prestidigitation, Read Magic; 1st -- Charm Person, Cure Light Wounds, Sleep, Summon Monster I; 2nd -- Blur, Cure Moderate Wounds, Hold Person, Mirror Image; 3rd -- Cure Serious Wounds, Dispel Magic, See Invisibility, Summon Monster III; 4th -- Dimension Door, Invisibility, Greater.

Rapture of the Song (Su): A seeker of the Song is so in tune with the power of the primal music he gains a +2 insight bonus to AC.

Seeker Music:

Burning Melody (Su): A seeker of the song with 14 ranks in Perform can use this melody – While a seeker sings this song he and all of his allies within 30ft gain *Fire Resistance 15*. An ally benefits from this effect as long as it hears the seeker sing.

Burning Melody, Refrain (Su): A seeker of the song that uses the refrain with her burning melody a seeker shoots forth a 30ft cone of fire from her fingertips. The cone deals 6d6 points of fire damage to creatures in its area. A successful Reflex save (DC = 10+ Seeker's ranks in Perform skill) halves the damage.

Possessions: Songblade (533gp), Masterwork (26gp); Longbow, composite, Masterwork (33gp), Amulet of Natural Armor (+2) (667gp); Cloak of Charisma (+2) (333gp); Bracers of Armor (+2) (333gp);

Encounter Four

Nightsong Thugs (4), Male Human Rog3/Ftr2: CR 5; Medium Humanoid ; HD 3d6+6(Rogue) , 2d10+4(Fighter) ; hp 36; Init +8; Spd 30; AC:19 (Flatfooted: 19 Touch:14); BA/G +4/+6; Atk +10 melee (M/Wk Short Sword, 1d6+2, 19-20x2) or +9 Ranged (M/Wk Longbow, composite (+1) 1d8+1, x3); Full Atk +8/+7 melee (+1 Short Sword, 1d6+2//1d6+1, 19-20x2) or +9 Ranged (M/Wk Composite Longbow (+1) 1d8+1, x3); SA: Uncanny Dodge, Evasion, +2d6 Sneak Attack, Trap Finding; AL N; SV Fort +6, Ref +7, Will +1; STR 14, DEX 18, CON 14, INT 13, WIS 11, CHA 9.

Skills: Appraise +3, Bluff +3, Climb +5, Disable Device +5, Hide +12, Move Silently +12, Open Lock +8, Search +5, Sleight of Hand +8, Spot +8, Tumble +12, Use Magic Device +1.

Feats: Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Improved Buckler Defence (CA), Improved Initiative, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Two-Weapon Fighting, Weapon Finesse, Weapon Focus: Sword, short.

Possessions: Coin: 125gp, Longbow composite (+1 Str Bonus) Masterwork, 41gp, 2 x M/wk Shortsword 58gp, M/wk Shortsword, 29gp, Tanglefoot bag, 4gp, Sap 1gp, Dagger, 1gp, 5 x Alchemist's fire, 8gp, Mithral Shirt, 92gp, Buckler, 1gp, Thieves' tools Masterwork, 8gp, Sheath Boot, 3gp, Smokestick, 2gp, Tindertwig, 0gp, Backpack, 0gp, Block and tackle, 1gp, Caltrops, 0gp, Crowbar, 1gp, Flint and steel, 0gp, Lantern, hooded, 1gp, Mirror, small steel, 1gp, Rope, silk (50 ft.), 1gp, Elixir of Sneaking, 21gp, Elixir of Sneaking, 21gp, Elixir of Hiding, 21gp, Elixir of Hiding, 21gp.

Nightsong Commander, Male Human Rog7: CR 7; Medium Humanoid ; HD 7d6+7(Rogue) ; hp 35; Init +3; Spd 30; AC:13 (21 with *Shield & Mage Armor*) (Flatfooted:13 Touch:13); BA/G +5/+5; Atk +9 melee (M/wk Shortsword, 1d6, 19-20x2) or +8 ranged (M/wk Composite Shortbow;

1d6, x3) Full Atk +9 melee (M/wk Shortsword, 1d6, 19-20x2) or +8 ranged (M/wk Composite Shortbow; 1d6, x3); SA Sneak attack +4d6, Evasion, Uncanny Dodge (can't be flanked); AL LN; SV Fort +3, Ref +8, Will +3; STR 10, DEX 17, CON 13, INT 13, WIS 12, CHA 15.

Skills: Bluff +6, Climb +8, Concentration +4, Diplomacy +6, Disable Device +9, Disguise +7, Gather Information +5, Hide +12, Listen +6, Move Silently +12, Open Lock +10, Search +10, Spellcraft +6, Spot +10, Use Magic Device +15.

Feats: Armor Proficiency: light, Weapon Finesse, Point Blank Shot, Quick Draw, Simple Weapon Proficiency, Skill Focus: Use Magic Device.

Possessions: Coin: 150gp, 2x Alchemist's fire, 3gp, M/wk Short sword, 29gp, M/wk Short sword, 29gp, Dagger, 1gp, Thunderstone, 3gp, M/wk Composite Shortbow, 31gp, Wand of Melfs Acid Arrow, 188gp, Wand of Sorching Ray, 188gp, 2 Scrolls of Mage Armor, 4gp, 2 scrolls of Shield 4gp, 2x Scroll of Wall of Fire, 117gp, Vest of Resistance +1, 80gp, Wand of Cure Moderate Wounds, 188gp.

Encounter Six

Oldus Rockus, Advanced Galeb Duhr: CR 13; Huge Elemental (Earth); HD 32d8+224 (Elemental); hp 440; Init -4; Spd 10, Burrow 10; AC:22 (Flatfooted:22 Touch:5); BA/G +24/+32; Atk +29 melee (2d6+7, Slam); Full Atk +29 melee x2 (2d6+7, 2 Slams); SA: Spell-like Abilities; SQ: Damage Reduction (Su): 10/Magic, Freeze (Ex), Tremorsense (Ex): 300 ft., Spell Resistance (Ex): 21, Darkvision (Ex): 60 ft., Immunity: Poison (Ex), No Dual Nature (Ex), Immunity: Reincarnate (Ex), Immunity: Raise Dead (Ex), Immunity: Sleep Effects (Ex), Immunity: Flanking (Ex), Immunity: Resurrection (Ex), Immunity: Stun (Ex), Immunity: Paralysis (Ex), Immunity: Critical hits (Ex); AL N; SV Fort +21, Ref +3, Will +15; STR 25, DEX 3, CON 28, INT 11, WIS 16, CHA 12.

Skills: Concentration +11, Diplomacy +7, Knowledge (Geography) +4, Perform (Sing) +7, Sense Motive +13.

Feats: Combat Casting, Iron Will, Negotiator.

Spell Like Abilities (Sp): At will – Animate Objects, Stone Shape; 1/day – Move Earth, Passwall, Transmute Rock to Mud, Wall of

Stone. Caster Level 20th; save DC 11+ spell level.

Encounter Eight

Agasata, Weakened Fire Weird (former priest of Pyremius): CR 10 (modified); Large Elemental (Fire); HD 15d8+45 (Elemental); hp 86 (injured); Init +6; Spd 30, Fly, Perfect 60; AC:15 (Flatfooted:13 Touch:11); Atk Slam +15 (2d6+5 damage), +12 base ranged; Full Atk 2 Slams +15/+15 (2d6+5 damage); SA: Burn (Ex), Elemental Command (Su), Spells: (as Sorcerer 18th); SQ: Damage Reduction (Su): 10/-, Fire Pool, Prescience (Su), Regeneration (Ex): 10, Spell Resistance (Ex): 25, Darkvision (Ex): 60 ft., Immunity: Poison (Ex), No Dual Nature (Ex), Immunity: Reincarnate (Ex), Immunity: Raise Dead (Ex), Immunity: Sleep Effects (Ex), Immunity: Flanking (Ex), Immunity: Resurrection (Ex), Immunity: Stun (Ex), Immunity: Paralysis (Ex), Immunity: Critical hits (Ex); AL N; SV Fort +10, Ref +9, Will +11; STR 21, DEX 14, CON 17, INT 20, WIS 23, CHA 22.

Skills: Concentration +21, Diplomacy +28, Intimidate +24, Listen +10, Sense Motive +24, Spot +12.

Feats: Alertness, Dodge, Empower Spell, Great Fortitude, Improved Initiative, Lightning Reflexes.

Spell casting (Sp): Sor 18th (6/8/8/7/7/7/7/6/5/3) (only casts up to 4th lvl spells at this APL):

Spells Known (spells from *Fire & Sun* domains only): 1st -- *Burning Hands*, *Endure Elements*; 2nd -- *Produce Flame*, *Resist Energy*; 3rd *Resist Energy*, *Searing Light*; 4th -- *Fire Shield*, *Wall of Fire*; 5th -- ~~*Flame Strike*~~ *Fire Shield*; 6th -- ~~*Fire Seeds*~~; 7th -- ~~*Firestorm*~~, ~~*Sunbeam*~~; 8th -- ~~*Incendiary Cloud*~~, ~~*Sunburst*~~; 9th -- ~~*Prismatic Sphere*~~, ~~*Elemental Swarm*~~.

—**Burn (Ex):** Any creature hit by a Fire weird's slam attack (or that hits the fire weird with a natural weapon or an unarmed attack) must succeed on a Reflex save DC 20 or catch fire (see DMG p 303)

Fire Pool: This pool contains a torrent of dancing flames that burn and smoke continually. Unprotected flammable materials catch on fire immediately, and any creature within the pool takes 3d10 points of fire damage. In this

instance the fire pool is actually the primal flame (PCs still receive the Fast Healing 5 benefit from the song)

Fire Subtype (Ex): A fire weird is immune to fire damage and is vulnerable to cold damage.

APL 10

Encounter Three

Jorgensen Vraag, Male Human Brd10/SotS1: CR 11; Medium Humanoid ; HD 10d6+10(Bard), 1d6+1(Seeker of the Song); hp 52; Init +5; Spd 30; AC:15 (Flatfooted:14 Touch:11); Atk +7/2 base melee, +8/3 base ranged; +5/0 (1d8, Longbow, composite, Masterwork); +9/4 (1d8, Mace, heavy, Masterwork); SA Bardic Music 11/day, Seeker Music (Burning Melody), Rapture of the Song (+2 AC); AL N; SV Fort +4, Ref +8, Will +8; STR 10, DEX 13, CON 12, INT 14, WIS 8, CHA 19.

Skills: Appraise +8, Balance +10, Bluff +15, Climb +10, Diplomacy +11, Disguise +11, Escape Artist +10, Gather Information +11, Hide +10, Jump +10, Move Silently +10, Perform (Song) +18, Sense Motive +10, Sleight of Hand +5, Tumble +12, Use Magic Device +11.

Feats: Armor Proficiency: light, Dodge, Eschew Materials, Improved Initiative, Mobility, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus: Mace, heavy.

Spells Known (Brd 3/4/4/3/1): 0 -- Detect Magic, Know Direction, Light, Open/Close, Prestidigitation, Read Magic; 1st -- Charm Person, Cure Light Wounds, Sleep, Summon Monster I; 2nd -- Blur, Cure Moderate Wounds, Hold Person, Mirror Image; 3rd -- Cure Serious Wounds, Dispel Magic, See Invisibility, Summon Monster III; 4th -- Dimension Door, Invisibility, Greater.

Rapture of the Song (Su): A seeker of the Song is so in tune with the power of the primal music he gains a +2 insight bonus to AC.

Seeker Music:

Burning Melody (Su): A seeker of the song with 14 ranks in Perform can use this melody – While a seeker sings this song he and all of his allies within 30ft gain *Fire Resistance* 15. An ally benefits from this effect as long as it hears the seeker sing.

Burning Melody, Refrain (Su): A seeker of the song that uses the refrain with her burning melody a seeker shoots forth a 30ft cone of fire from her fingertips. The cone deals 6d6 points of fire damage to creatures in its area. A successful Reflex save (DC = 10+ Seeker's ranks in Perform skill) halves the damage.

Possessions: Songblade (533gp), Masterwork (26gp); Longbow, composite, Masterwork (33gp). Amulet of Natural Armor (+2) (667gp); Cloak of Charisma (+2) (333gp); Bracers of Armor (+2) (333gp).

Encounter Four

Nightsong Thugs (4), Male Human Rog3/Ftr4: CR 7; Medium Humanoid ; HD 3d6+6(Rogue), 4d10+8(Fighter) ; hp 55; Init +8; Spd 30; AC:19 (Flatfooted:19 Touch:14); BA/G +6/+8; Atk +12 melee (+1 Short Sword, 1d6+5, 19-20x2) or +11 Ranged (M/Wk Longbow, composite (+1) 1d8+1, x3); Full Atk +11/+6//+10/+5 melee (+1 Short Sword x2, 1d6+5//1d6+4, 19-20x2) or +11/+5 Ranged (M/Wk Composite Longbow (+1) 1d8+1, x3); SA: Uncanny Dodge, Evasion, +2d6 Sneak Attack, Trap Finding; AL N; SV Fort +8, Ref +9, Will +3; STR 12, DEX 18, CON 14, INT 13, WIS 11, CHA 9.

Skills: Appraise +3, Bluff +3, Climb +7, Disable Device +3, Hide +14, Move Silently +14, Open Lock +6, Search +5, Sleight of Hand +6, Spot +8, Tumble +12, Use Magic Device +1.

Feats: Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Improved Buckler Defence (CA), Improved Initiative, Improved Two-Weapon Fighting, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Two-Weapon Fighting, Weapon Finesse, Weapon Focus: Sword, short, Weapon Specialization: Sword, short.

Possessions: Coin: 125gp, Longbow composite (+1 Str Bonus) Masterwork, 41gp, 2 x +1 Shortsword, 385gp, M/wk Shortsword, 29gp, Tanglefoot bag, 4gp, Sap, 1gp, Dagger, 1gp, 5 x Alchemist's fire, 8gp, Mithral Shirt, 92gp, Buckler, 1gp, Thieves' tools, Masterwork , 8gp, Sheath, Boot, 3gp, Smokestick, 2gp, Tindertwig, 0gp, Backpack, 0gp, Block and tackle, 1gp, Caltrops, 0gp, Crowbar, 1gp, Flint and steel, 0gp, Lantern, hooded, 1gp, Mirror, small steel, 1gp, Rope, silk (50 ft.), 1gp, Elixir of Sneaking, 21gp, Elixir of Sneaking, 21gp, Elixir of Hiding, 21gp, Elixir of Hiding, 21gp, Cloak of Resistance +1, 80gp;

Nightsong Commander, Male Human Rog7/Nightsong Infiltrator2: CR 9; Medium Humanoid; HD 7d6+7(Rogue), 2d6+6(Nightsong Infiltrator); hp 48; Init +4; Spd 30; AC: 14 (22 with *Shield & Mage Armor*) (Flatfooted:15 Touch:14); BA/G +6/+6; Atk +11 melee (+1

Shortsword, 1d6+1, 19-20x2) or +9 ranged (M/wk Composite Shortbow; 1d6, x3) Full Atk +11/+6 melee (+1 Shortsword, 1d6+1, 19-20x2) or +9/+4 ranged (M/wk Composite Shortbow; 1d6, x3); SA Sneak attack +4d6, Evasion, Uncanny Dodge (can't be flanked), Teamwork trap sense +1, Trapfinding, Steady Stance, Teamwork Infiltration +2; AL LN; SV Fort +4, Ref +12, Will +4; STR 10, DEX 18, CON 13, INT 13, WIS 12, CHA 15.

Skills: Bluff +6, Climb +8, Concentration +6, Diplomacy +6, Disable Device +12, Disguise +7, Gather Information +5, Hide +14, Listen +8, Move Silently +14, Open Lock +12, Search +12, Spellcraft +8, Spot +11, Use Magic Device +17.

Feats: Armor Proficiency: light, Weapon Finesse, Point Blank Shot, Quick Draw, Simple Weapon Proficiency, Skill Focus: Use Magic Device.

Possessions: Coin: 150gp, 2x Alchemist's fire, 3gp, +1 Short sword, 193gp, M/wk Short sword, 29gp, Dagger, 1gp, Thunderstone, 3gp, M/wk Composite Shortbow, 31gp, Wand of Melf's Acid Arrow, 188gp, Wand of Sorching Ray, 188gp, 2 Scrolls of Mage Armor, 4gp, 2 scrolls of Shield, 4gp, 2x Scroll of Wall of Fire, 117gp, Vest of Resistance +1, 80gp, Wand of Cure Moderate Wounds, 188gp

Teamwork Trap Sense (Ex): A nightsong infiltrator gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to Armor Class against attack made by traps. All allies within the infiltrator gain these bonuses (even if they already have trap sense from another class feature). This bonus increases to +2 at 4th level, to +3 at 7th level and to +4 at 10th level.

Steady Stance (Ex): A nightsong infiltrator remains stable on her feet. She is not considered flat-footed while balancing or climbing, and she adds her class level as a bonus on balance or climb checks to remain balancing or climbing when she takes damage.

Teamwork Infiltration (Ex): A nightsong infiltrator can spend 1 hour studying a small area (typically a 10ft square such as a doorway or guard post) from a distance of no more than 60ft, she gains a +2 competence bonus on Balance, Climb, Disable Device, Hide, Move Silently, Open Locks, Search and Tumble checks attempted in that area for the next 24 hours. Allies within 30ft of the infiltrator gain the

same bonus in that area, and need not be present while the infiltrator studies the area.

Encounter Six

Oldus Rockus, Advanced Galeb Duhr: CR 13; Huge Elemental (Earth); HD 32d8+224 (Elemental) ; hp 440; Init -4; Spd 10, Burrow 10; AC:22 (Flatfooted:22 Touch:5); BA/G +24/+32; Atk +29 melee (2d6+7, Slam); Full Atk +29 melee x2 (2d6+7, 2 Slams); SA: Spell-like Abilities; SQ: Damage Reduction (Su): 10/Magic, Freeze (Ex), Tremorsense (Ex): 300 ft., Spell Resistance (Ex): 21, Darkvision (Ex): 60 ft., Immunity: Poison (Ex), No Dual Nature (Ex), Immunity: Reincarnate (Ex), Immunity: Raise Dead (Ex), Immunity: Sleep Effects (Ex), Immunity: Flanking (Ex), Immunity: Resurrection (Ex), Immunity: Stun (Ex), Immunity: Paralysis (Ex), Immunity: Critical hits (Ex); AL N; SV Fort +21, Ref +3, Will +15; STR 25, DEX 3, CON 28, INT 11, WIS 16, CHA 12.

Skills: Concentration +11, Diplomacy +7, Knowledge (Geography) +4, Perform (Sing) +7, Sense Motive +13.

Feats: Combat Casting, Iron Will, Negotiator.

Spell Like Abilities (Sp): At will – Animate Objects, Stone Shape; 1/day – Move Earth, Passwall, Transmute Rock to Mud, Wall of Stone. Caster Level 20th; save DC 11+ spell level.

Encounter Eight

Agasata, Fire Weird (former priest of Pyremius): CR 12; Large Elemental (Fire); HD 15d8+45 (Elemental) ; hp 112; Init +6; Spd 30, Fly, Perfect 60; AC:15 (Flatfooted:13 Touch:11); Atk Slam +15 (2d6+5 damage), +12 base ranged; Full Atk 2 Slams +15/+15 (2d6+5 damage); SA: Burn (Ex), Elemental Command (Su) , Spells: (as Sorcerer 18th); SQ: Damage Reduction (Su): 10/-, Fire Pool, Prescience (Su), Regeneration (Ex): 10, Spell Resistance (Ex): 25, Darkvision (Ex): 60 ft., Immunity: Poison (Ex), No Dual Nature (Ex), Immunity: Reincarnate (Ex), Immunity: Raise Dead (Ex), Immunity: Sleep Effects (Ex), Immunity: Flanking (Ex), Immunity: Resurrection (Ex), Immunity: Stun (Ex), Immunity: Paralysis (Ex), Immunity: Critical hits (Ex); AL N; SV Fort +10, Ref +9, Will +11; STR 21, DEX 14, CON 17, INT 20, WIS 23, CHA 22.

Skills: Concentration +21, Diplomacy +28, Intimidate +24, Listen +10, Sense Motive +24, Spot +12.

Feats: Alertness, Dodge, Empower Spell, Great Fortitude, Improved Initiative, Lightning Reflexes, Maximize Spell.

Spell casting (Sp): Sor 18th
(6/8/8/7/7/7/7/6/5/3):

Spells Known (spells from *Fire & Sun* domains only): 1st -- *Burning Hands*, *Endure Elements*; 2nd -- *Produce Flame*, *Resist Energy*; 3rd *Resist Energy*, *Searing Light*; 4th -- *Fire Shield*, *Wall of Fire*; 5th -- *Flame Strike*, *Fire Shield*; 6th -- *Fire Seeds*; 7th -- *Firestorm*, *Sunbeam*; 8th -- ~~*Incendiary Cloud*, *Sunburst*~~; 9th -- ~~*Prismatic Sphere*, *Elemental Swarm*~~.

Burn (Ex): Any creature hit by a Fire weird's slam attack (or that hits the fire weird with a natural weapon or an unarmed attack) must succeed on a Reflex save DC 20 or catch fire (see DMG p 303)

Fire Pool: This pool contains a torrent of dancing flames that burn and smoke continually. Unprotected flammable materials catch on fire immediately, and any creature within the pool takes 3d10 points of fire damage. In this instance the fire pool is actually the primal flame (PCs still receive the Fast Healing 5 benefit from the song)

Fire Subtype (Ex): A fire weird is immune to fire damage and is vulnerable to cold damage.

APL 12

Encounter Three

Jorgensen Vraag, Male Human Brd10/SotS1: CR 11; Medium Humanoid ; HD 10d6+10(Bard), 1d6+1(Seeker of the Song); hp 52; Init +5; Spd 30; AC:15 (Flatfooted:14 Touch:11); Atk +7/2 base melee, +8/3 base ranged; +5/0 (1d8, Longbow, composite, Masterwork); +9/4 (1d8, Mace, heavy, Masterwork); SA Bardic Music 11/day, Seeker Music (Burning Melody), Rapture of the Song (+2 AC); AL N; SV Fort +4, Ref +8, Will +8; STR 10, DEX 13, CON 12, INT 14, WIS 8, CHA 19.

Skills: Appraise +8, Balance +10, Bluff +15, Climb +10, Diplomacy +11, Disguise +11, Escape Artist +10, Gather Information +11, Hide +10, Jump +10, Move Silently +10, Perform (Song) +18, Sense Motive +10, Sleight of Hand +5, Tumble +12, Use Magic Device +11.

Feats: Armor Proficiency: light, Dodge, Eschew Materials, Improved Initiative, Mobility, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus: Mace, heavy.

Spells Known (Brd 3/4/4/3/1): 0 -- Detect Magic, Know Direction, Light, Open/Close, Prestidigitation, Read Magic; 1st -- Charm Person, Cure Light Wounds, Sleep, Summon Monster I; 2nd -- Blur, Cure Moderate Wounds, Hold Person, Mirror Image; 3rd -- Cure Serious Wounds, Dispel Magic, See Invisibility, Summon Monster III; 4th -- Dimension Door, Invisibility, Greater.

Rapture of the Song (Su): A seeker of the Song is so in tune with the power of the primal music he gains a +2 insight bonus to AC.

Seeker Music:

Burning Melody (Su): A seeker of the song with 14 ranks in Perform can use this melody – While a seeker sings this song he and all of his allies within 30ft gain *Fire Resistance* 15. An ally benefits from this effect as long as it hears the seeker sing.

Burning Melody, Refrain (Su): A seeker of the song that uses the refrain with her burning melody a seeker shoots forth a 30ft cone of fire from her fingertips. The cone deals 6d6 points of fire damage to creatures in its area. A successful Reflex save (DC = 10+ Seeker's ranks in Perform skill) halves the damage.

Possessions: Songblade (533gp), Masterwork (26gp); Longbow, composite, Masterwork (33gp). Amulet of Natural Armor (+2) (667gp); Cloak of Charisma (+2) (333gp); Bracers of Armor (+2) (333gp).

Encounter Four

Nightsong Thugs (4), Male Human Rog3/Ftr4/ Nightsong Enforcer 2: CR 9; Medium Humanoid; HD 3d6+6(Rogue), 4d10+8(Fighter), 2d8+4 (Nightsong Infiltrator); hp 68; Init +8; Spd 30; AC:22 (Flatfooted:22 Touch:15); BA/G +8/+10; Atk +14 melee (+1 Short Sword, 1d6+5, 17-20x2) or +13 Ranged (M/Wk Longbow, composite (+1) 1d8+1, x3); Full Atk +12/+7//+11/+6 melee (+1 Frost Short Sword x2, 1d6+5//1d6+5, 17-20x2) or +13/+8 Ranged (M/Wk Composite Longbow (+1) 1d8+1, x3); SA: Uncanny Dodge, Evasion, +3d6 Sneak Attack, Trap Finding, Teamwork, Agility training; AL N; SV Fort +9, Ref +12, Will +4; STR 14, DEX 19, CON 14, INT 13, WIS 11, CHA 9.

Skills: Appraise +3, Bluff +3, Climb +7, Disable Device +3, Hide +16, Move Silently +16, Open Lock +6, Search +5, Sleight of Hand +8, Spot +8, Tumble +14, Use Magic Device +5.

Feats: Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Improved Buckler Defence (CA), Improved Initiative, Improved Two-Weapon Fighting, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Two-Weapon Fighting, Weapon Finesse, Weapon Focus: Sword, short, Weapon Specialization: Sword, short, Improved Critical: Shortsword.

Possessions: Coin: 125gp, Longbow composite (+1 Str Bonus) Masterwork, 41gp, 2 x +1 Shortsword, 385gp, M/wk Shortsword, 29gp, Tanglefoot bag, 4gp, Sap, 1gp, Dagger, 1gp, 5 x Alchemist's fire, 8gp, +1 Mithral Shirt, 175gp, +1 Buckler, 109gp, Thieves' tools, Masterwork, 8gp, Sheath, Boot, 3gp, Smokestick, 2gp, Tindertwig, 0gp, Backpack, 0gp, Block and tackle, 1gp, Caltrops, 0gp, Crowbar, 1gp, Flint and steel, 0gp, Lantern, hooded, 1gp, Mirror, small steel, 1gp, Rope, silk (50 ft.), 1gp, Elixir of Sneaking, 21gp, Elixir of Sneaking, 21gp, Elixir of Hiding, 21gp, Elixir of Hiding, 21gp, Cloak of Resistance +1, 80gp, Ring of Protection +1, 166gp.

Teamwork (Ex): Night song enforcers are Trained to keep a close eye on teammates on a joint mission. A nightsong enforcer gains a +20

circumstance bonus on Listen and Spot checks to hear and see allies.

Agility Training (Ex): A nightsong enforcer reduces the armor check penalty imposed by light armor by 2 (to a minimum of 0).

Nightsong Commander, Male Human Rog7/Nightsong Infiltrator4: CR 11; Medium Humanoid; HD 7d6+7(Rogue), 4d6+4(Nightsong Infiltrator); hp 58; Init +4; Spd 30; AC: 15 (26 with *Shield & Greater Mage Armor*) (Flatfooted:15 Touch:16); BAtk/G +7/+7; Atk +12 melee (+1 Shortsword, 1d6+1, 19-20x2) or +12 ranged (M/wk Composite Shortbow; 1d6, x3) Full Atk +12/+7 melee (+1 Shortsword, 1d6+1, 19-20x2) or +12/+7 ranged (M/wk Composite Shortbow; 1d6, x3); SA Sneak attack +4d6, Evasion, Uncanny Dodge (can't be flanked), Teamwork trap sense +2, Trapfinding, Steady Stance, Teamwork Infiltration +2, Breakaway, trackless step (self), Detect Magic, Teamwork Sneak attack +1d6; AL LN; SV Fort +5, Ref +14, Will +5; STR 10, DEX 18(22), CON 13, INT 13, WIS 12, CHA 15.

Skills: Bluff +6, Climb +8, Concentration +8, Diplomacy +6, Disable Device +15, Disguise +7, Gather Information +5, Hide +17, Listen +8, Move Silently +17, Open Lock +14, Search +12, Spellcraft +10, Spot +13, Use Magic Device +19.

Feats: Armor Proficiency: light, Weapon Finesse, Point Blank Shot, Quick Draw, Simple Weapon Proficiency, Skill Focus: Use Magic Device.

Possessions: Coin: 150gp, 2x Alchemist's fire, 3gp, +1 Short sword, 193gp, M/wk Short sword, 29gp, Dagger, 1gp, Thunderstone, 3gp, M/wk Composite Shortbow, 31gp, Wand of Melf's Acid Arrow, 188gp, Wand of Sorching Ray, 188gp, 2 scrolls of Greater Mage armor, 117gp, 2 scrolls of Shield, 4gp, 2x Scroll of Wall of Fire, 117gp, Vest of Resistance +1, 80gp, Wand of Cure Moderate Wounds, 188gp, Wand of Bear's Endurance, 375gp, Wand of False Life, 375gp, Ring of Protection +1, 166gp.

Teamwork Trap Sense (Ex): A nightsong infiltrator gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to Armor Class against attack made by traps. All allies within the infiltrator gain these bonuses (even if they already have trap sense from another class feature). This bonus increases to +2 at 4th level, to +3 at 7th level and to +4 at 10th level.

Steady Stance (Ex): A nightsong infiltrator remains stable on her feet. She is not considered flat-footed while balancing or climbing, and she adds her class level as a bonus on balance or climb checks to remain balancing or climbing when she takes damage.

Teamwork Infiltration (Ex): A nightsong infiltrator can spend 1 hour studying a small area (typically a 10ft square such as a doorway or guard post) from a distance of no more than 60ft, she gains a +2 competence bonus on Balance, Climb, Disable Device, Hide, Move Silently, Open Locks, Search and Tumble checks attempted in that area for the next 24 hours. Allies within 30ft of the infiltrator gain the same bonus in that area, and need not be present while the infiltrator studies the area.

Break Away (Ex): A nightsong enforcer knows the sensibility of falling back from an unwinnable fight. She gains a +4 Dodge bonus to Armor Class in any round during which she does nothing but move. She can also grant this ability to an ally within 30ft as a swift action. It lasts for 1 round.

Trackless Step (Ex): A nightsong infiltrator cannot be tracked in a natural surrounding. See the druid class feature on p36 PHB.

Detect Magic (Sp): A nightsong infiltrator can use *Detect Magic* at will.

Teamwork Sneak Attack (Ex): A nightsong infiltrator deals an extra 1d6 points of damage when flanking an opponent or at any time an opponent is denied his dexterity bonus. Any ally of the nightsong infiltrator who is flanking the infiltrator's opponent also deals this extra damage as well. This bonus is subject to the same rules as other sneak attack abilities, and stacks with sneak attack damage gained from another source.

Encounter Six

Oldus Rockus, Advanced Galeb Duhr: CR 13; Huge Elemental (Earth); HD 32d8+224 (Elemental); hp 440; Init -4; Spd 10, Burrow 10; AC:22 (Flatfooted:22 Touch:5); BAtk/G +24/+32; Atk +29 melee (2d6+7, Slam); Full Atk +29 melee x2 (2d6+7, 2 Slams); SA: Spell-like Abilities; SQ: Damage Reduction (Su): 10/Magic, Freeze (Ex), Tremorsense (Ex): 300 ft., Spell Resistance (Ex): 21, Darkvision (Ex): 60 ft., Immunity: Poison (Ex), No Dual Nature (Ex), Immunity: Reincarnate (Ex), Immunity:

Raise Dead (Ex), Immunity: Sleep Effects (Ex), Immunity: Flanking (Ex), Immunity: Resurrection (Ex), Immunity: Stun (Ex), Immunity: Paralysis (Ex), Immunity: Critical hits (Ex); AL N; SV Fort +21, Ref +3, Will +15; STR 25, DEX 3, CON 28, INT 11, WIS 16, CHA 12.

Skills: Concentration +11, Diplomacy +7, Knowledge (Geography) +4, Perform (Sing) +7, Sense Motive +13.

Feats: Combat Casting, Iron Will, Negotiator.

Spell Like Abilities (Sp): At will – Animate Objects, Stone Shape; 1/day – Move Earth, Passwall, Transmute Rock to Mud, Wall of Stone. Caster Level 20th; save DC 11+ spell level.

Encounter Eight

Agasata, Advanced Fire Weird (former priest of Pyremius): CR 14; Advanced Large Elemental (Fire); HD 24d8+72 (Elemental) ; hp 179; Init +6; Spd 30, Fly, Perfect 60; AC:15 (Flatfooted:13 Touch:11); Atk Slam +22 melee (2d6+5 damage); +19 base ranged; Full Atk 2 Slams +22 melee (2d6+5 damage) ;SA: Burn (Ex) , Elemental Command (Su) , Spells Sorcerer 18 ; SQ: Damage Reduction (Su): 10/-, Fire Pool, Prescience (Su), Regeneration (Ex): 10, Spell Resistance (Ex): 25, Darkvision (Ex): 60 ft., Immunity: Poison (Ex), No Dual Nature (Ex), Immunity: Reincarnate (Ex), Immunity: Raise Dead (Ex), Immunity: Sleep Effects (Ex), Immunity: Flanking (Ex), Immunity: Resurrection (Ex), Immunity: Stun (Ex), Immunity: Paralysis (Ex), Immunity: Critical hits (Ex); AL N; SV Fort +11, Ref +10, Will +12; STR 21, DEX 14, CON 17, INT 20, WIS 23, CHA 22.

Skills: Concentration +21, Diplomacy +28, Intimidate +24, Listen +10, Sense Motive +24, Spot +12.

Feats: Alertness, Dodge, Empower Spell, Great Fortitude, Improved Initiative, Lightning Reflexes, Maximize Spell,

Spell casting (Sp): Sor 18th (6/8/8/7/7/7/7/6/5/3):

Spells Known (spells from *Fire & Sun* domains only): 1st -- *Burning Hands*, *Endure Elements*; 2nd -- *Produce Flame*, *Resist Energy*; 3rd *Resist Energy*, *Searing Light*; 4th -- *Fire Shield*, *Wall of Fire*; 5th -- *Flame Strike* *Fire Shield*; 6th -- *Fire Seeds*; 7th -- *Firestorm*,

Sunbeam; 8th -- ~~*Incendiary Cloud*~~, ~~*Sunburst*~~; 9th -- ~~*Prismatic Sphere*~~, ~~*Elemental Swarm*~~.

Burn (Ex): Any creature hit by a Fire weird's slam attack (or that hits the fire weird with a natural weapon or an unarmed attack) must succeed on a Reflex save DC 20 or catch fire (see DMG p 303)

Fire Pool: This pool contains a torrent of dancing flames that burn and smoke continually. Unprotected flammable materials catch on fire immediately, and any creature within the pool takes 3d10 points of fire damage. In this instance the fire pool is actually the primal flame (PCs still receive the Fast Healing 5 benefit from the song)

Fire Subtype (Ex): A fire weird is immune to fire damage and is vulnerable to cold damage.

APL 14

Encounter Three

Jorgensen Vraag, Male Human Brd10/SotS1: CR 11; Medium Humanoid ; HD 10d6+10(Bard), 1d6+1(Seeker of the Song); hp 52; Init +5; Spd 30; AC:15 (Flatfooted:14 Touch:11); Atk +7/2 base melee, +8/3 base ranged; +5/0 (1d8, Longbow, composite, Masterwork); +9/4 (1d8, Mace, heavy, Masterwork); SA Bardic Music 11/day, Seeker Music (Burning Melody), Rapture of the Song (+2 AC); AL N; SV Fort +4, Ref +8, Will +8; STR 10, DEX 13, CON 12, INT 14, WIS 8, CHA 19.

Skills: Appraise +8, Balance +10, Bluff +15, Climb +10, Diplomacy +11, Disguise +11, Escape Artist +10, Gather Information +11, Hide +10, Jump +10, Move Silently +10, Perform (Song) +18, Sense Motive +10, Sleight of Hand +5, Tumble +12, Use Magic Device +11.

Feats: Armor Proficiency: light, Dodge, Eschew Materials, Improved Initiative, Mobility, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus: Mace, heavy.

Spells Known (Brd 3/4/4/3/1): 0 -- Detect Magic, Know Direction, Light, Open/Close, Prestidigitation, Read Magic; 1st -- Charm Person, Cure Light Wounds, Sleep, Summon Monster I; 2nd -- Blur, Cure Moderate Wounds, Hold Person, Mirror Image; 3rd -- Cure Serious Wounds, Dispel Magic, See Invisibility, Summon Monster III; 4th -- Dimension Door, Invisibility, Greater.

Rapture of the Song (Su): A seeker of the Song is so in tune with the power of the primal music he gains a +2 insight bonus to AC.

Seeker Music:

Burning Melody (Su): A seeker of the song with 14 ranks in Perform can use this melody – While a seeker sings this song he and all of his allies within 30ft gain *Fire Resistance* 15. An ally benefits from this effect as long as it hears the seeker sing.

Burning Melody, Refrain (Su): A seeker of the song that uses the refrain with her burning melody a seeker shoots forth a 30ft cone of fire from her fingertips. The cone deals 6d6 points of fire damage to creatures in its area. A successful Reflex save (DC = 10+ Seeker's ranks in Perform skill) halves the damage.

Possessions: Songblade (533gp), Masterwork (26gp); Longbow, composite, Masterwork (33gp). Amulet of Natural Armor (+2) (667gp); Cloak of Charisma (+2) (333gp); Bracers of Armor (+2) (333gp).

Encounter Four

Nightsong Thugs (4), Male Human Rog3/Ftr4/Nightsong Enforcer 4: CR 11; Medium Humanoid ; HD 3d6+6(Rogue), 4d10+8(Fighter), 4d8+8(Nightsong Infiltrator); hp 81; Init +8; Spd 30; AC:23 (Flatfooted:23 Touch:15); BA/G +10/+12; Atk +17 melee (+2 Short Sword, 1d6+6, 17-20x2) or +15 Ranged (M/Wk Longbow, composite (+1) 1d8+1, x3); Full Atk +15/+10/+14/+9 melee (+2 Short Sword x2, 1d6+6//1d6+5, 17-20x2) or +13/+8 Ranged (M/Wk Composite Longbow (+1) 1d8+1, x3); SA: Uncanny Dodge, Evasion, +4d6 Sneak Attack, Trap Finding, Teamwork, Agility training, Skill teamwork +2; AL N; SV Fort +10, Ref +13, Will +5; STR 12, DEX 19, CON 14, INT 13, WIS 11, CHA 9.

Skills: Appraise +3, Bluff +3, Climb +7, Disable Device +3, Hide +16, Move Silently +16, Open Lock +6, Search +5, Sleight of Hand +8, Spot +8, Tumble +14, Use Magic Device +5.

Feats: Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Dive for Cover (CV), Improved Initiative, Improved Two-Weapon Fighting, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Two-Weapon Fighting, Weapon Finesse, Weapon Focus: Sword, short, Weapon Specialization: Sword, short, Improved Critical: Shortsword.

Possessions: Coin: 125gp, Longbow composite (+1 Str Bonus) Masterwork, 41gp, 2 x +2 Shortsword, 1385gp, M/wk Shortsword, 29gp, Tanglefoot bag, 4gp, Sap, 1gp, Dagger, 1gp, 5 x Alchemist's fire, 8gp, +2 Mithral Shirt, 425gp, +1 Buckler, 109gp, Thieves' tools, Masterwork, 8gp, Sheath, Boot, 3gp, Smokestick, 2gp, Tindertwig, 0gp, Backpack, 0gp, Block and tackle, 1gp, Caltrops, 0gp, Crowbar, 1gp, Flint and steel, 0gp, Lantern, hooded, 1gp, Mirror, small steel, 1gp, Rope, silk (50 ft.), 1gp, Elixir of Sneaking, 21gp, Elixir of Sneaking, 21gp, Elixir of Hiding, 21gp, Elixir of Hiding, 21gp, Cloak of Resistance +1, 80gp, Ring of Protection +1, 166gp.

Teamwork (Ex): Night song enforcers are Trained to keep a close eye on team-mates on a

joint mission. A nightsong enforcer gains a +20 circumstance bonus on Listen and Spot checks to hear and see allies.

Agility Training (Ex): A nightsong enforcer reduces the armor check penalty imposed by light armor by 2 (to a minimum of 0).

Skill Teamwork (Ex): All allies within 30ft of the nightsong enforcer gains a +2 competence bonus on Balance, Climb, Escape Artist, Hide, Listen, Move Silently and Spot checks. Allies must be able to see the nightsong enforcer to gain this bonus.

Nightsong Commander, Male Human Rog7/Nightsong Infiltrator6: CR 13; Medium Humanoid; HD 7d6+7(Rogue), 6d6+6(Nightsong Infiltrator); hp 66; Init +4; Spd 30; AC: 15 (25 with *Shield & Greater Mage Armor*) (Flatfooted:16 Touch:18); BA/G +9/+9; Atk +17 melee (+2 Short Sword, 1d6+2, 19-20x2) or +15 ranged (M/wk Composite Shortbow; 1d6, x3) Full Atk +17/+12 melee (+2 Short Sword, 1d6+2, 19-20x2) or +15/+10 ranged (M/wk Composite Shortbow; 1d6, x3); SA Sneak attack +4d6, Evasion, Uncanny Dodge (can't be flanked), Teamwork trap sense +2, Trapfinding, Steady Stance, Teamwork Infiltration +2, Breakaway, trackless step (self), Detect Magic, Teamwork Sneak attack +1d6, Improved evasion, Skill mastery, Specialised tools; AL LN; SV Fort +6, Ref +16, Will +6; STR 10, DEX 18, CON 13, INT 13, WIS 12, CHA 16.

Skills: Bluff +6, Climb +8, Concentration +8, Diplomacy +6, Disable Device +17, Disguise +7, Gather Information +5, Hide +19, Listen +8, Move Silently +19, Open Lock +16, Search +12, Spellcraft +10, Spot +13, Use Magic Device +23

Feats: Armor Proficiency: light, Weapon Finesse, Point Blank Shot, Quick Draw, Simple Weapon Proficiency, Skill Focus: Use Magic Device.

Possessions: Coin: 150gp, 2x Alchemist's fire, 3gp, +2 Short sword, 692gp, M/wk Short sword, 29gp, Dagger, 1gp, Thunderstone, 3gp, M/wk Composite Shortbow, 31gp, Wand of Melfs Acid Arrow, 188gp, Wand of Sorching Ray, 188gp, 2 scrolls of Greater Mage armor, 117gp, 2 scrolls of Shield, 4gp, 2x Scroll of Wall of Fire, 117gp, Vest of Resistance +2, 333gp, Wand of Cure Moderate Wounds, 188gp, Wand of Bear's Endurance, 375gp, Wand of False Life, 375gp, Ring of Protection +1, 166gp, 2 scrolls of Greater Invisibility, 117gp, Scroll of

Evard's Black Tentacles, 58gp, 2 scrolls of Mass Enlarge Person, 63gp, Wand of Blur, 188gp.

Teamwork Trap Sense (Ex): A nightsong infiltrator gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to Armor Class against attack made by traps. All allies within the infiltrator gain these bonuses (even if they already have trap sense from another class feature). This bonus increases to +2 at 4th level, to +3 at 7th level and to +4 at 10th level.

Steady Stance (Ex): A nightsong infiltrator remains stable on her feet. She is not considered flat-footed while balancing or climbing, and she adds her class level as a bonus on balance or climb checks to remain balancing or climbing when she takes damage.

Teamwork Infiltration (Ex): A nightsong infiltrator can spend 1 hour studying a small area (typically a 10ft square such as a doorway or guard post) from a distance of no more than 60ft, she gains a +2 competence bonus on Balance, Climb, Disable Device, Hide, Move Silently, Open Locks, Search and Tumble checks attempted in that area for the next 24 hours. Allies within 30ft of the infiltrator gain the same bonus in that area, and need not be present while the infiltrator studies the area.

Break Away (Ex): A nightsong enforcer knows the sensibility of falling back from an unwinnable fight. She gains a +4 Dodge bonus to Armor Class in any round during which she does nothing but move. She can also grant this ability to an ally within 30ft as a swift action. It lasts for 1 round.

Trackless Step (Ex): A nightsong infiltrator cannot be tracked in a natural surrounding. See the druid class feature on p36 PHB.

Detect Magic (Sp): A nightsong infiltrator can use *Detect Magic* at will.

Teamwork Sneak Attack (Ex): A nightsong infiltrator deals an extra 1d6 points of damage when flanking an opponent or at any time an opponent is denied his dexterity bonus. Any ally of the nightsong infiltrator who is flanking the infiltrators opponent also deals this extra damage as well. This bonus is subject to the same rules as other sneak attack abilities, and stacks with sneak attack damage gained from another source.

Defensive Roll (Ex): Once per day when a nightsong infiltrator would be reduced to 0 hp or fewer hit points in combat by a weapon or other blow (not a spell or special ability) she can attempt a Reflex save (DC = damage dealt) – a successful save halves the damage. She must be aware of the attack to use this ability (not denied her dexterity bonus to armor class).

Grant Move Action (Ex): Once per day as a standard action she can grant an extra move action to any or all allies within 30ft (not herself). Each of the affected allies takes this move action immediately, acting in their current initiative order. This extra action does not affect the ally's initiative count.

Improved Evasion (Ex): Same as the rogue ability.

Skill Mastery (Ex): A nightsong infiltrator can take 10 on climb, disable device, open lock or search checks even if stress and distractions would normally prevent her from doing so.

Specialised Tools (Ex): After studying an area with her teamwork infiltration ability, a nightsong enforcer can prepare a special tool for a job. Doing so requires 1 hour and a DC 15 craft check and requires normal tools for the craft skill used. The tool prepared grants a +4 circumstance bonus on all checks made with one of the following skills: Climb, Disable Device, Disguise, Escape Artist, Hide, Move Silently, Open Locks, Search or Sleight of Hand. This bonus does not stack with any other set of tools or equipment bonus. The tool only works in the studied area, and works only for 24 hours.

Encounter Six

Oldus Rockus, Advanced Galeb Duhr: CR 13; Huge Elemental (Earth); HD 32d8+224 (Elemental); hp 440; Init -4; Spd 10, Burrow 10; AC:22 (Flatfooted:22 Touch:5); BA/G +24/+32; Atk +29 melee (2d6+7, Slam); Full Atk +29 melee x2 (2d6+7, 2 Slams); SA: Spell-like Abilities; SQ: Damage Reduction (Su): 10/Magic, Freeze (Ex), Tremorsense (Ex): 300 ft., Spell Resistance (Ex): 21, Darkvision (Ex): 60 ft., Immunity: Poison (Ex), No Dual Nature (Ex), Immunity: Reincarnate (Ex), Immunity: Raise Dead (Ex), Immunity: Sleep Effects (Ex), Immunity: Flanking (Ex), Immunity: Resurrection (Ex), Immunity: Stun (Ex), Immunity: Paralysis (Ex), Immunity: Critical hits (Ex); AL N; SV Fort

+21, Ref +3, Will +15; STR 25, DEX 3, CON 28, INT 11, WIS 16, CHA 12.

Skills: Concentration +11, Diplomacy +7, Knowledge (Geography) +4, Perform (Sing) +7, Sense Motive +13. Feats: Combat Casting, Iron Will, Negotiator.

Spell Like Abilities (Sp): At will – Animate Objects, Stone Shape; 1/day – Move Earth, Passwall, Transmute Rock to Mud, Wall of Stone. Caster Level 20th; save DC 11+ spell level.

Encounter Eight

Agasata, Advanced Fire Weird (former priest of Pyremius): CR 16; Huge Elemental (Fire); HD 30d8+150 (Elemental); hp 276; Init +5; Spd 30, Fly, Perfect 60; AC:16 (Flatfooted:15 Touch:9); Atk Slam +27 melee (2d8+6 damage), +21 base ranged; Full Atk 2 Slams +30 melee (2d8+6 damage); SA: Burn (Ex), Elemental Command (Su), Spells Sorcerer 18; SQ: Damage Reduction (Su): 10/-, Fire Pool, Prescience (Su), Regeneration (Ex): 10, Spell Resistance (Ex): 25, Darkvision (Ex): 60 ft., Immunity: Poison (Ex), No Dual Nature (Ex), Immunity: Reincarnate (Ex), Immunity: Raise Dead (Ex), Immunity: Sleep Effects (Ex), Immunity: Flanking (Ex), Immunity: Resurrection (Ex), Immunity: Stun (Ex), Immunity: Paralysis (Ex), Immunity: Critical hits (Ex); AL N; SV Fort +13, Ref +9, Will +12; STR 29, DEX 12, CON 21, INT 20, WIS 23, CHA 22.

Skills: Concentration +21, Diplomacy +26, Intimidate +22, Listen +10, Sense Motive +24, Spot +12.

Feats: Alertness, Dodge, Empower Spell, Great Fortitude, Improved Initiative, Lightning Reflexes, Maximize Spell, Heighten Spell.

Spell casting (Sp): Sor 18th (6/8/8/7/7/7/6/5/3):

Spells Known (spells from *Fire & Sun* domains only): 1st -- *Burning Hands*, *Endure Elements*; 2nd -- *Produce Flame*, *Resist Energy*; 3rd *Resist Energy*, *Searing Light*; 4th -- *Fire Shield*, *Wall of Fire*; 5th -- *Flame Strike*, *Fire Shield*; 6th -- *Fire Seeds*; 7th -- *Firestorm*, *Sunbeam*; 8th -- *Incendiary Cloud*, *Sunburst*; 9th -- ~~*Prismatic Sphere*, *Elemental Swarm*~~.

—**Burn (Ex):** Any creature hit by a Fire weird's slam attack (or that hits the fire weird with a natural weapon or an unarmed attack) must

succeed on a Reflex save DC 20 or catch fire (see DMG p 303)

Fire Pool: This pool contains a torrent of dancing flames that burn and smoke continually. Unprotected flammable materials catch on fire immediately, and any creature within the pool takes 3d10 points of fire damage. In this instance the fire pool is actually the primal flame (PCs still receive the Fast Healing 5 benefit from the song)

Fire Subtype (Ex): A fire weird is immune to fire damage and is vulnerable to cold damage.

APL 16

Encounter Three

Jorgensen Vraag, Male Human Brd10/SotS1: CR 11; Medium Humanoid ; HD 10d6+10(Bard), 1d6+1(Seeker of the Song); hp 52; Init +5; Spd 30; AC:15 (Flatfooted:14 Touch:11); Atk +7/2 base melee, +8/3 base ranged; +5/0 (1d8, Longbow, composite, Masterwork); +9/4 (1d8, Mace, heavy, Masterwork); SA Bardic Music 11/day, Seeker Music (Burning Melody), Rapture of the Song (+2 AC); AL N; SV Fort +4, Ref +8, Will +8; STR 10, DEX 13, CON 12, INT 14, WIS 8, CHA 19.

Skills: Appraise +8, Balance +10, Bluff +15, Climb +10, Diplomacy +11, Disguise +11, Escape Artist +10, Gather Information +11, Hide +10, Jump +10, Move Silently +10, Perform (Song) +18, Sense Motive +10, Sleight of Hand +5, Tumble +12, Use Magic Device +11.

Feats: Armor Proficiency: light, Dodge, Eschew Materials, Improved Initiative, Mobility, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus: Mace, heavy.

Spells Known (Brd 3/4/4/3/1): 0 -- Detect Magic, Know Direction, Light, Open/Close, Prestidigitation, Read Magic; 1st -- Charm Person, Cure Light Wounds, Sleep, Summon Monster I; 2nd -- Blur, Cure Moderate Wounds, Hold Person, Mirror Image; 3rd -- Cure Serious Wounds, Dispel Magic, See Invisibility, Summon Monster III; 4th -- Dimension Door, Invisibility, Greater.

Rapture of the Song (Su): A seeker of the Song is so in tune with the power of the primal music he gains a +2 insight bonus to AC.

Seeker Music:

Burning Melody (Su): A seeker of the song with 14 ranks in Perform can use this melody – While a seeker sings this song he and all of his allies within 30ft gain *Fire Resistance* 15. An ally benefits from this effect as long as it hears the seeker sing.

Burning Melody, Refrain (Su): A seeker of the song that uses the refrain with her burning melody a seeker shoots forth a 30ft cone of fire from her fingertips. The cone deals 6d6 points of fire damage to creatures in its area. A successful Reflex save (DC = 10+ Seeker's ranks in Perform skill) halves the damage.

Possessions: Songblade (533gp), Masterwork (26gp); Longbow, composite, Masterwork (33gp). Amulet of Natural Armor (+2) (667gp); Cloak of Charisma (+2) (333gp); Bracers of Armor (+2) (333gp).

Encounter Four

Nightsong Thugs (4), Male Human Rog3/Ftr4/Nightsong Enforcer 6: CR 13; Medium Humanoid ; HD 3d6+6(Rogue), 4d10+8(Fighter), 6d8+12(Nightsong Infiltrator); hp 94; Init +8; Spd 30; AC:25 (Flatfooted:25 Touch:16); BA/G +12/+14; Atk +20 melee (+2 Frost Short Sword, 1d6+6 plus 1d6 cold, 17-20x2) or +18 Ranged (M/Wk Longbow, composite (+1) 1d8+1, x3); Full Atk +18/+14/+8/+17/+12/+7 melee (+2 Frost Short Sword, 1d6+6 plus 1d6 cold, 17-20x2) or +18/+13 Ranged (M/Wk Composite Longbow (+1) 1d8+1, x3); SA: Uncanny Dodge, Evasion, +4d6 Sneak Attack, Trap Finding, Teamwork, Agility training, Skill teamwork +2, Flanking Teamwork, Opportunist; AL N; SV Fort +11, Ref +14, Will +6; STR 12, DEX 20, CON 14, INT 13, WIS 11, CHA 9.

Skills: Appraise +3, Bluff +3, Climb +7, Disable Device +3, Hide +20, Move Silently +20, Open Lock +6, Search +5, Sleight of Hand +8, Spot +10, Tumble +16, Use Magic Device +7.

Feats: Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Improved Buckler Defence (CA), Greater Two Weapon Fighting, Improved Initiative, Improved Two-Weapon Fighting, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Two-Weapon Fighting, Weapon Finesse, Weapon Focus: Sword, short, Weapon Specialization: Sword, short, Improved Critical: Shortsword.

Possessions: Coin: 125gp, Longbow composite (+1 Str Bonus) Masterwork, 41gp, 2 x +2 Frost Shortsword, 3052gp, M/wk Shortsword, 29gp, Tanglefoot bag, 4gp, Sap, 1gp, Dagger, 1gp, 5 x Alchemist's fire, 8gp, +2 Mithral Shirt, 425gp, +2 Buckler, 425gp, Thieves' tools, Masterwork, 8gp, Sheath, Boot, 3gp, Smokestick, 2gp, Tindertwig, 0gp, Backpack, 0gp, Block and tackle, 1gp, Caltrops, 0gp, Crowbar, 1gp, Flint and steel, 0gp, Lantern, hooded, 1gp, Mirror, small steel, 1gp, Rope, silk (50 ft.), 1gp, Elixir of Sneaking, 21gp, Elixir of Sneaking, 21gp, Elixir of Hiding, 21gp, Elixir of

Hiding, 21gp, Cloak of Resistance +1, 80gp, Ring of Protection +1, 166gp.

Teamwork (Ex): Night song enforcers are Trained to keep a close eye on team-mates on a joint mission. A nightsong enforcer gains a +2 circumstance bonus on Listen and Spot checks to hear and see allies.

Agility Training (Ex): A nightsong enforcer reduces the armor check penalty imposed by light armor by 2 (to a minimum of 0).

Skill Teamwork (Ex): All allies within 30ft of the nightsong enforcer gains a +2 competence bonus on Balance, Climb, Escape Artist, Hide, Listen, Move Silently and Spot checks. Allies must be able to see the nightsong enforcer to gain this bonus.

Flanking Bonus (Ex): When a nightsong enforcer flanks an opponent, the enforcer and all other allies that threaten the same opponent gain a +1 circumstance bonus on their attack rolls (in addition to the normal flanking bonus if it applies).

Opportunist (Ex): Once per round, a nightsong Enforcer can make an attack of opportunity against an opponent who has just been injured in melee by another ally. See the Rogue class feature, p51 PHB.

Nightsong Commander, Male Human Rog7/Nightsong Infiltrator8: CR 15; Medium Humanoid; HD 7d6+7(Rogue), 6d6+6(Nightsong Infiltrator); hp 79; Init +4; Spd 30; AC: 16 (26 with *Shield & Greater Mage Armor*) (Flatfooted:16 Touch:18); BA/G +11/+11; Atk +17 melee (+2 Frost Short sword, 1d6+2 plus 1d6, 19-20x2) or +15 ranged (M/wk Composite Shortbow; 1d6, x3) Full Atk +17/+12 melee (+2 Frost Short sword, 1d6+2 plus 1d6 cold, 19-20x2) or +15/+10 ranged (M/wk Composite Shortbow; 1d6, x3); SA Sneak attack +4d6, Evasion, Uncanny Dodge (can't be flanked), Teamwork trap sense +2, Trapfinding, Steady Stance, Teamwork Infiltration +2, Breakaway, trackless step (self), Detect Magic, Teamwork Sneak attack +1d6, Improved evasion, Skill mastery, Specialised tools; AL LN; SV Fort +7, Ref +17, Will +7; STR 10, DEX 18, CON 13, INT 13, WIS 12, CHA 16.

Skills: Bluff +6, Climb +8, Concentration +10, Diplomacy +10, Disable Device +21, Disguise +7, Gather Information +8, Hide +21, Listen +8, Move Silently +21, Open Lock +19,

Search +15, Spellcraft +14, Spot +13, Use Magic Device +25

Feats: Armor Proficiency: light, Weapon Finesse, Point Blank Shot, Quick Draw, Simple Weapon Proficiency, Skill Focus: Use Magic Device.

Possessions: Coin: 150gp, 2x Alchemist's fire, 3gp, +2 Frost Short sword, 1526gp, M/wk Short sword, 29gp, Dagger, 1gp, Thunderstone, 3gp, M/wk Composite Shortbow, 31gp, Wand of Melf's Acid Arrow, 188gp, Wand of Sorching Ray, 188gp, 2 scrolls of Greater Mage armor, 117gp, 2 scrolls of Shield, 4gp, 2x Scroll of Wall of Fire, 117gp, Vest of Resistance +2, 333gp, Wand of Cure Moderate Wounds, 188gp, Wand of Bear's Endurance, 375gp, Wand of False Life, 375gp, Ring of Protection +2, 667gp, 2 scrolls of Greater Invisibility, 117gp, Scroll of Evard's Black Tentacles, 58gp, 2 scrolls of Mass Enlarge Person, 63gp, Wand of Blur, 188gp, 2 scrolls of Greater Dispel Magic, 271gp, 2 Scrolls of Stoneskin, 158gp.

Teamwork Trap Sense (Ex): A nightsong infiltrator gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to Armor Class against attack made by traps. All allies within the infiltrator gain these bonuses (even if they already have trap sense from another class feature). This bonus increases to +2 at 4th level, to +3 at 7th level and to +4 at 10th level.

Steady Stance (Ex): A nightsong infiltrator remains stable on her feet. She is not considered flat-footed while balancing or climbing, and she adds her class level as a bonus on balance or climb checks to remain balancing or climbing when she takes damage.

Teamwork Infiltration (Ex): A nightsong infiltrator can spend 1 hour studying a small area (typically a 10ft square such as a doorway or guard post) from a distance of no more than 60ft, she gains a +2 competence bonus on Balance, Climb, Disable Device, Hide, Move Silently, Open Locks, Search and Tumble checks attempted in that area for the next 24 hours. Allies within 30ft of the infiltrator gain the same bonus in that area, and need not be present while the infiltrator studies the area.

Break Away (Ex): A nightsong enforcer knows the sensibility of falling back from an unwinnable fight. She gains a +4 Dodge bonus to Armor Class in any round during which she does nothing but move. She can also grant this

ability to an ally within 30ft as a swift action. It lasts for 1 round.

Trackless Step (Ex): A nightsong infiltrator cannot be tracked in a natural surrounding. See the druid class feature on p36 PHB.

Detect Magic (Sp): A nightsong infiltrator can use *Detect Magic* at will.

Teamwork Sneak Attack (Ex): A nightsong infiltrator deals an extra 1d6 points of damage when flanking an opponent or at any time an opponent is denied his dexterity bonus. Any ally of the nightsong infiltrator who is flanking the infiltrator's opponent also deals this extra damage as well. This bonus is subject to the same rules as other sneak attack abilities, and stacks with sneak attack damage gained from another source.

Defensive Roll (Ex): Once per day when a nightsong infiltrator would be reduced to 0 hp or fewer hit points in combat by a weapon or other blow (not a spell or special ability) she can attempt a Reflex save (DC = damage dealt) – a successful save halves the damage. She must be aware of the attack to use this ability (not denied her dexterity bonus to armor class).

Grant Move Action (Ex): Once per day as a standard action she can grant an extra move action to any or all allies within 30ft (not herself). Each of the affected allies takes this move action immediately, acting in their current initiative order. This extra action does not affect the ally's initiative count.

Improved Evasion (Ex): Same as the rogue ability.

Skill Mastery (Ex): A nightsong infiltrator can take 10 on climb, disable device, open lock or search checks even if stress and distractions would normally prevent her from doing so.

Specialised Tools (Ex): After studying an area with her teamwork infiltration ability, a nightsong enforcer can prepare a special tool for a job. Doing so requires 1 hour and a DC 15 craft check and requires normal tools for the craft skill used. The tool prepared grants a +4 circumstance bonus on all checks made with one of the following skills: Climb, Disable Device, Disguise, Escape Artist, Hide, Move Silently, Open Locks, Search or Sleight of Hand. This bonus does not stack with any other set of tools or equipment bonus. The tool only works

in the studied area, and works only for 24 hours.

Encounter Six

Oldus Rockus, Advanced Galeb Duhr: CR 13; Huge Elemental (Earth); HD 32d8+224 (Elemental); hp 440; Init -4; Spd 10, Burrow 10; AC:22 (Flatfooted:22 Touch:5); BA/G +24/+32; Atk +29 melee (2d6+7, Slam); Full Atk +29 melee x2 (2d6+7, 2 Slams); SA: Spell-like Abilities; SQ: Damage Reduction (Su): 10/Magic, Freeze (Ex), Tremorsense (Ex): 300 ft., Spell Resistance (Ex): 21, Darkvision (Ex): 60 ft., Immunity: Poison (Ex), No Dual Nature (Ex), Immunity: Reincarnate (Ex), Immunity: Raise Dead (Ex), Immunity: Sleep Effects (Ex), Immunity: Flanking (Ex), Immunity: Resurrection (Ex), Immunity: Stun (Ex), Immunity: Paralysis (Ex), Immunity: Critical hits (Ex); AL N; SV Fort +21, Ref +3, Will +15; STR 25, DEX 3, CON 28, INT 11, WIS 16, CHA 12.

Skills: Concentration +11, Diplomacy +7, Knowledge (Geography) +4, Perform (Sing) +7, Sense Motive +13.

Feats: Combat Casting, Iron Will, Negotiator.

Spell Like Abilities (Sp): At will – Animate Objects, Stone Shape; 1/day – Move Earth, Passwall, Transmute Rock to Mud, Wall of Stone. Caster Level 20th; save DC 11+ spell level.

Encounter Eight

Agasata, Advanced Fire Weird (former priest of Pyremius): CR 16; Huge Elemental (Fire); HD 32d8+160 (Elemental); hp 303; Init +5; Spd 30, Fly, Perfect 60; AC:16 (Flatfooted:15 Touch:9); Atk +31 base melee, +23 base ranged; +31 (2d8+9, 2 Slam); SA: Burn (Ex), Elemental Command (Su), Spells Sorcerer 18; SQ: Damage Reduction (Su): 10/-, Fire Pool, Prescience (Su), Regeneration (Ex): 10, Spell Resistance (Ex): 25, Darkvision (Ex): 60 ft., Immunity: Poison (Ex), No Dual Nature (Ex), Immunity: Reincarnate (Ex), Immunity: Raise Dead (Ex), Immunity: Sleep Effects (Ex), Immunity: Flanking (Ex), Immunity: Resurrection (Ex), Immunity: Stun (Ex), Immunity: Paralysis (Ex), Immunity: Critical hits (Ex); AL N; SV Fort +13, Ref +9, Will +12; STR 29, DEX 12, CON 21, INT 20, WIS 23, CHA 22.

Skills: Concentration +23, Diplomacy +28, Intimidate +24, Listen +10, Sense Motive +24, Spot +12.

Feats: Alertness, Dodge, Empower Spell, Great Fortitude, Improved Initiative, Lightning Reflexes, Maximize Spell, Heighten Spell.

Spell casting (Sp): Sor 18th
(6/8/8/7/7/7/7/6/5/3):

Spells Known (spells from *Fire & Sun* domains only): 1st -- *Burning Hands*, *Endure Elements*; 2nd -- *Produce Flame*, *Resist Energy*; 3rd *Resist Energy*, *Searing Light*; 4th -- *Fire Shield*, *Wall of Fire*; 5th -- *Flame Strike* *Fire Shield*; 6th -- *Fire Seeds*; 7th -- *Firestorm*, *Sunbeam*; 8th -- *Incendiary Cloud*, *Sunburst*; 9th -- *Prismatic Sphere*, *Elemental Swarm*.

Burn (Ex): Any creature hit by a Fire weird's slam attack (or that hits the fire weird with a natural weapon or an unarmed attack) must succeed on a Reflex save DC 20 or catch fire (see DMG p 303)

Fire Pool: This pool contains a torrent of dancing flames that burn and smoke continually. Unprotected flammable materials catch on fire immediately, and any creature within the pool takes 3d10 points of fire damage. In this instance the fire pool is actually the primal flame (PCs still receive the Fast Healing 5 benefit from the song)

Fire Subtype (Ex): A fire weird is immune to fire damage and is vulnerable to cold damage.

APPENDIX 2 – MAPS

Player Handout #1 – A Torn Poster