

GEO7-08

Gray Matter

A One-Round D&D[®] LIVING GREYHAWK[™]

Geoff Regional Adventure

Version 0.9

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The new king of the gnomes, King "Ingot" Quikbucon, is popular in the Stark Mounds. However, not everyone loves the king and an old companion requests an investigation. The trail may lead curious adventurers to hunt for something that Clan Ramsees has misplaced, and perhaps reveal more than they bargained for. A Geoff regional adventure for APLs 4-12, and Part 2 of the *Stark Contrasts* series. (Part 1 was GEO6-04 *Delusions of Grandeur*).

Note: This adventure will be of particular interest to members of the Ambassador's Step Children, Church of Azmekidom, the Evro Llygadi, the Enosi Thaumotourgos, and the Gnomish Illusionary College .

Resources: *Lords of Madness* [Richard Baker, James Jacobs, and Steve Winter], *Magic Item Compendium*, *Races of Stone* [David Noonan, Jesse Decker, Michelle Lyons].

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.

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For questions specific to this document and your region please e-mail your triad point of contact (POC) at scon40@aol.com. For LIVING GREYHAWK campaign questions email rpqahq@wizards.com.

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Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2008.

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PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in the *Appendices*.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

Determine the character level for each of the PCs participating in the adventure.

If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars, paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. 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.

Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.

If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs 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 can 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 receives only one-half of the experience points and gold for the adventure. 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.

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

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

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them, and fight for them.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure, set in Geoff. Characters native to Geoff pay one

Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp 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 suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

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

During the war against the giants, the gnomes were as helpful as they could be. Because of their assistance, they took heavy losses. Clan Quikbucon vanished and the Parnsons and Jerafaynes Clans lost half their numbers in battle defending the gnomes and the Gyri. The traders and merchants in Clan Ramsees took heavy losses too, but at least several of their patriarchs and matriarchs survived as well as much of their wealth.

After such heavy losses the gnomes used their talent for illusions to hide in their cities in the Stark Mounds. This protected their cities, but some of the lesser towns were already either decimated or occupied by the Giants. The Giants captured the trading town of Gopherton with the help of a particularly cruel coven of hags. The occupiers cut the population in half through cruel enslavement, murder, and using the gnomes as food.

When the war turned against the Giants, the remaining gnomes rose up and drove out the hags, who fled and hid in nearby caves.

Soon the gnomes were free, but were dealing with an outbreak of Cackle Fever that they rightly blamed on the hags. This further reduced the clan's numbers. This shared isolation and suffering led to intense feelings of clan loyalty among the inhabitants of Gopherton.

When the town's mayor and local patriarch of the clan said he had met a powerful wizard that could cleanse the town of the "Hag's Curse" the inhabitants were eager to believe. In came Archmage Ingommar "Ingot" Quikbucon with a ritual and a priest that would cure everyone. He even found two of the hags and had them burned in town square. From the flames, the hags shouted a dying curse, "May darkness swallow your retched town and vomit out madness and mayhem." After this and based on Ingot's reputation as a powerful and worldly wizard, the surviving townsfolk submitted one by one to the ritual. As the module begins almost every member of the town has undergone the 'Cleansing' ritual now.

What the gnomes of Gopherton didn't know was that their trusted clan leader had been assassinated and both he and Archmage Ingot were actually shadow doubles from the Plane of Shadow – serving the great Shadow Dragon of the Dim and her powerful allies on the Plane of Shadow. The ritual used to cleanse the town was actually an excuse to kill the townsfolk and replace them with shadow duplicates from Cysgod Annwn (the Geoff shadow realm on the Plane of Shadow).

The impetus for this particular endeavor by the shadow Ingot was a deadly disease that had affected the shadow Stark Mounds in Cysgod Annwn about the same time the Cackle Fever broke out on the Material Plane. However, the shadow version of the disease had the additional symptom of brightening or colorizing their skin, like a peculiar "shadow jaundice". This brightening of the skin made all those that were affected lose much of their shadowy or Fade appearance and look like Prime Material "brightlings" (earning it the name "Brightling's Plague" amongst the shadow gnomes). The only thing that can cure it, or at least keep it from progressing, is sunlight or possibly some other aspect inherent to the Prime Material Plane.

Most of the common Shadow Plane gnomes ("shadow gnomes") do not know this is the cure or

what is really going on. All they know is that during *their* Cleansing they are blindfolded, and walk a short distance through a door or something (the Shadow Gate) into a bright land and have a new lease on life in Gopherton – a town specially prepared for them. They are told that they must remain here and 'blend in' as a condition of their Cleansing.

While the Prime Material Ingot is gone traveling the multi-verse, the Shadow Dragon has instructed the Plane of Shadow Ingot to infiltrate the gnomish clans. This Ingot, the Shadow Dragon's "Golden Gnome", will give her a powerful ally in her war for dominance of the region. The shadow Ingot is more than happy to oblige as he too suffers from the Brightling's Disease, a condition he blames on the gnomes of the Prime Material plane.

Once this "Golden Gnome" trapped King Garnet in a gemstone, was named king, replaced some leaders, and most of Gopherton, he had a strong grip on the kingdom. He now plans to replace Queen and Princess Carrock as well as all the clan heads. Once that is done, his control of the Stark Mounds will be complete.

Many meta-organizations in Geoff have been seeking information on the Stark Mound's new king and other developments among the gnomes – one organization being the Church of Azmekidom. Also, one of Ingot's former adventuring companions, Thomlin G. Pebblebottom, has been watching. Thomlin is High Mage of Geoff and has been worried for some time about the moral character of Ingot and his significant arcane power. He has been watching these developments and with the help of many others, including the Ambassador's Stepchildren and the Gnomish College of Illusions and the Performing Arts, has pieced together some clues.

He was able to restore *some* sanity to Hedrik, the college custodian (the gnome that went insane and said he was Garl Glittergold in *GEO6-04 Delusions of Grandeur*). Thomlin learned enough to lead his investigative team "Plan A" to Gopherton. Plan A collected some critical clues, but a traitor in their midst resulted in most of their deaths. This is where the current party of adventurers comes into the story.

ADVENTURE SUMMARY

Introduction: While in Aberglain meeting with the heads of various Geoff meta-organizations that all are requesting information about the gnomes and their new king, the PCs are contacted by Geoff's High Mage Thomlin G. Pebblebottom and asked to investigate Archmage Ingommar "Ingot" Quikbucon's activities in Gopherton. If they decline, they are asked by the Church of Azmekidom to search for its missing priest in Gopherton. While seeking clues, the PCs investigate the town of Gopherton and notice some unusual behavior. The PCs hear of a missing child and discover that he has been "adopted" by a disguised hag. Through violent or peaceful interaction with these two, they discover a shadow creature plot to replace the gnomish leadership in the Stark Mounds.

Encounter One: While meeting with the Church of Azmekidom or other meta-orgs they are associated with in Aberglain, the PCs are contacted by the High Mage Thomlin G. Pebblebottom's familiar and sent to a secret meeting.

Encounter Two: The PCs meet High Mage Thomlin and the Outland Champion. They learn of strange doings in Gopherton and are sent to investigate.

Encounter Three: The PCs arrive in Gopherton and learn of the town's curse/disease. They interact with the townsfolk at the local tavern and begin to sense that something is amiss in the town of Gopherton. They are likely to discover that the Zookmut family has lost a son named Nebnick.

Encounter Four: The PCs leave Gopherton on the trail of the doomed party that came before them and/or the missing Zookmut boy. They find the place where Plan A fell apart.

Encounter Five: The PCs find the Zookmut boy, Nebnick, at his new home with his adoptive "mother." They have a difficult decision to make regarding their fate.

Encounter Six: The PCs discover atrocities committed by the shadow gnomes and discover clues that lead them to the source.

Encounter Seven: The PCs make several discoveries and piece together the plan to replace people with shadow doubles. They confront one double and then adversaries guarding the source

of the threat: Ingot's Shadow Gate, powered by the very gemstone he trapped King Garnet in.

Conclusion: The PCs must decide whether to destroy the town by calling in the Brenin's Fist, and who should know about this plot that may ultimately undermine trust and confidence in the entire Stark Mounds, and possibly all of Geoff.

PREPARATION FOR PLAY

Prior to beginning play, have each player provide the following on an index card:

Character Name

Initiative modifier

Saves

Spells or Magic Items that are regularly active on the PC

Sense Motive and Spot modifier

All Geoff meta-orgs that the PC belongs to

10 random d20 rolls:

1st Discard this roll, 2nd Sense Motive against Grigor's Bluff, 3rd Sense Motive against the Zookmut father, 4th Sense Motive against the Zookmut Child, 5th Sense Motive against the Hag's Bluff, 6th Sense Motive against Shadow PC's Bluff

7th Spot against the Hag's disguise

8th Extra, 9th Extra, 10th Extra.

Also, find out the following:

- What marching order the PCs will use
- What methods of land travel the PCs use to travel relatively long distances (from town to town in Geoff).
- Whether they have the "Garnet Mark" from the *GEO6-04 Delusions of Grandeur* AR.

AUTHOR'S NOTE ABOUT THE STYLE OF THIS MODULE:

This module is a little different. Its moral ambiguity and difficult decisions are a rare opportunity for the players to define their characters and for you to create some horror. Be sure to use the mystery of Plan A's demise, the unusually cruel behavior in the tavern, the bizarre "New Mommy" encounter, the headless corpses, and the Head Vault to instill a sense of dread and even fear as the significant and frightening events in the module unfolds.

INTRODUCTION

The adventure begins with **Player Handout 1a, b, c, d, or e** (depending on the PCs' Geoff Meta-Organization affiliation(s)). It is assumed that the PC met with a Geoff Meta-Organization ("metaorg") leader prior to the module and the handout summarizes their discussion.

Inform the PCs of their reason for being in Aberglain (i.e. they were contacted ahead of time and have just finished their meeting with the metaorg representative). If the PC is a member of several metaorgs, then let them choose which one they want to meet with the most.

Each organization is seeking information about recent events in the gnomish kingdom of the Stark Mounds. Provide each player with the appropriate **Player Handout 1 [a, b, c, or d]**. If they decline to meet with any metaorg, then they receive a blank piece of paper or a **Player Handout 1** that has been crossed out. However, everyone receives a handout; that way players won't be suspicious of each other before the module fully begins.

If a PC is not a member of any Geoff metaorg, then the PC has been contacted by the Church of Azmekidom and is asked to meet with one of its High Priests or "Overlords," a grey elf named Kalklinus. Overlord Kalklinus asks the PCs to contact a missing priest in Gopherton and collect some information. They receive **Player Handout 1a**. If the PCs want to know more about the religion before accepting, summarize or allow them to look at **DM Aid 4**.

Provide the PCs with the appropriate handout. Do not allow players to read these out loud. Instead, they should read themselves. They can share the information later if they choose. If absolutely necessary, the handouts can be passed around the table to others in the same metaorg.

The Shadow PC

Also, at this time the Judge must select one player to offer the Unique Role-Playing Opportunity. You should select this player based on either: 1) Your knowledge of that player's ability to best fulfill the role or cause the least disruption; or 2) Any gnome PC. Beyond that, use your DM's discretion. At the same time as you hand this person **Player Handout 1**, quietly give him or her **Player Handout 0a** and **0b** concealed beneath it.

If noticed, 0a and 0b can be played off as extra 'metaorg stuff' for that particular PC.

Throughout the module, the heading **Shadow PC** appears to remind the DM of the instructions received by the player who is playing the Shadow PC. If there is no player playing the Shadow PC, disregard any references to it.

Getting Started

Again, the PCs are approached by their respective metaorg before they are contacted in **Encounter 1**. After the PCs meet with Geoff's High Mage in **Encounter 2**, ask the PCs whether they report information to the metaorg they represent when they have the chance. Instruct them to answer in writing (by circling the yes/no on their handout). Below is a summary of the information on the player handouts:

- **[DEFAULT] Player Handout 1a - Church of Azmekidom:** Azmekidom (äz-MƏK-ī-dōm) and His Grand Despot (Senior High Priest) Ek-Bosheth, sensed the growing influence of the mayor and Ramsees clan elder of the gnomish town Gopherton. The mayor's name is Grigor Bigor Gopherhead. Last winter, the town was hit with a deadly plague that involved fever, coughing and madness. The Church saw an opportunity and sent a priest, Overlord Arathor Foxeyes, to heal and preach to the people. The Church of Azmekidom has not received a letter from him in over month. Overlord Arathor's previous letters detailed Ingot's strong influence on the town. His last letter mentioned a future meeting of clan elders at Gopherton. If you do not already have one, you are given a ring bearing the holy symbol of Azmekidom (a crown over a triangle) and are instructed to say, "The Grand Despot sent me."
 - **Task:** Find Overlord Arathor Foxeyes, see if he is well. If he is, bring his reports back. Find out whether the Church's assistance has gained the loyalty of Grigor Bigor Gopherhead.
- **Player Handout 1b - Ambassador's Stepchildren/Gnomish Illusionary College/Evro Lygadi:** There is an agent hiding in Gopherton. Coded messages from this individual state that Ingot met with Grigor Bigor Gopherhead, the mayor of Gopherton and a Ramsees clan elder, (a position locally known as a Burgermeister) regularly for about a month prior to his becoming king. Also, the contact has collected some information on the missing Imperial Garnet that holds the soul of King Garnet – former ruler of the

Stark Mounds. When you hear the phrase, *"They have dwarven ale at the Twilight Tavern and Inn, but only at night."* Reply with, *"Yes, but do they sing dwarven songs?"*

- **Task:** Make contact with the agent in Gopherton. Find out information and possibly the whereabouts of the Imperial Garnet. If possible, retrieve it.
- **Player Handout 1c - Old Faith/Church of Pelor/Old Lore Bards:** Pelor's High Priest of Aberglain Gilgal Furyforge asks you to find Heulog, a Priest of Pelor, who was sent to Gopherton and is now missing. The town of Gopherton was enslaved by the Giant army several years ago. Then the town was hit with a deadly plague. Victims would laugh and cough violently. They would sweat profusely and after several days they would lose their mind. This disease may have been Cackle Fever. However, a report indicated some inconsistent symptoms. The mayor is a gnome named Grigor Bigger Gopherton.
 - **Task:** Find out where Heulog is and if the disease is still a threat and whether more priests are needed. If the disease is not Cackle Fever, then find out what it is and the cause.
- **Player Handout 1d - Midnight Ravens/Prydythi:** The organization wants information on the Gopherton's growing influence on trade and commerce in the Stark Mounds. In order to increase and cement this influence, Grigor will be hosting a council with the Queen and Princess Carrock and several clan elders in attendance. Kemp Consum, the clan elder of the new Consum clan is already there.
 - **Task:** Find out whether Grigor Bigor Gopherhead is really the one in charge. Find out where the meeting will be, who will be attending, and when they will arrive.
- **Player Handout 1e - All Other Metaorgs:** The PC is being sent to Gopherton because they heard rumors that several of King Ingot's strongest supporters are in that town. Recruiting and/or becoming acquainted with them could be very useful. One particularly wealthy and well connected family is the Zookmuts – they are apple and spice merchants. The Zookmuts gained significant status when, near the end of the Giant Wars, they stood up to the covey of hags that had enslaved the town for the Giants.
 - **Task:** Recruit new members or make a positive impression with the locals in Gopherton, especially the Zookmuts.

Once everyone has read his or her respective handouts, and the Shadow PC has (or has not) been selected, go to **Encounter 1**.

ENCOUNTER 1: A WINGED MESSENGER

This encounter begins as the PCs hear a bird-like telepathic voice while they stroll the streets of Aberglain. It is from an invisible Pseudodragon named Frix that is perched on a nearby building. He is the familiar of the High Mage of Geoff, Thomlin G. Pebblebottom. The High Mage has asked him to deliver a message to the PCs.

All party members receive a similar message if they are not all in the same place to begin with. You can role-play with them all at once to save time.

You walk through the streets of Aberglain – the hub of the Downlands. To the right on a hill stands the Fasthold of Azmekidom, the round temple of the bizarre new Gyrlic religion. Your silent quizzical stare is jarred by a voice... inside your head, with no apparent source,

"Hello, fine Ffolk, my Master, Thomlin G. Pebblebottom, the High Mage of Geoff, has asked me to deliver a message to you....<chirp><purr>"

[Wait for response]

"You know, it is good manners to tip messengers before hearing the message. No coin is necessary, but a nice juicy rat, perhaps a small bird, or <insert any other animal type based on any PC's familiar> handy for me to munch on as all this flying about has made me famished!"

[The GM can banter a little bit with the players a bit, but segue to the rest of the conversation]

"My master bids you greetings and thanks you, most profusely, for prior service to the Grand Duchy and her environs. Unfortunately, circumstances as they are, he feels compelled to request your service again. Would you care to meet with the High Mage to discuss the matters further?"

If the answer is YES:

"Excellent. Are you sure you do not have a rat in your pocket? <hrm, alas> No matter." He pauses, "This evening, at 2 hours past

midnight, you and your comrades should go behind the Thane's Cup – a local tavern and inn. You know, the place is a living tree. Well, you'll find a pouch of pipe tobacco near a crowd of large rocks. One rock has an invisible doorway. Enter without knocking. Keep this meeting secret. Your lives and that of others may depend upon it."

If the PCs agree to meet with the High Mage, proceed to **Encounter 2**.

If the answer is NO:

"This is regrettable. I'm certain that you have other important tasks, more vital to our Duchy than the trivial matters of the High Mage, so I bid you good evening."

The PCs can still participate in the adventure by using the contact with their metaorg or the Church of Azmekidom as the reason for their travel to Gopherton and interest in collecting information.

ENCOUNTER 2: THE HIGH MAGE OF GEOFF

You walk behind the extravagant Thane's Cup, built as part of a grand tree. It's quiet and dark. There are several rocks about as tall as a dwarf. Next to one you see a small brown pouch.

The door is covered by a *permanent image* (of a rock face), but is easily found by the PCs after a few rounds of searching, as they know where to look.

The door opens and you are beckoned to come in by a pair of near translucent servant dressed in the livery of Geoff's High Mage. The servants stand in an antechamber paneled with mahogany and lit with gilded oil lamps. They offer to take any gear or clothing you give them and then they escort you into a well-lit, sizable dinning hall with a feast prepared for dozens of people. At the close end of the table stands an immaculately dressed, grey-haired gnome. In one hand he holds a curved pipe, while his other hand is offered in greeting.

A successful **Spellcraft** check DC 21 identifies them as Unseen Servants (partially true), **Spellcraft** DC 27 identifies them as part of a mage's magnificent mansion).

"Welcome, welcome, friends of Geoff. My name is Thomlin G. Pebblebottom, bookbinder... and also honored to be High Mage and advisor to our Grand Duke. Thank you for joining me on such 'short' notice."
[Thomlin chuckles briefly at his pun.]

"While I have heard some about you, please introduce yourselves. It is good to observe formalities in these situations."

(Allow players to introduce their PCs in character if they do not already know one another.)

"Yes, well on to business. I have asked you here because I have a critical task for you. I assume some or all of you are familiar with 'King' Ingommar 'Ingot' Quikbucon of the Gnomes."

If no PCs indicate knowledge of Ingot, Thomlin provides the information listed in **DM Aid #1 Knowledge and Skill Checks** up to DC20 for both Ingot and Gnomes.

"I have vainly hoped over the years that Ingot would stop his relentless pursuit of power, but he continues to be a nefarious schemer. The trapping of King Garnet in the 'Imperial Garnet' and Ingot's convenient appearance – seem far more than a simple coincidence to me. Why did King Garnet's soul become trapped in the gem? Archmages put souls into gems; they don't just fall into them. Of course Ingot's power allows him the luxury of disregarding subtlety. However, I still need you to collect proof to buttress this theory. I cannot prove it yet and Ingot has spies watching me."

"Friends and allies recommended you because of your skills. You are, however, 'Plan B.' The first group we sent, 'Plan A', collected information and discovered that Ingot spent months in the Ramsees Clan's shattered gnomish town of Gopherton before the events that led to him being crowned as King. After retrieving the Garnet he returned to the town via an almost perfectly concealed method, stayed for a brief moment and departed similarly. Plan A went to Gopherton to investigate. They were close. Something is hidden there."

"One of them is here with us and can provide you with some insight, albeit finite in nature."

He motions to the other end of the table, pointing out a man surrounded by plates of pork and mugs of ale.

A large brutish human wearing a battered breastplate with an empty two-handed sword scabbard is sitting in one of the many ornate chairs. He has a blanket on his shoulders and is shivering even though it is warm in the palace. He snuffles and rubs a gargantuan hand across his nose as he pours ale down his throat.

CADOC, THE OUTLAND CHAMP

If the PCs speak to the survivor, read the following and then use the bullets to answer any question they ask.

"Hey, <cough> I'm Cadoc, the Outland Champ." He swells his chest, "I won an important wrestling match." He pauses expecting some amazement "I'm also good with a sword. When I started, I swung hard and cut through two orcs. Then I got better and cut through three." He nods confidently, "So, whatcha want?"

DM'S BACKGROUND ON CADOC:

- Although his "friend" in the illusion below says he is "infected," he is only sick with a bad cold.
- Cadoc doesn't know all the clues because he is a Big-Dumb-Fighter ("BDF"), literally.
- He has few skill points, 1 per level, so he has no ranks in listen and very few in spot. This means he is hard of hearing, but sees a little. [role-play accordingly, mocking skill system]
- He is a member of the Giant Slayers' Guild.

He knows the following (share it with the PCs through role-playing or quickly if time necessitates it, the bullets are numbered to roughly form a narrative):

- 1) *"My buddies, Bran, Carwyn, and Heulog went to Gopherton, so I followed. I came along for treasure."*
- 2) *"I don't remember any of those silly gnome names – other than Grigor Bigor – heh funny."*
- 3) *"Bran and Carwyn did all the talking. They went around asking questions and found out stuff."* (DM Note: Bran was a charismatic rogue in the Midnight Ravens, the local thieves' guild, and Carwyn a bard and Prydyth - Geoff's keepers of lore)

- 4) *"I sat at the bar; they didn't let me talk because last time, when I talk to this fat merchant named 'Bendagun,' I said something. He got real mad. We lost a lot of treasure."*
- 5) *"I just carried the stuff, something about tumbling and elf wizards that can't carry 'heavy' spellbooks."*
- 6) *"The last day we were in town everyone got angry faster and argued a lot."*
- 7) *"Carwyn said we needed to find something that was lost – I don't think he ever said what it was." (He doesn't know it was a boy).*
- 8) *"We had just left that town called Gopherton, when everyone started getting angry and arguing again. Heulog, the priest, went back to town for something. Then everyone started fighting each other; some got hurt by magic, others by blades. Then Bran hit me hard; I was afraid and hit him with my big sword. I ran." He snuffles loudly and wipes his hand across his face, "They were my best friends; I don't know what to do now."*

THOMLIN'S ILLUSION

When the PCs are done questioning Cadoc or are not gaining any useful information, Thomlin politely interrupts them.

"Pardon me" Thomlin steps forward. "Unfortunately Cadoc was the only member of Plan A to return from the Gopherton mission. However, Cadoc was kind enough to allow us to look into his mind and gather a vision of what happened when he last saw the other members of Plan A." Thomlin makes a fluid gesture and utters a few words in Draconic.

Suddenly a large image of a rocky field cloaked in a heavy fog appears on the wall across the room. Close by, a muted painful cry is muffled by the fog. Cadoc stands next to a skinny man with a beard wearing leather armor.

Cadoc turns to the man and says, "Bran, this is crazy. I'm going back to Aberglain." Bran replies, but you can't hear him clearly. [If the PCs make a Spot check DC 15, they read his lips and determine his response is: "Sorry Cadoc, but you can't leave. You're infected. I'm taking you back to Arathor and then Gopherhe..." and like lightning Bran swings a sap that crashes across Cadoc's head. Cadoc staggers, but quickly rallies and swings his sword hard, dropping Bran with a vicious

blow. Cadoc runs away as fast as he can and disappears into the mist.

The sounds are muffled because Cadoc doesn't have any ranks in Listen, there is fog, and distractions.

Cadoc doesn't have any additional information. After all, he only gets one skill per level since he put over half his points in strength.

When the illusion is done Thomlin adds, "If you are unfamiliar with the Stark Mounds and Gopherton, I have a book from the Fasthold of Azmekidom – 'Spreading Despotism in Gopherton.' While filled with a great deal of philosophical and metaphysical preaching, it details the area. It was in the Cadoc's pack. Plan A added some notes to the margins. The book's author is one of Azmekidom's traveling ministers, Overlord Arathor Foxeyes. It has a good map that will get you to Gopherton."

DM'S NOTE: The book contains the following:

1. **Player Handout 2a** - Basic knowledge of the local geography. It shows the main buildings in the town, some orchards, the numerous hills, the main road that leads in (Ramsees Way), the valleys that are prone to dampness, and the nearby trail and caves.
2. **Player Handout 2b** - A brief description of the effects of the Plague. Plan A notes that the symptoms aren't consistent.

After you peruse the book, Thomlin clears his throat, "You will need a cover story explaining why you are visiting Gopherton. Any reason will do, but you need to be consistent. Your explanation will only need to hold up for two days. Spending more time in Gopherton would be too suspicious. Plan A explained that they were delivering the priest Heulog to help with healing – which was true."

He pauses and becomes even more earnest, "Only you know about this, and I can't stress the importance of keeping this confidential. Don't tell anyone. Remember, the previous investigators were not careful enough. Be careful you don't suffer their fate."

Go with almost any cover story the PCs develop, just as long as it has some sense. If the PCs do not maintain their cover story, point it out to them the first time. If they fail again, they are

tailed by informants and Grigor has advanced notice of their approach.

Thomlin can cast *seeming* on them if necessary.

Before the PCs leave, Thomlin advises them:

"Leave one by one, so as to not draw too much attention to yourselves. Split up for half an hour and meet in the Shalm's Room at the Thane's Cup."

DM'S NOTE (REPORTING TO METAORGS):

Even if the PCs still stick together, a PC wishing to communicate with a metaorg may do so via a courier service at the Thane's Cup. At this point ask everyone to indicate on their **Player Handout 1** whether they report information to the metaorg they represent when they have the chance (circle or write the metaorg at the top and write YES or NO). Inform them that if they do not, then they will be isolated from their metaorg and it is very likely that they WILL NOT be able to receive direct help (usually by redeeming favors) from their metaorg during this module.). If they want to reference the handout again later, it is fine to hand it back to them.

DM'S NOTE (DEPARTURE):

There is a snowstorm that rolls in and delays departure until the morning. This should provide even more time to contact metaorgs during the night if PCs so choose to do so. If the PCs press on anyway, then they are fatigued when they arrive in Gopherton.

ENCOUNTER 3: THE TOWN OF GOPHERTON

This encounter covers the PC's arrival to the town of Gopherton. They will undergo part of the "Cleansing" process and get an opportunity to meet various NPCs. The purpose of this encounter is twofold: 1) to provide the PCs with the sense that something is seriously wrong in Gopherton; and 2) to introduce them to the Zookmut family and encourage them to search for the lost boy or at least investigate the reason behind Plan A's in-fighting. By the time the PCs leave Gopherton, they should have a solid understanding of the background of the town and

the supposed "Plague" that is afflicting the town. The actual background is listed below for the DM's convenience.

This text for this encounter is divided into four subsections: 1) history and background information for DMs; 2) PCs' arrival, where the PCs meet some sentries; 3) a visit with Overlord Arathor; and 4) an evening in the tavern.

Recent History and Current Status:

- The town's population was cut in half during the Giant War and then again by a real "Plague" [Cackle Fever]. The fear or "story" is that this Plague has returned.
- Ingot separated the town into two communities: the "Clean" (shadow community) and "Unclean" (any Prime Material gnomes and visitors). There are shadow gnomes patrolling the city and a checkpoint on the road.
- The town has spent months "Cleansing" and is nearly completely populated by shadow gnomes. The town is preparing to celebrate the Cleansing of the town. It is about two weeks away with 25 Prime Material gnomes left.
- When the town is completely Cleansed there will be a party to celebrate and several important clan heads will be invited and they will be Cleansed too. Most notably the Queen Rachel Carrock and Princess Meranda Carrock will arrive early to see the progress and help with relief work. They will be replaced and will assure the clan heads that everything is fine. If anything goes wrong, then the shadow gnomes will blame it on Overlord Arathor – *after all, he is a member of a strange new human cult.*

Background on the Plague:

- On the Prime Material Plane, the Plague no longer exists, but Ingot has tricked everyone with magic and fear. On the Shadow Plane, a deadly wasting disease continues to afflict shadow gnomes. Therefore, everyone, both Shadow Plane and Prime Material gnomes, in Gopherton believe a Plague still exists.
- On the Prime Material Plane, the "Plague" disease [Cackle Fever] killed a few people. It drove them mad, they were violent, killed family and friends, and then died. However, it passed. Later, the shadow Ingot arrived and convinced the Prime Material gnomes that the

disease had returned and that they needed to be "Cleansed." It is easy to maintain this illusion because those that question its veracity are "obviously" going insane from the Plague.

- On the Shadow Plane a peculiar disease with some similar symptoms began affecting shadow gnomes. However, it had the additional effect of brightening their skin, like a peculiar "jaundice". This brightening of the skin made all those that were affected lose much of their shadowy or Fade appearance and look like Prime Material "brightlings." The disease is powerful and could not be cured by typical divine magic on the Shadow or Prime Material Plane. The only thing that can cure it, or at least prevent it from progressing, is sunlight on the Prime Material Plane. Most of the common Shadow Plane gnomes do not know this is the cure or what is really going on. All they know is that during the Cleansing they are blindfolded, and walk a short distance through a door or something (the Shadow Gate) into a bright land and have a new lease on life in Gopherton – a town specially prepared for them.
- The gnomes (shadow and Prime Material) believe that Remove Disease, cast from the wand Arathor is using, is part of the process, but Ingot's Magic is the other part.
- Clue: If multiple people are asked about the disease, then each person that describes the disease attributes one slightly different symptom to it. They say people usually kill themselves or they just go crazy and start killing others.

Background on the Cleansing:

- The Unclean or Prime Material gnomes are eliminated when they are *fascinated* by the Mayor Grigor during a short speech about the history of the clan. He suggests that they enter a dark room, one at a time to be Cleansed.
- In the room they are killed or captured by his assassin assistant – Shadow Plane Bran. The assassin usually beheads them.
- The headless bodies are carted off as rubbish from the hidden Shadow Gate mine to the Hag's valley.

ARRIVAL AT GOPHERTON

From Aberglain, it takes the PCs two days by horse, three by foot to reach Gopherton. They see no one on the road the last day. They arrive after sunset. Adjust the text if they somehow arrive at a time other than dusk.

Conditions: It is very cold. The frozen ground is covered in about two inches of powdery snow. It is dusk.

You travel on the road headed west out of town. After leaving the area surrounding Aberglain, travelers and carts melt away, until you are the only ones on the road, for a day or so. On the last day of your travels, the sun is just setting in front of you and peaking between a few hills is Gopherton.

The town looks peaceful and well maintained. You see a few residents moving about performing typical tasks.

As the PCs approach and enter the town, whether on the road or via some other route, they encounter a patrol of two Cleansed shadow gnome constables. If the PCs wish to avoid the constables by being very sneaky, they can. However, as soon as any gnome encounters the PCs, the constables are summoned in order to prevent the spread of the Plague and the PCs are escorted to the back of the Twilight Tavern and Inn and Overlord Arathor's room.

As you enter the quiet town, the sun sets. A woman on her porch smiles warmly and nods to you. You look back in front of you and walking in your direction are two gnomes, one tall for a gnome, one short, with large silver badges, the size of bucklers pinned to their chests.

The shorter one raises his hand in greeting and says, "Welcome to Gopherton travelers! I'm Constable Zink Cobnipper. We are happy to have you visit, but we must warn you that the town is under quarantine and all visitors must meet with the priest of Azmekidom first, before arranging lodging." He smiles and shrugs, "It's to prevent the spread of anymore disease. Come with us and we'll show you the way."

If pressed for more information, they reveal that the disease seems to be under control and

the remaining ill patients are restricted to their homes until the priest can attend to them.

If the PCs refuse, the request is politely repeated. If they refuse again, then they are politely asked to leave the town. If they refuse this request, then more constables are summoned.

The PCs are asked to come with them for the safety of the town. If they refuse, then the gnomes will attack to subdue. Use the Gnome entry in the Monster Manual for all the constables. The module will likely end unsuccessfully at this point, unless the PCs can do some clever role-playing. Proceed to **Conclusion B**.

THE OVERLORD OF AZMEKIDOM

The only human in the gnome town is Arathor Foxeyes, a priest of Azmekidom. Arathor is referred to as an Overlord, as that is the title for high priest in the Church of Azmekidom. King Ingot and the Mayor, Grigor, asked Overlord Arathor to come and uses the wand of *remove disease* to Cleanse anyone suspected of having the Plague – which is pretty much anyone that is brought to him. Overlord Arathor is actually a bard, not a cleric, but he believes his spells are granted every day by Azmekidom. He is Neutral Good and believes that he was helping prevent an outbreak. He also believes he was successfully spreading the doctrine and hegemony of Azmekidom. Recently, he has seen some events that have made him suspicious.

Overlord Arathor Foxeyes: Male Human Bard 7/Mar1/Vrtso1 (Sense Motive +13).

Everyone believes that Overlord Arathor is a "big help" in removing the disease. However, all the residents also believe that Arathor is only one part in the Cleansing process and that only Ingot's Magic can permanently remove the Plague. Everyone knows that Ingot made a magic way to get rid of the disease, but they don't know the specifics. Everyone in the town knows not to discuss Ingot's Magic with outsiders.

You are taken to the back of a large tavern. You can hear singing inside. Constable Zink opens a large wooden door that leads into a hallway. You step inside. Zink knocks on and opens the door to your left. Sitting at a table, reading from a small book and writing notes, is

a handsome man in his early thirties. Around his neck is a small silk sack – the holy symbol of Azmekidom the Unapproachable.

"Overlord Arathor, there's some travelers here to see you." The priest of Azmekidom quickly shuts the book and puts his notes away. He looks up, "Please, show them in constable."

Arathor explains what he is going to do: Use a wand to cast *remove disease* on the PCs and nothing else. If the PCs refuse, then they are politely asked to leave. If they refuse to leave town, then they are asked to remain in a quarantined room in the inn and they miss out on the bar games.

Arathor recites a short prayer to Azmekidom ***"May Your hegemony increase through prudence and fortune"*** and uses the wand. The spell allows the PCs to associate with Clean gnomes in the bar. He discourages them from interacting with Unclean gnomes as the PCs will need to be re-Cleansed and will be charged a fine of 50gp.

If any PC shows him the ring with the holy symbol of Azmekidom and says, ***"The Grand Despot sent me,"*** then he is somewhat friendlier. He asks the constables to wait outside while he discusses church business. After the gnome constables have stepped outside (but not closed the door) he asks about the health of the Grand Despot Ek-Bosheth (the leader of his church), but this is merely a distraction as he hands the PCs excerpts from his journal and his most recent letter and holds his finger to his lips – **Players Handout 3**. The Handout mentions the missing boy and that Arathor had cured his parents. Arathor notices that a lot of his patients do not exhibit any symptoms.

After this Arathor encourages them to visit the tavern and get some lodging for the night. Then he goes soundly to sleep for the night.

If the PCs don't receive the journal and letter, then they can easily steal them from the table in his unlocked room while he sleeps.

THE GAMES AT THE TWILIGHT TAVERN AND INN

DM's NOTE:

The constables depart once the PCs move down the hall to the tavern taproom. The tavern is very typical, except the lighting is dim and coal is burning in the fireplace. In this tavern, most the patrons are Neutral, only a few are Evil. None are Good aligned.

You enter the tavern. It is dimly lit, but you find lots of activity. There is singing and drinking, dart throwing and a pie eating contest. Several gnomes sitting at the bar were talking before you entered, but they stop as you enter. A serving woman approaches and then shows you to a table in the far corner.

PCs can make a **Sense Motive DC12** to realize that the locals are uncomfortable with visitors in their favorite hangout.

Shadowmeld "Clink" Clinktock, a stealthy gnome and well disguised Master Visionary of the Ambassador's Stepchildren (secretive agents loyal to the missing King Garnet), is sitting at the nearest table by himself. He leans back in his chair and says, ***"They have dwarven ale at the Twilight Tavern and Inn, but only at night."***

If any PC replies with the appropriate passphrase, ***"Yes, but do they sing dwarven songs?"*** then he surreptitiously slips them **Players Handout 4**. He then suggests that the best way to get information from these gnomes is to play their bar games. He also mentions that he is a skilled tracker and guide, if the PCs need to find anything around town.

If no PC replies with the pass phrase, then they don't receive the handout, but he still makes the same suggestion and mentions his tracking skills and knowledge of the area.

If the PCs approach the gnomes, these are the topics they discuss before the PCs participate in the Bar Games or if they do not participate:

- The gnomes are very curious about meta-organizations and what positions the PCs hold. They ask to join.
- The gnomes talk up Ingot as if he is their own son or brother.
- The town was sliding into oblivion. However, once Ingot came to town things have been booming (relatively); trade is growing. The gnomes encourage the PCs to move to this town.
- Ingot is generous and has helped several reestablish businesses and homes

- This town and the Ramsees clan in general, were nearly wiped out during the War against the Giants.

Persons of Note at the Tavern

Mayor Grigor Bigor Gopherhead

Mayor Grigor (who is also a Ramsees clan elder) is in the room, but may go unnoticed *unless* PCs seek him out. If they do, a **DC 25 Spot** check along with a **DC 25 Knowledge – local (Sheldomar)** lets the PCs notice Grigor and identify him as the mayor of the town (though unbeknownst to the PCs, this Grigor is the shadow version). He is a Neutral Evil bard and knows everything that is going on. He is the man that the shadow Ingot gave responsibility to for the Shadow gnome transition at Gopherton.

Having been informed of the PCs arrival, he put up some spells: *heightened scroll of nondetection* (CL 18th level...a gift from Ingot); and *glibness*. His *ring of misdirection* foils divinations about his alignment (as per the spell). Attempts at detecting alignment read the alignment of the caster. He also, at APL6 or higher, has the Disguise Spell Feat so he can cast spells while performing.

Mayor Grigor is present in the bar enjoying drinks with the shadow Kemp Consum of the new Consum clan. If the PCs choose to interact with him he is jovial and welcoming. He talks briefly about small topics, but then excuses himself to continue his meeting with Kemp. If PCs wish to speak with him later, he gladly makes an appointment for some time tomorrow (though he does not keep it). Other gnomes in the tavern do not share information about Grigor, other than that he is the mayor and one of the Clan Elders of the Ramsees Clan.

See the Appendices for statistics on “Mayor” Grigor Bigor Gopherhead.

Clan Elder Kemp Consum

PCs who make a successful **DC 15+ APL Gather Information** or a **DC 20 Knowledge Local – Sheldomar** know that Kemp Consum is the dynamic war leader of a new clan. Due to his bold and brilliant leadership during the guerilla war against the giants in the Stark Mounds, the King named him a Patriarch and has allowed that any of his followers who wanted to, and were

accepted, could be “adopted” into his clan. His entire war band of 120 gnomes, in six skirmish groups, of 20 gnomes each, have asked to be adopted. Kemp has graciously and humbly accepted them all into Clan Consum.

DM's Note:

Kemp Consum has already been replaced and is now a shadow gnome – most of his warriors have as well. He is also wearing a *ring of misdirection* (another gift from King Ingot).

THE BAR GAMES

The Bar Games are all typical gnomish activities with a morbid twist. Each is listed below with a description of the game, the relevant skill check (if any), the clue(s) that the PCs can learn during the game, and the morbid twist. Use these games as a way to provide the PCs with needed information and also as a way to raise tension and provide a sense that something is wrong in this town. You can expand or shorten the time these take as your schedule allows. No matter which other games the PCs engage in, the games conclude with the Drinking Game and the critical meeting with Zwimmer Zookmut.

DM's Note:

All gnomes will be courteous, but not overly friendly. Each table of gnomes will invite the party to join in with comments like, “well, we don’t talk to strangers, but there is a cure for that – come join us for song!” Or “welcome to town, I don’t know much that can help ya, but you are welcome to join us for a quick game of darts.” Etc.

Best Drinking Song:

The gnomes at this table encourage the PCs to join them in singing. They will ask for the PCs to write and perform a song for their amusement. The song must rhyme or have humorous elements– the more PCs that participate the better.

It is clear that the gnomes gathered around several long tables were singing the songs you heard as you entered the tavern from the back door. They are noticeably quieter now.

If the PCs approach, the gnomes ask them to sing a drinking song.

- **Check:** Mostly role-playing and a **Perform check** for the quality of the singing.
- **Clue:** PCs are told that the other adventurers (Plan A) spent a few days in town and started to argue about something they had lost or needed to find. They headed off along a hunting trail that leads toward a nearby valley that is riddled with caves. On the way there the men fought and killed each other. The gnomes found their bodies and Grigor had them burned because he didn't want the Plague to spread. Obviously the humans went insane after becoming infected with the Plague.
- **Twist:** Once the PCs finish the gnomes sing a different drinking song about slaughtering a village of goblins (women and children) and are dancing and laughing. The song is to the tune of "She'll be Comin' Round the Mountain."
- **Lyrics:**
*We'll be killin' stinkin' goblins as we ride;
 We'll be killin' stinkin' goblins as we ride;
 We'll be cuttin' up their bodies;
 We'll be killin' all their children;
 We'll be killin' stinkin' goblins as we ride!*

*We'll be burnin' down their village as we ride;
 We'll be burnin' down their village as we ride;
 We'll be takin' heads as trophies;
 We'll be drinkin' all their black blood;
 We'll be burin' down their village as we ride!*

 When they finish, they all cheer and laugh and make wistful comments about battle. If questioned about the song, the gnomes see nothing wrong with it.

Pork Potpie Eating Contest:

The PCs see that a pie-eating contest is being set up. The object of the contest is to eat all of the pies the fastest and keep it down. Drimble will ask the PCs to slip a 'special' pie into the pie line-up of Elmik. While they are observing the setup the following occurs:

An older gray bearded gnome approaches you and whispers in your ear, "My name's Drimble and I need help playing a joke on Elmik, my buddy. I'm old and my hands aren't that quick. I want you to put a redcurrant pie in his stack. He hates redcurrant!" He laughs, "The contest is great fun. We have extra

stacks of pies; a couple of you should participate." He motions to two wooden chairs with eight small pork potpies in front of them. Hung over the back of each chair is a cloth bib with a little pig embroidered on it.

- **Check: Slight of Hand, Bluff check DC10** (other gnomes are in on the joke and will assist any attempt, making it DC10) for a distraction, or the PC can participate in contest and create confusion about what pies are whose. Three opposed **Dexterity checks** and one **Fortitude Saves DC12 [APLs 4-6] or 14 [APLs 8-12]** determine how quickly contestants eat the pies and whether they throw up at the end. If a PC throws up at the end, then that PC doesn't win, but the gnomes still enjoy it. Elmik doesn't finish, so don't roll checks for him.
- **Clue:** Drimble knows about the preparations for the festival and that several clan heads and dignitaries will be invited to attend the celebrations. Queen Rachel Carrock and her daughter the Princess are due to arrive next week to witness the relief efforts. Kemp Consum from the new Consum clan is already here in meetings with Grigor, the town Mayor. He is excited that Gopherton will become a trading center of Geoff and will soon flourish.

Knowledge Local: Sheldomar check DC 15:

Queen Carrock and the Princess no longer hold much power now that Ingot took over. However, they are still important considerations when making any policy or organizing a significant meeting. Their visit to the town will bring much needed publicity to the recovery efforts and the town.

- **Twist:** The redcurrant pie is actually a holly berry pie and is slightly poisonous.

You notice that after a few bites of the "redcurrant pie" Elmik starts to vomit – violently. He continues and is soon spitting up some blood. While he is in no danger of dying, the other gnomes are hardly concerned and laugh loudly. Drimble wipes tears from his eyes, while other gnomes pat him on the back, "The old holly berry pie trick! Oh! That's a good one."

If the PCs try to help the injured gnome, he waves them off, explaining that it was all in good fun and was a fair joke.

Dart Throwing Contest:

PCs are invited to compete in this simple dart throwing contest between Finman and Winkle.

Two coal bearded gnomes with sharp eyes are tossing darts at a very small target. They glance in your direction and you notice that they more than enough darts for two more players. "Care to make a wager, friend? Make it a beer or a pouch of gold, I bet I can beat ye"

Let the PCs bet anything they want up to 50 gold. If they win, the gnomes pay up in addition to the small talk that earns the PCs the clues. The gold is, of course, subject to the normal treasure caps at the end of the module.

- **Check:** Three attack rolls, using regular darts, with all PC bonuses against a small target ten feet away with four score zones:
 - AC 9 or worse = Miss, no points
 - AC 10 to 12, outer ring, 1 point
 - AC 13 to 16, wide ring, 3 points
 - AC 17 to 19, thin section, 5 points
 - AC 20, bull's-eye, 8 point
 - PCs can use **Bluff** or **Diplomacy** to change the rules in their favor (especially if they specific ranged feats) by goading or smooth-talking the gnomes.
 - The gnome has an **attack bonus of 4+APL** for purposes of his throws.
- **Clue:** Finman blames the Plague on the hags. The hags worked with the Giants and helped wipe out much of Gopherton. Ingot came and helped eliminate the hags that had escaped to the caves to the north. The town burned the hags they caught in the square. As the flames rose around them, the hags cursed the town with the Plague. One screamed, "May darkness swallow your retched town and spew out madness and mayhem."
- **Twist:** This is a dangerous game.

Winkle goes to remove the darts and the Finman swiftly draws a hidden dart. As Winkle reaches, Finman throws and pins Winkle's hand to the target. Winkle yelps in pain and wrenches his hand free. Finman shouts

"Bull's-Eye!" The gnomes in the bar cheer and several offer to buy him a drink.

If the PCs try to help the injured gnome, he waves them off, explaining that it was all in good fun and was a fair joke.

Drinking Game:

DM's Note: Be certain that the PCs are invited to participate in the Drinking contest.

There are four kegs with different contents. The PC must fill one large tankard at each keg, down it as quickly as possible (and then make one Fortitude Save) and then move on to the next. A Dexterity check must be made for pouring from each keg; otherwise the PC spills the alcohol and falls one keg behind the competition. If the PC fails a Fortitude Save, he feels nauseated. If he fails two Fortitude saves, he passes out for 1d6+1 minutes. The alcohol is from a shipment of dwarven spirits stolen from a trade caravan as a joke (specifically the beer being shipped to the *Thane's Cup* in Aberglain).

There are ten gnomes singing and laughing around four kegs of alcohol. Two gnomes lay passed out, one in a pool of vomit. Off to the side is a somber looking gnome sitting at table by himself with an empty bottle and a tankard. One of the laughing gnomes has a leather drinking tankard hanging from his belt. He is obviously looking for someone to compete with and when one of your new gnomish "friends" recommends you, he rushes over and shakes your hand, "Name's Fuddle-Nock, but most just call me the Drinkmaster." He gives you a wink, "Ready for a challenge?"

DM's Note: Fuddle-Nock's tankard is masterwork so he gets a +2 on his Dexterity checks. His relevant stats are Dexterity 16 (+3), MW tankard (+2) = Dex Checks (+5); and Fort Save (+9)

- **Checks:**
 - Stonereaver's Fortune (Dunkel), **Dexterity check DC8, Fortitude DC10;**
 - Moradin's Hammer (Doppelbock), **Dexterity check DC10, Fortitude DC14;**
 - Thane's Glory (Imperial Stout) **Dexterity check DC12, Fortitude DC18;**

- Doomkeg (Malt Liquor), **Dexterity check DC14, Fortitude DC22;**
- **Clue:** Foodle-Nock's buddy Murto points out Zwimmer Zookmut who is drinking by himself at a nearby table. He is depressed that he hasn't seen his son in a month, since the boy ran away. Everyone thinks the boy is probably dead, either from the Plague or some monster got him. The Zookmut's live in a nice house surrounded by an apple orchard about five blocks away, on the edge of town.
- **Twist:** The gnomes are particularly nasty to the two gnomes who are passed out on the floor. They use ink and draw on their forehead, "Loser, Slap Me!," and other sayings. They spill drinks on them, even encourage their friends to vomit on them. Their general attitude is that this is what "losers" deserve and they all find it hilarious, including the recipients.

ZWIMMER ZOOKMUT

Zwimmer is a younger adult gnome and is sitting at, or more accurately, leaning on a table by himself. His eyes are red and he rests his chin, and the small beard sprouting from it, on the table.

- Zwimmer is a Neutral shadow gnome with no knowledge of Ingot/Grigor's true plans.
- His son is 9 years old and his name is Nebnick. He has been gone for about a month.
- He is a tad crazy because his actual son and wife died from the disease on the Plane of Shadow. He still believes that his actual wife Jil is alive, but if PCs ask around, no one else does.
- He is sincere and honestly misses his new "son". He believes that the Prime Material boy is his real son.
- **"He was a funny kid with a messy mop of black hair and a big ruddy nose. I miss him! – who will I play my best jokes on?. He was such a fun target!"**
- **"Before my boy disappeared, he talked to the travelers that killed themselves out in the fog (Plan A). He spoke to them when they first arrived."**
- **"He started acting strange, withdrawn, like he was a stranger. Before I knew it, he was gone. He left his favorite toy, a rocking pony. He left it right in the front yard. I**

leave it there hoping he'll see it and come back." He pauses and whispers, "I think a hag killed him though, but don't tell Jil, my wife. She's still holding onto hope."

Zwimmer is truthful about missing Nebnick, but a **DC 10+APL Sense Motive** check reveals that he might be a little crazy and misses Nebnick mostly because he was his favorite prank target, not because of deep parental love.

At this point, the PCs have the option of spending the night at the inn, or setting off into town at night. Make it a point to let them know that the temperature is quickly falling outside as a cold winter night sets in. Besides that, they are likely tired from traveling all this way.

If the PCs go out to meet with any shadow gnomes, they will gain information similar to what is available from the tavern patrons. If they seek out Prime Material (Unclean) gnomes, the Prime Material gnomes will tell them to go away because they don't want to spread the Plague. If pressed, they will summon the constables.

If they try to meet up with Shadowmeld Clinktock, he recommends they don't go gallivanting around until at least sunrise. If they ask, he agrees to guide them into the valley, but not until morning.

ENCOUNTER 4: FOLLOWING NEBNICK'S TRAIL

This encounter can come about in a variety of ways. Most likely, the PCs have learned about the lost Zookmut boy, Nebnick, in **Encounter 3**. If so, they can pick up his trail after visiting or passing by his home. However, the PCs may have missed this plot thread entirely. In this case, at some point they should be encouraged by Shadowmeld Clinktock to investigate the fate of Plan A and are pointed to the trail outside of town which that group followed.

During their examination of the fight scene (the subsection entitled: The Field of Betrayal), they will notice the trail of the rocking pony and (hopefully) investigate.

ZOOKMUT FAMILY HOME

Scene: ***What looks to be a notable apple orchard surrounds a beautiful house cut into a***

hill. The house has a bright red door and the wood portions are painted a forest green. The area in front of the house is empty.

The PCs may decide to visit the Zookmut home, especially if they choose to search for the missing boy. It contains nothing unusual or informative. Zwimmer is sleeping off his hangover and is unable to answer the door. Otherwise, they should pass by it at some point on their travels through town. A passing gnome will point out to them that this is the Zookmut home and that their poor son has been missing for a long time.

The most cursory examination of the yard in front of the home shows the parallel tracks of the rocking pony, dragged through the light blanket of snow by a small-sized creature. As explained below in **Encounter 5**, Nebnick retrieved the rocking pony during the night, and dragged it to his new home in the valley.

Tracking:

A **Survival check DC 10** (with the Track feat) indicates that the trail was made the night before (after the PCs bedded down at the inn). Following the tracks leads the PCs along the hunting trail, past the Field of Betrayal, and to the valley containing the Hag's lair.

If the PCs do not have the Track feat, they can still follow the trail during the day with a **DC 10**

Survival check (PHB 101). If they seek him out, Shadowmeld can accompany the PCs and assist them in following the tracks.

THE FIELD OF BETRAYAL

Adjust the flavor text below depending on whether the PCs are following the trail of the rocking pony or simply trying to track down the site of Plan A's falling out. In the latter case, gathering information in the bar or just following information provided by Thomlin will allow the PCs to find the hunting trail.

You [follow the trail of the rocking pony/find the hunting trail] easily and have now followed it for over an hour. You crest a tall snow covered hill and look on a field that stumbles down into a valley. There are scattered rocks and boulders, some with dark scorch marks, littering the field. In spite of the snow, this looks like it could be the place in Thomlin's illusion where Plan A met their end.

DM'S NOTE:

The shadow Bran (who replaced the actual Bran at some point in their journey) split the party by creating an intra-party argument. He killed Heulog (who started back to town for help, slew Carwyn in the fog and attacked Cadoc.

The PCs find evidence of the battle between the members of Plan A. Using the following checks, the PCs can gather some information.

- **Automatic:** An intense fire scorched several closely grouped rocks.
 - **Spellcraft DC 25:** *flame strike*
- **Survival:**
 - **DC 10 (or Search DC 10):** There was a hard fought battle here. There are three scattered areas where rocks are splattered or stained with dried blood and some dried gore – two near the valley, one closer to town.
 - **DC 20:** A group of four was spread across the valley, possibly searching for something, two were close to the nearby valley and two closer to town. While spread out a melee began. One person closer to the town turned around and ran back to those near the valley.
 - **DC 35:** A large man severely injured one man and ran off to the east. The severely wounded man walked back toward town. His bleeding dropped off quickly after leaving the immediate area. A wagon came and went back to Gopherton with the two bodies. The trail becomes more difficult to follow (**Survival DC 45**) once it goes over the hill because the ground becomes harder and the snow deeper. However, it heads south on the west side of town before the trail is obscured completely by the snow and mud churned together by other traffic closer to Gopherton.
- **Heal** (if the DC 10 Survival/Search Check is made):
 - **DC 15:** Two people died in the fight: one near the valley, the other closer to town.
 - **DC 25:** Two others were wounded, one seriously.

From this point, the trail of the rocking pony is clearly visible to all, even those who until now were unaware of it. If the PCs were unaware of

this trail, read the following. Otherwise, inform them that the trail continues.

A pair of parallel, even tracks lead off toward a rocky ledge along the top of a valley ahead. The tracks are approximately 2 feet apart and stand out visibly in the snow.

Due to the snow being deeper (about four inches) and packed somewhat in the hills, the PCs can easily tell that the boy followed a path that leads along a ledge with no forks off it.

Proceed to **Encounter 5**.

ENCOUNTER 5: NEW MOTHER, NEW DAUGHTER

About a month ago, Nebnick Zookmut ran away from home. Ceri, a hag who has survived the liberation of Gopherton and has been living in hiding, found him in the valley. Being the only hag left she was very lonely and missed her sister hags. Seeing her opportunity to alleviate this problem and possibly have a sister once again, she charmed Nebnick and took him to her cave, with plans to put him through a slow ritual that would eventually transform him into a green hag.

The charm wore off some time ago and now Nebnick stays because he wants to. Ceri treats him well and feeds him 'mutton' pies all the time. However, he missed his rocking pony, and retrieved it from the yard of his former home last night (hence the fresh tracks in the snow).

The rocking pony trail leads into the hills to the north, which in turn leads into a valley pockmarked with caves. It is a clear winter sky, and the snow thins back to about an inch or two. The trip from the town to the valley takes about two hours.

You follow a rocky ledge and it dead ends at several large rocks covered with brown vines and vegetation. As you draw closer, you see a tall gap in the rocks obscured by hanging creeper vines and moss. Branches of sweet smelling herbs are woven into the plants.

If Shadowmeld is with them, he stays at the mouth of the cave to keep watch and alert the PCs if anyone approaches. If the PCs enter the cave:

The cave is relatively warm and branches off down a few dark passages. However, light and muttering accompanied by a high

humming noise drifts from a tunnel straight ahead. You can smell roasted mutton.

The other passages are empty, except some food stores (mainly mushrooms and salted mutton), wool blankets, and stockpiles of wood. If the PCs search the two chambers (**Search DC 12**) they find an orc body that has been butchered (**Heal DC 20** or **Knowledge – nature DC 20** reveals that the carcass is that of an orc or half-orc – it has been really butchered). The Hag hid the carcass so "Ginny" wouldn't find it.

Conditions: The tunnels are 5 feet wide and the ceilings about 10 feet tall until the main cave. The main cave is about 20 feet tall and is lit by the hag's *dancing lights* spell-like ability. The residual light illuminates the tunnel leading here. The cavern floor slopes down slightly to a small but deep underground lake that takes up half of the room. The water is clear, and reflects the stalactites above. It's deep in some places, perhaps containing multiple small caves below the surface. If the PCs look at or inquire about the light source, they can discover that they are *dancing lights* inside of old lanterns (**Spellcraft DC20**). See **DM Aid Map #2** for the layout.

You enter a large chamber dimly lit by lanterns. Half the floor space is filled with a clear pond. On the other side of the water is a young gnomish child with black hair and a big nose wearing a simple green woolen dress, a necklace and a ring, but no shoes. The child is rocking, slowly, back and forth on a toy pony and softly humming a song.

Next to him is a small table with a plate of shepherd's pie. He stops rocking occasionally and takes a bite, then resumes rocking as he chews. Next to him is a stooped, old human woman. She stares adoringly at the young child in the dress and prattles on, "now Ginny, that's a good girl, eat all your food so you can grow big and strong."

If the PCs observe her from stealth for a time, they see the old human woman (really Ceri the Green Hag in disguise) dote on the child treating him like a little girl. If they barge right in, she stops speaking and the boy stops rocking and they both stare at the PCs, before Ceri asks the PCs what they are doing in her home.

Shadow PC: When your Shadow PC encounters the NPC "Ginny" you will start trying to mess up the investigation. Try to convince the PCs that "Ginny" has probably been *charmed* or

tricked with an illusion to get him to believe the things he believes. When the discussion comes up, try to convince the PCs that the child should go back to his father. "After all, this old lady is obviously creepy and crazy!" However, if combat occurs, do not fight against or sabotage the PCs. It is in your best interest to help so you survive.

DM'S NOTE: "Ginny" was the name of the Hag's sister and she is using it for the boy. The Hag gave "Ginny" the Hag Eye (an obsidian stone on a leather thong) made by her former covey. "Ginny" is wearing it around his neck. The hag is feeding him pies made from mutton and increasing amounts of flesh from sentient creatures, part of the ritual that will slowly transform him into a hag over the next few months. Ceri the hag, of course, does not reveal any of this to the PCs.

If the PCs move further into the room and get to within 30 feet of "Ginny", a **Spot Check DC20** reveals that Ginny is eating a mutton pie with blood and unusual long, jointed pieces of meat in it (the Spot check can be made at a distance, but distance modifiers apply: -1 per 10' of distance (PHB 83)).

Any PC who notices that Ginny is eating a mutton pie with long, jointed meat and blood in it, can make an **Int check, DC 15**. If they succeed, it is plausible for that PC to make the connection that the hag is feeding the boy humanoid meat. That PC can also attempt a **DC 30 Bardic Knowledge** or a **DC 30 Knowledge – nature (monstrous humanoids)**. Success reveals that some hags reproduce by feeding children the flesh of sentient creatures as part of a ritual to transform them into a hag.

Creatures: If the PCs get close enough, they may see through the hag's disguise. Ceri has a constant *disguise self* up and takes 10 with her skill check. The **Spot check DC** to do so varies by APL as follows: APL 4-6: **DC 26**; APL 8: **DC 36**; APL 10: **DC 42**; APL 12: **DC 44**.

Ceri has no interest in fighting the PCs however, and only wants to be left alone with "Ginny". She barter with the PCs (as per the bullet points below), but defends herself if attacked, or if the PCs try to take "Ginny" from her.

"Ginny" is actually Nebnick, though he has taken to his new name, and barely responds to Nebnick anymore.

Breaking the Ice

If the PCs engage Ceri in conversation and mention that they are seeking the child:

She responds that this is now Ginny's home and that **"Nothing but death waits for Ginny back at that village."**

She declares that, **"Ginny is safe, happy, and well cared for. More importantly, she WANTS to stay. Ask her yourself!"**

"Ginny"

The child agrees with Ceri and does actually want to stay (**Sense Motive DC 20** to get a hunch that this is the case – PHB 81). Below are some of the possible answers "Ginny" could give the PCs if they engage him in dialogue. Everything the child says is true:

- **"My parents visited the new priest. Then they went to Mayor Grigor's farm. Dad was different when he came back. Mom didn't come back. Dad was strange and kinda mean. He balanced a big rock on top of our front door and it fell and hit me. He laughed. He did other stuff like that. I was scared, so I left."**
- **"My friends were different too; they forgot about things that we had done and stuff. They laughed whenever people got hurt."**
- He knows very little about Arathor; he did not talk to him.
- He talked to Carwyn from Plan A about his concerns about his dad.
- **"I ran away; I ran for a long time and it got dark." Ginny pauses and trembles, "There were rocks and it smelled bad. I fell down a hill and there were dead people there. Their heads were gone." The child bites its lip, "It's on the other side of the valley. My new mommy found me and takes good care of me now. She calls me Ginny. I want to stay."**
- The boy is not enchanted. He originally was, but that wore off weeks ago (**Sense Motive DC 25** to determine that there is no compulsion – PHB 81).

Ceri the Hag

The old woman tries to get the PCs to leave her cave. However, if the PCs are persistent, the old crone engages them in conversation. Below are some of the things they may find out:

- The old woman's name is Ceri (True)
- She loves "Ginny" (True – sort of, she really enjoys the child's company and loves the fact that she will soon have a sister again.)
- **"The gnomes of Gopherton are murderous and vile!"** (True from her experience)
- **"They behead people, women and children."** (True); **"I have proof and I will show you if you leave me and Ginny alone."** (True)
- The Hag calls the 'girl' Ginny and believes that she has adopted her. She intends to care for 'her' and raise 'her' properly as a hag.
- The Hag has followed Grigor at night and he often enters a cave south of Gopherton. She has seen corpses carried from there and loaded in a cart. (True)
- **"These vile gnomes are sacrificing women and children to a dark god."** (Bluff – she doesn't know this, but she thinks she is close to the truth, which she is). **"I will tell you where the cave is if you leave my Ginny with me."** (Truth)

If the PCs threaten her or the child:

The old crone's hair is thin and her teeth sparse, she looks at you with suspicious eyes, but her voice is kind and gentle, "Why are you in my home? I warn you, I may be small but I will not let you harm my Ginny."

If the PCs attack or forcibly try to take "Ginny":

She stands in front of the boy and fights back, all the while screaming curses like: ***"I will not let you hurt her! She has been through enough!"***
Or: ***"Evil fiends, murdering an old woman and her child!"***

APL 4 (EL 6)

Ceri, Female Green Hag Rogue2: hp 70; see Appendix 1.

APL 6 (EL 8)

Ceri, Female Spellwarped Green Hag Rogue2: hp 92; see Appendix 2.

APL 8 (EL 10)

Ceri, Female Spellwarped Green Hag Rogue6: hp 124; see Appendix 3.

APL 10 (EL 12)

Ceri, Female Spellwarped Green Hag Rogue9: hp 148; see Appendix 4.

APL 12 (EL 14)

Ceri, Female Spellwarped Green Hag Rogue11: hp 164; see Appendix 5.

Tactics: If there is a fight Ceri moves the *dancing lights* away (free action) and turns *invisible* in the dark. "Ginny" in the meantime struggles and anyone trying to grab "Ginny" must initiate a grapple to grab him. Ceri attempts to sneak attack anyone who grabs the child (as they're denied their Dexterity while grappling), or any wizards or clerics.

APL 4: Ceri uses her natural spell-like abilities to her advantage. Once she's *invisible*, she attempts to sneak attack the biggest threat. She goes invisible (standard action), in alternating rounds and goes after those who cannot see her in the dark. At this APL, she knows her weakness special attack is fairly potent, and uses it against tough opponents.

APL 6: As above, save now, Ceri is somewhat more incautious against casters, due to her spellwarped abilities (and her SR). If she absorbs a spell, she puts it into the attribute that would help her the most at that moment (likely Strength or Dexterity).

APL 8: As above, except that at this APL, Ceri has Combat Expertise and Power Attack, which her high attack modifier lets her exploit. When attacking, she usually takes –3 to attack for a +3 AC bonus (AC 30 total), and Power Attacks for 2 (netting her a –5 to her attack roll).

APL 10-12: As above except that Ceri now has Improved Feint (and a high Bluff modifier). She feints (as a move action) to take advantage of her sneak attack if the PCs can see her.

Treasure: Ceri the hag has little in the way of treasure. If the PCs kill her, they can loot her potions.

APL X: L: X gp, C: X gp, M: *item* (X gp).

APL X: L: X gp, C: X gp, M: *item* (X gp).

APL X: L: X gp, C: X gp, M: *item* (X gp).

APL X: L: X gp, C: X gp, M: *item* (X gp).

APL X: L: X gp, C: X gp, M: *item* (X gp).

Getting to the Next Encounter

Negotiating with Ceri: If the PCs agree to allow her to keep the boy, Ceri first whispers something to "Ginny" (telling him to hide in one of

the cave's chambers). She can see he is safe via the *hag* eye he wears around his neck. She then she takes the PCs to the mass grave and then tells them that Grigor's cave lair is on a hill about a mile west of Grigor's farm. It has three small trees growing from the top and several trees lining a ramp leading up to the cave. She then heads back to her cave.

Diplomacy with "Ginny"/Nebnick: If the PCs try to convince "Ginny"/Nebnick to come with them, they have their work cut out for them. "Ginny"/Nebnick only willingly comes with the PCs if he is Friendly (APL 4-6) or Helpful (APL 8-12). If the PCs attack Ceri, the hag, in front of Ginny then the PCs have a tough time convincing Ginny to help them, much less come with them. Consider Ginny Unfriendly (APL4-6) or Hostile (APL8-12) on the *NPC Attitudes* chart on page 72 of the *Players Handbook*.

This means a **DC25** (APL4-6) or **DC35** (APL8-12) before Ginny becomes Friendly and **DC40** (APL4-6) or **DC50** (APL8-12) for Helpful. If Ginny doesn't see the attack, then he is Indifferent (APL4-6) or Unfriendly (APL8-12) on the *NPC Attitudes* chart. This means a **DC15** (APL4-6) or **DC25** (APL8-12) before "Ginny" becomes Friendly and **DC30** (APL4-6) or **DC40** (APL8-12) for Helpful. PCs can gain some significant bonuses if they do the following:

- **+2** Remember and describe his house and the orchard he used to play in.
- **+5** Explain that his dad loves him and why he was cruel or convince Nebnick that his mom is still alive. Any fairly reasonable and reassuring truth or lie (more likely) will suffice as long as it is comforting.
- **+5** If "Ginny" didn't see the PCs attack Ceri (aka "new mommy"), then a good excuse as to why Ceri is letting them take "Ginny" for a "little trip."
- **+5** Good role-playing efforts to help or befriend the child. This bonus may be more (or less) at the DM's discretion.

Of course the PCs can use magic or other means. However, if the PCs killed the Hag (Ceri) and cannot improve Ginny's disposition, then Ginny gets upset and refuses to help. And in typical child-like fashion cries out, ***"I won't help you! I don't want to go back to the dead body pit at the bottom of the other side of the valley."*** This should be enough detail to allow the PCs to find the place after a few hours of

searching. They will have to force "Ginny"/Nebnick to come with them.

Development: If the PCs left Ceri alive, and try to come back to the cave at a later date, they find it abandoned. Ceri leaves with "Ginny" within minutes of returning to the cave, and her *pass without trace* makes it impossible to track her.

Also note, if the PCs DO NOT fight Ceri, encounter 7C is modified. See the encounter description.

ENCOUNTER 6: MASS GRAVE

The mass grave was originally used by the covey of hags as a compost site for trash. However, Grigor began using it as the dumping ground for the beheaded corpses of the Prime Material gnomes – that way the headless corpses could easily be blamed on the hag.

If the PCs convince "Ginny" to give them more details or they let the Hag keep "Ginny" then they are lead to the mass grave on the other side of the valley. If Shadowmeld is with the PCs, he remains hidden during this as he expects the hag to lead the PCs into a trap and he wants to be able to help them when the time is right.

Shadow PC: Try to convince the PCs that the bodies could be gnomes killed by the hag(s) or another monster in the area. "Gnomes don't kill gnomes, well maybe in Greyhawk, but not in the Stark Mounds and certainly not within their own clan!"

If the PCs go to the Mass Grave they follow a winding path that leads to the floor of the other side of the valley.

As you work your way down the path, you smell something foul even in the cold air. It grows and becomes a profound odor. As you come closer, crows scatter and leap into the air. You look down into a small depression in the ground. A thin layer of mud and snow is plastered over a tangled weave of limbs and headless corpses – the stench and sight is nauseating.

Examining the less decomposed bodies with a **Heal DC10 + APL** reveals that most were attacked with a bladed weapon and stabbed only a few times. However, some received significant blunt trauma. If the PCs search the corpses (**Search DC20**) they find a gnome (an agent of the

now deceased Prime Material Mayor Grigor) with a note hidden in his boot. **Player Handout 5.** It lists the Prime Material Grigor's suspicions about Ingot and the false Plague. He was going to talk to the Ambassador's Step-Children about Ingot. There is also a description of a cave near Grigor's residence. It had once been open, but is now sealed.

Also, leading to and from the pit are some muddy wagon tracks. A **Survival check DC 15** will reveal that they exit the valley using a path that heads south toward the hills labeled "far hills with some mining" on the **Player Handout 2a.** However, just before the tracks cross Ramsees Way, they are obliterated by traffic.

If the PCs don't get directions from the hag or the note, then when they meet back up with the Shadowmeld, he has an idea where other caves might be near Mayor Grigor's farm. He leads them around the perimeter of the town and they eventually find the cave. However, any slim chance they had of surprising Grigor is lost as they are noticed searching the hills near the town by one of his informants.

ENCOUNTER 7: GRIGOR'S LAIR & THE SHADOW GATE

Shadow PC: When you approach Grigor's Lair, a cave with three trees on top of it, don't volunteer to do anything helpful unless asked. If you are asked to help, then do.

Either through directions from the Hag, information from the note, clever thinking, or the help of Shadowmeld – the PCs find a magically expanded cave a mile from Grigor's farm in the hills labeled "far hills with some mining" on **Player Handout 2a.** While approaching a **Survival check DC 12** reveals that a wagon has made several trips in and out of this cave. There has been considerable foot traffic in and out as well.

You approach a hill with three small trees sprouting from its crest. The lower half of its western slope is lined with quick growing softwoods. Concealed between the trees is a ramp leading up to the mouth of a cave. Above the entrance, on the wooden archway, is written, "May darkness swallow us all."

PCs that bear the Garnet Mark from GEO6-04 Delusions of Grandeur: If any PC received the Garnet Mark, then tell them that the mark grows warm and begins to itch.

Shadowmeld (if present) waits outside as a rear guard and to protect Nebnick/"Ginny" (if present). If the boy is with the PCs by himself, then Shadowmeld arrives and indicates he was investigating the area at the request of Queen Carrock and will wait outside to protect the boy.

ENCOUNTER 7A: TUNNELS OF DANGER

The tunnels are nearly ten feet tall and are just as wide. They are roughly hewn from soft gray stone. It is completely dark within. There are no light sources, except what you provide.

See **DM Aid Map #3** for the layout of the lair. When the PCs enter the cave mouth, they find that the natural tunnel winds for about 30 feet and then dead-ends in a small cave. The wagon tracks come in but do not seem to go any further (as if someone just turned the wagon around), because Grigor has used *dust of tracelessness* to conceal the tracks that go further into the complex, and put up an illusionary wall (APL 4-6 *illusory wall* (DC 16); APL 8-12: *permanent image* (DC 19)). There are in fact multiple decoy *illusory walls* covering the cave walls throughout the 'foyer' cave (some adjacent to the hidden tunnel), to confuse attempts at detecting magic.

Conditions: Behind the illusionary wall, the tunnels are 10 feet tall and wide and cut cleanly from the soft gray stone (**Spellcraft check DC24** – Stone Shape). The tunnels are a uniform height until **The Shadow Gate** chamber, where the ceiling reaches 40 feet in height. There are no light sources, save what the PCs provide.

If the PCs make it past the illusionary wall, they likely set off the *alarm* spell set in the corridor beyond. This is a silent *alarm* spell and mentally alerts Grigor (and Bran) to their presence. Grigor then passes this information along to the shadow "Queen" Rachel, via *sending stones*, who is making her way through the gate.

The more immediate danger however is the trapped tunnel just beyond the illusionary cave wall.

Trap: Once past the illusionary wall in the cave, the PCs enter the hallway. Thirty feet into the hallway, an ongoing *detect thoughts* spell is ongoing (emanating 20' from the wall ahead where the tunnel turns) and is the trigger to a trap(s). Once the trap detects any thoughts (no Will save), a *lighting bolt* shoots down (from the opposite wall) the left side (APL 4) of the 10' wide

passage, striking any creatures that occupy that entire line of five-foot squares. At APL 6-12, both five-foot lines of effect are covered as two identical traps are sprung simultaneously. This repeats each round on the trap's initiative for the duration of the trap (then it resets).

APL 4 (EL 4)

Lightning Bolt Trap: Search DC 24; magic; detection (*detect thoughts* 20'); see *Appendix 1*.

APL 6 (EL 6)

Lightning Bolt Trap (2): Search DC 24; magic; detection (*detect thoughts* 20'); see *Appendix 2*.

APL 8 (EL 8)

Heightened Lightning Bolt Trap (2): Search DC 26; magic; detection (*detect thoughts* 20'); see *Appendix 3*.

APL 10 (EL 10)

Heightened Chain Lightning Trap (2): Search DC 28; magic; detection (*detect thoughts* 20'); see *Appendix 4*.

APL 12 (EL 12)

Heightened Chain Lightning Trap (2): Search DC 30; magic; detection (*detect thoughts* 20'); see *Appendix 5*.

DM's Note

Keep track of how much time the PCs spend in the first part of the complex. If Grigor is alerted to their presence, he'll alert Bran (and Queen Rachel Carrock on the other side of the gate) begin to prepare for battle. Feel free to have the NPCs cast prep spells.

There are two chambers, one on either side of the tunnel, just beyond the trap intersection. Both have heavy stone doors. The one on the right (the Cell) is secured with a stone lock (**Open Lock**, DC 20). The tunnel continues on.

The Head Vault

If the PCs investigate the room on the left, they find a disturbing scene:

The door opens and you smell a peculiar odor. Then you see heads, rows of dozens of heads mounted on shelves. As you continue to stare, faces, some battered and broken, but

familiar begin to emerge... Constable Zink with a savage cut on his forehead, Fuddle-Nock with a crushed nose, Zwimmer Zookmut's mouth gapes open with a shriveled tongue ... and Bran from Plan A, his temple is caved in and his eye sockets are empty voids.

If the PCs investigate they find the head of almost everyone they met in Gopherton - over two hundred heads. The only Gopherton NPCs that they do not find are Shadowmeld, Nebnick, and Arathor. Even Heulog and Carwyn are among the "trophies."

The heads are stored here to make the dumped corpses unidentifiable. Grigor plans to incinerate the mass grave with a "wild fire" in the valley in about two days.

The room also contains a chair crafted from gnome bones and a table made of stone. On the table is a piece of parchment listing the names of several NPCs that have been replaced or are planned for replacement. Give the PCs **Player Handout 6**.

Also on the table is all of the missing PC's (or the Shadow NPC's mundane) equipment and keys to the Cell.

The Cell

As the PCs pass this door, read the following:

As you pass the door, you hear a muffled noise.

To investigate this room, the PCs must open the lock either by making an **Open Lock DC 20** or using the keys found in the Head Vault. If necessary, remind trained PCs that they can take 20 on Open Lock checks. If the PCs open the door AND one of them is replaced by a shadow double read the following:

The room is dark and sparsely furnished: a pile of straw in one corner and a bucket for waste. Lying across the straw is, what looks like, <INSERT REPLACED PC's NAME>. His/Her hands are tied behind his/her back and a blindfold is tied around his/her eyes.

Shadow PC:

- The Shadow PC will try to convince other PCs that the Shadow PC is the real PC.
- You will briefly play the Player's PC.
- However, eventually the other PCs should figure it out. At that point, the Shadow PC is allowed to deliver a short "villainous monologue" (complete with evil laugh) during

which he or she can reveal everything the Shadow PC knows. Once the Shadow PCs monologue is done, he or she immediately switches back to controlling his or her PC and the judge controls the Shadow PC.

- The Shadow PC quickly surrenders if he/she looks unlikely to escape. If captured he/she gives in to questioning quickly. However, questioning the Shadow PC buys time for "Mayor" Grigor.

If the PCs investigate this room AND none of them is a shadow double read the following:

The room is dark and sparsely furnished: a cot, chair, and small table with a washing basin. Sleeping in the cot is what looks like <INSERT A PC's NAME HERE >, taking a nap.

- The shadow double quickly surrenders if he/she looks unlikely to escape. If captured he/she gives in to questioning quickly. However, questioning the shadow double buys time for "Mayor" Grigor.
- ***"I was brought here to replace you (point to the PC who looks like him/her), But I didn't because I was afraid it would get me killed. As punishment Grigor locked me in this cell."*** [TRUE]

Regardless of whether a PC was replaced by a Shadow PC or not, the PCs are able to obtain the following information from the Shadow PC (assuming he/she is questioned when captured).

- ***"A strange disease (most call it 'the Brightling's Plague') is ravaging our people on our 'Shadow Plane,' as you call it. The sunlight or possibly something else on this 'Bright Plane' seems to stop the disease. The disease isn't contagious on this plane."*** [TRUE]
- ***"I don't like it here, but I'm sick, so I accepted the offer – it's better than dying."*** [TRUE]
- ***"They told me that you would be put on my plane where you would be immune to the sickness."*** [TRUE – as far as he/she knows]
- ***"Havgan (leader of the Shadow Dragon's Army in Cysgod Annwn on the Plane of Shadow) and Ingot (leader of the Stark Mounds gnomes in Cysgod Annwn) have been seeking adventurers in my homeland, and inducted us into service. Some have been secretly selected to come here and***

replace our 'brightling' double so that we could spy and be in place for the coming battle." [TRUE]

- ***"Most of the people came over to survive the disease and live a normal life. Most of those that came through have no idea of the Mayor's plans and main purpose. What would you do if you were given the choice of seeing your entire family die from a wasting disease or coming here to the Bright Plane?"*** [TRUE]
- ***"That's all I heard. They haven't told me much else as I haven't been briefed, but you can understand that lives are at stake!"*** [TRUE]

ENCOUNTER 7B: THE SHADOW GATE

The large chamber, which contains the Shadow Gate generator apparatus, has a 40-foot tall ceiling. If the PCs set off the *alarm* at the entrance to the cave, or have made their presence known in some fashion, Grigor casts *grease* along the most direct path to the generator. The Shadow Gate chamber is 100 feet down the tunnel from the Cell room (the corridor slopes downwards, so PCs cannot simply look down the hall and see the Shadow Gate chamber).

The light around you seems to dim as you walk and the smell of smoky, thick incense greets you as you enter a large chamber. A contraption, reminiscent of a lighthouse made from wrought iron, stands before you. It is nearly 15-feet tall and dominates the center of the room. Atop it a black rock sheds a pale gray light. A large mirror focuses the gray light through a fist-sized garnet fixed just in front, the light shines onto the far wall.

A billowing cloud of gray smoke seems to emanate from and completely obscures the opposite end of the room. Emerging from the bank of gray is a bridge made of white marble with obsidian accents. The thick fragrant smoke swirls and reaches into the room like waves lapping upon the beach. Mayor Grigor is here and is standing in front of a small console with levers and buttons on the back side of the wrought iron stand. He gestures offhandedly to the party, "One moment please, I'll be right with you to explain everything."

He tries to delay them with talk about the suffering created by the Plague, entire families and even villages wasting away with what he calls

"this unnaturally bright skin." If the PCs exercise restraint (unlikely) he tries to *fascinate* a few as he explains the epic story of the suffering and need for the Shadow gnome immigration.

When the party decides to attack he says:

"I must commend you on your diligence; the first group sent by the High Mage didn't make it nearly as far. Fortunately, it is too late to stop us; now we are everywhere. And unfortunately for you, now ya' know our plan – so we gotta kill'ya!" As he says this, a familiar looking female fade gnome emerges from the smoke on the bridge, and you can hear the muffled sound of many more shadow creatures behind her.

Creatures: The PCs face three formidable shadow creatures. The female shadow gnome is the evil fade version of Queen Rachel Carrock. Any gnome from the Stark Mounds recognizes her immediately, as does any PC who makes a successful **Knowledge – nobility & royalty** check **DC 10** or a **Knowledge – local (Sheldomar)** check **DC 20**.

Note: At APLs 6-12, the female gnome coming out of the Shadow Gate is actually an illusion. The "Queen" is actually hiding just inside the fog to one side of the ramp.

Grigor serves his queen diligently, and is willing to lay down his life for her if need be. His fade assassin ally, Bran (who betrayed Plan A), is waiting to kill the PCs. He is also hiding in the shadowy room (or is *invisible*).

APL 4 (EL 8)

"Mayor" Grigor, Male Shadow Gnome Bard3: hp 23; see *Appendix 1*.

Bran, Male Shadow Human Rogue5/Assn1: hp 38; see *Appendix 1*.

"Queen" Rachel Carrock, Female Shadow Svirfneblin Illusionist1: hp 6; see *Appendix 1*.

APL 6 (EL 10)

"Mayor" Grigor, Male Shadow Gnome Bard6: hp 44; see *Appendix 2*.

Bran, Male Shadow Human Rogue5/Assn1: hp 38; see *Appendix 2*.

"Queen" Rachel Carrock, Female Shadow Svirfneblin Illusionist5: hp 22; see *Appendix 2*.

APL 8 (EL 12)

"Mayor" Grigor, Male Shadow Gnome Bard8: hp 58; see *Appendix 3*.

Bran, Male Shadow Human Rogue5/Assn3: hp 50; see *Appendix 3*.

"Queen" Rachel Carrock, Female Shadow Svirfneblin Illusionist6/Shadowcraft Mage1: hp 30; see *Appendix 3*.

APL 10 (EL 14)

"Mayor" Grigor, Male Shadow Gnome Bard10: hp 72; see *Appendix 4*.

Bran, Male Shadow Human Rogue5/Assn5: hp 62; see *Appendix 4*.

"Queen" Rachel Carrock, Female Shadow Svirfneblin Illusionist6/Shadowcraft Mage3: hp 38; see *Appendix 4*.

APL 12 (EL 16)

"Mayor" Grigor, Male Shadow Gnome Bard12: hp 98; see *Appendix 5*.

Bran, Male Shadow Human Rogue5/Assn7: hp 86; see *Appendix 5*.

"Queen" Rachel Carrock, Female Shadow Svirfneblin Illusionist6/Shadowcraft Mage5: hp 46; see *Appendix 5*.

Tactics: It is most likely that Grigor heard his alarm spell go off near the entrance, and therefore he and his allies are fully aware that the PCs are coming. At the higher levels, they use this time to prepare by casting *shield* and *invisibility* spells and the like. Depending on the PCs actions, they may have multiple rounds in which to do so. The three shadow creatures use their shadow blend ability (50% miss chance) to full effect, as well as the fog bank on that side of the room.

APL 4: If the PCs initiate hostilities (or it looks as they will), Grigor casts (or readies to cast) a *grease* or a *cause fear* to the first PC who charges (or gets too close). He then steps into the fog to avoid being targeted.

Bran is using the fog to Hide just on or under the bridge. His first action while observing is to cast *true strike* on his weapon. He attempts his death attack on the most dangerous looking combatant in the 4th round. If circumstances dictate otherwise, he attempts to sneak attack by Hiding in his shadow blend concealment, and/or getting into flanking positions with Grigor.

"Queen" Rachel's favorite attack modes are: her *blindness/deafness* spell-like ability against casters (she casts it at 100+ feet as her 120' darkvision lets her see that far) and *ray of enfeeblement (long range)*, or *color spray* (close range) against fighter/barbarian types. Beyond that, she uses her scrolls of *magic missile* and the like. She activates her *mirror image* ability if there are PCs with obvious darkvision.

APL 6: Grigor does as above, but add *blindness/deafness* to any caster he sees to his starting lineup, as well as *charm person* against bdfs.

Bran does as described above.

"Queen" Rachel's favorite attack modes at this APL are her potent shadow spells, though she likely starts off with a *fireball* (she casts it at 100+ feet as her 120' darkvision lets her see that far). She then prefers *cone of dimness* to blind attackers in an area, or *phantasmal assailants* against roguish characters. She also uses *shadow binding* against fighter types who get too close. She first activates her *mirror image* ability if there are PCs with obvious darkvision.

APL 8: Grigor does as above, but add *blindness/deafness* to any caster he sees to his starting lineup, as well as *charm person* against bdf types. He uses *glitterdust* against casters and rogues.

Bran does as described above, and prepares with spells like *invisibility* and *true strike*.

"Queen" Rachel's favorite attack modes at this APL are her potent shadow spells, though she likely starts off with a *fireball* (she casts it at 100+ feet as her 120' darkvision lets her see that far). Sensory deprivation is good against *fighter types* at long range, as is *shadow well* at short range.

For defense she casts *greater invisibility*, or casts it on Bran to make him more dangerous.

APL 10: Grigor does as above, but prepares for battle with *freedom of movement*. For offense, he tries to *dominate* the biggest fighter in the party. *Blindness/deafness* is always good against any caster he sees, as well as *charm person* against bdf types. He uses *glitterdust* against casters and rogues or invisible foes.

Bran does as described above, and prepares with spells like *undetectable alignment*, *invisibility* and *true strike* in the rounds leading up to the PCs entering the chamber.

"Queen" Rachel's favorite attack modes at this APL are her potent shadow illusion spells with which she can now spontaneously mimic *conjunction* and *evocation* spells of the same level (due to her shadow illusion Heighten Spell and Earth Spell feats). All of her *heightened silent image* spells she has memorized are used for this purpose (see description of the Shadow Illusion ability in her stat block).

Some of the spells she likes to mimic are as follows:

5th – *cone of cold*, *wall of force* (60% damage/likely to work with successful save)

4th – *Evard's black tentacles*, *solid fog*, *orb of acid* (50%)

3rd – *lightning bolt*, *stinking cloud* (40%)

2nd – *web*, *shout* (30%)

1st – *grease*, *magic missile* (20%)

All of the spells above (all illusion spells) are cast silently due to her Silent Illusion special ability.

For defense she casts *greater invisibility*, or casts it on Bran to make him more dangerous.

APL 12: Grigor does as above, but prepares for battle with *freedom of movement*. For offense, he tries to *dominate* the biggest fighter in the party. *Blindness/deafness* is always good against any caster he sees, as well as *charm person* against bdf types. He uses *glitterdust* against casters and rogues or invisible foes.

Bran does as described above, and prepares with spells like *undetectable alignment*, *invisibility* and *true strike* in the rounds leading up to the PCs entering the chamber. He uses *shadow form* to get out of tight fixes like a forcecage.

"Queen" Rachel's favorite attack modes at this APL are her potent shadow illusion spells with which she can now spontaneously mimic *conjunction* and *evocation* spells of the same level (due to her shadow illusion Heighten Spell and Earth Spell feats). All of her *heightened silent image* spells she has memorized are used for this purpose (see description of the Shadow Illusion ability in her stat block).

Some of the spells she likes to mimic are as follows:

6th – *chain lightning*, *greater shout*, *blade barrier* (90% damage/likely to work with successful save)

- 5th – *cone of cold, wall of force* (80%)
- 4th – *Evard's black tentacles, solid fog, orb of acid* (70%)
- 3rd – *lightning bolt, stinking cloud* (60%)
- 2nd – *web, shout* (50%)
- 1st – *grease, magic missile* (40%)

All of the spells above (all illusion spells) are cast silently due to her Silent Illusion special ability. Furthermore they are 20% more potent due to her Powerful Shadow Magic ability.

For defense she casts *greater invisibility*, or casts it on Bran to make him more dangerous.

Treasure: For defeating the fades and destroying the shadow portal, PCs receive both the **Favor of the High Mage Pebblebottom** and the **Favor of the Church of Azmekidom**.

- APL X: L: X gp, C: X gp, M: *item* (X gp).
- APL X: L: X gp, C: X gp, M: *item* (X gp).
- APL X: L: X gp, C: X gp, M: *item* (X gp).
- APL X: L: X gp, C: X gp, M: *item* (X gp).
- APL X: L: X gp, C: X gp, M: *item* (X gp).

The PCs must defeat "Mayor" Grigor and his shadow allies, but there are other items of note in the chamber.

ENCOUNTER 7C: THE SHADOW GATE GENERATOR APPARATUS

DM's Note: If the PCs **DID** fight Ceri the hag (or otherwise defeated her other than through negotiation), then there is **NO** trap on the Shadow Gate generator.

However, if the PCs did **NOT** engage Ceri the hag in combat, then the shadow generator **IS** trapped (to make up requisite encounter ELs). If, and only if this is the case, proceed with the trap as presented below.

Trap: Anyone other than "Mayor" Grigor who touches the Shadow Gate generator apparatus receives a nasty shock (including touching the stone and the gem). AT APL 4, the one lightning bolt shoots out from the generator toward the PC who touched the generator, and all of the squares in a line behind him. AT APL 6-12, the other lightning bolt simultaneously shoots out towards the next closest PC (though this may be in the

same line as the first bolt). The EL of this encounter is raised by 2 because of the high likelihood that there is combat in the same room at the same time the PCs are dealing with the generator. However, PCs can wait until the end of Encounter 7B to deal with the apparatus (though they may feel a sense of urgency to shut it down as quickly as possible).

Note: The shadow NPCs know about any trap on the generator (if there is one), and move about the room accordingly. At APLs 10-12, "Mayor" Grigor, Bran and "Queen" Rachel are each under the effects of a *protection from energy* (electricity) spell (absorbs 120 points of damage).

APL 4 (EL 6)

Lightning Bolt Trap: Search DC 24; magic; touch trigger; see *Appendix 1 (Encounter 7A)*.

APL 6 (EL 8)

Lightning Bolt Trap (2): Search DC 24; magic; touch trigger; see *Appendix 2 (Encounter 7A)*.

APL 8 (EL 10)

Heightened Lightning Bolt Trap (2): Search DC 26; touch trigger; see *Appendix 3 (Encounter 7A)*.

APL 10 (EL 12)

Heightened Chain Lightning Trap (2): Search DC 28; magic; touch trigger; see *Appendix 4 (Encounter 7A)*.

APL 12 (EL 14)

Heightened Chain Lightning Trap (2): Search DC 30; magic; touch trigger; see *Appendix 5 (Encounter 7A)*.

Regardless of whether there is a trap or not, the PCs may want to shut down the Shadow Gate generator. This requires a **Disable Device check of DC 15 + APL**, but only one full round of effort.

Alternatively, a **Knowledge: Planes check of DC 15 + APL** gives the PC the knowledge how to disrupt the gate. This takes a full round of concentration.

If it comes down to physical force, the generator apparatus ceases to function if it takes **APL x 5 hit points of damage (hardness 10)** to the tuning console at its base. This leaves the garnet (the Imperial Garnet) intact. PCs may also attempt to reach the Imperial Garnet atop the

apparatus and pry it away, which takes a **Strength check DC 20** (full round action). This will also disable the generator.

For those who can make an **Appraise check DC12** (or other related **Knowledge** or **Profession** skill), the gem can be identified as an Imperial Garnet. PCs that bear the Garnet Mark immediately recognize it (without a skill check) and feel a strong desire to prevent it from being harmed. It's notable as a very large specimen, weighing approximately 6 pounds. A **Knowledge Local: Sheldomar check DC 20** or having played *GEO6-04 Delusions of Grandeur* allows a PC to identify it as the Imperial Garnet containing King Garnet's life force. The Imperial Garnet pulses and is highly magical (Conjuration).

Development:

If the PCs did not accept the mission from Thomlin, but instead only served the Church of Azmekidom or another metaorg, then modify the following text as appropriate by substituting a different NPC for High Mage Thomlin. The other NPC will discuss similar topics, mentioning his or her desire to notify the Grand Duke for his assistance.

If the PCs have shut down the portal (most likely with the Imperial Garnet intact) and bring **Player Handout 6: The Replacement List** to the High Mage, go to **Conclusion A**.

If the PCs have not solved the mystery and have not shut down the Shadow Gate, go to **Conclusion B**.

If the PCs have all died or have been captured, go to **Conclusion C**.

CONCLUSION

CONCLUSION A: SHADOW GATE DESTROYED

If with the PCs, Shadowmeld and Nebnick will accompany them back to Aberglain and will be admitted to Thomlin's mansion to meet with him. However, they will play no active role from this point on.

After defeating Grigor and shutting down the Shadow Gate, you return in secrecy to the High Mage who listens to your tale with little interruption, save for one or two scholarly questions. He responds, "This list is most disturbing. It is clear that they have murdered and replaced many key officials of the land – although I believe the real Ingot remains alive elsewhere. Your work has saved the lives of Queen and Princess Carrock and several notable clan elders. I will make certain they do not visit Gopherton for the 'Cleansing Celebration.'"

"In any case, I will need to consult with the Grand Duke on this matter. If we do not disclose our knowledge of their scheme, we might gain an advantage. On the other hand, the shadow Ingot remaining in power could be catastrophic. What counsel would you give me on this issue – should we or should we not disclose this information immediately to the general Gyri and gnomish leadership in an open effort to unseat this shadow Ingot and his minions?"

"Also, the town of Gopherton remains alive and active, despite the Mayor and the gate being shut down. As you witnessed the events and met the people, what would you do about the town? Should we use Geoff's army to raze it to the ground and kill the inhabitants as spies? Or is there some less bloody solution?"

If there is time, discuss the moral dilemma with the party. If the choice comes to them easily or there is time for constructive debate, have Thomlin advocate for the other side. The point is to make it a true moral dilemma.

Bullet points in favor of destroying it:

- *"They are invaders, whether ignorant or not. And truthfully, I find it hard to believe that they didn't know what was happening to the people that they were replacing. Did they think they just moved away to make room for the Fades?"*
- *"If we leave it there, it is in a strategic place. They could cause great mischief if this turns to war. If we don't act the Fades will be that much stronger."*
- *"From your own reports, these gnomes are not kind people. They are cruel and*

unfeeling toward one another. When they attack, they will show even less mercy to us."

Bullet points in favor of letting the townsfolk of Gopherton live:

- ***"Expediency should never justify action. If this is to be done, it must have a reason beyond simplicity or ease."***
- ***"Most of the inhabitants were only given the 'choice' to come over or die from the disease – that is hardly a choice any of us would like."***
- ***"The Shadow Dragon probably infected them on purpose to force them to go."***
- ***"Do we force them back to their plane to a certain death? Even worse, how do you justify putting the Fade children to the sword when they are truly innocent?"***

"In any case, my friends, your efforts have been invaluable and may very well save the Gnomish Kingdom and the Grand Duchy from doom."

If Nebnick is with the PCs, ask them about what will happen to him, If no one offers to do anything, Thomlin will find him a good home and if necessary adopt Nebnick himself.

Finally, ask the players to write down which metaorgs they are informing about the results of this module and if they warn any NPCs about the dangers of Gopherton (specifically, Overlord Arathor or any other NPC, even any sympathetic shadow NPCs, that do not know the true nature of the situation). If they neither warn Arathor, nor the Church of Azmekidom, then they do not receive the **Favor of the Church of Azmekidom**. If they completely forget about Arathor needing help have Thomlin ask them what happened to the priest of Azmekidom. If any PC notifies the Church or Arathor, then they all get the favor.

CONCLUSION B: FAILED, BUT LIVED TO TELL ABOUT IT

You return in secrecy to the High Mage who listens to your tale with little interruption. He seems frustrated, "but there seems to be something more going on here. I'll make arrangements to send another group."

The party does not get access to the items in the **Favor of the High Mage** nor the **Favor of the Church of Azmekidom**. Ask the players to list which metaorgs they will inform of their investigations.

CONCLUSION C: FAILED, BUT DIED TRYING

If the party dies or is captured, read the following:

Those that are dead, remain so and are placed in a mass grave which is later burned. The bodies will not be available by normal means for a Raise Dead spell, although more powerful magic may exist.

For those that are captured, your fate is currently unknown. Please contact the Geoff Triad for further instructions.

The End

POC Contacts:

Church of Azmekidom: lauper25@gmail.com

Ambassador's Stepchildren:

Geoff_Stepchildren_POC@yahoo.com

Gnomish College of Illusions and the Performing Arts: illusioncollege@yahoo.com

CAMPAIGN CONSEQUENCES

There is a Critical Event Summary attached to this module. If this is a premier be certain to fill out the appropriate information with input from the players as necessary.

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 5

Objective. Defeat Ceri the Hag.*

APL 4: 180 xp.
APL 6: 240 xp.
APL 8: 300 xp.
APL 10: 360 xp.
APL 12: 420 xp.

Encounter 7A

Objective. Disable or overcome the Lightning Trap.

APL 4: 120 xp.
APL 6: 180 xp.
APL 8: 240 xp.
APL 10: 300 xp.
APL 12: 360 xp.

Encounter 7B

Objective. Defeat the shadow Grigor, Bran, and Queen Rachel Carrock.

APL 4: 240 xp.
APL 6: 300 xp.
APL 8: 360 xp.
APL 10: 420 xp.
APL 12: 480 xp.

Encounter 7C

Objective. *If the PCs did not defeat Ceri the hag, then disable or overcome the Lightning Trap on the Shadow Gate Generator Apparatus.

APL 4: 180 xp.
APL 6: 240 xp.
APL 8: 300 xp.
APL 10: 360 xp.
APL 12: 420 xp.

Story Award – Shadow Plot

Story Objective. Discover the plot to replace Prime Material gnomes with shadow doubles and provide some proof (capture and deliver any shadow double, Player Handout 6, or evidence of the Shadow Gate),

APL 4: 80 xp. - 55
APL 6: 100 xp. - 75
APL 8: 135 xp. - 90
APL 10: 160 xp. - 110
APL 12: 190 xp. – 125

Discretionary Roleplaying Award

Roleplaying. The Bar Games, Ceri and Nebnick, the Shadow PC, and the dialogue at the Conclusion are all excellent opportunities for roleplaying. The judge should provide these facilitate these opportunities and the PCs should use them.

APL 4: 55 xp.
APL 6: 80 xp.
APL 8: 90 xp.
APL 10: 110 xp.
APL 12: 190 xp.

Total possible experience

APL 4: 675 xp.
APL 6: 900 xp.
APL 8: 1,125 xp.
APL 10: 1,350 xp.
APL 12: 1,575 xp.

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 adventure, 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 X:

APL X: L: X gp, C: X gp, M: *item* (X gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: X gp, C: X gp, M: X gp – Total: X gp (450 gp).

APL 4: L: X gp, C: X gp, M: X gp – Total: X gp (650 gp).

APL 6: L: X gp, C: X gp, M: X gp – Total: X gp (900 gp).

APL 8: L: X gp, C: X gp, M: X gp – Total: X gp (1,300 gp).

APL 10: L: X gp, C: X gp, M: X gp – Total: X gp (2,300 gp).

APL 12: L: X gp, C: X gp, M: X gp – Total: X gp (3,300 gp).

APL 14: L: X gp, C: X gp, M: X gp – Total: X gp (6,600 gp).

APL 16: L: X gp, C: X gp, M: X gp – Total: X gp (9,900 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

Favor of High Mage Pebblebottom: For risking your lives in pursuit the interests of the gnomish allies of Geoff, and shedding light on the shadow dragon's machinations, the High Mage of Geoff rewards you with access (Frequency: Regional), to the following: *figurine of wondrous power: bronze griffon* (DMG), *circlet of mages* (MIC), *tome of clear thought* (DMG) or any one metamagic rod from the DMG.

Additionally, the High Mage will let you copy any one non-Closed arcane spell, of up to 6th level, from his spellbook.

Mark this Favor as USED when spent. Favor level B.

Favor of the Church of Azmekidom: For your diligence in assuring the well being of Overlord Foxeyes, and foiling the plots of those who would exploit Azmekidom's servants, the church rewards you with access (Frequency: Regional) to any one item to which you've had access in the last 20 Adventure Records. Note the item and the AR number here _____. Mark this Favor as USED when it is spent. Favor level C.

Enmity of the Shadow Ingot: The shadow Ingommar Quikbucon, archmage and pretender to the gnomish throne, is most wroth with you for foiling his plans. This enmity instantly cancels any Favor of Ingommar Quikbucon.

Metaorgs:

Members of the Ambassador's Step-Children: You gain access (Frequency: Regional) to purchase one each of the following: *cloak of stone* (MIC), *gauntlets of giantfelling* (MIC), *mask of silent trickery* (MIC), *runestaff of eyes* (MIC).

Members of the Church of Azmekidom: You gain access (Frequency: Regional) to purchase one each of the following: *circlet of persuasion* (DMG), *mindvault* (MIC), *tome of worldly memory* (MIC), *tome of leadership and influence* (+1).

Members of the Enosi Thaumotourgos: You gain access (Frequency: Regional) to purchase one each of the following: *robe of arcane might* (MIC), *ring of greater counterspells* (MIC), *war wizard cloak* (MIC).

Members of the Evro Llygadi: You gain access (Frequency: Regional) to purchase one each of the following: *mask of lies* (MIC), *shadow veil* (MIC), *cloak of weaponry* (MIC), *ring of mind-shielding* (DMG).

Members of the Gnomish Illusionary College: You gain access (Frequency: Regional) to purchase one each of the following: *mask of silent trickery* (MIC), *charm of countersong* (MIC); any one Non-Closed illusion spell; access to the gnome bard & gnome illusionist racial substitution levels (RoS).

Item Access

APL 4: +1 Mithral Chain Shirt (Adventure; DMG)

Dust of Tracelessness (Adventure; DMG)

Least Crystal of Lifedrinker (Adventure; MIC)

Ring of Misdirection (Adventure; A&EG; 7,000gp)

APL 6: Pearl of Power 2nd (Adventure; DMG)

Sending Stones (Adventure; DMG)

APL 8: Pearl of Power 3rd (Adventure; DMG)

Shadow Maniple (Adventure; MIC)

Scroll of Blacklight (Adventure; MIC; 375gp)

APL 10: +1 Deadly Precision Rapier (Adventure; MIC)

Dust of Disappearance (Adventure; DMG)

Lesser Crystal of Lifedrinker (Adventure; MIC)

Pearl of Power 4th (Adventure; DMG)

APL 12: Ring of Spell-Battle (Adventure; MIC)

APPENDIX 1 – APL 4

ENCOUNTER 5

CERI **CR 6**
 Female green hag Rogue 2
 NE Medium monstrous humanoid
Init +3; **Senses** darkvision 90 ft.; Listen +10, Spot +10
Languages Common, Giant

AC 24, touch 13, flat-footed 21
 (+3 Dex, +11 natural)
hp 70 (11 HD)
SR 18
Fort +7, **Ref** +12, **Will** +6

Speed 30 ft. (6 squares); swim 30 ft.
Melee 2 claws +15 each (1d4+5)
Space 5 ft.; **Reach** 5 ft.
Base Atk +10; **Grp** +15
Atk Options sneak attack (+1d6), weakness
Special Actions Evasion
Combat Gear *potion of lesser restoration* x2
Spell-Like Abilities (CL 9th):
 At will – *dancing lights, disguise self, ghost sound* (DC 14), *invisibility, pass without trace, tongues, water breathing*. Save DC is Charisma-based
 ‡ Already cast

Abilities Str 20, Dex 16, Con 14, Int 13, Wis 11, Cha 18
SQ mimicry, trapfinding
Feats Ability Focus (Weakness), Blind-fight, Combat Casting, Great Fortitude
Skills Bluff +10, Concentration +8, Disguise +10, Knowledge (nature) +7, Hide +11, Listen +10, Spot +10, Swim +14, Tumble +10
Possessions combat gear plus

Evasion (Ex) At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.
Mimicry (Ex) A green hag can imitate the sounds of almost any animal found near its lair.
Weakness (Su) A green hag can weaken a foe by making a special touch attack. The opponent must succeed on a Fortitude save (DC 20) or take 2d4 points of Strength damage. The save DC is Charisma-based.
Skills A green hag has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard and can always choose to take 10 on a Swim check, even if rushed or threatened. It can use the run action while swimming provided that it swims in a straight line.

Description

MM

ENCOUNTER 7A

LIGHTNING BOLT TRAP **CR 4**
Description Once past the illusionary wall in the cave, the PCs must enter the hallway to progress further into Grigor's lair. Thirty feet into the tunnel, a *detect thoughts* spell is ongoing (emanating 20' from the wall ahead). Once the trap detects any thoughts (no Will save), a *lightning bolt* shoots down (from the opposite wall) the left side of the 10' wide passage, striking any creatures that occupy that entire line of five-foot squares. This repeats each round on the trap's initiative for the duration of the trap (then it resets).
Search DC 24; **Type** magic

Trigger detection (*detect thoughts*) **Init** +2
Effect *lightning bolt* (5d6 electricity), Reflex DC 14 half
Duration 7 rounds

Destruction AC 16, hardness 8, hp 18
Disarm Disable Device DC 28
Dispel DC 16

ENCOUNTER 7B

"MAYOR" GRIGOR BIGOR **CR 4**
 Male shadow gnome bard 3
 NE Small humanoid (gnome, extraplanar)
Init +1; **Senses** Darkvision 60 ft., low-light vision, Listen +0, Spot +0
Languages Abyssal, common, draconic, giant, gnome, flau

AC 16, touch 12, flat-footed 15
 (+1 size, +1 Dex, +4 armor)
Miss Chance concealment (50%)
hp 23 (3 HD);
Resist cold 8, evasion
Fort +4, **Ref** +4, **Will** +6
Weakness *daylight* negates concealment

Speed 30 ft. in mithral chain shirt (6 squares), base movement 30 ft.
Melee masterwork rapier +2 (1d4-2/18-20x2)
Ranged masterwork crossbow +5 (1d6/19-20x2)
Space 5 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** -4
Atk Options songs, spells
Special Actions
Combat Gear mithral chain shirt, masterwork rapier, masterwork light crossbow, *ring of misdirection, potion of cure moderate wounds*
Bard Spells Known (CL 3rd):
 1st (2/day)—*cause fear, expeditious retreat, grease*
 0 (3/day)—*daze* (DC 13), *ghost sound, mage hand, message, prestidigitation, read magic*
 ‡ Already cast
Spell-Like Abilities (CL 3rd):

1st—1/day - *Speak with animals (burrowing creatures), dancing lights, ghost sound, prestidigitation*

† Already cast

Abilities Str 6, Dex 12, Con 16, Int 14, Wis 10, Cha 16
SQ

Feats Force of Personality, Versatile Performer

Skills Bluff +11, Concentration +11, Diplomacy +17, Hide +6, Knowledge (nobility) +8, Move Silently +7, Perform (oration) +11, Sense Motive +8, Spellcraft +4, Tumble +3, Use Magic Device +11

Possessions combat gear plus masterwork kits (bluff, concentration, diplomacy, perform (oratory), sense motive, use magic device), *dust of tracelessness*

Shadow Blend (Su) In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will (as will darkvision).

Bardic Knowledge: A bard may make a special bardic knowledge check with a +5 bonus to see whether he knows some relevant information about local notable people, legendary items, or noteworthy places. (If the bard has 5 or more ranks in Knowledge (history), he gains a +2 bonus on this check.) A successful bardic knowledge check will not reveal the powers of a magic item but may give a hint as to its general function. A bard may not take 10 or take 20 on this check; this sort of knowledge is essentially random.

Bardic Music: Once per day per bard level, a bard can use his song or poetics to produce magical effects on those around him (usually including himself, if desired). While these abilities fall under the category of bardic music and the descriptions discuss singing or playing instruments, they can all be activated by reciting poetry, chanting, singing lyrical songs, singing melodies, whistling, playing an instrument, or playing an instrument in combination with some spoken performance. Each ability requires both a minimum bard level and a minimum number of ranks in the Perform skill to qualify; if a bard does not have the required number of ranks in at least one Perform skill, he does not gain the bardic music ability until he acquires the needed ranks. Starting a bardic music effect is a standard action. Some bardic music abilities require concentration, which means the bard must take a standard action each round to maintain the ability. Even while using bardic music that doesn't require concentration, a bard cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by magic word (such as wands). Just as for casting a spell with a verbal component, a deaf bard has a 20% chance to fail when attempting to use bardic music. If he fails, the attempt still counts against his daily limit.

Countersong (Su): A bard with 3 or more ranks in a Perform skill can use his music or poetics to counter magical effects that depend on sound (but

not spells that simply have verbal components). Each round of the countersong, he makes a Perform check. Any creature within 30 feet of the bard (including the bard himself) that is affected by a sonic or language-dependent magical attack may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a noninstantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use the bard's Perform check result for the save. Countersong has no effect against effects that don't allow saves. The bard may keep up the countersong for 10 rounds.

Fascinate (Sp): A bard with 3 or more ranks in a Perform skill can use his music or poetics to cause one or more creatures to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the bard, and able to pay attention to him. The bard must also be able to see the creature. The distraction of nearby combat or other dangers prevents the ability from working. For every three levels a bard attains beyond 1st, he can target one additional creature with a single use of this ability. To use the ability, a bard makes a Perform check. His check result is the DC for each affected creature's Will save against the effect. If a creature's saving throw succeeds, the bard cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and listens to the song, taking no other actions, for as long as the bard continues to play and concentrate (up to a maximum of 1 round per bard level). While fascinated, a target takes a –4 penalty on skill checks made as reactions, such as Listen and Spot checks. Any potential threat requires the bard to make another Perform check and allows the creature a new saving throw against a DC equal to the new Perform check result. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the target, automatically breaks the effect. *Fascinate* is an enchantment (compulsion), mind-affecting ability.

Inspire Courage (Su): A bard with 3 or more ranks in a Perform skill can use song or poetics to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to hear the bard sing. The effect lasts for as long as the ally hears the bard sing and for 5 rounds thereafter. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 morale bonus on attack and weapon damage rolls. At 8th level, and every six bard levels thereafter, this bonus increases by 1 (+2 at 8th, +3 at 14th, and +4 at 20th). Inspire courage is a mind-affecting ability.

Inspire Competence (Su): A bard of 3rd level or higher with 6 or more ranks in a Perform skill can use his

music or poetics to help an ally succeed at a task. The ally must be within 30 feet and able to see and hear the bard. The bard must also be able to see the ally. The ally gets a +2 competence bonus on skill checks with a particular skill as long as he or she continues to hear the bard's music. Certain uses of this ability are infeasible. The effect lasts as long as the bard concentrates, up to a maximum of 2 minutes. A bard can't inspire competence in himself. Inspire competence is a mind-affecting ability.

Description

Lords of Madness

BRAN

CR 7

Male shadow human rogue 5/assassin 1

NE Medium humanoid (extraplanar)

Init +6; **Senses** Darkvision 60 ft., low-light vision, Listen +12, Spot +11

Languages Common, Draconic, Flan, Gnome

AC 17, touch 12, flat-footed 17

(+0 size, +2 Dex, +5 armor)

Miss Chance concealment (50%)

hp 38 (6 HD)

Resist cold 11; evasion, uncanny dodge

Fort +6, **Ref** +11, **Will** +5

Speed 45 ft. in +1 *mithral chain shirt* (9 squares), base movement 45 ft.

Melee +1 *rapier* +6 (1d6+2/18-20x2 plus 4d6 sneak attack)

Ranged +1 *mighty* (+1) *composite shortbow* +6 (1d6+2/x3 plus 4d6 sneak attack)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +4

Atk Options Death attack (DC 15)

Special Actions

Combat Gear +1 *mithral chain shirt*, +1 *rapier*, +1 *composite shortbow*, *potion of cure moderate wounds*, *least crystal of lifedrink*, *ring of misdirection*

Assassin Spells Known (CL 1st):

1st (1/day)—*feather fall*, *true strike*

‡ Already cast

Abilities Str 12, Dex 14, Con 14, Int 15, Wis 12, Cha 8

SQ uncanny dodge

Feats Ability Focus (death attack), Darkstalker, Improved Initiative, Weapon Finesse

Skills Disable Device +13, Disguise +7, Hide +13, Listen +12, Move Silently +19, Open Lock +13, Perform (dance) +7, Search +13, Slight of Hand +12, Spot +11, Tumble +13,

Possessions combat gear plus *vest of resistance* +1

Death Attack If an assassin studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, then the sneak attack has the additional effect of possibly either paralyzing or killing the target (assassin's choice). While studying the victim, the assassin can undertake other actions so long as his attention stays focused on the target and the target does not detect

the assassin or recognize the assassin as an enemy. If the victim of such an attack fails a Fortitude save (DC 15) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6 rounds plus 1 round per level of the assassin. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the assassin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds. If a death attack is attempted and fails (the victim makes her save) or if the assassin does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

Poison Use: Assassins are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Shadow Blend (Su) In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will.

Skills Shadow creatures gain a +6 racial bonus to Move Silently.

Description

"QUEEN" RACHEL CARROCK

CR 3

Female shadow svirfneblin gnome illusionist 1

NE Small humanoid (gnome, extraplanar)

Init +2; **Senses** darkvision 120 ft., low-light vision; Listen +3, Spot +1

Languages Common, Giant, Gnome

AC 21, touch 20, flat-footed 15

(+1 size, +2 Dex, +4 dodge, +4 *mage armor*)

Miss Chance concealment (50%)

hp 6 (1HD)

Resist cold 6; **SR** 12

Fort +4 **Ref** +4 **Will** +5 (add +2 vs. illusions)

Speed 30 ft. (6 squares)

Melee dagger -2 (1d2-2)

Ranged light crossbow +2 (1d6)

Space 5 ft.; **Reach** 5 ft.

Base Atk +0; **Grp** -6

Atk Options

Special Actions

Combat Gear *potion of lesser restoration* x2, *scroll of ray of enfeeblement* x2, *scroll of magic missile* x2

Wizard Spells Prepared (CL 1st): Save DC 13 + spell Level (+1 for Illusion spells)

1st— *mage armor* ‡, *ray of enfeeblement*, *color spray*

0— *daze*, *ray of frost*, *touch of fatigue*

Spell-Like Abilities (CL 1st):

1/day —*blindness/deafness* (DC 13), *blur*, *disguise self*, *mirror image** (*shadow ability; CL 5th). Save DC is Charisma-based.

‡ Already cast

Abilities Str 6, Dex 14, Con 14, Int 15 (17), Wis 13, Cha 6

SQ nondetection, illusion specialization (prohibited schools: Divination, Enchantment)

Feats Spell Focus (illusion)

Skills Bluff -1, Concentration +6, Knowledge (arcana) +7, Knowledge (the planes) +5, Spellcraft +7

Possessions combat gear plus *headband of intellect* +2

Gnome Illusion Spells A 1st level gnome who takes the gnome illusionist racial substitution level uses her wizard level as the level for her racial spell-like abilities. Furthermore, she can prepare and cast the following illusion spells at the indicated level rather than at their normal spells level: 0 level – *silent image*, *ventriloquism*; 1st level – *Leomund's trap*, *minor image*; 2nd level – *illusory script*, *major image*; 3rd level – *illusory wall*; 4th level – *persistent image*; 5th level – *programmed image*.

In exchange for this benefit, this gnome illusionist has chosen a non-prohibited school: transmutation, and for this school her effective caster level is equal to her actual caster level minus one. At first level she cannot cast any spells from the selected school.

Nondetection (Su) A svirfneblin has a continuous nondetection ability as the spell (caster level equal to class levels).

Shadow Blend (Su) In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will (as will darkvision).

Evasion (Ex) At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

Uncanny Dodge (Ex) Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

Weakness (Su) A green hag can weaken a foe by making a special touch attack. The opponent must succeed on a Fortitude save (DC 21) or take 2d4 points of Strength damage. The save DC is Charisma-based.

Skills Shadow creatures gain a +6 racial bonus to Move Silently.

Description

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APPENDIX 2 – APL 6

ENCOUNTER 5

CERI

CR 8

Female spellwarped green hag Rogue 2

NE Medium aberration

Init +4; **Senses** darkvision 90 ft.; Listen +10, Spot +10

Languages Common, Giant

AC 27, touch 14, flat-footed 23

(+4 Dex, +13 natural)

hp 92 (11 HD)

SR 22

Fort +9, **Ref** +13, **Will** +6

Speed 30 ft. (6 squares); swim 30 ft.

Melee 2 claws +17 each (1d4+7)

Space 5 ft.; **Reach** 5 ft.

Base Atk +10; **Grp** +17

Atk Options sneak attack (+1d6), weakness

Special Actions evasion

Combat Gear *potion of lesser restoration* x2

Spell-Like Abilities (CL 9th):

At will – *dancing lights*, *disguise self*, *ghost sound* (DC 14), *invisibility*, *pass without trace*, *tongues*, *water breathing*. Save DC is Charisma-based

† Already cast

Abilities Str 24, Dex 18, Con 18, Int 17, Wis 11, Cha 18

SQ mimicry, spell absorption, trapfinding

Feats Ability Focus (Weakness), Blind-fight, Combat Casting, Great Fortitude

Skills Bluff +10, Concentration +10, Disguise +10, Knowledge (nature) +9, Hide +12, Listen +10, Spot +10, Swim +16, Tumble +11

Possessions combat gear plus

Evasion (Ex) At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

Mimicry (Ex) A green hag can imitate the sounds of almost any animal found near its lair.

Spell Absorption (Su) Whenever a spell fails to penetrate Ceri's spell resistance, the hag gains one of the following benefits chosen at the time that the spell effect is resolved.

Might: It gains a +4 enhancement bonus to Strength for 1 minute.

Agility: It gains a +4 enhancement bonus to Dexterity for 1 minute.

Endurance: It gains a +4 enhancement bonus to Constitution for 1 minute.

Life: It gains temporary hit points equal to 5x the level of the failed spell.

Speed: Its speed increases by a number of feet equal to 5x the level of the failed spell.

Resistance: It gains resistance 10 to one type of energy (acid, cold, electricity, fire or sonic).

Weakness (Su) A green hag can weaken a foe by making a special touch attack. The opponent must succeed on a Fortitude save (DC 20) or take 2d4 points of Strength damage. The save DC is Charisma-based.

Skills A green hag has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard and can always choose to take 10 on a Swim check, even if rushed or threatened. It can use the run action while swimming provided that it swims in a straight line.

Description

MM

ENCOUNTER 7A

LIGHTNING BOLT TRAP

CR 4

Description Once past the illusionary wall in the cave, the PCs must enter the hallway to progress further into Grigor's lair. Thirty feet into the tunnel, 2 *detect thoughts* spells are ongoing (emanating 20' from the wall ahead), from two identical traps. Once the traps detect any thoughts (no Will save), they each shoot a *lightning bolt* down the 10' wide passage, striking any creatures in the two lines of effect (the entire width of the hall & part of the cave). This repeats each round on the trap's initiative for the duration of the trap (then it resets).

Search DC 24; **Type** magic

Trigger detection (*detect thoughts*) **Init** +2

Effect *lightning bolt* (5d6 electricity), Reflex DC 14 half

Duration 7 rounds

Destruction AC 16, hardness 8, hp 18

Disarm Disable Device DC 28 (each square up to wall)

Dispel DC 16 (shuts down both traps)

ENCOUNTER 7B

"MAYOR" GRIGOR BIGOR

CR 7

Male shadow gnome bard 6

NE Small humanoid (gnome, extraplanar)

Init +1; **Senses** Darkvision 60 ft., low-light vision, Listen +0, Spot +0

Languages Abyssal, common, draconic, giant, gnome, flau

AC 17, touch 12, flat-footed 16

(+1 size, +1 Dex, +5 armor)

Miss Chance concealment (50%)

hp 44 (6 HD);

Resist cold 11, evasion

Fort +6, **Ref** +7, **Will** +10

Weakness

Speed 30 ft. in +1 *mithral chain shirt* (6 squares), base movement 30 ft.

Melee masterwork rapier +4 (1d4-2/18-20x2)

Ranged masterwork crossbow +7 (1d6+1/19-20x2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** -2

Atk Options songs, spells

Special Actions

Combat Gear +1 *mithral chain shirt*, masterwork rapier, +1 *light crossbow*, *cloak of charisma* +2, *vest of resistance* +1, *ring of misdirection*, *potion of cure moderate wounds*

Bard Spells Known (CL 6th):

2nd (3/day)—*blindness/deafness* (DC 16), *calm emotions* (DC 16), *glitterdust* (DC 16)

1st (4/day)—*charm person*, *expeditious retreat*, *grease* (DC 15), *cause fear*

0 (3/day)—*daze* (DC 14), *ghost sound*, *mage hand*, *message*, *prestidigitation*, *read magic*

† Already cast

Spell-Like Abilities (CL 6th):

1st—1/day - *speak with animals* (*burrowing creatures*), *dancing lights*, *ghost sound*, *prestidigitation*

† Already cast

Abilities Str 6, Dex 12, Con 16, Int 14, Wis 10, Cha 19

SQ

Feats Disguise Spell, Force of Personality, Versatile Performer

Skills Bluff +15, Concentration +14, Diplomacy +21, Hide +6, Knowledge (nobility) +8, Move Silently +7, Perform (oration) +15, Sense Motive +11, Spellcraft +4, Tumble +6, Use Magic Device +15

Possessions combat gear plus masterwork kits (*bluff*, *concentration*, *diplomacy*, *perform* (oratory), *sense motive*, *use magic device*), *dust of tracelessness*

Shadow Blend (Su) In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will (as will *darkvision*).

Bardic Knowledge: A bard may make a special bardic knowledge check with a +8 bonus to see whether he knows some relevant information about local notable people, legendary items, or noteworthy places. (If the bard has 5 or more ranks in Knowledge (history), he gains a +2 bonus on this check.) A successful bardic knowledge check will not reveal the powers of a magic item but may give a hint as to its general function. A bard may not take 10 or take 20 on this check; this sort of knowledge is essentially random.

Bardic Music: Once per day per bard level, a bard can use his song or poetics to produce magical effects on those around him (usually including himself, if desired). While these abilities fall under the category of bardic music and the descriptions discuss singing or playing instruments, they can all be activated by reciting poetry, chanting, singing

lyrical songs, singing melodies, whistling, playing an instrument, or playing an instrument in combination with some spoken performance. Each ability requires both a minimum bard level and a minimum number of ranks in the Perform skill to qualify; if a bard does not have the required number of ranks in at least one Perform skill, he does not gain the bardic music ability until he acquires the needed ranks. Starting a bardic music effect is a standard action. Some bardic music abilities require concentration, which means the bard must take a standard action each round to maintain the ability. Even while using bardic music that doesn't require concentration, a bard cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by magic word (such as wands). Just as for casting a spell with a verbal component, a deaf bard has a 20% chance to fail when attempting to use bardic music. If he fails, the attempt still counts against his daily limit.

Countersong (Su): A bard with 3 or more ranks in a Perform skill can use his music or poetics to counter magical effects that depend on sound (but not spells that simply have verbal components). Each round of the countersong, he makes a Perform check. Any creature within 30 feet of the bard (including the bard himself) that is affected by a sonic or language-dependent magical attack may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a noninstantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use the bard's Perform check result for the save. Countersong has no effect against effects that don't allow saves. The bard may keep up the countersong for 10 rounds.

Fascinate (Sp): A bard with 3 or more ranks in a Perform skill can use his music or poetics to cause one or more creatures to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the bard, and able to pay attention to him. The bard must also be able to see the creature. The distraction of nearby combat or other dangers prevents the ability from working. For every three levels a bard attains beyond 1st, he can target one additional creature with a single use of this ability. To use the ability, a bard makes a Perform check. His check result is the DC for each affected creature's Will save against the effect. If a creature's saving throw succeeds, the bard cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and listens to the song, taking no other actions, for as long as the bard continues to play and concentrate (up to a maximum of 1 round per bard level). While fascinated, a target takes a -4 penalty on skill checks made as reactions, such as Listen and Spot checks. Any potential threat requires the bard to make another Perform check

and allows the creature a new saving throw against a DC equal to the new Perform check result. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the target, automatically breaks the effect. *Fascinate* is an enchantment (compulsion), mind-affecting ability.

Inspire Courage (Su): A bard with 3 or more ranks in a Perform skill can use song or poetics to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to hear the bard sing. The effect lasts for as long as the ally hears the bard sing and for 5 rounds thereafter. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 morale bonus on attack and weapon damage rolls. At 8th level, and every six bard levels thereafter, this bonus increases by 1 (+2 at 8th, +3 at 14th, and +4 at 20th). Inspire courage is a mind-affecting ability.

Inspire Competence (Su): A bard of 3rd level or higher with 6 or more ranks in a Perform skill can use his music or poetics to help an ally succeed at a task. The ally must be within 30 feet and able to see and hear the bard. The bard must also be able to see the ally. The ally gets a +2 competence bonus on skill checks with a particular skill as long as he or she continues to hear the bard's music. Certain uses of this ability are infeasible. The effect lasts as long as the bard concentrates, up to a maximum of 2 minutes. A bard can't inspire competence in himself. Inspire competence is a mind-affecting ability.

Suggestion (Sp): A bard of 6th level or higher with 9 or more ranks in a Perform skill can make a *suggestion* (as the spell) to a creature that he has already fascinated (see above). Using this ability does not break the bard's concentration on the *fascinate* effect, nor does it allow a second saving throw against the *fascinate* effect. Making a *suggestion* doesn't count against a bard's daily limit on bardic music performances. A Will saving throw (DC 10 + 1/2 bard's level + bard's Cha modifier) negates the effect. This ability affects only a single creature (but see *mass suggestion*, below). *Suggestion* is an enchantment (compulsion), mind-affecting, language dependent ability.

Description

Lords of Madness

BRAN

CR 7

Male shadow human rogue 5/assassin 1

NE Medium humanoid (extraplanar)

Init +6; **Senses** Darkvision 60 ft., low-light vision, Listen +12, Spot +11

Languages Common, Draconic, Flan, Gnome

AC 17, touch 12, flat-footed 17

(+0 size, +2 Dex, +5 armor)

Miss Chance concealment (50%)

hp 38 (6 HD)

Resist cold 11; evasion, uncanny dodge

Fort +6, **Ref** +11, **Will** +5

Speed 45 ft. in +1 *mithral chain shirt* (9 squares), base movement 45 ft.

Melee +1 *rapier* +6 (1d6+2/18-20x2 plus 4d6 sneak attack)

Ranged +1 *mighty* (+1) *composite shortbow* +6 (1d6+2/x3 plus 4d6 sneak attack)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +4

Atk Options Death attack (DC 15)

Special Actions

Combat Gear +1 *mithral chain shirt*, +1 *rapier*, +1 *composite shortbow*, *potion of cure moderate wounds*, *least crystal of lifedrinking*.

Assassin Spells Known (CL 1st):

1st (1/day)—*feather fall*, *true strike*

‡ Already cast

Abilities Str 12, Dex 14, Con 14, Int 15, Wis 12, Cha 8

SQ uncanny dodge

Feats Ability Focus (death attack), Darkstalker, Improved Initiative, Weapon Finesse

Skills Disable Device +13, Disguise +7, Hide +13, Listen +12, Move Silently +19, Open Lock +13, Perform (dance) +7, Search +13, Slight of Hand +12, Spot +11, Tumble +13,

Possessions combat gear plus *vest of resistance* +1, *ring of misdirection*, *dust of tracelessness*

Death Attack If an assassin studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, then the sneak attack has the additional effect of possibly either paralyzing or killing the target (assassin's choice). While studying the victim, the assassin can undertake other actions so long as his attention stays focused on the target and the target does not detect the assassin or recognize the assassin as an enemy. If the victim of such an attack fails a Fortitude save (DC 15) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6 rounds plus 1 round per level of the assassin. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the assassin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds. If a death attack is attempted and fails (the victim makes her save) or if the assassin does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

Poison Use: Assassins are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Shadow Blend (Su) In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will.

Skills Shadow creatures gain a +6 racial bonus to Move Silently.

Description**“QUEEN” RACHEL CARROCK** **CR 7**

Female shadow svirfneblin gnome illusionist 5

NE Small humanoid (gnome, extraplanar)

Init +2; **Senses** darkvision 120 ft., Earth Sense 20 ft. (see feat), low-light vision; Listen +3, Spot +1

Languages Common, Draconic, Giant, Gnome, Undercommon

AC 21, touch 17, flat-footed 15

(+1 size, +2 Dex, +4 dodge, +4 *mage armor*)

Miss Chance concealment (50%)

hp 22 (5HD)

Resist cold 10; **SR** 16

Fort +7 **Ref** +7 **Will** +9 (add +2 vs. illusions); (+2 shadow bonus included)

Speed 30 ft. (6 squares)

Melee dagger +0 (1d2-2)

Ranged light crossbow +4 (1d6)

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** -4

Atk Options spells, spell-like abilities, scrolls

Special Actions detect creatures on ground within 20 ft.

Combat Gear *potion of lesser restoration* x2, *scroll of ray of enfeeblement* x2, *scroll of magic missile* x2

Illusionist Spells Prepared (CL 5th): Save DC 14 + spell Level (+1 for Illusion spells)

3rd – *cone of dimness* (DC 18), *fireball*, *shadow binding* (DC 18)

2nd – *hypnotic pattern* (DC 17), *phantasmal assailants* (DC 17), *shadow spray* (DC 17),

1st— *mage armor* †, *ray of enfeeblement*, *color spray*, *shield*,

0— *daze*, *ray of frost*, *touch of fatigue*

Spell-Like Abilities (CL 5th):

1/day –*blindness/deafness* (DC 13), *blur*, *disguise self*, *mirror image** (*shadow ability; CL 5th). Save DC is Charisma-based.

† Already cast

Abilities Str 6, Dex 14, Con 14, Int 16 (18), Wis 13, Cha 6

SQ nondetection, illusion specialization (prohibited schools: Divination, Enchantment)

Feats Earth Sense, Heighten Spell, Spell Focus (illusion)

Skills Bluff +2, Concentration +9, Hide +8 (+10 underground), Knowledge (arcana) +7, Knowledge (the planes) +5, Spellcraft +7

Possessions combat gear plus *headband of intellect* +2, *pearl of power* 2nd, *sending stone*

Gnome Illusion Spells A 1st level gnome who takes the gnome illusionist racial substitution level uses her wizard level as the level for her racial spell-like abilities. Furthermore, she can prepare and cast the following illusion spells at the indicated level rather than at their normal spells level: 0 level – *silent image*, *ventriloquism*; 1st level – *Leomund's trap*, *minor image*; 2nd level – *illusory script*, *major image*; 3rd level – *illusory wall*; 4th level – *persistent image*; 5th level – *programmed image*.

In exchange for this benefit, this gnome illusionist has chosen a non-prohibited school: transmutation, and for this school her effective caster level is equal to her actual caster level minus one. At first level she cannot cast any spells from the selected school.

Nondetection (Su) A svirfneblin has a continuous nondetection ability as the spell (caster level equal to class levels).

Shadow Blend (Su) In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will (as will darkvision).

Skills Shadow creatures gain a +6 racial bonus to Move Silently.

Description

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APPENDIX 3 – APL 8

ENCOUNTER 5

CERI

CR 10

Female spellwarped green hag Rogue 6

NE Medium aberration

Init +4; **Senses** darkvision 90 ft.; Listen +15, Spot +15

Languages Common, Giant

AC 27, touch 14, flat-footed 23; uncanny dodge
(+4 Dex, +13 natural)

hp 124 (15 HD); evasion

SR 26

Fort +11, **Ref** +15; trap sense **Will** +8;

Speed 30 ft. (6 squares); swim 30 ft.

Melee 2 claws +20 each (1d4+7)

Space 5 ft.; **Reach** 5 ft.

Base Atk +13; **Grp** +20

Atk Options sneak attack (+3d6), weakness

Special Actions evasion, uncanny dodge

Combat Gear *potion of lesser restoration* x2

Spell-Like Abilities (CL 9th):

At will – *dancing lights*, *disguise self*, *ghost sound* (DC 14), *invisibility*, *pass without trace*, *tongues*, *water breathing*. Save DC is Charisma-based

† Already cast

Abilities Str 24, Dex 18, Con 18, Int 17, Wis 11, Cha 19

SQ mimicry, spell absorption, trapfinding, trap sense

Feats Ability Focus (Weakness), Blind-fight, Combat Casting, Combat Expertise, Great Fortitude, Power Attack

Skills Bluff +20, Concentration +13, Disguise +20, Knowledge (nature) +9, Hide +15, Listen +15, Spot +15, Swim +16, Tumble +20

Possessions combat gear plus

Evasion (Ex) At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

Mimicry (Ex) A green hag can imitate the sounds of almost any animal found near its lair.

Spell Absorption (Su) Whenever a spell fails to penetrate Ceri's spell resistance, the hag gains one of the following benefits chosen at the time that the spell effect is resolved.

Might: It gains a +4 enhancement bonus to Strength for 1 minute.

Agility: It gains a +4 enhancement bonus to Dexterity for 1 minute.

Endurance: It gains a +4 enhancement bonus to Constitution for 1 minute.

Life: It gains temporary hit points equal to 5x the level of the failed spell.

Speed: Its speed increases by a number of feet equal to 5x the level of the failed spell.

Resistance: It gains resistance 10 to one type of energy (acid, cold, electricity, fire or sonic).

Trap Sense (Ex) At 3rd level, a rogue gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the rogue reaches 6th level, to +3 when she reaches 9th level, to +4 when she reaches 12th level, to +5 at 15th, and to +6 at 18th level.

Uncanny Dodge (Ex) Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

Weakness (Su) A green hag can weaken a foe by making a special touch attack. The opponent must succeed on a Fortitude save (DC 20) or take 2d4 points of Strength damage. The save DC is Charisma-based.

Skills A green hag has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard and can always choose to take 10 on a Swim check, even if rushed or threatened. It can use the run action while swimming provided that it swims in a straight line.

Description

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ENCOUNTER 7A

HEIGHTENED LIGHTNING BOLT TRAP CR 6

Description Once past the illusionary wall in the cave, the PCs must enter the hallway to progress further into Grigor's lair. Thirty feet into the tunnel, 2 *detect thoughts* spells are ongoing (emanating 20' from the wall ahead), from two identical traps. Once the traps detect any thoughts (no Will save), they each shoot a heightened (5th level, CL 10) *lightning bolt* down the 10' wide passage, striking any creatures in the two lines of effect (the entire width of the hall & part of the cave). This repeats each round on the trap's initiative for the duration of the trap (then it resets).

Search DC 26; **Type** magic

Trigger detection (*detect thoughts*) **Init** +3

Effect *lightning bolt* (10d6 electricity), Reflex DC 17 half

Duration 9 rounds

Destruction AC 19, hardness 8, hp 27

Disarm Disable Device DC 30 (each square up to wall)

Dispel DC 21 (shuts down both traps)

ENCOUNTER 7B

"MAYOR" GRIGOR BIGOR

CR 9

Male shadow gnome bard 8

NE Small humanoid (gnome, extraplanar)

Init +1; **Senses** Darkvision 60 ft., low-light vision, Listen +0, Spot +0

Languages Abyssal, common, draconic, giant, gnome, flau

AC 21, touch 16, flat-footed 20

(+1 size, +1 Dex, +5 armor, +4 deflection)

Miss Chance concealment (50%)

hp 58 (8 HD);

Resist cold 13, evasion

Fort +9, **Ref** +11, **Will** +15

Weakness

Speed 30 ft. in +1 *mithral chain shirt* (6 squares), base movement 30 ft.

Melee masterwork rapier +6/+1 (1d4-2/18-20x2)

Ranged +1 *crossbow* +9 (1d6+1/19-20x2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +0

Atk Options songs, spells

Special Actions

Combat Gear +1 *mithral chain shirt*, masterwork rapier, +1 *light crossbow*, *cloak of charisma* +2, *vest of resistance* +2, *ring of misdirection*, *potion of cure moderate wounds*, ~~*potion of shield of faith*~~ +4

Bard Spells Known (CL 8th):

3rd (2/day)—*dispel magic*, *glibness*, *fear*

2nd (4/day)—*blindness/deafness* (DC 16), *calm emotions* (DC 17), *cat's grace*, *glitterdust* (DC 17)

1st (5/day)—*charm person*, *expeditious retreat*, *grease* (DC 16), *inspirational boost*

0 (3/day)—*daze* (DC 15), *ghost sound*, *mage hand*, *message*, *prestidigitation*, *read magic*

‡ Already cast

Spell-Like Abilities (CL 8th):

1st—1/day - *speak with animals* (*burrowing creatures*), *dancing lights*, *ghost sound*, *prestidigitation*

‡ Already cast

Abilities Str 6, Dex 12, Con 16, Int 14, Wis 10, Cha 20

SQ

Feats Disguise Spell, Force of Personality, Versatile Performer

Skills Bluff +17, Concentration +16, Diplomacy +24, Hide +8, Knowledge (nobility) +13, Move Silently +9, Perform (oration) +18, Sense Motive +13, Spellcraft +6, Tumble +10, Use Magic Device +18

Possessions combat gear plus masterwork kits (bluff, concentration, diplomacy, perform (oratory), sense motive, use magic device), *dust of tracelessness*

Shadow Blend (Su) In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell,

does not negate this ability, but a *daylight* spell will (as will *darkvision*).

Bardic Knowledge: A bard may make a special bardic knowledge check with a +10 bonus to see whether he knows some relevant information about local notable people, legendary items, or noteworthy places. (If the bard has 5 or more ranks in Knowledge (history), he gains a +2 bonus on this check.) A successful bardic knowledge check will not reveal the powers of a magic item but may give a hint as to its general function. A bard may not take 10 or take 20 on this check; this sort of knowledge is essentially random.

Bardic Music: Once per day per bard level, a bard can use his song or poetics to produce magical effects on those around him (usually including himself, if desired). While these abilities fall under the category of bardic music and the descriptions discuss singing or playing instruments, they can all be activated by reciting poetry, chanting, singing lyrical songs, singing melodies, whistling, playing an instrument, or playing an instrument in combination with some spoken performance. Each ability requires both a minimum bard level and a minimum number of ranks in the Perform skill to qualify; if a bard does not have the required number of ranks in at least one Perform skill, he does not gain the bardic music ability until he acquires the needed ranks. Starting a bardic music effect is a standard action. Some bardic music abilities require concentration, which means the bard must take a standard action each round to maintain the ability. Even while using bardic music that doesn't require concentration, a bard cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by magic word (such as wands). Just as for casting a spell with a verbal component, a deaf bard has a 20% chance to fail when attempting to use bardic music. If he fails, the attempt still counts against his daily limit.

Countersong (Su): A bard with 3 or more ranks in a Perform skill can use his music or poetics to counter magical effects that depend on sound (but not spells that simply have verbal components). Each round of the countersong, he makes a Perform check. Any creature within 30 feet of the bard (including the bard himself) that is affected by a sonic or language-dependent magical attack may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a noninstantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use the bard's Perform check result for the save. Countersong has no effect against effects that don't allow saves. The bard may keep up the countersong for 10 rounds.

Fascinate (Sp): A bard with 3 or more ranks in a Perform skill can use his music or poetics to cause one or more creatures to become fascinated with

him. Each creature to be fascinated must be within 90 feet, able to see and hear the bard, and able to pay attention to him. The bard must also be able to see the creature. The distraction of nearby combat or other dangers prevents the ability from working. For every three levels a bard attains beyond 1st, he can target one additional creature with a single use of this ability. To use the ability, a bard makes a Perform check. His check result is the DC for each affected creature's Will save against the effect. If a creature's saving throw succeeds, the bard cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and listens to the song, taking no other actions, for as long as the bard continues to play and concentrate (up to a maximum of 1 round per bard level). While fascinated, a target takes a -4 penalty on skill checks made as reactions, such as Listen and Spot checks. Any potential threat requires the bard to make another Perform check and allows the creature a new saving throw against a DC equal to the new Perform check result. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the target, automatically breaks the effect. *Fascinate* is an enchantment (compulsion), mind-affecting ability.

Inspire Courage (Su): A bard with 3 or more ranks in a Perform skill can use song or poetics to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to hear the bard sing. The effect lasts for as long as the ally hears the bard sing and for 5 rounds thereafter. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 morale bonus on attack and weapon damage rolls. At 8th level, and every six bard levels thereafter, this bonus increases by 1 (+2 at 8th, +3 at 14th, and +4 at 20th). Inspire courage is a mind-affecting ability.

Inspire Competence (Su): A bard of 3rd level or higher with 6 or more ranks in a Perform skill can use his music or poetics to help an ally succeed at a task. The ally must be within 30 feet and able to see and hear the bard. The bard must also be able to see the ally. The ally gets a +2 competence bonus on skill checks with a particular skill as long as he or she continues to hear the bard's music. Certain uses of this ability are infeasible. The effect lasts as long as the bard concentrates, up to a maximum of 2 minutes. A bard can't inspire competence in himself. Inspire competence is a mind-affecting ability.

Suggestion (Sp): A bard of 6th level or higher with 9 or more ranks in a Perform skill can make a *suggestion* (as the spell) to a creature that he has already fascinated (see above). Using this ability does not break the bard's concentration on the *fascinate* effect, nor does it allow a second saving throw against the *fascinate* effect. Making a *suggestion* doesn't count against a bard's daily limit

on bardic music performances. A Will saving throw (DC 10 + 1/2 bard's level + bard's Cha modifier) negates the effect. This ability affects only a single creature (but see *mass suggestion*, below). *Suggestion* is an enchantment (compulsion), mind-affecting, language dependent ability.

Description

Lords of Madness

BRAN

CR 9

Male shadow human rogue 5/assassin 3

NE Medium humanoid (extraplanar)

Init +7; **Senses** Darkvision 60 ft., low-light vision, Listen +14, Spot +14

Languages Common, Draconic, Flan, Gnome

AC 21, touch 16, flat-footed 21

(+0 size, +3 Dex, +5 armor, +3 deflection)

Miss Chance concealment (50%)

hp 50 (8 HD)

Resist cold 13; evasion, improved uncanny dodge, uncanny dodge

Fort +8 (+9 against poison), **Ref** +13, **Will** +7

Speed 45 ft. in +1 *mithral chain shirt* (9 squares), base movement 45 ft.

Melee +1 *rapier* +9 (1d6+2/18-20x2 plus 5d6 sneak attack)

Ranged +1 *mighty* (+1) *composite shortbow* +9 (1d6+2/x3 plus 5d6 sneak attack)

Space 5 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** +6

Atk Options Death attack (DC 19)

Special Actions

Combat Gear +1 *mithral chain shirt*, +1 *rapier*, +1 *composite shortbow*, *potion of cure moderate wounds*, *least crystal of lifedrink*, ~~*potion of shield of faith*~~ +3

Assassin Spells Known (CL 3rd):

2nd (1/day)—*invisibility*, *spider climb*

1st (3/day)—*feather fall*, *ghost sound*, *true strike*

‡ Already cast

Spell-Like Abilities (CL 5th):

1st—*mirror image* 1/day

‡ Already cast

Abilities Str 12, Dex 16, Con 14, Int 18, Wis 12, Cha 8

SQ uncanny dodge

Feats Ability Focus (death attack), Darkstalker, Improved Initiative, Weapon Finesse

Skills Disable Device +17, Disguise +7, Hide +16, Listen +14, Move Silently +21, Open Lock +13, Perform (dance) +7, Search +17, Slight of Hand +13, Spot +14, Tumble +16,

Possessions combat gear plus *vest of resistance* +2, *gloves of dexterity* +2, *headband of intellect* +2, *ring of misdirection*, *dust of tracelessness*

Death Attack If an assassin studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, then the sneak attack has the additional effect of possibly either paralyzing or killing the target (assassin's choice). While studying the victim, the assassin can

undertake other actions so long as his attention stays focused on the target and the target does not detect the assassin or recognize the assassin as an enemy. If the victim of such an attack fails a Fortitude save (DC 19) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6 rounds plus 1 round per level of the assassin. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the assassin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds. If a death attack is attempted and fails (the victim makes her save) or if the assassin does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

Poison Use: Assassins are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Shadow Blend (Su) In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will.

Skills Shadow creatures gain a +6 racial bonus to Move Silently.

Description

“QUEEN” RACHEL CARROCK **CR 9**
Female shadow svirfneblin gnome illusionist 6 /shadowcraft mage 1

NE Small humanoid (gnome, extraplanar)

Init +2; **Senses** darkvision 120 ft., Earth Sense 20 ft. (see feat), low-light vision; **Listen** +3, **Spot** +1

Languages Common, Draconic, Giant, Gnome, Undercommon

AC 21, touch 17, flat-footed 15

(+1 size, +2 Dex, +4 dodge, +4 *mage armor*)

Miss Chance concealment (50%) **OR** cloak of shadows (20%)

hp 30 (7HD)

Resist cold 12; **SR** 18

Fort +10 **Ref** +10 **Will** +14 (add +2 vs. illusions); +2 luck bonus included (shadow)

Speed 30 ft. (6 squares)

Melee dagger +1 (1d2-2)

Ranged light crossbow +5 (1d6)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** -3

Atk Options spells, spell-like abilities, scrolls

Special Actions detect creatures on ground within 20 ft.

Combat Gear *potion of lesser restoration* x2, *scroll of ray of enfeeblement* x2, *scroll of magic missile* x2, *scroll of dispel magic* x2

Illusionist Spells Prepared (CL 7th): Save DC 15 + spell Level (+1 for Illusion spells)

4th – *greater invisibility*, *sensory deprivation* (DC 20), *shadow well* (DC 20)

3rd – *heightened darkness* (treated as 4th level spell), *cone of dimness* (DC 19), *fireball*, *shadow binding* (DC 19)

2nd – *hypnotic pattern* (DC 18), *phantasmal assailants* x2 (DC 18), *shadow spray* (DC 18), *darkness*

1st— *mage armor* †, *ray of enfeeblement* x2, *color spray* x2, *shield*

0— *daze*, *ray of frost*, *touch of fatigue*, *silent image*

Spell-Like Abilities (CL 7th):

1/day –*blindness/deafness* (DC 13), *blur*, *disguise self*, *mirror image** (*shadow ability; CL 5th). Save DC is Charisma-based.

† Already cast

Abilities Str 6, Dex 14, Con 14, Int 16 (20), Wis 13, Cha 6

SQ nondetection, illusion specialization (prohibited schools: Divination, Enchantment)

Feats Earth Sense, Earth Spell, Heighten Spell, Spell Focus (illusion)

Skills Bluff +2, Concentration +12, Hide +10 (+12 underground), Knowledge (arcana) +11, Knowledge (the planes) +9, Spellcraft +12

Possessions combat gear plus *cloak of resistance* +2, *headband of intellect* +4, *pearl of power* 3rd, *sending stone*, *shadow maniple*

Cloak of Shadows (Su) A shadowcraft mage can cloak her form in shifting shadows. While the cloak of shadows is active, attacks against the shadowcraft mage have a miss chance equal to 15% +5% per class level (20%). Darkvision and low-light vision offer no help in piercing the cloak of shadow, although anything that can see through magical darkness, or via *true seeing*, can ignore the miss chance. A shadowcloak mage can dismiss or resume this effect as a free action. While the cloak is active, a shadowcraft mage can make Hide checks as if under concealment. Cloak of shadow doesn't function in daylight, and is the equivalent of a 3rd level darkness effect for the purposes of interacting with light spells.

Gnome Illusion Spells A 1st level gnome who takes the gnome illusionist racial substitution level uses her wizard level as the level for her racial spell-like abilities. Furthermore, she can prepare and cast the following illusion spells at the indicated level rather than at their normal spells level: 0 level – *silent image*, *ventriloquism*; 1st level – *Leomund's trap*, *minor image*; 2nd level – *illusory script*, *major image*; 3rd level – *illusory wall*; 4th level – *persistent image*; 5th level – *programmed image*.

In exchange for this benefit, this gnome illusionist has chosen a non-prohibited school: Transmutation, and for this school her effective caster level is equal to her actual caster level minus one. At first level she cannot cast any spells from the selected school.

Nondetection (Su) A svirfneblin has a continuous nondetection ability as the spell (caster level equal to class levels).

Shadow Blend (Su) In any conditions other than full daylight, a shadow creature can disappear into the

shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will (as will darkvision).

Skills Shadow creatures gain a +6 racial bonus to Move Silently.

Description

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APPENDIX 4 – APL 10

ENCOUNTER 5

CERI

CR 12

Female spellwarped green hag Rogue 9

NE Medium aberration

Init +4; **Senses** darkvision 90 ft.; Listen +20, Spot +20

Languages Common, Giant, Gnome

AC 27, touch 14, flat-footed 23; improved uncanny dodge, uncanny dodge
(+4 Dex, +13 natural)

hp 148 (18 HD); evasion

SR 29

Fort +12, **Ref** +16; trap sense **Will** +9;

Speed 30 ft. (6 squares); swim 30 ft.

Melee 2 claws +22 each (1d4+7)

Space 5 ft.; **Reach** 5 ft.

Base Atk +15; **Grp** +22

Atk Options sneak attack (+5d6), weakness

Special Actions evasion, improved uncanny dodge, uncanny dodge

Combat Gear *potion of lesser restoration* x2

Spell-Like Abilities (CL 9th):

At will – *dancing lights*, *disguise self*, *ghost sound* (DC 15), *invisibility*, *pass without trace*, *tongues*, *water breathing*. Save DC is Charisma-based

† Already cast

Abilities Str 24, Dex 18, Con 18, Int 17, Wis 11, Cha 20

SQ mimicry, spell absorption, trapfinding, trap sense

Feats Ability Focus (Weakness), Blind-fight, Combat Casting, Combat Expertise, Great Fortitude, Power Attack, Improved Feint

Skills Bluff +26, Concentration +13, Disguise +26, Knowledge (nature) +9, Hide +20, Listen +20, Intimidate +10, Spot +20, Swim +16, Tumble +25

Possessions combat gear plus

Evasion (Ex) At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

Improved Uncanny Dodge (Ex) A rogue of 8th level or higher can no longer be flanked. This defense denies another rogue the ability to sneak attack the character by flanking her, unless the attacker has at least four more rogue levels than the target does.

Mimicry (Ex) A green hag can imitate the sounds of almost any animal found near its lair.

Spell Absorption (Su) Whenever a spell fails to penetrate Ceri's spell resistance, the hag gains one of the following benefits chosen at the time that the spell effect is resolved.

Might: It gains a +4 enhancement bonus to Strength for 1 minute.

Agility: It gains a +4 enhancement bonus to Dexterity for 1 minute.

Endurance: It gains a +4 enhancement bonus to Constitution for 1 minute.

Life: It gains temporary hit points equal to 5x the level of the failed spell.

Speed: Its speed increases by a number of feet equal to 5x the level of the failed spell.

Resistance: It gains resistance 10 to one type of energy (acid, cold, electricity, fire or sonic).

Trap Sense (Ex) At 3rd level, a rogue gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the rogue reaches 6th level, to +3 when she reaches 9th level, to +4 when she reaches 12th level, to +5 at 15th, and to +6 at 18th level.

Uncanny Dodge (Ex) Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

Weakness (Su) A green hag can weaken a foe by making a special touch attack. The opponent must succeed on a Fortitude save (DC 21) or take 2d4 points of Strength damage. The save DC is Charisma-based.

Skills A green hag has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard and can always choose to take 10 on a Swim check, even if rushed or threatened. It can use the run action while swimming provided that it swims in a straight line.

Description

MM

ENCOUNTER 7A

HEIGHTENED CHAIN LIGHTNING TRAP CR 8

Description Once past the illusionary wall in the cave, the PCs must enter the hallway to progress further into Grigor's lair. Thirty feet into the tunnel, 2 *detect thoughts* spells are ongoing (emanating 20' from the wall ahead), from two identical traps. Once the traps detect any thoughts (no Will save), they each shoot a heightened (8th level, CL 15) *chain lightning* down the 10' wide passage, striking any creatures in the two lines of effect (the entire width of the hall & part of the cave). This repeats each round on the trap's initiative for the duration of the trap (then it resets).

Search DC 28; **Type** magic

Trigger detection (*detect thoughts*) **Init** +4

Effect *chain lightning* (15d6 electricity), Reflex DC 22 half

Duration 11 rounds

Destruction AC 22, hardness 8, hp 36

Disarm Disable Device DC 33 (each square up to wall)

Dispel DC 26 (shuts down both traps)

ENCOUNTER 7B

“MAYOR” GRIGOR BIGOR

CR 11

Male shadow gnome bard 10

NE Small humanoid (gnome, extraplanar)

Init +1; **Senses** Darkvision 60 ft., low-light vision, Listen +0, Spot +0

Languages Abyssal, common, draconic, giant, gnome, flan

AC 25, touch 16, flat-footed 24

(+1 size, +1 Dex, +5 armor, +0 shield, +4 deflection, +0 insight, +4 natural)

Miss Chance concealment (50%)

hp 72 (10 HD);

Resist cold 15, *protection from energy (electricity)* evasion

Fort +10, **Ref** +12, **Will** +17

Weakness

Speed 30 ft. in +1 *mithral chain shirt* (6 squares), base movement 30 ft.

Melee masterwork rapier +7/+2 (1d4-2/18-20x2)

Ranged +1 crossbow +10 (1d6+1/19-20x2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +7; **Grp** +1

Atk Options songs, spells

Special Actions

Combat Gear +1 *mithral chain shirt*, masterwork rapier, +1 *light crossbow*, *cloak of charisma* +4, *vest of resistance* +2, *ring of misdirection*, *potion of cure moderate wounds*, ~~*potion of shield of faith* +4, *potion of barkskin* +4~~

Bard Spells Known (CL 10th):

4th (1/day)—*dominate monster* (DC 20), *freedom of movement*

3rd (3/day)—*dispel magic*, *glibness*, *fear*

2nd (5/day)—*blindness/deafness* (DC 18), *calm emotions* (DC 18), *cat's grace*, *glitterdust* (DC 18)

1st (5/day)—*charm person*, *expeditions retreat*, *grease* (DC 17), *inspirational boost*

0 (3/day)—*daze* (DC 16), *ghost sound*, *mage hand*, *message*, *prestidigitation*, *read magic*

‡ Already cast

Spell-Like Abilities (CL 10th):

1st—1/day - *speak with animals* (burrowing creatures), *dancing lights*, *ghost sound*, *prestidigitation*

‡ Already cast

Abilities Str 6, Dex 12, Con 16, Int 14, Wis 10, Cha 22

SQ

Feats Disguise Spell, Force of Personality, Lyric Spell, Versatile Performer

Skills Bluff +21, Concentration +18, Diplomacy +27, Hide +8, Knowledge (nobility) +15, Move Silently +9, Perform (oration) +21, Sense Motive +15, Spellcraft +6, Tumble +12, Use Magic Device +21

Possessions combat gear plus masterwork kits (bluff, concentration, diplomacy, hide, knowledge (nobility), perform (oratory), move silently, perform (oration), sense motive, spellcraft, tumble, use magic device), *dust of tracelessness*

Shadow Blend (Su) In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will.

Bardic Knowledge: A bard may make a special bardic knowledge check with a +12 bonus to see whether he knows some relevant information about local notable people, legendary items, or noteworthy places. (If the bard has 5 or more ranks in Knowledge (history), he gains a +2 bonus on this check.) A successful bardic knowledge check will not reveal the powers of a magic item but may give a hint as to its general function. A bard may not take 10 or take 20 on this check; this sort of knowledge is essentially random.

Bardic Music: Once per day per bard level, a bard can use his song or poetics to produce magical effects on those around him (usually including himself, if desired). While these abilities fall under the category of bardic music and the descriptions discuss singing or playing instruments, they can all be activated by reciting poetry, chanting, singing lyrical songs, singing melodies, whistling, playing an instrument, or playing an instrument in combination with some spoken performance. Each ability requires both a minimum bard level and a minimum number of ranks in the Perform skill to qualify; if a bard does not have the required number of ranks in at least one Perform skill, he does not gain the bardic music ability until he acquires the needed ranks. Starting a bardic music effect is a standard action. Some bardic music abilities require concentration, which means the bard must take a standard action each round to maintain the ability. Even while using bardic music that doesn't require concentration, a bard cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by magic word (such as wands). Just as for casting a spell with a verbal component, a deaf bard has a 20% chance to fail when attempting to use bardic music. If he fails, the attempt still counts against his daily limit.

Countersong (Su): A bard with 3 or more ranks in a Perform skill can use his music or poetics to counter magical effects that depend on sound (but not spells that simply have verbal components). Each round of the countersong, he makes a Perform check. Any creature within 30 feet of the bard (including the bard himself) that is affected by a sonic or language-dependent magical attack may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the

Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a noninstantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use the bard's Perform check result for the save. Countersong has no effect against effects that don't allow saves. The bard may keep up the countersong for 10 rounds.

Fascinate (Sp): A bard with 3 or more ranks in a Perform skill can use his music or poetics to cause one or more creatures to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the bard, and able to pay attention to him. The bard must also be able to see the creature. The distraction of nearby combat or other dangers prevents the ability from working. For every three levels a bard attains beyond 1st, he can target one additional creature with a single use of this ability. To use the ability, a bard makes a Perform check. His check result is the DC for each affected creature's Will save against the effect. If a creature's saving throw succeeds, the bard cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and listens to the song, taking no other actions, for as long as the bard continues to play and concentrate (up to a maximum of 1 round per bard level). While fascinated, a target takes a –4 penalty on skill checks made as reactions, such as Listen and Spot checks. Any potential threat requires the bard to make another Perform check and allows the creature a new saving throw against a DC equal to the new Perform check result. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the target, automatically breaks the effect. *Fascinate* is an enchantment (compulsion), mind-affecting ability.

Inspire Courage (Su): A bard with 3 or more ranks in a Perform skill can use song or poetics to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to hear the bard sing. The effect lasts for as long as the ally hears the bard sing and for 5 rounds thereafter. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 morale bonus on attack and weapon damage rolls. At 8th level, and every six bard levels thereafter, this bonus increases by 1 (+2 at 8th, +3 at 14th, and +4 at 20th). Inspire courage is a mind-affecting ability.

Inspire Competence (Su): A bard of 3rd level or higher with 6 or more ranks in a Perform skill can use his music or poetics to help an ally succeed at a task. The ally must be within 30 feet and able to see and hear the bard. The bard must also be able to see the ally. The ally gets a +2 competence bonus on skill checks with a particular skill as long as he or she continues to hear the bard's music. Certain uses of this ability are infeasible. The effect lasts as

long as the bard concentrates, up to a maximum of 2 minutes. A bard can't inspire competence in himself. Inspire competence is a mind-affecting ability.

Suggestion (Sp): A bard of 6th level or higher with 9 or more ranks in a Perform skill can make a *suggestion* (as the spell) to a creature that he has already fascinated (see above). Using this ability does not break the bard's concentration on the *fascinate* effect, nor does it allow a second saving throw against the *fascinate* effect. Making a *suggestion* doesn't count against a bard's daily limit on bardic music performances. A Will saving throw (DC 10 + 1/2 bard's level + bard's Cha modifier) negates the effect. This ability affects only a single creature (but see *mass suggestion*, below). *Suggestion* is an enchantment (compulsion), mind-affecting, language dependent ability.

Inspire Greatness (Su): A bard of 9th level or higher with 12 or more ranks in a Perform skill can use music or poetics to inspire greatness in himself or a single willing ally within 30 feet, granting him or her extra fighting capability. For every three levels a bard attains beyond 9th, he can target one additional ally with a single use of this ability (two at 12th level, three at 15th, four at 18th). To inspire greatness, a bard must sing and an ally must hear him sing. The effect lasts for as long as the ally hears the bard sing and for 5 rounds thereafter. A creature inspired with greatness gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply the target's Constitution modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of spells that are Hit Dice dependant. Inspire greatness is a mind-affecting ability.

Description

Lords of Madness

BRAN

CR 11

Male shadow human rogue 5/assassin 5

NE Medium humanoid (extraplanar)

Init +7; **Senses** Darkvision 60 ft., low-light vision, Listen +16, Spot +16

Languages Common, Draconic, Flan, Gnome

AC 26, touch 18, flat-footed 26

(+0 size, +3 Dex, +5 armor, +5 deflection, +3 natural)

Miss Chance concealment (50%)

hp 62 (10 HD)

Resist cold 15, *protection from energy (electricity)*; evasion, improved uncanny dodge, uncanny dodge

Fort +8 (+10 against poison), **Ref** +14, **Will** +7

Speed 45 ft. in +1 *mithral chain shirt* (9 squares), base movement 45 ft.

Melee +1 *deadly precision rapier* +10/+5 (1d6+2/18-20x2 plus 8d6 sneak attack)

Ranged +1 mighty (+1) composite shortbow +10/+5 (1d6+2/x3 plus 6d6 sneak attack)

Space 5 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +7

Atk Options Death attack (DC 21)

Special Actions

Combat Gear +1 mithral chain shirt, +1 deadly precision rapier, +1 composite shortbow, *potion of cure moderate wounds*, *lesser crystal of lifedrink*, *potion of shield of faith* +5, *potion of barkskin* +3

Assassin Spells Known (CL 5th):

3rd (1/day)—*deep slumber*, *false life*

2nd (3/day)—*invisibility*, *spider climb*, *undetectable alignment*

1st (5/day)—*feather fall*, *ghost sound*, *jump*, *true strike*

‡ Already cast

Spell-Like Abilities (CL 5th):

1st—*mirror image* 1/day

‡ Already cast

Abilities Str 12, Dex 16, Con 14, Int 18, Wis 12, Cha 8

SQ uncanny dodge

Feats Ability Focus (death attack), Combat Reflexes, Darkstalker, Improved Initiative, Weapon Finesse

Skills Disable Device +20, Disguise +7, Hide +18, Listen +16, Move Silently +23, Open Lock +16, Perform (dance) +7, Search +20, Slight of Hand +13, Spot +16, Tumble +16,

Possessions combat gear plus *vest of resistance* +2, *gloves of dexterity* +2, *headband of intellect* +2, *ring of misdirection*, *dust of disappearance*

Death Attack If an assassin studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, then the sneak attack has the additional effect of possibly either paralyzing or killing the target (assassin's choice). While studying the victim, the assassin can undertake other actions so long as his attention stays focused on the target and the target does not detect the assassin or recognize the assassin as an enemy. If the victim of such an attack fails a Fortitude save (DC 21) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6 rounds plus 1 round per level of the assassin. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the assassin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds. If a death attack is attempted and fails (the victim makes her save) or if the assassin does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

Poison Use: Assassins are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Shadow Blend (Su) In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial

illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will.

Skills Shadow creatures gain a +6 racial bonus to Move Silently.

Description

“QUEEN” RACHEL CARROCK

CR 11

Female shadow svirfneblin gnome illusionist 6 /shadowcraft mage 3

NE Small humanoid (gnome, extraplanar)

Init +2; **Senses** darkvision 120 ft., Earth Sense 20 ft. (see feat), low-light vision; Listen +3, Spot +1

Languages Common, Draconic, Giant, Gnome, Undercommon

AC 21, touch 17, flat-footed 15

(+1 size, +2 Dex, +4 dodge, +4 *mage armor*)

Miss Chance concealment (50%) OR cloak of shadows (30%)

hp 38 (9HD)

Resist cold 14, *protection from energy (electricity)*, evasion; **SR** 20

Fort +12 **Ref** +12 **Will** +16 (add +2 vs. illusions); +2 luck bonus included (shadow)

Speed 30 ft. (6 squares)

Melee dagger +2 (1d2-2)

Ranged light crossbow +6 (1d6)

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** -2

Atk Options mimic conjuration and evocation with shadow illusion spells, spell-like abilities, scrolls

Special Actions detect creatures on ground within 20 ft.

Combat Gear *potion of lesser restoration* x2, *scroll of ray of enfeeblement* x2, *scroll of dispel magic* x2

Illusionist Spells Prepared (CL 9th): Save DC 15 + spell Level (+2 for Illusion spells)

5th — *heightened silent image* (treated as 6th level illusion spell, DC 23), *heightened silent image* (treated as 6th level illusion spell, DC 23), *heightened silent image* (treated as 6th level illusion spell, DC 23)

4th — *greater invisibility*, *sensory deprivation* (DC 21), *shadow well* (DC 21), *heightened silent image* (treated as 5th level illusion spell, DC 22)

3rd — *heightened darkness* (treated as 4th level spell due to Earth Spell), *cone of dimness* (DC 20), *fireball*, *shadow binding* (DC 20), *blink*

2nd — *hypnotic pattern* (DC 19), *phantasmal assailants* x2 (DC 19), *shadow spray* (DC 19), *darkness* x2

1st— *mage armor* ‡, *ray of enfeeblement* x2, *color spray* x2, *shield*, *heightened silent image* (treated as 2nd level illusion spell, DC 19)

0— *silent image*, *silent image*, *silent image*, *silent image*

Spell-Like Abilities (CL 9th):

1/day — *blindness/deafness* (DC 13), *blur*, *disguise self*, *mirror image** (*shadow ability; CL 5th). Save DC is Charisma-based.

‡ Already cast

Abilities Str 6, Dex 14, Con 14, Int 17 (21), Wis 13, Cha

6

SQ nondetection, illusion specialization (prohibited schools: Divination, Enchantment)

Feats Greater Spell Focus (illusion), Earth Sense, Earth Spell, Heighten Spell, Spell Focus (illusion)

Skills Bluff +2, Concentration +14, Hide +16 (+18 underground), Knowledge (arcana) +13, Knowledge (the planes) +9, Spellcraft +17

Possessions combat gear plus *cloak of resistance* +3, *headband of intellect* +4, *pearl of power* 2nd-4th, *sending stone*, *shadow mantle*

Cloak of Shadows (Su) A shadowcraft mage can cloak her form in shifting shadows. While the cloak of shadows is active, attacks against the shadowcraft mage have a miss chance equal to 15% +5% per class level (30%). Darkvision and low-light vision offer no help in piercing the cloak of shadow, although anything that can see through magical darkness, or via *true seeing*, can ignore the miss chance. A shadowcloak mage can dismiss or resume this effect as a free action. While the cloak is active, a shadowcraft mage can make Hide checks as if under concealment. Cloak of shadow doesn't function in daylight, and is the equivalent of a 3rd level darkness effect for the purposes of interacting with light spells.

Evasion (Ex) As one of its special abilities, this shadow creature can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the shadow creature is wearing light armor or no armor. A helpless shadow creature does not gain the benefit of evasion.

Gnome Illusion Spells A 1st level gnome who takes the gnome illusionist racial substitution level uses her wizard level as the level for her racial spell-like abilities. Furthermore, she can prepare and cast the following illusion spells at the indicated level rather than at their normal spells level: 0 level – *silent image*, *ventriloquism*; 1st level – *Leomund's trap*, *minor image*; 2nd level – *illusory script*, *major image*; 3rd level – *illusory wall*; 4th level – *persistent image*; 5th level – *programmed image*.

In exchange for this benefit, this gnome illusionist has chosen a non-prohibited school: Transmutation, and for this school her effective caster level is equal to her actual caster level minus one. At first level she cannot cast any spells from the selected school.

Nondetection (Su) A svirfneblin has a continuous nondetection ability as the spell (caster level equal to class levels).

Shadow Blend (Su) In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will (as will darkvision).

Shadow Illusion (Su) Beginning at 3rd level, a shadowcraft mage is able to infuse some of her figments (see list below) with material from the Plane

of Shadow, making them partially real. The subschool of these spells changes from figment to shadow. A shadowcraft mage can use the altered spell to mimic any sorcerer or wizard conjunction (summoning), conjunction (creation), or evocation spell at least one level lower than the illusion spell. The altered spell functions identically to *shadow conjunction* or *shadow evocation* spell, save that the spell's strength equals 10% per level of the figment spell used.

For example, the gnome shadowcraft mage presented here could use her 5th level *heightened silent image*, which is treated as a 6th level spell due to her Earth Spell feat (as long as she's standing stone or earth), to spontaneously duplicate *cone of cold* (a 5th level spell). For this spell she would be considered a caster level 15 (see Earth Spell feat), and the Will save to disbelieve would be DC 23. If the target creature succeeds on her Will save to disbelieve the shadow spell, the spell would deal 60% (10% x 6th level illusion spell) of its normal damage to that creature.

A shadowcraft mage can apply shadow illusion to any of the following figment spells: *silent image*, *minor image*, *major image*, *persistent image*, and *programmed illusion*.

Silent Illusion (Ex) After a shadowcraft mage reaches 2nd level, all spells from the illusion school that she casts no longer require a verbal component, as if the Silent Spell feat had been applied to them. The levels and casting times of these illusion spells don't change, however. If a shadowcraft mage casts a spell that can't be affected by the Silent Spell feat (i.e. a bard spell), this ability has no effect on those spells.

Skills Shadow creatures gain a +6 racial bonus to Move Silently.

Description
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APPENDIX 5 – APL 12

ENCOUNTER 5

CERI

CR 14

Female spellwarped green hag Rogue 11

NE Medium aberration

Init +4; **Senses** darkvision 90 ft.; Listen +23, Spot +23

Languages Common, Giant, Gnome

AC 27, touch 14, flat-footed 23; improved uncanny dodge, uncanny dodge (+4 Dex, +13 natural)

hp 164 (20 HD); evasion

SR 31

Fort +12, **Ref** +17; trap sense **Will** +9;

Speed 30 ft. (6 squares); swim 30 ft.

Melee 2 claws +24 each (1d4+7)

Space 5 ft.; **Reach** 5 ft.

Base Atk +17; **Grp** +24

Atk Options crippling strike, sneak attack (+6d6), weakness,

Special Actions evasion, improved uncanny dodge, uncanny dodge

Combat Gear *potion of lesser restoration x2*

Spell-Like Abilities (CL 9th):

At will – *dancing lights*, *disguise self*, *ghost sound* (DC 15), *invisibility*, *pass without trace*, *tongues*, *water breathing*. Save DC is Charisma-based

† Already cast

Abilities Str 25, Dex 18, Con 18, Int 17, Wis 11, Cha 20

SQ mimicry, spell absorption, trapfinding, trap sense

Feats Ability Focus (Weakness), Blind-fight, Combat Casting, Combat Expertise, Great Fortitude, Power Attack, Improved Feint

Skills Bluff +28, Concentration +13, Disguise +28, Knowledge (local – Sheldomar) +10, Knowledge (nature) +10, Hide +20, Listen +23, Intimidate +15, Spot +23, Swim +16, Tumble +25

Possessions combat gear plus

Evasion (Ex) At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

Crippling Strike (Ex) A rogue with this ability can sneak attack opponents with such precision that her blows weaken and hamper them. An opponent damaged by one of her sneak attacks also takes 2 points of Strength damage. Ability points lost to damage return on their own at the rate of 1 point per day for each damaged ability.

Improved Uncanny Dodge (Ex) A rogue of 8th level or higher can no longer be flanked. This defense denies another rogue the ability to sneak attack the

character by flanking her, unless the attacker has at least four more rogue levels than the target does.

Mimicry (Ex) A green hag can imitate the sounds of almost any animal found near its lair.

Spell Absorption (Su) Whenever a spell fails to penetrate Ceri's spell resistance, the hag gains one of the following benefits chosen at the time that the spell effect is resolved.

Might: It gains a +4 enhancement bonus to Strength for 1 minute.

Agility: It gains a +4 enhancement bonus to Dexterity for 1 minute.

Endurance: It gains a +4 enhancement bonus to Constitution for 1 minute.

Life: It gains temporary hit points equal to 5x the level of the failed spell.

Speed: Its speed increases by a number of feet equal to 5x the level of the failed spell.

Resistance: It gains resistance 10 to one type of energy (acid, cold, electricity, fire or sonic).

Trap Sense (Ex) At 3rd level, a rogue gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the rogue reaches 6th level, to +3 when she reaches 9th level, to +4 when she reaches 12th level, to +5 at 15th, and to +6 at 18th level.

Uncanny Dodge (Ex) Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

Weakness (Su) A green hag can weaken a foe by making a special touch attack. The opponent must succeed on a Fortitude save (DC 21) or take 2d4 points of Strength damage. The save DC is Charisma-based.

Skills A green hag has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard and can always choose to take 10 on a Swim check, even if rushed or threatened. It can use the run action while swimming provided that it swims in a straight line.

Description

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ENCOUNTER 7A

HEIGHTENED CHAIN LIGHTNING TRAP CR 10

Description Once past the illusory wall in the cave, the PCs must enter the hallway to progress further into Grigor's lair. Thirty feet into the tunnel, 2 *detect thoughts* spells are ongoing (emanating 20' from the wall ahead), from two identical traps. Once the traps

detect any thoughts (no Will save), they each shoot a heightened (9th level, CL 20) *chain lightning* down the 10' wide passage, striking any creatures in the two lines of effect (the entire width of the hall & part of the cave). This repeats each round on the trap's initiative for the duration of the trap (then it resets).

Search DC 30; **Type** magic

Trigger detection (*detect thoughts*) **Init** +5

Effect *chain lightning* (20d6 electricity), Reflex DC 23 half

Duration 13 rounds

Destruction AC 25, hardness 8, hp 45

Disarm Disable Device DC 34 (each square up to wall)

Dispel DC 31 (shuts down both traps)

ENCOUNTER 7B

"MAYOR" GRIGOR BIGOR **CR 13**

Male shadow gnome bard 12

NE Small humanoid (gnome, extraplanar)

Init +2; **Senses** Darkvision 60 ft., low-light vision, Listen +0, Spot +0

Languages Abyssal, common, draconic, giant, gnome, flan

AC 28, touch 18, flat-footed 26

(+1 size, +2 Dex, +5 armor, +5 deflection, +5 natural)

Miss Chance concealment (50%)

hp 98 (12 HD);

Resist cold 15, *protection from energy (electricity)*, evasion

Fort +12, **Ref** +14, **Will** +19

Weakness

Speed 30 ft. in +1 *mithral chain shirt* (6 squares), base movement 30 ft.

Melee masterwork rapier +9/+4 (1d4-2/18-20x2)

Ranged +1 crossbow +13 (1d6+1/19-20x2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +9; **Grp** +3

Atk Options songs, spells

Special Actions

Combat Gear +1 *mithral chain shirt*, masterwork rapier, +1 *light crossbow*, *cloak of charisma* +6, *gloves of dexterity* +2, *headband of intellect* +2, *amulet of health* +2, *vest of resistance* +2, *ring of misdirection*, *potion of cure moderate wounds*, ~~*potion of shield of faith*~~ +5, ~~*potion of barkskin*~~ +5

Bard Spells Known (CL 12th):

4th (3/day)—*break enchantment*, *dominate monster* (DC 21), *freedom of movement*

3rd (5/day)—*dispel magic*, *glibness*, *fear*

2nd (5/day)—*blindness/deafness* (DC 19), *calm emotions* (DC 19), *cat's grace*, *glitterdust* (DC 19)

1st (5/day)—*charm person*, *expeditious retreat*, *grease* (DC 18), *inspirational boost*

0 (3/day)—*daze* (DC 17), *ghost sound*, *mage hand*, *message*, *prestidigitation*, *read magic*

‡ Already cast

Spell-Like Abilities (CL 12th):

1st—1/day - *speak with animals* (burrowing creatures), *dancing lights*, *ghost sound*, *prestidigitation*

‡ Already cast

Abilities Str 6, Dex 14, Con 18, Int 16, Wis 10, Cha 25

SQ fast healing 2

Feats Disguise Spell, Force of Personality, Lyric Spell, Subsonics, Versatile Performer

Skills Bluff +24, Concentration +21, Diplomacy +30, Hide +9, Knowledge (nobility) +18, Move Silently +10, Perform (oration) +24, Sense Motive +17, Spellcraft +7, Tumble +15, Use Magic Device +24

Possessions combat gear plus masterwork kits (bluff, concentration, diplomacy, hide, knowledge (nobility), perform (oratory), move silently, perform (oration), sense motive, spellcraft, tumble, use magic device), *dust of tracelessness*

Shadow Blend (Su) In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will.

Bardic Knowledge: A bard may make a special bardic knowledge check with a +15 bonus to see whether he knows some relevant information about local notable people, legendary items, or noteworthy places. (If the bard has 5 or more ranks in Knowledge (history), he gains a +2 bonus on this check.) A successful bardic knowledge check will not reveal the powers of a magic item but may give a hint as to its general function. A bard may not take 10 or take 20 on this check; this sort of knowledge is essentially random.

Bardic Music: Once per day per bard level, a bard can use his song or poetics to produce magical effects on those around him (usually including himself, if desired). While these abilities fall under the category of bardic music and the descriptions discuss singing or playing instruments, they can all be activated by reciting poetry, chanting, singing lyrical songs, singing melodies, whistling, playing an instrument, or playing an instrument in combination with some spoken performance. Each ability requires both a minimum bard level and a minimum number of ranks in the Perform skill to qualify; if a bard does not have the required number of ranks in at least one Perform skill, he does not gain the bardic music ability until he acquires the needed ranks. Starting a bardic music effect is a standard action. Some bardic music abilities require concentration, which means the bard must take a standard action each round to maintain the ability. Even while using bardic music that doesn't require concentration, a bard cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by magic word (such as wands). Just as for casting a spell with a verbal component, a deaf bard has a 20% chance to fail when attempting to use bardic music. If he fails, the attempt still counts against his daily limit.

Countersong (Su): A bard with 3 or more ranks in a Perform skill can use his music or poetics to counter magical effects that depend on sound (but not spells that simply have verbal components). Each round of the countersong, he makes a Perform check. Any creature within 30 feet of the bard (including the bard himself) that is affected by a sonic or language-dependent magical attack may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a noninstantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use the bard's Perform check result for the save. Countersong has no effect against effects that don't allow saves. The bard may keep up the countersong for 10 rounds.

Fascinate (Sp): A bard with 3 or more ranks in a Perform skill can use his music or poetics to cause one or more creatures to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the bard, and able to pay attention to him. The bard must also be able to see the creature. The distraction of nearby combat or other dangers prevents the ability from working. For every three levels a bard attains beyond 1st, he can target one additional creature with a single use of this ability. To use the ability, a bard makes a Perform check. His check result is the DC for each affected creature's Will save against the effect. If a creature's saving throw succeeds, the bard cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and listens to the song, taking no other actions, for as long as the bard continues to play and concentrate (up to a maximum of 1 round per bard level). While fascinated, a target takes a -4 penalty on skill checks made as reactions, such as Listen and Spot checks. Any potential threat requires the bard to make another Perform check and allows the creature a new saving throw against a DC equal to the new Perform check result. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the target, automatically breaks the effect. *Fascinate* is an enchantment (compulsion), mind-affecting ability.

Inspire Courage (Su): A bard with 3 or more ranks in a Perform skill can use song or poetics to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to hear the bard sing. The effect lasts for as long as the ally hears the bard sing and for 5 rounds thereafter. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 morale bonus on attack and weapon damage rolls. At 8th level, and every six bard levels thereafter, this bonus increases by 1 (+2

at 8th, +3 at 14th, and +4 at 20th). Inspire courage is a mind-affecting ability.

Inspire Competence (Su): A bard of 3rd level or higher with 6 or more ranks in a Perform skill can use his music or poetics to help an ally succeed at a task. The ally must be within 30 feet and able to see and hear the bard. The bard must also be able to see the ally. The ally gets a +2 competence bonus on skill checks with a particular skill as long as he or she continues to hear the bard's music. Certain uses of this ability are infeasible. The effect lasts as long as the bard concentrates, up to a maximum of 2 minutes. A bard can't inspire competence in himself. Inspire competence is a mind-affecting ability.

Suggestion (Sp): A bard of 6th level or higher with 9 or more ranks in a Perform skill can make a *suggestion* (as the spell) to a creature that he has already fascinated (see above). Using this ability does not break the bard's concentration on the *fascinate* effect, nor does it allow a second saving throw against the *fascinate* effect. Making a *suggestion* doesn't count against a bard's daily limit on bardic music performances. A Will saving throw (DC 10 + 1/2 bard's level + bard's Cha modifier) negates the effect. This ability affects only a single creature (but see *mass suggestion*, below). *Suggestion* is an enchantment (compulsion), mind-affecting, language dependent ability.

Inspire Greatness (Su): A bard of 9th level or higher with 12 or more ranks in a Perform skill can use music or poetics to inspire greatness in himself or a single willing ally within 30 feet, granting him or her extra fighting capability. For every three levels a bard attains beyond 9th, he can target one additional ally with a single use of this ability (two at 12th level, three at 15th, four at 18th). To inspire greatness, a bard must sing and an ally must hear him sing. The effect lasts for as long as the ally hears the bard sing and for 5 rounds thereafter. A creature inspired with greatness gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply the target's Constitution modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of spells that are Hit Dice dependant. Inspire greatness is a mind-affecting ability.

Song of Freedom (Sp): A bard of 12th level or higher with 15 or more ranks in a Perform skill can use music or poetics to create an effect equivalent to the *break enchantment* spell (caster level equals the character's bard level). Using this ability requires 1 minute of uninterrupted concentration and music, and it functions on a single target within 30 feet. A bard can't use *song of freedom* on himself.

Description
Lords of Madness

BRAN**CR 13**

Male shadow human rogue 5/assassin 7

NE Medium humanoid (extraplanar)

Init +8; **Senses** Darkvision 60 ft., low-light vision, Listen +18, Spot +18**Languages** Common, Draconic, Flan, Gnome**AC** 29, touch 19, flat-footed 29

(+0 size, +4 Dex, +5 armor, +5 deflection, +5 natural)

Miss Chance concealment (50%)**hp** 86 (12 HD)**Resist** cold 15, *protection from energy (electricity)*; evasion, improved uncanny dodge, uncanny dodge**Fort** +12 (+15 against poison), **Ref** +19, **Will** +10**Speed** 45 ft. in +1 *silent shadow mithral chain shirt* (9 squares), base movement 45 ft.**Melee** +1 *deadly precision rapier* +11/+6 (1d6+2/18-20x2 plus 9d6 sneak attack)**Ranged** +1 *mighty (+1) composite shortbow* +11/+6 (1d6+2/x3 plus 7d6 sneak attack)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +8; **Grp** +9**Atk Options** Death attack (DC 24)**Special Actions****Combat Gear** +1 *mithral chain shirt*, +1 *deadly precision rapier*, +1 *composite shortbow*, *potion of cure moderate wounds*, *rod of lesser silent spell*, *lesser crystal of lifedrinking*, ~~*potion of shield of faith*~~ +5, ~~*potion of barkskin*~~ +5**Assassin Spells Known** (CL 7th):4th (1/day)—*freedom of movement*, *shadow form*3rd (3/day)—*deep slumber*, *false life*, *nondetection*2nd (5/day)—*phantom foe*, *invisibility*, *spider climb*, *undetectable alignment*1st (5/day)—*feather fall*, *ghost sound*, *jump*, *true strike*

‡ Already cast

Spell-Like Abilities (CL 5th):1st—*mirror image* 1/day

‡ Already cast

Abilities Str 12, Dex 18, Con 16, Int 21, Wis 12, Cha 8**SQ** uncanny dodge**Feats** Ability Focus, Combat Reflexes, Dodge, Darkstalker, Improved Initiative, Weapon Finesse**Skills** Disable Device +20, Disguise +7, Hide +26, Listen +18, Move Silently +32, Open Lock +19, Perform (dance) +7, Search +23, Slight of Hand +14, Spot +18, Tumble +21**Possessions** combat gear plus *vest of resistance* +4, *gloves of dexterity* +4, *headband of intellect* +4, *amulet of health* +2, *ring of misdirection*, *dust of disappearance***Death Attack** If an assassin studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, then the sneak attack has the additional effect of possibly either paralyzing or killing the target (assassin's choice). While studying the victim, the assassin can undertake other actions so long as his attention stays focused on the target and the target does not detect the assassin or recognize the assassin as an enemy.

If the victim of such an attack fails a Fortitude save (DC 24) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6 rounds plus 1 round per level of the assassin. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the assassin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds. If a death attack is attempted and fails (the victim makes her save) or if the assassin does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

Poison Use: Assassins are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.**Shadow Blend (Su)** In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will.**Skills** Shadow creatures gain a +6 racial bonus to Move Silently.**Description****“QUEEN” RACHEL CARROCK****CR 13**

Female shadow svirfneblin gnome illusionist 6 /shadowcraft mage 5

NE Small humanoid (gnome, extraplanar)

Init +2; **Senses** darkvision 120 ft., Earth Sense 20 ft. (see feat), low-light vision; Listen +3, Spot +1**Languages** Common, Draconic, Giant, Gnome, Undercommon**AC** 27, touch 17, flat-footed 21(+1 size, +2 Dex, +4 dodge, +6 *greater mage armor*, +4 *shield*)**Miss Chance** concealment (50%) OR cloak of shadows (30%) AND *blink* (50%)**hp** 46 (11HD)**Resist** cold 16, *protection from energy (electricity)*, evasion; **SR** 22**Fort** +13 **Ref** +13 **Will** +18 (add +2 vs. illusions); +2 luck bonus included (shadow)**Speed** 30 ft. (6 squares)**Melee** dagger +3 (1d2-2)**Ranged** light crossbow +7 (1d6)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +5; **Grp** -1**Atk Options** mimic conjuration/evocation with shadow illusion spells, spell-like abilities, scrolls**Special Actions** detect creatures on ground within 20 ft.**Combat Gear** *potion of lesser restoration* x2, *scroll of ray of enfeeblement* x2, *scroll of magic missile* x2, *scroll of dispel magic*, *potion of barkskin* +3.**Illusionist Spells Prepared** (CL 9th): Save DC 16 + spell Level (+2 for Illusion spells)6th — *heightened silent image* (treated as 7th level illusion spell, DC 25), *heightened silent image*

(treated as 7th level illusion spell, DC 25), *shadowy grappler* (DC 24)

5th – *heightened silent image* (treated as 6th level illusion spell, DC 24), *heightened silent image* (treated as 6th level illusion spell, DC 24), *heightened silent image* (treated as 6th level illusion spell, DC 24), *heightened silent image* (treated as 6th level illusion spell, DC 24)

4th – *greater invisibility*, *sensory deprivation* (DC 22), *shadow well* (DC 22), *heightened silent image* (treated as 5th level illusion spell, DC 23), *heightened silent image* (treated as 5th level illusion spell, DC 23)

3rd – *heightened darkness* (treated as 4th level spell due to Earth Spell), *cone of dimness* (DC 21), *fireball*, *shadow binding* (DC 21), *blink* ‡, *heightened silent image* (treated as a 4th level illusion spell, DC 22, emulates greater mage armor)

‡
2nd – *hypnotic pattern* (DC 20), *phantasmal assailants* x2 (DC 20), *shadow spray* (DC 20), *darkness* x2, *heightened silent image* (treated as 3rd level illusion spell, DC 21)

1st— *mage armor*, *ray of enfeeblement* x2, *color spray* x2, *shield* ‡, *heightened silent image* (treated as 2nd level illusion spell, DC 20)

0— *silent image*, *silent image*, *silent image*, *silent image*

Spell-Like Abilities (CL 11th):

1/day – *blindness/deafness* (DC 13), *blur*, *disguise self*, *mirror image** (*shadow ability; CL 5th). Save DC is Charisma-based.

‡ Already cast

Abilities Str 6, Dex 14, Con 14, Int 17 (23), Wis 13, Cha 6

SQ nondetection, illusion specialization (prohibited schools: Divination, Enchantment)

Feats Greater Spell Focus (illusion), Earth Sense, Earth Spell, Heighten Spell, Spell Focus (illusion)

Skills Bluff +2, Concentration +16, Hide +18 (+20 underground), Knowledge (arcana) +15, Knowledge (the planes) +9, Spellcraft +19

Possessions combat gear *plus* *cloak of resistance* +4, *headband of intellect* +6, *pearl of power* 2nd-4th, *ring of spell-battle*

Cloak of Shadows (Su) A shadowcraft mage can cloak her form in shifting shadows. While the cloak of shadows is active, attacks against the shadowcraft mage have a miss chance equal to 15% +5% per class level (30%). Darkvision and low-light vision offer no help in piercing the cloak of shadow, although anything that can see through magical darkness, or via *true seeing*, can ignore the miss chance. A shadowcloak mage can dismiss or resume this effect as a free action. While the cloak is active, a shadowcraft mage can make Hide checks as if under concealment. Cloak of shadow doesn't function in daylight, and is the equivalent of a 3rd level darkness effect for the purposes of interacting with light spells.

Evasion (Ex) As one of its special abilities, this shadow creature can avoid even magical and unusual attacks

with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the shadow creature is wearing light armor or no armor. A helpless shadow creature does not gain the benefit of evasion.

Gnome Illusion Spells A 1st level gnome who takes the gnome illusionist racial substitution level uses her wizard level as the level for her racial spell-like abilities. Furthermore, she can prepare and cast the following illusion spells at the indicated level rather than at their normal spells level: 0 level – *silent image*, *ventriloquism*; 1st level – *Leomund's trap*, *minor image*; 2nd level – *illusory script*, *major image*; 3rd level – *illusory wall*; 4th level – *persistent image*; 5th level – *programmed image*.

In exchange for this benefit, this gnome illusionist has chosen a non-prohibited school: Transmutation, and for this school her effective caster level is equal to her actual caster level minus one. At first level she cannot cast any spells from the selected school.

Nondetection (Su) A svirfneblin has a continuous nondetection ability as the spell (caster level equal to class levels).

Shadow Blend (Su) In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will (as will darkvision).

Shadow Illusion (Su) Beginning at 3rd level, a shadowcraft mage is able to infuse some of her figments (see list below) with material from the Plane of Shadow, making them partially real. The subschool of these spells changes from figment to shadow. A shadowcraft mage can use the altered spell to mimic any sorcerer or wizard conjunction (summoning), conjunction (creation), or evocation spell at least one level lower than the illusion spell. The altered spell functions identically to *shadow conjunction* or *shadow evocation* spell, save that the spell's strength equals 10% per level of the figment spell used.

For example, the gnome shadowcraft mage presented here could use her 6th level *heightened silent image*, which is treated as a 7th level spell due to her Earth Spell feat (as long as she's standing stone or earth), to spontaneously duplicate *chain lightning* (a 6th level evocation spell). For this spell she would be considered a caster level 16 (see Earth Spell feat), and the Will save to disbelieve would be DC 25. If the target creature succeeds on her Will save to disbelieve the shadow spell, the spell would deal 90% (10% x 7th level illusion spell + 20% from Powerful Shadow Magic ability [see below]) of its normal damage to that creature.

A shadowcraft mage can apply shadow illusion to any of the following figment spells: *silent image*, *minor image*, *major image*, *persistent image*, and *programmed illusion*.

Silent Illusion (Ex) After a shadowcraft mage reaches 2nd level, all spells from the illusion school that she casts no longer require a verbal component, as if the Silent Spell feat had been applied to them. The levels and casting times of these illusion spells don't change, however. If a shadowcraft mage casts a spell that can't be affected by the Silent Spell feat (i.e. a bard spell), this ability has no effect on those spells.

Extended Illusion (Ex) After a shadowcraft mage reaches 4th level, the duration of any illusion spell and/or any spell-like ability from the illusion school she casts is doubled, as if the Extend Spell feat had been applied to it. The levels and casting time of the spells and spell-like abilities don't change, however. This ability stacks with the effects of the Extend Spell feat, which still changes the spell's effective level.

Powerful Shadow Magic (Su) When a shadowcraft mage reaches 5th level, the strength of the effects created by spells like *shadow conjuration* and *shadow evocation* increases by 20%. That is, these spells are 20% more likely to affect disbelieving creatures and deal 20% more damage. This bonus also applies to figment spells transformed into shadow spells via the shadow illusion power (see above).

Skills Shadow creatures gain a +6 racial bonus to Move Silently.

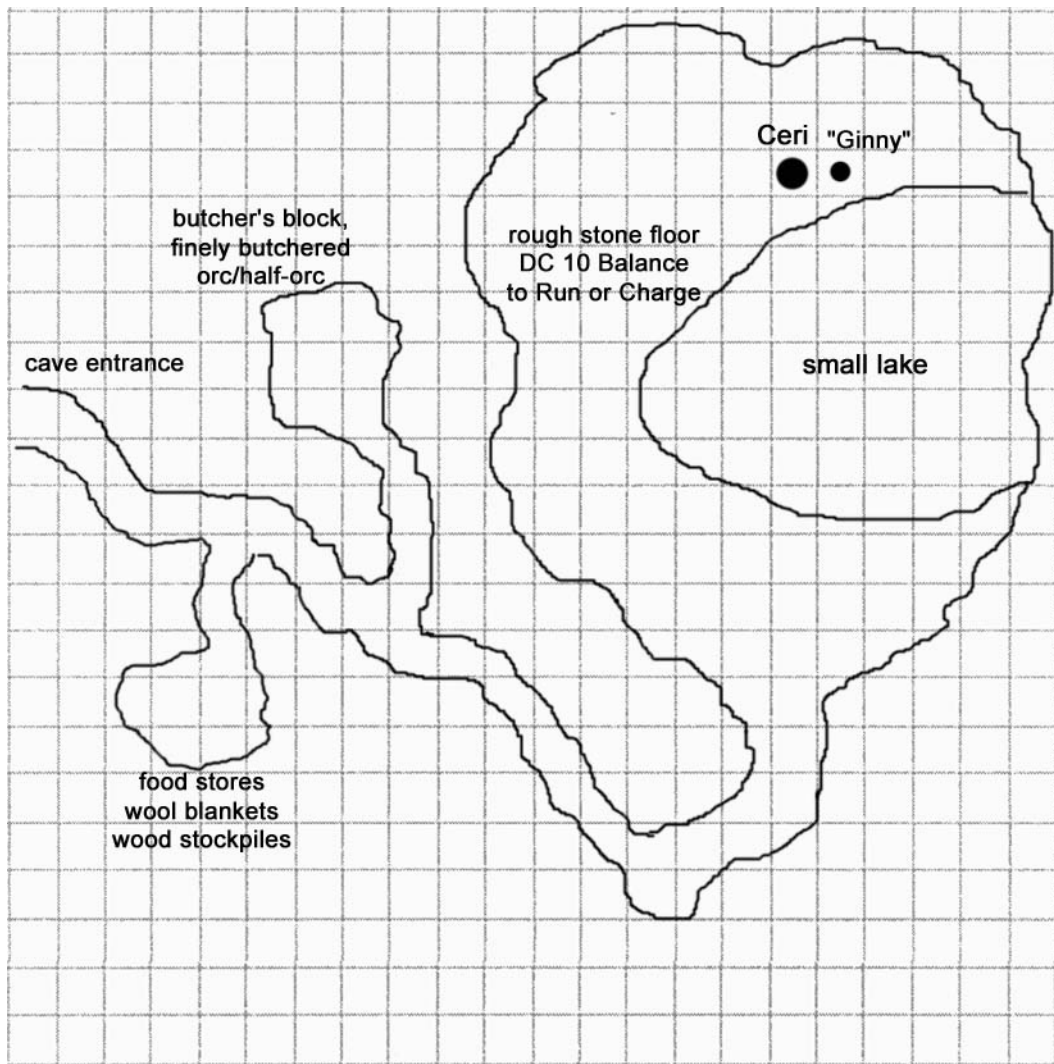
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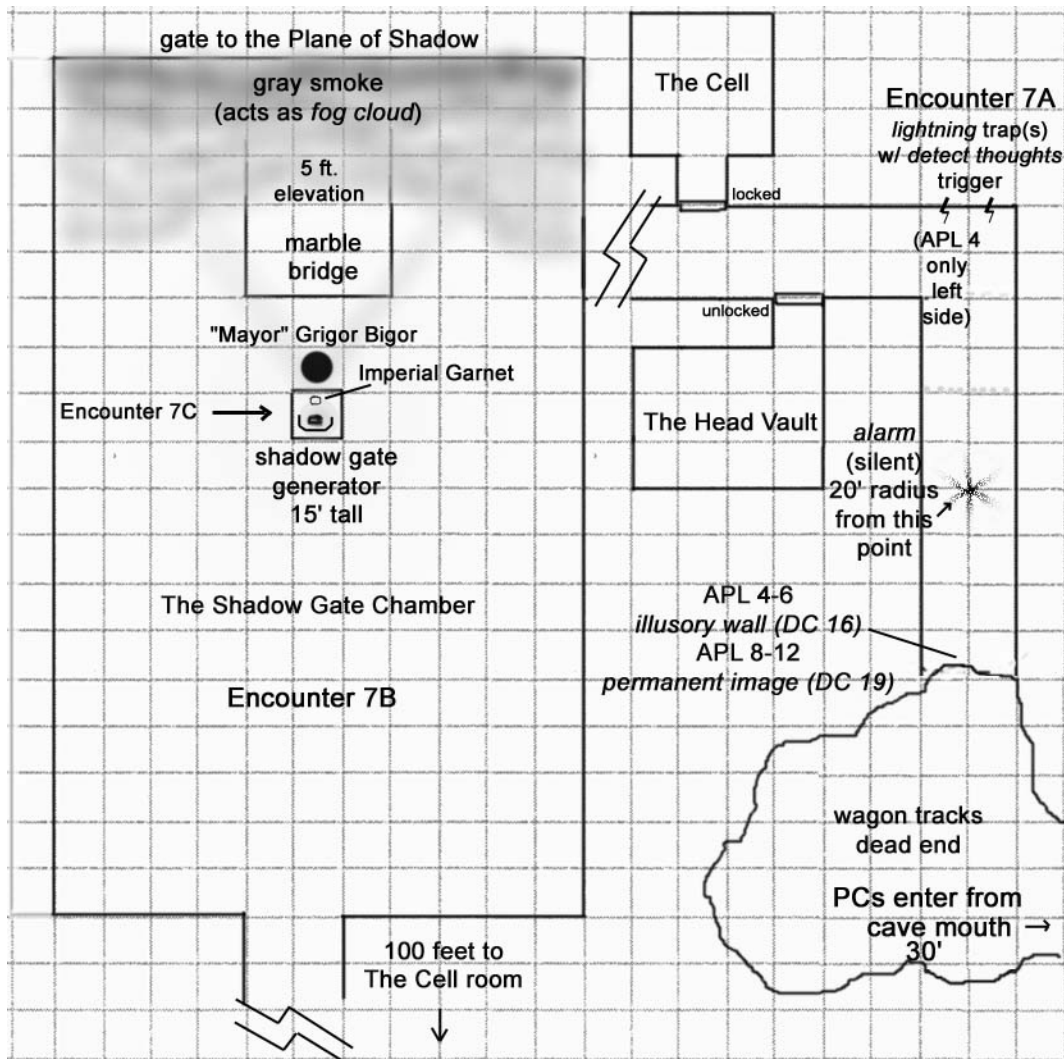
DM AID: MAP #1 – GEOFF & THE STARK MOUNDS



DM AID: MAP #2 – THE HAG’S CAVE



DM AID: MAP #3 – “MAYOR” GRIGOR’S LAIR & THE SHADOW GATE



DM AID #1: KNOWLEDGE AND SKILL CHECKS

During the Introduction or throughout the module, PCs may desire additional information on some aspects of this module (NPCs, races, etc...). This section provides some of this information.

- **Gather Information and Knowledge: Local - Sheldomar about Gnomes:**
 - **Common Knowledge:** They are Curious. Gnomes like good jokes, usually with a twist. Each gnome clan has its own personality and culture (see DM Aid: Gnomes of the Stark Mounds)
 - **DC 12:** King Garnet was entrapped in a gem, but Archmage Ingommar "Ingot" Quikbucon was there to assume the throne in their time of need.
 - **DC 15:** The clan is considered more important than the kingdom. Yet, a clan's honor is partially bound up in how well they serve their community and their kingdom.
 - **DC 20:** Many believe that the King was entrapped by an evil gnome known only as the "Golden Gnome", others think that Ingot's presence at the time of Garnet's entrapment to be more than a coincidence. Though Ingot's rise has been welcomed by many trusting gnome leaders, there are 'loyalist' clans who believe he is purposefully not doing enough to secure Garnet's release from the gem in which he is entrapped. The loyalists hold King Garnet's wife, Queen Rachel Carrock and the young princess Meranda, in high regard (though the hold no official power with King Garnet gone).
 -
- **Gather Information and Knowledge: Local about High Mage Thomlin G. Pebblebottom:**
 - **Common Knowledge:** Archmage and Loremaster Thomlin Pebblebottom is High Mage of Geoff.
 - **DC 15:** Thomlin attended Ingot's coronation ceremony when he became King of the Gnomes. Ingot made some jokes at Thomlin's expense. While the High Mage bore them with dignity, those in attendance laughed loudly.
 - **DC 16:** In his younger years he was known as the Goblin Slayer, but lost his wife and 2 of his 4 children to the giant invasion.
 - **DC 18:** Thomlin was a senior member of the Gryphon's Wrath -- a group of adventurers. Some say they were noble souls, others say they were power hungry men. Before he became High Mage, he fought in the Giant Wars and slew one of the Sakut's sons.
 - **DC 20:** Thomlin has always tried to be a father figure to the tempestuous Ingot, but always was rebuffed. It is said that, long ago, Thomlin slapped Ingot for acting childishly and Ingot never forgave him.
 - **DC 30:** It is rumored that Thomlin Pebblebottom is a highly placed figure in the Enosi Thaumaturgos, a group of wizards that most consider a myth. Supposedly Thomlin proposed Ingot as a prospective member of the group.
- **Gather Information and Knowledge: Local about Archmage Ingommar "Ingot" Quikbucon:**
 - **Common Knowledge:** Archmage Ingommar Quikbucon is a supreme master of the arcane arts, a member of the heroic band the People's Front for the Liberation of Geoff.
 - **DC 15:** He stood up against the Knights of the Watch when they stole Hochoch while the Grand Duke was away.
 - **DC 18:** Archmage "Ingot" is focused mainly on divinations and the study of the earth, but his arcane talents are broad. Ingot and his elemental familiar often spend their time traveling through the earth, exploring caverns, or traveling through the planes.
 - **DC 20:** Ingot wanted to be High Mage at one point, but Thomlin and others blocked his efforts because they feared that he was unstable and corruptible.
 - **DC 30:** It is alleged that Ingot once possessed the Cloak of Vecna, a powerful but evil artifact of the Ur-Flan. Others claim this was a rumor started by the Knights of the Watch to discredit one of their greatest opponents.
 - **DC 35:** It is rumored that Ingot now travels to other worlds and planes as an elemental creature of earth and no longer concerns himself with the matters of Geoff.
- **Survival checks for Weather:**
 - **Without Survival** It is windy, but the skies are clear.
 - **DC 10:** A snowstorm is coming and it will snow until late morning, but should be a light accumulation.
 - **DC 15:** It will storm again in four days.

DM AID #2 – CHURCH OF AZMEKIDOM

Azmekidom (äz-MƏK-ī-dōm) is shown as a gray robed philosopher wearing a thin crown, clutching a tome, and concealing a dagger. His physical features are hidden and vague. Azmekidom's followers refer to him as the "Prudent Despot" or the "Unapproachable," references to his unmatched knowledge and power. His symbol is either a stylized "AZ" or a golden crown balanced on an iron wedge, representing the skill required to maintain power. Azmekidom teaches his followers to take the "middle path" while obtaining and keeping power through prudence. Dominion, knowledge, and wealth are the three main sources of power. These three sources of power appeal to different worshippers: Dominion – rulers and military leaders (possibly bards due to fame), Knowledge – sages and wizards, and Wealth – merchants and rogues. Azmekidom has limited respect for any deity that wields power with discretion, but opposes those that are abusive. His maxims include, "either make a man your friend or put it out of his power to be your enemy. The weak rely upon mercy, the strong rely upon themselves."

The faith values skill and prudence above all else. Good fortune also plays a part, but Azmekidom controls this. This philosophy attracts ambitious thinkers and adventurers driven by power. It also leads to a somewhat fluid church hierarchy where subordinates can rise to positions of power if they make wise gambles. However, those that do not follow the middle path will be punished because of their excesses. This includes any abuse of power, but generally focuses on the three main sources of imbalance: cruelty/permissiveness, arrogance/ignorance, and greed/profligacy. This differentiates Azmekidom from other 'power' gods who merely seek power without any balance. It also gives his followers a secondary purpose: safeguarding and advising those worthy of power and preventing or destroying those who are unworthy. Therefore, stopping the assassination of an effective king, collecting forgotten lore in order to gain influence with a local sage, or taking powerful magic items from an inept wizard or the followers of a murderous deity are the sorts of quests the Prudent Despot encourages.

Azmekidom's temple ("Fasthold") is mostly an extensive library, dedicated to stockpiling records and information on sources of power. The church actively uses this stockpile to gain valuable contacts and to influence and persuade those with power. The Fasthold is sparsely decorated with symbols of power and authority: crowns, rods, and thrones are common choices. Half of the Fasthold is open to non-adherents ("Minions") for research. The rest of the Fasthold is restricted, containing sacred texts and rooms for rituals and instruction. Some rooms are set aside for non-adherents and followers to make oaths to Azmekidom. The oaths generally involve passing one's hand through a heatless flame, called the Oathflame, which wreathes a sacred circlet called "The Crown of Despots." The most sacred room is the Welkin of the Unapproachable, which contains a large pool of water. Followers claim that spellcasting ability, both divine and arcane, is granted by a ritual conducted there.

The Church of Azmekidom is peculiar because of its unusual origin. Believers claim that Azmekidom was carried in a sack for years before he rose to power. During this time, the religion's early followers gained the favor and support of many significant and powerful Gyri. For this reason, followers generally wear the holy symbol of Azmekidom on a small sack hung around their necks. This practice draws some criticism from non-worshippers, who mock the zeal of those who follow the "bag-god." However, few can deny that the small church has significant resources and potent connections within Geoff's government.

More information can be found in the Geoff Religious Meta-Organizations Book

POC Contact: Paul Ellison, lauper25@gmail.com

DM AID #3: GNOME CLANS OF THE STARK MOUNDS

Carrock clan mines steel deep to make the warriors' steel skins & the earth always calls to them (said to have some sverfneblin blood).

Clinktock clan are storytellers that walk the lands cloaked in shadow (illusionists, & bards.)

Garnell clan makes the nails that hold the kingdom together and the steel skins that protect our protectors (smiths.)

Geomic clan have always enjoyed the geometric patterns on the fish they catch and are known for their wild wanderings.

Goman clan heard the call of the earth and grew their farms in its embrace (underground farming [esp. fungi].)

Jerafayne clan are always watching over their flocks as Garl watches over them, and us all.

Leemal clan always cut their gems under the watchful eyes of steel skins lest their work soon departs.

Parnson clan find that work is never done, but the stories of Garl can bring a smile to even the most tired farmer's face

Quikbucon clan were both quick & gone before the war, with all the gold & silver that they had formed.

Qumancer clan are engineers of such skill, that some think that Qumancery is a magical art taught by Nebelun

Ramsees clan are traders of old that keep food & cheer always flowing in to our hearths, as Garl's cheer flows into our hearts, even in these hardest of days.

Reslin clan carve the bones of the earth to provide beauty & homes for the steel skins that protect us all (stone carvers.)

Thomkin clan are hunters that wander far in search of their wild game.

DM'S REFERENCE TO PLAYER HANDOUT #0A: UNIQUE ROLE-PLAYING OPPORTUNITY

The Judge has selected you for a special role-playing opportunity. You have the chance to play a True Neutral NPC with motives contrary to those of your adventuring group. This NPC will temporarily replace your PC, but looks exactly like your PC and has all the same equipment. Just use your character sheet. The Judge has selected you as the person best able to play this role. You can accept or decline. Simply write "**Replace - YES**" if you accept or "**Replace - NO**" if you do not, on the Player Handout 1 that you have received and return it to the Judge when asked. If you decline return these two Handouts as well. Also, if you decline, then your PC is not replaced. No one else's PC is replaced either. If you accept, then your PC will be replaced at a time designated in another handout, but will NOT be harmed and will return at a critical point in the module.

DM'S REFERENCE TO PLAYER HANDOUT #0B: THE SHADOW PC'S ROLE

You have accepted this special role-playing opportunity. Right after your PC finishes playing bar room games at the Twilight Tavern and Inn in this module and before your PC leaves the inn, it is assumed your PC will go, by him or herself, to the bathroom or visit a room to stow his or her equipment. At this point your PC is replaced by an NPC with the Shadow Template ("Shadow PC") who looks exactly like your PC and has all the same equipment. Indicate to the judge that you have begun playing the Shadow PC by stacking a few dice on top of each other. Here are some rules when you are playing the Shadow PC:

- **All standard LG rules of conduct apply. You are still a Player in an LG RPGA event.**
- **You CANNOT attack any PCs. You are not strong enough by yourself to win anyway.**
- **You CANNOT steal from any PC.**
- **Be subtle and clever. You don't want your cover blown. Otherwise you will sit out a good chunk of the module. Also, DO NOT ruin the module for the other players.**

The Shadow PC is a little confused by its recent arrival on the Prime Material Plane, but it has received specific instructions:

General: You are in the service of a vanguard force from the Plane of Shadows that has taken over Gopherton. You want to divert PCs away from discovering this and the true identity of Grigor Bigor Gopherhead as a leader in this Shadow army.

"Ginny": When your Shadow PC encounters the NPC "Ginny" you will start trying to mess up the investigation. Try to convince the PCs that "Ginny" has probably been *Charmed* or tricked with an illusion to get him to believe the things he believes. When the discussion comes up, try to convince the PCs that the child should go back to his father. "After all, this old lady is obviously creepy and crazy!"

Mass Grave: Try to convince the PCs that the bodies could be gnomes killed by the hag(s) or another monster in the area. "Gnomes don't kill gnomes, well maybe in Greyhawk, but not in the Stark Mounds and certainly not within their own clan!"

When you approach Grigor's Lair, a cave with three trees on top of it: Don't volunteer to do anything helpful unless asked. If you are asked to help, then do it.

When your PC is discovered: Try to convince other PCs that the Shadow PC is the real PC. The judge will briefly play your PC. However, eventually the other PCs will figure it out. At that point, your Shadow PC is allowed to deliver a short "villainous monologue" (complete with evil laugh) during which you can reveal everything listed in this Handout! Once your monologue is done you immediately switch back to controlling your PC and the Judge controls the Shadow PC.

DM AID: NEW RULES

NEW FEATS

Darkstalker (*Lords of Madness*)

Prerequisite: None.

Benefit: When you hide, creatures with blindsense, blindsight, scent, or tremorsense must make a Listen check or a Spot check (whichever DC is higher) to notice you, just as sighted creatures would make Spot checks to detect you. You cannot hide in plain sight unless you have that ability as a class feature. In addition, you can flank creatures that have the all-around vision special ability.

Disguise Spell (*Complete Adventurer*)

Prerequisite: Perform (any) 9 ranks, bardic music.

Benefit: You can cast spells unobtrusively, mingling verbal and somatic components into your performances. To disguise a spell, make a Perform check as part of the action used to cast the spell. Onlookers must match or exceed your check result with a Spot check to detect that you're casting a spell (your performance is obvious to everyone in the vicinity, but the fact that you are casting a spell isn't). Unless the spell visibly emanates from you, or observers have some other means of determining its source, they don't know where the effect came from. A disguised spell can't be identified with a Spellcraft check, even by someone who realizes you're casting a spell. The act of casting still provokes attacks of opportunity as normal.

Earth Sense (*Races of Stone*)

Prerequisite: Con 13, Wis 13.

Benefit: As long as you are touching the ground, you can take a move action to sense the number of creatures within 20 feet that are also touching the ground and the direction to each one. You cannot pinpoint the location of any creature with this feat.

Earth Spell (*Races of Stone*)

Prerequisite: Earth Spell, Heighten Spell, Con 13, Wis 13.

Benefit: As long as you are standing on stone or unworked earth (including normal soil), you can use the Heighten Spell feat to added effect. If you cast a spell using a spell slot one higher than the spell's actual level, the spell is treated as a spell two levels higher and your effective caster level is treated as one level higher. If you use a spell slot two levels higher, the spell is treated as if it were three levels higher and your effective caster level is increased by two, and so on. You cannot gain the benefit of this feat when casting a spell with the air, fire or water descriptor.

Force of Personality (*Complete Adventurer*)

Prerequisite: Cha 13.

Benefit: You add your Charisma modifier (instead of your Wisdom modifier) to Will saves against mind-affecting spells and abilities.

Lyric Spell (*Complete Adventurer*)

Prerequisite: Bardic music, Perform 9 ranks, ability to spontaneously cast 2nd level arcane spells.

Benefit: You can expend daily uses of your bardic music to cast any arcane spell that you know and can cast spontaneously. You must still use an action to cast the spell (following the normal rules for casting time), but using the Lyric Spell feat counts as part of the spellcasting action. Casting a spell requires one use of your bardic music ability, plus one additional use per level of the spell. For example, casting a 3rd level spell requires four daily uses of your bardic music ability.

Subsonics (*Complete Adventurer*)

Prerequisite: Perform (any) 10 ranks, bardic music.

Benefit: You can produce music or poetics so subtly that opponents do not notice it, yet your allies still gain all the usual benefits from your bardic music. Similarly, you can affect opponents within range with your music, but unless they can see you performing or have some other means of discovering it, they cannot determine the source of the effect.

Versatile Performer (*Complete Adventurer*)

Prerequisite: Perform (any) 5 ranks.

Benefit: Pick a number of Perform categories equal to your Intelligence bonus (minimum 1). For the purpose of making Perform checks, you are treated as having a number of ranks in those skills equal to the highest number of ranks you have in any Perform category. You cannot change these categories once you have picked them, but your score in them automatically increases if you add additional ranks in your highest Perform category. You gain new categories of your choice if your Intelligence bonus permanently increases. In addition, you gain a +2 bonus on a combined Perform check when using two or more forms of performance at the same time, such as a bard strumming a lyre while singing. In such cases, add the bonus to the higher of your two Perform skill modifiers.

NEW ITEMS

Least Crystal of Life Drinking (*Magic Item Compendium*)

A *crystal of life drinking* bestows a small amount of life energy upon you each time you damage a living creature with the weapon to which the crystal is attached. Dealing nonlethal damage with the weapon doesn't activate the crystal.

Least: Each time you deal damage to a living creature with the weapon to which this crystal is attached, you heal 1 point of damage. When the crystal has healed a total of 10 points of damage, it becomes inert until the following day.

Lesser: As the least crystal, except that you heal 3 points of damage with each attack until the crystal has healed 30 points of damage.

Greater: As the least crystal, except that you heal 5 points of damage with each attack until the crystal has healed 50 points of damage.

Faint necromancy; CL 2nd (least), CL 5th (lesser), CL 10th (greater); Craft Magic Arms and Armor, *vampiric touch*; Price 400 gp (least), 1500 gp (lesser), 6000 gp (greater); Weight -

Ring of Misdirection (*Arms and Equipment Guide*)

This plain silver band is nondescript and unadorned. The wearer is under a continuous misdirection effect, redirecting Divination spells that reveal auras cast upon him. Such spells automatically target their caster rather than the ring's wearer.

Faint illusion; CL 3rd; Forge Ring, *misdirection*; Price 7000 gp; Weight -

NEW SPELLS

Cone of Dimness (*Spell Compendium*)

Illusion (Phantasm) [Mind Affecting]

Level: Sorcerer/Wizard 3

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped burst

Duration: 1 round/level

Saving Throw: Will negates; see text

Spell Resistance: Yes

Creatures in the cone must succeed on a Will save or believe darkness has engulfed them, rendering them blinded. A creature that makes its initial Will save suffers no ill effects.

A creature that fails its initial save can attempt a new saving throw each round until it succeeds or the spell expires. Failing the subsequent saving throws results in continued blindness. Success on a later save means the creature feels its vision beginning to clear, although its vision remains dim and hazy for the remainder of the spell. This results in a 20% miss chance for any attack the creature makes.

Inspirational Boost (Spell Compendium)

Enchantment (Compulsion) [Mind-Affecting, Sonic]

Level: Bard 1

Components: V, S

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round or special; see text

While this spell is in effect, the morale bonus granted by your inspire courage bardic music increases by 1. The effect lasts until your inspire courage effect ends. If you don't begin to use your inspire courage ability before the beginning of your next turn, the spell's effect ends.

Mage Armor, Greater (Spell Compendium)

Conjuration (Creation) [Force]

Level: Sorcerer/Wizard 3

Components: V, S

This spell functions like *mage armor* (PH 249) except that it requires no material component and its tangible field of force provides a +6 armor bonus to Armor Class.

Phantasmal Assailants (Spell Compendium)

Illusion (Phantasm) [Fear, Mind-affecting]

Level: Sorcerer/Wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft+5ft/2 levels)

Target: One living creature

Duration: 1 round/level

Saving Throw: Will disbelief (if interacted with), then Fortitude half; see text

Spell Resistance: Yes

You create phantasmal images of nightmare creatures in the target's mind, visible only as shadowy shapes to you and unseen by all others. If the target succeeds on an initial Will save, it recognizes that the images are not real, and the spell fails. If not, the phantasms strike the target, dealing 8 points of Wisdom damage and 8 points of Dexterity damage (4 points each on a successful Fortitude save). If the subject of an assailant succeeds in disbelieving and is wearing a *helm of telepathy*, the spell can be turned back upon you with the same effect.

Phantom Foe (Spell Compendium)

Illusion (Phantasm) [Mind Affecting]

Level: Assassin 2, Sorcerer/Wizard 2

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will disbelief

Spell Resistance: No

If the target creature fails its saving throw, this spell creates in the subject's mind an illusory double of whichever creature currently threatens it that it deems most dangerous. The form of this *phantom foe* changes as appropriate whenever the target perceives a different threatening creature more dangerous than the last. This illusory double provides two effects.

First, the subject believes it is being flanked by the *phantom foe* and the real creature the foe duplicates. Thus, the duplicated creature is always considered to be flanking the subject in melee. A creature that can't be flanked is immune.

Second, the subject of the spell is unable to determine that the *phantom foe* is not a real threat, and whenever the subject attempts to attack the creature duplicated by the *phantom foe* that creature befits from a 50% miss chance against attacks from the subject of the spell. Because this miss chance comes from the subject's inability to tell the *phantom foe* from the original, it is rolled separately from any miss chance that applies due to displacement or concealment.

Creatures other than the subject cannot see the *phantom foe*, although they can attempt to guess its location by how the target acts. If the subject is not threatened by any creature at the start of its turn, the spell ends.

Sensory Deprivation (Spell Compendium)

Illusion (Phantasm) [Mind Affecting]

Level: Sorcerer/Wizard 4

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft + 10 ft/level)

Target: One creature

Duration: 1 round/level

Saving Throw: Will disbelief

Spell Resistance: Yes

Rather than creating an illusion of something, this spell creates an illusion of absolute nothingness. The spell effect surrounds the subject in a dark, clinging shadow that only it perceives, which blocks all auditory, olfactory, taste and visual sensations. In addition, it blocks finely tuned senses of touch such as those that provide a creature with tremorsense. A subject that fails its save is blinded and deafened, and it gains no benefit from blind sense, scent or tremorsense.

The subject retains any telepathic or empathic links it might possess with other creatures while affected by the spell.

Shadow Binding (Spell Compendium)

Illusion (Shadow)

Level: Sorcerer/Wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft+5ft/2 levels)

Area: 10-ft-radius burst

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

As the links of chain in your hand dissipate to feed the arcane energies of your spell, a multitude of ribbon-like shadows instantaneously explode outward from an indicated point nearby.

Creatures in the area that fail a Will save are entangled and unable to move. Breaking free of a *shadow binding* requires a DC 20 Strength check or a DC 20 Escape Artist check, taken as a full round action.

Shadow Form (Spell Compendium)

Illusion (Shadow)

Level: Assassin 4, Sorcerer/Wizard 5

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

While this spell is in effect, you gain a number of benefits. The shadows wrapping your form grant you a +4 competence bonus on Escape Artist, Hide, and Move Silently checks. Your shadowy form also provides you with concealment. This shadowy concealment is negated by a *see invisibility* spell, but a *true seeing* spell counteracts the effect. Standing within the radius of a *daylight* spell or in bright natural sunlight temporarily suppresses the concealment effect.

In addition, if you have 5 ranks in Escape Artist, you can attempt to slip through a solid object or barrier up to 5 feet thick with a DC 20 Escape Artist check, though doing this ends the spell as soon as the attempt is completed (regardless of success). If you have 10 ranks in Escape Artist, you can attempt to pass through an object or barrier up to 10 feet thick. If you have 15 ranks in Escape Artist, you can attempt to pass through a barrier composed of magical force (or similar magical obstacles).

Shadowy Grappler (Spell Compendium)

Illusion (Shadow)

Level: Sorcerer/Wizard 6

Components: V, S, M

Range: Medium (100 ft + 10 ft./level)

Target: 1 creature

Duration: 1 round/level

Saving Throw: Will partial; see text

Spell Resistance: Yes

Upon casting this spell, you create a shadowy force that automatically grabs the target (PH 156). The shadowy force immediately attempts to establish a hold on the target with a grapple check equal to the DC of the spell. If the target succeeds on its saving throw, the grapple check bonus of the *shadowy grappler* is cut in half. For example, a sorcerer with a 16 Charisma who casts this spell creates a *shadowy grappler* with a grapple check bonus of +19 if the target fails its save and +9 if the target makes its save.

Every round on your turn, the *shadowy grappler* makes a grapple check against the target. Once it has a hold, the shadowy force attempts to pin the target on the following round. If the grappler establishes a pin, it uses the option to prevent the target from speaking. The grappler always attempts to maintain a grapple or work toward a pin.

A grappler occupies the same square as the target and moves with the target for as long as the spell lasts. Other creatures cannot join the grapple, either to assist the target or the grappler.

Shadow Spray (Spell Compendium)

Illusion (Shadow)

Level: Sorcerer/Wizard 2

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: 5-ft.-radius burst

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

You cause a multitude of ribbonlike shadows to instantaneously explode outwards from the point of origin. Creatures in the area take 4 points of strength damage and are dazed for 1 round.

Material Component: A handful of black ribbons.

Shadow Well (Spell Compendium)

Illusion (Shadow)

Level: Sorcerer/Wizard 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates; see text

Spell Resistance: Yes

You cause the target's shadow to become a temporary gateway to a pocket realm within the Plane of Shadow. The target must make a Will save or be pulled into the gateway. Inside the pocket realm, the creature sees a deserted gloomy duplicate of the real world, while shadow phantasms stalk and taunt it without causing actual harm. Each round, the creature can attempt another Will save to return from the *shadow well*. Otherwise the subject returns to the real world when the spell's duration expires.

Being trapped in a *shadow well* can be terrifying; upon returning to the real world, the subject must succeed on another Will Save or be frightened for 1d4 rounds.

Upon leaving the pocket realm, the subject reappears in the spot it had been in when the *shadow well* spell was cast. If this spot is filled with a solid object, the subject appears in the nearest adjacent empty space.

Spells and abilities that move a creature within a plane, such as *teleport* and *dimension door*, do not help a creature escape a shadow well spell, although a *plane shift* spell allows it to flee to another plane as normal. The target might still become frightened upon leaving.

PLAYER HANDOUT #0A: UNIQUE ROLE-PLAYING OPPORTUNITY

KEEP CONFIDENTIAL - DO NOT READ THE HANDOUT BENEATH THIS ONE!

The Judge has selected you for a special role-playing opportunity. You have the chance to play a True Neutral NPC with motives contrary to those of your adventuring group. This NPC will temporarily replace your PC, but looks exactly like your PC and has all the same equipment. Just use your character sheet. The Judge has selected you as the person best able to play this role. You can accept or decline. Simply write "**Replace - YES**" if you accept or "**Replace - NO**" if you do not, on the Player Handout 1 that you have received and return it to the Judge when asked. If you decline return these two Handouts as well. Also, if you decline, then your PC is not replaced. No one else's PC is replaced either. If you accept, then your PC will be replaced at a time designated in another handout, but will NOT be harmed and will return at a critical point in the module.

PLAYER HANDOUT #0B: THE SHADOW PC'S ROLE

KEEP CONFIDENTIAL

You have accepted this special role-playing opportunity. Right after your PC finishes playing bar room games at the Twilight Tavern and Inn in this module and before your PC leaves the inn, it is assumed your PC will go, by him or herself, to the bathroom or visit a room to stow his or her equipment. At this point your PC is replaced by an NPC with the Shadow Template ("Shadow PC") who looks exactly like your PC and has all the same equipment. Indicate to the judge that you have begun playing the Shadow PC by stacking a few dice on top of each other. Here are some rules when you are playing the Shadow PC:

- **All standard LG rules of conduct apply. You are still a Player in an LG RPGA event.**
- **You CANNOT attack any PCs. You are not strong enough by yourself to win anyway.**
- **You CANNOT steal from any PC.**
- **Be subtle and clever. You don't want your cover blown. Otherwise you will sit out a good chunk of the module. Also, DO NOT ruin the module for the other players.**

You are a little confused by your recent arrival on the Prime Material Plane, but have specific instructions:

General: You are in the service of a vanguard force from the Plane of Shadows that has taken over Gopherton. You want to divert PCs away from discovering this and the true identity of Grigor Bigor Gopherhead as a leader in this Shadow army.

"Ginny": When your Shadow PC encounters the NPC "Ginny" you will start trying to mess up the investigation. Try to convince the PCs that "Ginny" has probably been *charmed* or tricked with an illusion to get him to believe the things he believes. When the discussion comes up, try to convince the PCs that the child should go back to his father. "After all, this old lady is obviously creepy and crazy!" However, if combat occurs, do not fight against or sabotage the PCs. It is in your best interest to help so you survive.

Mass Grave: Try to convince the PCs that the bodies could be gnomes killed by the hag(s) or another monster in the area. "Gnomes don't kill gnomes, well maybe in Greyhawk, but not in the Stark Mounds and certainly not within their own clan!"

When you approach Grigor's Lair, a cave with three trees on top of it: Don't volunteer to do anything helpful unless asked. If you are asked to help, then do.

When your PC is discovered: Try to convince other PCs that the Shadow PC is the real PC. The judge will briefly play your PC. However, eventually the other PCs will figure it out. At that point, your Shadow PC is allowed to deliver a short "villainous monologue" (complete with evil laugh) during which you can

reveal everything listed in this Handout! Once your monologue is done you immediately switch back to controlling your PC and the Judge controls the Shadow PC.

PLAYER HANDOUT #1A – CHURCH OF AZMEKIDOM **[DEFAULT META-ORG]**

KEEP CONFIDENTIAL

CONTACT: YES / NO

- Azmekidom (äz-MƏK-ï-döm) and His Grand Despot (Senior High Priest) Ek-Bosheth, sensed the growing influence of the mayor and Ramsees clan elder of the gnomish town Gopherton. The mayor's name is Grigor Bigor Gopherhead. Last winter, the town was hit with a deadly plague that involved fever, coughing and madness. The Church saw an opportunity and sent a priest, Overlord Arathor Foxeyes, to heal and preach to the people. The Church of Azmekidom has not received a letter from him in over month. Overlord Arathor's previous letters detailed Ingot's strong influence on the town. His last letter mentioned a future meeting of clan elders at Gopherton. If you do not already have one, you are given a ring bearing the holy symbol of Azmekidom (a crown over a triangle) and are instructed to say, "The Grand Despot sent me."
 - **Task:** Find Overlord Arathor Foxeyes, see if he is well. If he is, bring his reports back. Find out whether the Church's assistance has gained the loyalty of Grigor Bigor Gopherhead.
-

PLAYER HANDOUT #1A – CHURCH OF AZMEKIDOM **[DEFAULT META-ORG]**

KEEP CONFIDENTIAL

CONTACT: YES / NO

- Azmekidom (äz-MƏK-ï-döm) and His Grand Despot (Senior High Priest) Ek-Bosheth, sensed the growing influence of the mayor and Ramsees clan elder of the gnomish town Gopherton. The mayor's name is Grigor Bigor Gopherhead. Last winter, the town was hit with a deadly plague that involved fever, coughing and madness. The Church saw an opportunity and sent a priest, Overlord Arathor Foxeyes, to heal and preach to the people. The Church of Azmekidom has not received a letter from him in over month. Overlord Arathor's previous letters detailed Ingot's strong influence on the town. His last letter mentioned a future meeting of clan elders at Gopherton. If you do not already have one, you are given a ring bearing the holy symbol of Azmekidom (a crown over a triangle) and are instructed to say, "The Grand Despot sent me."
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-

PLAYER HANDOUT #1A – CHURCH OF AZMEKIDOM **[DEFAULT META-ORG]**

KEEP CONFIDENTIAL

CONTACT: YES / NO

- Azmekidom (äz-MƏK-ï-döm) and His Grand Despot (Senior High Priest) Ek-Bosheth, sensed the growing influence of the mayor and Ramsees clan elder of the gnomish town Gopherton. The mayor's name is Grigor Bigor Gopherhead. Last winter, the town was hit with a deadly plague that involved fever, coughing and madness. The Church saw an opportunity and sent a priest, Overlord Arathor Foxeyes, to heal and preach to the people. The Church of Azmekidom has not received a letter from him in over month. Overlord Arathor's previous letters detailed Ingot's strong influence on the town. His last letter mentioned a future meeting of clan elders at Gopherton. If you do not already have one, you are given a ring bearing the holy symbol of Azmekidom (a crown over a triangle) and are instructed to say, "The Grand Despot sent me."

- **Task:** Find Overlord Arathor Foxeyes, see if he is well. If he is, bring his reports back. Find out whether the Church's assistance has gained the loyalty of Grigor Bigor Gopherhead.

PLAYER HANDOUT #1A – CHURCH OF AZMEKIDOM [DEFAULT META-ORG]

KEEP CONFIDENTIAL

CONTACT: YES / NO

- Azmekidom (äz-MƏK-ï-döm) and His Grand Despot (Senior High Priest) Ek-Bosheth, sensed the growing influence of the mayor and Ramsees clan elder of the gnomish town Gopherton. The mayor's name is Grigor Bigor Gopherhead. Last winter, the town was hit with a deadly plague that involved fever, coughing and madness. The Church saw an opportunity and sent a priest, Overlord Arathor Foxeyes, to heal and preach to the people. The Church of Azmekidom has not received a letter from him in over month. Overlord Arathor's previous letters detailed Ingot's strong influence on the town. His last letter mentioned a future meeting of clan elders at Gopherton. If you do not already have one, you are given a ring bearing the holy symbol of Azmekidom (a crown over a triangle) and are instructed to say, "The Grand Despot sent me."
 - **Task:** Find Overlord Arathor Foxeyes, see if he is well. If he is, bring his reports back. Find out whether the Church's assistance has gained the loyalty of Grigor Bigor Gopherhead.
-

PLAYER HANDOUT #1A – CHURCH OF AZMEKIDOM [DEFAULT META-ORG]

KEEP CONFIDENTIAL

CONTACT: YES / NO

- Azmekidom (äz-MƏK-ï-döm) and His Grand Despot (Senior High Priest) Ek-Bosheth, sensed the growing influence of the mayor and Ramsees clan elder of the gnomish town Gopherton. The mayor's name is Grigor Bigor Gopherhead. Last winter, the town was hit with a deadly plague that involved fever, coughing and madness. The Church saw an opportunity and sent a priest, Overlord Arathor Foxeyes, to heal and preach to the people. The Church of Azmekidom has not received a letter from him in over month. Overlord Arathor's previous letters detailed Ingot's strong influence on the town. His last letter mentioned a future meeting of clan elders at Gopherton. If you do not already have one, you are given a ring bearing the holy symbol of Azmekidom (a crown over a triangle) and are instructed to say, "The Grand Despot sent me."
 - **Task:** Find Overlord Arathor Foxeyes, see if he is well. If he is, bring his reports back. Find out whether the Church's assistance has gained the loyalty of Grigor Bigor Gopherhead.
-

PLAYER HANDOUT #1A – CHURCH OF AZMEKIDOM [DEFAULT META-ORG]

KEEP CONFIDENTIAL

CONTACT: YES / NO

- Azmekidom (äz-MƏK-ï-döm) and His Grand Despot (Senior High Priest) Ek-Bosheth, sensed the growing influence of the mayor and Ramsees clan elder of the gnomish town Gopherton. The mayor's name is Grigor Bigor Gopherhead. Last winter, the town was hit with a deadly plague that involved fever, coughing and madness. The Church saw an opportunity and sent a priest, Overlord Arathor Foxeyes, to heal and preach to the people. The Church of Azmekidom has not received a letter from him in over month. Overlord Arathor's previous letters detailed Ingot's strong influence on the town. His last letter mentioned a future meeting of clan elders at Gopherton. If you do not already have one, you are given a ring bearing the holy symbol of Azmekidom (a crown over a triangle) and are instructed to say, "The Grand Despot sent me."

- **Task:** Find Overlord Arathor Foxeyes, see if he is well. If he is, bring his reports back. Find out whether the Church's assistance has gained the loyalty of Grigor Bigor Gopherhead.

PLAYER HANDOUT #1B – AMBASSADOR'S STEP-CHILDREN/ GNOMISH ILLUSIONARY COLLEGE/EVRO LYGADI

KEEP CONFIDENTIAL

CONTACT: YES / NO

- There is an agent hiding in Gopherton. Coded messages from this individual state that Ingot met with Grigor Bigor Gopherhead, the mayor of Gopherton and a Ramsees clan elder, (a position locally known as a Burgermeister) regularly for about a month prior to his becoming king. Also, the contact has collected some information on the missing Imperial Garnet that holds the soul of King Garnet – former ruler of the Stark Mounds. When you hear the phrase, *"They have dwarven ale at the Twilight Tavern and Inn, but only at night."* Reply with, *"Yes, but do they sing dwarven songs?"*
 - **Task:** Make contact with the agent in Gopherton. Find out information and possibly the whereabouts of the Imperial Garnet. If possible, retrieve it.

PLAYER HANDOUT #1B – AMBASSADOR'S STEP-CHILDREN/ GNOMISH ILLUSIONARY COLLEGE/EVRO LYGADI

KEEP CONFIDENTIAL

CONTACT: YES / NO

- There is an agent hiding in Gopherton. Coded messages from this individual state that Ingot met with Grigor Bigor Gopherhead, the mayor of Gopherton and a Ramsees clan elder, (a position locally known as a Burgermeister) regularly for about a month prior to his becoming king. Also, the contact has collected some information on the missing Imperial Garnet that holds the soul of King Garnet – former ruler of the Stark Mounds. When you hear the phrase, *"They have dwarven ale at the Twilight Tavern and Inn, but only at night."* Reply with, *"Yes, but do they sing dwarven songs?"*
 - **Task:** Make contact with the agent in Gopherton. Find out information and possibly the whereabouts of the Imperial Garnet. If possible, retrieve it.

PLAYER HANDOUT #1C – OLD FAITH/ CHURCH OF PELOR/ OLD LORE BARDS

KEEP CONFIDENTIAL

CONTACT: YES / NO

- Pelor's High Priest of Aberglain Gilgal Furyforge asks you to find Heulog, a Priest of Pelor, who was sent to Gopherton and is now missing. The town of Gopherton was enslaved by the Giant army several years ago. Then the town was hit with a deadly plague. Victims would laugh and cough violently. They would sweat profusely and after several days they would lose their mind. This disease may have been Cackle Fever. However, a report indicated some inconsistent symptoms. The mayor is a gnome named Grigor Bigger Gopherton.
 - **Task:** Find out where Heulog is and if the disease is still a threat and whether more priests are needed. If the disease is not Cackle Fever, then find out what it is and the cause.

PLAYER HANDOUT #1C – OLD FAITH/ CHURCH OF PELOR/ OLD LORE BARDS

KEEP CONFIDENTIAL

CONTACT: YES / NO

- Pelor's High Priest of Aberglain Gilgal Furyforge asks you to find Heulog, a Priest of Pelor, who was sent to Gopherton and is now missing. The town of Gopherton was enslaved by the Giant army several years ago. Then the town was hit with a deadly plague. Victims would laugh and cough violently. They would sweat profusely and

after several days they would lose their mind. This disease may have been Cackle Fever. However, a report indicated some inconsistent symptoms. The mayor is a gnome named Grigor Bigger Gopherton.

- **Task:** Find out where Heulog is and if the disease is still a threat and whether more priests are needed. If the disease is not Cackle Fever, then find out what it is and the cause.

PLAYER HANDOUT #1D – MIDNIGHT RAVENS/PRYDYTHI

KEEP CONFIDENTIAL

CONTACT: YES / NO

- Gopherton's growing influence on trade and commerce in the Stark Mounds has attracted attention and a few travelers. In order to increase and cement this influence, the mayor and clan elder, Grigor Bigor Gopherhead will be hosting a council with the Queen and Princess Carrock and clan elders from several clans in attendance. Kemp Consum, the clan elder of the new Consum clan is already there.
 - **Task:** Find out whether Grigor Bigor Gopherhead is really the one in charge. Find out where the meeting will be, who will be attending, and when they will arrive.
-

PLAYER HANDOUT #1D – MIDNIGHT RAVENS/PRYDYTHI

KEEP CONFIDENTIAL

CONTACT: YES / NO

- Gopherton's growing influence on trade and commerce in the Stark Mounds has attracted attention and a few travelers. In order to increase and cement this influence, the mayor and clan elder, Grigor Bigor Gopherhead will be hosting a council with the Queen and Princess Carrock and clan elders from several clans in attendance. Kemp Consum, the clan elder of the new Consum clan is already there.
 - **Task:** Find out whether Grigor Bigor Gopherhead is really the one in charge. Find out where the meeting will be, who will be attending, and when they will arrive.
-

PLAYER HANDOUT #1E – ALL OTHER METAORGS

KEEP CONFIDENTIAL

CONTACT: YES / NO

- You have been asked to go to Gopherton because of rumors that several of King Ingommar's strongest supporters are in that town. Recruiting and/or becoming acquainted with them could be very useful. One particularly wealthy and well connected family is the Zookmuts – they are apple and spice merchants. The Zookmuts gained significant status when, near the end of the Giant Wars, they stood up to the coven of hags that had enslaved the town for the Giants.
 - **Task:** Recruit new members or make a positive impression with the locals in Gopherton, especially the Zookmuts.
-

PLAYER HANDOUT #1E – ALL OTHER METAORGS

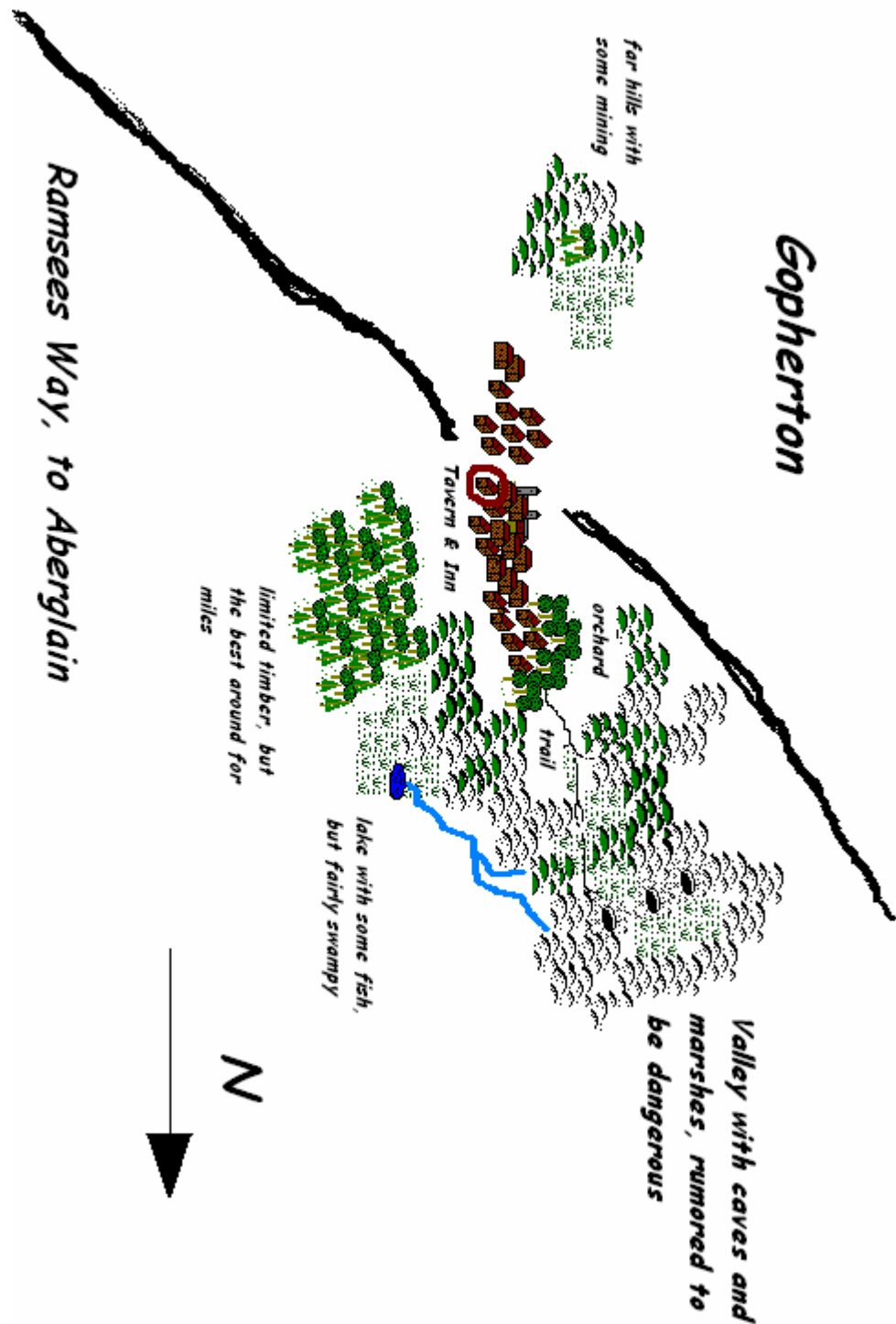
KEEP CONFIDENTIAL

CONTACT: YES / NO

- You have been asked to go to Gopherton because they heard rumors that several of King Ingommar's strongest supporters are in that town. Recruiting and/or becoming acquainted with them could be very useful. One particularly wealthy and well connected family is the Zookmuts – they are apple and spice merchants. The Zookmuts gained significant status when, near the end of the Giant Wars, they stood up to the coven of hags that had enslaved the town for the Giants.

- **Task:** Recruit new members or make a positive impression with the locals in Gopherton, especially the Zookmuts.

PLAYER HANDOUT #2A – SPREADING DESPOTISM IN GOPHERTON - MAP



PLAYER HANDOUT #2B – SPREADING DESPOTISM IN GOPHERTON

This book from the Fasthold (Temple) of Azmekidom, written by a traveling minister, Overlord Arathor Foxeyes, is filled with doctrine of the Prudent Despot (Azmekidom). However, it also details the area around Gopherton and the disease that affected the community. Plan A added some notes to the margins. It also has a good map that will get you to Gopherton.

Plague Symptoms:

Fever, coughing, and madness
The fever never seemed severe, but the coughing was rough and seemed to rattle in the chest. Soon after the intense coughing fits, madness set in – sometimes the victim would become violent.

- Heulog has noticed some of the gnomes had a fever, but none really had a strong cough like this. None of them were crazy, a little mean maybe. Maybe the sickness was removed early, before anything bad happened. -

PLAYER HANDOUT #3 – OVERLORD ARATHOR'S JOURNAL AND LETTER

These are excerpts, minus all the doctrinal theories and methodology:

Five months ago - *Azmekidom is indeed prudent to send me here. Archmage Ingommar Quikbucon's invitation and recommendation has made converts of many. As for the sickness, in general there is much coughing, but not nearly as severe as I would have thought. Madness is rare and limited to a few individuals. Some symptoms are inconsistent.*

One and a half months ago – *I Cleansed most of the Zwimmer Zookmut family today. They exhibited none of the coughing and certainly no madness that I saw earlier, but Grigor pressed and said all must be Cleansed. The wand that Ingot supplied me with is spent, so the Zookmut boy will need to return when a new one arrives.*

One month ago — *I saw four adventurer types speaking with the Zookmut boy. One of them is a Pelorite – Heulog, I believe. Their brand of blind mercy is always a little destabilizing. Fortunately, I doubt he'll gain many converts as the wand arrives tomorrow. Grigor insists that I use the wand on the remaining Unclean, but healthy townsfolk – seems like a waste.*

One week ago – *No one has symptoms any more. Only two dozen Unclean townsfolk remain, including the missing Zookmut boy.*

Sometimes I wonder about what passes as hospitality here. It makes me uncomfortable. Gnomes follow me whenever I leave the Inn and play "pranks" on me. Furthermore, the post from the faithful in Aberglain is slow to arrive and when it does there are errors in the terminology and the standard praises to hegemony and prudent despotism are incorrect – something is amiss. I must get word to the faithful. I may need help.

PLAYER HANDOUT #4 – NOTE FROM SHADOWMELD

I heard rumors from the last travelers that the Imperial Garnet is possibly hidden somewhere in this town. For the good of the Stark Mounds, do what you can to find it! I spoke to the Prydyth named Carwyn - he said that he and his three companions were headed out on the hunting trail to the north of town in the morning. After that I never saw them again. Be careful who you trust in the town.

I am a skilled tracker and have some knowledge of the local geography. If you need my assistance, leave a note with the bartender. It should say "Clink, Let's have a drink of dwarven ale tonight." I will find you in about an hour. Good luck.

Shadowmeld Clinktock

PLAYER HANDOUT #5 – GRIGOR'S NOTE

This note on a thin strip of paper was hidden in the boot of one of the corpses. The print is small, but legible. It is dated and is five and a half months old. It has instructions to be delivered to the Ambassador's Step-Children and then the Queen.

Queen Carrock:

I have met with this Archmage Ingommar "Ingot" Quikbucon once already and will meet him again tonight. He insists that the Plague is back and that he can cure it with the help of a priest from some strange human cult in Aberglain - a "Meki-dome" or something. I was suspicious because the hags had been driven out and had not returned. Also, the infected townsfolk that he pointed out had magical residue on them. My training allowed me to detect it without his notice. Ingot is extremely powerful. I need to know his background and some help to prevent him from becoming too influential here. Send an expert on diseases, preferable a priest of Glittergold.

There is an old mine in the hills south of town, just about a mile from my farm. It has been magically sealed off. It has three trees growing on top, but several more have been planted surrounding the entrance. Strong magic must have been used to seal it and it has to be related to Ingot's arrival. I plan on investigating soon, but will only take action after hearing from you.

Your Humble Servant,

Grigor Bigor Gopherhead, Burgermeister of Gopherton

PLAYER HANDOUT #6 – THE REPLACEMENT LIST

GNOME PRIORITIES:

- Queen Rachel Carrock*
- Princess Meranda Carrock*
- Field-Marshal Cobblemill (commander of army)*
- ✓ *Kemp Consum (Consum clan elder - warriors)*
- Duvador Carrock (clan elder - mining)*
- Shabik Garnell (clan elder - smiths)*
- ✓ *Shamonger Geomic (clan elder - fishermen)*
- Galrma Leemal (clan elder - gem cutters)*
- Gerbell Thomkin (clan elder -hunters)*
- Cobbzig Goman (clan elder -underground farming)*
- Eloy Reslin (clan elder -stone carvers)*
- Jebwocket Qumancer (clan elder -engineers)*
- Daldawna Clinktock (clan elder - storytellers, lorekeepers)*
- ✓ *Lindmil Parnson (clan elder -surface framers)*
- ✓ *Schepbert Jerafayne (clan elder - herders)*
- ✗ *Moltin Quickbucon (clan elder -gold/silver smiths) - DECEASED*
- ✓ *Grigor Gopherhead - Ramsees, mother's side (clan elder -traders)*
- Thomlin G. Pebblebottom (High Mage of Geoff)*
- Borogrove Qumancer (Geoff's preeminent alchemist)*
- Merefis Thomkin (potent warrior)*
- ✗ *Methos "the Cat" Thomkin - DECEASED*
- ? *Bromsby Thomkin - DECEASED?*

Other less notable gnomes are listed in a separate section, further down the list. It is a long list.

CRITICAL EVENT SUMMARY: GEO7-08 GRAY MATTER

For use only at RegulatorCon 2007 and MarsCon 2008.

1. Did the party defeat "Mayor" Grigor and his allies, shut down the Shadow Gate, and return the Imperial Garnet to Thomlin?

Yes No

If not, summarize briefly what happened and indicate what happened to the Imperial Garnet:

2. Did the party recommend that the Shadow Plot be immediately disclosed to others in an effort to unseat the Shadow Plane Ingot from the throne? Yes No

If not, briefly summarize what they did recommend:

3. Did the party recommend that Gopherton be razed to the ground and all the inhabitants killed as spies?

Yes No

If not, summarize briefly what they recommended:

4. Did a shadow double replace a PC during the adventure?

Yes No

If so, list the PC name, player name, and briefly summarize what happened to the shadow double.

5. What happened to Nebnick Zookmut (i.e. "Ginny")?

Notes: (Add anything that happened that might be considered out of the ordinary – Strange occurrences, results that may not fit the above, what meta-orgs PCs are informing of the Shadow 'plot', etc):