

SHE4-04

Fundamentals of Dweomercraft

A 1-Round D&D LIVING GREYHAWK[®] Sheldomar Valley MetaRegional Adventure

Version 1.5

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Bizarre thefts in Bissel, a foray into the Suss Forest, or a learned lecture in Gradsul? The choices of the adventuring life have never seemed more varied. Whatever your interest you should find what you seek. A Sheldomar Valley metaregional adventure for APLs 8-14, and Part 1 of the Mysteries of the Suss Series.

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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Introduction

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

Preparation

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

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

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

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

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

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the

bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

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

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

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

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

Living Greyhawk Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add

to the sum above. Add each character's animals separately. A single PC may only bring

	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

Is of this type, and animals with different CRs are added separately.

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 you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the face that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are two things that you can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a move action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard 1-round Meta-Regional adventure, set in the Sheldomar Valley. Characters native to the Sheldomar Valley regions pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask

Adventure Background

Many facts about the conflicts leading up to the Twin Cataclysms are shrouded in the mists of time. The history and traditions of the Suel and Baklunish empires endured for millennia but were decisively interrupted by the horrific events. Even though survivors and escapees into the Sheldomar retained languages and fragmentary customs, the fullness and flower of the Suel civilization was lost and considered best forgotten. While a few scattered nobles retain wistful nostalgia for an embroidered past, and those devoted to evil and power seek the secrets of the corrupt magics used in the Suel Imperium, most folk in the Sheldomar are patriots and partisans for the new order founded between the Sheldomar and Javan rivers. It would be a mistake, however, to regard the terrible effects of the cataclysms as a blot on everything that came from the Suel culture or consider that every Suel was complicit in the genocidal annihilation of the Invoked Devastation.

The Distant Past

For example, in CY -456 (5060 SR) a small group of nobles, originating from several minor noble Houses who were masters of the arcane arts and disaffected politically began to meet. They debated the proper action to take in light of the dangerous escalation in the conflict between the Suel and the Baklunish. Believing political avenues to be exhausted and subtly influenced by a reading of several recent and disturbing prophecies, the group departed beyond the Crystalmists to the Sheldomar Valley years in advance of the Great Migrations. They traveled far to the east, seeking to avoid the stern eye of the Seers of Neheli, and guided by a prophecy that a great city would be established by escaping Suel in the region of the Suss forest. They established a school and library of magic nestled in the foothills of the Lortmills, deep in the seclusion of the Suss wood. There they preserved some of the Suel Imperium's finest accomplishments in the arcane arts

For nine years the school had only limited influence. However, the beginnings of the Great Migrations posed a problem for the School. Some of those migrating out joined in the purpose of the school, but so many newcomers with disparate goals threatened to dilute the School's stated purpose: reforging the cultural inheritance of the Suel in a place where the weight of centuries was

less burdensome. Furthermore, some of the same corrupt elements that the founders hoped to escape were arriving on the scene and coveting the extensive resources of the School. The Seers of Neheli were one such threat to the schools hoped-for autonomy.

The Invoked Devastation and Rain of Colorless Fire in CY -422 (5094 SR) disgusted and terrified the founders of the school, who closed its doors and dispersed its members after swearing them to secrecy. Only a very few remained, guarding the remnants of their most esoteric texts. But their visionary founder, Len-Azon, succumbed to despondency that their hopeful purpose of preserving the Suel magical heritage has literally been destroyed by flames. He committed suicide, leaving the esoteric texts locked in their resting place. The rest then departed, forswearing the practice of magic entirely.

One founder, Ket-Nar, sought to enter the Dreadwood in -356 CY. Knowing he could never pass the protective ward without additional help, he encoded a map showing the location of the school, and brought with him the code key sphere of his house in the hopes of finding like-minded individuals who would join him in recovering the schools resources. Ket-nar never returned, and many questions remain about his contribution to those dark days before Keoland's founding.

Current Events

In 581, Baron Malweig of Dilwych, then an active member of the organization called the Seekers, led an expedition to the Dreadwood. He recovered the map and broken pieces of the sphere but was unaware of its import, and lapsed into insanity before it could be decoded. In his madness, he mistook the Baklunish-encoded portion of the sphere for a bowl and donated it to the Gradsul Museum of Antiquities

Bistweig, a distant cousin and a Seeker friendly to Lashton, noted the map and Suel half of the sphere as an anomaly worthy of study and sought the help of a Sea Mage named Keledra in deciphering it. She has been working on it off and on among other projects, but so far has had no success.

About a year ago, Daromario, a former woodsman from the Dreadwood Preserve in Keoland, investigated an old Suel ruin in some freshly cleared land in the south of the Dreadwood. Within, he was led to find the Bronze Key of Portals, a relic of Dalt,

the obscure Suel deity of portals and doors. Dalt has placed these few keys into the world and superintended events so that they may be found, because his domain is unsealing that which is long forgotten and sealing away that for which the time is not right.

Daromario did not know what to make of the key, but while he possessed it, he felt a great compulsion to try doors to see if they were locked, and he found that all of them opened to him. He likewise felt (weakly) compelled to take the things he found there, and though he was sometimes troubled by guilt, he also began to hone his skills in stealth the better to accomplish his furtive burglaries.

He eventually came to Gradsul, and grew wealthier and bolder in his thefts. He broke into the Gradsul Royal Museum and escaped with a few small objects that were in a storeroom. Realizing that burgling a Royal Museum would not long be overlooked, Daromario fled north hoping things would cool down.

Again he found himself compelled to steal, and his regard for his personal safety continued to wane. Two days ago he stole from a merchant while he slept in his bed, and the next day he posted a notice on his next victim's door, only dimly aware of the self-defeating nature of the act.

Adventure Summary

This scenario provides several tracks with different introductions and initial encounters that are specific to Regions within the Sheldomar. Thus every encounter in this scenario is *not* expected to be played by any single group of players. The scenario assumes that the portions of the scenario that are specific to each region still take place, but are completed by non-player adventuring parties unknown to the players of the scenario. Only the first several encounters differ. Encounter 5 and following are common to all regional tracks.

While players might generally prefer to play the track that corresponds to their region, there is no restriction on players starting with a different track as a group, by common consent of the players and Judge. They must all play the same track together as a group, however. Some of the tracks are more roleplaying-focused (the Keoland/Yeomanry track) and others are more focused on combat (the Principality of Ulek track), so if a judge sees that a

party lacks significant diplomatic skills, they may choose to play a more combat oriented track or vice versa.

If extra playing hours are available it is possible to run characters through encounters from more than one track, though they will only earn access, GP, and XP from one of the tracks. For example, the Bissel track could be run, then when the PCs go to Gradsul to meet Keledra they could receive the invitation to the lecture rather than run into her at the Gradsul Museum. The same insertion of the lecture track can be done with the Principality of Ulek Track as they try to find Keledra in Gradsul: Tibarian Matreyus can tell the PCs they have just missed her: she's going off to give a lecture at the Sea Mages ten minutes ago.

All tracks begin in the early fall of Harvester.

Bissel, Geoff and Gran March Track Summary

1a: While taking in the rumors in a tavern in Thornward, news is heard of a thief stealing from increasingly spectacular places. The thief has become so bold that he has advertised the location of his next heist.

1b: Military adaptation. While listening to scuttlebutt around the barracks, an officer reports that a thief has been stealing from increasingly spectacular places. The thief has become so bold that he has advertised the location of his next heist. The party is ordered to investigate and arrest the thief

2: The target of the next strike might need some convincing that the PCs would be acceptable guards for his fortune in pearls.

At the location of the heist, the thief (a shadowdancer) may be defeated. In his possession are stolen items from the Gradsul Museum of Antiquities in Keoland.

He also possesses the Bronze Key of Portals, a lesser version of the Relic of Dalt known as the Silver Key of Portals, which operates as a powerful Chime of Opening. It carries a curse which causes its user to attempt increasingly preposterous thefts.

3 (optional for players): The player characters may also choose to visit Baron Malweig to return an item personally owned by him. This also earns them the "notice of Group B" (Lashton) on the AR.

4. Returning the items to the museum leads to a meeting with Keledra. The impression the PCs make on Keledra involves them in the expedition. Revealing information about the Bronze Key earns them the “notice of group A” (the Silent Ones) on the AR.

Geoff and Gran March: This introduction can also be set in the Geoff. In Geoff, the setting is Hochoch. In Gran March, the setting is Shiboeth. The Judge is responsible for making all the necessary adjustments to boxed text in this instance.

Keoland and Yeomanry Track Summary

The scenario begins with the characters invited to a lecture at the Sea Mage hall. Inappropriate characters might simply be “crashing the party” or they might have received an invitation by mistake.

The lecture regards the discovery of an anomalous group of bullywugs employing grigaurs as watchdogs. Grigaurs (from the *Living Greyhawk Journal*, Issue 2) are a species of magical beast long thought to be extinct but known to be recoverable from the past with certain magic. Their appearance in the Hool is indicative of something that needs further study but is not directly relevant to the events of this scenario. (Possibly to be revealed in a future scenario).

1. A reception follows. The PCs may meet with several members of the expedition, each one needing some kind of social rescue (being hit on by an unsavory character, being monopolized by an academic crank, or facing intimidation from a creditor). Success in providing this assistance is the gateway to inclusion in the events of the adventure.

2. Keledra is in possession of half of a spherical coding device, put into her care by some adventurers from Bissel who recovered it along with some stolen museum pieces. She is interested in using it to interpret a cryptic map once owned by Baron Malweig. She invites the PCs to escort her to the estate of Bistweig, a cousin of the Baron, where she can interpret the map and plan an expedition to the location of the academy.

Yeomanry: This introduction can also be set in the Yeomanry, with the Dustdigger College replacing the Sea Mage hall, and Keledra being a Dustdigger. The Judge is responsible for making all the

necessary adjustments to boxed text in this instance.

Principality of Ulek Track Summary

1: While on patrol for dangerous humanoids, the PCs encounter a Skulk being pursued by the forces of Turrosh Mak. After defeating the patrol, the PCs learn that the Scarlet Brotherhood is plotting against one “Keledra”, an explorer of some reputation who has a sometime goal of finding the Lost City of the Suel. The Brotherhood monitors her because she is very competent and they are happy to let her do all the work expecting to reap the rewards later.

2: The PCs travel to Keledra to warn her of the danger. They meet her at the Sellark Library in Gradsul. They can speak first to a prominent Seeker friend, Tibarian Matreyus, who can fill them in on the Seekers. Their interest in her welfare disposes Keledra to involving them in the events of the adventure.

Combined Region Summary

The party travels with Keledra to Dilwyth in Keoland, where they find a concealed path that leads to Bistweig’s estate. Bistweig has an animated stone bridge and several gargoyles protecting his estate of which he has absentmindedly neglected to warn Keledra. The party needs to fight the constructs and/or gargoyles to reach the estate.

Bistweig is in possession of the cryptic map. After introductions and supper, Keledra retires to a protected tower to decrypt the map.

During the night a Scarlet Brotherhood monk attacks Keledra in the tower and tries to make off with the map and destroy the decoding sphere.

It is likely the party gives chase to the monk to his camp, where they may regain possession of the map. The monk is partnered with a su-doppelganger (a doppelganger of Suel extraction) who has been transformed by the Far Realm with the aid of Black Brotherhood alienists and worshippers of Tharizdun. The su-doppelganger provides a diversion to the party seeking to stop the monk.

Once the map is in their possession, the scenario ends, and in SHE4-05 *Advanced Dweomercraft* they actually travel to the arcane academy and explore it.

Introduction (Bissel Track): Tavern Rumors

While relaxing in a popular tavern in Bissel, the PCs hear of some elaborate heists that have been pulled off in the area, with the thief becoming increasingly bold. Now he is even advertising his next heist. The PCs might volunteer to protect the next victim, or try to be hired as protectors.

Sometimes it seems like you're never able to take a break. Until now that is. You've found yourself again in a tavern, in this case, the bustling and famous Three Paths Tavern in Thornward. The barkeep, Fharnial, is sweating as he tries to keep up with the drink orders, and the room buzzes with raucous joy from many patrons celebrating still the recent return of Thornward to the full control of Bissel. Patrons swap juicy gossip over the sweet smell of ales and meads.

PCs can introduce themselves as they sit around a table or at the bar. A Gather Information roll reveals the following, as well as the lead-in to the adventure. If no PC thinks to do it, feel free to suggest it to them after they dither a while.

Gather Information:

DC 10: "Seems like there's been a lot of folks saying stuff's turned up missing lately. Pickpockets and ruffians! This used to be a nice place to raise a family!"

DC 20: Some jeweler lost over 5,000 gp of valuables.

DC 25: One of the thefts was in broad daylight.

DC 30: I've sure seen a lot more Suel in these parts. Word on the street is some Suel sect is paying well for information about the Suss forest or settlements there.

DC 35: There was an odd fella in here last week, asking a lot of questions about strange magics and groups that might be interested in such things. I overheard him talking to a friend of his and they were going back and forth in some exotic language. Couldn't help but notice he kept referring to 'Mav Volan*'. Don't know who that is though.

ALL DCs "Did you hear about Oleangus? That wealthy merchant? He had a run-in with a burglar two nights ago, while he slept. Some of

his wife's favorite jewelry was stolen. Then this morning, Carnas found a note tacked to his door saying "You're next!" What's the world coming to!"

*Anyone with knowledge of Ancient Suloise recognizes *mav volan* as meaning "to not speak". Knowledge (local—Sheldomar Valley), or Bardic Knowledge DC 25 lets the PC know that the Silent Ones sometimes go by that name in Ancient Suloise.

Military Adaptation

For Gran March or Bissel military groups, the introduction to the scenario is slightly different

Sometimes it seems like you're never able to take a break. Until now that is. You've been sticking close to the barracks in Shibboleth and it seems like your obligation might pass uneventfully for the moment. The soldiers are busy swapping stories and whiling away the hours in games of cards or dice. The room is fairly buzzing with loose talk and cracked jokes.

PCs can introduce themselves as they sit around the barracks. A Gather Information roll reveals the following, as well as the lead-in to the adventure. If no PC thinks to do it, feel free to suggest it to them after they dither a while.

Gather Information:

DC 15: "Seems like there's been a lot of folks saying stuff's turned up missing lately. Pickpockets and ruffians! This used to be a nice place to raise a family!"

DC 30: I've sure seen a lot more Suel in these parts. Word on the street is some Suel sect is paying well for information about the Suss forest or settlements there.

DC 35: Down at the tavern last week I seen this strange fella, asking a lot of questions about strange magics and groups that might be interested in such things. I overheard him talking to a friend of his and they were going back and forth in some exotic language. Couldn't help but notice he kept referring to 'Mav Volan*'. Don't know who that is though.

*Anyone with knowledge of Ancient Suloise recognizes *mav volan* as meaning "to not speak". Knowledge (Local: Sheldomar Valley), or Bardic Knowledge DC 25 lets the PC know that the Silent

Ones sometimes go by that name in Ancient Suloise

After several minutes pass, a Knight Commander of the Watch enters the room, surveys the mostly sorry lot on his roster, and turns to you. "There have been a rash of bold thefts in recent days, and we believe they are related. The most recent was the jeweler Oleangus, who woke to find his house being burgled as he slept. Now, another jeweler, Carnas, has found a note tacked to his door this morning saying 'You're next!' I need you to go check this out, and protect the jeweler from these lawless scum. I don't care if you bring him back alive, either."

Other information the commander can provide:

- If you think it might help, you'll want to talk to Oleangus and see if anything might tell you can aid your capture of the thief.

Encounter One (Bissel Track): Crime Scene

The PCs can check with Oleangus, to find that indeed, several expensive pieces of jewelry were stolen.

- He doesn't have any reason to be concerned with particular enemies. He's done well for himself, but also gives charitably to Rao to help the less fortunate.

- "I really didn't get a good look at him. When I awoke I may have startled him. At first I wasn't even sure that I saw someone in the room, and soon after that he was gone. It was very dark."

- "I don't really know Carnas very well, or have any information on who would steal from him. He's a bit of a suspicious sort, and what I hear is he's built a secure room in the center of his house in town."

- Oleangus is happy to let the party examine the scene of the crime.

A Search check (DC 15+APL) reveals that the locks on his front door and strongbox were opened without any kind of physical tampering. Since Daromario used artifact-level magic on the locks, they radiate a lingering aura of dim alteration magic for 1d6 days (possibly radiating no magic if the result is a 2 or less.)

Encounter Two (Bissel Track): The Heist

Carnas's dwelling is a veritable fortress. The walls are stone and the first floor lacks windows entirely. The single entrance is a stout bronzewood door shod with iron. The second floor has narrow windows with bars over them, and the steeply peaked roof is slate.

If the PCs knock on the door, they are greeted by an armored figure with his hand on his sword.

A small sliding panel in the door opens and you hear a voice inside say "State yer business!"

The voice is that of Klemson, Carnas's guard. He informs the party that Carnas is not seeing anyone, and that he doesn't know them. His attitude is Unfriendly. Except for military groups, claims that they want to help or provide defense to Carnas are only entertained with a Diplomacy check that shifts his attitude to Friendly (DC 25) or Helpful (DC 40). Requests for information or access without offers of help are denied.

Klemson: Male Human Paladin 2/Fighter 6; hp 80.

If Klemson *detects evil* on any party member, his attitude is Hostile, though he does not attack. The PCs must talk fast to explain themselves.

If the party is unable to get to see Carnas, they may seek to stake out the place without informing Carnas. There are other buildings, and with effective diplomacy or bluffing, they might set up directions to watch the street around Carnas' house.

The panel slides shut and several minutes pass. Then you hear a bolt being slid back and the door opens. You are taken in through the door into a vestibule, and Klemson double locks the entrance after you are in, and then unlocks a second thick bronzewood door and you pass through to a magnificently appointed foyer of the wealthy merchant Carnas.

You are escorted to a sitting room off the main entrance and within a few minutes, a slim man of about 38 years enters to greet you. His square jaw and light tan skin indicates Oeridian heritage, but the straightness of his black hair and high cheekbones show some Baklunish influence. "You say you want to help me! How can I know that you're not in cahoots with whoever this scoundrel is! Who are you anyway?"

Carnas is a bit jumpy, with the public note being tacked to his door saying he would be next. With appropriate reassurance, the PCs can convince him that they can protect him from the thief.

- I have many rivals, but none in town that I know of.

- I don't really know Oleangus too well either

- I'm pretty sure that any thieves are going to have a tough time. I've never been robbed before. I've made it my business to make certain of that.

If asked about his business, he is vague, but if pressed says that he mostly deals pearls to Ket and other places north of here. If challenged on involvement with Kettites he becomes defensive, asking rhetorically if it's not legal to trade, and saying their money is as good as anyone else's.

His trade in pearls is primarily geared towards arcanists who use them for spell components, but he does not volunteer that information.

If asked to see the note, he produces it. It is written on a torn scrap of parchment with bold angular letters that look as if they are crafted to seem intimidating. It reads: "I'm coming for you next". A DC 40 Search check reveals that the parchment had held other writing at one point but had been recently scraped clean. (this parchment was a stolen accession record from the Gradsul Royal Museum, but it is unlikely the characters have any way of determining this)

Explain the layout of the place (see map, Appendix Nine) and let the PCs make whatever preparations they wish. The locks in the place are all of the highest quality (DC 40), and the strongroom is also lined with a thin sheet of lead as well as thick stone on all sides. The strongroom contains several bags of pearls of varying quality, all minimally 100gp in value. The attack comes at 1:40 AM, unless the party posts any obvious heavy guard outside the place. In that case, Daromario does not strike until two nights later, at which point he'll be compelled to try by the curse of the *Bronze Key*

A strange interaction of the curse of the Bronze Key, his training as a shadowdancer, and a now-forgotten ruin he explored soon after finding the Key has altered Daromario. He is now a split person. His usual self and a more vicious and ruthless "shadow self" vie for dominance within Daromario's soul, but also in a material way as well. This is represented by Daromario being capable of splitting off a shadow-templated version of himself that is

helpful and friendly to him, but also more sinister in intent toward others. This only occurs in very stressful situations.

APL 8 (EL 9)

Daromario: Male Human Rgr4/Rog3/ShD1; hp 62; see Appendix Two

Shadow Daromario: Male Shadow Human Rgr4; hp 27, see Appendix Two.

APL 10 (EL 11)

Daromario: Male Human Rgr4/Rog3/ShD3; hp 71; see Appendix Three

Shadow companion: 19hp; see *Monster Manual*, p. 221.

Shadow Daromario, Male Shadow Human Rgr4/Rog2, hp 42, see Appendix Three

APL 12 (EL 13)

Daromario: Male Human Rgr4/Rog3/ShD5; hp 86; see Appendix Four.

Shadow companion: 19hp; see *Monster Manual*, p. 221

Shadow Daromario, Male Shadow Human Rgr4/Rog3/ShD1, hp 50, see Appendix

APL 14 (EL 15)

Daromario: Male Human Rgr4/Rog3/ShD7; hp 101; see Appendix Five

Shadow Companion (advanced): 32hp; see Appendix Five

Shadow Daromario, Male Shadow Human Rgr4/Rog3/ShD3, hp 71; see Appendix Five

Tactics: While under the effects of *dust of disappearance* Daromario uses his Shadow Illusion ability to create a duplicate of himself sneaking up towards one of the walls and attempting to climb it. If the area is illuminated with a *daylight* spell he uses one of two pebbles with *deeper darkness* cast on them to negate at least one of the *daylight* spells.

At APL 8 he also has drunk a *potion of darkvision* to enable him to see during his night attack.

Assuming the illusion distracts the guards he then uses his Shadow Jump ability to pass through a preferably unobserved wall of the dwelling. At lower

APLs he heads for the front door, the Bronze Key granting him immediate access. Once inside he tries his best to evade combat and capture; making his way into the vault is his highest priority. If he makes it into the vault, he scoops up handfuls of pearls and then makes his way out, fighting for his life.

On whatever round the PCs confront Daromario directly (they are mutually aware of each other and initiative has begun, his “shadow self” splits off from him and begins to act independently, assisting Daromario in whatever way it can.

Development: If Daromario is killed, information about his hideout can be recovered via *Speak with Dead* or by Gathering Information about him specifically (DC 20: a tavern wench of his acquaintance said he told her onetime he liked living outdoors and had a cozy little place setup in a cluster of Oak trees about half a mile west of town).

A DC 30 Search check of his clothing reveals some very small unusual seed pods attached by burrs to his clothing. A Survival check (DC 15 + APL) indicates that the seed pods are from a somewhat scarce plant that is commonly found among oak trees. The oak tree stand is easily locatable by anyone asked in town.

If Daromario is captured, he should be turned in to the Watch, who imprison him. If questioned, he admits to his thefts, and says he feels strangely relieved that he has been captured. He says he has felt compelled to steal, but no more. He does *not* mention the Bronze Key of Portals or be concerned about it in any way. If shown it he says it looks like many keys he’s seen. He was as surprised at the appearance of the shadow-self as they were.

Treasure: The judge should make sure he determines which character is searching the body. Whoever does so finds the *Bronze Key* and is subject to its curse immediately. Secretly roll a Sleight-of-hand check for the character affected, opposed by the highest Spot check in the party assuming a situation where the PCs are Taking 10. If the check is successful, no-one will be any wiser about the Key.

The shadow Daromario fades away if either of the two is killed, and all items the shadow Daromario was using vanish.

Besides the *Bronze Key of Portals* and other items Daromario has on him, about half a mile outside town he constructed a shelter in an old stand of oak

trees and was living off the land. The fruits of his thievery are in a tied bundle with his other belongings, also containing his animal companion (Which should attack with surprise in most circumstances)

Medium Viper: hp 9, see *Monster Manual*, p. 280

- APL 8-10: Pieces of jewelry of unknown ownership (APL 8: 200gp gold necklace with small garnet, 50gp plain electrum ring; APL 10: 50gp plain electrum ring, 200gp gold necklace with small garnet, 300gp pearl necklace; 57gp cloisonné brooch; APL 12: 1000gp gold necklace with small opal, 300gp pearl necklace, 500gp platinum ring; 57 gp cloisonné brooch).

- Three pieces of jewelry belonging to Oleangus (3000gp each).

- Five items from the Gradsul Museum of Antiquities, and five pages ripped from an accession record. (Players Handout #2)

1. A beautifully crafted porcelain hemispherical bowl decorated with Baklunish script.

Value 250gp. Appraise DC 25: the item is *not* Baklunish.

Appraise DC 35: the item is Suel

Knowledge (nobility and royalty) DC 10, Knowledge (local—Sheldomar Valley) DC 15: Malweig is a Suelois Baron of Dilwych, in Keoland

Knowledge (nobility and royalty) DC 15, Knowledge (local—Sheldomar Valley) DC 20: Malweig is reputed to be mad, and curious about adventurers.

2. A jade statuette of a feathered serpent.

Value 1500gp. Appraise DC 15: the item is Olman

Knowledge (religion) DC 15: The statue represents Quetzalcoatl, the Olman God of Law,

3. A clay incense-burner, decorated with bat motifs

50gp value. Appraise DC 15: the item is Olman

Knowledge (religion) DC 15: The iconography represents Camazots, the Olman god of death.

4. A black silk scarf decorated with purple floral motifs

400gp value. Appraise DC 30: the item is Drow, made of spider silk.

5. A platinum necklace with nine rubies

8000gp value. Appraise DC 30: the item is Suel, from the late Imperial period.

Also 23gp in coin are recovered at APL 8 and 10.

After returning Oleangus' stolen jewelry, the PCs can go straight to the Royal Museum of Antiquities in Gradsul (Encounter 4) to return the other items or, as he is mentioned on the accession record, they may try to gain an audience with Malweig, the Baron of Dilwyth in Keoland (go to Encounter 3). Military characters are ordered to return the items to the museum, but they will not be restricted from paying Malweig a visit on the way.

Troubleshooting: The PCs might try to keep the museum items. If they keep anything except the pieces of jewelry of unknown ownership, they receive the full cap in treasure for their APL, the adventure is effectively over, and they receive the designation **Hunted by the Silent Ones** on their adventure record.

Encounter Three (Bissel Track): Dilwyth

SPECIAL DM NOTE: Events in the Keoland Regional Scenario KEO4-02 **Active Imagination** have changed Baron Malweig from his past characterization. He is no longer insane, and has switched places with Vilharian, the animating spirit of an ancient Suel longsword. Players who have not yet played **Active Imagination** should not have any information about the events of the scenario revealed to them. Thus the following three cases for handling this are presented below, along with appropriate boxed text

Case I: No player has played Active Imagination. The Baron is still mad, and the events of Active Imagination are considered to still be future to the events of this one.

Case II: Some players in the group have played Active Imagination. Vilharian is in control of Malweig's body, but acts as if he is mad. Some necessary information is provided by Malweig to Vilharian telepathically. Note that it is a High Crime (punishable by death) in Keoland to read the mind of any Noble. Malweig delivers a secret message using innuendo to those PCs who have experienced the events of Active Imagination.

Case III: All players have played Active Imagination. Vilharian does not feign madness, and Malweig communicates with the PCs.

For all cases, read or summarize the following text:

A light drizzle has accompanied you throughout your time in the Barony of Dilwyth. To get there you've gone north off the royal road that crosses from Niole Dra to Flen. The road, never well maintained in dry season, becomes even worse in the wet and mud.

The sole inn in the tiny hamlet of Dilwyth, "Insanity's End", has become a welcome respite from the dreary weather and unseasonable chill. There the innkeeper provides you with directions to the Baron's castle. You follow a grassy, little-used path westward of the village and after a few miles the rain lets up to reveal an outlandishly large and architecturally bizarre castle. In size it is fit more for a Duke or even a King. None of the parts of it seem to have been built together, and the riot of styles and odd corners is somewhat disconcerting.

You are met at the gate by a beautiful red haired Suel woman, accompanied by two fighting men in livery. She introduces herself as Ahllia, and asks you what has brought you to the Castle Draconis Imperius.

Ahllia appeared in the Keoland Regional scenario KEO3-05 **Crimes of the Heart**, where she was possessed by a succubus. She has since been freed from the succubus's domination, and is very sensitive to things that are reminders of her past ordeal and behavior.

Her initial attitude is Indifferent. Anyone making any kind of reference to her beauty or femininity, or making any kind of romantic overture makes her attitude Hostile, requiring a Diplomacy check (DC 35) to get back in her good graces.

She communicates the following:

- The baron is in a very bad mood of late and would not like to be disturbed.
- She doesn't know anything about any missing museum pieces.

If mention is made of the Baklunish bowl and the need of the party to speak with Malweig about it, a Diplomacy check resulting in an attitude of Friendly (DC 15) gains the party access to the Baron. If that fails, PCs with an influence point with Baron Malweig or any other Suel nobility of the Sheldomar may spend it to gain access (cross the influence point off the AR).

Case I (no players of Active Imagination)

Ahllia leads you through the courtyard where several people wander seemingly aimlessly. Ahllia travels up several staircases, and leads you through passageways and grand portals. You think you may be going in circles. Off in some part of the castle you hear the strains of organ music playing a fugue at a very slow tempo.

Eventually you come to what looks like old construction, possibly the original part of the keep. As you enter the grand hall, festooned with Baklunish wall hangings and smelling of Elven incense, Ahllia introduces you to a middle aged Suel man, seated in an awkwardly curled position within an enormous chair with scarlet upholstery. "Malweig." The man does not move. "Malweig? I'd like you to meet [character names]. They say they have something of yours"

At that the Baron looks up to regard you with a quizzical look.

The baron is in a depressive phase and needs considerable prodding to provide help and information to the players. His mad ramblings should include all of the following:

On the bowl: "Oh. I used to love mommy's pudding. It was so good. Chocolate was my favorite. I'm not sure I'd like chocolate any more. Do you have any chocolate?"

"This isn't my bowl. My bowl is a Neheli Bowl. This bowl is some other house's bowl."

"The Baklunish are pretty decent folk after all. It's a shame what we did to them, isn't it. Well they got us back pretty good."

"I got this walking in the woods one day, in the merry merry month of Wealsun. Dreadful woods those."

"Oh, would you be so kind to find the Seekers who went into that big abyssal gate there in the Dreadwood. I never remember what happened to them . . . oh, did I already ask you to do that? Or was that someone else? I've had a lot of visitors lately. Good cousin Bistweig paid a visit just last week."

"What was with that bowl? A placemap I think. Its in the library, or shows how to get to the library. Lost in the library. Lost. Ahllia could you get it?"

(Ahllia goes to retrieve the map from another place in the castle.)

"Yes, Keledra has the other bowl now. Like peas in a pod. You should seek her. Seeker. She's not fond of pudding though."

Case II (some players of Active Imagination)

Ahllia leads you through the empty courtyard. Ahllia travels up several staircases, and leads you through passageways and grand portals. You think you may be going in circles. Off in some distant part of the castle you hear the strains of organ music playing a fugue. The music begins to build and develop into a crescendo, but prior to the climax, it is suddenly cut off. After a few moments pass, it begins again. This melody repeats as you make your way.

Eventually you come to what looks like old construction, possibly the original part of the keep. As you enter the grand hall, festooned with Baklunish wall hangings and smelling of Elven incense, Ahllia introduces you to a middle aged Suel man, seated in an enormous chair upholstered in crimson, with an ornate sword with a silver and aquamarine pommel sheathed at his side.

"Baron, I would like you to meet [character names]. They claim to have recovered something of yours".

Vilharian poses as the Baron and speaks in a seemingly halting fashion as Malweig communicates relevant information to Vilharian.

"Yes, um, I believe I have, er, met some of you before. You served us well. But others I have not. Please tell me of yourselves and this thing of mine you say you have recovered."

In the course of the conversation, Vilharian posing as Malweig feigns madness (ad lib using dialogue from case I but with a more stilted delivery). All players of Active Imagination realize the information being communicated by the mad ramblings of Vilharian (the same information he presents straightforwardly in Case III). If the Judge feels up to it he may improvise this conversation, or pass those players a note with the information.

Players should be actively discouraged from letting on that they know Malweig is "not himself."

Case III (All players of Active Imagination)

Ahllia leads you through the empty courtyard. Ahllia travels up several staircases, and leads you through passageways and grand portals. You think you may be going in circles. Off in some distant part of the castle you hear the strains of organ music playing a fugue. The music begins to build and develop into a crescendo, but prior to the climax, it is suddenly cut off. After a few moments pass, it begins again. This melody repeats as you make your way.

Eventually you come to what looks like old construction, possibly the original part of the keep. As you enter the grand hall, festooned with Baklunish wall hangings and smelling of Elven incense, Ahllia introduces you to a middle-aged Suel man, seated in an enormous chair upholstered in crimson, with an ornate sword with a silver and aquamarine pommel sheathed at his side.

“Vilharian, I would like you to meet [character names]. They claim to have recovered something of Malweig’s”.

Malweig can provide the following information, by communicating with the PCs telepathically:

The bowl is actually half of an Old Imperial Code Sphere. He recovered it from the Dreadwood when he explored a site of strange magic. There was also a map along with it. The map was cryptic, but allegedly showed the location of an ancient Suel Arcane academy, founded by a renegade Suel House before the Rain of Colorless Fire. He believes the academy is probably in the Dreadwood.

He has no idea how to use the code sphere, though he has the map. The other half of the code sphere belongs to his old Seeker associate Keledra. She’s often found in Gradsul, and Malweig can give the PCs a letter of introduction to her and expects that they would take the half-sphere to Keledra.

Having met with the Baron, the PCs should each receive **Notice of Group B** on the Adventure record.

Encounter Four (Bissel Track) Gradsul Museum

PCs who inquire at the museum about stolen artifacts or returning the artifacts first meet Elios

Murancho, the curator of the museum, a slim Oeridian man. He leads them through the halls of the museum to some cramped rear offices to meet with the Head Guard. The Guard is Celesta Shadeflower, a Halfling sorcerer and (secretly) a Silent One contact who is very interested in the details of their escapades. If they mention the *Bronze Key of Portals* to Celesta, or do not provide an innocuous answer to questions about how Daromario was able to accomplish such thefts, award them **Notice of Group A** on the Adventure Record.

Celesta Shadeflower, female Halfling Rog1/Sor8 hp 26.

Description: With smooth, honey colored skin, almond shaped eyes of deep brown, a heart-shaped face, long shiny black hair, tightly drawn, full lips, she is staggeringly gorgeous and she knows it. She dresses provocatively, but appropriately. She adopts a playful, sassy manner as well-she finds it makes roguish types go wild for her, and thus much easier to control.

The party is thanked for returning the objects by the museum.

If they have met the Baron, then they are on their own to find Keledra, and can locate her in the Sellark Library (see Encounter Two, Principality of Ulek). She will find them after a week if they are looking for her and have trouble finding or accessing the Sellark Library. If they have not met with Baron Malweig, after conversing with Celesta for a bit, the Sea Mage Keledra happens to chance by.

You hear the sound of hard boots echoing down the marble hallway of the museum towards Shadeflower’s office. Entering the room is a Suel woman of medium build wearing a puffy white blouse and loose-fitting pantaloons tucked into high black boots. She has straight golden hair of shoulder length, and smooth healthy skin over angular features. She looks over your group and spies the collection of objects sitting on the halfling’s desk.

In a singsong voice Shadeflower looks up “What can I do for you Keledra? You can see I’m a bit busy”

Keledra says “Well it looks like you have good news from these fine folks, since they have recovered the items from the latest theft”

The Halfling bristles a bit at the slight. "Yes, Keledra, though I don't know why you care, since none of your 'donations' were stolen."

"Maybe not mine, but finding out that bowl there is long overdue to be returned to its rightful owner has to have been somewhat of an embarrassment. Why don't you let me take it back for you?"

"The bowl is still in the care of the museum, even if it is on loan."

"You haven't taken very good care of it. Security here is getting to be a bit of a joke!"

"Well why do you think it should go back with you? It should only go to Lord Dilwych himself. But he'll never come get it and taking it to him is pointless."

"Such pessimism. He's can be quite lucid at times with those he trusts, you know. Dilwych and I are old friends. Hey, if you're worried, these fine upstanding citizens can come with me."

With this, Shadeflower gives the Suel woman a scrutinizing look, as if trying to sense what ulterior motive lies behind this offer. Then she considers, and says: "Y'know, that just might be a good idea. These folks have proved their trustworthiness. If you would be so kind, could you please make sure Keledra takes that bowl back to Dilwych?"

Keledra, female Suel human Exp3/Wiz5, hp 37, see Appendix Six

Development: If the PCs are reticent, Celesta reminds them they are being rewarded for returning the bowl to its proper owner. When the PCs leave with Keledra she says "There's something you adventurous folks might be very interested in with regards to this bowl, let's go someplace more congenial." She then leads them to the Sellark Library, and you can present the information in Encounter 2 (Principality of Ulek Track)

If the PCs have already met with Baron Malweig, they simply receive 50gp per person reward and may locate Keledra on their own (again, see Encounter 2 (Principality of Ulek Track) for most information needed when meeting Keledra)

In either case, after presenting this information, proceed with Encounter 5.

Treasure: 50gp per person for the return of the stolen objects. This award does not vary by APL.

Introduction (Keoland and Yeomanry Track): Invitation to a Lecture

Note to Judges: This is a role-playing intensive encounter. It should present challenges that are difficult but not impossible to overcome. The setting is a place of refinement, where uncouth barbaric actions are frowned upon. It is important to set that tone, and only penalize the PCs who behave boorishly in that context. Total failure in this encounter will prevent completion of later events, just as the total death of the party in a combat that goes poorly will result in failure to complete the scenario.

Some of you received an invitation as a professional courtesy. Others took the opportunity to hear tales of noted adventurers or were always on the alert for news of menaces from the south of Keoland. Still others heard there was free food at the reception to follow. But you have all arrived at the Sea Mage guildhouse in Gradsul to hear a presentation on "Threats in the Hool Marshes: a report of Darrin's Expedition".

The auditorium is filled with people murmuring in anticipation of the lecture. Several arcane captains sit in the plush seats reserved for them. A Halfling perches atop a pedestal holding a large bust of Drawmij to get a better view. Servants hood the everburning torches along the walls as light intensifies on the platform. A half-elven male, a human male and a woman take seats in the center. Bismark Kramspitz, the Sea Mage's chief hydrographer arises to address the assembly

"Welcome, fellow Sea Mages, noble peers, members of the Academy, honored guests, and fellow citizens of Keoland. Many of you are aware of the dire situation that has come about in the western Hool Marsh. While we have no additional findings on that subject, we have reevaluated old information in the light of the current. Tonight I introduce to you the members of an expedition to the Hool Marshes to give their account of their adventures and discoveries. To my left is fellow Sea Mage Keledra, Lydian Professor Gardrial of Greyhill,

and finally the Ranger Darrin Entlemmarin, who will begin the lecture this night."

Darrin, a lithe, thinly bearded Suel-Oeridian man in his late thirties arises and begins his account of the expedition.

"In the fall of 592 we were asked to assist the navy who had lost a crucial resupply shipment to Westkeep. Shipments had become a bit easier to make at that time, though we did not know why just yet. Many of the more hostile tribes had relocated to the Beacon, fortunately loosening up the supply lines for the keep."

"The surviving crew of the attack said it was remarkably well coordinated and seemed specifically directed at the magical supplies that were in the shipment. So somehow the attacking forces had knowledge of the nature of the shipment."

At this point in the lecture, a middle aged man named Orvix and wife Nulla begin to have a loud whispered conversation immediately next to one of the PCs. The wife, a large-framed woman wearing an excessive amount of makeup is concerned. "Did you forget to make arrangements at the inn for a bath to be drawn? It didn't look like the inn had a comfortable tub". "You always forget to check these things." "I know dear, but if you hadn't been bothering me about the cost of the inn I would have been gotten that nicer place we stayed in last year." "I don't know what you're talking about, I didn't complain about the room cost, but the cost of the cabin when we were aboard ship from Rel Mord." "I don't see why these Sea Mage friends of yours can't put you up once in a while," etc.

Some of the other surrounding audience turn and glower at the couple, and after it continues, a louder "shush" is heard. The PCs can also interact with the couple, asking them to be quiet, but if any verbal or somatic spell components are apparent, or if any violence is used, the PCs involved are asked to leave by the three bouncers (see the troubleshooting section of the next encounter for details). The conversation interrupts the next paragraph, rendering some of what is said inaudible.

"Going from the point of the attack, I was able to track the attackers to a very strange part of the swamp. At several places, we discovered pieces of highly polished metal, later found to be an alloy of copper and trace amounts of mithral. Some of the plant life in the area was growing in somewhat twisted forms, and we

found several ~~non-native plant~~ species growing as well. We could not account for this in terms of ~~anything unusual in the soil or water,~~ however."

"As we continued our tracking, we discovered that this was the home to a tribe of bullywugs..."

"ugh, disgusting things! All slimy"

"hey could you please keep it down!"

"...though 'tribe' really fails to describe them..."

"Well I never! Orvix! You're not going to let him talk to me that way!"

"Actually I'd be happy if you shut up!"

"... They were numerous, over eighty in all..."

Suddenly, all sound ceases in the room.

One of more than a dozen wizards in attendance has cast a stilled silenced *silence* spell centered on the space around the arguing couple, catching a few of the PCs in the midst. A few people clap in approval, and Darrin breaks off his speech with the commotion.

At this point three well muscled men wearing ceremonial scimitars come down one of the aisles of the lecture hall to the couple. The unknown caster will dismiss the *silence*, and the bouncers firmly ask the couple to come with them. Nulla begins to utter an objection, but a stern look from her husband stifles her and she exits with her husband, eyes cast to the ground.

Darrin repeats himself:

As I was saying, we continued our tracking; we discovered that this was the home to a tribe of bullywugs, though 'tribe' really fails to describe them. They were numerous, over eighty in all and highly organized, even more so than the most civilized of the lizard folk, and had constructed several sophisticated stone buildings."

"We reconnoitered the tribe with great stealth, and could find nothing really to account for the strange behavior. One odd thing was that some of the chief bullywugs appeared to be afflicted with a tumorous disease, though it left them otherwise capable and healthy. We located the building where the shipment had been deposited and prepared to make a quick invisible strike into the structure to recover the shipment."

“Though the bullywugs did not notice us at first, we were thwarted by this...”

A curtain is drawn back to reveal a strange reptilian beast about the size of a black bear, with an enlarged head of savage looking teeth set in a massive jaw. It lacks any obvious eyes, yet has an array of nostrils and large membranes near the top of its skull. It is also quite immobile, and you realize it is a taxidermist specimen.

“This creature, which the bullywugs called ‘grigaur’, apparently has several means of detecting the presence of creatures without relying on sight. A half dozen of these beasts guarded the shipment, and we had to make a very hasty retreat when we were discovered. Several of the things continued to track us, even when we thought we were safe, and it was then that we were able to defeat one, which we recovered and took for study. Keledra?”

Keledra rises to stand near the creature, its bulk dwarfing her slight build. She is wearing a puffy white blouse and loose-fitting pantaloons tucked into high black boots. She has straight golden hair of shoulder length, and smooth healthy skin over angular features. “I was able to find out several things about these ‘grigaurs’, and the summary of Gardrial’s and my findings concerning their physical characteristics will be available after the lecture. The most shocking thing about them is that until now we had believed that these beasts were extinct, having died out in one of the pre-historic eons of Oerth. Only a few fragmentary skeletons had ever been found. Even in places where dinosaurs or other ‘living fossils’ still remain, no grigaurs have been discovered. Unless any of this learned body might be able to offer a further information about this claim?”

Keledra pauses for a few seconds. If any PCs have encountered grigaurs in a module, they may make this claim. If they Bluff, they have to pass five separate Sense Motive modifiers from skeptical audience members (DC: 15+APL) or one of them will interject that they think the PC is pulling her leg. If they are truthful or succeed in bluffing her, Keledra will seem very surprised, and ask if they would share their information with her at the reception following the lecture.

If the PCs don’t have anything to add, a extremely slender Oeridian man dressed in fine robes stands

and asks “are you aware that these beasts are offered for sale in Greyhawk. They don’t sound extinct to me!”

“Well, yes, certain arcanists in the Free City of Greyhawk have derived a unique spell formula that has been used to manifest these beasts, whether (as has been claimed) by actually, Lendor forbid, bending the fabric of time to move these creatures through it, or as I suspect, recreating the creatures from the transitory remnants of their morphogenetic fields. One Kezzark of Greyhawk has made himself immensely wealthy by trafficking in these beasts, offering them as loyal guardians with the special talent of protecting against invisible attackers. The fortunate thing in terms of their extinction has been that to date, every Grigaur generated from magic has been a male.”

“My dissection of this specimen has shown it to be a female.”

“Clearly this matter requires some further investigation. The unfortunate thing is that, to date, we have been unable to relocate the bullywug tribe that used these beasts as guardians. Whatever has enabled them to reach such a level of advancement has apparently kept them out of the reach of our best efforts at locating them again by means either magical or mundane.”

Keledra continues briefly on the topic of the magical means attempted to discern the fate of the bullywugs, and then Gardrial concludes with information on the physical characteristics of the Grigaur (summarized in Player Handout #1). The lecture concludes, with Bismark Kramspitz indicating that a reception is held down the hall, and the expedition members are available for questions.

Encounter One (Keoland Track): Reception Follows

You move out of the auditorium into a somewhat smaller hall where the many guests have already begun to dine on the sweetmeats, cocktail shrimp, oysters and crudités. Some individuals are off by themselves, while most are engaged in witty banter, heated discussion, or fond reminiscence.

You find yourself attracted to the few people you already know, but some of the group you find yourself in are total strangers.

The PCs may introduce themselves to each other at this point. There is a cash bar, which is not accounted for by Adventurer's Standard upkeep, but is for Luxury or Rich upkeep. Prices as per the *PHB*

The presence of so many garrulous persons makes gathering information considerably quicker, approximately 5 minutes per check. Attempting more than 2 checks per topic is prohibited though, as the other guests will perceive themselves as being pumped for information.

Gather Information (General)

20: The National Academy of Wizardry was hoping to acquire a Grigaur specimen themselves, and is bitter that the Sea Mages have shown them up.

24: Darrin's expedition was sponsored by a cousin of Baron Malweig of Dilwych...

26: ...Not Wanker or Ludweig, but some other cousin. I think he's in some group called the Seekers.

28: The Scarlet Brotherhood has been trying to acquire a Grigaur as new breeding stock for their twisted experiments. That females are somehow available is frightening news indeed.

Gather Information (Keledra)

15: Keledra mostly does cartography for the Sea Mages. She could have gone far with the Royal Explorers of Keoland, but I'm not sure why she didn't.

20: Keledra has had a tempestuous past, and several jealous ex-lovers.

25: Keledra's personal hobby is researching the rumored Lost City of the Suel, and has searched for it in the past, though unsuccessfully.

28: She might have been refused by the Royal Explorers because of her past association with the Baron of Dilwych.

30: Keledra is very close to Tibarian Matreyus, who lives three leagues north of Gradsul. He is a famous explorer of the Amedio Jungle and a member of the loose affiliation of explorers and cravers of magic known as the 'Seekers'

If anyone wishes to speak with the lecturers, they find that Keledra is surrounded by the largest throng of interested questioners, and that they are unable to get her attention without causing enough of a ruckus that they would be firmly asked to leave.

Darrin and Gardrial are also busily engaged in discussion, but can be approached. Each has an issue that they need help with, and helping leads to access to Keledra.

Gardrial in debate

Listening in to the discussion involving Gardrial indicates that he is in a tedious discussion with a "crank" historian named Irik Hemidal. Irik is convinced that the original Suel Empire was founded among the Ice Barbarians of the north and that many of the ruins of the Sea of Dust are largely the result of clever fakes made by antiquity dealers. He also claims the blonde hair and fair skin of the Suel are more in keeping with a northerly origin, and that the latest research has shown that the Sea of Dust was actually dominated by the Olman, with some Suel colonists running the show. The Judge may freely improvise other amusingly absurd ideas about Suel history.

A Sense Motive check (DC 20) reveals that Gardrial is too polite (or timid) to give Irik the dressing down he so richly deserves. Any character that wishes to intervene may do so in any of the following ways, depending on the character's choice (roleplay the specifics of the debate as much as desired, with the rolls determining the final outcome.

Debate the issues. Demonstrate your superior command of the facts. Make 2 out of a possible 3 opposed Knowledge (history) rolls. Irik's skill modifier is equal to the APL

Bluff the bluffer. Use your own fast talking and misdirection, even though you know little of Suel history. Make a Bluff check against Irik's Sense Motive modifier equal to APL + 5 with the bluff understood as being a "little hard to believe" as in the creating of invented evidence or lies about 'new scholarship', as he is already inclined to believe illogical arguments.

Intimidate Rhetorically. Let your barbs and zingers loose on the fool. Make an intimidate Check, equal to 10+APL. A +2 circumstance modifier should apply to the check for 5 or more ranks in Knowledge (history)

If the debaters are successful in winning the argument and driving off the confuted Irik, Gardrial is profusely thankful and offers to introduce them to Keledra.

Gardrial: Male half-elven Clr8; hp 42;

Darrin in Trouble

Darrin is a talkative bold sort, and enjoys listening to the PCs tales of adventure and sharing his own. After a minute or two of conversation, a stout man named Gundolph approaches Darrin to speak with him.

“Truly, that was a tale worth hearing!” Darrin beams at your recounting of your recent adventures. While you were speaking, a stout Suel man with short, light brown hair and beefy hands approaches your group from the side and taps Darrin on the shoulder. Darrin turns, a look of recognition passing over his face. “One moment friends,” he says to you, as he backs up a few feet and converses in inaudible whispers with the interrupting man.

A DC 15 Spot check to read lips reveals that the communication involved something about a loan and involved the phrase ‘you better come with me’)

If no one asks Darrin about his attitude towards this request, Sense Motive (DC 20) reveals that Darrin feels he needs to go, but is apprehensive about going with this person.

After the interruption, the stout man exits down a corridor. If the PCs ask Darrin about the matter, he reveals that he’s a bit worried that he’s in trouble for missing loan payments. He doesn’t want any trouble, and resists the PCs acting as bodyguards, but accepts that if they insist and use a Diplomacy check to turn him from Friendly to Helpful (DC 20). He instead prefers and suggests someone might provide him with the funds equal to (390gp at APL8, 690gp at APL10, 990GP at APL 12, 1900gp at APL 14) offering his gratitude in return.

If the PCs follow they find Darrin taken to a lavatory where 3 thugs armed with saps and short swords lie in wait. If they stop Darrin from proceeding before the lavatory is reached the thugs escape. If they fail to intervene, Darrin is found beaten and unconscious for his inability to repay the loan.

If the players help with either money or muscle, Darrin is profusely thankful and offers to introduce them to Keledra. He also offers the grigaur taxidermy specimen as a gift

Darrin: Male Human Rgr10; hp 80.

Untiered

Thugs (3): Male Human Rog5, hp 25, see *Dungeon Master’s Guide*, p. 123 (substitute human for goblin).

Tactics: The thugs are waiting in the lavatory (a 10’ square room) for Darrin, expecting him to arrive alone. They try to subdue the first person entering the room, and if they are outnumbered, attempt to flee for their lives. They only use non-lethal attacks unless they are attacked with lethal damage first. They surrender after the first of them is dropped.

Development: After the combat is effectively over, Sea Mage security arrives and take the thugs captive, confiscating all their equipment and belongings. The PCs are thanked for the assistance rendered. In gratitude, the Sea Mages offer to provide the PCs with a token: a regular supply of *oil of shrink item*, which they use frequently to pack more cargo on ships.

Keledra facing harassment

Keledra is surrounded by a large group involved in active conversation. The PCs are absolutely unable to get a word in edgewise, or even get much within the circle of conversants with her without making some kind of scene and being asked to leave. See the Troubleshooting section for handling that case.

If they have been successful in assisting Darrin or Gardrial, either one volunteers to bring the PCs up to meet Keledra. If they have failed, see the troubleshooting section.

Keledra faces a social attack of her own. Bojeu, a suave yet satirical former suitor and Sea Mage Arcane Captain is constantly harping on everything she says, nit-picking her manner of speaking and making crude insinuations of the intimate details of their past relations. (Risqué puns using spell or magic item names might be used, avoiding them if there are younger players present). Keledra is trying to ignore him, but she’s finding it difficult and is becoming increasingly embarrassed by the bullying.

Dealing with him can take the form of an Intimidate check, the DC equal to 15 + APL

He could also be Bluffed, as by someone charismatic and dashing claiming to be a current suitor. Keledra happily plays along with this pretense.

Keledra: female Suel human Exp3/Wiz5, hp 37, see Appendix Six

Bojeu: male Human Wiz10, hp 42

Treasure: The grigaur taxidermy specimen (see the Adventure Record) is actually valuable if later sold, and is the party's reward for their assistance. If they actually encountered the thugs and defeated them, the Sea Mages reward them with a supply of *oil of shrink* item.

Troubleshooting: If the PCs insist on making a scene or acting boorishly, they face three bouncers with a Hostile attitude that needs to be changed to Friendly (DC 35) to avoid being ejected. The bouncers include one spell caster who casts *detect magic* before approaching as a precaution against *elixirs of glibness*.

Use of any violence or a failing any one of the three needed attempts to Intimidate (DC: 1d20 + APL + 8) the bouncers still results in their ejection and the encounter will be over for that PC, with the characters that participated receiving the "Blacklisted by the Sea Mages" (or Dustdigger College, if playing in the Yeomanry) notice on the Adventure Record. Unless all the PCs behave boorishly, the remaining PCs can still attempt to come to Keledra's rescue and receive her interest in joining with them

If Keledra is still unapproachable by means of helping Gardrial or Darrin, a PC possessing any influence points with the Sea Mages or any Gradsul nobility is quietly approached by Bismark Kramspitz:

"You look a bit flustered. Are you having a bit of difficulty with the protocol around here? I know you've helped [us/this town] in the past, and I want you to know it's appreciated. Is there anything I can do to help you? Anyone I can introduce you to?"

If the PCs accept the help, cross off the influence point.

PCs who have the Favor of Charlton Pental Dasco from KEO2-07, *Getting There is Half the Fun*, can expend the favor by dropping Dasco's name in Keledra's hearing. You may prompt them to do this by mentioning that they recall Dasco mentioning Keledra (or was it Celedra?) while they journeyed together. If so, Keledra's perks up

"Charlton! What has that misbegotten sahuagin-spawn been up to lately? Did I hear you mentioning you adventured with that creep? Tell me about it!"

The PCs can approach and Bojeu will begin his attacks by insinuating the details of Keledra and Dasco's brief but torrid affair.

Encounter Two (Keoland Track): Keledra's Pitch

Keledra is very grateful for the 'social rescue' by the PCs. After making introductions she asks some questions about their background, with particular interest in experiences with lost ruins, Suel or otherwise. She then mentions to them her current project and her excitement about a recent discovery that will pique their curiosity, and offer them a chance at adventure as well.

- Some of my associates and I were in the Suss Forest tracking a small party of Turrosh Mak's forces. They've been carrying out Suel artifacts from somewhere near the south Jewel River, in a fairly inaccessible part of the Suss. Mak's forces have the area well patrolled, so I was never able to get a good bead on precisely where they are. I'm worried they've actually located the City; how on Oerth that ever happened, I don't know.
- The City? I'm sorry: the Lost City of the Suel. There have been rumors of it for centuries. Some legends hold that it contains an entire Suel House preserved whole from the days of the Great Migrations, while others say it's merely a ruin holding fabulous magical wealth guarded by demonic servants.
- The group I was tracking was after something else. I'm guessing that perhaps the City doesn't hold the vast magical resources it's always been rumored to hold. But they dug up some texts that refer to another location, a school of arcane magics that was established by an earlier group of Suel that left in advance of the Great Migrations, maybe several decades before the City founders.
- For a long time I've had a cryptic map to a hidden treasure in a great forest. I'd always assumed it led to the Lost City, but there is now another possibility: the arcane school. The information in the notes we acquired from Mak's forces have been helpful in orienting the map properly, and another

group of adventurers recently returned an item to an old friend of mine that should be very useful in finally cracking the map's code.

- The code looks like some form of Baklunish script that's just gibberish if you translate it. I think that's a piece of misdirection. Whoever concealed this arcane school really did a good job keeping it secret.
- Darrin tells me you're the adventurous sort, and I'd be honored if you'd accompany me on an expedition to find this library.
- My old friend is in a place that's fairly secure. I'd rather not say where right now. But if you'll escort me there I'll also include you in on exploration of the site, with a share of what's recovered.

Assuming the PCs agree to escort Keledra, the adventure continues in Encounter Five.

Treasure: If they show reluctance, Keledra offers them a copy of *Fundamentals of Dweomercraft*, which she says was found along with the notes acquired from Mak's forces. ***"I've already made a copy; this gives just a hint of what we might be able to recover from the school."*** She also offers the book if the PC agree without any other inducement.

Development: PCs gain a guide in Keledra and more of the story of the concealed Suel site. They also gain a copy of *Fundamentals*. Proceed to Encounter 5: The Confounded Bridge

Encounter One (Principality of Ulek Track): Suss Hunts

A band of trolls have been making raids into civilized areas from the Suss Forest side of the Lortmills. They seem well armed, and may be forces of Turrosh Mak. You have gone into the Suss Forest near the Pomarj in an attempt to track these foul giants to their lair. So far, you have met with little success. The thick underbrush of the Suss and the strong breezes that give the wood its name are impediments to even the keenest senses in your group.

Above the constant whisper of wind you hear the crash of some group racing through the forest. Peering in the direction of the sound, you catch only a few glimpses of a swift humanoid

creature, no larger than a human. The creature's coloration seems to shift to match the forested backdrop through which it moves, making it hard to get a very good look at it. Whether it knows you see it or not, it is moving directly towards you.

Players may roll initiative at this point. Also roll Spot checks for the forces of Turrosh Mak who are close on the tail of the Skulk (at an encounter distance for Sparse Forest: 3d6x10 feet). The PCs automatically spot moving creatures at 100 foot range. The area of the combat should be liberally sprinkled with typical trees (which provide a +2 bonus to AC and a +1 bonus to Reflex saves to those who share a square with the tree) and clusters of light undergrowth (which cost 2 squares to move into and provide concealment). The trolls are all wearing tokens and sigils of Pomarj forces.

ALL APLs

Renaru, Male Skulk; hp 9

APL 8 (EL 9)

Pomarj Troll (3): Male Troll; hp 63, 63, 63; See *Monster Manual*, p. 247.

Kendeen, Male Human Clr5 (Earth Dragon) 38hp; see Appendix Two.

APL 10 (EL 11)

Pomarj Troll (4): Male Troll; hp 63, 63, 63, 63; See *Monster Manual*, p. 247.

Kendeen: Male Human Clr9 (Earth Dragon), 62hp; see Appendix Three.

APL 12 (EL13)

Pomarj Troll (4): Male Troll; hp 73, 73, 73, 73; See *Monster Manual*, p. 247

Gray Render (1): Male Gray Render; hp 135; See *Monster Manual*, p. 138.

Kendeen: Male Human Clr11 (Earth Dragon), 75hp; see Appendix Four.

APL 14 (EL 15)

Pomarj Troll Hunter (3): Male Troll Rgr6, hp 140, 140, 140; See *Monster Manual*, p. 247. Favored enemy +4 (dwarves) +2 (humans)

Kendeen: Male Human Clr11 (Earth Dragon), 75hp; see Appendix Five.

Tactics: at APL 12 & 14 the group has begun their day having eaten a *hero's feast*, adding 10 hp to their hit point totals (already included). At APL 10 and up, Kendeen has cast *true seeing*. Kendeen has distributed his *potions of resist energy* among the trolls, though no troll possesses both types. Kendeen primarily uses his spells in a supporting role, dispelling harmful magics. He can attack targets of opportunity though.

The skulk tries to evade the PCs and move past them, in the hopes that his hunters will become embroiled in combat with the PCs. If he is ignored he will run away and hide, becoming practically impossible to locate.

Development: If captured, the skulk has the following information that he will present if questioned, peppering his Common speech with Ancient Suloise. He will translate his Suloise if asked.

- He claims to be male, named Renaru.

- He was being chased because he knows an *al-shar* (female Suel) who has stolen something from them. They believed he could lead them to her.

- The *al-shar* is named Keledra. She came to our *hesbosok* (unclean group) while seeking the *ilshar llasna* (pure home for thousands) hoping we could tell her the location. We could not tell her, nor the *shak-Zellif* (children of Zellif: an obscure reference to the origins of the Scarlet Brotherhood) who came before her.

- As *bosok* (unclean), I wish to touch no one. Please let me go in peace.

Renaru is chaotic evil, but the skulk special quality Innate Nondetection means that a caster level check (DC20) will need to succeed to use any detection spells on him. As Skulks are a rare and seldom seen race, the Knowledge (Local—Core/Sheldomar Valley) check is more difficult:

Knowledge (local—Core or Sheldomar Valley):

DC 26: Skulks are a formerly human race from the forgotten days of the Suel Imperium. They have natural camouflage that can shift instantly

DC 31: They live as secretive and cowardly parasites on human society. They are hard to detect, and can resist some divinations

DC 36: Their origins are lost in the mists of time; some say they were an untouchable caste of Suloise, others that they were bred during a time of political upheaval and assassination. They are very hard to track.

Knowledge (history) can also be used to gain the historical information contained above.

Kendeen, the cleric of the Earth Dragon, has a note in ancient Suloise from Brother Zizdun (see encounter 7) communicating that the Sea Mage Keledra is making progress in her investigations, and that she should be expected to return to the Suss Forest within a fortnight. When she arrives she must be located and monitored so she might lead the Brotherhood to the Lost City of the Suel. It is signed "Brother Z".

The note claims her recent whereabouts are Gradsul, frequently staying at a place called the "Sellark Library" (Knowledge (nobility and royalty): DC 15 "Sellark" is the noble family of Duke Luschan of Gradsul)

With this information, the PCs should be motivated to go warn this Keledra of this danger. Proceed to Encounter 2: Sellark Library.

Troubleshooting: Renaru wants to be let go. If the party insists on taking him with them he makes the assumption they are enslaving him, asking "which *sharavkel* (great citizen) shall I render *yevel* (obedience) to?" He also regards any Suel in the party as the party leaders and defer to their statements in preference to others.

Be sure to warn chaotic characters and most good characters that forcing Renaru to accompany them under the impression he is their slave is a certainly a lawful act, and possibly an evil act depending on how cruelly their ruse is played out. It should be denoted as such on their Adventure Record. Use your best judgment in making the determination if this penalty actually necessary.

If the party still does not let him go, within 10 minutes of moving on through the forest a fellow Skulk rogue10/assassin8 will assassinate Renaru from hiding to prevent him from ever divulging any information about the Skulks and their ways. He will refuse *raise dead*, and will successfully resist *speak with dead*.

Encounter Two (Principality of Ulek): Sellark Library

The Sellark Library of Gradsul is a meeting place of a society of adventuring scholars and explorers known as the Seekers. It is sponsored by Huris Sellark, the younger brother of Luschan, Duke of Gradsul.

If any PC has any favor or influence with the Seekers, they can find the location of the Library with no trouble. Otherwise, a Gather Information or Knowledge (Sheldomar Valley) check (DC 10 + APL) reveals the location of the library, in the Garrten District of the Old Town. A DC 30 check identifies the library as being a Seeker hangout.

If no one can make these checks successfully, or if they are unable to convince Kafo to let them in, after a week (or just as the PCs are ready to give up) Keledra comes and finds the PCs, as she has heard there are people in town looking for her.

The library is a discreet stone building along a prosperous alley in the Garrten District of Old Gradsul, mixed in along with scribal establishments and healer's lazarets. When you call at the entrance a man in his early seventies wearing livery shuffles forward and greets you. "Good day to you, <cough> sirs and madams. What businesses have you at the Sellark <hack> Library?"

Kafo is the name of the footman. Possible responses to questions are below. Feel free to improvise other responses. He coughs and wheezes during his conversation (but don't overdo it). He is reluctant to let the PCs in without a good reason, and if they are evasive as to their purposes, he assumes their evasiveness is a reason to bar them.

Kafo, Male Com18, hp 48. Sense Motive +12, Profession (footman) +23

We'd like to come in: "I'm sorry to have to tell you this is not a public library. Maybe you could try the Lydian Bookroom in Garrisfurd"

We'd like to see someone named Keledra.

We're here to see Keledra, she's expecting us: "Mistress Keledra is sometimes here. She didn't mention she was expecting visitors."

There is a matter we need to discuss with Keledra, we were told we could find her here. Its urgent. "I'm sorry, while I'd like to be of service,

the patrons of this library view this as a place of respite, not one where all and sundry are admitted for commercial or private interests."

There is a matter we need to discuss with Keledra; we were told we could find her here. We believe she's in danger: "Oh my. Mistress Keledra is not present at the moment, but you should speak with Master Matreyus. He's here and may know where you might find her."

If they would like to speak to the Matreyus the footman notifies him, or they may wait in the common room for Keledra to return. The footman invites them into the main hall of the library to await the associate.

You enter a large well-lit common room that could hold a party of twenty or more comfortably. It is furnished with comfortable high-backed leather chairs, richly finished display cases holding Olman curios, and decorated with ancient maps and maritime charts of the Southern oceans and the Amedio jungle. The glint of brandy snifters and the smell of old pipe-smoke marks the room as a place where adventurers of refined taste gather to exchange and digest information on their explorations. Two large marble busts flank the corners of the room.

Knowledge (nobility and royalty) identifies the busts as Keoish Kings Tavish the Great (DC 12) and Sanduchar I, known as The Navigator (DC 18)

Kafo returns from upstairs and introduces Tibarian Matreyus, an explorer who is a close associate of Keledra's and has helped her with her various researches, and she with his. He can convey the following:

On the threat to Keledra: That is bad news indeed. Keledra will be stopping by in a few hours, and will want to hear this from you personally.

Keledra's work: She's quite ambitious. She's been searching for the Lost City of the Suel, somewhere in the Suss forest. Recently she's come into possession of a map, that might be related.

The library: This library was graciously established by Huris Sellark (younger brother of Duke Luschan), when the first great expeditions into the Amedio jungle were being planned and devised. We offer information and help to many Seekers after knowledge.

We? We Seekers. Wherever there are relics of the past or items of arcane interest, we Seekers believe such things are best put to use, rather than left moldering in some crypt or the ruin of a dead culture.

Aren't the Seekers a threat to Keoland? While there are some who might be tempted to sell dangerous magic to the highest bidder, we'd consider such mercantile louts to be no more than common grave robbers, and we do police our own. If we were a threat, you'd wonder why the Duke's brother continues to offer us patronage.

Himself: I'm an explorer. You may have heard of my expedition to the Amedio jungle? (PCs may note (DC 10 Spot) that the wall map of the Amedio has a prominent lake labeled "Lake Matreyus")

The Scarlet Brotherhood: We're a bit too diverse of a group for the brotherhood to be interested in subverting us. As Seekers we know every culture of the Sheldomar has something to contribute. I can see that they've been paying attention to our activities though. They usually want what we want, and we usually beat them to it.

Keledra arrives after about two hours. Tibarian introduces the PCs and they can explain what they have learned about this situation. She will be taken aback, but not completely surprised. She can explain the following:

- Some of my associates and I were in the Suss Forest tracking a small party of Turrosh Mak's forces. They've been carrying out Suel artifacts from somewhere near the south Jewel River, in a fairly inaccessible part of the Suss. Mak's forces have the area well patrolled, so I was never able to get a good bead on precisely where they are. I'm worried they've actually located the City; how on Oerth that ever happened, I don't know.
- The City? I'm sorry: the Lost City of the Suel. There have been rumors of it for centuries. Some legends hold that it contains an entire Suel House preserved whole from the days of the Great Migrations, while others say its merely a ruin holding fabulous magical wealth guarded by demonic servants.
- The group I was tracking was after something else. I'm guessing that perhaps the City doesn't hold the vast magical

resources it's always been rumored to hold. But they dug up some texts that refer to another location, a school of arcane magics that was established by an earlier group of Suel that left in advance of the Great Migrations, maybe several decades before the City founders.

- For a long time I've had a cryptic map to a hidden treasure in a great forest. I'd always assumed it led to the Lost City, but there is now another possibility: the arcane school. The information in the notes we acquired from Mak's forces have been helpful in orienting the map properly, and another group of adventurers recently returned an item to an old friend of mine that should be very useful in finally cracking the maps code.
- The code looks like some form of Baklunish script, that's just gibberish if you translate it. I think that's a piece of misdirection. Whoever concealed this arcane school really did a good job keeping it secret.
- I don't doubt the Brotherhood has been shadowing me, but I haven't had any reason to be suspicious. I have to tell you I'm a bit scared. I really appreciate your letting me know. You look like a capable bunch. Would you maybe be interested in protecting me while I work on deciphering the map?
- My old friend is in a place that's fairly secure. I'd rather not say where right now. But if you'll escort me there I'll also include you in on the exploration of the site, for a share of what is recovered. I can also see to it that Tibarian here remembers your good deed.

Assuming the PCs agree to escort Keledra, the adventure continues in Encounter Five.

Treasure: If they show reluctance, Keledra offers them a copy of *Fundamentals of Dweomercraft*, which she says was found along with the notes acquired from Mak's forces. ***"I've already made a copy; this gives just a hint of what we might be able to recover from the school."*** She also offers the book if the PC agree without any other inducement.

COMBINED TRACK

Encounter Five: The Confounded Bridge

Keledra prefers to travel on foot saying she doesn't get to enjoy firm ground much as a Sea Mage, adding that there isn't any rush. She takes a pony if the party insists she ride to keep up. She also prefers a position near the center of a marching order, and even if they insist she take the front, on more than one occasion the party finds she has drifted to the center. If they make an issue of it, she will be aghast that her so-called escorts are exposing her to whatever ruffians might accost them on the road.

If travel in Dilwyth was convoluted and difficult before, it has become exceedingly strange with Keledra providing directions along the single poorly-beaten path that drives through Dilwyth and on which lies the eponymous hamlet. The twisted road is bordered by seemingly impenetrable thorn hedges here. Keledra alarms you by moving ahead of you directly into a thick bramble. Soon it become clear there is a cleverly hidden path through the thorns that takes your group northward toward the border with The Duchy of Dorlin.

"Dilwyth holds many secrets," Keledra coyly winks as she moves back toward the center of your group, her escorts.

This small road is more well-maintained, but seems to have had even less traffic. Low hanging branches occasionally make passage inconvenient and heavy undergrowth of thorn bushes make leaving the path an uncomfortable proposition.

The twisting path, just narrow enough for a coach to pass, eventually starts to lead downhill and as the taller vegetation clears a bit you see that you have come to a stream five yards across. It is spanned by an ornate stone bridge decorated with stone brocade and a few stylized human figures with lunatic grins on their faces. On the other side you see that the path continues to wind around a hillock upon which you see a small villa nestled between its field and vineyards.

At APL 12 and above, when the bridge animates it separates into two halves, and each attacks independently.

APL 8

Colossal Animated Object (multiple legs) 256 hp; see *Monster Manual*, p 13

APL 10

Colossal Animated Object (multiple legs) 256 hp; see *Monster Manual*, p 13

Gargoyle, Advanced Rog3 (2), hp 117, 117; see Appendix Three

APL 12

Colossal Animated Objects (2), (multiple legs) 256 hp each; see *Monster Manual*, p 13

Gargoyle, Advanced Rog3 (2), hp 117, 117; see Appendix Four

Gargoyle, Advanced Ftr3 (2), hp 134, 134; see Appendix Four

APL 14

Colossal Animated Objects (2) (multiple legs) hp 256, 256; see *Monster Manual*, p 13

Gargoyle, Advanced Rog6 (2), hp 149, 149; see Appendix Five

Gargoyle, Advanced Ftr6 (2), hp 172, 172; see Appendix Five

Tactics: The gargoyles are actually hiding under the bridge when first encountered, and would ordinarily only be seen by someone coming at them from way off the path. The "lunatic statues" are just statues.

The guardians move to attack anyone moving to cross the bridge or stream. They cease attacking if anyone speaks the pass phrase ("Who Keeps the Keepers") They ask for none, but cease if it is given.

Since Keledra is aware of the guardian's nature, she may act on a surprise round when combat begins. She initially believes things are well in hand, and she speaks what she believes is the password ("Finders Keepers") to get past the guardians. That pass phrase was correct, but as Bistweig did not renew it, it reverted to the password set up when the estate was enfeoffed (granted as a fief) in the distant past of Keoland's founding. When the pass phrase fails, Keledra is genuinely surprised,

screaming out with alarm, and tries to avoid combat (as a Divination specialist, she has few useful combat spells). The Judge should avoid attacking her entirely, without making her look suspicious.

The guardians attack with deadly force, but do not coup-de-gras.

Encounter Six: La Villa Strangiata

The PCs arrive at the villa of Bistweig, sometime explorer and second cousin of Baron Malweig I. The villa is toured with a description of the kennels, mews, stables, and herb gardens.

The drizzle begin again as you travel uphill towards the villa. On your right are the well-tended rows of a vineyard, bunches of grapes beginning to ripen towards deep purple. On the left is a more diversely planted field, some grain crops, but primarily savory herbs and several medicinal plants that are commonly recognizable, and a few that are not. Closer to the manor is a slender tower of smooth blue-grey stone, and beside it is a medium sized structure constructed of many panes of glass. Moisture fogs the inside of the glass prohibiting a clearer view.

The manor itself is well tended. Its walls are beige stucco and the peaked roof is set with ceramic tiles. As you come to the gate of the manor, you are met by Odo Cluny, the kennel-master of Sir Bistweig, a large black mastiff at his side.

“Always good to see you again, Miss Keledra, Bess here has missed you. My Lord will be with you in a moment”

Bistweig is a slender man in his late twenties with long very light brown hair in a ponytail and a thin beard highlighting his angular chin. His grey-blue eyes sparkle with confidence.

Bistweig greets the PCs, and asks how their travel in Dilwyth has suited them. If they mention the attack of the bridge and gargoyles, a look of horror and embarrassment passes over his face, and he apologizes profusely for the attack. He states that the bridge and gargoyles are ancient guardians of the manor, and that he neglected to inform Keledra of the current pass phrase (this is all true: he can be very absent-minded). He commends them for their bravery and prowess in defeating the

guardians. Anyone who is still injured is provided with an unlimited supply of alchemical healing salve (healing 1d8 hp per application) while on the premises of the manor. No magical healing is available, though there is an apothecary, Larias, with a +20 Heal modifier.

After this conversation, Bistweig informs the players that dinner will be served in several hours, and if they would like to tour the manor while they wait, they are welcome to do so, or they may retire to their rooms. He tells them the Tower of Meditation is private, and asks that they respect that limitation. Around sunset a servant summons them for the dinner.

At dinner, Bistweig has forgotten all the PC names and again asks to be introduced. After the first course, Keledra and Bistweig begin to discuss the situation with the map and code sphere. The coded map is brought out for display, and Keledra's work on translation is mentioned. See Encounter Eleven for information about the use of the sphere in decoding.

Keledra retires to the night to the Tower of Meditation on the villa grounds. She tries to discourage anyone from acting as a guard for her here, poking gentle fun at them for worrying too much, and informing them that the tower offers more protection than meets the eye. She explains that magic tends not to function around the tower if asked what she means by that. If characters want to set up a watch outside the tower she would grudgingly allow it, but insists on their silence while she works. If the PCs don't think to set a watch, don't suggest it to them.

Points of interest in the Manor:

Tower of Meditation: (see map, Appendix Eight) This 20 foot diameter tower stands just under 30 feet high, and is seemingly constructed of the same blue-gray stone as that used in the Silent Tower. A Knowledge (nature), Knowledge (architecture and engineering), Knowledge (Sheldomar Valley) check of DC 35 or a Bardic/Loremaster Knowledge DC 30 reveals that this is *not* the same stone, but failing the check by 5 or more will lead a PC to believe otherwise (roll secretly)

The purpose of the tower is to provide a quiet and meditative place for reflection, and also to protect the occupants from certain magical influences.

The door is ordinarily kept locked (DC 30). The first floor contains a large bookcase and two large

comfortable leather chairs, along with geometrically patterned rugs, and silver lamp sconces. Between the large chairs is a box-like structure made of glass, containing water, gravel, and seven brightly colored fish. It's very soothing to look at. A set of stairs curves upwards against the wall.

The second floor has a large area with smaller chairs, and two private rooms, equipped with a bed, a study table, wash stand, and other miscellaneous comforts, including oil lamps. Each of these rooms has a narrow window.

The whole tower's exterior is trapped to cast *greater dispel magic* whenever any magical aura or effect is within 60 feet of the tower.

Greater dispel magic trap, CR 6, magic device, proximity trigger (*detect magic*), automatic reset, spell effect (*greater dispel magic*) Search DC 31, Disable Device DC 31. Note: the trap also casts *greater dispel magic* as a counterspell on any spell cast within the 60' proximity trigger.

The Greenhouse: This glass structure holds many rare and exotic plants from places as diverse as Hepmonaland and the Bright Desert. A Knowledge (nature) check reveals (DC 15) that the vast majority of them have medicinal, (DC 20) primarily mood-altering properties.

The Kennels: The yapping of the dogs here indicates the places use. There are a dozen dogs here, including a war-trained riding dog and several bloodhounds. A PC who succeeds on a spot check DC 20 notices a small silver bell on a high shelf. Ringing the bell will draw the attention of the dogs, which begin salivating and licking their chops. Odo Cluny and his son Drid live there.

The Barn: This is a well constructed wooden building where the various equipment used for farming is kept. The upper loft also contains the mews, with 3 trained falcons nesting there.

Great hall: This is where dinner is held. It takes up two stories of the villa, and a large mahogany table dominates the room. Shelves along the wall hold several curios: examples of early Keoish pottery and glassware, some pre-cataclysm Suel pottery, and a few Olman artifacts (including an obsidian dagger) scattered among the collection. Nothing is magical.

Small study: This nicely appointed and comfortable room contains a few comfortable chairs upholstered in leather and fine mahogany tables. The tables are stacked with books on the topics of botany, the

philosophy of the mind, and the Amedio Jungle and Hepmonaland. A search can reveal devotional literature of Boccob and Zagyg.

Guest rooms: Each is well appointed, painted in soothing tones with geometric tapestries hanging from the wall, with a shared bath for every two rooms.

Topiary creatures: The gardens behind the manor sport a few dozen shrubberies which have been shaped to resemble various creatures from lions and elephants to gargoyles and unicorns. The smallest is a dog-sized frog. The largest is the elephant. The GM is encouraged to improvise, though none of the creatures is of evil reputation (except the gargoyle) and most are natural animals.

Apothecary lab: There is a bitter herbal smell in this room. Various jars of compounds line the shelves, and some bundles of dried herbs hang from hooks along the wall. Assorted mortars and pestles, alembics and glassware form a complete lab, which is used for developing non-magical medicinal treatments for madness.

Encounter Seven: Murder

A Scarlet Brotherhood monk with connections to an alienist wizard attacks Keledra in the night, leaping to the second story window.

APL 8

Brother Zizdun, Male Human Mnk 10, hp 72, see Appendix Two

APL 10

Brother Zizdun, Male Human Mnk 12, hp 87; see Appendix Three

APL 12

Brother Zizdun, Male Human Mnk 14, hp 102; see Appendix Four

APL 14

Brother Zizdun, Male Human Mnk 16, hp 115; see Appendix Five

Tactics: At APL 8 Zizdun's Jump skill is +32 (includes +12 for speed 60'). This is enough to jump 10 1/2 feet by taking 10 on the Jump check, so Zizdun clears the sill of the window 12 feet above

the ground but still needs to make a climb check to enter the window. At higher APLs, his jump clears the window easily.

Development: Keledra has fallen asleep at her desk while working on the decoding. The noise of Zizdun's entry startles her awake, rolling the code sphere off her desk and smashing it on the floor. Zizdun has a surprise round against her to act. He seeks to kill her in the most efficient way possible, and then make off with the map and translated documents.

If the party has set no watches outside the tower, and is generally unconcerned for her welfare, it should be assumed that Keledra is killed quickly, only able to get off a scream for help before her death.

Assuming that no one is nearby to witness the attack, the scream will wake PCs to witness the start of the escape.

With the distant sound of shattering pottery your eyes fly open. With the bloodcurdling cry of fear ringing out you are on your feet. From your place of sleep you look to the tower where the cry originated.

Those with ordinary vision see the following

At one window is the silhouette of a lithe man, holding something in each hand. He deftly leaps from the window to land softly like a cat on the ground below. Then he takes off east towards the woods, the darkness of night swallowing him.

Those with low-light vision or Darkvision see the following:

At one window is the silhouette of a lithe man. The faint moonlight displays his muscular physique and enhances the pallor of his complexion. Dark wrappings protect his forearms and you see the glints of a silvery kama in his hands, flecked with what you assume to be blood. His other hand clenches a rolled parchment. His dark robes flutter as he deftly leaps from the window to land softly like a cat on the ground below. Then he takes off east towards the woods, the darkness of night swallowing him

PCs may act, but need equivalent speed to match Zizdun's run (APL 8 and 10: 60 ft, APL 12: 70 ft, APL 14: 80ft). Assuming Zizdun escapes proceed to encounter 8: The Hunt. Note that magically

enhanced PCs (or even PCs possessing magic items) passing within 60 feet of the tower are subject to the *greater dispel magic* trap.

If they enter the tower, read or paraphrase the following:

You ascend the stairs of the tower to see Keledra's door lying open. Her body is awkwardly twisted over the back of a fallen chair, and her head twisted backwards displays her quick death at the hands of the robed figure. Some blood also seeps from a wound on her arm.

The map is nowhere to be found, nor are any of the notes Keledra was working on. The code sphere lies in scores of fragments on the hardwood floor.

Troubleshooting: If the party has insisted on setting guard outside the tower, the monk still attacks using as much stealth as possible to approach closely, then jumping into the upper window of the tower. His priorities are killing Keledra, destroying the code sphere, stealing the map, and escaping, in that order.

If the party is exceptionally suspicious, they may seek to reconnoiter the forest surrounding the estate, instead of touring or resting in their rooms. It should be almost impossible for Zizdun or Thar to be discovered by tracking or scent. Zizdun keeps to the trees when spying on the estate and Thar has sometimes assumed the forms of laborers and servants who work in the fields and also travel into the woods to fell trees for fuel or other needs.

Some forms of divination or other magic could be used to discern that the monks are lying in wait. If the PCs present a detailed and rigorous plan of reconnoitering with magical help, the Judge should allow them to come upon Zizdun and Thar together near their lair (Encounter 10) as they set up a deadfall. They fight to the death, and if they defeat them the PCs can celebrate their foresight and good planning.

Encounter Eight: The Hunt

General Description: After Zizdun escapes, finding his initial tracks is a Survival check of DC 15, assuming the tracker uses adequate illumination; without such, the check is DC 18. The tracks lead towards the east, toward the low wall surrounding the estate.

If the PCs dither about tracking, or have no effective trackers, Odo Cluny emerges from the gradually waking onlookers gathering outside the villa.

The commotion of the murder has brought many of the footmen and servants of the house out into the dark night, bleary and confused as to what has transpired. Bistweig himself has stumbled out onto the lawn, dressed in a white nightshirt and cap. Ahead of him though is Odo Cluny, Bess heeling behind him. "Is there an intruder? Has he escaped? I can get the hounds and we'll give chase!"

Assuming the PCs follow the trail, read or paraphrase the following:

The assassin's trail leads across the herb garden and over the boundary wall. On the other side you find the clear impression of the extraordinary leap over the garden wall and note the tracks continue into the black shade of the sparse woods that surround the estate. Following them straight for about fifty yards, the trail suddenly veers southeast and the assassin's pace seems to slow a bit.

Zizdun is partnered with Thar (see Encounter 9), a pseudonatural su-doppelganger who is a bredthrall slave of the Scarlet Brotherhood.

Tactics: Thar's role here is to protect Zizdun and his mission. He creates a false trail that even confuses scent-using trackers. (DM's note: for purposes of this scenario, assume that su-doppelgangers mimic the scent of their subjects as well). After passing 150 feet beyond the tree line, Zizdun meets up with Thar who is in Zizdun's form. Thar moves along the ground in a different direction in an attempt to mislead any trackers. Zizdun takes to the trees where he jumps and tumbles from branch to branch until he arrives at his destination.

If time is spent searching the area of the misdirection (a number of rounds equal to the APL - 5) a Survival check of DC 20 reveals that the obvious trail veering off is actually made by a second party, and that the trail of the original quarry has stopped at this point. The party can also locate 2 discarded potion bottles in one round of searching.

Characters tracking by scent will only find the trail left by Thar.

Noticing Zizdun went into the trees is a Survival check DC 25 + APL, though if anyone specifies that they are looking at the tree the check is DC 20

Development: This results in an encounter with the su-doppelganger, instead of the monk. Proceed to Encounter 9: Pseudo Su-dopple.

If Thar succeeds in misleading the party, Zizdun is be able to reach his hideout and prepare for the party to arrive with the advantage of having several deadfall traps and snares between him and the party. Proceed to Encounter 10: The Brothers' Lair

Encounter Nine: Pseudo Su-dopple

Thar continues, but at a slower pace than his counterpart. After a minute of running, he stops behind a medium tree and waits for the party to approach. It should be fairly easy for the Thar to hear the party coming unless they take precautions, and he is presumed to attack with surprise. Assuming they are heard running up, read or paraphrase the following:

Plunging ahead into the forested night, you deftly avoid tripping over tree roots or becoming snagged in the occasional briar patch. The tracks have settled into a steady pace now and you begin to wonder how long this hunt will go on when up ahead the pale figure of your quarry, his scarlet robes somewhat soiled and ripped, swings out from behind a tree. He crouches, his bare arms akimbo in an open-palm fighting stance.

His mouth opens to give an energetic shout, and then it continues to open, wide, much wider than you thought possible. His head falls back almost as if severed at the jaw. A glistening white tentacle then emerges from his throat, thickening as it grows and sprouting smaller tentacles along its length. The figure you saw disappears as its flesh is transmuted before your eyes into an unnatural white mass of chitinous beaks and disturbingly quivering tendrils.

All APLs

Thar, Male Pseudonatural Doppelganger Mnk 3, hp 50, See Appendices Two through Five.

Description: As a Su-doppelganger, Thar has a subtly different appearance in his natural form than a standard doppelganger. His chalk-white albino skin is the main distinguishing mark indicating his origins in Suel breeding stock. His ears are very long and stick out at a 45 degree angle from the

head. (See "Legacies of the Suel Imperium" by Roger E. Moore in *Dragon* 241, pp. 51-54 for background on su-doppelgangers; other than their origin and natural appearance, they are identical to doppelgangers as presented in the *Monster Manual*)

As Su-doppelgangers are a rare form of doppelganger, the Knowledge (nature) difficulty check to gain information about them is at +10.

Tactics: Thar fights to the death, knowing he has little hope of overcoming any obstacles. He fights defensively as much as possible to give Zizdun the longest possible head start on escape. If the PCs were swift in following the trail he will still be under the effects of his *potion of haste*.

Development: The fact that Thar does not possess the stolen map should be enough to clue the party in that some switch has taken place. Additionally, a DC 15 Spot check allows anyone with low-light vision or Darkvision who witnessed Zizdun fleeing or attacking to note that he wore bracers, and Thar has none. PCs can go back and search for Zizdun's Trail. If found, proceed to encounter Ten

Encounter Ten: The Brothers' Lair

If the PCs do not become confused at all by Thar's false trail and Zizdun is tracked quickly he may be overtaken as he swings through the trees and the map recovered without further incident. (Yes, this is like *Crouching Tiger, Hidden Dragon*. Go nuts).

Otherwise, he arrives at his base atop a wooded hill with a cliff drop (ninety feet) on one side, prepared with several deadfalls and other traps. See the map in Appendix Ten for the lair.

Zizdun is working with a wizard of the Black Brotherhood, a group of Scarlet Brotherhood who worship Tharizdun. When he arrives, the wizard (who does not appear personally in this scenario) communicates with Zizdun telepathically. He also sends the results of casting a maximized *summon monster* spell of appropriate strength to help Zizdun drive off any attackers. If the PCs did not delay more than one or two rounds after defeating Thar in retracing their steps and finding the correct path to the lair, then the summoned monsters appear on the second round of combat. Otherwise, they already are on the scene defending Zizdun in a

perimeter. Subtract 2 rounds from their maximum duration.

Traps: Several concealed traps are marked on the map. Zizdun is aware of the location of these, and avoids being trapped by any of them

1. Camouflaged Pit Trap: CR 3; mechanical; location trigger; manual reset; DC20 Reflex save avoids; 30ft deep (3d6, fall); multiple targets (first target in each of two adjacent squares); Search DC 24; Disable Device DC 18.

2. Springing Spikes: CR 3; mechanical; location trigger; manual reset; Atk +12 melee (1d4 spikes for 1d4+2 each); Search DC 15; Disable Device 27.

3. Grappling Noose Trap: CR 3; mechanical; location trigger; manual reset; Atk +10 melee (see note); Search DC 24; Disable Device DC 18; Note: a single character is grappled up into the air by a noose around his feet (Str 20) if they fail a DC 20 Reflex save

4. Camouflaged poison caltrops: CR 3; mechanical; location trigger, automatic reset; Atk +0 melee (see note) 1 damage, speed reduced by half; poison (medium spider venom, DC 14 Fortitude save resists poison only) 1d4 Str/1d4 Str; multiple targets (first target in each of two adjacent squares) Search DC 24; Disable Device DC 10; Note: caltrop attacks ignore armor, deflection and shield bonuses to AC. Wearing footwear grants a +2 armor bonus; See caltrop description in the *PHB*, p 126

5. Exploding spike trap: CR 4; magic item, location trigger, no reset, *fireball* 10d6 fire, DC 14 Reflex save for half, Search DC impossible; Disable Device DC impossible; multiple targets (20' radius burst); the *exploding spike* is invisible, which means that a *detect magic* or *see invisible* spell are required to note this trap. See the New Rules Items in Appendix One for more information.

APL 8

Brother Zizdun, Male Human Mnk 10, hp 72, see Appendix Two

Summoned Fiendish Giant Wasps (2), hp 32, 32; see Appendix Two. 10 round duration

APL 10

Brother Zizdun, Male Human Mnk 12, hp 87; see Appendix Three

Summoned Fiendish Deinonychus (3), hp 34, 34, 34; see Appendix Three. 12 round duration.

APL 12

Brother Zizdun, Male Human Mnk 14, hp 102; see Appendix Four

Summoned Xill (3), hp: 32, 32, 32, see *Monster Manual*, p. 259, 14 round duration.

APL 14

Brother Zizdun, Male Human Mnk 16, hp 115; see Appendix Five

Summoned Fiendish Megaraptors (3); hp 79, 79, 79; see Appendix Five; 16 round duration.

Tactics: Zizdun knows the traps he has set up around his lair, and avoids them. He uses the trees and his brachiation feat to maximize his mobility, and still is able to make unarmed attacks as part of brachiating. If the summoned defenders have formed a perimeter, Zizdun hangs back near the hilltop in hiding at first. He holds his ground, but if things go badly for him he dives over the cliff face (a 90 foot drop) and does nothing else but try to escape. If the PCs cannot catch up to him in 10 rounds the wizard intervenes and spirit Zizdun away. A *dimensional anchor* can prevent this however.

The summoned defenders don't know about the traps, but the wasps fly over them, the dinosaurs are too big to be caught by the nooses, the damage resistance of the fiends makes them immune to the caltrops, and the megaraptors are too big to fall in the pits.

Development: If Zizdun escapes alive for any reason, the PCs receive **Notice of Group C** on the Adventure Record.

Encounter Eleven: Decoding

If the code sphere is destroyed, it can be repaired with a spell like *mending*, or by spending 50gp for materials, 1 day and making a DC 15 Craft (pottery) check.

One half of the sphere is engraved around the equator with Baklunish symbols, and a small tick mark (DC 20 Spot or Search) is next to one of the Baklunish symbols. The other half of sphere is marked with Suelois characters.

Knowledge (history) DC 35, Bardic or Loremaster Lore DC 25 lets the PC know that Suel imperial code spheres are usually specific to a particular noble house, and use the name of the house as a key for encoding. The name of the house will be spelled out in the mixture of Suel characters around the circumference of the sphere. You start with the first letter of the house name and turn it until it matches the Baklunish character marked with a tick mark. That is used to decode the first character of the message. Subsequent characters are decoded by rotating the sphere until it matches the second letter in the house's name.

Typically the letters of the house name are distributed in some set pattern, like every third character or "forward 5, back 8". This sphere uses a pattern of skipping 2 characters, 4 characters, 8 characters, and 16 characters. PCs might think to try Rholla, or Neheli, or Fruztu. None of these will work. Bistweig suggests an obscure minor house called "Maxon", and the first 2 characters fit, but the third and following spell out "l h e l" instead. "Malhel" is the name of the house specified. Keledra and Bistweig will profess (true) ignorance of that Suel house.

At higher APLs the Judge may chose to let the PCs sweat out the translation and make them use magic like *commune* or *contact higher plane* to discover the decoding method.

Alternatively, someone could Decipher Script DC 30. The fact that the message was apparent Baklunish gibberish frustrated earlier attempts, but with the knowledge it is encrypted Suel allows the attempt.

The writing on the map indicates distances to travel from particular landmarks.

Finding the location in the Suss Forest is covered in Part 2

Conclusion

If Keledra was killed, and the PCs can cast *raise dead*, Bistweig provides the 5000gp gem to cover the component cost, commending their willingness to help. Even if she survives the encounter with the monk, she determines that the arcane library, while incredibly interesting, is too risky for her to investigate and she ignores it in preference for continuing to seek the Lost City of the Suel.

If the party protected Keledra from being killed in the first place, or provided her with a *raise dead*, they receive the **Favor of Bistweig** on the Adventure Record.

If the players are completely unsuccessful in retrieving or maintaining possession of the map and getting it decoded, they receive the **Failure** notice on the adventure record and should be informed that they are unable to play the sequel to this scenario, SHE4-05 Advanced Dweomercraft.

The End

Experience Point Summary

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

Encounter One (Keoland and Yeomanry Track)

Socially rescue Darrin or Gardrial and socially rescue Keledra

APL 8 – 270 xp.

APL 10 – 330 xp.

APL 12 – 390 xp.

APL 14 – 450 xp.

Encounter Two (Bissel, Gran March, and Geoff Track)

Defeat Daromario

APL 8 – 270 xp.

APL 10 – 330 xp.

APL 12 – 390 xp.

APL 14 – 450 xp.

Encounter Two (Principality of Ulek Track)

Defeat the forces of Turrosh Mak

APL 8 – 270 xp.

APL 10 – 330 xp.

APL 12 – 390 xp.

APL 14 – 450 xp.

Encounter Five: The Confounded Bridge

Defeat the guardians

APL 8 – 300xp

APL 10 – 360xp

APL 12 – 420xp

APL 14 – 480xp

Encounter Seven: Murder

Defeat Brother Zizdun

APL 8 – 330xp

APL 10 – 390xp

APL 12 – 450xp

APL 14 – 510xp

Discretionary Roleplaying Award

Judge may allocate up to the following for good roleplaying

APL 8 – 225 xp.

APL 10 – 270 xp.

APL 12 – 315 xp.

APL 14 – 360 xp.

Total Possible Experience

APL 8 – 1125 xp.

APL 10 – 1350 xp.

APL 12 – 1575 xp.

APL 14 – 1800 xp.

Treasure Summary

During an adventure, characters come upon 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. In the case of potions, they may use Spellcraft to identify them. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Two (Bissel Track)

APL 8: L: 33gp C: 46gp M: +1 *rapier* (193gp), +2 *studded leather armor* (98gp), *potion of darkvision* (25gp)

APL 10: L: 58 gp: C: 105gp M: +1 *rapier* (193gp), *ring of protection* +1 (167gp), +2 *studded leather armor* (348gp), *amulet of health* +2 (333gp), *potion of blur* (25gp)

APL 12: L: 58gp, C: 313gp; M: +2 *rapier* (693gp), *ring of protection* +1 (167gp), +3 *studded leather armor* (765gp), *amulet of health* +2 (333gp), *potion of blur* (25gp)

APL 14: L: 33gp, C: 20gp; M: +2 *rapier* (693gp), *ring of protection* +2 (667gp), +4 *studded leather armor* (1348gp), *amulet of health* +2 (333gp), +1 *dagger* (192gp), *potion of blur* (25gp)

Encounter Four (Bissel Track)

Rewards for returning the items to the museum

APL 8: L: 0gp, C: 50gp, M: 0gp

APL 10: L: 0gp, C: 50gp, M: 0gp

APL 12: L: 0gp, C: 50gp, M: 0gp

APL 14: L: 0gp, C: 50gp, M: 0gp

Encounter Five (Bissel Track)

Fundamentals of Dweomercraft from Keledra

APL 8: L: 50gp, C: 0gp, M: 0gp

APL 10: L: 50gp, C: 0gp, M: 0gp

APL 12: L: 50gp, C: 0gp, M: 0gp

APL 14: L: 50gp, C: 0gp, M: 0gp

Encounter One (Keoland Track)

Grigaur Taxidermy Specimen and Reward for assisting Sea Mage security.

APL 8: L: 0gp, C: 350gp; M: 3 *oils of shrink item* (25gp each: 75gp);

APL 10: L: 0gp, C: 350gp; M: 36 *oils of shrink item* (25gp each: 900gp)

APL 12: L: 0gp, C: 350gp; M: 82 *oils of shrink item* (25gp each: 2050gp);

APL 14: L: 0gp, C: 350gp; M: 118 *oils of shrink item* (25gp each: 2950gp);

Encounter One (Principality of Ulek Track)

APL 8: L: 26gp: C: 140gp; M: +1 *half-plate* (146gp), 2 *potions of resist elements (acid)* 10 (17gp), 2 *potions of resist elements (fire)* 10 (17gp), 2 *potions of cure moderate wounds* (25gp)

APL 10: L: 0gp; C: 0gp; M: +1 *half-plate* (146gp), +1 *dwarf bane morning star* (692gp), *periapt of wisdom* +2 (333gp), 2 x *potion of resist elements (acid)* 10 (17gp each), 2 x *potion of resist elements (fire)* 10 (17gp each), 2 x *potion of cure moderate wounds* (25gp)

APL 12 L: 0gp; C: 0gp; M: +1 *half-plate* (146gp), +1 *dwarf bane morning star* (692gp), *periapt of wisdom* +4 (1333gp), 3 x *potion of resist elements (acid)* 20 (58 gp each), 3 x *potion of resist elements (fire)* 20 (58gp each), 2 x *potion of cure moderate wounds* (25gp each)

APL 14: L: 0gp; C: 0gp; M: +1 *half-plate* (146gp), +1 *dwarf bane morning star* (692gp), *peripart of wisdom* +4 (1333gp), 2 x *potion of resist elements (acid)* 20 (58gp each), 2 x *potion of resist elements (fire)* 20 (58gp each), 2 x *potion of cure moderate wounds* (25gp each)

Encounter Two (Principality of Ulek AND Keoland Track)

Fundamentals of Dweomercraft from Keledra

APL 8: L: 50gp, C: 0gp, M: 0gp

APL 10: L: 50gp, C: 0gp, M: 0gp

APL 12: L: 50gp, C: 0gp, M: 0gp

APL 14: L: 50gp, C: 0gp, M: 0gp

Encounter Six: Murder

Zizdun's equipment

APL 8: L: 25gp; C:0gp; M: = +1 *ki focus kama* (693gp), *bracers of armor* +1 (83gp)

APL 10: L: 0gp; C: 0gp; M: +1 *ki focus kama* (693gp), *bracers of armor* +2 (333gp)

APL 12: L: 0gp; C: 0gp; M: +1 *ki focus kama* (693gp), *bracers of armor* +2 (333gp), *ioun stone: clear spindle* (333gp)

APL 14 L: 0gp; C: 0gp; M: +2 *ki focus kama* (1525gp), *bracers of armor* +5 (1333gp), *ioun stone: clear spindle* (333gp)

Encounter Seven: Hunt

Thar's equipment

APL 8: L: 25gp; C 0gp; M: *potion of haste* (63gp)

APL 10: L: 25gp; C 0gp; M: *potion of haste* (63gp)

APL 12: L: 25gp; C 0gp; M: *potion of haste* (63gp)

APL 14: L: 25gp; C 0gp; M: *potion of haste* (63gp)

Total Possible Treasure (Maximum Reward Allowed) Bissel Track

APL 8: L: 62 gp C: 60 gp; M: 1219 gp – Total: 1341 gp (1300 gp max).

APL 10: 96 gp; C: 199gp; M: 2067gp – Total: 2362gp (2300gp max)

APL 12: 96gp, C: 600gp; M: 3317gp – Total: 3917gp (3300gp max)

Total Possible Treasure (Maximum Reward Allowed) Keoland Track

APL 8: L: 75 gp; C: 350 gp; M: 851gp – Total: 1339gp (1300gp max)

APL 10: L: 75 gp; C: 350 gp; M: 1989 gp – Total: 2414gp (2300gp max)

APL 12: L: 75 gp; C: 350 gp; M: 3472 gp – Total: 3897gp (3300gp max)

APL 14: L: 75 gp; C 350gp; M: 6204 gp – Total: 6629gp (6600gp max)

Total Possible Treasure (Maximum Reward Allowed) Principality of Ulek Track

APL 8: L: 127 gp C: 61 gp; M: 1153 gp – Total: 1341 gp (1300 gp).

APL 10: L: 38 gp, C: 0gp, M: 2324gp – Total: 2362gp (2300gp max)

APL 12: L: 38gp, C: 0gp; M: 3930gp – Total: 3968gp (3300gp max)

Special

Fundamentals of Dweomercraft:

This book is written in Ancient Suloise and Draconic. This text has a long history among the Suel, having been written by Lek-fo-Alna, one of the apprentices of Abis-Ara-Tmat, who advanced magic among the Suel. As a one-time benefit, studying this book for 1TU grants the PC a +1 insight bonus to all Spellcraft checks. As a one-time benefit, studying the book for 10TUs adds +2 to the DC for all saving throws against arcane spells of 1st level or lower. The PC must retain the book to maintain these permanent bonuses.

Nonmagical. price 600gp, Weight: 5 lbs.

Items for the Adventure Record

Fundamentals of Dweomercraft:

This book is written in Ancient Suloise and Draconic. This text has a long history among the Suel, having been written by Lek-fo-Alna, one of the apprentices of Abis-Ara-Tmat, who advanced magic among the Suel. As a one-time benefit, studying

this book for 1TU grants the PC a +1 insight bonus to all Spellcraft checks. As a one-time benefit, studying the book for 10 TUs adds +2 to the DC for all saving throws against arcane spells of 1st level or lower. The PC must retain the book to maintain these permanent bonuses.

Nonmagical. price 600gp, Weight: 5 lbs.

Grigaur taxidermy specimen: This is a well-constructed specimen of a Grigaur, a beast long believed to be extinct. It is of academic interest, and also makes a great trophy or conversation piece. It can't be the subject of any spell that restores a corpse to life, though it could be made into a zombie or an animated object.

Nonmagical, price 2100gp, 400lbs

Bronze Key of Portals: Minor artifact. This small bronze key is a relic of the obscure Suel deity Dalt. It can be used 3 times a day to unerringly open any sealed or locked or otherwise inaccessible portal, with the exception of those kept sealed by the intervention of a deity or artifact. Attempting to use the Bronze Key on such a portal destroys it permanently. It does not disable any traps upon the portal. After 26 TUs, or December 31, 2005 (whichever comes first) this item is mysteriously lost

Curse of the Bronze Key: Unless the owner of the Bronze Key is a Divine caster who worships Dalt, he is compelled to commit more and more difficult thefts. For every adventure played after this one, the PC is required to spend 1 additional TU engaged in thefts. The PC must make both a Disable Device and either a Move Silently or Hide check equal to 20 + the number of TUs since the Bronze Key was acquired. Success at the check provides the PC with 50gp additional treasure per APL which can exceed the cap. Failure results in a fine equal to double the total amount acquired in this manner, and imprisonment for 5 TUs plus 2 TUs per robbery to a maximum of 26 TUs, and the removal of the Bronze Key by authorities, ending the curse.

If a PC is not a divine caster of Dalt at the time the Bronze Key is acquired, he may spend 2 TUs and make a DC 20 Knowledge (religion) check researching the obscure god's rituals to qualify to convert or take a level as a cleric of Dalt. Clerics converting from another deity must pay the *atonement* penalties for so doing.

The curse may also be lifted by a *wish* or *miracle* spell, or by the destruction of the Key in the manner

specified. If the curse is lifted and a Good-aligned PC does not return all money acquired via the curse, his alignment has voluntarily become non-Good.

Notice of Group A/B/C: Someone has been paying attention to your activities. This may be relevant in the future

[don't include on AR: "A" is awarded by mentioning the Bronze Key to Celesta Shadeflower, or by any member of the party being a member of the Silent Ones.

"B" is awarded by mentioning the Bronze Key to Baron Malweig, or by any member of the party being a member of the Keoland National Academy of Wizardry

"C" is awarded by Zizdun escaping alive.]

Favor of the Seekers: The Seekers offer safekeeping for any items of up to 30,000gp value. If an item is with the Seekers, it cannot be used during the course of a scenario, but it can also not be stolen or interfered with by any other entity. This is useful to keep access to items that are of an illicit or illegal nature such as necromantic items in Keoland. At the beginning and end of any Core scenario, or also once during the course of a Sheldomar metaregional or Regional set in the Sheldomar Metaregion, the PC may change the items designated as being in safekeeping.

Favor of Bistweig: If you are affected with a non-magical form of insanity, or suffer any Int, Wis, or Cha damage, you may spend 2TUs under care on Bistweig's estate and the insanity or statistic damage is healed. You have 1 negative level for the duration of your next adventure, as the treatments leave you in a weakened state. Cross out this favor when used.

Hunted by the Silent Ones: For not returning items stolen from the Gradsul Museum of Antiquities, you are hunted by the Silent Ones. If you play another scenario set in the Sheldomar Valley metaregion, you are subject to 10TUs imprisonment, and the removal of all items the Silent Ones would consider forbidden. Contact your Triad for details.

Blacklisted by the Sea Mages/Dustdigger College For your boorish behavior at the lecture, you have been blacklisted by the Sea Mages or Dustdigger College (circle one). You are no longer considered a member, you may never join this

group, and you have a -4 to charisma-based skill checks with its representatives.

Failure Since you have no intelligible map to lead you there, you may not play part 2 of this series, SHE4-05 *Advanced Dweomercraft*

Item Access

APL 8:

- ❖ Fundamentals of Dweomercraft, (metaregional, see above)
- ❖ +1 *ki focus kama* (adventure, DMG)
- ❖ *oil of shrink item* (metaregional)

APL 10 (all items from APL 8 plus):

- ❖ +2 *studded leather armor* (adventure, DMG)
- ❖ +1 *dwarf bane morning star* (adventure, DMG)
- ❖ *bracers of armor* +2 (adventure, DMG)

APL 12 (all items from APL 8 and 10 plus):

- ❖ +2 *rapier* (adventure, DMG)
- ❖ +3 *studded leather armor* (adventure, DMG)
- ❖ *periapt of wisdom* +4 (adventure, DMG)
- ❖ *ioun stone: clear spindle* (adventure, DMG)

APL 14 (all items from APL 8, 10, and 12 plus):

- ❖ +4 *studded leather armor* (adventure, DMG)
- ❖ +2 *ki focus kama* (adventure, DMG)
- ❖ *ring of protection* +2 (adventure, DMG)
- ❖ +2 *crossbow bolt* (adventure, DMG)
- ❖ +4 *studded leather armor* (adventure, DMG)
- ❖ *bracers of armor* +5 (adventure, DMG)

Appendix One: New Rules Items

Skulk

From the Fiend Folio, p. 154

Medium Size Humanoid (Skulk)

Hit Dice: 2d8 (9hp)

Initiative: +2

Speed: 30 ft.

AC: 12 (+2 Dex), touch 12, flat-footed 10

Base Attack/Grapple: +1/+1

Attack: Rapier +3 melee, or light crossbow +3 ranged

Full Attack: Rapier +3 melee, or light crossbow +3 ranged

Damage: Rapier 1d6, or light crossbow 1d8

Face/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Innate nondetection, peerless camouflage, trackless path

Saves: Fort +0, Ref +5, Will -1

Abilities: Str 11, Dex 14, Con 11, Int 11, Wis 8, Cha 6

Skills: Hide +22, Move Silently +15

Feats: Weapon Finesse

Climate/Terrain: Any land and underground

Organization: Solitary or coterie (2-8)

Challenge Rating: 2

Treasure: Standard

Alignment: Usually Chaotic Evil

Advancement: By character class

Level Adjustment: +2

Once members of the underprivileged caste of an ancient empire, the humans who would become skulks withdrew from the world through a magical ceremony that solidified their “untouchable status”. The ritual granted them natural camouflage, allowing the skulks to blend in perfectly with their surroundings.

Skulks stand 5 to 6 feet tall and are devoid of hair. They wear clothing only when forced to. It is difficult to determine, at first glance, whether a given skulk is male or female. A skulk’s grey skin feels like soft leather, and it can change color at the creature’s whim, from the most subdued browns to the most lurid reds and yellows. Sometimes a skulk assumes a “natural” human flesh tone and wears clothing to better blend in with human society. Their deep blue eyes lack pupils, and remain an identifying feature no matter what coloration a skulk assumes.

Many skulks are prone to outlandish acts of violence, and those skulks best able to prove their proficiency in the ways of silent murder generally lead skulk communities. Those few who somehow manage to resist their innate violent tendencies attempt to survive by haunting the outskirts of human encampments, scrounging food and supplies whenever possible. Hated by skulks and humans alike, the pathetic creatures usually die at the hands of an angry mob.

Skulks speak a bastardized version of Common, rife with words and concepts from long dead human cultures.

COMBAT

Skulks prefer to hide from opponents, waiting for a group of enemies to split up before picking off the weakest of the bunch. They don’t hesitate to use a coup de grace on fallen or helpless victims. Skulks never attack when outnumbered.

Innate Nondetection (Su): Skulks are difficult to detect by divination spells such as *clairaudience/clairvoyance*, *locate creature*, detection spells, and items such as a *crystal ball*. If a divination

is attempted against a skulk, the caster of the divination must succeed on a caster level check (1d20 + caster level) against DC 20.

Peerless camouflage (Ex): Skulks can move at full speed (and can even run) while hiding, taking no penalties on hide checks due to movement.

Trackless Path (Ex): The DC of any Survival check to follow the trail of a skulk is increased by 10.

Skills: Skulks have a +8 racial bonus on Move Silently checks and a +15 racial bonus on Hide checks. These bonuses apply only to Skulks in light or no armor.

SKULK SOCIETY

Skulks gather in small bands known as coterie. Led by the most ruthless and calculating of the members (usually an assassin or shadowdancer), coterie generally live within stalking distance of a human town or city, either in a nearby cave or below the streets in sewers or forgotten basements. Skulks hide by day, but emerge at night to steal food and other necessities.

Such raids often result in fantastic violence, because skulks revel in bloodletting. Skulks seem to prefer killing individuals of wealth and status, as if in retribution against those who ostracized their ancestors so many years ago.

Most humans who view a skulk murder scene jump to conclusions about ghost cults, for the creatures seldom leave any trace of their coming or leaving. Skulks who allow prey to track them to the lair of their coterie face swift, fatal discipline from the bands ruthless leader.

Skulks have managed to survive as parasites in human civilization due to a strong self-preservation instinct that other races often misidentify as cowardice. A skulk values its own life above and beyond anything else; cases of skulk mothers abandoning their young to escape a dangerous situation are not uncommon. Such abandoned children fetch enormous prices from slavers, who sell them to unscrupulous folk who then raise the children as the perfect undetectable thieves and silent killers.

SKULK CHARACTERS

Though common skulks doubtless provide a nuisance to adventurers, members of the race really come into their own with levels of rogue, their favored class. Skulk leaders tend to be rogue/assassins or rogue/shadowdancers, and frequently offer the services of their coterie to unscrupulous clients eager to have someone killed.

SHADOW CREATURE TEMPLATE

From *Manual of the Planes*, p.190

Shadow creatures dwell on the Plane of Shadow, sometimes crossing into other planes where the barriers between dimensions are weak. Just as parts of the Plane of Shadow resemble a strange, distorted version of the Material Plane, shadow creatures superficially resemble creatures from the Material Plane. Shadow creatures are darker, more elusive, and spookier than their material counterparts. Grays and blacks are their most common colors, with white and yellow rarely seen. They are not to be confused with shadows (undead creatures that often dwell on the Plane of Shadow). Other creatures native to the Plane of Shadow exist that have stronger or weaker connections to the energies of that place (such as the shadow mastiff) and do not follow this template.

Creating a Shadow Creature

“Shadow” is a template that can be added to any corporeal creature (referred to hereafter as the “base creature”). The creature’s type changes to “magical beast.” It otherwise uses all the base creature’s statistics and special abilities except as noted below.

Speed: As base creature x 1 1/2

Special Qualities: A shadow creature retains all the special qualities of the base creature and also gains the following ones:

- Cold resistance of 5 + 1 per HD, to a maximum of 20
- Darkvision with a range of 60 feet.

- Low-light vision
- *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. A *daylight* spell, however, will.

Shadow creatures also have one additional supernatural ability for every 4 HD they possess (minimum of one) chosen from the following list:

- +2 luck bonus on all saving throws
- *Cause fear* once per day
- Damage reduction 5/magic
- Evasion
- *Mirror image* one per day
- *Plane shift* self to or from the Plane of Shadow once per day
- Fast healing 2

If the base creature already has one or more of these special qualities, use the better value.

Skills: Same as the base creature, plus Move Silently +6.

Feats: Same as the base creature.

Climate/Terrain: Same as the base creature.

Organization: Same as the base creature.

Challenge Rating: Same as the base creature + 2

Treasure: Same as the base creature.

Alignment: Same as the base creature.

Advancement: Same as the base creature.

NEW FEATS

Brachiation [general] (*Masters of the Wild*)

You move through the trees like a monkey.

Prerequisites: Climb 6 ranks, Jump 6 ranks, Str 13.

Benefit: You move through the trees at your normal movement speed by using your arms to swing from one branch to another. To allow brachiation, the area through which you are moving must be at least lightly wooded, with trees no farther apart than 15 feet. You may not use this ability while holding an item in either hand, or while wearing armor heavier than medium.

NEW MAGIC ITEMS

Exploding Spike (*Miniatures Handbook*)

Warm to the touch, this red spike pulses with stored energy. The spike does nothing until it is planted firmly in the ground (a standard action). One round later, the spike becomes invisible. Any creature that thereafter comes within 10 feet of the spike causes it to explode in a *fireball* that deals 10d6 points of fire damage (Reflex DC 14 half) to every creature within 20 feet of the spike. This blast destroys the spike.

Moderate evocation; CL 11th; Craft Wondrous Item, *fireball*, Price 1,500gp.

NEW SPELLS

Wrack (*Complete Divine*)

Necromancy [evil]

Level: Cleric 3, sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: One humanoid

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

A humanoid subject of the spellcaster's choosing is wracked with such pain that he doubles over and collapses. His face and hands blister and drip fluid, and the eyes cloud with blood, rendering him blind. For the duration of the spell the subject is considered helpless and cannot take actions.

Even when the spell ends, the subject is still visibly shaken and suffers a -2 penalty on attack rolls, saves, and checks for 3d10 minutes. The subject's sight returns at the end of the spell's duration.

Appendix Two: Encounters at APL 8

Encounter One (Bissel):

Daromario, Male Human Rgr4 Rog3 Shd1; CR 8; Medium humanoid; HD 4d8+4 plus 3d6+3 plus 1d8+1; hp 50; Init +3; Spd 30 ft.; AC 17, touch 13, flatfooted 14 (+3 dex +4 armor); Base Atk +6/+1; Grp +8, Atk +10 melee (1d6+3 18-20/x2 +1 *rapier*) or +10 ranged (1d4 19-20/x2 masterwork hand crossbow); Full Atk: +10/+5 melee (1d6+3 19-20/x2 +1 *rapier*), or +8/+3 melee (1d6+3 19-20/x2 +1 *rapier*) and +8 melee (1d4+1 19-20/x2 masterwork dagger); SA: favored enemy (monstrous humanoids +2), sneak attack +2d6; SQ: evasion, hide in plain sight, trap sense +1, trapfinding, uncanny dodge, wild empathy; AL: CN; SV Fort +6, Ref +12, Will +4; Str 14, Dex 17, Con 12, Int 12, Wis 14, Cha 9

Skills and Feats: Climb +11, Disable Device +6, Hide +14, Knowledge (Local) +4, Listen +12, Move Silently +14, Perform (Dance) +4, Search +7, Spot +13, Survival +9, Tumble +14, Jump +5; Combat Reflexes, Dodge, Mobility, Track, Two Weapon Fighting, Weapon Finesse

Evasion (Ex): If Daromario is exposed to any effect that normally allows him to attempt a Reflex saving throw for half damage, he takes no damage with a successful saving throw.

Trap Sense (Ex): Daromario has an intuitive sense that alerts him to danger from traps, granting a +1 bonus on Reflex saves and a +1 dodge bonus to AC against attacks by traps.

Trapfinding (Ex): Daromario can use the Search skill to locate traps when the task has a DC higher than 20. Finding a non-magical trap has a DC of at least 20, higher if it is well-hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it. Rogues can use the Disable Device skill to disarm magic traps. Disabling a magic trap generally has a DC of 25 + the level of the spell used to create it. A rogue who beats a trap's DC by 10 or more with a Disable Device check can generally study a trap, figure out how it works, and bypass it (with his party) without disarming it.

Uncanny Dodge (Ex): This rogue can react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to AC even when caught flat-footed.

Ranger Spells Prepared (1; Save DC 12+spell level); 1 – *pass without trace*

Possessions: masterwork dagger, crossbow bolts, (10), masterwork hand crossbow, explorer's outfit, 2 pebbles with *deeper darkness*, +1 *rapier*, +1 *studded leather armor*, *dust of disappearance* [used]

Medium Viper, 9hp, Animal companion.

Shadow Daromario, Male Shadow Human Rgr4: CR 6; Medium magical beast (augmented humanoid); HD: 4d8+4; hp 27; Init +3; Spd 45ft; AC 17, touch 13, flatfooted 14 (+3 dex +4 armor); Base Atk +4; Grp +6, Atk +7 melee (1d6+3 18-20/x2 +1 *rapier*) or +7 ranged (1d4 19-20/x2 masterwork hand crossbow); Full Atk: +7 melee (1d6+3 19-20/x2 +1 *rapier*), or +5 melee (1d6+3 19-20/x2 +1 *rapier*) and +5 melee (1d4+1 19-20/x2 masterwork dagger); SA: favored enemy (monstrous humanoids +2); SQ: darkvision 60 ft., low-light vision, cold resistance 9, shadow blend, wild empathy; AL: CN; SV Fort +5, Ref +8, Will +3; Str 14, Dex 16, Con 12, Int 12, Wis 14, Cha 9.

Skills and Feats: Climb +9, Disable Device +2, Hide +10, Listen +10, Move Silently +16, Search +6, Spot +10, Survival +9, Tumble +10; Combat Reflexes, Dodge, Track, Two Weapon Fighting, Weapon Finesse

Evasion (Ex): If shadow Daromario is exposed to any effect that normally allows him to attempt a Reflex saving throw for half damage, he takes no damage with a successful saving throw.

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

Ranger Spells Prepared (1; Save DC 12+spell level); 1 – *pass without trace*

Possessions: masterwork dagger, crossbow bolts, (10), masterwork hand crossbow, explorer's outfit, +1 *rapier*, +1 *studded leather armor*

Encounter One (Principality of Ulek)

Kendeen, Male Human Clr 5; CR 5; Medium humanoid; HD 5d8+10; hp 38; Init -1; Spd 30 ft.; AC 18, touch 9, flatfooted 18 (-1 dex, +8 half plate, +1 light shield), Base Atk +3; Grp +5; Atk: +6 melee (1d8+2 masterwork morning star); Full Atk: +6 melee (1d8+2 masterwork morning star) SA: rebuke undead 3/day (turn level 5, turn damage 2d6+5), AL: LE; Sv: Fort +6, Ref +2, Will +6; Str 14, Dex 8, Con 14, Int 12, Wis 15, Cha 10

Skills and Feats: Concentration +10, Knowledge (History) +9, Knowledge (Religion) +9, Spellcraft +9, Listen +4, Spot +4; Alertness, Brew Potion, Lightning Reflexes

Cleric Spells Prepared (5/4+1/3+1/1+1; Save DC 12+spell level); 0 – *create water, detect poison, cure minor wounds* x2, *resistance*; 1 – *cause fear, cure light wounds* x2, *comprehend languages, sanctuary*; 2 – *bull's strength, resist energy, silence, soften earth and stone*; 3 – *prayer, protection from energy*

Possessions: masterwork morning star, light steel shield with Pomarj coat-of arms, +1 half plate armor, 2 potions of resist elements (acid) 10; 2 potion of resist elements (fire) 10; 2 potions of cure moderate wounds

Encounter Seven: Murder

Brother Zizdun, Male Human Mnk10; CR 10; medium humanoid;; HD 10d8+20; hp 75; Init +4; Spd 60 ft.; AC 20, touch 19, flatfooted 16 (+4 dex, +3 wis, +2 monk; *bracers of armor* +1); Base Atk +7/+2; Grp: +10; Atk +11 melee (1d6+4, +1 *ki focus kama*) or +10 melee (1d10+3 unarmed strike) Full Atk: +11/+6 (1d6+5 +1 *ki focus kama*) or +10/+10/+5 (1d10+3 flurry of blows); SA: flurry of blows, *ki* strike (magic and lawful), stunning fist attack 10/day (DC 17), SQ: improved evasion, still mind, purity of body, wholeness of body 20 hp/day, slow fall 50 ft, AL: LE; Sv: Fort +9, Ref +11, Will +10; Str 16, Dex 18, Con 14, Int 12, Wis 16, Cha 11

Skills and Feats: Climb +11, Escape Artist +11, Hide +17, Jump +20, Knowledge (Arcana) +6, Listen +8, Move Silently +17, Tumble +21, Balance +6; Acrobatic, Brachiation, Combat Reflexes, Dodge, Improved Trip, Mobility, Spring Attack, Stunning Fist

Still Mind (Ex): Brother Zizdun gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

Ki Strike (Su): Brother Zizdun's unarmed attacks are empowered with ki. His unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction. Ki strike improves with the character's monk level. His unarmed attacks are also treated as lawful weapons for the purpose of dealing damage to creatures with damage reduction.

Slow Fall (Ex): If Brother Zizdun is within arm's reach of a wall can use it to slow his descent. He takes damage as if the fall were 50 feet shorter than it actually is.

Purity of Body (Ex): Brother Zizdun gains immunity to all diseases except for supernatural and magical diseases.

Wholeness of Body (Su): Brother Zizdun can heal his own wounds. He can heal a number of hit points of damage equal to 20 each day, and he can spread this healing out among several uses.

Improved Evasion (Ex): Brother Zizdun takes no damage on a successful Reflex saving throw against attacks, but he takes only half damage on a failed save. A helpless monk does not gain the benefit of improved evasion.

Possessions: monk's outfit, +1 *ki focus kama*, *bracers of armor* +1, *potion of darkvision*

Encounter Eight: Hunt

Thar, Male Pseudonatural Su-Doppelganger Mnk2; CR 6; Medium outsider (augmented monstrous humanoid); HD 4d8+12 plus 2d8+6; hp 50; Init: +3; AC 20, touch 16, flatfooted 18 (+3 dex; +3 wis, +4 natural); Base Atk: +5; Grp: +7; Atk +7 melee (1d6+2 unarmed strike) or +8 melee (1d6+2 masterwork kama); Full Atk: +7/+7 melee (1d6+2 unarmed strike) or +8/+8 melee (1d6+2 masterwork kama) or +5/+5/+5 (1d6+2 flurry of blows); SA alternate form, *detect thoughts*; flurry of blows; stunning fist attack 3/day (DC 16); *true strike*, SQ: change shape, immunity to *sleep* and charm effects; electricity resistance 10, acid resistance 10; DR 5/magic; spell resistance 12; AL: LE; Sv: Fort +7, Ref +10, Will +10; Str 15, Dex 17, Con 16, Int 10, Wis 16, Cha 12

Skills and Feats: Bluff +10, Diplomacy +6, Disguise +11, Listen +10, Spot +7, Intimidate +3; Alertness, Deflect Arrows, Dodge, Run, Stunning Fist

Alternate Form (su): At will, a pseudonatural creature can take the form of a grotesque, tentacled mass (or another appropriately gruesome form determined by the DM), but all its abilities remain unchanged despite the alien appearance. Changing shape is a standard action. Other creatures receive a -1 morale penalty to their attack rolls against pseudonatural creatures in this alternate form

Detect Thoughts (Su): A doppelganger can continuously use detect thoughts as the spell (caster level 18th; Will DC 13 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

True Strike (Su): Once per day, the creature can make a normal attack with a +20 insight modifier on a single attack roll. The creature is not affected by the miss chance that applies to attacks against a concealed target.

Evasion (Ex): If the creature is exposed to any effect that normally allows him to attempt a Reflex saving throw for half damage, he takes no damage with a successful saving throw.

Change Shape (Su): A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form.

Possessions: masterwork kama; 2 *potions of haste* [1 used]

Encounter Ten: The Brothers' Lair

Fiendish Giant Wasp, Large magical beast (augmented vermin); CR 4; HD 5d8+10; hp 32; Init +1; Spd 20 ft., fly 60 ft. (good); Space/Reach 10 ft./5 ft.; AC 14 (-1 size, +1 Dex, +4 natural), touch 10, flat-footed 13; Base Atk +3; Grp +11; Atk Sting +6 melee (1d3+6 plus poison); Full Atk Sting +6 melee (1d3+6 plus poison); SA poison, smite good; SQ Darkvision 60 ft., vermin traits, Darkvision 60 ft, resistance to cold 5 and fire 5, DR 5/magic, SR 10; AL LE; SV Fort +6, Ref +2, Will +2; Str 18, Dex 12, Con 14, Int -, Wis 13, Cha 11

Skills: Spot +9, Survival +1*

Poison (Ex): Injury, Fortitude DC 14, initial and secondary damage 1d6 Dex. The save DC is Constitution-based.

Smite Good (Su): Once per day a fiendish creature can make a normal melee attack to deal +5 extra damage against a good foe

Appendix Three: Encounters at APL 10

Encounter Two (Bissel Track)

Daromario, Male Human Rgr4 Rog3 Shd3; CR 10; Medium humanoid; HD 4d8+8 plus 3d6+6 plus 3d8+6; hp 71; Init +3; Spd 30 ft.; AC 19, touch 14, flatfooted 16 (+3 dex +5 armor, +1 *ring*); Base Atk +8/+3; Grp +10, Atk +12 melee (1d6+3 18-20/x2 +1 *rapier*) or +12 ranged (1d4 19-20/x2 masterwork hand crossbow); Full Atk: +12/+7 melee (1d6+3 19-20/x2 +1 *rapier*), or +10/+5 melee (1d6+3 19-20/x2 +1 *rapier*) and +10 melee (1d4+1 19-20/x2 masterwork dagger); SA: favored enemy (monstrous humanoids +2), sneak attack +2d6, *shadow illusion*, shadow companion; SQ: darkvision 60 ft., evasion, hide in plain sight, trap sense +1, trapfinding, uncanny dodge, wild empathy; AL: CN; SV Fort +8, Ref +13, Will +5; Str 14, Dex 17, Con 12 [14], Int 12, Wis 14, Cha 9

Skills and Feats: Climb +11, Disable Device +8, Hide +16, Knowledge (Local) +4, Listen +12, Move Silently +16, Perform (Dance) +4, Search +9, Spot +15, Survival +9, Tumble +16, Jump +7; Combat Reflexes, Dodge, Mobility, Spring Attack, Track, Two Weapon Fighting, Weapon Finesse

Evasion (Ex): If Daromario is exposed to any effect that normally allows him to attempt a Reflex saving throw for half damage, he takes no damage with a successful saving throw.

Trap Sense (Ex): Daromario has an intuitive sense that alerts him to danger from traps, granting a +1 bonus on Reflex saves and a +1 dodge bonus to AC against attacks by traps.

Trapfinding (Ex): Daromario can use the Search skill to locate traps when the task has a DC higher than 20. Finding a non-magical trap has a DC of at least 20, higher if it is well-hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it. Rogues can use the Disable Device skill to disarm magic traps. Disabling a magic trap generally has a DC of 25 + the level of the spell used to create it. A rogue who beats a trap's DC by 10 or more with a Disable Device check can generally study a trap, figure out how it works, and bypass it (with his party) without disarming it.

Improved Uncanny Dodge (Ex): Daromario can react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to AC even when caught flat-footed. He can no longer be flanked. This defense denies rogues the ability to use flank attacks to sneak attack the shadowdancer. The exception to this defense is that a rogue at least four levels higher than the shadowdancer can flank him (and thus sneak attack him).

Hide in Plain Sight (Su): Daromario can use the Hide skill even while being observed. As long as he is within 10 feet of some sort of shadow, a shadowdancer can hide himself from view in the open without anything to actually hide behind. He cannot, however, hide in his own shadow.

Shadow Illusion (Sp): Daromario can create visual illusions. This ability's effect is identical to that of the arcane spell *silent image* and may be employed once per day.

Summon Shadow (Su): Daromario has summoned a shadow, an undead shade. Unlike a normal shadow, this shadow's alignment matches that of the shadowdancer, and the creature cannot create spawn. The summoned shadow cannot be turned, rebuked, or commanded by any third party. This shadow serves as a companion to the shadowdancer and can communicate intelligibly with the shadowdancer. Every third level gained by the shadowdancer adds +2 HD (and the requisite base attack and base save bonus increases) to his shadow companion.

If a shadow companion is destroyed, or the shadowdancer chooses to dismiss it, the shadowdancer must attempt a DC 15 Fortitude save. If the saving throw fails, the shadowdancer loses 200 experience points per shadowdancer level. A successful saving throw reduces the loss by half, to 100 XP per prestige class level. The shadowdancer's XP total can never go below 0 as the result of a shadow's dismissal or destruction. A destroyed or dismissed shadow companion cannot be replaced for 30 days.

Ranger Spells Prepared (1; Save DC 12+spell level); 1 – *pass without trace*

Possessions: masterwork dagger, 10 crossbow bolts, masterwork hand crossbow, explorer's outfit, 2 pebbles with *deeper darkness*, +1 *rapier*, +2 *studded leather armor*, *dust of disappearance* [used], *amulet of health* +2, *ring of protection* +1, *potion of blur*.

Medium Viper, 9hp, Animal companion

Shadow Companion: 19hp; AL CN; See *Monster Manual*

Shadow Daromario, Male Shadow Human Rgr4 Rog2: CR 8; Medium magical beast (augmented humanoid); HD: 4d8+8 plus 2d6+4; hp 42; Init +3; Spd 45ft; AC 19, touch 14, flatfooted 16 (+3 dex +5 armor, +1 *ring*); Base Atk +5; Grp +7, Atk +8 melee (1d6+3 18-20/x2 +1 *rapier*) or +8 ranged (1d4 19-20/x2 masterwork hand crossbow); Full Atk: +8 melee (1d6+3 19-20/x2 +1 *rapier*), or +6 melee (1d6+3 19-20/x2 +1 *rapier*) and +6 melee (1d4+1 19-20/x2 masterwork dagger); SA: favored enemy (monstrous humanoids +2), sneak attack +1d6; SQ: darkvision 60 ft., low-light vision, cold resistance 11, shadow blend, wild empathy; AL: CN; SV Fort +5, Ref +8, Will +3; Str 14, Dex 16, Con 12, Int 12, Wis 14, Cha 9.

Skills and Feats: Climb +11, Disable Device +4, Hide +12, Jump +4, Knowledge (local) +2 Listen +12, Move Silently +18, Perform (dance) +4; Search +6, Spot +12, Survival +9, Tumble +12; Combat Reflexes, Dodge, Mobility, Track, Two Weapon Fighting, Weapon Finesse

Evasion (Ex): If shadow Daromario is exposed to any effect that normally allows him to attempt a Reflex saving throw for half damage, he takes no damage with a successful saving throw.

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

Trapfinding (Ex): Shadow Daromario can use the Search skill to locate traps when the task has a DC higher than 20. Finding a non-magical trap has a DC of at least 20, higher if it is well-hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it. Rogues can use the Disable Device skill to disarm magic traps. Disabling a magic trap generally has a DC of 25 + the level of the spell used to create it. A rogue who beats a trap's DC by 10 or more with a Disable Device check can generally study a trap, figure out how it works, and bypass it (with his party) without disarming it.

Ranger Spells Prepared (1; Save DC 12+spell level); 1 – *pass without trace*

Possessions: masterwork dagger, crossbow bolts, (10), masterwork hand crossbow, explorer's outfit, +1 *rapier*, +2 *studded leather armor*, *amulet of health* +2, *ring of protection* +1

Encounter One (Principality of Ulek Track)

Kendeen, Male Human Clr 9: CR 9; Medium humanoid; HD 9d8+10; hp 62; Init -1; Spd 30 ft.; AC 17, touch 9, flatfooted 17 (-1 dex, +8 half plate, +1 light shield), Base Atk +6/+1; Grp +8; Atk +8 melee (1d8+2 morning star); Full Atk: +8/+3 melee (1d8+2 morning star) SA: Rebuke Undead 3/day (turn level 9) (turn damage 2d6+9), AL: LE; Sv: Fort +6, Ref +2, Will +6; Str 14, Dex 9, Con 14, Int 12, Wis 15 [17], Cha 10

Skills and Feats: Concentration +14, Knowledge (History) +9, Knowledge (Religion) +9, Spellcraft +13, Listen +4, Spot +8; Alertness, Brew Potion, Lightning Reflexes, Spell Focus (Necromancy), Greater Spell Focus (Necromancy)

Cleric Spells Prepared: (6/5+1/5+1/4+1/2+1/1+1; Save DC 13+spell level; Necromantic save DC 15+spell level); 0 – *Create Water*, *Detect Poison*, *Cure Minor Wounds* x2, *Guidance*, *Resistance*; 1 – *Bane*, *Cure Light Wounds* x3, *Comprehend Languages*, *Sanctuary*; 2 – *Bear's Endurance*, *Bull's Strength*, *Cure Moderate Wounds*, *Death Knell*, *Silence*, *Soften Earth and Stone*; 3 – *Dispel Magic* x2, *Invisibility Purge*, *Wrack**, *Protection from Energy*; 4 – *Freedom of Movement*, *Poison*, *Spike Stones*; 5 – ~~*True Seeing*~~, *Wall of Stone*

Possessions: light metal shield with Pomarj coat-of arms, +1 *half plate armor*, +1 *dwarf bane morning star*, *periapt of wisdom* +2; 2 *potions of resist elements (acid)* 10; 2 *potion of resist elements (fire)* 10; 2 *potions of cure moderate wounds*

Encounter 5: The Bridge

Gargoyle, advanced Rog 3 CR 9; Large monstrous humanoid (earth); HD 7d8+56 [monstrous humanoid] plus 3d6+24 [rogue]; hp 117; Init +3; Spd 40 ft., Fly 60' ft.(average); AC 18, touch 12, flatfooted 15, (+3 dex, +6 natural, -1 size), Base Atk: +9; Grp: +19; Atk: claw +15 melee (1d8+6) or bite +13 melee (2d6+6) or gore +13 melee (2d6+6); Full Atk: 2 claws +15 melee (1d8+6) and bite +13 melee (2d6+6) and gore +13 melee (2d6+6) Face/Reach: 10 ft./10 ft. SA: sneak attack +2d6; SQ: damage reduction 10/magic, freeze; evasion; AL: CN; Sv: Fort +10, Ref +11, Will +8; Str 22, Dex 16, Con 24, Int 10, Wis 15, Cha 4

Skills and Feats: Hide +14, Listen +13, Move Silently +9, Spot +13, Tumble +10, Balance +5, Jump +8; Combat Reflexes, Improved Natural Attack, Multiattack, Dodge

Freeze (Ex): A gargoyle can hold itself so still it appears to be a statue. An observer must succeed on a DC 20 Spot check to notice the gargoyle is really alive.

Evasion (Ex): If the gargoyle is exposed to any effect that normally allows him to attempt a Reflex saving throw for half damage, he takes no damage with a successful saving throw.

Encounter Seven: Murder

Brother Zizdun, Male Human Mnk12; CR 10; medium humanoid;; HD 10d8+20; hp 75; Init +8; Spd 60 ft.; AC 21, touch 19, flatfooted 17 (+4 dex, +3 wis, +2 monk; *bracers of armor* +2); Base Atk +9/+4; Grp: +12; Atk +13 melee (1d6+4, +1 *ki focus kama*) or +12 melee (2d6+3 unarmed strike) Full Atk: +13/+8 (1d6+5 +1 *ki focus kama*) or +12/+12/+12/+7 (2d6+3 greater flurry of blows); SA: greater flurry of blows, *ki* strike (magic and lawful), stunning fist attack 12/day (DC 19), SQ: improved evasion, diamond body, abundant step, still mind, purity of body, wholeness of body 20 hp/day, slow fall 60 ft, AL: LE; Sv: Fort +9, Ref +11, Will +10; Str 16, Dex 18, Con 14, Int 12, Wis 16, Cha 11

Skills and Feats: Climb +11, Escape Artist +13, Hide +19, Jump +22, Knowledge (Arcana) +6, Listen +11, Move Silently +19, Tumble +23, Balance +6; Acrobatic, Brachiation, Combat Reflexes, Dodge, Improved Initiative, Improved Trip, Mobility, Spring Attack, Stunning Fist

Still Mind (Ex): Brother Zizdun gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

Ki Strike (Su): Brother Zizdun's unarmed attacks are empowered with ki. His unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction. Ki strike improves with the character's monk level. His unarmed attacks are also treated as lawful weapons for the purpose of dealing damage to creatures with damage reduction.

Slow Fall (Ex): If Brother Zizdun is within arm's reach of a wall can use it to slow his descent. He takes damage as if the fall were 50 feet shorter than it actually is.

Purity of Body (Ex): Brother Zizdun gains immunity to all diseases except for supernatural and magical diseases.

Wholeness of Body (Su): Brother Zizdun can heal his own wounds. He can heal a number of hit points of damage equal to 24 each day, and he can spread this healing out among several uses.

Improved Evasion (Ex): Brother Zizdun takes no damage on a successful Reflex saving throw against attacks, but he takes only half damage on a failed save. A helpless monk does not gain the benefit of improved evasion.

Diamond Body (Su): Brother Zizdun gains immunity to poisons of all kinds.

Abundant Step (Su): Brother Zizdun can slip magically between spaces, as if using the spell *dimension door*, once per day. Her caster level for this effect is 6

Possessions: monk's outfit, +1 *ki focus kama*, *bracers of armor* +2, *potion of darkvision*

Encounter Eight: Hunt

Thar, Male Pseudonatural Su-Doppelganger Mnk2; CR 6; Medium outsider (augmented monstrous humanoid); HD 4d8+12 plus 2d8+6; hp 50; Init: +3; AC 20, touch 16, flatfooted 18 (+3 dex; +3 wis, +4 natural); Base Atk: +5; Grp: +7; Atk +7 melee (1d6+2 unarmed strike) or +8 melee (1d6+2 masterwork kama); Full Atk: +7/+7 melee (1d6+2 unarmed strike) or +8/+8 melee (1d6+2 masterwork kama) or +5/+5/+5 (1d6+2 flurry of blows); SA alternate form, *detect thoughts*; flurry of blows; stunning fist attack 3/day (DC 16); *true strike*, SQ: change shape, immunity to *sleep* and charm effects; electricity resistance 10, acid resistance 10; DR 5/magic; spell resistance 12; AL: LE; Sv: Fort +7, Ref +10, Will +10; Str 15, Dex 17, Con 16, Int 10, Wis 16, Cha 12

Skills and Feats: Bluff +10, Diplomacy +6, Disguise +11, Listen +10, Spot +7, Intimidate +3; Alertness, Deflect Arrows, Dodge, Run, Stunning Fist

Alternate Form (su): At will, a pseudonatural creature can take the form of a grotesque, tentacled mass (or another appropriately gruesome form determined by the DM), but all its abilities remain unchanged

despite the alien appearance. Changing shape is a standard action. Other creatures receive a -1 morale penalty to their attack rolls against pseudonatural creatures in this alternate form

Detect Thoughts (Su): A doppelganger can continuously use detect thoughts as the spell (caster level 18th; Will DC 13 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

True Strike (Su): Once per day, the creature can make a normal attack with a +20 insight modifier on a single attack roll. The creature is not affected by the miss chance that applies to attacks against a concealed target.

Evasion (Ex): If the creature is exposed to any effect that normally allows him to attempt a Reflex saving throw for half damage, he takes no damage with a successful saving throw.

Change Shape (Su): A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form.

Possessions: masterwork kama; 2 *potions of haste* [1 used]

Encounter Ten: The Brothers' Lair

Fiendish Deinonychus, Large magical beast (augmented animal); CR 4; HD 4d8+16; hp 34; Init +2; Spd 60 ft.; Space/Reach 10 ft./5 ft.; AC 16 (-1 size, +2 Dex, +5 natural), touch 11, flat-footed 14; Base Atk +3; Grp +11; Atk Talons +6 melee (2d6+4); Full Atk Talons +6 melee (2d6+4) and 2 foreclaws +1 melee (1d3+2) and bite +1 melee (2d4+2); SA pounce, smite good; SQ Low-light vision, scent, darkvision 60 ft, resistance to cold 5 and fire 5, Dr 5/magic, SR 9; AL LE; SV Fort +8, Ref +6, Will +2; Str 19, Dex 15, Con 19, Int 2, Wis 12, Cha 10

Skills and Feats: Hide +8, Jump +26, Listen +10, Spot +10, Survival +10; Run, Track

Pounce (Ex): If a deinonychus charges, it can make a full attack.

Smite Good (Su): Once per day a fiendish creature can make a normal melee attack to deal +4 extra damage against a good foe

Appendix Four: Encounters at APL 12

Encounter Two (Bissel Track)

Daromario, Male Human Rgr4 Rog3 Shd5; CR 12; Medium humanoid; HD 4d8+8 plus 3d6+6 plus 5d8+10; hp 86; Init +4; Spd 30 ft.; AC 21, touch 15, flatfooted 17 (+4 dex, +6 armor, +1 *ring*); Base Atk +9/+4; Grp +11, Atk +14 melee (1d6+4 18-20/x2 +2 *rapier*) or +14 ranged (1d4 19-20/x2 masterwork hand crossbow); Full Atk: +14/+9 melee (1d6+4 19-20/x2 +2 *rapier*), or +12/+7 melee (1d6+4 19-20/x2 +2 *rapier*) and +12 melee (1d4+1 19-20/x2 masterwork dagger); SA: favored enemy (monstrous humanoids +2), sneak attack +2d6, *shadow illusion*, shadow companion; SQ: darkvision 60 ft., defensive roll, evasion, hide in plain sight, shadow jump 20 ft., trap sense +1, trapfinding, uncanny dodge, wild empathy; AL: CN; SV Fort +8, Ref +15, Will +5; Str 14, Dex 18, Con 12 [14], Int 12, Wis 14, Cha 9

Skills and Feats: Climb +11, Disable Device +10, Hide +20, Knowledge (Local) +4, Listen +12, Move Silently +20, Perform (Dance) +4, Search +11, Spot +17, Survival +9, Tumble +18, Jump +9; Combat Reflexes, Dodge, Mobility, Spring Attack, Stealthy, Track, Two Weapon Fighting, Weapon Finesse

Evasion (Ex): If Daromario is exposed to any effect that normally allows him to attempt a Reflex saving throw for half damage, he takes no damage with a successful saving throw.

Trap Sense (Ex): Daromario has an intuitive sense that alerts him to danger from traps, granting a +1 bonus on Reflex saves and a +1 dodge bonus to AC against attacks by traps.

Trapfinding (Ex): Daromario can use the Search skill to locate traps when the task has a DC higher than 20. Finding a non-magical trap has a DC of at least 20, higher if it is well-hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it. Rogues can use the Disable Device skill to disarm magic traps. Disabling a magic trap generally has a DC of 25 + the level of the spell used to create it. A rogue who beats a trap's DC by 10 or more with a Disable Device check can generally study a trap, figure out how it works, and bypass it (with his party) without disarming it.

Improved Uncanny Dodge (Ex): Daromario can react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to AC even when caught flat-footed. He can no longer be flanked. This defense denies rogues the ability to use flank attacks to sneak attack the shadowdancer. The exception to this defense is that a rogue at least four levels higher than the shadowdancer can flank him (and thus sneak attack him).

Hide in Plain Sight (Su): Daromario can use the Hide skill even while being observed. As long as he is within 10 feet of some sort of shadow, a shadowdancer can hide himself from view in the open without anything to actually hide behind. He cannot, however, hide in his own shadow.

Shadow Illusion (Sp): Daromario can create visual illusions. This ability's effect is identical to that of the arcane spell *silent image* and may be employed once per day.

Summon Shadow (Su): Daromario has summoned a shadow, an undead shade. Unlike a normal shadow, this shadow's alignment matches that of the shadowdancer, and the creature cannot create spawn. The summoned shadow cannot be turned, rebuked, or commanded by any third party. This shadow serves as a companion to the shadowdancer and can communicate intelligibly with the shadowdancer. Every third level gained by the shadowdancer adds +2 HD (and the requisite base attack and base save bonus increases) to his shadow companion.

If a shadow companion is destroyed, or the shadowdancer chooses to dismiss it, the shadowdancer must attempt a DC 15 Fortitude save. If the saving throw fails, the shadowdancer loses 200 experience points per shadowdancer level. A successful saving throw reduces the loss by half, to 100 XP per prestige class level. The shadowdancer's XP total can never go below 0 as the result of a shadow's dismissal or destruction. A destroyed or dismissed shadow companion cannot be replaced for 30 days.

Shadow Jump (Su): Daromario gains the ability to travel between shadows as if by means of a dimension door spell. The limitation is that the magical transport must begin and end in an area with at least some shadow. A shadowdancer can jump up to a total of 20 feet each day in this way; this may be a single jump of 20 feet or two jumps of 10 feet each.

Defensive Roll (Ex): Once per day, when a Daromario would be reduced to 0 hit points or less by damage in combat (from a weapon or other blow, not a spell or special ability), he can attempt to roll with the damage. He makes a Reflex saving throw (DC = damage dealt) and, if successful, takes only half

damage from the blow. He must be aware of the attack and able to react to it in order to execute his defensive roll. If he is in a situation that would deny her any Dexterity bonus to AC, he can't attempt a defensive roll

Ranger Spells Prepared (1; Save DC 12+spell level); 1 – *pass without trace*

Possessions: masterwork dagger, 10 crossbow bolts, masterwork hand crossbow, explorer's outfit, 2 pebbles with *deeper darkness*, +2 *rapier*, +3 *studded leather armor*, *dust of disappearance* [used], *amulet of health* +2, *ring of protection* +1, *potion of blur*.

Medium Viper, 9hp, Animal companion

Shadow Companion: 19hp; AL CN; See *Monster Manual*

Shadow Daromario, Male Shadow Human Rgr4 Rog3 Shd1; CR 10; Medium magical beast (augmented humanoid); HD 4d8+4 plus 3d6+3 plus 1d8+1; hp 50; Init +3; Spd 45 ft.; AC 19, touch 13, flatfooted 16 (+3 dex +6 armor); Base Atk +6/+1; Grp +8, Atk +11 melee (1d6+4 18-20/x2 +2 *rapier*) or +10 ranged (1d4 19-20/x2 masterwork hand crossbow); Full Atk: +11/+6 melee (1d6+3 19-20/x2 +2 *rapier*), or +9/+4 melee (1d6+4 19-20/x2 +2 *rapier*) and +8 melee (1d4+1 19-20/x2 masterwork dagger); SA: favored enemy (monstrous humanoids +2), sneak attack +2d6; SQ: darkvision 60 ft., low-light vision, cold resistance 11, fast healing 2, shadow blend, evasion, hide in plain sight, trap sense +1, trapfinding, uncanny dodge, wild empathy; AL: CN; SV Fort +8, Ref +14, Will +6; Str 14, Dex 17, Con 12, Int 12, Wis 14, Cha 9

Skills and Feats: Climb +11, Disable Device +6, Hide +14, Knowledge (Local) +4, Listen +12, Move Silently +14, Perform (Dance) +4, Search +7, Spot +13, Survival +9, Tumble +14, Jump +5; Combat Reflexes, Dodge, Mobility, Track, Two Weapon Fighting, Weapon Finesse

Evasion (Ex): If Daromario is exposed to any effect that normally allows him to attempt a Reflex saving throw for half damage, he takes no damage with a successful saving throw.

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

Trap Sense (Ex): Shadow Daromario has an intuitive sense that alerts him to danger from traps, granting a +1 bonus on Reflex saves and a +1 dodge bonus to AC against attacks by traps.

Trapfinding (Ex): Shadow Daromario can use the Search skill to locate traps when the task has a DC higher than 20. Finding a non-magical trap has a DC of at least 20, higher if it is well-hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it. Rogues can use the Disable Device skill to disarm magic traps. Disabling a magic trap generally has a DC of 25 + the level of the spell used to create it. A rogue who beats a trap's DC by 10 or more with a Disable Device check can generally study a trap, figure out how it works, and bypass it (with his party) without disarming it.

Uncanny Dodge (Ex): This rogue can react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to AC even when caught flat-footed.

Ranger Spells Prepared (1; Save DC 12+spell level); 1 – *pass without trace*

Possessions: masterwork dagger, 10 crossbow bolts, masterwork hand crossbow, explorer's outfit, +2 *rapier*, +3 *studded leather armor*, *amulet of health* +2, *ring of protection* +1

Encounter One (Principality of Ulek)

Kendeen, Male Human Clr11 CR 11; medium humanoid; HD 11d8+10; hp 75; Init -1; Spd 30'; AC 17, touch 9, flatfooted 17 (-1 dex, +7 +1 *half plate*, +1 light shield); Base Atk +8/+3; Grp +10; Atk +11 melee (1d8+3 +1 *dwarf bane morning star*); Full Atk: +11/+6 melee (1d8+3 +1 *dwarf bane morning star*) SA: Rebuke Undead 3/day (turn level 11) (turn damage 2d6+11), AL: LE; Sv: Fort +9, Ref +2, Will +11; Str 14, Dex 9, Con 14, Int 12, Wis 15 [19], Cha 10

Skills and Feats: Concentration +16, Knowledge (History) +9, Knowledge (Religion) +9, Spellcraft +15, Listen +6, Spot +11; Alertness, Brew Potion, Lightning Reflexes, Spell Focus (Necromancy), Greater Spell Focus (Necromancy)

Cleric Spells Prepared: (6/6+1/5+1/5+1/4+1/2+1/1+1; Save DC 14+spell level; Necromantic save DC 16+spell level); 0 – *Create Water*, *Detect Poison*, *Cure Minor Wounds* x2, *Guidance*, *Resistance*, 1 – *Bane*, *Bless*, *Cure Light Wounds* x3, *Comprehend Languages*, *Sanctuary*; 2 – *Bear's Endurance*, *Bull's Strength*, *Cure Moderate Wounds*, *Death Knell*, *Silence*, *Soften Earth and Stone*; 3 – *Dispel Magic* x2, *Invisibility*, *Purge*, *Prayer*, *Protection from Energy*, *Wrack**; 4 – *Cure Critical Wounds*, *Divination*, *Freedom of Movement*, *Poison*, *Spike Stones*; 5 – *Greater Command*, ~~*True Seeing*~~, *Wall of Stone*, 6 – ~~*Heroes' Feast*~~, *Stoneskin*

Possessions: light metal shield with Pomarj coat-of arms, +1 half plate armor, +1 dwarf bane morning star, *peripat of wisdom* +4, 2 *potions of resist elements (acid)* 20; 2 *potion of resist elements (fire)* 20; 2 *potions of cure moderate wounds*

Encounter 5: The Confounded Bridge

Gargoyle, advanced, Ftr 3 CR 9; Large monstrous humanoid (earth); HD 7d8+56 [monstrous humanoid] plus 3d10+24 [fighter]; hp 134; Init +0; Spd 40', Fly 60' (average); AC 15, touch 9, flatfooted 15, (+6 natural, -1 large), Base Atk +10; Grp: +20; Atk: claw +18 melee (1d8+8/19-20x2) or bite +15 melee (2d6+8) or gore +15 melee (2d6+8); Full Atk: 2 claws +18 melee (1d8+8/19-20x2) and bite +15 melee (2d6+8) and gore +15 melee (2d6+8); Face/Reach: 10 ft./10 ft. SQ: Damage Reduction 10/magic, Freeze; AL CN; Sv: Fort +13, Ref +7, Will +7; Str 27, Dex 10, Con 27, Int 9, Wis 10, Cha 8

Skills and Feats: Hide +4, Listen +4, Spot +6; Flyby Attack, Improved Critical (claw), Improved Natural Attack, Multiattack, Weapon Focus (claw)

Freeze (Ex): A gargoyle can hold itself so still it appears to be a statue. An observer must succeed on a DC 20 Spot check to notice the gargoyle is really alive

Gargoyle, advanced Rog 3 CR 9; Large Monstrous Humanoid (earth); HD 7d8+56 [monstrous humanoid] plus 3d6+24 [rogue]; hp 117; Init +3; Spd 40', Fly 60' (average); AC 18 (touch 12, flatfooted 15, (+3 dex, +6 natural, -1 size), Base Ark: +9; Grp: +19; Atk: claw +14 melee (1d8+6) or bite +12 melee (2d6+6) or gore +12 melee (2d6+6); Full Atk: 2 claws +14 melee (1d8+6) and bite +12 melee (2d6+6) and gore +12 melee (2d6+6) Face/Reach: 10 ft./10 ft. SA: Sneak Attack +2d6; SQ: Damage Reduction 10/magic, Freeze; Evasion; AL: CN; Sv: Fort +10, Ref +11, Will +8; Str 22, Dex 16, Con 24, Int 10, Wis 15, Cha 4

Skills and Feats: Hide +14, Listen +13, Move Silently +9, Spot +13, Tumble +10, Balance +5, Jump +8; Combat Reflexes, Improved Natural Attack, Multiattack, Dodge

Freeze (Ex): A gargoyle can hold itself so still it appears to be a statue. An observer must succeed on a DC 20 Spot check to notice the gargoyle is really alive

Encounter 6: Murder

Brother Zizdun, Male Human Mnk14; CR 14; medium humanoid; HD 14d8+28; hp 102; Init +8; Spd 70 ft.; AC 21, touch 19, flatfooted 17 (+4 dex, +3 wis, +2 monk; *bracers of armor* +2); Base Atk +10/+5; Grp: +13; Atk +14 melee (1d6+4, +1 *ki focus kama*) or +13 melee (2d6+3 unarmed strike) Full Atk: +14/+9 (1d6+4 +1 *ki focus kama*) or +13/+13/+13/+8 (2d6+3 greater flurry of blows); SA: greater flurry of blows, *ki strike* (magic and lawful), stunning fist attack 14/day (DC 19), SQ: improved evasion, diamond body, diamond soul (SR 24), abundant step, still mind, purity of body, wholeness of body 28 hp/day, slow fall 70 ft, AL: LE; Sv: Fort +11, Ref +13, Will +12; Str 16, Dex 18, Con 14, Int 12, Wis 16, Cha 11

Skills and Feats: Climb +12, Escape Artist +15, Hide +21, Jump +24, Knowledge (Arcana) +6, Listen +13, Move Silently +21, Tumble +24, Balance +6; Acrobatic, Brachiation, *Combat Reflexes*, Dodge, Improved Initiative, *Improved Trip*, Mobility, Spring Attack, *Stunning Fist*

Still Mind (Ex): Brother Zizdun gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

Ki Strike (Su): Brother Zizdun's unarmed attacks are empowered with ki. His unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction. Ki strike improves with the character's monk level. His unarmed attacks are also treated as lawful weapons for the purpose of dealing damage to creatures with damage reduction.

Slow Fall (Ex): If Brother Zizdun is within arm's reach of a wall can use it to slow his descent. He takes damage as if the fall were 50 feet shorter than it actually is.

Purity of Body (Ex): Brother Zizdun gains immunity to all diseases except for supernatural and magical diseases.

Wholeness of Body (Su): Brother Zizdun can heal his own wounds. He can heal a number of hit points of damage equal to 24 each day, and he can spread this healing out among several uses.

Improved Evasion (Ex): Brother Zizdun takes no damage on a successful Reflex saving throw against attacks, but he takes only half damage on a failed save. A helpless monk does not gain the benefit of improved evasion.

Diamond Body (Su): Brother Zizdun gains immunity to poisons of all kinds.

Abundant Step (Su): Brother Zizdun can slip magically between spaces, as if using the spell *dimension door*, once per day. Her caster level for this effect is 7

Diamond Soul (Ex): Brother Zizdun gains spell resistance equal to his current monk level + 10. In order to affect the monk with a spell, a spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the monk's spell resistance

Possessions: monk's outfit, +1 *ki focus kama*, *bracers of armor* +2, *potion of darkvision*, *clear spindle ioun stone*

Encounter Eight: Hunt

Thar, Male Pseudonatural Su-Doppelganger Mnk2; CR 6; Medium outsider (augmented monstrous humanoid); HD 4d8+12 plus 2d8+6; hp 50; Init: +3; AC 20, touch 16, flatfooted 18 (+3 dex; +3 wis, +4 natural); Base Atk: +5; Grp: +7; Atk +7 melee (1d6+2 unarmed strike) or +8 melee (1d6+2 masterwork kama); Full Atk: +7/+7 melee (1d6+2 unarmed strike) or +8/+8 melee (1d6+2 masterwork kama) or +5/+5/+5 (1d6+2 flurry of blows); SA alternate form, *detect thoughts*; flurry of blows; stunning fist attack 3/day (DC 16); *true strike*, SQ: change shape, immunity to *sleep* and charm effects; electricity resistance 10, acid resistance 10; DR 5/magic; spell resistance 12; AL: LE; Sv: Fort +7, Ref +10, Will +10; Str 15, Dex 17, Con 16, Int 10, Wis 16, Cha 12

Skills and Feats: Bluff +10, Diplomacy +6, Disguise +11, Listen +10, Spot +7, Intimidate +3; Alertness, Deflect Arrows, Dodge, Run, Stunning Fist

Alternate Form (su): At will, a pseudonatural creature can take the form of a grotesque, tentacled mass (or another appropriately gruesome form determined by the DM), but all its abilities remain unchanged despite the alien appearance. Changing shape is a standard action. Other creatures receive a -1 morale penalty to their attack rolls against pseudonatural creatures in this alternate form

Detect Thoughts (Su): A doppelganger can continuously use detect thoughts as the spell (caster level 18th; Will DC 13 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

True Strike (Su): Once per day, the creature can make a normal attack with a +20 insight modifier on a single attack roll. The creature is not affected by the miss chance that applies to attacks against a concealed target.

Evasion (Ex): If the creature is exposed to any effect that normally allows him to attempt a Reflex saving throw for half damage, he takes no damage with a successful saving throw.

Change Shape (Su): A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form.

Possessions: masterwork kama; 2 *potions of haste* [1 used]

Encounter Ten: The Brothers' Lair

XIII Medium Outsider (Extraplanar); CR 6; HD 5d8+10; hp 32; Init +7; Spd 40 ft.; AC 20 (+3 Dex, +7 natural), touch 13, flat-footed 17; Base Atk +5; Grp +7; Atk Short sword +7 melee (1d6+2/19-20) or claw +7 melee (1d4+2) or longbow +8 ranged (1d8/x3); Full Atk 2 short swords +5 melee (1d6+2/19-20, 1d6+1/19-20) and 2 claws +5 melee (1d4+1); or 4 claws +5 melee (1d4+2, 1d4+1); or 2 longbows +4 ranged (1d8/x3); SA Implant, improved grab, paralysis; SQ Darkvision 60 ft., planewalk, spell resistance 21; AL LE; SV Fort +6, Ref +7, Will +5; Str 15, Dex 16, Con 15, Int 12, Wis 12, Cha 11

Skills and Feats: Balance +13, Climb +10, Diplomacy +2, Escape Artist +11, Intimidate +8, Listen +9, Move Silently +11, Sense Motive +8, Spot +9, Tumble +11, Use Rope +3 (+5 with bindings); Improved Initiative, Multiattack, Multiweapon Fighting

Implant (Ex): As a standard action, a xill can lay eggs inside a paralyzed creature. The young emerge about 90 days later, literally devouring the host from inside. A remove disease spell rids a victim of the egg, as does a DC 25 Heal check. If the check fails, the healer can try again, but each attempt (successful or not) deals 1d4 points of damage to the patient.

Improved Grab (Ex): To use this ability, a xill must hit with one or more claw attacks. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. It receives a +2 bonus on the grapple check for each claw that hits. If it wins the grapple check and maintains the hold in the next round, it automatically bites the foe at that time. The bite deals no damage but injects a paralyzing venom.

Paralysis (Ex): Those bitten by a xill must succeed on a DC 14 Fortitude save or be paralyzed for 1d4 hours. The save DC is Constitution-based.

Planewalk (Su): These planar travelers like to slip between the folds of space to attack enemies as though from thin air. They can cross from the Ethereal Plane with a move action but take 2 rounds to cross back, during which time they are immobile. As a xill fades away, it becomes harder to hit: Opponents have a 20% miss chance in the first round and a 50% miss chance in the second. A xill can planewalk with a willing or helpless creature

Appendix Five: Encounters at APL 14

Encounter Two (Bissel Track)

Daromario, Male Human Rgr4 Rog3 Shd7; CR 14; Medium humanoid; HD 4d8+8 plus 3d6+6 plus 7d8+14; hp 101; Init +4; Spd 30 ft.; AC 23, touch 15, flatfooted 19 (+4 dex, +7 armor, +2 *ring*); Base Atk +11/+6; Grp +13, Atk +16 melee (1d6+4 18-20/x2 +2 *rapier*) or +18 ranged (1d4+2 19-20/x2 masterwork hand crossbow); Full Atk: +16/+11 melee (1d6+4 19-20/x2 +2 *rapier*), or +14/+9 melee (1d6+4 19-20/x2 +2 *rapier*) and +14 melee (1d4+3 19-20/x2 +1 *dagger*); SA: favored enemy (monstrous humanoids +2), sneak attack +2d6, *shadow illusion*, shadow companion; SQ: darkvision 60 ft., defensive roll, evasion, hide in plain sight, shadow jump 20 ft., slippery mind, trap sense +1, trapfinding, uncanny dodge, wild empathy; AL: CN; SV Fort +9, Ref +16, Will +6; Str 14, Dex 18, Con 12 [14], Int 12, Wis 14, Cha 9

Skills and Feats: Climb +11, Disable Device +12, Hide +22, Knowledge (Local) +4, Listen +12, Move Silently +22, Perform (Dance) +4, Search +13, Spot +19, Survival +9, Tumble +20, Jump +11; Combat Reflexes, Dodge, Mobility, Spring Attack, Stealthy, Track, Two Weapon Fighting, Weapon Finesse

Evasion (Ex): If Daromario is exposed to any effect that normally allows him to attempt a Reflex saving throw for half damage, he takes no damage with a successful saving throw.

Trap Sense (Ex): Daromario has an intuitive sense that alerts him to danger from traps, granting a +1 bonus on Reflex saves and a +1 dodge bonus to AC against attacks by traps.

Trapfinding (Ex): Daromario can use the Search skill to locate traps when the task has a DC higher than 20. Finding a non-magical trap has a DC of at least 20, higher if it is well-hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it. Rogues can use the Disable Device skill to disarm magic traps. Disabling a magic trap generally has a DC of 25 + the level of the spell used to create it. A rogue who beats a trap's DC by 10 or more with a Disable Device check can generally study a trap, figure out how it works, and bypass it (with his party) without disarming it.

Improved Uncanny Dodge (Ex): Daromario can react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to AC even when caught flat-footed. He can no longer be flanked. This defense denies rogues the ability to use flank attacks to sneak attack the shadowdancer. The exception to this defense is that a rogue at least four levels higher than the shadowdancer can flank him (and thus sneak attack him).

Hide in Plain Sight (Su): Daromario can use the Hide skill even while being observed. As long as he is within 10 feet of some sort of shadow, a shadowdancer can hide himself from view in the open without anything to actually hide behind. He cannot, however, hide in his own shadow.

Shadow Illusion (Sp): Daromario can create visual illusions. This ability's effect is identical to that of the arcane spell *silent image* and may be employed once per day.

Summon Shadow (Su): Daromario has summoned a shadow, an undead shade. Unlike a normal shadow, this shadow's alignment matches that of the shadowdancer, and the creature cannot create spawn. The summoned shadow cannot be turned, rebuked, or commanded by any third party. This shadow serves as a companion to the shadowdancer and can communicate intelligibly with the shadowdancer. Every third level gained by the shadowdancer adds +2 HD (and the requisite base attack and base save bonus increases) to his shadow companion.

If a shadow companion is destroyed, or the shadowdancer chooses to dismiss it, the shadowdancer must attempt a DC 15 Fortitude save. If the saving throw fails, the shadowdancer loses 200 experience points per shadowdancer level. A successful saving throw reduces the loss by half, to 100 XP per prestige class level. The shadowdancer's XP total can never go below 0 as the result of a shadow's dismissal or destruction. A destroyed or dismissed shadow companion cannot be replaced for 30 days.

Shadow Jump (Su): Daromario gains the ability to travel between shadows as if by means of a dimension door spell. The limitation is that the magical transport must begin and end in an area with at least some shadow. A shadowdancer can jump up to a total of 40 feet each day in this way; this may be a single jump of 40 feet or up to four jumps of 10 feet each.

Defensive Roll (Ex): Once per day, when a Daromario would be reduced to 0 hit points or less by damage in combat (from a weapon or other blow, not a spell or special ability), he can attempt to roll with the damage. He makes a Reflex saving throw (DC = damage dealt) and, if successful, takes only half

damage from the blow. He must be aware of the attack and able to react to it in order to execute his defensive roll. If he is in a situation that would deny her any Dexterity bonus to AC, he can't attempt a defensive roll

Slippery Mind (Ex): At 7th level, if a shadowdancer is affected by an enchantment and fails his saving throw, 1 round later he can attempt her saving throw again. He only gets this one extra chance to succeed at his saving throw. If it fails as well, the spell's effects occur normally.

Ranger Spells Prepared (1; Save DC 12+spell level); 1 – *pass without trace*

Possessions:, masterwork hand crossbow, explorer's outfit, 2 pebbles with *deeper darkness*, +2 rapier, +3 studded leather armor, +1 dagger, 10 +2 crossbow bolts, dust of disappearance [used], amulet of health +2, ring of protection +2, potion of blur.

Medium Viper, 9hp, Animal companion

Shadow Companion; Medium undead; HD: 5d12; hp 32; Init +2; Spd fly 40' (good); AC 13, touch 13, flat-footed 11, Base Atk: +2; Grp: - ; Atk +4 melee (1d6 Str Incorporeal touch); Full Atk: +4 melee (1d6 Str Incorporeal touch); SA: Strength Damage; SQ: Darkvision 60'; Incorporeal Traits; cannot be turned, undead traits; AL CN; Sv Fort:+1; Ref +3; Will +5; Str -, Dex 15, Con -, Int 6, Wis 12, Cha 13;

Skills and Feats: Hide +10, Listen +7, Search +4, Spot +7; Alertness, Dodge

Strength Damage (Su): The touch of a shadow deals 1d6 points of Strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies. This is a negative energy effect.

Shadow Daromario, Male Shadow Human Rgr4 Rog3 Shd3; CR 10; Medium magical beast (augmented humanoid); HD 4d8+8 plus 3d6+6 plus 3d8+6; hp 71; Init +3; Spd 45 ft.; AC 22, touch 15, flatfooted 19 (+3 dex +7 armor, +2 ring); Base Atk +8/+3; Grp +10, Atk +13 melee (1d6+4 18-20/x2 +2 rapier) or +14 ranged (1d4+2 19-20/x2 masterwork hand crossbow); Full Atk: +13/+8 melee (1d6+4 19-20/x2 +2 rapier), or +12/+7 melee (1d6+4 19-20/x2 +2 rapier) and +11 melee (1d4+3 19-20/x2 +1 dagger); SA: favored enemy (monstrous humanoids +2), sneak attack +2d6, *shadow illusion*, shadow companion; SQ: darkvision 60 ft., low-light vision, fast healing 2, evasion, hide in plain sight, trap sense +1, trapfinding, uncanny dodge, shadow blend, wild empathy; AL: CN; SV Fort +10, Ref +15, Will +7; Str 14, Dex 17, Con 12 [14], Int 12, Wis 14, Cha 9

Skills and Feats: Climb +11, Disable Device +8, Hide +16, Knowledge (Local) +4, Listen +12, Move Silently +16, Perform (Dance) +4, Search +9, Spot +15, Survival +9, Tumble +16, Jump +7; Combat Reflexes, Dodge, Mobility, Spring Attack, Track, Two Weapon Fighting, Weapon Finesse

Evasion (Ex): If Shadow Daromario is exposed to any effect that normally allows him to attempt a Reflex saving throw for half damage, he takes no damage with a successful saving throw.

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

Trap Sense (Ex): Shadow Daromario has an intuitive sense that alerts him to danger from traps, granting a +1 bonus on Reflex saves and a +1 dodge bonus to AC against attacks by traps.

Trapfinding (Ex): Shadow Daromario can use the Search skill to locate traps when the task has a DC higher than 20. Finding a non-magical trap has a DC of at least 20, higher if it is well-hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it. Rogues can use the Disable Device skill to disarm magic traps. Disabling a magic trap generally has a DC of 25 + the level of the spell used to create it. A rogue who beats a trap's DC by 10 or more with a Disable Device check can generally study a trap, figure out how it works, and bypass it (with his party) without disarming it.

Improved Uncanny Dodge (Ex): Shadow Daromario can react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to AC even when caught flat-footed. He can no longer be flanked. This defense denies rogues the ability to use flank attacks to sneak attack the shadowdancer. The exception to this defense is that a rogue at least four levels higher than the shadowdancer can flank him (and thus sneak attack him).

Hide in Plain Sight (Su): Shadow Daromario can use the Hide skill even while being observed. As long as he is within 10 feet of some sort of shadow, a shadowdancer can hide himself from view in the open without anything to actually hide behind. He cannot, however, hide in his own shadow.

Shadow Illusion (Sp): Shadow Daromario can create visual illusions. This ability's effect is identical to that of the arcane spell *silent image* and may be employed once per day.

Ranger Spells Prepared (1; Save DC 12+spell level); 1 – *pass without trace*

Possessions: masterwork hand crossbow, explorer's outfit, +1 dagger, 10 +2 crossbow bolts +2 rapier, +4 studded leather armor, amulet of health +2, ring of protection +2

Encounter One (Principality of Ulek)

Kendeen, Male Human Clr11 CR 11; medium humanoid; HD 11d8+10; hp 75; Init -1; Spd 30ft; AC 17, touch 9, flatfooted 17 (-1 dex, +7 +1 *half plate*, +1 light shield), Base Atk +8/+3; Grp +10; Atk +11 melee (1d8+3 +1 *dwarf bane morning star*); Full Atk: +11/+6 melee (1d8+3 +1 *dwarf bane morning star*) SA: Rebuke Undead 3/day (turn level 11) (turn damage 2d6+11), AL: LE; Sv: Fort +9, Ref +2, Will +11; Str 14, Dex 9, Con 14, Int 12, Wis 15 [19], Cha 10

Skills and Feats: Concentration +16, Knowledge (History) +9, Knowledge (Religion) +9, Spellcraft +15, Listen +6, Spot +11; Alertness, Brew Potion, Lightning Reflexes, Spell Focus (Necromancy), Greater Spell Focus (Necromancy)

Cleric Spells Prepared: (6/6+1/5+1/5+1/4+1/2+1/1+1; Save DC 14+spell level; Necromantic save DC 16+spell level); 0 – *Create Water*, *Detect Poison*, *Cure Minor Wounds* x2, *Guidance*, *Resistance*, 1 – *Bane*, *Bless*, *Cure Light Wounds* x3, *Comprehend Languages*, *Sanctuary*; 2 – *Bear's Endurance*, *Bull's Strength*, *Cure Moderate Wounds*, *Death Knell*, *Silence*, *Soften Earth and Stone*; 3 – *Dispel Magic* x2, *Invisibility Purge*, *Prayer*, *Protection from Energy*, *Wrack**; 4 – *Cure Critical Wounds*, *Divination*, *Freedom of Movement*, *Poison*, *Spike Stones*; 5 – *Greater Command*, *True Seeing*, *Wall of Stone*, 6 – *Heroes' Feast*, *Stoneskin*

Possessions: light metal shield with Pomarj coat-of arms, +1 *half plate armor*, +1 *dwarf bane morning star*, *periapt of wisdom* +4, 2 *potions of resist elements (acid)* 20; 2 *potions of resist elements (fire)* 20; 2 *potions of cure moderate wounds*

Encounter 5: The Confounded Bridge

Gargoyle, advanced, Ftr6 CR 12; Large Monstrous Humanoid (earth); HD 7d8+56 [monstrous humanoid] plus 6d10+48 [fighter]; hp 172; Init +1; Spd 40', Fly 60' (average); AC 16, touch 10, flat-footed 15, (+1 dex, +6 natural, -1 large), Base Atk +13/+8/+3; Grp: +23; Atk: claw +21 melee (1d8+8/19-20x2) or bite +18 melee (2d6+9) or gore +18 melee (2d6+9); Full Atk: 2 claws +18 melee (1d8+8/19-20x2) and bite +18 melee (2d6+9) and gore +18 melee (2d6+9); Face/Reach: 10 ft./10 ft. SQ: Damage Reduction 10/magic, Freeze; AL CN; Sv: Fort +15, Ref +8, Will +8; Str 28, Dex 12, Con 27, Int 8, Wis 13, Cha 4

Skills and Feats: Hide +5, Listen +6, Spot +7; Combat Reflexes, Flyby Attack, Improved Critical (claw), Improved Natural Attack, Improved Sunder, Multiattack, Power Attack, Weapon Focus (claw)

Freeze (Ex): A gargoyle can hold itself so still it appears to be a statue. An observer must succeed on a DC 20 Spot check to notice the gargoyle is really alive

Gargoyle, advanced Rog6 CR 12; Large Monstrous Humanoid (earth); HD 7d8+56 [monstrous humanoid] plus 6d6+48 [rogue]; hp 149; Init +3; Spd 40', Fly 60' (average); AC 18, touch 12, flatfooted 15, (+3 dex, +6 natural, -1 size), Base Ark: +11; Grp: +21; Atk: claw +16 melee (1d8+6) or bite +14 melee (2d6+6) or gore +14 melee (2d6+6); Full Atk: 2 claws +16 melee (1d8+6) and bite +14 melee (2d6+6) and gore +14 melee (2d6+6) Face/Reach: 10 ft./10 ft. SA: Sneak Attack +3d6; SQ: Damage Reduction 10/magic, Freeze; Evasion; Uncanny Dodge, AL: CN; Sv: Fort +11, Ref +13, Will +9; Str 22, Dex 17, Con 24, Int 10, Wis 15, Cha 4

Skills and Feats: Hide +17, Listen +19, Move Silently +15, Spot +19, Tumble +13, Balance +5, Jump +8; Combat Reflexes, Dodge, Improved Natural Attack, Multiattack, Wingover

Freeze (Ex): A gargoyle can hold itself so still it appears to be a statue. An observer must succeed on a DC 20 Spot check to notice the gargoyle is really alive

Encounter 6: Murder

Brother Zizdun, Male Human Mnk16; CR 14; medium humanoid; HD 16d8+32; hp 115; Init +8; Spd 80 ft.; AC 25, touch 20, flatfooted 21 (+4 dex, +3 wis, +3 monk; *bracers of armor* +5); Base Atk +12/+7+2; Grp: +15; Atk +17 melee (1d6+5, +2 *ki focus kama*) or +15 melee (2d6+3 unarmed strike) Full Atk: +16/+11/+5 (1d6+5 +2 *ki focus kama*) or +15/+15/+15/+10/+5 (2d6+3 greater flurry of blows); SA: quivering palm, greater flurry of blows, *ki* strike (adamantine, magic, lawful), stunning fist attack 16/day (DC 19), SQ: improved evasion, diamond body, diamond soul (SR 26), abundant step, still mind, purity of body, wholeness of body 32 hp/day, slow fall 80 ft, AL: LE; Sv: Fort +12, Ref +14, Will +13; Str 16, Dex 19, Con 14, Int 12, Wis 16, Cha 11

Skills and Feats: Climb +9, Escape Artist +18, Hide +23, Jump +26, Knowledge (Arcana) +6, Listen +15, Move Silently +23, Tumble +26, Balance +6; Acrobatic, Brachiation, Combat Reflexes, Deflect Arrows, Dodge, Improved Initiative, Improved Trip, Mobility, Spring Attack, Stunning Fist

Still Mind (Ex): Brother Zizdun gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

Ki Strike (Su): Brother Zizdun's unarmed attacks are empowered with ki. His unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction. Ki strike improves with the character's monk level. His unarmed attacks are also treated as lawful weapons for the purpose of dealing damage to creatures with damage reduction.

Slow Fall (Ex): If Brother Zizdun is within arm's reach of a wall can use it to slow his descent. He takes damage as if the fall were 50 feet shorter than it actually is.

Purity of Body (Ex): Brother Zizdun gains immunity to all diseases except for supernatural and magical diseases.

Wholeness of Body (Su): Brother Zizdun can heal his own wounds. He can heal a number of hit points of damage equal to 24 each day, and he can spread this healing out among several uses.

Improved Evasion (Ex): Brother Zizdun takes no damage on a successful Reflex saving throw against attacks, but he takes only half damage on a failed save. A helpless monk does not gain the benefit of improved evasion.

Diamond Body (Su): Brother Zizdun gains immunity to poisons of all kinds.

Abundant Step (Su): Brother Zizdun can slip magically between spaces, as if using the spell *dimension door*, once per day. Her caster level for this effect is 7

Diamond Soul (Ex): Brother Zizdun gains spell resistance equal to his current monk level + 10. In order to affect the monk with a spell, a spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the monk's spell resistance

Quivering Palm (Su): Brother Zizdun can set up vibrations within the body of another creature that can thereafter be fatal if the monk so desires. He can use this quivering palm attack once a week, and he must announce his intent before making his attack roll. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be affected. Otherwise, if the monk strikes successfully and the target takes damage from the blow, the quivering palm attack succeeds. Thereafter the monk can try to slay the victim at any later time, as long as the attempt is made within a number of days equal to his monk level. To make such an attempt, the monk merely wills the target to die (a free action), and unless the target makes a Fortitude saving throw (DC 21), it dies. If the saving throw is successful, the target is no longer in danger from that particular quivering palm attack, but it may still be affected by another one at a later time

Possessions: monk's outfit, +2 *ki focus kama*, *bracers of armor* +5, *potion of darkvision*, *clear spindle ioun stone*

Encounter Eight: Hunt

Thar, Male Pseudonatural Su-Doppelganger Mnk2; CR 6; Medium outsider (augmented monstrous humanoid); HD 4d8+12 plus 2d8+6; hp 50; Init: +3; AC 20, touch 16, flatfooted 18 (+3 dex; +3 wis, +4 natural); Base Atk: +5; Grp: +7; Atk +7 melee (1d6+2 unarmed strike) or +8 melee (1d6+2 masterwork kama); Full Atk: +7/+7 melee (1d6+2 unarmed strike) or +8/+8 melee (1d6+2 masterwork kama) or +5/+5/+5 (1d6+2 flurry of blows); SA alternate form, *detect thoughts*; flurry of blows; stunning fist attack

3/day (DC 16); *true strike*, SQ: change shape, immunity to *sleep* and charm effects; electricity resistance 10, acid resistance 10; DR 5/magic; spell resistance 12; AL: LE; Sv: Fort +7, Ref +10, Will +10; Str 15, Dex 17, Con 16, Int 10, Wis 16, Cha 12

Skills and Feats: Bluff +10, Diplomacy +6, Disguise +11, Listen +10, Spot +7, Intimidate +3; Alertness, Deflect Arrows, Dodge, Run, Stunning Fist

Alternate Form (Su): At will, a pseudonatural creature can take the form of a grotesque, tentacled mass (or another appropriately gruesome form determined by the DM), but all its abilities remain unchanged despite the alien appearance. Changing shape is a standard action. Other creatures receive a -1 morale penalty to their attack rolls against pseudonatural creatures in this alternate form

Detect Thoughts (Su): A doppelganger can continuously use detect thoughts as the spell (caster level 18th; Will DC 13 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

True Strike (Su): Once per day, the creature can make a normal attack with a +20 insight modifier on a single attack roll. The creature is not affected by the miss chance that applies to attacks against a concealed target.

Evasion (Ex): If the creature is exposed to any effect that normally allows him to attempt a Reflex saving throw for half damage, he takes no damage with a successful saving throw.

Change Shape (Su): A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form.

Possessions: masterwork kama; 2 *potions of haste* [1 used]

Encounter Ten: The Brothers' Lair

Fiendish Megaraptor; Huge Magical Beast (augmented animal); CR 8; HD 8d8+43; hp 79; Init +2; Spd 60 ft.; Space/Reach 15 ft./10 ft.; AC 16 (-2 size, +2 Dex, +6 natural), touch 10, flat-footed 14; Base Atk +6; Grp +19; Atk Talons +9 melee (2d8+5); Full Atk Talons +9 melee (2d8+5) and 2 foreclaws +4 melee (1d4+2) and bite +4 melee (2d6+2); SA Pounce, smite good; SQ Low-light vision, scent, Darkvision 60 ft, resistance to cold 10 and fire 10, Dr 5/magic, SR 13; AL LE; SV Fort +10, Ref +8, Will +4; Str 21, Dex 15, Con 21, Int 2, Wis 15, Cha 10

Skills and Feats: Hide +5, Jump +27, Listen +12, Spot +12, Survival +12; Run, Toughness, Track

Pounce (Ex): If a megaraptor charges, it can make a full attack.

Smite Good (Su): Once per day a fiendish creature can make a normal melee attack to deal +8 extra damage against a good foe

Appendix Six: DM'S Aid #1

Sea Mage Keledra (all APLs)

Female Human (Suel) Exp3/Div5 CR 7; medium humanoid; HD 3d6+3 and 5d4+5; hp 37; Init -1; Spd 30ft; AC 10, touch 9, flatfooted 10 (-1 dex), Base Atk +4; Grp +4; Atk +4 melee (1d4 dagger); Full Atk: +4 melee (1d4 dagger) SA: AL: CG; Sv: Fort +3, Ref +1, Will +6; Str 10, Dex 9, Con 13, Int 18, Wis 15, Cha 11

Skills and Feats: Balance +2, Craft (mapmaker) +10, Decipher Script +9, Listen +3, Knowledge (Local) +15, Knowledge (history) +15, Knowledge (geography) +15, Knowledge (Nature) +13, Knowledge (Nobility/Royalty) 13, Knowledge (arcana) +15, Search: +6, Spellcraft +17, Spot: +3, Profession (sailor) +8; Investigator, Lightning Reflexes, Skill focus: Balance, Scribe Scroll, Still Spell, Bonus: Heighten Spell.

Possessions: spellbook, 2 *potions of cure moderate wounds*, dagger

Spellbook: 1 - *comprehend languages, detect secret doors, detect undead, endure elements, erase, identify, jump, magic weapon, Tenser's floating disk, true strike, disguise self, animate rope*; 2 - *detect thoughts, gust of wind, invisibility, knock, locate object, obscure object, see invisibility*; 3 - *arcane sight, dispel magic, water breathing*

Silent Ones

Any Silent One party member playing the Bissel track should be assumed to have been secretly assigned the task of investigating the thefts at the Gradsul Museum. Inform the PC of this in a suitable fashion. It will work best if the Silent One PC is encouraged to search the body of Daromario first, so that he becomes the possessor of the Bronze Key of Portals.

Ordinarily, The Silent Ones would ensure that the curse of the Bronze Key is lifted, but they view the arcane school as an opportunity to keep the books out of the wrong hands.

National Academy of Wizardry

The NAW of Keoland is headed by the Archmage Lashton, who is affiliated with the Seekers. Lashton has enough of a network of informal informants and connections that any NAW member participating in the adventure attracts his attention. This is relevant in the scenario sequel, where Lashton is likely to make a personal appearance.

Legend Lore (the bowl)

The Oeridians know that each twin is a rival to the other.
But Suel keep secrets witlessly even from their brother.
This bowl alone is a handsome thing, even written with Baklunish
When its match is found you'd best beware, or Suelois Seers may punish.

Legend Lore (the map)

Ket-Nar of dreadful house despised his master's wards
Of the map he made and carried far to seek
The help of those who's dread is known. He's lost, but his
Master's legacy is now recalled, and in Lendor's moment
Soon revealed.

Legend Lore (The Bronze Key of Portals)

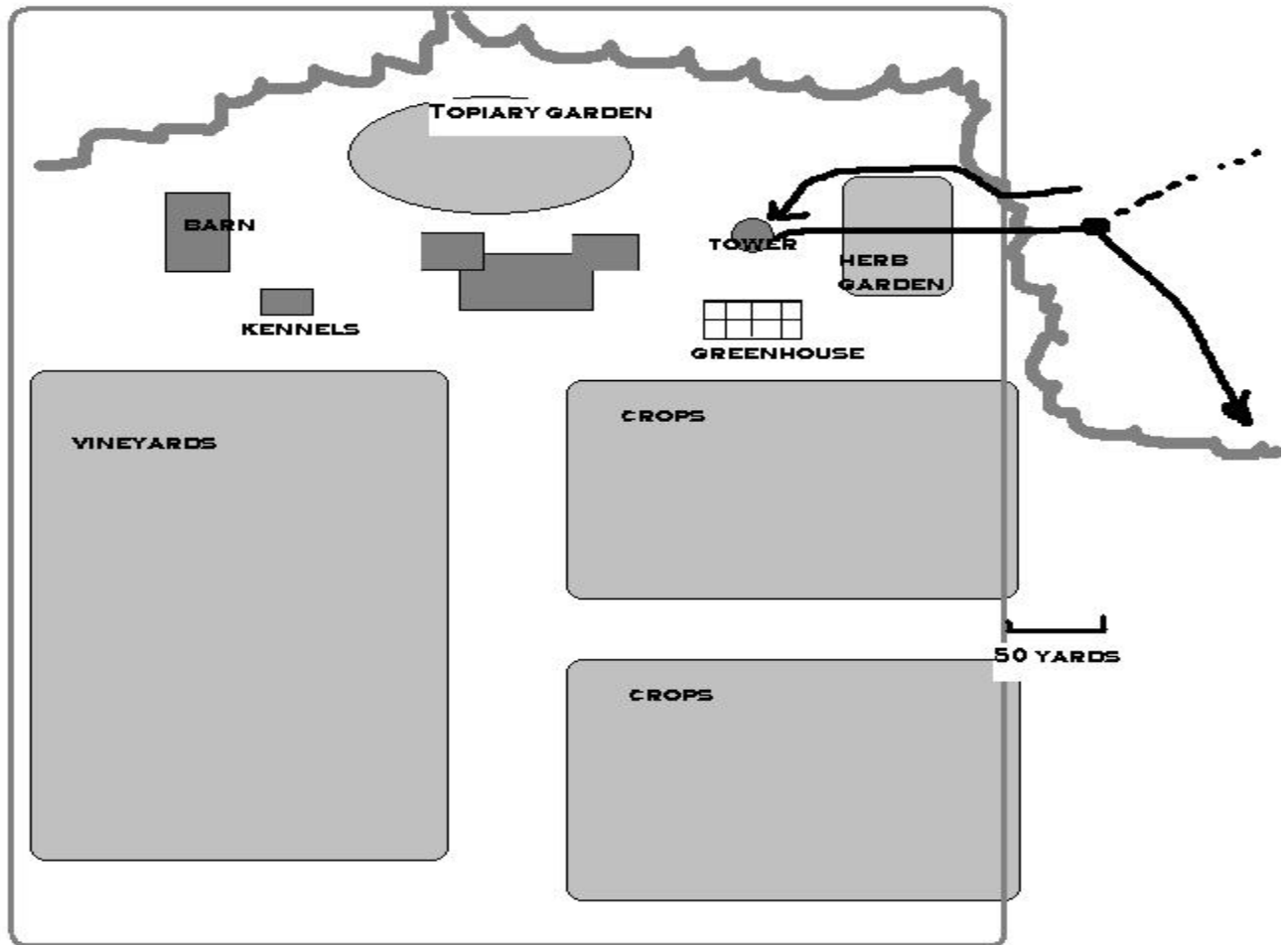
The opener of ways shall lose the key of bronze
So the silver treasure may once again be found
When times are right. Hold not the gift long secret,

For silver key and golden have already been too long
Forgotten.

Legend Lore (Fundamentals of Dweomercraft)

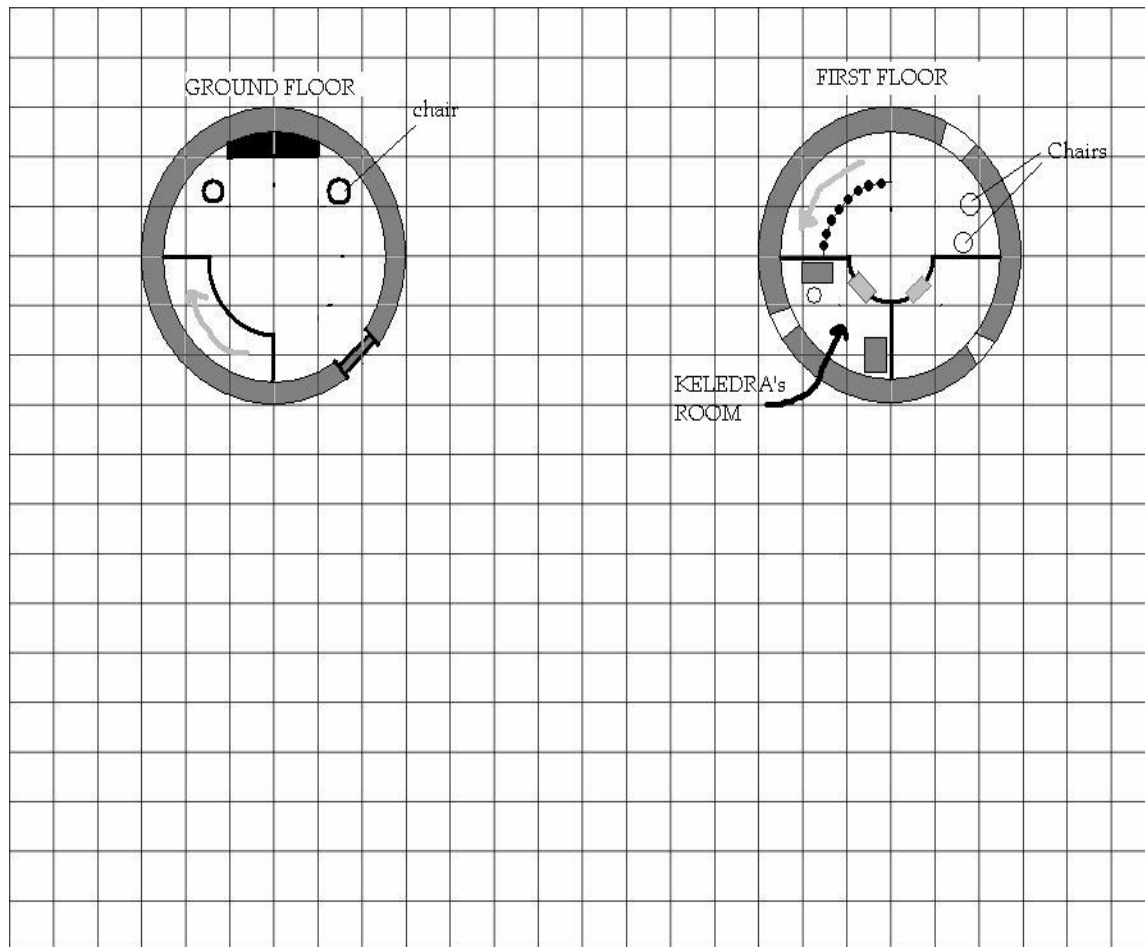
“And so Lek-fo-alna scribed at Abis’s direction, as the spells of the first key of difficulty became as a nursery rhyme to him and the way to greater and greater keys opened within the dweomerpaths of his soul. The words of Abis were powerful in their ambiguity: Lek was unsure of the full import of nearly every phrase. Truly Abis-Era-Tmat was a mage of power, and as her apprentice, Lek stood to gain much. But Lek also knew there was much Abis was not yet revealing; she would only give a taste of the magics at her disposal, a taste that seldom satisfied”

Appendix Seven: Map of Encounter Six: La Villa Strangiata

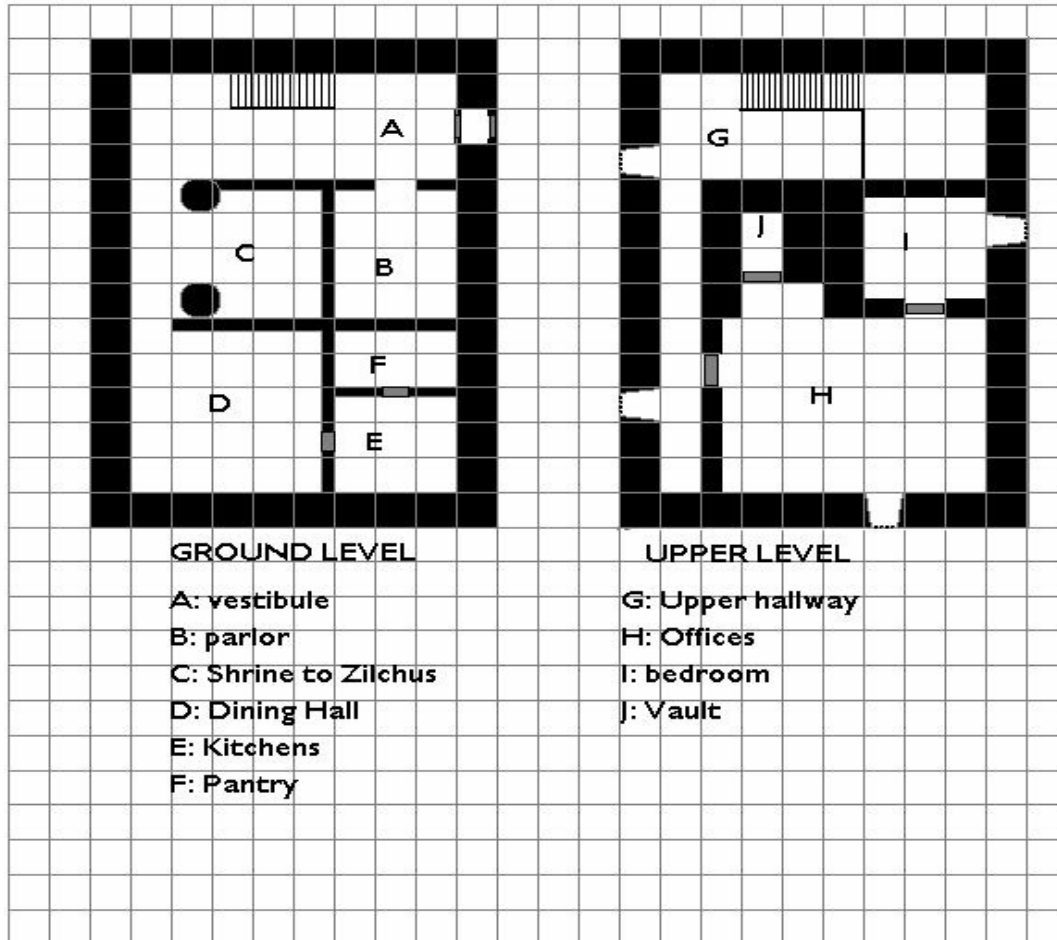


All features not exactly to scale

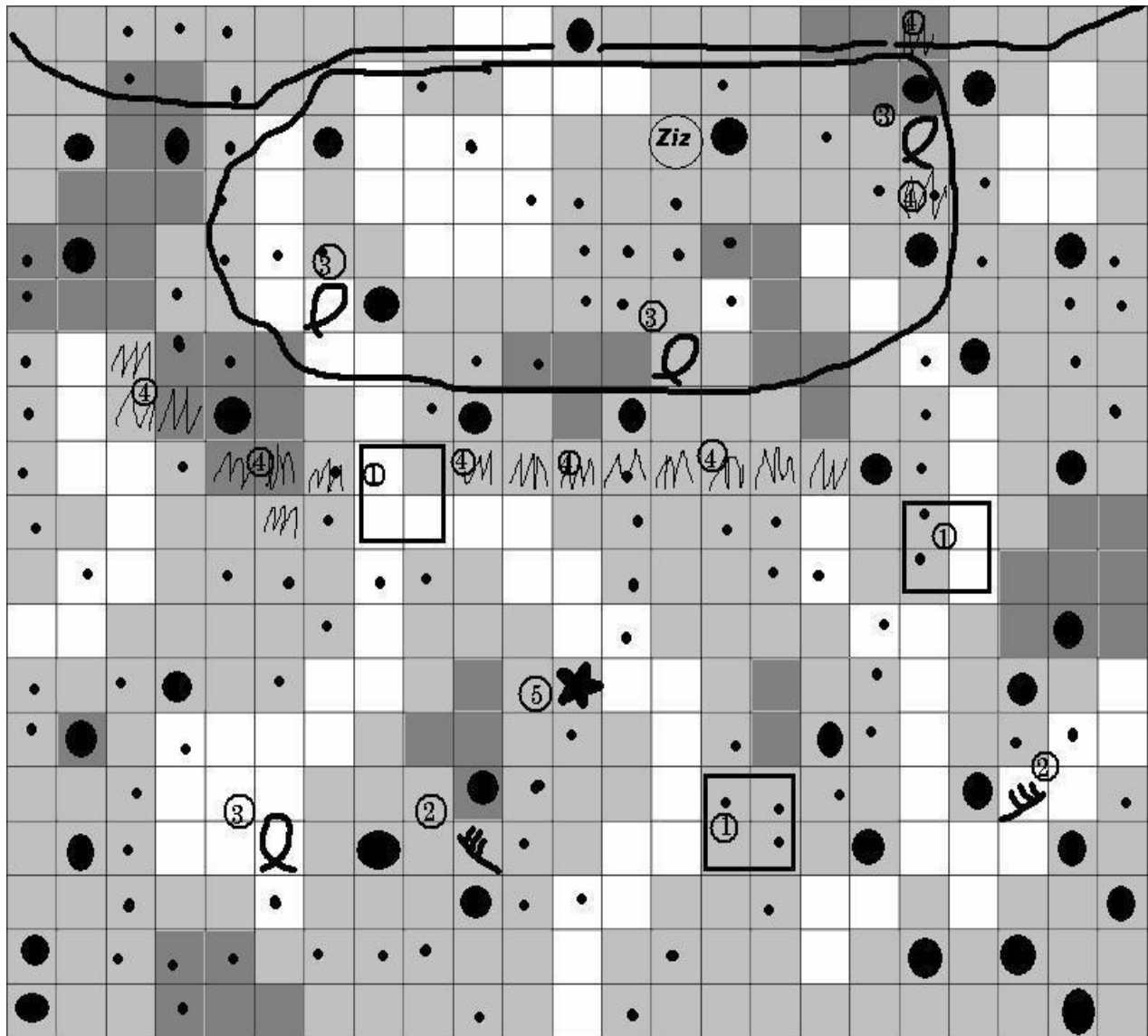
Appendix Eight: Map of Tower-Encounters Six and Seven



Appendix Nine: Map of Carnas Shop-Encounter Three of Bissel/Gran March/Geoff Track



Appendix Ten: The Brothers' Lair, Encounter Ten



1: pit trap, 2: spike trap, 3: noose trap, 4: poison caltrops 5: *exploding spike*

Player Handout #1

Important Points about Grigaur's

1. **Grigaurs are mammals.** While the foreclaws of the grigaur are scaled, indicating an affinity with reptilian creatures, the discovery of this female specimen demonstrates the distinct mammalian traits, including primitive lactation glands. The pouch indicates a marsupial reproduction system, which is in keeping with several other primitive features of the creature's gross morphology.

2. **Grigaurs are ready to fight all the time:** This second fact was a bit more difficult to demonstrate. The lack of an ocular organ and the specialized secondary sensing organs provide the grigaur with an effective means of nocturnal hunting activity. The secondary nervous system linking the medulla oblongata with the adrenals points toward a constant wakefulness of the creature, even while in a rest state. This was confirmed by Entlemarin's field report that the creatures were as alert at the time of the first attack as they were when sent diurnally to hunt the party.

3. **The purpose of the cranial membrane is to flip outward and reflect sound.** The cranial membrane is of course only the most unique of the sensory organs of the grigaur. The membrane ordinarily lays flat against the back of the skull, but the cartilaginous structures on both sides of the membrane become turgid when aroused, and flip forward pulling the membrane taut in a manner that both receives sound, and reflects sound towards the eardrums of the creature near the top of the skull. This provides an echolocation function even more sensitive than that of most bats, as the parabolic shape of the membrane is nearly perfectly reflective. The concavity of the membrane can be reverse, to detect sound equally from the back or front of the creature. The maximum distance that echolocation would function is approximately 120 feet.

Other Sensory Organs

A row of specialized follicles also project from the lower back of the grigaur, providing an excellent sensitivity to air vibrations and fine movements. These are directly linked into the spinal nervous system, and are slightly larger in the female, possibly indicating a role in grigaur mating strategy. These provide a backup to the primary cranial membrane sensor, which provides for passive sensing in the rare case of noiseless predators.

Forepaws

The forepaws of the grigaur, while equipping it with viscous claws as an effective weapon for defense and predation, also display prehensile characteristics. This was one of the most unexpected findings, and again cause for alarm. Experiments in genetic modification show that adding prehensility to the feet of creatures that lack it is an exceedingly difficult enterprise (see Tritum Quatos' *A General Treatise on Owlbears*, second edition) and so that attribute is only included when the base creature possess it to begin with. This makes the question of genetic modifications of the grigaur a particularly intriguing one (if not also troubling).

Augmentation of flesh

The lack of any particular supernatural characteristics of the creature is in keeping with its bestial nature. There is one exception to this general rule, though the full implications require further study. The standard battery of transmutation experiments was performed on the corpse and no particularly unusual effects were noted. But when the transmutations were in effect, *detect magic* indicated the magical strength of the dweomer was one order of magnitude greater than the spell effect would otherwise indicate. This is a puzzling result, and one that requires additional specimens to progress further with as the transmutation batter leaves it an unfit subject for secondary experiments. A live specimen may also lead to more definite results.

Player Handout #2

Accession records accompanying items:

Baklunish Porcelain Bowl

On loan from: Malweig of Dilwych, 1st of Planting 586

Loan terminates: Planting, 591

Provenance: said 'mommy gave it to him'

Statue of Quetzalcoatl, Jade

Olman, post imperial circa CY 200

Donated by Tiberian Matreyus, Harvester 586

Clay incense-burner, decorated with bat motifs

Olman, late imperial period CY -300

Tamoachan temple C

Donated by Tibarian Matreyus, Harvester 586

Silk scarf, black and purple with floral pattern

Unknown Origin

Donated by Gleep Wurp, the Eyebiter, Diamondice 577

Platinum and ruby necklace

Late phase Suel Imperium

Donor: anonymous

Provenance: recovered from Sea of Dust, 20 Fireseek 594

Critical Event Summary

What track did the PCs perform (circle one):

Bissel, Gran March, or Geoff

Keoland or Yeomanry

Principality of Ulek

Bissel Track

Was the Bronze Key of Portals found by a Silent One?

Was the Bronze Key of Portals discussed with Celesta Shadeflower?

Principality of Ulek Track

Did the PCs capture Renaru?

Did the PCs let Renaru go?

Did a Silent One, Dreadwalker or Darkwatch member participate in this adventure?

Did a Keoland National Academy of Wizardry member participate in this adventure.

Did Keledra die?

Was Keledra raised from the dead?

Did Brother Zizdun escape

Alive

With the map?

Send results to enzors@comcast.net or Steve Enzor 4615 Thomas Hoby Place, Sarasota, FL 34241 for all play through the end of September.