

# Disillusion

## A One Round Dungeons & Dragons® Living Greyhawk™ Sunndi Regional Adventure

Version 1.0

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Answers must be dug up from the past as you once again aid the followers of Myrhiss. Along the way you will meet people touched by the world. For some people, it is so easy to get lost in the suffering and wrap themselves in the comfort of pain and sorrow with little room for anyone else. Others come through stronger, but scarred. Who is strong and who is lost? You will need to decide who to trust. A one round Sunndi regional adventure for characters level 1-10 (APLs 2-8). Part 2 of the *Hero's Love Song* series.

Resources for this adventure [and the authors of those works] include *Complete Arcane* [Richard Baker], *Heroes of Battle* [David Noonan, Will McDermott, Stephen Schubert], *Heroes of Horror* [James Wyatt, Ari Marmell, C.A. Suleiman], *Magic Item Compendium*, *Miniatures Handbook* [Mike Donais, Skaff Elias, Rob Heinsoo, and Jonathan Tweet], *Monster Manual III* [varies], *Spell Compendium*, *SND6-01 Lesser Evil* [Derek Knutsen and Pieter Sleijpen], *Sunndi Meta-Gaming Guide Book* [Pierre van Rooden].

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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## RPGA® SANCTIONED PLAY

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

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## PLAYERS READ NO FARTHER

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

## PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL

Along with this adventure, you'll find a RPGA session tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in

this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK adventure record (AR). You need one copy of this for each participating player.

## LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL).
1. Sum the results of step 1 and divide by the number of characters playing in the adventure. Round to the nearest whole number.
2. If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

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

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

These APL calculation rules reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing

this adventure in 2008, check the current version of the LGCS and follow any updated rules presented within.

## TIME UNITS AND UPKEEP

This is a standard one-round Sundi regional adventure, set in the Kingdom of Sunndi. Characters native to Sunndi pay 1 Time Units per round. All other characters pay 2 Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

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

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

## ADVENTURE BACKGROUND

The inhabitants of Munmoce are people who see the beauty in everyone and everything. They are ignorant of the wars happening around the country and have not seen many travelers pass through their area. But when the occasional traveler does appear, they are made welcome as if that person were a citizen without question.

The racial makeup of the villages is almost completely human with a few half-orcs that have migrated into the area. They do not discriminate against visitors, but because it is such an insular society, it is difficult to be completely accepted. Several people have left the villages to explore the outside world and most have ended up joining the Bardic College in Pitchfield. Mainly these people have dedicated their art to help couples get together by performing at weddings and playing music in romantic locations including restaurants.

## RECENT DEVELOPMENTS

It has been a year since Payha, an orphaned girl, brought outsiders to the remote location of Munmoce in SND6-01 *Lesser Evil* to help rescue a couple of kids from Londa. These kids had brutally murdered their parents the night after the town had been visited by a storyteller called Behrand. The event had left them traumatized. With

difficulty the PCs learned what happened, concluding the storyteller was likely involved somehow. They chased the man to the nearby hamlet of Qual, delivering the children to that same town. The storyteller was nowhere to be found, but locals pointed towards the ruins of an abandoned hamlet that might have suffered the same fate as Londa. It was here the adventurers found Behrand. Capturing the man alive, they brought him and a curious rod back to Whice to take a deeper look into the mystery, because Behrand appeared to be as much a victim as the children. Something similar had happened when he was a child and he and the children of the now ruined hamlet killed their parents.

A year later the town of Londa has been deemed "cursed" and been left abandoned. All the children from Londa have been adopted by the people of Qual and seem happy, albeit with routine nightmares. Payha remained behind in Pitchfield with Whice and the Lyre, unwilling to return Munmoce.

Having been touched by the outside world, several people of Qual ventured out into the greater Sunndi region. They have joined the Bardic College in Pitchfield and some even joined the war that rages in the south. While most of these people remain outside the village, some do return.

The town is showing the influences of the outside world. Half-elves and half-orcs now fill the citizen's ranks. While the general acceptance of all people still exist, some of the elders are starting to wonder if this change is for the best.

## THE ROD OF BEHRAND AND THE FIEND

Through many months of intense study, Whice Ium, the head of the Minstrels, has uncovered much about what happened in Londa. The places he had to go nearly drove him mad and some scars are physically evident. Afraid to go further without risking losing what humanity he has left, he once again calls for adventurers to delve into the past about a town long since destroyed and a unrequited love that brought this fiend to our world.

## THE SOLDIER

The Soldier grew up in Qual and was there when the adventurers were last there. He became disillusioned with the isolationist attitude of the other townsfolk and decided to go out into the wider world.

When he was wandering around in the south, he was picked up by an army unit and drafted. During a fierce battle, where most of his company was killed, including his best friend, he made a decision to leave the army. He was sick of the pain and death caused by other people. The army wouldn't let him go after repeated requests to be released; so one night the Soldier snuck out of camp and headed for home.

Along the way home, other deserters joined him because there is strength in numbers. His natural charisma helped him become the de-facto leader of the small group. What sealed his leadership status is when he saved his group from a pack of ravaging predators. He

was the last one conscious and was able to revive his companions such that the group only lost one member. They all wear a bear claw symbol to signify the event.

The group knows that they are wanted by Sunndi officials, so they stayed off the main roads and live in the hills. The Soldier, however, could not forget the look on the children's face as adventurers led them into Qual. He wanted that past to be erased. So the Soldier developed a plan to return his town to the way it was before adventurers arrived in Qual.

Sunndi would never let the Soldier go into Pitchfield, so he had to find someone to send a clear message to all adventurers that they should stay away from the Munmoce Region. He found a man in a run-down tavern near Ahlissa.

The information the Assassin heard scared the Soldier. Whice was going to send a group of adventurers to Sauwe to do some investigation. The Soldier wrote down a hasty note and told the man to scare them when delivering the note. The Assassin said that he would send them a message.

Once the man was off with half of his payment (the assassin would need to get to Qual for the other half), the Soldier gathered his group and started towards Qual. He gave instructions to three of his group that they should be ready to set an ambush for a group of adventurers.

## ADVENTURE SUMMARY

SND7-06 *Disillusion* is a 1 round regional adventure set in the country of Trastol in the relatively safe eastern parts of Sunndi. See *Player's Handout 1* for a map.

**Introduction:** Whice asks the PCs to go back to Munmoce to do more investigation into the background of the fiend.

**Encounter 1 [A Reunion of Sorts]:** The PCs find Payha in a deadly trap and must try to free her without setting the trap off.

**Encounter 2 [Delaying Tactics]:** The PCs must determine if Whice is to blame for Payha's predicament.

**Encounter 3 [Draining Joy]:** A jester is found telling stories to the children of Qual. The PCs soon find out that the jester has evil intent and thus must be defeated.

**Encounter 4 [Qual Revisited]:** This is a chance to learn what has happened to Qual since the adventurers last saw it. Also the Soldier and the Assassin are encountered here.

**Encounter 5 [An Assassin from Ahlissa] (Optional):** The adventurers have a chance to defeat the assassin for what he did to Payha and to save another young woman from a similar fate.

**Encounter 6 [Trusting Soul]:** Halperle, a ghost, shows the PCs why the fiend came into existence and how she died.

**Encounter 7 [Halperle]:** The PCs are able to speak directly with Halperle and she reveals the book Whice was looking for.

**Encounter 8 [Truths and Deceptions]:** The Soldier and his followers ambush the PCs. They are determined to stop any more investigation into the fiend in order to protect the citizens of Qual.

**Conclusion:** The PCs can choose whether or not they trust Whice enough to handle the books properly.

## PREPARATION FOR PLAY

Please note that some descriptive text may not be suitable for sensitive people (e.g. children). Adjust it where needed.

Before the start of the game determine who has played SND6-01 *Lesser Evils* and check whether any PC has the **Rod of Behrand** on his or her AR or "**The Kiss of a Fiend**".

For characters who have the Rod of Behrand and/or have the Kiss of a Fiend on that AR, they each get the Vision in the Introduction. Characters who have the Rod of Behrand must make a DC 24 Will save. Anyone who fails the save gets a +4 Profane bonus to any ability score they choose and they get the **Possessed by a Fiend** part of the AR. If multiple characters have the Rod of Behrand, first ask the PCs who wants to carry the Rod of Behrand this adventure. After the adventure anyone who had the rod from SND6-01 *Lesser Evils* still retains the rod. If a decision cannot be made, roll to determine who has the rod in this adventure. If that character is possessed, then they do not let go of the rod. Otherwise that character can do with it what they want. This comes into play during Encounter 3.

The adventure contains an optional encounter that costs 1 additional TU. Determine whether or not there is both time and interest in running this encounter. If you are running it in a time restricting environment, such as on a convention, it is best not to run. Also make sure whether the players are willing to spend the extra TU. If all PCs agree than use the optional encounter, otherwise ignore it as discussed in the relevant section (the assassin in that case is NOT in Qual).

## INTRODUCTION

The adventure starts as the characters are once again in Pitchfield after their assorted adventures.

## THE VISION

Read aloud or paraphrase the following to those PCs who either own the rod of Behrand or the Kiss of a Fiend:

*It is a bright, beautiful day in Pitchfield. As you wander about the city, you feel fingers touch your mind. Your knees buckle as you fall to the ground.*

*You are no longer in Pitchfield, but in another part of the world. This was once a beautiful field, but is now brown and soaked with blood. As you look around, you can make out body parts. There is an arm with white bone sticking out and the frayed meaty tissue that once connected to the body. Further away lies a head with drying blood caked in the nostrils and mouth. Its eyes showing the fervor of the man who thought he was going to kill before he got killed.*

*On a solitary knoll kneels an indistinct figure with a lute strapped to his back. The wounded crying for his help surrounds him, which he ignores as he bends and kisses the helmet that lies on a burial mound. The figure stands up, obviously human now, and walks away. The wounded remain, still reaching out for him.*

*Your vision blurs and when it clears, you are back in Pitchfield on your knees. Everyone else walks around you not noticing your predicament.*

The character(s) under the influence of the vision are released from its power. Proceed with the generic introduction below.

## GENERIC INTRODUCTION

A messenger approaches each character, or groups of characters when the PCs are together at the start (up to the individual players).

Read aloud:

*A young man runs up to each of you. His robes bear the mark of The Lyre. Around his neck dangles the symbol of Myrthiss. He reaches you and says,*

To PCs who have not played SND6-01 Lesser Evils:

*“Master Ium sent me to find an adventurer willing to help him and his people. He says that a reward of wealth and fame will go to those who agree to help. For adventurers pure in heart, they can be assured that this job will lead to the destruction of a great evil. If you are willing to learn more, please follow me.”*

Or to those who did play SND6-01 Lesser Evils:

*“Excuse me, Sir/Lady, but are you [insert PC name]? You fit the description Master Ium gave me of one of a group of adventures that helped him the past. He asked me to tell you he requires adventures for a task you should be familiar with. If not, he asks you to come anyway. He says that a reward of wealth and fame will go to those who agree to help. For adventurers pure in heart, they can be assured that this job will lead to the destruction of a great evil. If you are willing to learn more, please follow me.”*

The Messenger knows very little about Whice Ium or what he requires adventurers for. All he knows is that Whice is the leader of the Minstrels, a group within the Lyre who cater to the romantics.

If the PCs follow the messengers he brings them to the Lyre.

Read aloud or paraphrase:

*As you approach The Lyre, other adventurer types are joining you. Outside the building stands a stern man wearing glasses. He walks up to you.*

The man with the glasses is Heneth. He has just graduated, but helps with Whice's investigation. Any PC who did SND6-01 Lesser Evils recognizes him.

☛ **Heneth:** Male Human (Oeridian) bard 3 (NG).

Have the PCs roll a DC 10 Spot check to see that his eyes are clouded over and that he seems to be sad and worried.

*“I am glad you have all come,” the young man starts with soft troubled voice. “My name is Heneth, assistant to Professor Whice Ium. Whether you have come out of pure greed or because you are pure in heart and deed, you are all welcome as we will need your services. Please follow me.”*

*As you follow, you notice his body slightly jerk and spasm uncontrollably. It lasts for just an instant. He guides you to a sumptuous sitting room and asks you to sit. He offers you something to drink, and once those are served he moves back to the door to remain standing there unobtrusively.*

The characters can introduce themselves here. If curious PCs enquire, he mentions that Whice is going to join them in a few minutes. If he knows the PCs, and you are not running the adventure in a time sensitive environment, he enquires about the PCs health and what has happened to them since their last visit. Any questions about his own health or mood he shrugs away. He is fine, the unfortunate side effects of an adventure that turned nasty, but he is recovering.

After a few minutes, Whice Ium comes in alone. Characters who did SND6-01 Lesser Evils recognize him. He has been badly beaten up by his experiences during the investigation, and it shows.

Read aloud or paraphrase:

*An old man walks into the room. His body looks frail, but there is an inner strength that shows through. What strikes you is his eyes. Where eyeballs should be are green flames.*

Allow the PCs some time to react before proceeding:

*“My appearance may disturb you, but these are the scars of my many month investigation into the tragedy that befell Londa, a nearby community.”*

*"While the details of my ordeal are not essential to the task I have set for you, they have been necessary to know what the next step should be. I have found out that a folly made many years ago unleashed a demon bent on destroying the people of Munmoce. Once it has finished that task, it is free to wreak havoc on anyone it chooses."*

*"The fiend we deal with does its work by possessing people, preferably innocents such as children, and having them commit atrocities. What happened in Londa and earlier in a town called Sauwe, will happen again if this fiend is not destroyed. However to destroy it, we must know what it is. While I do not know that answer, I know where the answer is."*

*"You need to go to where this all began and find a house that once was there. Find the lady and give her this ring. She should be able to tell you the information we need."*

*He gives you a pouch filled with a map, a slip of paper with an address, and a gold ring. As he steps back, the flames in his eyes stop moving for a moment and then return to normal.*

*"To help guide you I would come, but my condition prevents me from doing much more adventuring until I remove this curse. For which I pray to the thrice-kissed several times a day. In my place I would send Heneth, but he has been cursed as well. So that leaves Sentar."*

*"He may not be the best traveling companion, but he is certainly willful enough to resist the taint that follows this fiend. Meet him at the address, a warehouse, in the pouch. There are two other things you must bring with you. One is at the warehouse. The other is the Behrand's Rod."*

If no one has the Rod of Behrand nor the Kiss of a Fiend he gives one of the PCs (preferably a priest or paladin of a good aligned deity, otherwise to somebody who he thinks has the strongest will power) an intricately carved rod of dark wood.

*"Keep this rod safe as it is needed to destroy the fiend and you will need it when speaking with the lady. Do you have questions for me?"*

Note that in this case the PC does not need to make the Will save as stated in the Preparation for Play section.

If someone has the Rod of Behrand he addresses the character with the rod.

*"Keep that rod safe. It will prove useful when speaking with the lady and will be needed later on when we destroy that Thing. Do you have questions for me?"*

If no one has the Rod of Behrand and someone has the Kiss of a Fiend he addresses the character(s) that have the Kiss (otherwise he just glares at them):

*"Idiots! We need the rod intact in order to destroy the fiend. I have found where the power was transferred, through great hardship. Do Not destroy this rod. Do you have questions for me?"*

He gives one of the PCs an intricately carved rod of dark wood. That PC does not make the Will save as stated in the Preparation for Play section.

☛ **Whice Ium:** Male human (Flan/Oeridian) cleric 3/bard 7/seeker of the song 2 (CN, Perform +20).

Several things of note:

- Whice does not detect as Evil.
- He does hallucinate and the things he sees do not exist – improvise this as you wish.
- Impress upon the players that merely looking evil does not necessarily mean he is evil.

Topics he talks about:

- **Previous events:** If there are players at the table who have not played SND6-01 *Lesser Evils* he retells the story of Londa and Qual as described in the Background section.
- **Londa:** The town was peaceful, like all the towns in Munmoce, until Behrand and the fiend appeared. The fiend possessed the children and had them brutally kill their parents. When the fiend was done with the children, it left them mentally scarred.
- **Qual:** This town picked up what Londa left behind. The children of Londa now live with people from Qual. After adventurers saved that town from a similar fate that fell on Londa, people from Qual started venturing out into the wider world.
- **Sauwe:** An old town that has long been destroyed. Behrand was captured in its ruins. This is where you must go to learn more about the fiend.
- **The Fiend:** Not much is known, except that it uses possession to exact its destruction. You must find the rest.
- **The Rod:** An extension of the fiend's power. It is risky to hold it, but its wielder may have benefits if they have a strong enough will to resist the fiend's lure.
- **Payha:** The girl is doing as fine as can be expected considering the circumstances. She still has not spoken.
- **Sentar:** Sentar is a young bard recently graduated. He has not been directly involved in the events surrounding this fiend, but he knows all about it. The PCs might remember him from the last time they were here? He entertained them before they met with Whice.

**Development:** Whice does not want to dally on questions and tries to move the PCs along. Once the PCs are ready, he urges them to go to the warehouse. Time is of the essence, and letting Sentar waiting would be rude.

## 1: A REUNION OF SORTS

The PCs can go to the warehouse at the appointed time and find the “package” (See DM Aid 1, Maps). Whice is not responsible for the predicament that Payha is in currently. The Soldier hired the Associate to set up the trap. The Associate was given free reign to do as he wished as long as the Soldier did not have to hear about it later.

Read aloud or paraphrase the following once the PCs enter the warehouse (which is otherwise typical for a warehouse):

*The warehouse is empty, except for a lone figure against the far wall. The figure appears to be bound.*

If the PCs investigate, they find that the person is a little girl. Characters who played SND6-01 *Lesser Evils* recognize Payha.

The following should be read when the PCs ask for more details, likely before they step in a square that triggers the trap. They should have the opportunity to consider what to do before setting off the trap. Don't have pity though if they rush in to the rescue without any thought.

*On closer inspection, the figure is a little Suel girl who sits bound to a chair. She is blindfolded and appears to be sleeping. Her arms are spread apart and held with ropes that connect to pullies in the ceiling. A metal weight, which sits on a shelf connected to the ceiling, is tied to the end of each of the two ropes. There is a folded sheet of paper pinned to her chest.*

Payha has been places in a relatively simple trap designed to kill her when would be rescuers get to close. Luckily it is relatively easy for a PC to find out what happens when they get to close and to disable it before it can hurt the poor girl. The trap can either be disabled with a DC 17 Disable Device check (either disabling the trigger mechanism or preventing the release of the weights) or by targeting the chains that are connected to the girl's arms.

### All APLs (EL 2)

✦ **Dismemberment Trap:** CR 2;

**Description:** When the PCs get within 5 feet of the girl, the trap triggers releasing the weights and pulling her arms off.

**Search:** DC 17; **Type:** mechanical;

**Trigger:** Proximity trigger; no reset;

**Effect:** Releases Weights that snap off chained person's arms.

**Destruction:** Destroying chains (AC 12, hardness 10, 5 hp)

**Disable Device:** DC 17.

## IF THE TRAP GOES OFF

*You hear two clicks and the sound of weights being dropped. Payha wakes up as her arms jerk taught. She screams out and you hear popping coming from her shoulders. Finally there is a loud ripping sound as a spray of blood shoots out of both sides of her body where her arms used to be. The girl's eyes and mouth are wide as she drops to the ground, the color slowly draining from her face.*

The PCs investigating her body realize her tongue has been cut out only a very short time ago with some kind of searing hot blade. A DC 10 Heal check confirms she was alive, although unconscious, before the trap killed her.

**NOTE:** Payha does not want to be brought back to life. If the PCs use a *speak with dead* spell, she can tell them the same things as mentioned below when she survives.

## IF THE PCS GET TO HER SAFELY

Read aloud to the PCs who have the Rod of Behrand and/or the Kiss of a Fiend the moment they free the child:

*Your knees buckle and you feel yourself falling back into the warehouse from the ceiling. Payha is sitting in a chair with her arms chained to the ceiling.*

*You hear two clicks and the sound of weights being dropped. Payha wakes up as her arms jerk taught. She screams out and you hear popping coming from her shoulders. Finally there is a loud ripping sound as a spray of blood shoots out of both sides of her body where her arms used to be. The girl's eyes and mouth are wide as she drops to the ground, the color slowly draining from her face.*

*You hear a voice all around you. “Such an innocent girl. So glad you saved her. Would have been a shame if this had happened to her.”*

*You wake on the ground.*

Nothing special happens to the other PCs, who might be worried about the strange behavior of their fellow adventurer.

Now that they have liberated Payha, they can give her a closer examination. She is unconscious due to pain and loss of blood and her tongue has been cut out recently with some kind of searing hot blade. She is at -1 hit points and she can be revived with any healing spell. She is stressed, still in pain and deeply afraid of the PCs. A DC 25 Diplomacy check calms her down enough to let her scribe down what happened (assuming the PCs hand her pen and paper). PCs who befriended her in SND6-01 *Lesser Evils* gain a +10 circumstance bonus on this check. People wearing visible symbols of Pelor or Myrthiss gain an (additional) +2 circumstance bonus on the check as well.

☞ **Payha:** Female Human (Suel) commoner 2 (N).



What Payha knows:

- She was asked by Whice to go with the PCs on their journey.
- A servant, an old man named Gareth, brought her here. The servant was really busy, and since she is not a baby anymore, she told him to go and do his tasks.
- After Gareth left, she waited for several minutes before a man dressed in black came into the room.
- She is afraid of strangers, and she never opened the door for strangers – either he had a key or he knew how to pick locks.
- He said some strange words and the next thing she remembers is a searing pain in her mouth, darkness and then the PCs releasing her from her bonds.

## SAFE OR NOT

The PCs get Player Handout 2 if they investigate the note.

The PCs may wish to investigate this incident further. On a DC 20 Gather Information check, the PCs learn that there was a strange man around the warehouse that does not match anyone the PCs know. If the PCs get a DC 25 Knowledge Local (Splintered Suns) check, they learn there are people for hire that do “dirty” jobs with no questions asked.

Regardless, the PCs options are detailed in Encounter 2.

## 2: DELAYING TACTICS

There are several options open to the PCs at this point as to what to do.

## STAY AT THE WAREHOUSE

If the PCs stay at the warehouse for a couple of minutes while waiting for Sentar to arrive, read aloud or paraphrase the following:

*After several minutes waiting, an Oeridian man comes running up to you carrying a number of bags. He stops for a moment to catch his breath. He looks surprised, gasping “What happened?!”*

PCs who played SND6-01 Lesser Evils recognize Sentar.

🗡️ **Sentar:** Male Human (Oeridian) bard 1 (NG).

**Appearance:** A young tall clean-shaven Oeridian male with short brow hair and a boyish face. He wears simple traveler's outfit in subdued wilderness colors under which he wears a set of studded leather. He is armed with a dagger, a light crossbow and a lute.

**Personality:** Young, inexperienced, and eager. He is a bit of a matchmaker, and he might try to apply his trade on the PCs.

Sentar was expecting the PCs, and Payha. If Payha is not present, he enquires about her. He does not know what happened here and is genuinely surprised and worried about the events. If Payha is present, he urges the PCs to bring her to Whice for treatment and for advice on how to deal with the unexpected situation.

If the PCs question him about the events he mentions that he was on his way down to the warehouse, when he got sidetracked by a patron who wanted to enlist his services as a singer at their next party. Had he known that the servant Gareth had not remained with Payha, he would not have been as easily distracted and he feels really guilty about it.

If asked about Payha's presence, he mentions that she is one of the children from Londa, and that Whice thought her presence was needed for the quest. Besides, a visit to her old friends and people would also be good for the healing process after her ordeal one year ago. He doesn't know much more, since all he is expected to do is guide the PCs to Qual. According to Whice it is best if he knows as little as possible for his own safety.

Only he, Whice and the servant knew about her presence at the warehouse, and he suspects treachery by the servant. Astute PCs though should realize the servant and the child openly traveled to the warehouse. Anybody intent on harm could simply have followed them.

**Development:** If the PCs decide to go to Whice go to the section “Whice” below. If they go to the guards (now or earlier for that matter) go to the section “Guards” below. If the PCs do go to the guard and Sentar is present he accompanies them and professes to the guard Whice's innocence.

The PCs can decide to go on with their journey. Sentar wants to make sure Payha is left with someone responsible. He will bury her himself if needed or take her to a local church of a good aligned church if she is alive. If they decide to leave Pitchfield immediately proceed to Development below.

## THE GUARD

If the PCs go to the guard to describe what happened, the guards investigate. The investigation takes several hours and it does not turn up any evidence as to who did this.

🗡️ **City Guard** (6): Male/Female Human warrior 1-2 (NG)

If the PCs decide to turn Payha or her body over to the guard, the guard cares for her until they determine that Whice was not responsible for the trap.

If Payha is alive, the guards turn her over to clerics of Pelor. The cleric cast *regeneration* on her to grow back her tongue, but she refuses to talk. If somebody calms her down, and provides her with writing gear she tells the same story as mentioned in Encounter 1.

If the PCs decide to point blame at Whice, there will be a bigger investigation as Whice is respected. A witness comes forward to see Whice leave and a cloaked man



enter a little later. Whice will submit himself to a *zone of truth* spell and be found innocent. This delays the trip by two days. The Soldier will not be in Qual (See Encounter 4), but setting up the ambush in Encounter 8.

## WHICE

If the PCs go to Whice and question him about the incident, he knows the following:

- First he asks about Payha's condition before *anything* else.
- He sent her there to wait for you and Sentar to arrive.
- The fewer people who know about the expedition, the better.
- He can't go out very much anymore, so he sent Gareth (a responsible senior) to take her there.
- Sentar was sent to gather supplies for the trip.
- No one else knew she would be at the location.
- He doesn't know anyone who would want to harm her.
- After some consideration he decides that Payha will not go on the expedition. Her presence was not vital in the first place, and apparently it is more dangerous for her than he realized. She also needs to recover from the ordeal. If the PCs do find out they need her aid, they can always return to fetch her (or return what ever they found to show to her).

If the PCs give Payha or her body to Whice, he takes care of her (either keep her safe or bury her).

If Payha is alive, and still unconscious, Whice ask for a cleric of Pelor. The cleric casts a *regeneration* on her to grow back her tongue, but she refuses to talk. However she writes down the same story as discussed above in Encounter 1.

If the PCs accuse Whice of setting the trap, he profusely denies it and asks that he be questioned under a *zone of truth* spell. If the PCs agree to this, he is questioned the following day. Whice will be found not guilty as he didn't have anything to do with the incident.


If the PCs do not agree to this, he asks to be turned over to the guard. This last option takes two days. The Soldier will not be in Qual (See Encounter 4), but setting up the ambush in Encounter 8.

After the PCs decide what to do about Whice, continue.

**NOTE:** Whice will send someone to fetch Sentar if he is not present yet. More information on what Sentar knows can be found above.

## TALKING WITH THE SERVANT

If the PCs express an interest to talk with the servant Gareth, Whice sends for him. After about 5 minutes he arrives.

 **Gareth:** Male Human (Oeridian) commoner 2.

**Appearance:** Gareth is a middle aged man who is growing bald. He has a sun tanned, weather worn face and he looks rather gaunt. He wears simple well kept clean clothes. He is suffering from arthritis.

**Personality:** Gareth is a quiet calm unassuming man who doesn't like to be in the center of attention. When he hears about Payha's ordeal he is genuinely shocked and overcome by guilt.

He knows the following:

- He was supposed to bring Payha to the warehouse and wait there for either Sentar or the PCs to arrive. He needed to get some errands done though, so he let himself be convinced by Payha to leave earlier. Since the door was locked, and there was nothing dangerous in the warehouse he thought it was alright.
- The errands consisted of getting medicines for his arthritis, arranging the delivery of food to the Lyre and then returning to Whice, because he didn't want to leave his master alone too long.
- If the PCs tell him about the man Payha saw, he remembers seeing somebody like that walking over the street when he left the warehouse. At the time he thought nothing of it. The streets of Pitchfield are crawling with adventuring types as it is.

## REQUESTING DIVINE AID

Whice is extremely curious about the events, and suggests asking for advice from an oracle. If the PCs agree, he sends for a priestess of Myrhiss, who arrives about 30 minutes later. Read aloud or paraphrase:

*The boy returns with a beautiful Flan woman dressed in a sheer gown. Around her neck is a medallion with a lovebird on it. She looks at Whice and nods. Then she sits on the ground, takes out a scroll, and starts to cast a spell.*

*After about ten minutes, she falls silent, opens her eyes, and is about to get up when her eyes go wide and she collapses. The priestess starts to cry softly. After a moment she gets to her knees and then to her feet.*

*She turns to you, and softly pleads: "I have seen what this fiend wishes to do. Please stay with the task set by Whice. You will meet one of the people who attacked Payha on your journey. I have also been shown that if you wish to confront the man who physically attacked Payha, he will be staying in Qual's common house. He will have a tattoo of a demonic face with ears like bat wings. That is all I know."*

The tattoo she speaks of is the symbol of Pyremius, the Suel god of fire and assassins. It requires a DC 15 Knowledge (religion) check to recognize the symbol. Whice recognizes the symbol as well.

This is all she knows. Whice thanks her and she leaves the room.

## DEVELOPMENT

The task set at hand by Whice is important, and there is little time to waste. He tries to get the PCs to leave Pitchfield as quickly as possible, promising to continue with the investigation (although the priestess' divination suggests the culprit is actually already gone). In any event, at some point the PCs will leave Pitchfield and proceed with the adventure.

When the PCs are ready to leave, Sentar hands each PC a bag containing: two weeks worth of dehydrated food, 3 waterskins, and 3 signal torches. The dehydrated food and signal torches are described in Appendix 2. Proceed with Encounter 3.

## 3: DRAINING JOY

After an uneventful trip to Qual, which takes a couple of days, the PCs encounter a Grey Jester "entertaining" the children in the town. During the trip the rod comes to life.

**The Rod of Behrand:** Have the PC carrying the rod make a DC10 Wisdom check to determine that the rod is moving on its own accord.

A *detect magic* spell now recognizes it as magical.

It becomes the equivalent of a +1 *dancing flaming club*. Only the PC who controls the rod at this point can use it.

Read aloud or paraphrase the following when the PCs approach Qual:

*As you approach Qual, you start to see brightly colored buildings. A shrine to Myrhiss stands off to one side. On a hill outside the town, a group of children and adults are being entertained by what appears to be a clown dressed entirely in gray and white. It carries a scepter in one hand. Standing beside it is an adult with a blank dead stare. When he notes you, he grins, and signals you to join the crowd and enjoy the performance.*

A DC 10 Spot checks reveals the clown to have cold looking eyes, sharp teeth, and to be extremely emaciated. A DC 18 Knowledge (nature) check is needed to tell it is very likely to be a grey jester – a dangerous type of fey that lives on the joy of mortals. If they pass this check by 5 or more they realize that a person completely drained of joy becomes a joyless slave of the jester. If they succeed by 10 or more they also learn that to drain the joy, they have to get people to laugh though, for which they have supernatural powers to do so.

If the PCs ignore the threat, read aloud:

*When you enter town, you can still hear the sounds of laughter in the distance, but your senses detect that the laughter is slowly becoming less pronounced. It is as if the joy is being sapped out of it. Suddenly a small child runs from that direction*

*towards you, "My mother is doing weird, you got to save her!"*

When the PCs return, 5 children and 3 adults look listless. If they still ignore the jester, the jester soon leaves with two of the adults, never to return. The PCs do not get xp or gold for this encounter, and the villagers treat them with disdain even though the PCs are hardly to blame.

**Terrain:** The crowd is ten feet away. Treat it as 20 ft x 10 ft of rough terrain as people are watching the show.

### Creatures:

#### ☛ **Gray Jester:** Male Fey (CN)

**Appearance:** An emaciated human shaped creature dressed in worn fool's outfit. His eyes are cold and his teeth are sharpened to points.

**Personality:** He is quite alien to the ways of humans, but uses funny stories to entice humans in showing emotions for him to feed on. If presented with a commoner or an adventurer, he would go after the adventurer. He will attempt to drain any adventurer on sight. Any hostile action including spell casting will provoke an attack from any bleak ones he has under his control.

#### ☛ **Bleak One – Jasper (Parent):** Male Human (Oeridian) (CN)

**Appearance:** A simple farmer, he wears ordinary clothes. He has a distant gaze on his face.

**Personality:** He will do nothing unless the jester says so. When he is not a bleak one, he enjoys working behind a plow and baking. He is a parent of the young girl Linda.

#### ☛ **Bleak One – Greg:** Male Human (Oeridian) (CN)

**Appearance:** A heavy hitter for the forces in the south, Greg wears light half-plate and carries a well made sword.

**Personality:** He will do nothing unless the jester says so. When Greg is not a bleak one, he is a tough man and likes to show it at the pubs. He will challenge anyone to an arm wrestling match.

#### ☛ **Bleak One – Able:** Male Human (Oeridian) (CN)

**Appearance:** A heavy hitter for the forces in the south, Able wears light half-plate and carries a well made sword.

**Personality:** He will do nothing unless the jester says so. When Able is not a bleak one, he likes to drink a lot. He currently holds drinking titles throughout the south.

#### ☛ **Bleak One Commander – Felix:** Male Human (Suel) (CN)

**Appearance:** A toned man, he apparently likes to stay mobile. He wears a light chain shirt and carries a longbow.

**Personality:** He will do nothing unless the jester says so. When Felix is not a bleak one, he likes to study

botany. He will only go to the pub with his troops for special occasions.

☛ **Fiendish Bleak One:** Male Human (Oeridian) (CN)

**Appearance:** These are feral looking creatures warped through their travels with the jester. They carry nice, but dirty longswords. Each wears light half-plate.

**Personality:** They will do nothing unless the jester says so. No matter how they are helped, they want to destroy as much as possible.

☛ **The Crowd:**

**Appearance:** There are approximately 15 people on the hill. They range from half-orcs to humans (Oeridian).

**Personality:** Since the jester has entertained them for about half an hour, they are thoroughly entranced with his story. Anything outside his actual narrative will be seen as part of the same tale. Each person will account for the jump in story flow in their own way.

The Bleak Ones will come from just below the hill during the first normal combat round.

**Note:** As the PCs fight the Jester, the 20 children and parents will act as if it were a part of the show. Add random cheering, boos, and laughter from the audience. One idea would be to have a small child run up to one fighter when he is in melee and mimic his actions.

**APL 2 (EL 4)**

☛ **Gray Jester:** male fey; hp 44; see Appendix 1.

☛ **Bleak One - Jasper (Parent):** male human (Oeridian) commoner 2; hp 12; see Appendix 1

**APL 4 (EL 6)**

☛ **Advanced Gray Jester:** male fey; hp 66; see Appendix 1.

☛ **Bleak One - Greg:** male human (Oeridian) fighter 5; hp 44; see Appendix 1.

**APL 6 (EL 8)**

☛ **Advanced Gray Jester:** male fey; hp 66; see Appendix 1.

☛ **Bleak Ones - Greg and Able (2):** male human (Oeridian) fighter 5; hp 44; see Appendix 1.

☛ **Bleak One Commander:** male human (Suel) fighter 6; hp 52; see Appendix 1.

**APL 8 (EL 10)**

☛ **Spellwarped Advanced Gray Jester:** male fey; hp 90; see Appendix 1.

☛ **Fiendish Bleak Ones (2):** male human (Flan) fighter 6; hp 52; see Appendix 1.

**Tactics:** The Gray Jester starts with 8 rounds with its damage reduction reduced to 5/Cold Iron and its spell resistance at 12 (except at APL 8).

The Gray Jester's tactic is to make as many PCs laugh with its scepter as possible. Then it will feed until one PC

is fully drained, becoming a Bleak One. Then it will flee with its new captive.

The Bleak Ones engage any identifiable spellcasters first. If the Gray Jester is in trouble, the Bleak Ones protect the Gray Jester and start picking off PCs.

**Treasure:**

**APL 2:** Coin 300 gp.

**APL 4:** Loot 14 gp; Coin 300 gp; Magic 1,506 gp; +1 longsword (193 gp), amulet of natural armor +1 (167 gp), cloak of resistance +2 (333 gp), mithril half-plate (813 gp).

**APL 6:** Loot 40 gp; Coin 300 gp; Magic 3,072 gp; 3x amulet of natural armor +1 (167 gp each), 3x cloak of resistance +2 (333 gp each), mithril half-plate (813 gp), +1 longbow (198 gp), 2x +1 longsword (193 gp), +1 mithril chain shirt (175 gp).

**APL 8:** Coin 300 gp; Magic 4,678 gp; 2x amulet of natural armor +1 (167 gp each), 2x cloak of resistance +2 (333 gp each), 2x +2 longsword (693 gp each), 2x +2 mithril half-plate (1146 gp each).

**Detect magic results:** amulet of natural armor (Faint Transmutation), cloak of resistance (Faint Abjuration), +1 and +2 weapons (Faint Evocation), +1 and +2 armor (Faint Abjuration)

**Development:** Once the Jester is defeated, the rest of the parents collect their children and thank the PCs for saving them again.

If a PC is captured by the grey jester, that PC is out of the game unless the PCs actually manage to knock him unconscious. If the PC does leave the area he gains the Bleak One item on the AR. The cleric of Mhyriss in town has 1 scroll of restoration which she is willing to sell to the PCs for the normal price (800 gp). She does not ask extra money to cast the spell, but remember that she has to make a DC 7 caster level check. A lesser restoration spell does not cure the Charisma drain.

## 4: QUAL REVISITED

The town of Qual has changed a lot since the PCs last visited it. There are now more half-elves and more half-orcs. The older townsfolk seem to accept the changes on the outside, but inwardly do not like it.

👑 **Qual (thorp):** Conventional; AL NG; 40 gp limit; Assets 150 gp; Population 90; Isolated (72 humans, 5 half-orc, 10 half-elves).

Read aloud or paraphrase when the PCs enter the thorp:

*Inside the town the buildings are brightly painted with flowers and hearts. However there is a noticeable layer of dirt on the walls that mutes the colors. The people in town are a mixture of half-orcs, half-elves, and humans. You notice that most of the non-humans are young.*

*Once in the thorp, Sentar says "We are going to stay here tonight and go to the haunted house tomorrow."*

*Without waiting for a reply, he heads off to the common house.*

Sentar heads off to drink. The PCs can wander around town. There is the mayor's house, the common house (sort of a meeting hall / inn / tavern rolled into one), the shrine to Myrthiss, and the central park. If they choose to do Gather Information checks:

- DC 10: Many townspeople have gone out into the world after the children killed everyone in Londa. Some citizens have returned with newcomers. The older citizens aren't sure about the new people after being betrayed by Behrand.
- DC 15: One man from Londa went off to the war, even though most citizens abhor violence.
- DC 25: A town called Sauwe was utterly destroyed many years ago. There were no survivors.
- DC 35: An old man, one of the few survivors who investigated and buried the ruins of Sauwe, remembers small footprints in the ash that seemed too new to have been made during the destruction.
- DC 40: There was a scandalous love triangle in Sauwe right before it was destroyed.

If specific questions are asked:

**The Gray Jester:** He just appeared and seemed like a good entertainment for the kids. Maybe we should be more careful. It is a shame that you can't trust anyone anymore.

**The Children of Londa:** They are safe with their new parents. Some have horrible nightmares and Verlak starved to death, because he refused to eat. Roden went mute. Balora and Daraneth have grown close and do not leave each other's sides. One time Balora got lost and the way we found them was to follow the screaming of both girls. The others seem to be getting along well enough.

**The Man who went to the War:** He just returned and is staying in the common house.

**Note:** The name of the man who went to war, the soldier, is not given. He will be referred to as the Soldier. It was his choice to be called this.

## THE COMMON HOUSE:

*A large wooden building painted with large brightly colored abstract shapes. Inside, the building is simply decorated with a large wooden table at one end and a raised platform at the other end. A second story holds a series of bunks. The air is perfumed with cooking food and ale. Sentar sits at one end of the table. Two other people are at the table. One wears a dark robe. The other wears a tattered soldier's uniform.*

The Soldier will not be here if the PCs were delayed by the Guard in Encounter 2.

When the PCs get within sight of the Soldier, give them a Sense Motive versus his Bluff (APL 2 & 4: +2; APL6 & 8: +5) to tell that he is surprised and then unhappy at seeing the PCs. He quickly covers that up.

☛ **The Soldier (The Lone One):** Male Human (Suel) (CN)

**Appearance:** The Soldier looks as if the weight of the world has been placed on his shoulders. His dirty blond hair is unkempt and his clothes are well worn. There is a tattoo of a bear claw on his left upper arm.

**Personality:** The ordeals of being a soldier on the front lines have caused him to become quite erratic. At one point he will chat amiably with you and the next instant he will scream. A lot of this mental and emotional stress came from burying his best friend; a relationship that was becoming deeper than just being friends.

No one but him knows his real name.

### Talking to the Soldier:

**What he tells the PCs:** He was in the war in the south and just returned home. People here are too naïve. The massacre in Londa taught him that the towns in this area have to rejoin civilization or be destroyed.

He is headed to the site of the Sauwe massacre to try to understand why that tragedy occurred. No one will talk about it. The Soldier asks to accompany the PCs.

The Soldier had to stop in Londa to pay the Black Talon whose hideout is in the area. As far as the Soldier is concerned, the quicker he can finish his task, the better. The cheeriness of the town disgusts him.

**His real motivations:** The Soldier wants to use the PCs as guards on the way to Sauwe. Once he learns what he needs to know, he wants to lead them to the ambush site and permanently silence them.

A successful Sense Motive check shows the PCs that the Soldier is completely lying about his motives for going to Sauwe.

For any Diplomacy checks, he is Unfriendly. If the PCs tell him what happened or nearly happened to Payha, give the PCs a +5 to their check.

If the Assassin is still in the Common House and as soon as the PCs mention what happened to Payha, read aloud:

*The Soldier stands up with his tankard. He walks over to where the robed man sits. The man looks at the Soldier, who immediately hits the man with the tankard, shouting angrily "I never told you to do that! Scare them. Give them a message. Can all you people do is kill?"*  
*He looks at everyone in the room. "You are all evil!"*

Have the PCs roll initiative. The Soldier will pull out his scroll of dimension door as a surprise round. The next action he will take is to cast it and will move in order to do so. He wants to leave.

Note: The Assassin can be confronted either by the Soldier or the PCs on their own.

☛ **The Assassin** (“Dorand”, Black Talon): Male Human (Suel) (NE); see Appendix 1.

*Appearance:* His natural fair complexion is marred by scars and rough features. He wears a chain shirt dipped in the blood of his victims. That gives it a dark rust color.

*Personality:* Black Talon's livelihood rests on his ability to remain in the shadows. A lot of his past is forgotten, even to him. What little he remembers is painful, including winters spent outside in the snow in order to “toughen him up”.

The PCs can confront the assassin or turn him over to the Sunndi authorities. This is an optional encounter; and if the PCs decide to confront him, then go to Encounter 5.

#### Talking with the Assassin:

He will do his best to put off the PCs with his cold attitude. Black Talon does not want to deal with adventurers and tries to avoid them as much as possible. A sense motive (DC 13) will give the PCs the sense that there is something sinister with this person.

His cover story is that he is a mercenary travelling the countryside. This is a vacation for him.

**If the PCs decide not to talk with either of them:** The Soldier will shadow the PCs (See Encounter 6) and the Assassin will escape.

## THE MAYOR'S HOUSE

*Flowers and hearts adorn this marginally larger house than the others in the town, but there are several places where some paint has chipped off. A muscled Oeridian sits in front of the door, carving a stick. He looks up with very troubled eyes.*

PCs who went through SND6-01 *Lesser Evils* recognize the mayor.

☛ **Defew:** Male Human (Oeridian) Exp 4 (LG, blacksmith)

*Appearance:* Defew is a tall broad-shouldered muscled Oeridian with short brown hair and tanned skin. There is stubble on his chin. He has a broad nose, and a strong loud voice. He wears simple, but practical clothing.

*Personality:* Defew is a man who works hard by day, and likes to relax and enjoy himself at night. He has a strong sense of responsibility, and tries to protect his villagers from the cruelty of the outside world, though sometimes he can become a bit too protective. The changes to his village disturb him and he hasn't slept well lately.

He can answer the specific questions under the Gather Information checks above. Defew also tells the PCs that nothing is the same after the tragedy in Londa. People have moved out and others have moved into the town.

The older folks are having trouble adjusting to the new people and there seems to be a dark weight on the town.

## THE SHRINE TO MYRHISS

*An outside shrine painted with bright flowers. There is a single wall and a fire pit in the center. A stern lady stands to one side of the pit, looking at you.*

The woman is Moren, the town's priestess. PCs who played in SND6-01 *Lesser Evils* recognize her.

☛ **Moren:** Female human (Suel) Clr4 (NG; cleric of Myrhriss; Diplomacy +12, Heal +8, Sense Motive +8)

*Appearance:* Moren is a short stocky woman with long almost white hair and fair skin. Her deep blue eyes betray her as a pure blood Suel. She is in her late twenties or early thirties, always ready for a smile. She prefers simple bright colored clothes.

*Personality:* Moren is a caring woman who completely lacks the typical arrogance and aloofness of the Suel. She believes in the inherent goodness of people and can sound a bit naïve to the average adventurer. Lately, though, she has grown fearful of the trouble adventurers tend to bring with them.

The PCs can ask questions and these are the topics she will talk about:

**The Town's changes:** They are due to people leaving and then returning, bringing back the outside world.

**The Jester:** “Trouble seems to follow people like you, doesn't it.”

**Sauwe:** The town was destroyed and buried long ago.

**The Soldier:** A foolish man who lost the path of Myrhriss and instead followed a warrior's path - one that led him to a lot of pain and confusion. He warned us that there would be more trouble when adventurers should come.

**The Children of Londa:** They are doing better. Considering what they have been through.

#### Roden:

If Roden is with the PCs, Moren draws him away from them and hide him behind her. If confronted with the dagger, she immediately takes it from him and promise to help him (she is telling the truth).

## THE CENTRAL PARK

*There is a large tree surrounded by grass. Several people walk through the area, lost in thought. A lone boy sits by the tree.*

☛ **Roden:** Male Human (Oeridian) Com 1.

A DC 10 Spot Check: The boy is staring at the group. PCs who played SND6-01 *Lesser Evils* recognize Roden – the boy who rocked back and forth clutching two daggers.

If the PCs walk up to the boy:

Read the following to the PC who carries the Rod of Behrand:

*Everything except the boy becomes black. The boy grows into a lanky teenager and into a young adult before your eyes. He comes towards you and you see slash marks on his face and on his arms as he rolls up his sleeves.*

*A clown with a painted grin that is a bit too wide tumbles beside him. The clown takes the boy's arm and places the boy's hand into a pocket where he draws out a small dagger. Guiding the boy's hand, the knife traces thin red lines around his mouth as if he were painting on the outline of a smile.*

*The clown steps back to admire its work and you see a red tail swishing back and forth. The clown turns to you and presents a deep theatrical bow. An ethereal female voice speaks from all around you.*

*Voice: "Together we can be great and eliminate beasts like this."*

If the PC failed the Will save, he sees his hand on the boy's arm and in the boy's hand is a dagger.

Otherwise the PCs can search the boy for the dagger.

A DC 10 Heal check shows the blade has encrusted blood on it. A DC 15 Heal check reveals that this blade has been used many times, but never cleaned.

**Development:** The PCs can find the boy's guardian, Moren at the shrine. The boy does not speak.

## DEVELOPMENT (THAT NIGHT)

After the PCs explore, they can sleep uneventfully and be awakened early by Sentar.

If the PCs allow the Soldier to tag along, then he joins them as the group goes to Sauwe. Proceed to Encounter 6 if the PCs go to Sauwe, and Encounter 5 if they try to find the Assassin's secret hide-out.

## 5: AN ASSASSIN FROM AHLISSA (OPTIONAL)

This is an optional encounter that cost 1 additional TU.

Read aloud:

*The man looks up at you. His expression shows great confusion.*

If the Soldier pointed him out, he immediately reaches for his rapier.

Otherwise he tries to brush off the PCs by answering any questions in a vague way. If his connection to Payha is

brought up or the PCs reveal that they came from Pitchfield, he reaches for his rapier.

**The Assassin (Black Talon):** He came into Sunndi on an expedition and at the first chance he got, deserted that group. While in an Inn, he met the Soldier who gave him a proposal that piqued his interest. Not only was he unknown in Sunndi and therefore could have lots of "fun", he would get paid for it and end up in a remote town. This location eventually became the backbone of his operation.

### APL 2 (EL 4)

🐾 **Assassin:** male human rogue 2/hexblade 2; hp 26; see Appendix 1.

### APL 4 (EL 6)

🐾 **Assassin:** male human rogue 2/hexblade 3/assassin 1; hp 36; see Appendix 1.

### APL 6 (EL 8)

🐾 **Assassin:** male human rogue 2/hexblade 3/assassin 3; hp 46; see Appendix 1.

### APL 8 (EL 10)

🐾 **Assassin:** male human rogue 2/hexblade 3/assassin 5; hp 56; see Appendix 1.

### Treasure:

**APL 2:** Loot 50 gp; Magic 716 gp; gloves of dexterity +2 (333 gp), headband of intellect +2 (333 gp), 2x potion of invisibility (25 gp each).

**APL 4:** Loot 3 gp; Magic 1084 gp; gloves of dexterity +2 (333 gp), headband of intellect +2 (333 gp), +1 mithril chain shirt (175 gp), 2x potion of invisibility (25 gp each), +1 rapier (193 gp).

**APL 6:** Loot 3 gp; Magic 1084; gloves of dexterity +2 (333 gp), headband of intellect +2 (333 gp), +1 mithril chain shirt (175 gp), 2x potion of invisibility (25 gp each), +1 rapier (193 gp).

**APL 8:** Loot 3 gp; Magic 6891; gp gloves of dexterity +2 (333 gp), headband of intellect +2 (333 gp), +3 keen icy burst rapier (6000 gp), +1 mithril chain shirt (175 gp), 2x potion of invisibility (25 gp each).

**Detect magic results:** gloves of dexterity (Moderate Transmutation), headband of intellect (Moderate Transmutation), potion of invisibility (Faint Illusion), +1/+2 weapon (Faint Evocation), +1/+2 armor (Faint Abjuration), +3 keen icy burst Rapier (Strong Evocation)

**Development:** Upon searching his body, the PCs will find several small paintings (See description below) and a map. The map shows a location half a day's journey from here.

The pictures are to add character flavor and are not necessary for plot development. Go into as much detail as you find appropriate.

Description:

1. Shows a woman on a rack-like contraption. Her arms and leg joints are clearly out of their sockets. There are blood lines where the skin is being split open.
2. A young man's body was dismembered and stuck together as if he were a doll using wooden poles.
3. Two bodies, a man and woman, are laid side by side on their backs. The skin on their chest has been pulled apart as if being dissected.
4. There is a full, intact body laying on the ground. However it has been burned beyond recognition. It is apparent that time was spent to go into great detail regarding the burned flesh.
5. The last picture shows Payha slumping in a chair as blood pours out of the stumps where her arms used to be.

## ASSASSIN'S HIDE-OUT

If the Soldier was met after dealing with the Assassin and before leaving for the location on the map, he waits for the PCs.

It takes half a day to travel to the location, which is a cave. The entrance is ten feet wide and the trap is just inside the entrance.

**Trap:** Triggered when the door is opened

### APL 2 (EL 2)

↗ **Javelin Trap:** CR 2; location trigger; repair reset; Atk +16 ranged (1d6+4, javelin); Search DC 20; Disable Device DC 18.

### APL 4 (EL 4)

↗ **Poisoned Dart Trap:** CR 4; location trigger; manual reset; Atk +15 ranged (1d4+4 plus poison, dart); Multiple targets (1 dart per target in a 10-ft-by-10-ft area); Poison (small monstrous centipede poison, DC 10 Fortitude save resists, 1d2 Dex/1d2 Dex); Search DC 21; Disable Device DC 22.

### APL 6 (EL 6)

↗ **Wyvern Arrow Trap:** CR 6; proximity trigger; manual reset; Atk +14 ranged (1d8 plus poison, arrow); Poison (wyvern poison, DC 17 Fortitude save resists, 2d6 Con/2d6 Con); Search DC 20; Disable Device DC 16.

### APL 8 (EL 8)

↗ **Deathblade Wall Scythe Trap:** CR 8; touch trigger; manual reset; Atk +16 melee (2d4+8 plus poison, scythe); Poison (deathblade, DC 20 Fortitude save resists, 1d6 Con/2d6 Con); Search DC 24; Disable Device DC 19.

Read aloud:

*The cave is circular and 50 feet in diameter. A pile of clothes and supplies are against the far wall.*

The supplies here are the normal adventuring gear, but there is also a small crest of Ahlissa. A picture showing a

woman you have seen around town being burned by acid is sketched out on a piece of paper.

## 6: TRUSTING SOUL

The distance from Qual to Sauwe is roughly 12 miles. There are no trails though, reducing travel to ¾th of the PCs normal speed.

The PCs arrive at a stone foundation in an area that is familiar to the PCs who went through SND6-01 *Lesser Evils*. This is in the same area as Behrand's house.

**If the Soldier is not with the PCs:** Have them roll 4 Spots and Listens against the Soldier's Hide and Move Silently using the appropriate modifiers for the APL.

- APL 2: Hide: +6 Move Silently: +6
- APL 4: Hide: +8 Move Silently: +8
- APL 6: Hide: +10 Move Silently: +10
- APL 8: Hide: +10 Move Silently: +10

**If the Soldier is spotted:** He will attempt to give the reason that he didn't want to intrude on the PCs, but wanted to see what happened to Sauwe (Bluff APLs 2 & 4: +2, APLs 6 & 8: +5). Otherwise follow his encounter in Encounter 4 (The Common House) without the reaction regarding the Assassin. If the PCs act violently towards him, he will still try to get away with one of his *scrolls of dimension door*.

**Note:** The Soldier, if with them, pretty much observes everything. He is not a factor in Encounters 6 and 7.

Read aloud:

*You crest a hill and find yourselves by a stone foundation. Suddenly a one-story house appears. It is brightly colored with flowers on its shingles and different colored geometrics surrounding the house walls.*

The house is a *mirage arcana* created by the ghost of Halperle. As the PCs move from room to room, she casts *persistent images* that play out what happened in each room.

See Appendix 3 for a map of the house and the associated areas.

**Note:** All doors except for the trap door in Area E are already open.

**Note:** The Oeridian man in each of these visions is the same, Domon. While the Read Aloud text is generic, it should be pointed out that this is the same man.

## AREA A – ENTRYWAY

*A small alcove greets you with a door ahead, a door to the left, and a door to the right. The inside walls are painted a cheery pastel peach.*



## AREA B – HALL

*A small 10 by 10 hallway with two doors ahead of you, a door behind you, and a door to the right.*

The first time entering the hall, read aloud:

*A middle aged Oeridian man emerges from the entryway door dragging a woman's body. She seems to be of the same age and is also Oeridian. As soon as he enters the right doorway they both vanish.*

## AREA C – STUDY

*The room is 10 by 10 with an additional alcove on the far side. A desk is in that alcove and there is a solitary bookcase in the south-east corner. There is a patchwork rug on the floor.*

A DC 12 Search Check of the bookcase reveals that aside from gardening books, there are several books on mythology and demons. There are also several books on the ground that are real.

A DC 10 Appraise Check: The books on the ground are rare.

The first time the desk is searched, read aloud:

*An Oeridian man appears seated in the desk chair. He is reading a tome and muttering to himself. Domon: "And the little boy sought out the ..." (more mumbling) "to make the woman fall in love with his father..."*  
*The man disappears.*

## AREA D – MASTER BEDROOM

*A spacious room with a large bed on the far eastern wall. There is also a dresser on the western wall and a woven straw rug by the foot of the beds. Above the bed is a small golden lovebird.*

A DC 15 Knowledge (religion) check tells that the lovebird is the symbol of Myrthiss.

The first time the bed is searched, read aloud:

*The Oeridian man from the hallway escorts a woman into the room. As they head to the bed, he casts a spell and the woman changes to appear like the woman he was dragging in the hallway. When they reach the bed, they both disappear. The Oeridian man enters from the hall with another woman and repeats the spell. She looks in a mirror and screams, running out of the room. He runs after her and they both disappear. Once again the Oeridian man appears with yet another woman, upon whom he casts the same spell. They reach the bed and both disappear.*

Each time the rug is searched, read aloud:

*The rug starts to smoke and then catch fire. It burns away to ash within seconds. Then it returns good as new.*

A DC 18 Search check reveals a pair of women's gloves. Beneath the gloves is a painting of the woman the Oeridian man was dragging in the hallway.

## AREA E – GUEST BEDROOM

*This is a sparsely furnished room. There is a bed against the far wall and a dresser by the door.*

The first time the bed is searched, read aloud:

*A younger version of the Oeridian man and the woman appear, sitting on the bed. She takes his hand. The woman whispers softly, "I love you Domon."*

*They both disappear and reappear as being a little older. The man tells in a mix of anger and tears "Halperle, this just isn't working is it." At which the tear struck woman cries softly "No. I'm sorry."*

*She gets up and disappears as she walks away. He then disappears.*

The first time the dresser is searched, read aloud:

*Behrand* [if none of the PCs know who Behrand it is just a generic young Oeridian man – Seltar does recognize him] *is seen kneeling by the dresser and appears to be looking through it. He reaches through the dresser and pulls out the rod.*

The hidden door is found with a DC 20 Search check.

**Trap:** Triggered when the door is opened. See Appendix 2 for the APL 8 trap.

### APL 2 (EL 3)

↗ **Melf's acid arrow trap:** CR 3; proximity trigger (alarm); automatic reset; Atk +2 ranged touch; spell effect (Melf's Acid Arrow, 3<sup>rd</sup> level Wizard, 2d4 acid/round for 2 rounds); Search DC 27; Disable Device DC 27.

### APL 4 (EL 5)

↗ **Fireball trap:** CR 5; touch trigger; automatic reset; spell effect (Fireball, 8<sup>th</sup> level Wizard, 8d6 fire, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.

### APL 6 (EL 7)

↗ **Chain lightning trap:** CR 7; proximity trigger (alarm); automatic reset; spell effect (Chain Lightning, 11<sup>th</sup> level Wizard, 11d6 electricity to target nearest center of trigger area plus 5d6 electricity to each of up to eleven secondary targets, DC 19 Reflex save half damage); Search DC 31; Disable Device DC 31.

### APL 8 (EL 9)

↗ **Field of icy razors trap:** CR 9; proximity trigger (alarm); automatic reset; spell effect (Field of Icy Razors,

15<sup>th</sup> level Wizard, DC 22 Reflex save half damage and no speed penalty, 15d6 damage (half cold, half slashing) and speed is reduced by 20 ft for 15 rounds to all creatures / no two of which are more than 60 feet apart; Search DC 33; Disable Device DC 33.

**Hidden Compartment:** Once the door is opened, read aloud or paraphrase:

*Inside the small storage area, you see a skeleton dressed in the remains of a wedding dress. Right beside you, you hear the man speak, "This is only temporary. I will come back for you."*

*A second later he says from another spot, "They must all go away so we may be together."*

*A woman's voice comes from the skeleton, "Domon. Please." Followed by the sound of the trap door being shut. Then another male voice is heard casting a spell. A familiar male voice states "Thank you. I feel much safer."*

*A faint pleading voice is heard from the skeleton. "Domon. Please..."*

If the PCs have found the Hidden Compartment and have not already met Halperle, go to Encounter 7.

## AREA F – LIVING ROOM

*The room holds several chairs and two bookcases. There is a patchwork rug in the center of the room.*

The first time the bookcase is searched, read aloud or paraphrase:

*A tall Suel man appears and takes a book from the bookcase. An Oeridian man appears and walks to him. The tall Suel man turns toward the Oeridian man, saying "Oh. Domon. You have many interesting books."*

*At which the Oeridian replies, "Thank you Gyan. I like to keep my mind occupied."*

*"I am sorry it didn't work out between my sister and you."*

*"What can I say."*

*They both disappear.*

A DC 20 Search check on the room reveals a secret chamber with an elixir of love.

The first time the chairs are searched:

If the person with the Rod of Behrand failed their Will save, they blank out and collapse.

Then read aloud:

*The Oeridian man appears seated in a chair. He seems to be speaking with somebody, angry and embittered. "Love is over-rated. This world is over-rated. Take it. Just make sure these naïve people go first. What do I need to do?"*

*He considers something he heard.*

*"Is that all?"*

*He leans forward and kisses the blank air. It seems passionate since it lasts for many seconds. As he pulls back, he collapses to the ground. Lifeless.*

*His body starts to slowly deteriorate as flesh reveals muscle and muscle starts to reveal bone. A young boy rushes in. His hands and clothes are covered in blood. The body momentarily stops him as he softly nudges it with his boot.*

*The boy searches the body and not finding anything, runs out of the room. A smooth female voice says, "Behrand."*

*The body disappears.*

Any PC that blanked out wakes now.

## AREA G – DINING ROOM

*This room is furnished with a simple wooden dining room table and four chairs. There is a tall clock in one corner of the room.*

The first time the dining room table is searched, read aloud or paraphrase:

*An Oeridian man appears sitting opposite a Suel man. They are eating stew. The Suel man cheerfully says: "You make an excellent stew, Domon."*

*"Thank you Gyan. I am glad you enjoy it."*

*After taking another bite, and the Suel man looks at his hands. "This is strange, I can't move my fingers."*

*The clock starts to chime the half-hour. Gyan's arms drop to the table and he opens and closes his mouth. He looks confused. When his head hits the table, Domon wipes his lips and walks over to Suel. He whispers into the Suel's ear, "She will be much happier."*

*They disappear.*

## AREA H – KITCHEN

*The kitchen has a butcher block in the center of the room. There is a wood burning stove on the outside wall. Cooking utensils hang everywhere.*

The first time the butcher block is searched, read aloud or paraphrase:

*A young boy appears by the butcher block. He holds the arm of a decaying corpse on the block. In his other hand, he holds a knife. A smooth female voice says,*

*Demon: "That's it. Just nice back and forth motions and it will all be over soon. You don't want them to take you away. Do you?"*

*He starts to cut the hand from the wrist and you see his eyes go blank. When the hand is severed and the rest of the body falls to the ground, the boy takes out an intricately carved rod and places it on the block. Then he takes the hand and tosses it into the oven.*

The first time the oven is searched, read aloud or paraphrase:

**An Oeridian man appears carrying the body of a Suel man. The Oeridian man drops the body on the ground and takes out a large kitchen knife. He hacks away at the body and throws the pieces into the oven. When he is finished, he takes several buckets of water and starts to clean the floor as he hums to himself.**

A DC 15 Search check of the room reveals an adamantine dagger.

If the PCs are leaving the Kitchen and have not already met Halperle, go to Encounter 7.

**Treasure:** The *elixir of love* in Area F, the adamantine dagger in Area H.

## 7: HALPERLE

This encounter can be triggered either in Area E or Area H.

If the PCs are in Area E and have been in Area G, read aloud or paraphrase:

**A beautiful Oeridian woman, Halperle, appears before you floating above the compartment. She looks at you with sad eyes.**

**"You have finally come to put this all to rest. Domon was a foolish boy that got in over his head. Poor, poor boy."**

**She looks at you expectantly.**

If the PCs are in Area H and have been in Area E, read aloud:

**A beautiful Oeridian woman, Halperle, appears before you floating in front of the oven. She looks at you with sad eyes.**

**"You have finally come to put this all to rest. Domon was a foolish boy that got in over his head. Poor, poor boy."**

**She looks at you expectantly.**

Halperle answer the following:

**Domon got in over his head:** He fell back in love with Halperle after they had been separated for over a year. However she was deeply in love with another man. Domon became jealous and sought an old fairy tale to get me back. Thinking he could control the beast that emerged, he summoned an old demon. He lost control and it eventually killed him. It is now loose and acting on its own.

**How do we kill it:** She doesn't know, but the book may help in the right hands. It is buried outside by the northwest corner of the building.

### Back Corner of House

If the PCs decide to dig here, there will be a locked (Good Lock: Open Lock DC 30, 30hp Hardness 15) strong box 3 feet down. Inside the PCs find a children's book and a book written in Abyssal. Those that can read Abyssal know that this book has spells to summon powerful demons.

Anyone with 6HD or less who tries to *detect evil* on the book is stunned for 1 round. Otherwise the aura is overpowering.

**The ring:** It was given to me by my love, Gyan. I would like to keep it.

**Note:** If the PCs bury her with the ring, they get Halperle's Favor.

**The Rod:** A thing of great evil, but is needed to destroy the thing Domon summoned.

**Behrand:** After the town was destroyed by the children, Behrand became the only survivor. He came in looking for what little food was left and found the rod instead. He changed after that.

**Development:** When the PCs are finished, she will kiss each PC that *does not* have the Kiss of the Fiend. She will then sink into the ground. Each PC kissed gets the Kiss of the Lady.

## 8: TRUTHS AND DECEPTIONS

The following happens on the way back to Qual.

If the Soldier is with the party he answers questions about the following topics:

**The War:** He realized that the war effort was not for him. So he left to return home.

**Sauwe:** He doesn't know any more than the PCs at this point. But he feels that this is the place where the trouble started for the people of Munmoce.

In a sparsely forested area (See the *Dungeon Master's Guide* pg. 87), the PCs must make a Spot check against the NPC's Hide checks. The Grunt and the Medic are in the Portable Foxhole giving them cover from ranged attacks and the Sniper is in the trees. See Appendix 3 for the layout.

Assume the soldiers have taken 10 on their hide checks, with a +4 circumstance bonus for the terrain, and an additional +5 circumstance bonus for the camouflage paint. Making a DC 19 Spot check factoring in distance modifiers.

If the Soldier is with the party:

**The Soldier:** *"All you bring is destruction and misery wherever you go. Our town was nice and peaceful before you arrived. Now we have mad clowns*

*feeding on our children and much worse will come. I tried your outside world and you can have it.*

*We stopped being soldiers and now your government hunts us. Well once Munmoce is forgotten again, we will be able to live in peace. All you people need to do is leave us alone."*

*The Soldier starts to sing about war and how brave men and women march to their deaths.*

**Note:** The four soldiers address each other and themselves by their nicknames. They address the Soldier as The Soldier or The Lone One. When someone in the group needs healing assistance, they will ask for "medic".

☛ **The Soldier (The Lone One):** Male Human (Suel) (CN)

**Appearance:** The Soldier looks as if the weight of the world has been placed on his shoulders. His dirty blond hair is unkempt and his clothes are well worn. There is a tattoo of a bear claw on his left upper arm.

**Personality:** The ordeals of being a soldier on the front lines have caused him to become quite erratic. At one point he will chat amiably with you and the next instant he will scream. A lot of this mental and emotional stress came from burying his best friend; a relationship that was becoming deeper than just being friends.

No one but him knows his real name.

☛ **Old Ox:** Male Human (Oeridian) (CN)

**Appearance:** There is a reason why his nickname is Old Ox. He is built like an Ox, but he isn't particularly old. It was just a name that seemed to stick. There is a bear claw tattooed on his left upper arm.

**Personality:** Old Ox and three of his friends joined the war effort on the same day. After a series of bad skirmishes, he and his friends decided to leave at the same time too. The trouble is that they did not do it in the proper manner, so they are now in hiding.

He wanted something more than being behind the plow in his hometown of Merand, which is within the area of Munmoce. Old Ox underestimated the price of glory.

Only Erin, Vick, and himself know his name, but no one will divulge it.

☛ **Eagle Eyed Erin:** Female Human (Oeridian) (CN)

**Appearance:** She is a wiry woman with eyesight that many people envy. A tomboy all her life, she was constantly getting into scrapes. This toughened her up to where she can come off looking and sounding very harsh. There is a tattoo of a bear claw on her left upper arm.

**Personality:** Deep down inside, Erin is very warm. But you need to get through all her protective layers first. The only one to do it so far is Old Ox, who has been her friend since they were very little. A lot of the scrapes she has, came from when the two were rough housing in the fields.

If she could admit it to herself, she would have a romantic relationship with Old Ox. But caring about someone at that level frightens her.

☛ **Father Vick:** Male Human (Oeridian) (CN)

**Appearance:** Out of everyone involved with the war, Father Vick has the least amount of outward changes. His features are still soft and his eyes reflect the nurturing values he holds dear. The only body decoration is that of a bear claw tattoo on his left upper arm.

**Personality:** Father Vick is a true follower of Myrthiss that has strayed slightly from the path. He is a true follower and many a time has his friends Old Ox and Erin pushed him to do things that were beyond his comfort zone. Joining was the furthest he ever went and many times at night, he would softly cry himself to sleep.

He doesn't know this, but it was his reaction to the horrors he saw and helped mend that drove Old Ox, and Erin to desert.

There is a surprise round if any of the PCs do not spot the NPCs.

#### APL 2 (EL 5)

☛ **Soldier:** male human bard 1; hp 7 see Appendix 1.

☛ **Old Ox (Grunt):** male human fighter 1; hp 11; see Appendix 1.

☛ **Eagle Eyed Erin (Sniper):** female human warmage 1; hp 7; see Appendix 1.

☛ **Father Vick (Medic):** male human favored soul 1; hp 9; see Appendix 1.

#### APL 4 (EL 7)

☛ **Soldier:** male human bard 3; hp 17; see Appendix 1.

☛ **Old Ox (Grunt):** male human fighter 2/barbarian 1; hp 26; see Appendix 1.

☛ **Eagle Eyed Erin (Sniper):** female human warmage 3; hp 17; see Appendix 1.

☛ **Father Vick (Medic):** male human favored soul 3; hp 21; see Appendix 1.

#### APL 6 (EL 9)

☛ **Soldier:** male human bard 5; hp 27; see Appendix 1.

☛ **Old Ox (Grunt):** male human fighter 4/barbarian 1; hp 40; see Appendix 1.

☛ **Eagle Eyed Erin (Sniper):** female human warmage 5; hp 27; see Appendix 1.

☛ **Father Vick (Medic):** male human favored soul 5; hp 33; see Appendix 1.

#### APL 8 (EL 11)

☛ **Soldier:** male human bard 5/Marshal 2; hp 39; Appendix 1.

☛ **Old Ox (Grunt):** male human fighter 6/barbarian 1; hp 54; Appendix 1.

☛ **Eagle Eyed Erin (Sniper):** female human warmage 7; hp 37; Appendix 1.

☛ **Father Vick (Medic):** male human favored soul 7; hp 45; Appendix 1.

**Tactics:** At APLs 6-8, the NPCs have set *blast discs* (See Appendix 2) in the squares marked with an X. They are all set to proximity trigger.

The Soldier backs up and gives himself some distance between the party and him. His first action is to read a scroll of *dimension door* to go to a more defensible position.

The Sniper fires orbs and other distance spells at the party. The Grunt goes in for melee combat with the Medic following behind ready to heal. The Soldier supports with buff spells.

No one, including the Soldier, fights to the death. They surrender once two of their group goes down.

#### **Treasure:**

**APL 2:** Loot 102 gp; Magic 116 gp; 2x scroll of *dimension door* (58 gp each).

**APL 4:** Magic 1241 gp; +1 club (192 gp), 2x +1 mithril chain shirt (175 gp each), 2x scroll of *dimension door* (58 gp each), +1 shortbow (194 gp), +1 rapier (193 gp), 2x +1 studded leather (98 gp each).

**APL 6:** Magic 4129 gp; cloak of charisma +4 (1333 gp), cloak of resistance +2 (333 gp), +1 club (192 gp), 2x +1 mithril chain shirt (175 gp each), +1 rapier (193 gp), 2x scroll of *dimension door* (58 gp each), +1 shock shortbow (694 gp), 2x +2 studded leather (348 gp each), wand cure light wounds (64 gp).

**APL 8:** Magic 7032 gp; cloak of charisma +2 (333 gp), cloak of charisma +4 (1333 gp), cloak of resistance +1 (83 gp), vest of resistance +2 (333 gp), +2 club (692 gp), +1 mithril chain shirt (175 gp), +2 mithril chain shirt (425 gp), ring of protection +1 (167 gp), 2x scroll of *dimension door* (58 gp each), +1 shocking burst shortbow (1528 gp), +2 rapier (693 gp), 2x +2 studded leather (348 gp each), wand cure moderate wounds (375 gp).

**Detect magic results:** +1/+2 armor (Faint Abjuration), +1/+2 weapons (Faint Evocation), +1 shock and shocking burst short bow (Moderate Evocation), cloak of charisma (Moderate Transmutation), cloak of resistance (Faint Abjuration), ring of protection (Faint Abjuration), scroll of *dimension door* (Faint Conjunction), wand cure light wounds (Faint Conjunction), wand cure moderate wounds (Faint Conjunction), vest of resistance (Faint Abjuration).

**Development:** After the squad is overcome with non-lethal force, they submit themselves to the Sunndi authority. If the PCs want to let the group go, they gain the *Favor of the Lost Squad*. See below for the special circumstance if the Soldier is alive.

#### **If the Soldier is alive:**

Anyone who tries to *detect thoughts* know that he is the one who setup Payha.

The Soldier starts at Unfriendly.

If he can be brought to at least Friendly, then he gives himself up to the authorities. He also reveals that he was going to destroy whatever remained in Sauwe. Thus destroying the past altogether.

If he can be brought to Helpful, then he confesses to what he did to Payha.

If the PCs let the Soldier live, they gain the *Favor of the Soldier*.

## CONCLUSION

The PCs have two choices now. They can either return to Pitchfield to give the books and rod back to Whice or they can keep the books.

Use Sentar to nudge the PCs' conscious in the right direction.

If the PCs decide to return the books, read aloud:

*Your trip back to Pitchfield is uneventful and as you near the gates, Whice Ium is out to greet you. He smiles at you; the green fires in his eyes burn brightly.*

*Sentar: "Sir, we got these books."*

*Whice: "Good. Good. Come with me."*

*He leads you back to the college and you notice that the town guard hardly pays attention to you. One of the guards smiles and waves a greeting.*

*Whice: "As soon as you left, I had some divination experts come down and find out what happened. They learned someone was trying to frame you."*

*When you reach Whice's office, he asks for the books. He leafs through the two books and says, "These will greatly help in my research in how to destroy the fiend. Thank you. Unfortunately I may have need of you one more time."*

*With that, Sentar leads you out of the college.*

If the PCs decide not to return the books, read aloud:

*Sentar looks at you with great disapproval. "I know my professor and whatever he may appear like now, but he is still good. However all I was told to do was to lead you here. See ya."*

*He shrugs, waves goodbye, and leaves.*

*Several weeks later, a messenger boy comes up to you. It reads, "All was set right with the Pitchfield guard. I used divination spells to do so. However tragedy struck and on a recent expedition to find out more about the demon, Heneth went mad and fell off a bridge in a cave he was exploring. Sincerely, Professor Whice Ium."*

If the PCs give the books to Whice, they get the favor of the College of Bards and the favor of Whice Ium.

If the PCs do not give the books to Whice, they get the Children's Book and the Book of Fiends.

By spending 1 TU extra they can get a copy of the books and both keep them and earn the favor.

## CAMPAIGN CONSEQUENCES

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This module has "Campaign Consequences"; that is the outcome of this module directly affects future events in the course of the campaign. The answers to some of the questions below may seem trivial or pointless, but because of the complex nature of the back-story and campaign all information requested is vital.

Please send your answers to [poc@sunndi.org](mailto:poc@sunndi.org) as soon as possible. General comments about the module are also welcomed at this address.

1. Did the PCs save Pahya?
2. Did a PC become a Bleak One?
3. Was the ring returned to Halperle?
4. Did the PCs capture, free, or kill the Soldier and his companions?
5. Did they return the book?

## 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.

### 3: Draining Joy

Defeat the Jester and his cronies.

|       |        |
|-------|--------|
| APL 2 | 120 XP |
| APL 4 | 180 XP |
| APL 6 | 240 XP |
| APL 8 | 300 XP |

### 6: Trusting Soul

Bypass the trap to find the dead body

|       |        |
|-------|--------|
| APL 2 | 90 XP  |
| APL 4 | 150 XP |
| APL 6 | 210 XP |
| APL 8 | 270 XP |

### 8: Truths and Deceptions

Overcome the Soldier and his cohorts

|       |        |
|-------|--------|
| APL 2 | 150 XP |
| APL 4 | 210 XP |
| APL 6 | 270 XP |
| APL 8 | 330 XP |

### Story Award

Objective(s) met:

1. Determine what happened to Payha
2. Learn what happened to Qual
3. Learn the origins of the fiend

|       |        |
|-------|--------|
| APL 2 | 90 XP  |
| APL 4 | 135 XP |
| APL 6 | 170 XP |
| APL 8 | 195 XP |

### Optional Extension

#### 5: An Assassin from Ahlissa

Defeat the Assassin and bypass his trap.

|       |        |
|-------|--------|
| APL 2 | 225 XP |
| APL 4 | 338 XP |
| APL 6 | 450 XP |
| APL 8 | 563 XP |

### Total Possible Experience

The value between the brackets is the maximum when played with the optional extension.

|       |                 |
|-------|-----------------|
| APL 2 | 450 (675) XP    |
| APL 4 | 675 (1,015) XP  |
| APL 6 | 900 (1,350) XP  |
| APL 8 | 1125 (1,688) XP |

## TREASURE SUMMARY

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

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

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

### 3: Draining Joy

**APL 2:** Coin 300 gp.

**APL 4:** Loot 14 gp; Coin 300 gp; Magic 1506 gp +1 longsword (193 gp), amulet of natural armor +1 (167 gp), cloak of resistance +2 (333 gp), mithril half-plate (813 gp).

**APL 6:** Loot 40 gp; Coin 300 gp; Magic 3072 gp 3x amulet of natural armor +1 (167 gp each), 3x cloak of resistance +2 (333 gp each), mithril half-plate (813 gp), +1 longbow (198 gp), 2x +1 longsword (193 gp), +1 mithril chain shirt (175 gp).

**APL 8:** Coin 300 gp; Magic 4678 gp 2x amulet of natural armor +1 (167 gp each), 2x cloak of resistance +2 (333 gp each), 2x +2 longsword (693 gp each), 2x +2 mithril half-plate (1146 gp each).



### 5: An Assassin From Ahlissa (Optional)

**APL 2:** Loot 51 gp, Magic 716 gp; gloves of dexterity +2 (333 gp), headband of intellect +2 (333 gp), 2x potion of invisibility (25 gp each).

**APL 4:** Magic 1087 gp; gloves of dexterity +2 (333 gp), headband of intellect +2 (333 gp), +1 mithril chain shirt (175 gp), 2x potion of invisibility (25 gp each), +1 rapier (193 gp).

**APL 6:** Magic 1087 gp; gloves of dexterity +2 (333 gp), headband of intellect +2 (333 gp), +1 mithril chain shirt (175 gp), 2x potion of invisibility (25 gp each), +1 rapier (193 gp).

**APL 8:** Magic 6894 gp; gloves of dexterity +2 (333 gp), headband of intellect +2 (333 gp), +3 keen icy burst rapier (6000 gp), +1 mithril chain shirt (175 gp), 2x potion of invisibility (25 gp each).

### 8: Truths and Deceptions

**APL 2:** Loot 102 gp, Magic 116 gp; 2x scroll of dimension door (58 gp each).

**APL 4:** Magic 1241 gp; +1 club (192 gp), 2x +1 mithril chain shirt (175 gp each), 2x scroll of dimension door (58 gp each), +1 shortbow (194 gp), +1 rapier (193 gp), 2x +1 studded leather (98 gp each).

**APL 6:** Magic 4129 gp; cloak of charisma +4 (1333 gp), 2x cloak of resistance +2 (333 gp), +1 club (192 gp), +1 mithril chain shirt (175 gp each), +1 rapier (193 gp), 2x scroll of dimension door (58 gp each), +1 shock shortbow (694 gp), 2x +2 studded leather (348 gp each), wand cure light wounds (64 gp).

**APL 8:** Magic 7032 gp; cloak of charisma +2 (333 gp), cloak of charisma +4 (1333 gp), cloak of resistance +1 (83 gp), cloak of resistance +2 (333 gp), +2 club (692 gp), +1 mithril chain shirt (175 gp), +2 mithril chain shirt (425 gp), ring of protection +1 (167 gp), 2x scroll of dimension door (58 gp each), +1 shocking burst shortbow (1528 gp), +2 rapier (693 gp), 2x +2 studded leather (348 gp each), vest of resistance +1 (83 gp), wand cure moderate wounds (375 gp).

### Treasure Cap

**APL 2:** 450

**APL 4:** 650

**APL 6:** 900

**APL 8:** 1300

### Total Possible Treasure

**APL 2:** 518

**APL 4:** 3061

**APL 6:** 7541

**APL 8:** 12010

## ADVENTURE RECORD ITEMS

**Favor of the Lost Squad:** You gain regional access to the items marked with \*.

**Favor of the Soldier:** You gain access to one of the following prestige classes (circle the one chosen): Combat Medic (*Heroes of Battle*), Dread Commando (*Heroes of Battle*), or War Weaver (*Heroes of Battle*).

**Kiss of the Lady:** A small red mark on your neck in the shape of a small bird appears. For one year from the date of the AR, once per adventure you can empower one cure spell of 4<sup>th</sup> level or lower cast upon you as an immediate action.

**Halperle's Favor:** If you get lost in another plane, Halperle's ghost comes and guides you to your destination without any costs in TU and/or gold. Cross off when used.

**Children's Book:** There are several stories teaching children moral lessons. This may prove useful later. Cost: 5 gp.

**Book of Fiends:** This book, written in Abyssal, details how to summon powerful demons. If studied for 10 minutes, you gain a +2 competence bonus to Knowledge (Planes) checks in regards to demons for the rest of the day. Cost: 400 gp.

**Favor of Whice Ium:** You may join the Lyre without cost, but you still have to take the test. Also you can buy (limit of 1) a special one use "romantic ballad" with the following effect:

Affected allies are under the effects of a *protection from evil* spell for 1 minute or until the song ends (whichever is first).

If the PC does not have bardic music, then the song can only be used on one target and takes a standard action to sing.

If the PC has bardic music, then anyone who can hear it is affected following the rules for a normal song. Cost 25 gp.

**Possessed by a Fiend:** You now have a taste of power. For the next two adventures, you have a +4 Profane Bonus to the following ability score (circle one: Str, Dex, Con, Int, Wis, Cha) and you radiate evil as a cleric of your character level. Additionally, from now on, you have a +4 competence bonus to Craft (Painting).

**Bleak One:** You have been captured by a Gray Jester and have become its slave. Please see Appendix 2 for information on Bleak Ones. Spend 21 TUs in which time an adventuring party will come and rescue you. You will also need to have *Restoration* cast on you before your next adventure. Each influence point with a Fey spent will reduce the TU time by 7. Also, you may spend the Favor of Whice Ium on this mod to have a *Restoration* cast at no cost.

## ITEM ACCESS

**APL 2:**

- Adamantine dagger (Adventure; DMG)
- Camouflage paint (Adventure; Magic Item Compendium; 1,500 gp)\*

- Dehydrated food (Adventure; Arms & Equipment Guide; 2 gp)
- Elixir of love (Adventure; DMG)
- Portable foxhole (Adventure; Magic Item Compendium; 5,000 gp)\*
- Signal torch (Adventure; Arms & Equipment Guide; 1 gp)

APL 4 (all of APL 2 plus the following):

- +1 mithril chain shirt (Adventure; DMG)\*
- Mithril half-plate (Adventure; DMG)

APL 6 (all of APLs 2-4 plus the following):

- +1 short bow, shock (Adventure; DMG)\*
- Blast disk (Adventure; Magic Item Compendium; 900 gp)\*

APL 8 (all of APLs 2-6 plus the following):

- +1 shocking burst short bow (Adventure; DMG)\*
- Wand of cure moderate wounds (Adventure; DMG)\*

---

### Special – Optional Encounter AR

#### 3: An Assassin from Ahlissa

Defeat the Assassin and bypass his trap.

|       |        |
|-------|--------|
| APL 2 | 225 XP |
| APL 4 | 338 XP |
| APL 6 | 450 XP |
| APL 8 | 563 XP |

#### Treasure Cap

APL 2: 225

APL 4: 325

APL 6: 450

APL 8: 650

#### Total Possible Treasure

APL 2: 764

APL 4: 1,084

APL 6: 1,084

APL 8: 6,891

**Favor of the Sunndi Authorities:**

### ITEM ACCESS

APL 8 (all of APLs 2-6 plus the following):

- +3 keen icy burst rapier (Adventure; DMG)

## APPENDIX 1: APL 2

### 3: DRAINING JOY

#### GRAY JESTER\*

CR 4

\* *Heroes of Horror* 151

NE Medium Fey

**Init** +10; **Senses** Low-light vision; Listen +3, Spot +3

**Languages** Common, Elven, Sylvan

**AC** 18, touch 18, flat-footed 12

(+6 Dex, +2 deflection); 5 ranks Tumble

**hp** 44 (8 HD); **DR** 5(10)/Cold Iron (see text)

**SR** 12(18) (see text)

**Fort** +4, **Ref** +12, **Will** +6

**Speed** 50 ft. (10 squares), base movement 50 ft.

**Melee** scepter +10 (1d4 plus *Tasha's hideous laughter*) or

**Melee** scepter +10 touch (*Tasha's hideous laughter*)

**Base Atk** +4; **Grp** +4 **Atk Options** empathic feeding

**Special Actions** Blind Fight

**Combat Gear**

**Abilities** Str 10, Dex 23, Con 14, Int 14, Wis 11, Cha 17

**SQ**

**Feats** Blind Fight, Improved Initiative, Weapon Finesse

**Skills** Bluff +7, Diplomacy +10, Hide +12, Listen +3, Perform (Comedy) +9, Move Silently +12, Sense Motive +7, Spot +3, Tumble +11, Use Magic Device +12

**Possessions** Scepter

**Empathic Feeding (Su)** A gray jester can drain joyous emotions from humanoid beings. The jester must be within 30 feet of a living humanoid who is experiencing laughter, joy, or similar emotions (this includes emotions evoked by magic, such as *Tasha's hideous laughter*).

In a single round, a gray jester can feed on a number of people equal to its Charisma bonus (three targets for a typical gray jester). Any target who fails her DC 15 Will save takes 1d4 points of Charisma drain. Those drained to 0 Charisma in this fashion might become bleak ones.

Gray jesters feed on emotions but are at their weakest just after feeding. For a number of rounds equal to the total points of Charisma drained, a gray jester's damage reduction falls to 5/cold iron and its spell resistance falls to 12.

**Tasha's hideous laughter (Sp)** At will, DC 15, caster level 5<sup>th</sup>. The gray jester must touch the subject, either by hand or with its scepter, to use this ability.

#### BLEAK ONE – JASPER(PARENT) CR 1

Male Human Commoner 2

N Medium Humanoid (human)

**Init** +2; **Senses** Listen -1, Spot -1

**Languages** Common, Orc

**AC** 10, touch 10, flat-footed 10

(+0 Dex)

**hp** 12 (2 HD);

**Fort** +1, **Ref** +0, **Will** +0

**Speed** 30 ft in no armor (6 squares), base movement 30 ft.;

**Melee** dagger +2 (1d4+1/19-20)

**Base Atk** +1; **Grp** +2 **Combat Gear**

**Abilities** Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha -

**Feats** Combat Reflexes, Toughness

**Skills** Hide +0, Move Silently +0, Climb +6, Ride +5, Swim +6 **Possessions** dagger

### 5: AN ASSASSIN FROM AHLISSA (OPTIONAL)

#### ASSASSIN

CR 4

Male Human (Suel) Rogue 2/Hexblade\* 2

\**Complete Warrior* 5

NE Medium Humanoid (human)

**Init** +1; **Senses** Listen +1, Spot +2

**Languages** Common, Ancient Sueloise

**AC** 15, touch 11, flat-footed 14

(+1 Dex, +4 armor); 5 ranks Tumble

**hp** 26 (4 HD)

**Resistance** arcane resistance (+3 bonus on saves against spells and spell-like effects), evasion

**Fort** +1, **Ref** +4, **Will** +2

**Speed** 30 ft. (6 squares), base movement 30 ft.;

**Melee** masterwork rapier +6 (1d6+2/18-20)

**Ranged** light crossbow +4 (1d8/19-20)

**Base Atk** +3; **Grp** +5

**Atk Options** sneak attack +1d6

**Special Actions** hexblade curse (DC 14)

**Combat Gear** 2 *potions of invisibility*

**Abilities** Str 14, Dex 12, Con 12, Int 15, Wis 8, Cha 16

**Feats** Combat Expertise, Improved Feint, Power Attack

**Skills** Balance+2, Bluff +10, Diplomacy +14, Disguise +8, Escape Artist +5, Hide +5, Intimidate +12, Jump +3, Move Silently +5, Sense Motive +4, Tumble +6

**Possessions** combat gear plus masterwork rapier, dagger, light crossbow, 20 bolts, masterwork chain shirt, *headband of intellect* +2, *gloves of dexterity* +2, pictures, map.

**Hexblade's Curse (Su):** Once per day, as a free action, a hexblade can unleash a curse upon a foe. The target must be visible to the hexblade and within 60 feet. The target of the hexblade's curse takes a -2 penalty on attacks, saves, ability checks, skill checks, and weapon damage rolls for 1 hour thereafter. A successful Will save (DC 10 + ½ hexblade's class level + hexblade's Cha modifier) negates the effect.

Any effect that removes or dispels a curse eliminates the effect of a hexblade's curse.

**Arcane Resistance (Su):** At 2<sup>nd</sup> level, a hexblade gains a bonus equal to his Charisma bonus

(minimum +1) on saving throws against spells and spell-like effects.

## 8: TRUTHS AND DECEPTIONS

### SOLDIER

CR 1

Male Human Bard 1

CN Medium Humanoid (human)

**Init** +2; **Senses** Listen +1, Spot +0

**Languages** Common

**AC** 16, touch 12, flat-footed 14

(+2 Dex, +4 armor)

**hp** 7 (1 HD);

**Fort** +1, **Ref** +4, **Will** +1

**Speed** 30 ft. in chain shirt (6 squares), base movement 30 ft.;

**Melee** dagger +1 (1d4+1/19-20)

**Ranged** shortbow +2 (1d6/x3)

**Base Atk** +0; **Grp** +1 **Special Actions** bardic music 1/day, bardic knowledge

**Combat Gear** 2x scroll of dimension door

**Bard Spells Known** (CL 1st):

0 (2/day)—*detect magic, mage hand, open/close, prestidigitation*

**Abilities** Str 12, Dex 14, Con 13, Int 10, Wis 8, Cha 15

**Feats** Point Blank Shot, Precise Shot**Skills**

Concentration +5, Diplomacy +6, Hide +6, Move

Silently +6, Perform (Sing) +6, Sense Motive +3

**Possessions** combat gear plus dagger, shortbow, chain shirt

### GRUNT – OLD OX

CR 1

Male Human Fighter 1

CN Medium Humanoid (human)

**Init** +2; **Senses** Listen +1, Spot +1

**Languages** Common, Undercommon

**AC** 15, touch 12, flat-footed 13

(+2 Dex, +3 armor)

**hp** 11 (1 HD);

**Fort** +3, **Ref** +2, **Will** +0

**Speed** 30 ft. in studded leather (6 squares), base movement 30 ft.;

**Melee** masterwork longsword +4 (1d8+3/19-20)

**Ranged** light crossbow +4 (1d8/19-20)

**Base Atk** +1; **Grp** +3 **Atk Options** Combat Reflexes, Cleave, Power Attack

**Combat Gear**

**Abilities** Str 15, Dex 14, Con 13, Int 12, Wis 10, Cha 8

**Feats** Combat Reflexes, Cleave, Power Attack**Skills**

Hide +4, Move Silently +4, Tumble

+4**Possessions** combat gear plus masterwork

longsword, dagger, light crossbow, 20 bolts,

masterwork studded leather

### MEDIC – FATHER VICK

CR 1

Male Human Favored Soul\* 1

\*Complete Divine 6

CN Medium Humanoid

**Init** +1; **Senses** Listen +2, Spot +2

**Languages** Common

**AC** 14, touch 11, flat-footed 13

(+1 Dex, +3 armor)

**hp** 9 (1 HD);

**Fort** +3, **Ref** +3, **Will** +4

**Speed** 30 ft. in studded leather (6 squares), base movement 30 ft.;

**Melee** masterwork club +1 (1d6+1)

**Base Atk** +0; **Grp** +1

**Combat Gear**

**Favored Soul Spells Known** (CL 1st):

1st (4/day)—*bless, cure light wounds, obscuring mist*

0 (5/day)—*create water, cure minor wounds, mending, resistance*

**Abilities** Str 10, Dex 13, Con 12, Int 8, Wis 15, Cha 14

**Feats** Combat Casting, Stealthy**Skills** Concentration

+5 (+9 when casting defensively), Hide +4, Move

Silently +4

**Possessions** masterwork club, dagger, masterwork studded leather, holy symbol of Myrhiiss

### SNIPER – EAGLE EYED ERIN

CR 1

Female Human Warmage\* 1

\*Complete Arcane 10

CN Medium Humanoid (human)

**Init** +1; **Senses** Listen +0, Spot +0

**Languages** Common, Draconic, Undercommon

**AC** 14, touch 11, flat-footed 13

(+1 Dex, +3 armor)

**hp** 7 (1 HD);

**Fort** +1, **Ref** +1, **Will** +2

**Speed** 30 ft. movement in studded leather (6 squares), base movement 30 ft.;

**Melee** dagger -1 (1d4/19-20 ) or Touch -1

**Ranged** ranged touch +1

**Base Atk** +0; **Grp** -1

**Combat Gear**

**Attack Option** warmage edge (+2 damage)

**Warmage Spells Known** (CL 1st):

1st (4/day)— *burning hands* (DC 13), *chill touch* (DC 13), *fist of stone*, *hail of stone*, *magic missile*, *lesser orb of acid*, *lesser orb of cold*, *lesser orb of electricity*, *lesser orb of fire*, *lesser orb of sound*, *shocking grasp*, *true strike*

0 (5/day)—*acid splash*, *disrupt undead*, *light*, *ray of frost*

**Abilities** Str 8, Dex 13, Con 12, Int 14, Wis 10, Cha 15**SQ**

**Feats** Point Blank Shot, Precise Shot**Skills** Climb -1,

Concentration +5, Hide +3, Move Silently

+3**Possessions** dagger, masterwork studded

leather

**Armored Mage (Ex)** You may wear light armor and light shields with no chance of arcane spell failure.

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**Warmage Edge (Ex)** Whenever you cast a spell that deals hit point damage, you add your Int bonus (if any) to the amount of total damage dealt.

## 3: DRAINING JOY

## GRAY JESTER (ADVANCED)\* CR 5

\* *Heroes of Horror* 151

NE Medium Fey

**Init** +11; **Senses** Low-light vision; Listen +10, Spot +10**Languages** Common, Elven, Sylvan**AC** 19, touch 19, flat-footed 12

(+7 Dex, +2 deflection); Dodge, 5 ranks Balance, 5 ranks Tumble

**hp** 66 (12 HD); DR 5(10)/Cold Iron (see text)**SR** 12(18) (see text)**Fort** +6, **Ref** +14, **Will** +8**Speed** 50 ft. (10 squares), base movement 50 ft.**Melee** scepter +13 (1d4 plus *Tasha's hideous laughter*) or**Melee** scepter +13 touch (*Tasha's hideous laughter*)**Base Atk** +6; **Grp** +6 **Atk Options** empathic feeding**Special Actions** Blind Fight, Combat Reflexes**Combat Gear****Abilities** Str 10, Dex 24, Con 14, Int 14, Wis 11, Cha 17**SQ****Feats** Blind Fight, Combat Reflexes, Dodge, Improved Initiative, Weapon Finesse.**Skills** Balance +14, Bluff +12, Diplomacy +17, Hide +19, Listen +10, Perform (Comedy) +14, Move Silently +19, Sense Motive +9, Spot +10, Tumble +20, Use Magic Device +17 **Possessions** combat gear plus Scepter**Empathic Feeding (Su)** A gray jester can drain joyous emotions from humanoid beings. The jester must be within 30 feet of a living humanoid who is experiencing laughter, joy, or similar emotions (this includes emotions evoked by magic, such as *Tasha's hideous laughter*).

In a single round, a gray jester can feed on a number of people equal to its Charisma bonus (three targets for a typical gray jester). Any target who fails her DC 19 Will save takes 1d4 points of Charisma drain. Those drained to 0 Charisma in this fashion might become bleak ones.

Gray jesters feed on emotions but are at their weakest just after feeding. For a number of rounds equal to the total points of Charisma drained, a gray jester's damage reduction falls to 5/cold iron and its spell resistance falls to 12.

**Tasha's hideous laughter (Sp)** At will, DC 19, caster level 5<sup>th</sup>. The gray jester must touch the subject, either by hand or with its scepter, to use this ability.

## BLEAK ONE – GREG

CR 5

Male Human Fighter 5

CN Medium Humanoid (human)

**Init** +2; **Senses** Listen +4, Spot +4**Languages** Common, Sylvan**AC** 22, touch 12, flat-footed 20

(+2 Dex, +7 armor, +2 shield, +1 natural)

**hp** 44 (5 HD);**Fort** +8, **Ref** +5, **Will** +3**Speed** 20ft. in armor (4 squares), base movement 30 ft.;**Melee** +1 *longsword* +9 (1d8+5/19-20)**Base Atk** +5; **Grp** +7 **Combat Gear****Abilities** Str 15, Dex 14, Con 14, Int 12, Wis 10, Cha -**Feats** Cleave, Combat Reflexes, Dodge, PowerAttack, Weapon Focus (*longsword*), WeaponSpecialization (*longsword*) **Skills** Climb +5, Tumble +1**Possessions** combat gear plus +1 *longsword*, *mithril half-plate*, *masterwork heavy steel shield*, *cloak of resistance* +2, *amulet of natural armor* +1

## 5: AN ASSASSIN FROM AHLISSA (OPTIONAL)

## ASSASSIN

CR 6

Male Human (Suel) Rogue 3/Hexblade\* 2/Assassin 1

\*Complete Warrior 5

NE Medium Humanoid

**Init** +1; **Senses** Listen +1, Spot +2**Languages** Common, Ancient Sueloise**AC** 16, touch 14, flat-footed 15

(+1 Dex, +5 armor); 5 ranks Tumble

**hp** 36 (6 HD)**Resistance** arcane resistance (+3 on saves vs. spells and spell-like effects), evasion**Fort** +2, **Ref** +6, **Will** +3**Speed** 30 ft. chain shirt (6 squares), base movement 30 ft.;**Melee** +1 *rapier* +7 (1d6+3/18-20)**Ranged** light crossbow +5 (1d8/19-20)**Base Atk** +4; **Grp** +6**Atk Options** sneak attack +3d6, death attack (DC 13)**Special Actions** hexblade curse (DC 16), poison use**Combat Gear** 2 *potions of invisibility***Assassin Spells Known** (CL 1st):1st (1/day)—*insightful feint*, *true strike***Abilities** Str 14, Dex 12, Con 12, Int 15, Wis 8, Cha 16**Feats** Ability Focus (hexblade's curse), Combat Expertise, Improved Feint, Power Attack.**Skills** Balance+3, Bluff +12, Diplomacy +16, Disguise +8, Escape Artist +6, Hide +10, Intimidate +14, Jump +4, Move Silently +10, Sense Motive +4, Tumble +9**Possessions** +1 *rapier*, dagger, light crossbow, 20 bolts, +1 *mithril chain shirt*, 2 *potions of invisibility*, *headband of intellect* +2, *gloves of dexterity* +2, Pictures, Map**Hexblade's Curse (Su):** Once per day, as a free action, a hexblade can unleash a curse upon a foe. The target must be visible to the hexblade and within 60 feet. The target of the hexblade's curse

takes a -2 penalty on attacks, saves, ability checks, skill checks, and weapon damage rolls for 1 hour thereafter. A successful Will save (DC 10 + ½ hexblade's class level + hexblade's Cha modifier) negates the effect.

Any effect that removes or dispels a curse eliminates the effect of a hexblade's curse.

**Arcane Resistance (Su):** At 2<sup>nd</sup> level, a hexblade gains a bonus equal to his Charisma bonus (minimum +1) on saving throws against spells and spell-like effects.

**Death Attack:** An assassin must study a target for 3 rounds and then attack with sneak attack damage within another 3 rounds in order to either add a paralysis or death effect (Assassin's choice). The victim must make a Fortitude Save (DC 10 + the Assassin's class level + the Assassin's Int modifier). The paralysis lasts for 1d6+1 per Assassin level rounds.

## 8: TRUTHS AND DECEPTIONS

### SOLDIER

CR 3

Male Human Bard 3

CN Medium Humanoid (human)

**Init** +6; **Senses** Listen +3, Spot +0

**Languages** Common, Undercommon

**AC** 17, touch 12, flat-footed 15  
(+2 Dex, +5 armor)

**hp** 17 (3 HD);

**Fort** +2, **Ref** +5, **Will** +2

**Speed** 30 ft. in chain shirt (6 square), base movement 30 ft.;

**Melee** short sword +3 (1d6+1/19-20)

**Ranged** +1 *shortbow* +5 (1d6/x3)

**Special Attacks** Point Blank Shot, Precise Shot

**Base Atk** +2; **Grp** +3 **Special Actions** bardic music 3/day, bardic knowledge

**Combat Gear** 2x *scroll of dimension door*

**Bard Spells Known** (CL 3rd):

1st (2/day)—*grease*, *inspirational boost*, *lesser confusion* (DC 13)

0 (3/day)—*detect magic*, *light*, *mage hand*, *message*, *open/close*, *prestidigitation*

**Abilities** Str 12, Dex 14, Con 13, Int 10, Wis 8, Cha 15

**Feats** Improved Initiative, Point Blank Shot, Precise Shot **Skills** Concentration +7, Diplomacy +10, Hide +8, Move Silently +8, Perform (Sing) +8, Sense Motive +5

**Possessions** combat gear plus shortsword, dagger, +1 *shortbow*, 20 arrows, +1 *mithril chain shirt*

### GRUNT – OLD OX

CR 3

Male Human Barbarian 1/Fighter 2

CN Medium Humanoid (human)

**Init** +2; **Senses** Listen +2, Spot +2

**Languages** Common, Undercommon

**AC** 17, touch 12, flat-footed 15  
(+2 Dex, +5 armor)

**hp** 26 (3 HD);

**Fort** +6, **Ref** +2, **Will** +1

**Speed** 40 ft. movement in chain shirt (8 squares), base movement 40 ft.;

**Melee** +1 *rapier* +6 (1d6+4/18-20)

**Ranged** light crossbow +5 (1d8/19-20)

**Base Atk** +3; **Grp** +5 **Atk Options** Power Attack, Rage 1/day (6 rounds);

**Combat Gear**

**Abilities** Str 15, Dex 14, Con 13, Int 12, Wis 10, Cha 8

**Feats** Combat Reflexes, Power Attack, Cleave, Dodge, Stealthy **Skills** Hide +7, Move Silently +7, Survival +1, Tumble +5

**Possessions** combat gear plus +1 *rapier*, dagger, light crossbow, 20 bolts, +1 *mithril chain shirt*

When Raging:

**AC** 15, touch 10, flat-footed 13  
(+2 Dex, +5 armor, -2 rage)

**hp** 32;

**Fort** +8, **Will** +3

**Melee** +1 *rapier* +8 (1d6+7/18-20)

**Grp** +7 **Abilities** Str 19, Con 17

### MEDIC – FATHER VICK

CR 3

Male Human Favored Soul\* 3

\**Complete Divine* 6

CN Medium Humanoid (human)

**Init** +1; **Senses** Listen +2, Spot +2

**Languages** Common, Undercommon

**AC** 15, touch 11, flat-footed 14  
(+1 Dex, +4 armor)

**hp** 21 (3 HD);

**Fort** +4, **Ref** +4 **Will** +5

**Speed** 30 ft. movement in studded leather (6 squares), base movement 30 ft.;

**Melee** +1 *club* +4 (1d6+1)

**Base Atk** +2; **Grp** +3

**Combat Gear**

**Favored Soul Spells Known** (CL 3rd):

1st (6/day)—*bless*, *cure light wounds*, *obscuring mist*, *shield of faith*

0 (6/day)—*create water*, *cure minor wounds*, *guidance*, *mending*, *resistance*

**Abilities** Str 10, Dex 13, Con 12, Int 8, Wis 15, Cha 14

**Feats** Augment Healing, Combat Casting, Stealthy Weapon Focus (club), **Skills** Concentration +5 (+9 when casting defensively), Heal +6 Hide +4, Move Silently +4 **Possessions** +1 *club*, +1 *studded leather*, holy symbol of Myrhiiss

### SNIPER – EAGLE EYED ERIN

CR 3

Female Human Warmage\* 3

\**Complete Arcane* 10

CN Medium Humanoid (human)

**Init** +1; **Senses** Listen +3, Spot +3

**Languages** Common, Draconic, Undercommon

**AC** 15, touch 11, flat-footed 14



(+1 Dex, +4 armor)  
**hp** 17 (3 HD);  
**Fort** +2, **Ref** +2, **Will** +3

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**Speed** 30 ft. movement in studded leather (6 squares), base movement 30 ft.;  
**Melee** dagger +0 (1d4/19-20) or  
**Melee** touch +0  
**Ranged** ranged touch +2  
**Special Attack** warmage edge (+2 damage)  
**Base Atk** +1; **Grp** +0  
**Combat Gear**  
**Warmage Spells Known** (CL 3rd):  
1st (6/day)— *burning hands* (DC 13), *chill touch* (DC 13), *fist of stone*, *floating disc*, *hail of stone*, *magic missile*, *lesser orb of acid*, *lesser orb of cold*, *lesser orb of electricity*, *lesser orb of fire*, *lesser orb of sound*, *shocking grasp*, *true strike*  
0 (6/day)—*acid splash*, *disrupt undead*, *light*, *ray of frost*  
**Abilities** Str 8, Dex 13, Con 12, Int 14, Wis 10, Cha 15  
**SQ** Warmage Edge (+2 damage)  
**Feats** Point Blank Shot, Precise Shot, Skill Focus (Climb)  
**Skills** Climb +3, Concentration +5, Hide +4, Move Silently +4  
**Possessions** dagger, +1 studded leather

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**Warmage Edge (Ex)** Whenever you cast a spell that deals hit point damage, you add your Int bonus (if any) to the amount of total damage dealt.  
**Armored Mage (Ex)** You may wear light armor and light shields with no chance of arcane spell failure.

**3: DRAINING JOY****ADVANCED GRAY JESTER****CR 5**\* *Heroes of Horror* 151

NE Medium Fey

**Init** +11; **Senses** Low-light vision; Listen +10 Spot +10**Languages** Common, Elven, Sylvan**AC** 19, touch 19, flat-footed 12

(+7 Dex, +2 deflection); Dodge, 5 ranks Balance, 5 ranks Tumble

**hp** 66 (12 HD); DR 5(10)/Cold Iron (see text)**SR** 12(18) (see text)**Fort** +6, **Ref** +14, **Will** +8**Speed** 50 ft. (10 squares), base movement 50 ft.**Melee** scepter +13 (1d4 plus *Tasha's hideous laughter*) or**Melee** scepter +13 touch (*Tasha's hideous laughter*)**Base Atk** +6; **Grp** +6 **Atk Options** empathic feeding**Special Actions** Blind Fight, Combat Reflexes**Combat Gear****Abilities** Str 10, Dex 24, Con 14, Int 14, Wis 11, Cha 17**SQ****Feats** Blind Fight, Combat Reflexes, Dodge, Improved Initiative, Weapon Finesse**Skills** Balance +14, Bluff +12, Diplomacy +17, Hide +19, Listen +10, Perform (Comedy) +14, Move Silently +19, Sense Motive +9, Spot +10, Tumble +20, Use Magic Device +17**Possessions** combat gear plus scepter**Empathic Feeding (Su)** A gray jester can drain joyous emotions from humanoid beings. The jester must be within 30 feet of a living humanoid who is experiencing laughter, joy, or similar emotions (this includes emotions evoked by magic, such as *Tasha's hideous laughter*).

In a single round, a gray jester can feed on a number of people equal to its Charisma bonus (three targets for a typical gray jester). Any target who fails her DC 19 Will save takes 1d4 points of Charisma drain. Those drained to 0 Charisma in this fashion might become bleak ones.

Gray jesters feed on emotions but are at their weakest just after feeding. For a number of rounds equal to the total points of Charisma drained, a gray jester's damage reduction falls to 5/cold iron and its spell resistance falls to 12.

**Tasha's hideous laughter (Sp)** At will, DC 19, caster level 5<sup>th</sup>. The gray jester must touch the subject, either by hand or with its scepter, to use this ability.**BLEAK ONE COMMANDER – FELIX CR 6**

Male Human Fighter 6

CN Medium Humanoid (Suel)

**Init** +6; **Senses** Listen +4, Spot +4**Languages** Common, Sylvan**AC** 18, touch 12, flat-footed 16

(+2 Dex, +5 armor, +1 natural)

**hp** 52 (6 HD);**Fort** +9, **Ref** +6, **Will** +4**Speed** 30 ft. in chain shirt (6 squares), base movement 30 ft.;**Melee** masterwork longsword +8/+3 (1d8+3/19-20)**Ranged** +1 longbow +10/+5 (1d8+3/x3) or**Ranged** +1 longbow +8/+8/+3 (1d8+3/x3)**Base Atk** +6; **Grp** +8 **Combat Gear****Abilities** Str 15, Dex 14, Con 14, Int 12, Wis 10, Cha -**Feats** Dodge, Improved Initiative, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow), Weapon Specialization (longbow)**Skills** Climb +7, Search +3, Tumble +6**Possessions** +1 longbow, masterwork longsword, +1 mithril chain shirt, cloak of resistance +2, amulet of natural armor +1**BLEAK ONE – GREG & ABLE****CR 5**

Male Human Fighter 5

CN Medium Humanoid (human)

**Init** +2; **Senses** Listen +4, Spot +4**Languages** Common, Sylvan**AC** 22, touch 12, flat-footed 20

(+2 Dex, +7 armor, +2 shield, +1 natural); Dodge

**hp** 44 (5 HD);**Fort** +8, **Ref** +5, **Will** +3**Speed** 20ft. in armor (4 squares), base movement 30 ft.;**Melee** +1 longsword +9 (1d8+5/19-20)**Special Attacks** Cleave, Power Attack**Base Atk** +5; **Grp** +7 **Combat Gear****Abilities** Str 15, Dex 14, Con 14, Int 12, Wis 10, Cha -**Feats** Cleave, Combat Reflexes, Dodge, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword)**Skills** Climb +5, Tumble +0**Possessions** +1 longsword, mithril half-plate, masterwork heavy steel shield, cloak of resistance +2, amulet of natural armor +1**5: AN ASSASSIN FROM AHLISSA (OPTIONAL)****ASSASSIN****CR 8**

Male Human (Suel) Rogue 3/Hexblade\* 2/Assassin 3

\**Complete Warrior* 5

NE Medium Humanoid (human)

**Init** +1; **Senses** Listen +1, Spot +2**Languages** Common, Ancient Sueloise**AC** 16, touch 11, flat-footed 15

(+1 Dex, +5 armor); Uncanny Dodge, 5 ranks Tumble

**hp** 46 (8 HD)**Resistance** arcane resistance (+3 on saves against spells and spell-like effects), evasion**Fort** +3 (+4 against poison), **Ref** +7, **Will** +4

**Speed** 30 ft. in chain shirt (6 squares), base movement 30 ft.;

**Melee** +1 rapier +9/+4 (1d6+4/18-20)

**Ranged** +7 light crossbow (1d8/19-20)

**Base Atk** +6; **Grp** +8

**Atk Options** sneak attack +4d6, death attack (DC 15)

**Special Actions** hexblade curse (DC 16), poison use

**Combat Gear** 2 *potions of invisibility*

**Assassin Spells Known** (CL 3rd):

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

1rd (3/day)—*feather fall, insightful feint, true strike*

**Abilities** Str 14, Dex 13, Con 12, Int 15, Wis 8, Cha 16

**Feats** Ability Focus (hexblade's curse), Combat Expertise, Improved Feint, Power Attack.

**Skills** Balance+3, Bluff +14, Diplomacy +18, Disguise +8, Escape Artist +6, Hide +12, Intimidate +16, Jump +4, Move Silently +12, Sense Motive +4, Tumble +11

**Possessions** combat gear plus +1 rapier, dagger, light crossbow, 20 bolts, +1 mithril chain shirt, headband of intellect +2, gloves of dexterity +2, Pictures, Map

**Hexblade's Curse (Su):** Once per day, as a free action, a hexblade can unleash a curse upon a foe. The target must be visible to the hexblade and within 60 feet. The target of the hexblade's curse takes a -2 penalty on attacks, saves, ability checks, skill checks, and weapon damage rolls for 1 hour thereafter. A successful Will save (DC 10 + ½ hexblade's class level + hexblade's Cha modifier) negates the effect.

Any effect that removes or dispels a curse eliminates the effect of a hexblade's curse.

**Arcane Resistance (Su):** At 2<sup>nd</sup> level, a hexblade gains a bonus equal to his Charisma bonus (minimum +1) on saving throws against spells and spell-like effects.

**Death Attack:** An assassin must study a target for 3 rounds and then attack with sneak attack damage within another 3 rounds in order to either add a paralysis or death effect (Assassin's choice). The victim must make a Fortitude Save (DC 10 + the Assassin's class level + the Assassin's Int modifier). The paralysis lasts for 1d6+1 per Assassin level rounds.

## 8: TRUTHS AND DECEPTIONS

### SOLDIER

CR 5

Male Human Bard 5  
CN Medium Humanoid (human)  
**Init** +6; **Senses** Listen +5, Spot +2  
**Languages** Common

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**AC** 17, touch 12, flat-footed 15  
(+2 Dex, +5 armor)

**hp** 27 (5 HD);

**Fort** +2, **Ref** +6, **Will** +3

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**Speed** 30 ft. movement in chain shirt (6 squares), base movement 30 ft.;

**Melee** short sword +4 (1d6+1/19-20)

**Ranged** +1 shock shortbow +6 (1d6+1d6 electricity/x3)

**Base Atk** +3; **Grp** +4 **Special Actions** bardic music 5/day, bardic knowledge

**Combat Gear** 2x scroll of dimension door

**Bard Spells Known** (CL 5th):

2nd (2/day)—*cat's grace, silence* (DC 17)

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

0 (3/day)—*detect magic, light, mage hand, message, open/close, prestidigitation*

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**Abilities** Str 12, Dex 14, Con 13, Int 10, Wis 8, Cha 20

**Feats** Improved Initiative, Point Blank Shot, Precise Shot

**Skills** Concentration +9, Diplomacy +13, Hide +10, Move Silently +10, Perform (Sing) +13, Sense Motive +7

**Possessions** combat gear plus +1 shock shortbow, +1 mithril chain shirt, cloak of charisma +4

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### GRUNT – OLD OX

CR 5

Male Human Barbarian 1/Fighter 4  
CN Medium Humanoid (human)  
**Init** +2; **Senses** Listen +3, Spot +3  
**Languages** Common, Undercommon

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**AC** 17, touch 12, flat-footed 15  
(+2 Dex, +5 armor)

**hp** 40 (5 HD);

**Fort** +7, **Ref** +3, **Will** +1

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**Speed** 40 ft. movement in chain shirt (8 squares), base movement 40 ft.;

**Melee** +1 rapier +10 (1d6+4/18-20)

**Ranged** +7 light crossbow (1d8/19-20)

**Base Atk** +5; **Grp** +8 **Atk Options** Power Attack, rage 1/day (6 rounds).

#### Combat Gear

**Abilities** Str 16, Dex 14, Con 13, Int 12, Wis 10, Cha 8

**Feats** Cleave, Combat Reflexes, Dodge, Power Attack, Stealthy, Weapon Focus (rapier)

**Skills** Hide +8, Move Silently +8, Survival +1, Tumble +5

**Possessions** combat gear plus +1 rapier, dagger, light crossbow, 20 bolts, +1 mithril chain shirt

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When Raging:

**AC** 15, touch 10, flat-footed 13  
(+2 Dex, +5 armor, -2 rage)

**hp** 50;

**Fort** +10, **Will** +5

**Melee** +1 rapier +12 (1d6+6/18-20)

**Grp** +10 **Abilities** Str 20, Con 17

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### MEDIC – FATHER VICK

CR 5

Male Human Favored Soul\* 5  
\*Complete Divine 6  
CN Medium Humanoid (human)  
**Init** +2; **Senses** Listen +2, Spot +2

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**Languages** Common

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**AC** 17, touch 12, flat-footed 15  
(+2 Dex, +5 armor)

**hp** 33 (5 HD); **DR** 10 Fire

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

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**Speed** 30 ft. movement in studded leather (6 squares), base movement 30 ft.;

**Melee** +1 *club* +5 (1d6+1)

**Base Atk** +2; **Grp** +2

**Combat Gear** *wand of cure light wounds*

**Favored Soul Spells Known** (CL 5th):

2nd (5/day)—*close wounds, cure moderate wounds, silence* (DC 14)

1st (7/day)—*bless, blessed aim, cure light wounds, obscuring mist, shield of faith*

0 (6/day)—*create water, cure minor wounds, detect magic, guidance, mending, resistance*

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**Abilities** Str 10, Dex 14, Con 12, Int 8, Wis 15, Cha 14

**Feats** Augment Healing, Combat Casting, Stealthy Weapon Focus (*club*) **Skills** Concentration +5 (+9 when casting defensively), Heal +6, Hide +6, Move Silently +6

**Possessions** combat gear plus +1 *club*, +2 *studded leather*, holy symbol of Myrthiss

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## SNIPER – EAGLE EYED ERIN CR 5

Female Human Warmage\* 5

\**Complete Arcane* 10

CN Medium Humanoid (human)

**Init** +2; **Senses** Listen +4, Spot +4

**Languages** Common, Draconic, Undercommon

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**AC** 17, touch 12, flat-footed 15  
(+2 Dex, +5 armor)

**hp** 27 (5 HD);

**Fort** +4, **Ref** +5, **Will** +6

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**Speed** 30 ft. movement in studded leather (6 squares), Base movement 30 ft.;

**Melee** dagger +1 (1d4/19-20) or

**Melee** touch +1

**Ranged** ranged touch +4

**Base Atk** +2; **Grp** +1

**Combat Gear**

**Special Actions** Warmage Edge (+2 damage)

**Warmage Spells Known** (CL 5th):

2nd (5/day)—*blades of fire, continual flame, fire trap* (DC 14), *fireburst* (DC 14), *flaming sphere* (DC 14), *ice knife* (+4 Ranged, DC 14), *melf's acid arrow, pyrotechnics* (DC 14), *scorching ray, shatter, whirling blade*

1st (7/day)—*burning hands* (DC 13), *chill touch* (DC 13), *fist of stone, floating disc, hail of stone, magic missile, lesser orb of acid, lesser orb of cold, lesser orb of electricity, lesser orb of fire, lesser orb of sound, shocking grasp, true strike*  
0 (6/day)—*acid splash, disrupt undead, light, ray of frost*

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**Abilities** Str 8, Dex 14, Con 12, Int 14, Wis 10, Cha 15 **SQ**

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**Feats** Point Blank Shot, Precise Shot, Skill Focus

(climb) **Skills** Climb +4, Concentration +5, Hide +6, Move Silently +6

**Possessions** dagger, +2 *studded leather, cloak of resistance* +2

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**Armored Mage (Ex)** You may wear light armor and light shields with no chance of arcane spell failure.

**Warmage Edge (Ex)** Whenever you cast a spell that deals hit point damage, you add your Int bonus (if any) to the amount of total damage dealt.

### 3: DRAINING JOY

SPELLWARPED\* ADVANCED GRAY JESTER\*\* CR 7

\* MM III 162

\*\* *Heroes of Horror* 151

NE Medium Aberration

**Init** +12; **Senses** Low-light vision; Listen +10, Spot +10

**Languages** Common, Elven, Sylvan

**AC** 22, touch 20, flat-footed 14

(+8 Dex, +2 deflection, +2 natural); Dodge, 5 ranks Balance, 5 ranks Tumble

**hp** 90 (12 HD); DR 10/Cold Iron

**SR** 23

**Fort** +8, **Ref** +15, **Will** +8

**Speed** 50 ft. (10 squares), base movement 50 ft.

**Melee** scepter +14 (1d4+2 plus *Tasha's hideous laughter*) or

**Melee** scepter +14 touch (*Tasha's hideous laughter*)

**Base Atk** +6; **Grp** +8 **Atk Options** empathic feeding

**Special Actions** Blind Fight, Combat Reflexes

**Combat Gear**

**Abilities** Str 14, Dex 26, Con 18, Int 18, Wis 11, Cha 17

**SQ**

**Feats** Blind Fight, Combat Reflexes, Dodge, Improved Initiative, Weapon Finesse

**Skills** Balance +15, Bluff +12, Diplomacy +17, Hide +20, Listen +10, Perform (Comedy) +14, Move Silently +20, Sense Motive +9, Spot +10, Tumble +21, Use Magic Device +17 **Possessions** combat gear plus scepter

**Empathic Feeding (Su)** A gray jester can drain joyous emotions from humanoid beings. The jester must be within 30 feet of a living humanoid who is experiencing laughter, joy, or similar emotions (this includes emotions evoked by magic, such as *Tasha's hideous laughter*).

In a single round, a gray jester can feed on a number of people equal to its Charisma bonus (three targets for a typical gray jester). Any target who fails her DC 19 Will save takes 1d4 points of Charisma drain. Those drained to 0 Charisma in this fashion might become bleak ones.

Gray jesters feed on emotions but are at their weakest just after feeding. For a number of rounds equal to the total points of Charisma drained, a gray jester's damage reduction falls to 5/cold iron and its spell resistance falls to 12.

**Tasha's hideous laughter (Sp)** At will, DC 19, caster level 5<sup>th</sup>. The gray jester must touch the subject, either by hand or with its scepter, to use this ability.

**Spell Absorption (Su)** Whenever a spell fails to penetrate a spellwarped creature's spell resistance, the creature gains one of the following benefits, chosen at the time that the spell resolves.

**Might:** The spellwarped creature gains a +4 enhancement bonus to Strength for 1 minute.

**Agility:** The spellwarped creature gains a +4 enhancement bonus to Dexterity for 1 minute.

**Endurance:** The spellwarped creature gains a +4 enhancement bonus to Constitution for 1 minute.

**Life:** The spellwarped creature gains temporary hit points equal to 5 x the level of the failed spell.

**Speed:** The spellwarped creature's base speed increases by a number of feet equal to 5 x the level of the failed spell.

**Resistance:** The spellwarped creature gains resistance 10 to one energy type (acid, cold, electricity, fire, or sonic).

### FIENDISH BLEAK ONE

CR 7

Male Human Fighter 6

NE Medium Humanoid (augmented human, extraplanar)

**Init** +6; **Senses** Darkvision 60 ft.; Listen +0, Spot +4

**Languages** Common, Sylvan, Infernal

**AC** 22, touch 12, flat-footed 20

(+2 Dex, +9 armor, +1 natural); Dodge

**hp** 52 (6 HD); **DR** 5/magic

**SR** 11

**Resistance** Cold 5; Fire 5

**Fort** +9, **Ref** +6, **Will** +4

**Speed** 20 ft. in armor (4 squares), base movement 30 ft.;

**Melee** +2 *longsword* +12/+7 (1d8+7/19-20)

**Base Atk** +6; **Grp** +8 **Attack Options** Combat Reflexes, Great Cleave, Power Attack

**Special Actions** smite good 1/day (+0 to hit, +6 damage versus good foe)

**Combat Gear**

**Abilities** Str 15, Dex 14, Con 14, Int 12, Wis 10, Cha -

**Feats** Cleave, Combat Reflexes, Dodge, Great Cleave, Improved Initiative, Power Attack, Weapon Focus (*longsword*), Weapon Specialization (*longsword*) **Skills** Climb +7, Intimidate +8, Tumble +2

**Possessions** +2 *longsword*, +2 *mithril half-plate*, *cloak of resistance* +2, *amulet of natural armor* +1

### 5: AN ASSASSIN FROM AHLISSA (OPTIONAL)

ASSASSIN

CR 10

Male Human (Suel) Rogue 3/Hexblade\* 2/Assassin 5

\**Complete Warrior* 5

NE Medium Humanoid (human)

**Init** +5; **Senses** Listen +1, Spot +2

**Languages** Common, Ancient Sueloise

**AC** 16, touch 11, flat-footed 15

(+1 Dex, +5 armor); Improved Uncanny Dodge, 5 ranks Tumble

**hp** 56 (10 HD)

**Resistance** arcane resistance (+3 on saves vs. Spells and spell-like effects), evasion

**Fort** +3 (+5 against poison), **Ref** +8, **Will** +4

**Speed** 30 ft. in chain shirt (6 squares), base movement 30 ft.;

**Melee** +3 *keen icy burst rapier* +12/+7 (1d6 +5 plus 1d6 cold/15-20 plus 1d10 cold)

**Ranged** +8 light crossbow (1d8/19-20)

**Base Atk** +7; **Grp** +9

**Atk Options** sneak attack +5d6, death attack (DC 17)

**Special Actions** hexblade curse (DC 16), poison use

**Combat Gear** 2 *potions of invisibility*

**Assassin Spells Known** (CL 5th):

3rd (1/day)—*false life, find the gap*

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

1st (4/day)—*feather fall, insightful feint, obscuring mist, true strike*

**Abilities** Str 14, Dex 13, Con 12, Int 15, Wis 8, Cha 16

**Feats** Ability Focus (hexblade's curse), Combat Expertise, Improved Feint, Improved Initiative, Power Attack

**Skills** Balance+3, Bluff +16, Diplomacy +20, Disguise +8, Escape Artist +6, Hide +14, Intimidate +18, Jump +4, Move Silently +14, Sense Motive +4, Tumble +13

**Possessions** combat gear plus +3 *keen icy burst rapier*, dagger, light crossbow, 20 bolts, +1 *mithril chain shirt*, *headband of intellect* +2, *gloves of dexterity* +2, pictures, map

**Hexblade's Curse (Su):** Once per day, as a free action, a hexblade can unleash a curse upon a foe. The target must be visible to the hexblade and within 60 feet. The target of the hexblade's curse takes a -2 penalty on attacks, saves, ability checks, skill checks, and weapon damage rolls for 1 hour thereafter. A successful Will save (DC 10 + ½ hexblade's class level + hexblade's Cha modifier) negates the effect.

Any effect that removes or dispels a curse eliminates the effect of a hexblade's curse.

**Arcane Resistance (Su):** At 2<sup>nd</sup> level, a hexblade gains a bonus equal to his Charisma bonus (minimum +1) on saving throws against spells and spell-like effects.

**Death Attack:** An assassin must study a target for 3 rounds and then attack with sneak attack damage within another 3 rounds in order to either add a paralysis or death effect (Assassin's choice). The victim must make a Fortitude Save (DC 10 + the Assassin's class level + the Assassin's Int modifier). The paralysis lasts for 1d6+1 per Assassin level rounds.

## 8: TRUTHS AND DECEPTIONS

### SOLDIER

CR 7

Male Human Bard 5/Marshal 2\*

\**Minature's Handbook* 11

CN Medium Humanoid (human)

**Init** +6; **Senses** Listen +7, Spot +3

**Aura** marshal auras 60 ft. (major and minor)

**Languages** Common

**AC** 17, touch 12, flat-footed 15 (+2 Dex, +5 armor)

**HP** 39 (7 HD); **DR** 1/- (if conscious)

**Fort** +5, **Ref** +6 (+11 if conscious), **Will** +6

**Speed** 30 ft. movement in chain shirt (6 squares), base movement 30 ft.;

**Melee** short sword +5 (1d6+1/19-20)

**Ranged** +1 *shocking burst shortbow* +7 (1d6+1d6 electricity/x3 plus 2d10 electricity)

**Base Atk** +4; **Grp** +5 **Special Actions** bardic Music, bardic knowledge,

**Combat Gear** 2x *scroll of dimension door*

**Bard Spells Known** (CL 5th):

2nd (2/day)—*cat's grace, silence* (DC 17)

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

0 (3/day)—*detect magic, light, mage hand, message, open/close, prestidigitation*

**Abilities** Str 12, Dex 14, Con 13, Int 10, Wis 8, Cha 20

**Feats** Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Skill Focus (diplomacy)  
**Skills** Concentration +9, Diplomacy +18, Hide +10, Move Silently +10, Perform (Sing) +15, Sense Motive +9

**Possessions** combat gear plus +1 *shocking burst shortbow*, dagger, short sword, +1 *mithril chain shirt*, *cloak of charisma* +4, insignia

**Minor Aura (Ex) Watchful Eye:** Each ally gets a bonus equal to the Marshal's Charisma score (if any) to their reflex save.

**Major Aura (Ex) Hardy Soldiers:** Each ally gets DR 1/-.

### GRUNT – OLD OX

CR 7

Male Human Barbarian 1/Fighter 6

CN Medium Humanoid (human)

**Init** +6; **Senses** Listen +4, Spot +4

**Languages** Common, Undercommon

**AC** 19, touch 13, flat-footed 17 (+2 Dex, +6 armor, +1 Deflection)

**hp** 54 (7 HD); **DR** 1/- (if Soldier is conscious)

**Fort** +9, **Ref** +5 (+10 if Soldier is conscious), **Will** +3

**Speed** 40 ft. movement in chain shirt (8 squares), base movement 40 ft.;

**Melee** +2 *rapier* +13/+8 (1d6+7/18-20)

**Ranged** light crossbow +9 (1d8/19-20)

**Base Atk** +7; **Grp** +10 **Atk Options** Power Attack, rage 1/day (6 rounds);

**Combat Gear**

**Abilities** Str 16, Dex 14, Con 13, Int 12, Wis 10, Cha 8

**Feats** Cleave, Combat Reflexes, Dodge, Improved Initiative, Power Attack, Stealthy, Weapon Focus (rapier), Weapon Specialization (rapier)  
**Skills** Hide +9, Move Silently +9, Survival +1, Tumble +5

**Possessions** combat gear plus +2 *rapier*, dagger, light crossbow, 20 bolts, +2 *mithril chain shirt*, *ring of protection* +1, *cloak of resistance* +1, insignia

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When Raging:

**AC** 17, touch 11, flat-footed 15

(+2 Dex, +6 armor, +1 deflection, -2 rage)

**HP** 68;

**Fort** +11, **Will** +5

**Melee** +2 rapier +15 (1d6 + 8 18-20)

**Grp** +12 **Abilities** Str 20, Con 17

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## MEDIC – FATHER VICK

CR 7

Male Human Favored Soul\* 7

\*Complete Divine 6

CN Medium Humanoid (human)

**Init** +6; **Senses** Listen +2, Spot +2

**Languages** Common

---

**AC** 17, touch 12, flat-footed 15

(+2 Dex, +5 armor)

**hp** 45 (7 HD); **DR** 1/- (if Soldier is conscious)

**Resistance** 10 fire

**Fort** +6, **Ref** +7 (+12 if Soldier is conscious), **Will** +7

---

**Speed** 30 ft. in studded leather (6 squares), base movement 30 ft.;

**Melee** +2 club +8 (1d6+2)

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

**Combat Gear** wand of cure moderate wounds

**Favored Soul Spells Known** (CL 7th):

3rd (4/day)—cure serious wounds, insignia of healing, summon monster III

2nd (7/day)—close wounds, cure moderate wounds, lesser energized shield, silence (DC 14)

1st (7/day)—bless, blessed aim, cure light wounds, divine favor, obscuring mist, shield of faith

0 (6/day)—create water, cure minor wounds, detect magic, guidance, light, mending, resistance

---

**Abilities** Str 10, Dex 14, Con 12, Int 8, Wis 15, Cha 14

**Feats** Augment Healing, Combat Casting, Improved Initiative, Stealthy Weapon Focus (club)**Skills** Concentration +5 (+9 when casting defensively), Heal +6 Hide +7, Move Silently +7

**Possessions** combat gear plus +2 club, +2 studded leather, holy symbol of Myrhis, insignia

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## SNIPER – EAGLE EYED ERIN

CR 7

Female Human Warmage\* 7

\*Complete Arcane 10

CN Medium Humanoid (human)

**Init** +2; **Senses** Listen +0, Spot +0

**Languages** Common, Draconic, Undercommon

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**AC** 17, touch 12, flat-footed 15

(+2 Dex, +5 armor)

**hp** 37 (7 HD); **DR** 1/- (if Soldier is conscious)

**Fort** +5, **Ref** +6 (+11 if Soldier is conscious), **Will** +7

---

**Speed** Base movement 30 ft.;

**Melee** dagger +2 (1d4/19-20) or

**Melee** touch +2

**Ranged** ranged touch +5

**Base Atk** +3; **Grp** +2

**Combat Gear**

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## Warmage Spells Known (CL 7th):

3rd (5/day)—fire shield, fireball (DC 16), flame arrow, gust of wind (DC 16), ice storm, lightning bolt (DC 16), poison, ring of blades, sleet storm, stinking cloud (DC 16)

2nd (7/day)—blades of fire, continual flame, fire trap (DC 15), fireburst (DC 15), flaming sphere (DC 15), ice knife (+4 Ranged, DC 15), melf's acid arrow, pyrotechnics (DC 15), scorching ray, shatter, whirling blade

1st (7/day)—burning hands (DC 14), chill touch (DC 14), fist of stone, floating disc, hail of stone, magic missile, lesser orb of acid, lesser orb of cold, lesser orb of electricity, lesser orb of fire, lesser orb of sound, shocking grasp, true strike

0 (6/day)—acid splash, disrupt undead, light, ray of frost

**Abilities** Str 8, Dex 14, Con 12, Int 14, Wis 10, Cha 17**SQ** Warmage Edge (+4 damage)

**Feats** Extra Edge, Point Blank Shot, Precise Shot, Skill Focus (climb), Sudden Empower**Skills** Climb +5, Concentration +5, Hide +7, Move Silently +7

**Possessions** dagger, +2 studded leather, vest of resistance +2, cloak of charisma +2, insignia

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**Armored Mage (Ex)** You may wear light armor and light shields with no chance of arcane spell failure.

**Warmage Edge (Ex)** Whenever you cast a spell that deals hit point damage, you add your Int bonus (if any) to the amount of total damage dealt.



## APPENDIX 2: NEW RULES ITEMS

### FEATS

#### Augment Healing

**Benefit:** Add +2 points per spell level to the amount of damage healed by any Conjunction [Healing] spell that you cast.

**Source:** *Complete Divine* 79.

#### Extra Edge

Your ability to deal spell damage is particularly striking.

**Benefit:** You gain a +1 bonus on your warmage edge, plus an additional +1 bonus per four warmage levels.

**Source:** *Complete Arcane* 79.

#### Sudden Empower

You can cast a spell to greater effect without special preparation.

**Benefit:** Once per day, you can apply the effect of the Empower Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time.

**Source:** *Complete Arcane* 83

### MUNDANE EQUIPMENT

#### Dehydrated Food

Food that is alchemically dried.

**Benefit:** This food weighs half as much as trail rations, but the character must drink twice as much water.

**Source:** *Arms and Equipment Guide* 33.

#### Signal Torch

A normal torch treated with alchemical substance to make the fire change color.

**Benefit:** The torches come in a variety of colors including green, blue, and yellow.

**Source:** *Arms and Equipment Guide* 35.

### MAGIC ITEMS

#### Blast Disk

**Price (Item Level):** 900 gp (4<sup>th</sup>)

**Body Slot:** – (held)

**Caster Level:** 5<sup>th</sup>

**Aura:** Faint; (DC 17) evocation

**Activation:** Standard (manipulation)

**Weight:** 1 lb.

A *blast disk* can be set to explode through proximity or on a timer. In either case, when the disk activates it explodes, destroying the *blast disk* and dealing 5d6 points of fire damage to all creatures and objects within 10 feet (Reflex DC 14 half).

If set to explode through proximity, a *blast disk* must be set down in a square on the battlefield. The

next creature of Small or larger size to enter that square (either on the ground or airborne within 5 feet) sets off the *blast disk*. That creature receives a –2 penalty on the save against the blast.

A *blast disk* can also be set to automatically explode up to 10 rounds after placement.

A character who has trapfinding can find (Search DC 28) and disable (Disable Device DC 28) a *blast disk*.

**Prerequisites:** Craft Wondrous Item, *fireball*.

**Cost to Create:** 450 gp, 36 XP, 1 day

**Source:** *Magic Item Compendium* 152.

#### Camouflage Paint

**Price (Item Level):** 1,500 gp (5<sup>th</sup>)

**Body Slot:** – (held)

**Caster Level:** 3<sup>rd</sup>

**Aura:** Faint; (DC 16) transmutation

**Activation:** Standard (manipulation)

**Weight:** ½ lb.

As a standard action, the user of *camouflage paint* can spread a glob of the substance across her face. Once applied, *camouflage paint* changes the color of the user's skin, clothing, and gear to that of her surroundings. This effect provides a +5 circumstance bonus on Hide checks, but only when the user is stationary. An application of *camouflage paint* lasts for 2 hours. Each 3-inch-diameter, 2-inch-deep jar of *camouflage paint* has enough material for five applications.

**Prerequisites:** Craft Wondrous Item, *disguise self*.

**Cost to create:** 750 gp, 60 XP, 2 days.

**Source:** *Magic Item Compendium* 153.

#### Portable Foxhole

**Price (Item Level):** 5,000 gp (9<sup>th</sup>)

**Body Slot:** – (held)

**Caster Level:** 11<sup>th</sup>

**Aura:** Moderate; (DC 20) transmutation

**Activation:** Standard (command)

**Weight:** –

When placed on a flat surface, a *portable foxhole* creates a shallow extradimensional pit 5 feet square and 3 feet deep. A foxhole provides cover against ranged attacks. Any items or creatures in a *portable foxhole* when it is picked up (another standard action) are dumped out unharmed in the space the foxhole occupied.

**Prerequisites:** Craft Wondrous Item, *move earth*.

**Cost to Create:** 2,500 gp, 200 XP, 5 days.

**Source:** *Magic Item Compendium* 169.

### MONSTER

#### Bleak One

Anyone who is of equal HD or less than the Gray Jester after being drained of their Charisma becomes a Bleak One. While not being mindless, that person will follow

the orders of the Gray Jester to the exclusion of everything else. That person also loses all abilities tied with alignment and abilities tied with Charisma, but retain all other abilities.

**Source:** *Heroes of Horror* 151.

## SPELLS

### Blessed Aim

Divination

**Level:** Blackguard 1, cleric 1, paladin 1

**Component:** V, S

**Casting Time:** 1 standard action

**Range:** 50 ft.

**Effect:** 50-ft.-radius spread centered on you

**Duration:** 1 minute/level

**Saving Throw:** Will negate (harmless)

**Spell Resistance:** No

This spell grants your allies within the spread a +2 morale bonus on ranged attack rolls.

**Source:** *Spell Compendium* 31.

### Close Wounds

Conjuration (Healing)

**Level:** Cleric 2

**Components:** V

**Casting Time:** 1 immediate action

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

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** Will half (harmless); see text

**Spell Resistance:** Yes (harmless)

This spell cures 1d4 points of damage +1 point per cast level (maximum +5).

If you cast this spell immediately after the subject takes damage, it effectively prevents the damage. It would keep alive someone who had just dropped to –10 hit points, for example leaving the character at negative hit points but stable.

Used against an undead creature, *close wounds* deals damage instead of curing the creature (which takes half damage if it makes a Will saving throw).

**Source:** *Spell Compendium* 48.

### Energized Shield, lesser

Abjuration [see text]

**Level:** Cleric 2, paladin 1

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Shield touched

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** No

When this spell is cast, the shield touched appears to be made entirely out of one type of energy (fire, cold,

electricity, acid, or sonic). Whoever bears the shield gains resistance 5 against the chosen energy type. Additionally, if the wielder successfully hits someone with the shield with a shield bash attack, the victim takes 1d6 points of the appropriate energy damage in addition to the normal shield bash damage. The energy type must be chosen when the spell is cast and cannot be changed during the duration of the spell. The energy resistance overlaps (and does not stack) with *resist elements*. A given shield cannot be the subject of more than one *lesser energy shield* or *energized shield* spell at the same time.

The descriptor of this spell is the same as the energy type you choose when you cast it.

**Source:** *Spell Compendium* 79.

### Field of Icy Razors

Evocation [Cold]

**Level:** Sorcerer/wizard 8

**Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. +10 ft./level)

**Targets:** One creature/level, no two of which are more than 60 ft. apart

**Duration:** Instantaneous plus 1 round/level; see text.

**Saving Throw:** Reflex partial

**Spell Resistance:** Yes

Razor-sharp ice crystals surround the targets. Each target takes 1d6 points of damage per caster level (maximum 20d6); half of this damage is cold damage, and half is slashing. In addition, each target's speed is reduced by 20 feet for 1 round per caster level. Creatures that succeed on Reflex saving throws take half damage and their movement is unaffected.

**Focus:** A silver shuriken worth 50 gp that looks like a snowflake.

**Source:** *Spell Compendium* 90.

### Find the Gap

Divination

**Level:** Assassin 3, paladin 3, ranger 3

**Components:** V

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 round/level

You gain the ability to perceive weak points in your opponent's armor. Your first melee or ranged attack each round is resolved as a touch attack disregarding the subject's armor, shield, and natural armor bonuses (including any enhancement bonuses) to Armor Class. Other AC bonuses, such as dodge bonuses, deflection bonuses, and luck bonuses, still apply.

**Source:** *Spell Compendium* 91

### Insightful Feint

Divination

**Level:** Assassin 1, sorcerer/wizard 1

**Components:** V

**Casting Time:** 1 swift action

**Range:** Personal

**Target:** You

**Duration:** 1 round

You gain a +10 insight bonus on the next single Bluff check that you make to feint in combat (if it is made before the start of your next turn). You can make the feint as a move action, or once as a free action if you have the Improved Feint feat.

**Source:** *Spell Compendium* 124.

### **Insignia of Healing**

Conjuration (Healing)

**Level:** Bard 3, cleric 3

**Components:** V, S, F

**Casting Time:** 1 standard action

**Duration:** Instantaneous

**Saving Throw:** Will half (harmless); see text.

**Spell Resistance:** Yes (harmless); see text

This spell works just like *insignia of alarm* except the insignia wearers are instead healed by positive energy. The spell cures 1d8 points of damage +1 point per caster level (maximum +10) to all wearers of the insignia.

Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. Any undead creature can apply spell resistance and attempt a Will save to take half damage.

**Focus:** A specially prepared insignia (10 gp).

**Source:** *Races of Destiny* 166

### **Inspirational Boost**

Enchantment (Compulsion) [Mind-Affecting, Sonic]

**Level:** Bard 1

**Components:** V, S

**Casting Time:** 1 swift action

**Range:** Personal

**Target:** You

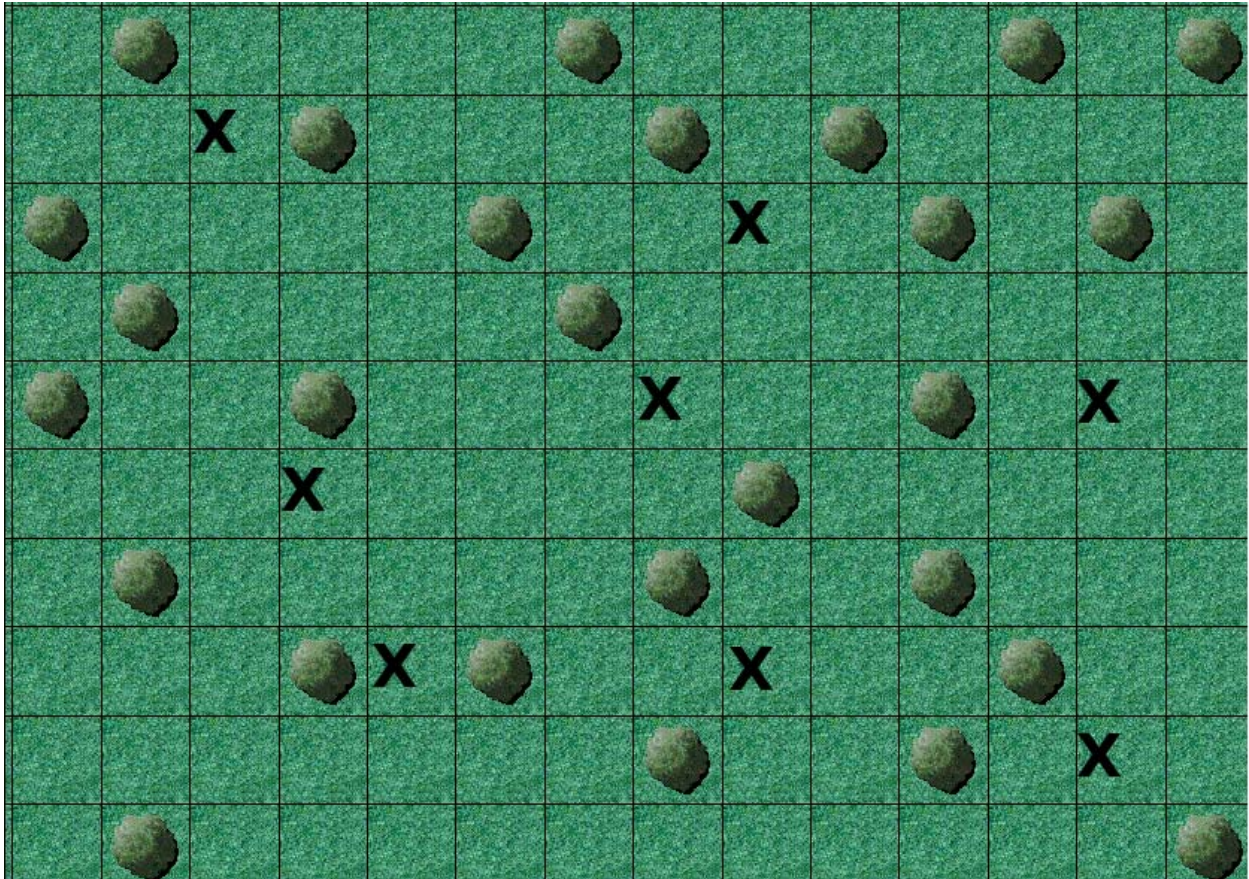
**Duration:** 1 round or special; see text.

While this spell is in effect, the moral bonus granted by your inspire courage bardic music increases by 1.

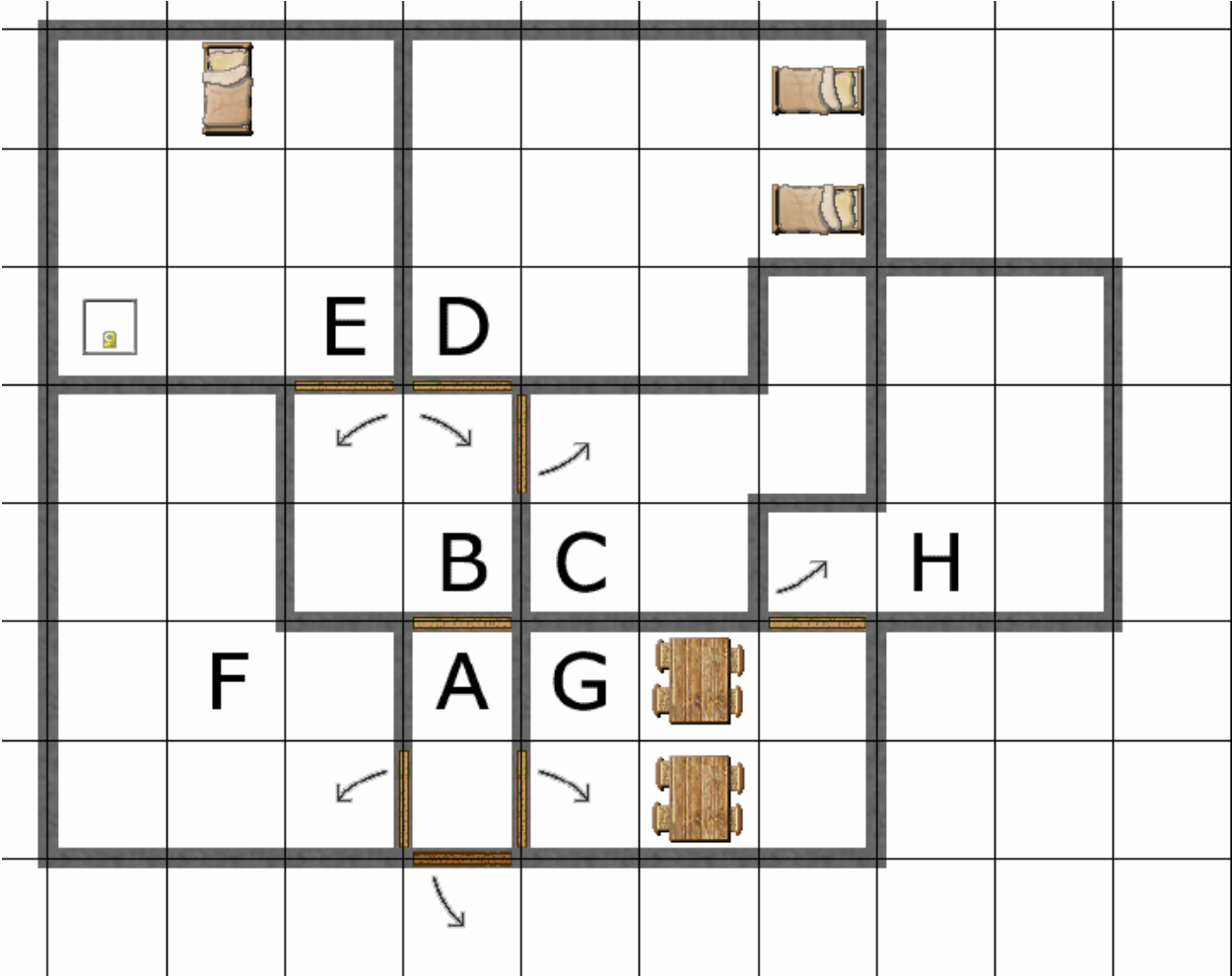
The effect lasts until your inspire courage effect ends. If you don't begin to use your inspire courage ability before the beginning of your next turn, the spell's effect ends.

**Source:** *Spell Compendium* 124

### ENCOUNTER 5:

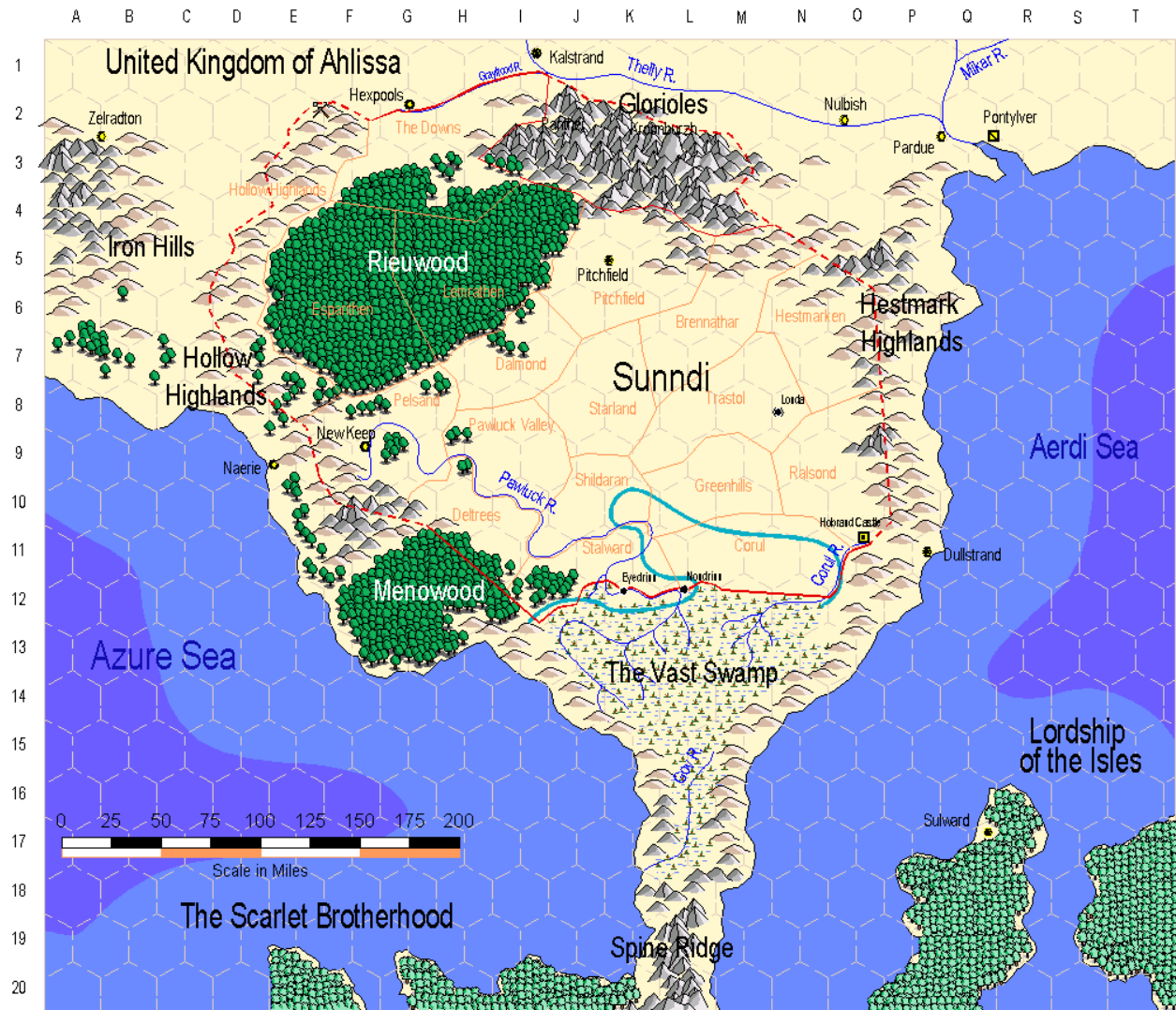


ENCOUNTER 6:





# PLAYER'S HANDOUT 1: MAP SUNNDI



The thick green-blue line is the current front line. Londa can be found in M/N8.

## PLAYER'S HANDOUT 2

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To you,

You have all done too much damage to us. We have lost so much. If I can return our villages to the way they were, I will. You are no longer welcome in Munmoce. Stay away and keep your evil out of our peaceful existence. All the past will be gone soon and we can return to our faith. Myrhiss foresake me, but maybe she will return to the rest of my people.

Let the girl's troubled soul finally be at peace and with her gone, we can be at peace too.